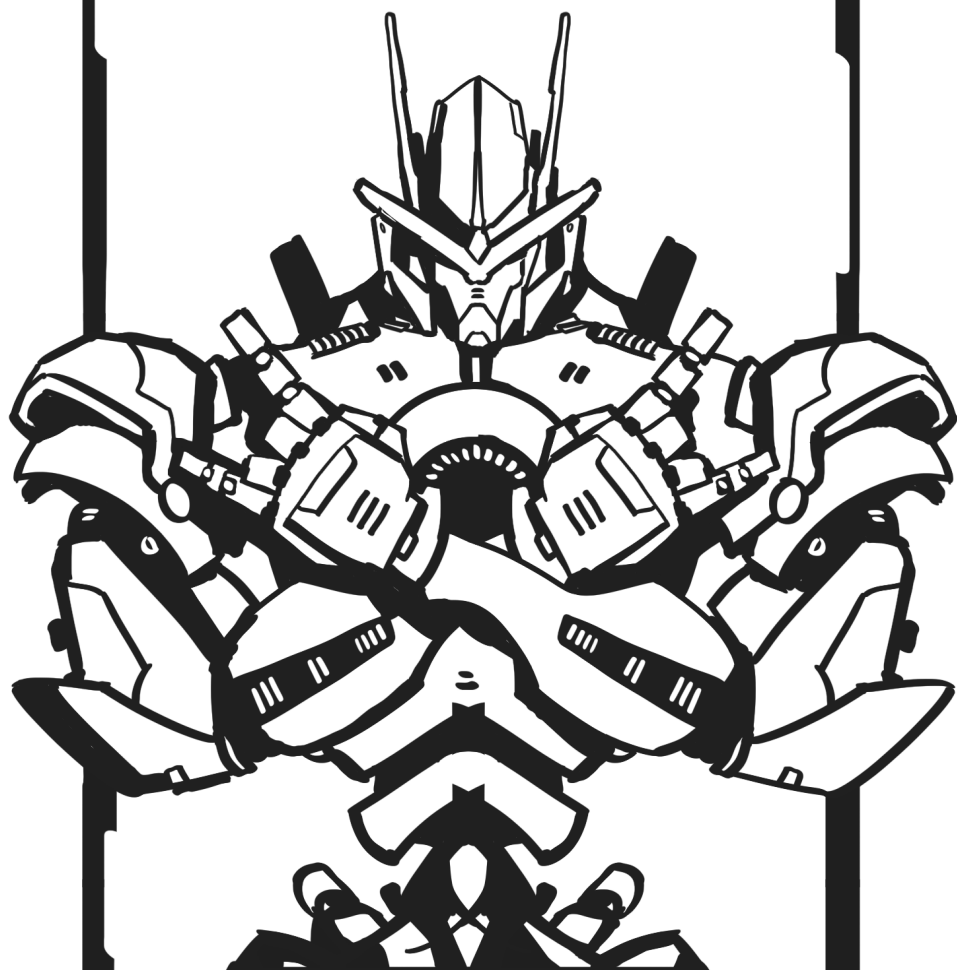


CRITICAL OPERATIONS FOR TITANIC WARMACHINES

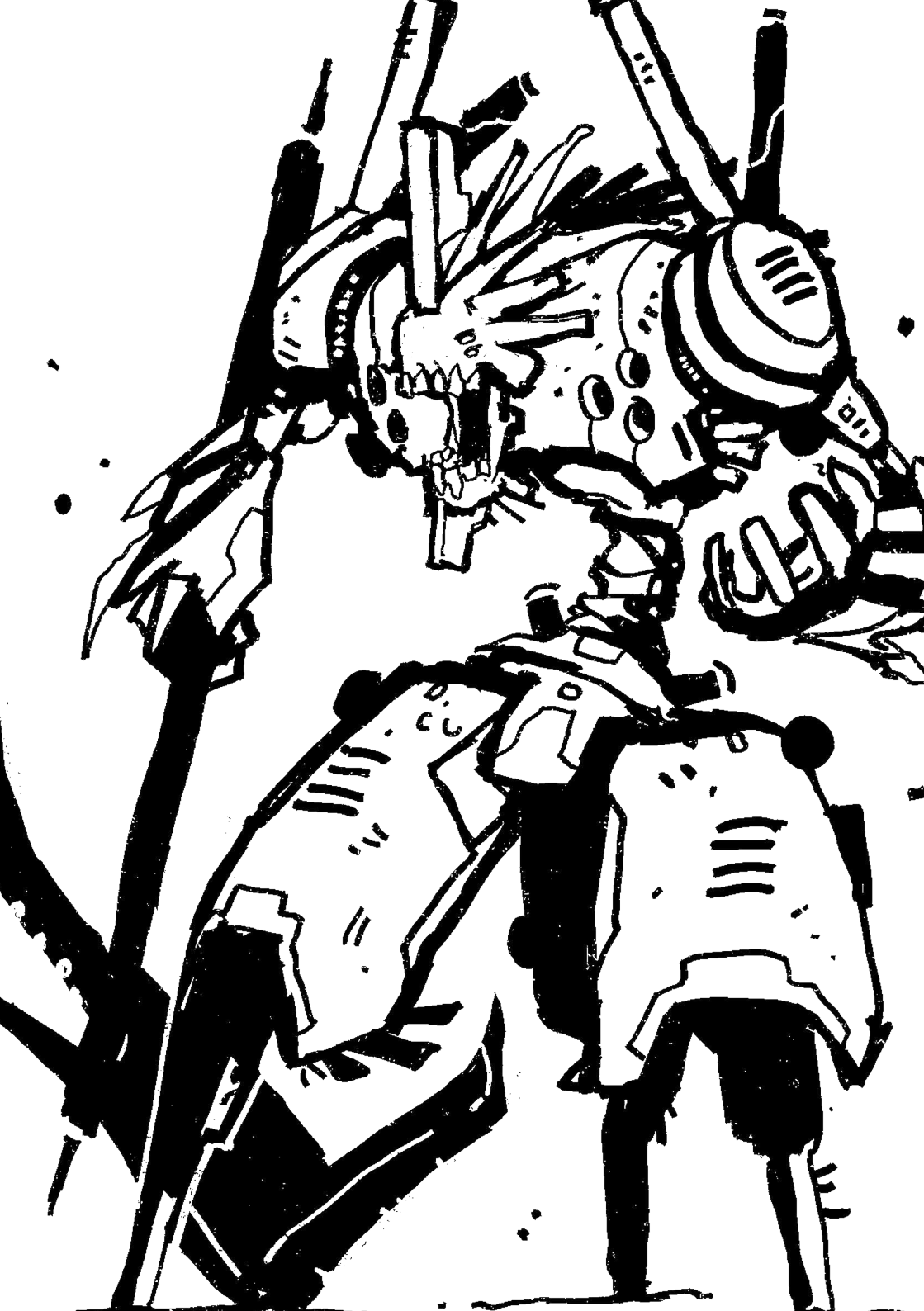


THE MECHA HACK



MISSION MANUAL





ABSOLUTE TABLETOP PRESENTS MISSION MANUAL

CRITICAL OPERATIONS FOR TITANIC WARMACHINES BY ABSOLUTE TABLETOP • MADE WITH THE BLACK HACK

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Special Thanks: To my patrons, for playtesting this stuff and supporting my efforts. To the Paladins – Aaron, Barker, JB, Jon, and Matt – for being constant. To Tea, for always providing time, space, and encouragement to create. And to Rhowan, for keeping me company while I work, and for humoring me when I make you watch Voltron. —*Matt Click, March, 2021*

The Mecha Hack: Mission Manual was created thanks to the support of 967 backers on Kickstarter.

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TABLE OF CONTENTS

2 TABLE OF CONTENTS

3 INTRODUCTION

4 LODESTAR ALPHA

6 MISSIONS

6	Mission Emblems
7	Recharge and Countdown
7	Customizing a Mission
8	Running a Campaign
10	Mission Quick Reference
12	Anathema
13	Assault on Moroo
14	Breaking the Blockade
15	Chaos at Stratus
16	Clash of the Titans
17	The Cozen Job
18	Defending Kuro Station
19	Drop Zone: Leviathan
20	Enter Irondeath Arena
21	Elsewhere Infinitum
22	Eruption Extinction
23	Fall of Phoenix Peak
24	The Foundry
25	Grand Theft Mariner
26	Heaven's Fall
27	Insurgency at Verglas
28	Interception: Red Zone
29	Jailbreak
30	Leviathan in the Mist
31	Long Live the King
32	Mecha League
33	Meltdown
34	Orion's Arrow
35	Phase Line: Talon
36	Pilot Academy: Aeonic Primacy
37	Pilot Academy: Neo Dominion
38	Pilot Academy: Terran Collective
39	A Race to the Bottom
40	Return to Irondeath Arena
41	Revenge of Irondeath Arena
42	Rise of the Nanovore
43	Rise Up
44	Salvaging the Eclipse

45	Search and Rescue
46	Sewer Duty
47	Seize the Ronin
48	Severed Connection
49	Symbiotic Superdestroyer
50	The Stars Torn Asunder
54	Tomb of the Frozen King
55	Voidbringer's Torment

57 MODULAR RULES

57	Allegiance
61	Combiner/Super Mecha
62	Environment Templates
68	Expanded Downtime
69	Fireteam Tests
69	Hard Mode
70	On-Foot Skills
70	Swarm Rules
71	Mecha as Starfighters
72	Variant Character Creation
73	Zeta Points
74	Bionic
74	Merc
75	Vet
75	Pariah
76	Auxiliary
77	Colossus
78	Hybrid
79	Vanguard

81 MODULES + EQUIPMENT

86 ENEMIES

97 GAME MASTER TOOLBOX

97	Instant Action
98	Critical Damage Effects
99	Mecha Appearance Generator
100	Kaiju Appearance Generator
100	Kaiju Name Generator
101	Comms Chatter and Technobabble
103	Complications and Opportunities
104	Mission Briefing Generator
104	Planetoid Generator
105	Salvage and Scrap

INTRODUCTION

It's been some time since our last briefing, pilots – but your role on the fireteam has grown no less vital. Enemy factions vie for power over isolated and metropolitan systems alike, vital resources dwindle, and all the while, the mysterious Voidmaw tunnels into our reality. So suit up, dust off the fuel magnetizer, and dangle your dice from your mecha's display toggles. Your next mission is uploading into your synaptic feed...

Welcome to **Mission Manual**, a supplement packed with more than 40 modular missions for use with **The Mecha Hack**. These missions, lovingly crafted by a diverse team of talented RPG designers, are intended to be undertaken by a fireteam of three to five mecha of any level. Also included are four new pilot and chassis options, new modules and equipment, GM tools, and supplemental and optional rules for a variety of Mecha Hack campaigns and one-shot missions.

THE MECHA HACK

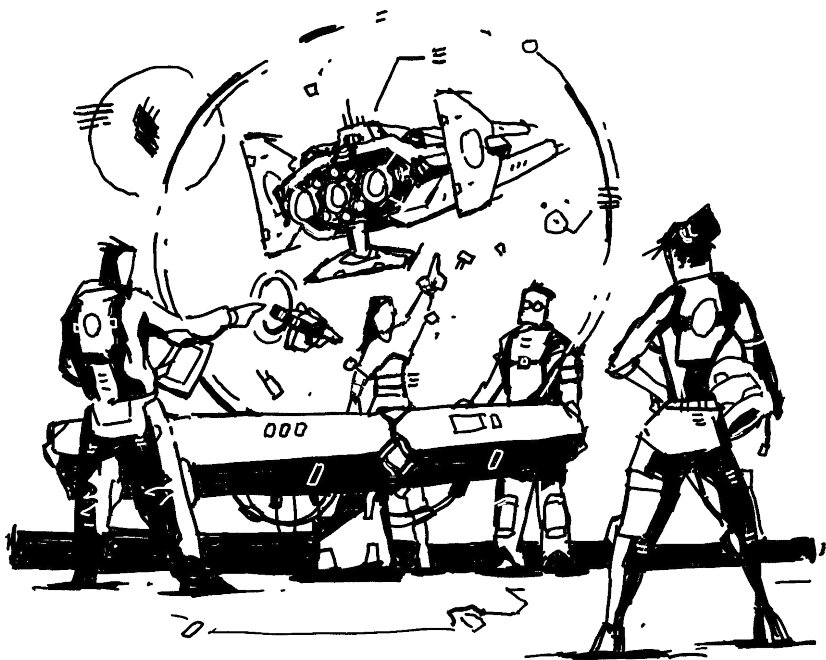
The Mecha Hack is a tabletop roleplaying game of titanic warmachines and their intrepid pilots, available from Absolute Tabletop and made with **The Black Hack**.

In **The Mecha Hack**, players create their own hulking warmachines, deck them out with armor and weapons, and serve together as pilots on an elite fireteam. It is recommended you pair the **Mission Manual** with the **Mecha Hack** core book for access to the full arsenal of rules, character options, enemies, and equipment.

LODESTAR ALPHA

These missions take place in **Lodestar Alpha** – a war-torn science-fiction setting where armies of mecha battle for control of a distant, alien star system. The advanced mecha of the Aeonic Primacy square off against the bulky and worn exosuits of the Terran Collective and the mechanized knights of the Neo Dominion. Meanwhile, an ancient alien threat, the Voidmaw, strikes out from the Verilian Tunnels. The fate of Lodestar Alpha seems grim, but daring pilots and their powerful mecha stand strong against the tides of war.

With minor adjustments, these missions can easily be retrofitted for your preferred setting and system.



LODESTAR ALPHA

Ages ago, the humans of a dwindling Earth sent three colony ships through a space-time fissure on the outer edges of the solar system. Two of those ships survived the trip and arrived in a far-flung star system with habitable worlds and unknown constellations.

Those early Terran colonists uncovered ancient alien technology which enabled them to develop the mighty reactors that now power the backbone of our culture – mecha. These massive machines built the cities and settlements of this new home, which would come to be known as Lodestar Alpha.

The colonists lived in relative peace for centuries, united under the rule of the Neo Dominion. Then, without warning, the third colony ship arrived through the space-time rift, several centuries late. Commanding unfathomable alien technology, these newcomers called themselves the Aeonic Primacy, and immediately set to work conquering and subjugating the people of Lodestar Alpha. Though human, the Aeons were alien in their methods and motives, and they quickly overpowered the militarized forces of the Neo Dominion through the use of the ancient portal system hidden within the Verilian Tunnels.

This ancient, endless network of subterranean tunnels allows for almost instantaneous travel between the worlds of Lodestar Alpha through the use of interdimensional portals. It is also the hive of the Voidmaw kaiju, sealed away eons ago. When the Aeonic Primacy reopened these tunnels to secure their control of Lodestar Alpha, they inadvertently unleashed the ancient beasts. Now, the interdimensional tunnels present danger and opportunity in equal measure for the militant factions of Lodestar, as well as mercenary outfits looking to take advantage of the precarious situation.

For skilled mecha pilots, there's glory enough to go around.

FACTIONS

Aeonic Primacy: The Aeons are lost human colonists who recently invaded the Lodestar Alpha system to wage a cataclysmic war. They are commanded by a mysterious entity known only as the One-Mind – perhaps human, alien, or something else entirely. Lost for centuries in unknown space, the Aeons wield advanced alien tech like beam weaponry, energy shields, and other augmented enhancements. Their

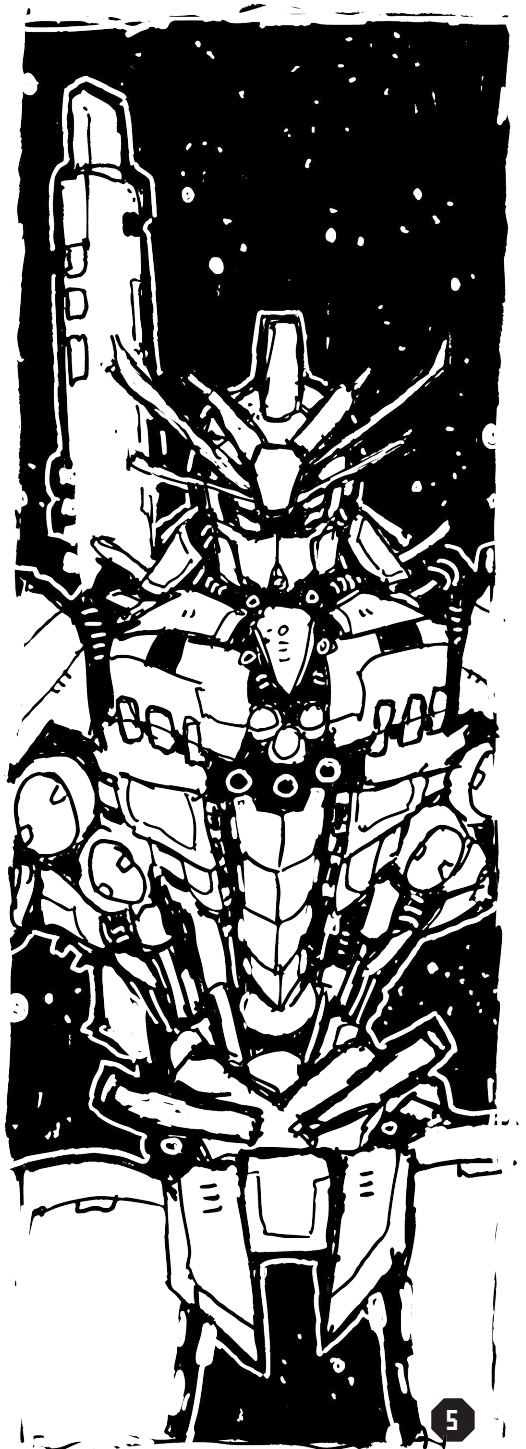


sleek and mobile mecha resemble insects and arachnids, and are more numerous and advanced than either the Collective or Dominion can muster. Using the Verilian Tunnels to quickly overwhelm any opposition, victory seemed assured for the Aeons – were it not for the ancient enemy they inadvertently released...

Terran Collective: The Terrans are ragtag freedom fighters made up of the laborers and common people of Lodestar who wish to drive out the Aeonic invaders and reclaim their home. They were united by Thea Node, a tough-as-nails military tactician and former laborer who helped build and maintain mecha before the arrival of the Aeons. Terran mecha are derived from old construction and harvesting tech, appearing bulky and thrown-together – but in action, they are scrappy, reliable, and adaptable. Where the Aeons wield beam weapons and energy shields, the Terrans prefer good ol' ballistic weapons and heavy armor.

Neo Dominion: The Neos, loyal remnants of the former rulers of Lodestar Alpha, are scattered and dwindling, but still refuse to surrender. Ruled by the exiled Prince Ilyn Acharis, the rightful heir to the throne of Lodestar, the Neos and their remnant knights are convinced of their right to rule, and fight tirelessly against both their new oppressors and the rebellious Terran Collective. Neo mecha are ornate and intricately designed, often adorned with sigils and decorated armor, marching proudly to war flying banners bearing the emblem of House Acharis.

Voidmaw: Disturbingly little is known about the Voidmaw, except these primal creatures have one aim: to devour. The ancient scourge of Lodestar Alpha, the Voidmaw spill from the rekindled portals of the Verilian Tunnels, following their reactivation at the hands of the Aeonic Primacy. The Voidmaw vary vastly in size and shape – some stand as tall as a person, others dwarf skyscrapers – but they all share the common traits of being formidable, plentiful, and nearly unstoppable in a fight. With tentacles, jaws, and claws, the Voidmaw present a growing threat to the Aeons, the Terrans, and the Neos alike.



MISSIONS

Each mission included in the Mission Manual follows a similar format, providing everything a Game Master needs to run the session easily and, if need be, on-the-fly. Some missions specify a setting or the factions involved; others intentionally leave these aspects vague or up to the GM. Likewise, some missions are flexible in their elements – the enemies faced, the obstacles presented, and the objectives at-hand; while others might name specifics to maintain the theme.

Regardless of the theme of a mission, each includes the following elements.

- A **title**, with a short overview of the mission, allows you to choose a mission that seems fun, exciting, and appropriate for your table.
- The **emblems**, displayed along the top of the page, give you an at-a-glance look at the themes of the mission.
- A **mission briefing** serves as a brief description of the mission, also doubling as a session intro the GM can read aloud to the players.
- A d6 roll table of **objectives** provides specific motivation for the fireteam, who might be prioritizing one objective or all three at once.
- A d6 roll table of **twists** related to the mission provides replayability and variety. A thematic generator tied to a specific element of the mission sometimes replaces the twists table.
- A **kickoff** phase provides the opening scene to the session, often in the midst of high-octane action.
- An **action** phase serves as the explosive set piece or major threat during the mission – this represents the bulk of the session.
- A **climax** phase acts as the culmination of the mission, often containing its greatest challenge and the key to the mission's success.

MISSION EMBLEMS

Atop each mission, you will find one or more symbols. These emblems are intended to give you an at-a-glance feel for what each mission contains. See the full list of emblems below!



Bullet Hell: Hold the line! These missions are particularly combat-heavy and require tactical thinking to overcome.



Campaign Starter: The start of something big. These missions are perfect for kicking off a Mecha Hack campaign, setting up possible future conflicts and introducing players to the high concepts of the game.



Extra Objectives: You have our gratitude. These missions only exist because of support from our backers on Kickstarter, who unlocked a stretch goal for additional missions in the book.



Hazardous Environment: Watch that crossfire! These missions make use of the environment templates found on pg. 62.



Kaiju Warning: Tread lightly, and keep those sensors on. These missions include encounters with monstrous kaiju!



Lodestar Factions: War rages in Lodestar Alpha! These missions involve the militant factions of the setting. Refer to the faction allegiance rules found on pg. for extra conflict and immersion.



Mercenary Mission: A commander is only as good as their fireteam. These missions were crafted by our hardworking freelancers.



On-Foot Mission: You'll need to use all the expertise at your disposal to overcome these challenges, both in and out of your mecha – these missions utilize the on-foot skills found on page 70.



Salvage Opportunity: First come, first served. These missions present possible salvage opportunities for more “scrappy” fireteams. See more about salvage on pg. 105.



Wetwork: Activating dark mode. These missions require espionage, infiltration, or stealth to achieve objectives.

RECHARGE AND COUNTDOWN

In some missions, you might come across the terms recharge and countdown.

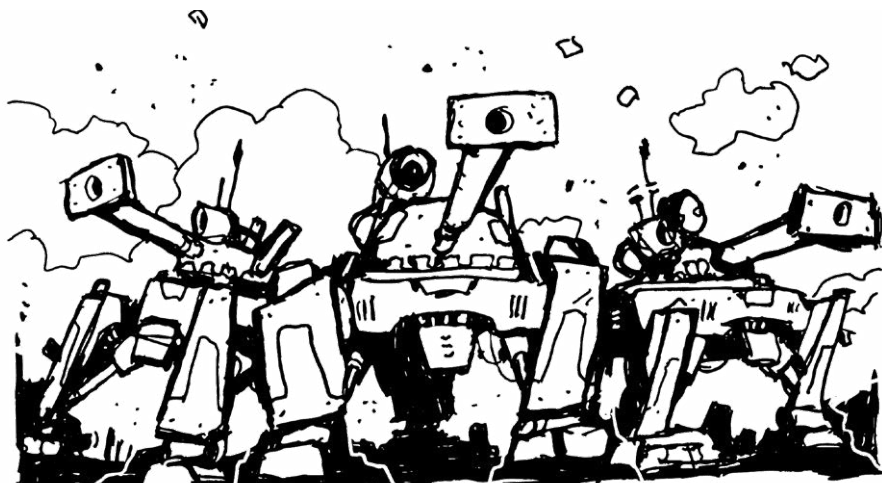
- **Recharge** works like it does for enemies in the Mecha Hack core book. So for “recharge 5–6,” at the start of the round, roll a d6. If you get a 5 or 6 on the roll, the listed effect occurs.
- **Countdown** means you roll down the usage die chain to “countdown” to something occurring. For instance, with “countdown d6,” at the start of the round, roll a d6. On a roll of 1 or 2, the die downgrades to a d4. Rolling a 1 or 2 on that d4 means the countdown is over, and the listed effect occurs.

CUSTOMIZING A MISSION

If you're looking to tweak a mission to scale difficulty, create ties to an ongoing campaign, or change the setting entirely, the following guidelines should get you started. The missions as written are geared to be run entirely as-is, with minor tweaks and modifications, or switched-up completely to suit your unique campaign and game table. There is no wrong way to use a mission, as long as it inspires fun at your table.

Objectives: Need an objective more tied to your ongoing Mecha Hack campaign? Consider why the fireteam might involve themselves in a particular mission, given their allegiance, motivations, and previous encounters. For example, Irondeath Arena (pgs. 20, 40 and 41) might present a lucrative source of credits for ongoing repairs to scrapper mecha, or it might be a way to infiltrate the Neo Dominion through wealthy stakeholders who buy and sell teams of gladiators like livestock.

Enemies: Referenced enemies, either from the Mecha Hack core book or this supplement, are merely suggestions. Consider the level and capabilities of the fireteam, and adjust included enemies accordingly. You can swap out enemies for a more appropriate challenge or to better fit a theme, or you can scale enemy hit dice and damage up or down using the guidelines in the Mecha Hack core book. Use the Complications and Opportunities tables (pg. 103) to round out a mission's difficulty on the fly, or unleash everything you've got on the pilots using the Hard Mode rules (pg. 69).



Obstacles: Most missions include obstacles to be overcome – oftentimes these result in ability tests and consequences for failure. Consider the level and capabilities of the fireteam, and scale the difficulty of the tests and their effects up or down to better suit your desired challenge. A failed test that results in 1d8 damage might be disastrous for a low-level fireteam; conversely, that same test might present a mere distraction for more powerful mecha. When in doubt, use the guidelines for scaling damage up and down in the Mecha Hack core book.

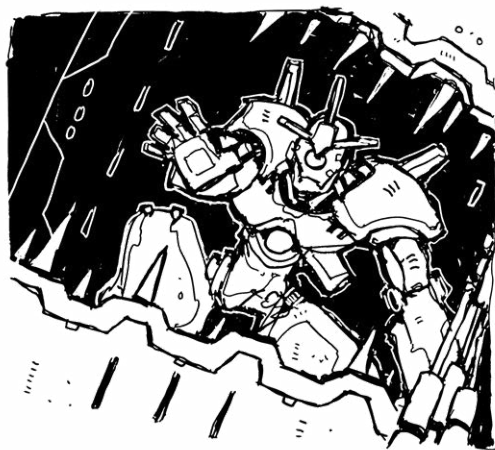
Factions: Some missions might mention factions from Lodestar Alpha – the scrappy rebels of the Terran Collective, the militant knights of the Neo Dominion, the transhuman cyborgs of the Aeonian Primacy, or the monstrous kaiju of the Voidmaw. For your campaign, feel free to change it up, either drawing upon the allegiances and conflicts of the fireteam, or drawing inspiration from your own homebrew setting.

Extras: More obstacles? Stranger twists? An ongoing villain with nefarious plans? Get handsy with these missions to make them work for your table – and when in doubt, utilize the tables and tools in the GM's Toolbox section of both the Mecha Hack core book and the Mission Manual supplement. For quick, easy inspiration on-the-fly, make a roll on the Instant Action table (pg. 97).

RUNNING A CAMPAIGN

The missions presented here can be played as single session “one-shots,” or strung together into an ongoing Mecha Hack campaign. Some missions, like the Irondeath Arena trilogy, act as direct sequels to one another; others, like Shattered Eclipse and Severed Connection, offer thematic ties that hint at one being a possible continuation of another. What follows are some possible mission combinations that might make for some fun campaigns at your game table.

The Irondeath Trilogy: Combine Enter Irondeath Arena (pg. 20), Return to Irondeath Arena (pg. 40), and Revenge of Irondeath Arena (pg. 41) to craft a multi-session marathon of murder and mayhem, wherein a scrappy team of rookie mecha



gladiators rise to become the champions of Lodestar Alpha's greatest combat arena.

Rise of the Voidmaw: Combine Sewer Duty (pg. 46), Phase Line: Talon (pg. 35), Tomb of the Frozen King (pg. 54), and Leviathan in the Mist (pg. 30) to experience the Voidmaw's rise from an insidious subterranean threat to a system-spanning scourge threatening to destroy Lodestar Alpha itself. The fireteam, beginning as simple labor bots sweeping the sewers, in the end stands steadfast against this growing threat.

The War for Lodestar: Start with one of the Pilot Academy missions (starting on pg. 36), choosing a faction to which you pledge allegiance. Then, follow that up with Breaking the Blockade (pg. 14), Drop Zone: Leviathan (pg. 19), and end it all with the two-part mega mission The Stars Torn Asunder (pg. 50) to play out the climatic, three-way war for the fate of Lodestar Alpha. Whom do you fight for, and will you live to see their victory?

Squad's Seen Better Days: The Stars Torn Asunder (pg. 50) represents the dramatic and violent climax to the Voidmaw's incursion into Lodestar Alpha, but instead of leading up to its events through multiple subtler missions, kick the campaign off right at its crescendo, and frequently use flashbacks to previous missions, private conversations, and times at the training academy. Only dive into the second act of the mega-mission once the squad's story is ready for closure.

You Made This? I Made This...: Your squad specializes in breaching enemy warships, commandeering them, and blowing them to smithereens after retrieving precious cargo. Combine *Seize the Ronin* (pg. 47), *The Cozen Job* (pg. 17), and *Severed Connection* (pg. 48) into a trilogy of missions centered around skyjacking (or infiltrating and destroying) well-armed starships both inside your decked out mecha, and on-foot where needed.

Out of the Frying Pan: Lead your team out of chains and into a mysterious and all-powerful force that none are prepared to reckon with. By following *Jailbreak* (pg. 29) to escape the clutches of the enemy, into *Breaking the Blockade* (pg. 14) to complete the escape, the pilots will be shocked to meet Lodestar Alpha's true threat in *Leviathan in the Mist* (pg. 30).

Empower the Workers: *Rise Up* (pg. 43) followed by *Defending Kuro Station* (pg. 18) leads pilots to unite the downtrodden under one banner, and deal a swift blow to an enemy who would keep them under the imperial thumb. The squad created by these missions' outcomes will undoubtedly be remembered for years to come, and perhaps even turn into a prominent faction of the people.

Surreality: *Voidbringer's Torment* (pg. 55) and *Elsewhere Infinitum* (pg. 21) are perfectly combined into a reality-twisting predicament. Will your mecha escape the simulation? Is there really anything to escape to? Combine aspects of any other mission to enhance the simulation, delve into the psyches of the pilots, and bring their worst fears and realizations to light.

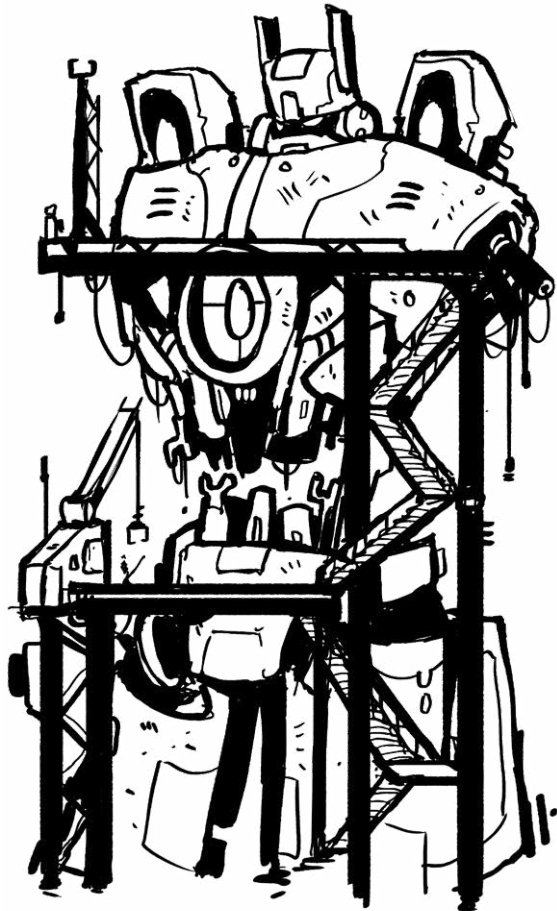
MIXING AND MATCHING

There's no shortage of content in this book, but don't let the mission outlines trick you into thinking inside the box. Central Command reports an endless stream of operations in the future – incorporate the following advice when forging brand new missions from the supply in this book:

Use the events from one mission with the locations of another. Infiltrate the enemy Pilot Academy (starting on pg. 36) then initiate the *Grand Theft Mariner* mission (pg. 25) to capture a training vessel from the state-of-the-art school.

Swap in one of Lodestar Alpha's factions for another in any given mission, or create a new faction on the spot. Just because the squad already obliterated the Hub in *Severed Connection* (pg. 48) doesn't mean the Terran Collective and Neo Dominion don't also have "motherships" in need of destruction or capture.

Use the mission templates to build your own dangerous operations, and don't stop there. Your own factions, worlds, leaders, and threats await you.



MISSION QUICK REFERENCE

This quick reference guide is an alphabetized list of all of the missions in the mission manual with a brief description of the mission's concept.

To randomly select a mission roll a d100. To randomly generate a mini-campaign, roll a d100 three times. The lowest roll is the opening mission, the second lowest is the mission that follows, and the highest roll is the climactic mission. Half the fun is discovering how these missions are narratively linked to the campaign, so don't be afraid to reskin or alter the elements to suit your story. For on-the-fly inspiration, and to fill in any gaps, use the tables in the GM Toolbox (pg. 97).

d100	Page	Title	Keywords
1-3	12	Anathema	Mecha gangs, black ops, espionage
4-6	13	Assault on Moroo	Warlord usurper, populace threatened, chaos
7-9	14	Breaking the Blockade	Surgical strike, elite fireteam, outnumbered
10-12	15	Chaos at Stratus	Remote station, gas giant, distress call
13-15	16	Clash of the Titans	Dueling rivals, beam sabres, culmination
16-18	17	The Cozen Job	Aerial heist, freefall, save the cargo
19-21	18	Defending Kuro Station	Protect the innocent, train civilians, rise up
22-24	19	Drop Zone: Leviathan	Low-orbit drop, warzone, storm the refinery
25-27	20	Enter Irondeath Arena	Gladiatorial fights, waves of foes, copious danger
28-30	21	Elsewhere Infinium	Warped reality, Verilian tunnel, journey home
31-33	22	Eruption Extinction	Explosive volcanoes, magma kaiju, rescue ops
34-36	23	Fall of Phoenix Peak	Multiple disasters, city on the brink, no hope
37-39	24	The Foundry	Magma tunnels, salvage wars, alien mecha
40-42	25	Grand Theft Mariner	Underwater, covert-ops, vessel heist
43-45	26	Heaven's Fall	Freefall combat, plummeting ship, disaster
46-48	27	Insurgency at Verglas	Mercenary foes, ice giant, worker uprising
49-50	28	Interception: Red Zone	Runaway train, race against time, all or nothing
51-52	29	Jailbreak	Lockdown, impossible escape, one shot
53-54	30	Leviathan in the Mist	Distant nebula, behemoth, violent storms
55-56	31	Long Live the King	Imposter king, feudal intrigue, psychic threats

d100	Page	Title	Keywords
57-58	32	Mecha League	Mecha sports, deadly opponents, tough odds
59-60	33	Meltdown	All-out assault, orbital strikes, meltdowns
61-62	34	Orion's Arrow	Meteor imminent, warheads, deadly foes
63-64	35	Phase Line: Talon	Deadly infection, survivors, mutated voidmaw
65-66	36	Pilot Academy: Aeonix Primacy	Simulations, fierce competition, high tech
67-68	37	Pilot Academy: Neo Dominion	Tourney for honor, tests of courage, trials
69-70	38	Pilot Academy: Terran Collective	Scrapyard skirmishes, real danger, prove worth
71-72	39	A Race to the Bottom	Race to salvage, dark caverns, monster slumbers
73-74	40	Return to Irondeath Arena	Death race, rocket thrusters, clashing steel
75-76	41	Revenge of Irondeath Arena	Battle royale, tooth-and-nail, to the death
77-78	42	Rise of the Nanovore	Munitions plant, radio silence, nanotech
79-80	43	Rise Up	Worker's revolt, daring rescue, cave-in
81-82	44	Salvaging the Eclipse	Scrapper rivals, derelict wreckage, stake a claim
83-84	45	Search and Rescue	Ruined buildings, civilian rescue, voidmaw
85-86	46	Seize the Ronin	Prison ship, dangerous skyjack, one chance
87-88	47	Sewer Duty	Tunnel patrols, kaiju lurking, defend reactors
89-90	48	Severed Connection	Fringe teleporters, surgical strike, starfighters,
91-92	49	Symbiotic Superdestroyer	Shrunken mecha, medical mission, nanobots
93-94	50	The Stars Torn Asunder	Verilians return, space battle, epic, factions unite
95-96	54	Tomb of the Frozen King	Frigid tundra, crazed cult, ancient kaiju
97-100	55	Voidbringer's Torment	Simulation haywire, no escape, sanity strains

ANATHEMA



CHRIS WILHELM

Face a powerful mecha gang and an elite Aeonix Primacy task force while hunting down a missing black ops asset.

MISSION BRIEFING

You've been hired by a black ops researcher to take care of a problem they need to keep under wraps. The Phobia Echo – an experimental test mecha – is missing, along with its pilot, Maci. Refusing (or unable) to give details about the Phobia's combat capability, the researcher discloses to you and your crew it was last seen in the capital's utility tunnels. Further complicating things, the Primacy's new task force, the Aeonix Defense Force (ADF) is in an all-out war with a local mecha gang – the Broken.

Find Phobia Echo – and Maci – discreetly before news gets out about the lost mecha.

d6 Objectives

- 1-2 Recover Maci at all costs
- 3-4 Eliminate witnesses, including ADF
- 5-6 Destroy the Broken's command vehicle

d6 Twists

- 1 MACI (Machine Ace Composite Intelligence) is the pilot – a hybrid brain in a jar
- 2 The pilot is a Neo escorting the mecha to a rendezvous
- 3 The Broken are engaged in illicit arms deals
- 4 The Phobia Echo is berserk – the tunnels are its hunting grounds, and it cannot be soothed
- 5 You're being used to locate a Neo Dominion assassination target
- 6 The job was a set up – ADF ambush!

KICKOFF: GAIN ACCESS

Claustrophobic, low visibility, labyrinthine

The Broken: *Jump-pods* and a *mechwalker* block entrance – Mobility to sneak around.

Tunnel Maze: System to safely navigate the tunnels (disadvantage due to tech interference) or encounter ADF *sentry guns*.

ACTION: RUN AND GUN

Vapor, utility lines, large processing centers

Hostiles: Phobia Echo (*abomination*) is heavily damaged, battling *mecha recruits*.

Security Turrets: *Sentry guns* lay waste to anything without an Aeonix military identification code. System to turn turrets against the enemy.

Chase: Phobia Echo breaks away – Mobility to stay in range or disadvantage on next System test to locate.

CLIMAX: THE PHOBIA ECHO

Energy processing plant, open air, highly explosive

Cornered: Phobia Echo lashes out like a wounded animal – attacks deal 1d4 additional damage to close enemies.

Punishing Distraction: Mecha close to Phobia Echo roll to defend with disadvantage; ranged defense rolls have advantage.

Soothe: Think you can reason with it? Extended Presence or System test (five successes before three failures) to calm Phobia Echo – damaging it adds one failure.

ASSAULT ON MOROO



GIEN READ

Carefully fight through the densely populated city of Moroo and confront the warlord Jerzma.

MISSION BRIEFING

Countless distress signals fill your comms. Moroo, one of the most densely populated cities in the sector, has been overtaken by a local warlord called Jerzma Meng and her forces.

Evacuations commence but there are still people sheltering in buildings and lining the streets, trapped in the chaos. Drop into the city and take Jerzma out with minimal civilian casualties and damage to infrastructure.

d6 Objectives

- 1-2 Rescue the passengers of a crashed transport in enemy territory
- 3-4 Capture the warlord alive so they may face justice
- 5-6 Take the city center back from the warlord

d6 Twists

- 1 Jerzma has taken civilian hostages
- 2 Jerzma is piloting a stolen experimental mecha zero
- 3 A number of civilian buildings are rigged with explosives by Jerzma's forces
- 4 Enemy reinforcements arrive after the showdown with Jerzma
- 5 The enemy knew you were coming – sentry guns fire on you during the drop
- 6 Jerzma will not be taken alive – they self-destruct their mecha when defeated

KICKOFF: WELCOME TO MOROO

Battle begins, aim true in the dense city

Collateral Damage: Missed ranged attacks cause collateral damage; all buildings are inhabited and destroyed buildings provide cover. Keep track of the number of buildings destroyed.

Dropping Hot: Ranged attacks have disadvantage from high altitude. Mobility to avoid landing on buildings.

Forward Scouts: *Mecha recruits* wait in the landing zone; *mecha snipers* take positions on a tall building.

ACTION: EXPLOSIVE BATTLE

Explosive fighting in Moroo's commercial district

Ambush: System at disadvantage to spot *anti-mecha strike teams* before they attack. Power to destroy their vantage point or Presence to stop their attack.

Defenders: *Anti-mecha hover tanks* and a *mechwalker disabler* block your path.

Fireworks: Mobility or Presence to escort workers away from danger, then System to hack or Power to destroy a fuel depot (2d10 damage to near targets and buildings).

CLIMAX: FINAL SHOWDOWN

Heroes of Moroo or careless destroyers?

Direct Route: Power to carve – or Mobility to navigate – a path through buildings to ambush the warlord.

The Warlord: *Rogue commander* with a *salvager gunship* carrying *salvager berserkers* ready for a final stand.

Home Team: If destroyed buildings equal fewer than 15, local *anti-mecha destruction squads* join the final battle (allied swarms, pg. 70).

BREAKING THE BLOCKADE



PART CLICK

Sneak past patrols, flank a heavily fortified enemy blockade, and shatter enemy lines with a precise, tactical strike.

MISSION BRIEFING

The enemy stands fast against our assault. Their blockade, ironclad, seems impenetrable, composed of mecha bolstered by artillery and nimble air support. We break against their lines again and again – at great cost. We have one option left: a surprise, surgical strike against their command unit, carried out by an elite fireteam.

Frequent mecha patrols and gunship sorties ward attackers from the blockade's flanks, while fortified artillery emplacements protect the enemy command unit. This is our most desperate hour – we must cripple their resolve, or perish.

d6 Objectives

- 1-2 Commandeer enemy radar installations to cripple detection capabilities
- 3-4 Assassinate the enemy commander – an ace mecha pilot
- 5-6 Destroy enemy artillery batteries to clear a path for allied assault

d6 Twists

- 1 The enemy is aware of the surprise attack
- 2 Enemy deserters offer aid – for a price
- 3 A mecha in the fireteam is fitted with an experimental explosive
- 4 The blockade's opposite flank is attacked by another faction
- 5 The enemy unveils a new long-range weapon
- 6 The mission is a diversion for a larger allied assault

KICKOFF: INFILTRATE THE OUTSKIRTS

Distant battle, enemy comms, downed mecha

Downed Allies: Previous assaults leave debris in the form of destroyed mecha chassis, providing grisly cover to mask reactor signals – advantage on Mobility tests to hide.

Enemy Patrols: *Mecha recruits* supported by *interceptors* patrol outskirts.

Radar Relays: Each relay destroyed (10 HP each) reduces enemy reinforcements in the action phase (-1 enemy per reinforcement roll).

ACTION: BATTLE AT THE BLOCKADE

Hails of enemy fire, waves of foes, thundering artillery

Turtled Up: *Mecha recruits* and *mecha aces* fire volleys from behind cover.

Enemy Reinforcements: 1d4 *mecha recruits* arrive to bolster enemy line (recharge 5–6).

Artillery Barrage: Mobility test to dodge or Presence test to withstand 2d8 damage from distant cannons (recharge 5–6).

CLIMAX: COMMAND ASSAULT

Desperate defenders, gunship strafing runs, countdown to destruction

Gunship Flyovers: Mobility test to avoid 1d6 damage from strafing run (recharge 5–6).

Cripple the Command: Command unit (30 HP) housed within *artillery battery*, protected by *mecha aces*.

It's Gonna Blow: As command unit goes down, reactor overloads and explodes – Mobility test to outrun explosion.

CHAOS AT STRATUS



SHAWN TOPKIN

Aboard a remote station plummeting into the heart of a gas giant, a crucial device is about to fall into enemy hands.

MISSION BRIEFING

Stratus is a Terran Collective outpost floating in the upper atmosphere of a jovian planet. Once a gas-processing facility, it now houses a secret research site. A band of Terran scientists stationed there developed a teleportation device dubbed the Tarnhelm Engine. They hope it can be used to even the odds against the Aeonic Primacy.

But something has gone wrong on Stratus. The station sent an urgent distress call, and your team of mecha are the only ones in range. You are the scientists' only hope.

d6 Objectives

- 1-2 Retrieve the Tarnhelm Engine at any cost
- 3-4 Get the team of researchers safely off the station
- 5-6 Secure the station and await reinforcements

d6 Twists

- 1 A traitorous agent is among the researchers
- 2 The atmosphere of this planet is flammable
- 3 An infamous pilot leads an Aeon assault team
- 4 The Tarnhelm Engine is already active, and an extra-dimensional portal is open
- 5 The kaiju and its brood are drawn to the Tarnhelm Engine like moths to a flame
- 6 The Tarnhelm Engine has a crucial flaw that makes it a potential doomsday device

KICKOFF: BOOM!

Dense clouds, fierce winds, fire and smoke, screeching spawnlings

Arrival: An explosion rocks the site and the crippled station plummets through the turbulent atmosphere – Mobility to deploy quickly!

Hard Landing: A secondary explosion rattles the station – Mobility or Power to stay upright and avoid falling debris.

We've Got Company: With the outpost's turrets disabled, swarms of *kaiju spawnlings* attack.

ACTION: STATION UNDER SIEGE

Topsy turvy, creaking hull, unused industrial equipment

Dangerous Traversal: Passageways, wracked by fire, lead to the research area in a cavernous central hub – Power or Mobility to avoid hazards.

Desperate Enemies: *Aeon diodes* captured the station, but inadvertently set off a chain of explosions as they tried to secure the device.

Panicked Scientists: Operating *heavy construction bots* and held under guard by the Aeons – Presence to gain trust

CLIMAX: UNEXPECTED GUEST

Vengeful Voidmaw, imminent destruction

Mamma Kaiju: A titanic *kaiju broodqueen* arrives, latches onto the station, and tears through the hull.

Unstable Device: System to safely disconnect the Tarnhelm Engine – reactor roll on failure.

Ticking Clock: The immense pressure at the heart of the planet will crush the station – stop its fall or get clear (countdown 1d6).

CLASH OF THE TITANS



MICHAEL BARKER

Fight a rival mecha to the death in a brash, explosive, dramatic duel.

MISSION BRIEFING

The time has come – it's just you and them.

Every milestone reached, every unbelievable twist encountered, and every thread of this woven tale has led you to this climactic moment – a battle against your rival. Your goal is within reach, but all that stands in your way is a final, titanic clash with your nemesis and equal – the rival mecha who has stood in your way at every turn.

This mission is an overlay designed to be used as many times as needed throughout a Mecha Hack campaign to emulate two rivals facing off. Use it for multiple pilots who want to experience epic showdowns with various mighty adversaries, each detailed and toned to match the characters and stories you've woven.

d6 Objectives

- 1-2 Disable your titanic rival – do not destroy them
- 3-4 Hold off long enough for your allies to achieve an objective
- 5-6 Convince your rival to work alongside you

d6 Twists

- 1 The enemy pilot reveals themselves as a close loved one
- 2 Your rival fights you expertly, but against their will
- 3 The opponent activates a module that might destroy the area
- 4 The victor is compelled to spare their enemy's life
- 5 You experience your rival's collective memories
- 6 The training simulation ends, and your memory returns

KICKOFF: THE PRELUDE

Trash talk, getting a measure of the enemy, preparing to duel

Opening Reveals: Power or Presence to stun your enemy. Success grants advantage on your first attack; failure imposes disadvantage.

Verbal Sparring: Presence to demoralize the enemy pilot – two successes before two failures grants a zeta point (pg. 73).

Prepare for Battle: Mobility or Power to prepare for the first strike – failure imposes disadvantage on your first attack in the duel.

ACTION: THE CLASH

Epic weapons, quick movement, the fight is on

Cover and Recovery: While fighting your opponent, Mobility to find cover (if available), and Presence every 1d4 rounds to gain a zeta point (pg. 73).

Incoming Enemies: 1d4 HD 1 mutual enemies arrive to disrupt your fight. Presence to decide who they focus on.

Change of Scenery: The ground gives way, a Verilian tunnel opens, or the planetary battle moves into space, transitioning the conflict to another environment (see pg. 62).

CLIMAX: ENDGAME

Epic finale, words exchanged, unbelievable twist

Battleground Monologue: Presence to gain advantage on your next attack.

Beam Sabers It Is: The combatants are compelled (or forced, due to ammunition shortages) to face off in a melee.

Finale: The twist is fully revealed. What happens next is up to you...

THE COZEN JOB



JAMES HEARNEY

Board an enemy ship, dump their cargo, and use their own mecha to get out before they know what hit 'em.

MISSION BRIEFING

Your faction's high command has you pulling a Cozen Job – the infamously difficult task of infiltrating an enemy ship on foot, dumping its cargo, and using its own onboard mecha to follow the cargo down, landing it safely.

You and your crew have infiltrated the Aeonic Primacy's Luminous Conduit and lie in wait. You have intel that the mecha onboard are fitted with experimental Rokkaku-class Lightsails – which means you can control your descent invisible to most systems. The Lodium shipment confirmed to be on board is the primary goal – but all cargo is an objective.

d6 Objectives

- 1-2 Hijack all cargo on board
- 3-4 Hack into the ship's systems and steal the fleet's flight plans
- 5-6 Plant charges on the ship to bring it down and cover retreat

d6 Twists

- 1 The mecha on board don't have Lightsails – find another way to avoid detection
- 2 One of the cargo containers holds a *kaiju baron*
- 3 A rival is stationed on the *Luminous Conduit* and joins the fray once the alarms go off
- 4 An old Neo Dominion contact warns you the cargo is a trap
- 5 Unforeseen planetary defenses are online and deadly
- 6 Aeonic Primacy mecha ambush you – this was a trap

KICKOFF: TERRAN INGENUITY

Aeon officer disguises, unreliable intel, blaring alarms, cargo lift

Hack the Cargo Lift: Espionage to hack door controls, or Athletics to destroy brake mechanism and trip alarm.

Steal the Mecha: Intrigue to pass as Aeon officers and steal mecha; System to decipher startup sequence with partial access codes.

Jettison the Goods: Mobility to move quickly and manually detach container maglocks, sending cargo over the edge.

ACTION: PLANETDIVING

Atmospheric drop, identify salvage, cover grapplers, vertical movement, no propulsion

Control Your Descent: Mobility at advantage to dodge loose cargo, use it as cover, and move using Lightsails (Airborne environment, pg. 62).

Salvage Materials: System to locate valuable salvage; Power to open containers and salvage consumables.

Protect the Goods: Salvage is collected in mid-air – store it safely in your mecha while dodging *Aeon diodes*.

CLIMAX: LOW OPENING

Extraction, dry thunderstorm, dust clouds, G-forces

Braving the Storm: Mobility within storm to avoid lightning strikes (1d8 damage and reactor roll).

Dust Cloud: System to track targets – use action to “ping” targets, granting advantage on first attack against them.

Call for Extraction: Once on the ground, hold out against a swarm of *veriform mecha* before your extraction (countdown 1d6).

DEFENDING KURO STATION



GWEN REED

Train civilians, prepare traps and barricades, defend the people from the Neo Dominion onslaught.

MISSION BRIEFING

The people of Kuro Station need your help! The governor has heard of your bravery and pleads with you to aid in defending her people. The station has been a valuable resource since the colonization of Lodestar Alpha and has constantly changed hands. Now the Neo Dominion once again have it in their sights.

With only a handful of labor mecha, some auto turrets, and whatever resources you can scavenge, you must train the civilians of Kuro Station into a fighting force fit to defend their home.

d6 Objectives

- 1-2 Protect the station's biofuel farms that supply the local sector
- 3-4 Defend civilians from retaliation after a successful worker uprising
- 5-6 Civilians have captured a high ranking officer – prevent enemy rescue

d6 Twists

- 1 One of the civilians is an enemy spy – they try to alert the Dominion of the ambush
- 2 The governor falls in combat
- 3 While looking for help, an old war hero agrees to aid the cause
- 4 The enemy hacks turrets, taking control
- 5 Conscripted soldiers bolster the ranks of the attackers
- 6 A civilian power plant gets hit by stray fire and goes into meltdown

KICKOFF: A HELPING HAND

Worried civilians, frenzied preparations, cries for help

Combat Drills: Power, Mobility, or System to train the civilians in combat, ambushing, or turret control – gain advantage on Counter Attack, Spring Trap, or Hold the Line.

Find Help: Presence to convince neighboring stations to lend a hand with extra weapons and mecha.

Set Defense: Power to erect defensive barricades and provide cover.

ACTION: THE BATTLE BEGINS

Forces lying in wait, enemy mecha approach, mounting tension

Spring Trap: Your forces lie in wait – Mobility to spring the trap and surprise the enemy. Success grants a turn before combat begins.

Bombardment: The enemy trains its artillery on the station – Mobility to avoid 1d6 damage.

Hold the Line: Help the civilians push back the first wave of enemies (*Neo knights*) – System to open fire with turrets (1d6 damage).

CLIMAX: FINAL WAVE

Explosive cannon fire, terrifying odds, glory or defeat

Reinforcements: *Neo paladin* arrives with a retinue of *mecha recruits*.

Counter Attack: Presence to rally civilians against overwhelming odds; Power to lead a valiant charge. Success grants advantage on the next test.

Aftermath: Drive off the remaining forces and help civilians rebuild – mourn the dead.

DROP ZONE: LEVIATHAN



MICHAEL BARKER

Drop from low-orbit into a volatile warzone, fight alongside ground forces to overtake an enemy missile battery, and storm an enigmatic refinery.

MISSION BRIEFING

The Battle for Leviathan has begun. The entire asteroid is a warzone, but the most vital objective is the Spectra Refinery, coveted for its valuable refueling capabilities. Allied ground forces are on the move, but they'll be sitting ducks against the enemy's powerful missile barrages – they need you.

Drop onto the asteroid from low orbit, fight your way through enemy lines, and destroy or capture the missile battery before allied forces on Leviathan and in orbit are destroyed.

d6 Objectives

- 1-2 Extract a high-priority allied squad from the frontline
- 3-4 Retrieve experimental missiles from the target battery
- 5-6 Uncover the secret experiments conducted at Spectra Refinery

d6 Twists

- 1 Enemy forces have rigged Leviathan with explosives
- 2 Friendly ships stand ready to bombard all of Leviathan
- 3 Enemy forces construct a new, hyper-powerful mecha chassis
- 4 The enemy holds valuable hostages in an unknown location
- 5 A kaiju stalker emerges from beneath Leviathan and attacks
- 6 The battery is of Verilian make, and will explode into a volatile cyclone if destroyed

KICKOFF: THE DROP

Exploding missiles, malfunctioning digital readouts, chaos above the landing zone

Evasive Maneuvers: Ordnance from the surface of Leviathan detonates – Mobility to maneuver safely.

Systems Malfunction: Enemy electro-pulses interfere with sensors – System to make necessary adjustments, or take 1d6 damage upon landing.

Dogfight Above: *Interceptors* weave through, gunning down allies – dispatch them, then System or Mobility to land safely near friendly troops.

ACTION: BATTLE FOR LEVIATHAN

Harried combat, flashing gunfire, whirring servos

Ground Support: Destroy the *anti-mecha strike team* threatening allied ground forces.

Repel the Armor: *Anti-mecha hovertanks* arrive; in the distance, a *mecha sniper* takes aim.

Breach the Battery: Two Power tests and two System tests to disable shields and enter the battery; *mechwalkers* protect battery.

CLIMAX: THE REFINERY

Caustic chemical leaks, collapsing structures, zealous enemies, rescue the researchers

Rescue: Two Power tests to release trapped researchers before toxic chemicals fill their lab.

Patch the Pipes: System to repair three separate leaks before refinery destabilizes – Mobility or Power to avoid falling debris.

Extraction: Defend refinery and researchers from *mecha recruits*.

ENTER IRONDEATH ARENA



MICHAEL BARBER & PIATT CLICH

Survive mecha and kaiju alike while dodging deadly hazards in a death-fueled, grime-streaked, not-strictly-legal gladiatorial arena.

MISSION BRIEFING

Within a hollow, drifting asteroid on the edge of Lodestar, the Irondeath Arena draws spectators, gamblers, and the grimmest, most merciless mecha mercs this side of Slipstar. Infamous for the wanton brutality of its gladiators, Irondeath Arena hosts duels, races, even all-out battles, punctuated by gouts of flame, showers of sparks, and spurning coolant.

Whether you're here of your own volition – looking to earn fame and fortune doing what you do best – or if you fight to earn your freedom from the shady figures who own and operate Irondeath, your mission is clear: survive at all costs.

d6 Objectives

- 1-2 Knock out a star pilot of the Thunderskulls
- 3-4 Secure data from an enemy team's mecha
- 5-6 Throw a fight without being too obvious

d6 Twists

- 1 A bounty on your heads means every gladiator wants a piece
- 2 Enemy mecha carry unsanctioned weapons
- 3 A militant faction uses the event as cover for a strike
- 4 The crowd revolts against one team, or the entire venue
- 5 The fight is rigged – hazards only target you and your allies
- 6 Sector authorities break up the fight

KICKOFF: PRE-FIGHT SHOW

Hurled insults, anxious crowd, stomping feet, charging reactors

Meet the Bookmaker: Cyborg bookie accepts bets and bribes – Presence to skew your odds.

Enter the Arena: Suit up and ride lift into arena – Presence to hurl insults at other teams and gain advantage on first test against them.

Work the Crowd: Pump up the audience with Presence to win favor (and zeta points, pg. 73).

ACTION: THE MAIN EVENT

Rending steel, showering sparks, cheers and jeers, announcer's play-by-play

Slice and Dice: Rusty blades, circular saws, and laser-cutters whirl in a dizzying pattern – Mobility each turn to avoid 1d4 damage.

Blood Dirks: *Mecha recruits* and *mecha snipers* attack from cover.

Thunderskulls: *Salvager berserkers* and *salvager vandal* leap into the fray.

CLIMAX: CLASH WITH THE TITAN

Thunderous roars, spewing acid, clouds of dust and debris

Come on and Slam: *Kaiju tyrant* lands with a crash – Mobility to dodge or Presence to withstand 2d8 damage.

Fight or Die: Kaiju hunts mecha through the arena, using wings to reach weaker targets and spewing death with its mawbeam.

Compactor Walls: Walls close in, shrinking arena by one range band per moment (countdown 1d4).

ELSEWHERE INFINITUM



TIM HEARNEY

Survive a space-time-bending trip through a decaying Verilian tunnel as you battle through alternate versions of your own reality. See what could have been – for worse and for better – as you press toward home.

MISSION BRIEFING

You just completed one of the riskiest salvage operations of your career, and you're amongst the few who can say they've successfully reclaimed priceless artifacts from within a Verilian tunnel. Now only the jump home remains – but things are never simple, are they? This tunnel is rotting and wrong, and it doesn't bring you home – it brings you ... elsewhere. Find a way back or be forever lost in an alternate reality – but what can bring you home?

Each alternate reality showcases an environment template from pg. 62. Reality anchors keep a pilot firmly rooted no matter the alternate timeline. Use one from the table, or create your own.

d6 Reality Anchors

- 1-2 A memory – either joyful or traumatic
- 3-4 Undying devotion to a faction
- 5-6 Immeasurable love for someone or something

d6 Alternate Realities

- 1 The Neo Dominion rules this place from on high (Airborne)
- 2 A war-torn apocalyptic waste (Ruined)
- 3 There was a planet here, but it's been destroyed (Space)
- 4 The Aeonic Primacy rules the depths (Underwater)
- 5 This is eons before Lodestar Alpha (Volatile)
- 6 It reeks of death; darkness blots out the sun (Corrupted)

KICKOFF: JUMP GOES SIDWAYS

Warped reality, blinding colors, doppler effect

The Jump Home: Dimensional gate's pull is almost overwhelming – Power to approach safely or roll reactor die.

What Do You Value?: Mobility at disadvantage to steer through the rift or take 1d6 damage; dumping salvage into time-space lifts disadvantage.

Where Are We?! Roll on the Alternate Realities table. Presence to calm your mind or disadvantage on next test.

ACTION: UNKIND, THIS REALITY

Enemies attack, strange oscillating space-time, high-pitched ringing

Jump Again: 1d6+1 enemies of the alternate reality block another jump – half must be destroyed, then Mobility or System to jump again.

Time is Relative: Disadvantage on Mobility and Power tests as time shifts and ripples (recharge 5-6).

Not Again: Roll again on the Alternate Reality table; Presence to avoid 1d4 damage.

CLIMAX: WORLDS COLLIDE

Cacophony of twisted sound, warped enemies screech, rattling and shaking

Chronomash: Roll twice on the Alternate Reality table – this place is a strange mixture of both. Disadvantage on System tests.

Twisted Foes: This place crawls with Voidmaw – *kaiju broodqueen* emerges to attack.

One Last Shot: Verilian Tunnel collapses – System to lock onto proper coordinates; Mobility to outrun its collapse and jump home.

ERUPTION EXTINCTION



MARQUIS HARTIS

Scientists have been studying heat-resistant kaiju. Save the surviving researchers from the experiment's erupting fury.

MISSION BRIEFING

At 0800 hours a distress signal was detected, originating from the volcanic planet Mahalalel. There, scientists study the limits of heat-resistant kaiju – and, if the rumors are true, attempt to weaponize them. Now the kaiju – free of their holding cells – stalk toward the heart of the research facility lying at the bottom of a valley. Worse, a massive nearby volcano chain is set to erupt at any time. Find the survivors and rescue them from their fiery fate.

d6 Objectives

- 1-2 Neutralize kaiju and destroy all evidence of the facility
- 3-4 Buy enough time for the research facility to stabilize the chain of volcanoes
- 5-6 Bring back samples of the kaiju – everything else is secondary

d6 Twists

- 1 The kaiju engineered at the facility escaped, and are the cause of the volatile volcanoes
- 2 This is the result of Neo Dominion sabotage
- 3 There is a supervolcano beneath the facility ready to blow
- 4 A *kaiju stalker* inside the base can manipulate magma
- 5 The base begins to collapse into the volcanoes, triggering an eruption event
- 6 The kaiju manipulated the researchers telepathically into aiding their escape

KICKOFF: MAGMA DEATHFEEDERS

Monstrosities crawl from magma, crumbling stone, screeching creatures

Collapse the Valley: Kaiju swarm the valley – System or Power to collapse it and slow the swarm (Volatile environment template, pg. 62).

Bullet and Claw: *Kaiju drones* tear through stone – reduce by half to scare others away.

Brimstone Rain: Brimstone flies through the air at herculean speeds – System or Mobility to withstand or avoid 1d4 damage and disadvantage on next Mobility test.

ACTION: HYPER ERUPTION

Volcano erupts, cresting waves from Hell, enemy signatures

Megaton Blast: A volcano erupts – Two System, Mobility, or Power tests out of desperation; 2d6 damage on failed tests from explosion.

Obsidian Surf: Lava waves tall as skyscrapers crash down – Three Mobility tests to ride and one System test to withstand heat; 1d4 damage on failed tests from molten rock.

Volcanic Sharks: 1d4 *kaiju barons* swim through burning waves of magma, enraged and hungry.

CLIMAX: 11TH HOUR PYROCLASM

Intelligent kaiju, churning machines, roiling volcanic pit

Sabotaged Facilities: Volcanic stabilizers have been sabotaged. Three System tests to find and fix them. If two fail, replay Megaton Blast.

Specimen Zero: A rogue experiment, an *abomination*, sabotages the stabilizers. Defeat it and its two cohort kaiju, else it destroys the facility and everyone inside.

FALL OF PHOENIX PEAK



GRANT HOWITT

Brave a city caught in the midst of disaster and navigate the chaos to achieve a crucial objective.

MISSION BRIEFING

Then: Phoenix Peak was a hub of commerce and industry forming the jewel in the crown of the Neo Dominion – there, amongst the glittering crystal spires and vertical canals, the warring factions of the sector were approaching an elusive peace.

Now: Three days ago, multiple disasters – volcanic eruptions, invasion by the Voidmaw, insurrectionist strikes, and more besides – hit it all at the same time, leaving the inhabitants scattered and panicked. Get in, complete your objective, and get out as fast as you can.

d6 Objectives

- 1-2 Rescue a VIP hiding in an ethercrystal bunker in the ruins of the Leisure District
- 3-4 Extract experimental technology from a volcano-side base
- 5-6 Defend an uplink tower as they attempt to transmit vital data to a satellite

d6 Twists

- 1 Neo Dominion glory-hunters stalk the streets
- 2 The city cracks open and disgorges an enormous creature
- 3 Terran Collective triggered these disasters, and they'll do it again
- 4 Falling pyroclasts reveal a Verilian tunnel
- 5 Aeonic Primacy data viruses weaponize robotic infrastructures
- 6 An eclipse heralds absolute destruction

KICKOFF: INTO THE FIRE

Panic, burning buildings, a red sun rises

Interference: System to find what you're looking for and disregard the echoes of frantic digital ghosts.

Clear a Path: Power to shift collapsed buildings and open stable routes through the city for refugees; Presence to keep them under control.

Distraction: System to spot enemy patrols; Mobility to lead them away from your party.

ACTION: FRIENDLY CONTACT

Distorted sirens, shattered crystal, cracked stone

Vultures: *Frontier patrol mecha* and two *mecha recruits* – a mother-and-sons unit of Neo Dominion exiles – attempt to ransack your objective.

Resupply: Mobility to climb high enough; System to transmit data to orbital satellite and receive a drop-pod with 1d4 consumables.

Preparations: Power to build improvised defenses (reduce incoming damage by 2; has a d6 resource die – roll like reactor die each time it is used).

CLIMAX: STRIKE

Disorder, energy weapons, stinking smoke

Weather the Storm: 10 HD worth of enemies descend on the target – too many to fight head-on.

Invade: Power or Mobility to get into position and secure the target under enemy fire.

Icing on the Cake: A *kaiju dismantler* blots out the already dark sun, drawn in by the sounds of fighting.

THE FOUNDRY



PIATT CLICK

Delve into magma tunnels and uncover secrets of the lost empire of Verilia while fending off scavengers and reanimated alien mecha.

MISSION BRIEFING

The black steel tunnels of the Foundry glow from channels of molten metal coursing like veins. Eons ago, these chambers were utilized in the forging of titanic guardians, the remains of which now litter the floor like bones. The Mudlark salvager clan, led by Peratus Vex, comb through the detritus to reforge an ancient mecha of the long-fallen alien empire of Verilia, while the last vestiges of power coursing through the tunnels awakens ancient guardians.

Delve into these tunnels, seek out the Mudlarks, and destroy – or claim – their reformed colossus.

d6 Objectives

- 1-2 Recover a working Verilian mecha for study
- 3-4 Oust Peratus Vex and her Mudlark scrappers
- 5-6 Halt the construction of the Verilian goliath mecha

d6 Twists

- 1 One of you once fought alongside the Mudlarks
- 2 Time moves at a different pace within the tunnels
- 3 Voidmaw kaiju lurk in the dark corners of the tunnels
- 4 Aeon mecha use the Foundry's tunnels to stage an attack
- 5 An ancient alien possesses the mind and body of Peratus Vex
- 6 The Verilian goliath rampages through the tunnels

KICKOFF: DIMENSION DOOR

Strobing lights, sudden drop, utter darkness, strange shadows and echoes

Teleportation Sickness: Presence upon arrival to overcome – failure imposes disadvantage on next test.

Lurking Berserkers: System to detect *salvager berserkers* lying in ambush among debris.

Verilian Batteries: Teleportation pad powered by Verilian battery – System to remove it for later use.

ACTION: DELVE THE DEPTHS

Deep darkness, glowing channels of molten metal, lurking enemies, black steel

Ancient Guardians: Downed *Verilian guardians* wake as mecha pass, rising like undead to attack – a Verilian battery embedded in each guardian.

Opening the Gate: Massive door blocks the way – requires four Verilian batteries to power and open.

Mudlark Outpost: *Sentry guns* and mines (Volatile environment template, pg. 62) protect Mudlark base – *salvager berserkers* open fire.

CLIMAX: UNFINISHED GOLIATH

Flying sparks, desperate labor, rampaging alien mecha

Under Construction: Salvager *labor bots* work to complete towering, skeletal *Verilian goliath*.

Peratus Pilots: Peratus Vex, mad with power, hops into the command seat of the goliath and activates it, attacking anyone close or near.

Floor is Lava: Pools of molten metal present deadly hazards (2d6 damage per turn) – goliath uses graviton beam to move enemies into lava.

GRAND THEFT MARINER



MICHAEL BARKER

The underwater base on Exodus Prime holds the next mighty addition to our glorious fleet – the Mariner. Seize it at all costs...

MISSION BRIEFING

Calibrate your mecha for the depths, pilot – we're going amphibious.

Pilot your mecha through the underwater tunnels of Exodus Prime to Apocryphus Base, leaving your mecha behind just before reaching the drydock to avoid appearing on enemy scanners. Dispatch any resistance, but beware – one of the guards is our contact: codename RETCON. They'll provide you with official documentation and access to the base.

Find your way to the Mariner, avoid the guards, strap in, and launch. We'll meet you in high orbit.

d6 Objectives

- 1-2 Initiate the Apocryphus Bases self-destruct protocol
- 3-4 Obtain enemy codes once inside Apocryphus
- 5-6 Rescue allies jailed on the detention level

d6 Twists

- 1 The Mariner's cargo holds are packed with illegal goods
- 2 You lured an *abyssal kaiju* to Apocryphus
- 3 RETCON's documents are outdated
- 4 The Mariner is rigged with explosives which detonate 1d4 turns after launch is activated
- 5 Battle erupts when allied reinforcements arrive
- 6 They know you're coming – 1d4 *deepdiver submarines* confront you

KICKOFF: THE DEEP

Eerie silence, subsonic underwater drone, large and exotic fish, treacherous tunnels

The Caves: System to navigate the dark, Mobility to squeeze through tight tunnels (Underwater environment template, pg. 62).

Cyclone Drones: Mobility to weave between 1d4+1 *cyclone drones*.

The Approach: Athletics to force your cockpit open underwater; Stealth to get the drop on guards and Combat to neutralize them (one is RETCON).

ACTION: THE BASE

Drunken scientists, blaring music, easy access to private rooms and classified information

RETCON: Contact gives you top-tier keycards for advantage on Espionage and Intrigue tests, and access to classified material.

The Celebration: Coax to inspire information; Stealth and Espionage to access secure locations.

Awkward Elevator Ride: Coax to convince suspicious security officers (two successes before one failure) or Combat to knock them out.

CLIMAX: THE HANGAR

Sweaty hands, classified information, copious cover

Platform Security: Persuade, Coax, or Combat to handle the Mariner's guards.

Grand Theft Mariner: Espionage to activate launch protocol and Combat to defend the Mariner.

Into the Depths: Escape in the Mariner – System (three successes before two failures) to escape *deepdiver submarines*.

HEAVEN'S FALL



Survivors of a sub-orbital catastrophe fight through free-fall to prevent an even bigger disaster.

MISSION BRIEFING

The Aeonic Primacy supply ship *Heaven's Fall* was stealthed in GLZ-02's aurora-streaked atmosphere. Their payload was 60 gigatons of supplies. No-one mentioned the grav-tech aboard.

Flying at breakneck speed, enemy Neos slammed their ship into *Heaven's Fall*, hurtling it toward GLZ-02, and mid-fall, that hidden grav-tech activated.

Survive the freefall, secure the grav-tech, and get *Heaven's Fall* back into orbit.

d6 Objectives

- 1-2 Destroy dogfighting Neo mecha
- 3-4 Reach the surface of the planet with the grav-tech power cores intact
- 5-6 Prevent *Heaven's Fall* from crashing into the Aeonic facilities below

d6 Twists

- 1 The supplies were secretly primed nukes – they will detonate if they hit the surface
- 2 A second Neo ship crashes into the ship, releasing *jump pods*
- 3 One member of the party is a secret Neo saboteur
- 4 An imprisoned *kaiju tyrant* secretly aboard is released
- 5 Neo insurgents have taken over the depot – stolen Aeon mecha join the fray
- 6 A surviving *Neo knight* takes the helm and speeds up the crash

KICKOFF: SUB-LUMINOUS WALTZ

Heaven dyed by aurora and explosions

Get Out of Heaven's Fall: Deploy from Heaven's Fall – Mobility to disembark the collapsing ship and avoid 1d6 damage.

Neo Dominion Scramble: 1d4 *Neo knights* dive from the crumbling ship and join the fray.

Enter Freefall: Ship fragments burn like meteors to the surface – Mobility to grab a piece of wreckage for cover; failure means a *Neo knight* has claimed that same piece.

ACTION: STAIRWAY TO HEAVEN

Gunfire glitters like meteor showers amidst the freefall

Grav-Tech: Light distorts as gravity warps – Mobility to surf grav-waves toward target *Neo knights*.

Sprite Storm: Mobility to dodge lightning bolts and avoid 2d6 damage; System to supercharge grav-tech, sending lightning bolts at Neo mecha for 2d6 damage.

Save Tech: Presence to prevent grav-tech from being shot mid-fall and to avoid 2d6 damage from explosions.

CLIMAX: FALL FROM GRACE

Heaven's Fall plummets like a spear

Reach Heaven's Fall: Mobility to surf grav-waves and get close to the ship's bow, or end up far.

Grav Ignition: Three System tests to use grav-tech to send Heaven's Fall back into orbit; *Neo paladin* attempts to destroy grav-tech.

INSURGENCY AT VERGLAS



JB LITTLE

Pilots must choose to ally with rogue employees or corporate interests when Iron Shell mercenaries arrive to quell a revolt at the largest water processor in Lodestar Alpha.

MISSION BRIEFING

Disconsolate workers and ecoterrorists have taken control of Verglas, a water processing station orbiting the ice giant Chenoo. Axion Unlimited hired the Iron Shell mercenaries to quell the rebellions and secure their corporate holdings – 18 percent of the potable water in the system – “at any cost.”

Savvy pilots, desperate separatists, and faction agents must choose their allies carefully to acquire company secrets, secure high-priority personnel, or tip the conflict in their side’s favor.

d6 Objectives

- 1-2 Escort a Verglas science team to safety
- 3-4 Collect or secure evidence of corporate malfeasance
- 5-6 Disarm high explosives set to destroy the station

d6 Twists

- 1 Aeonic Primacy spies incited the workers’ revolt
- 2 The science team discovered a *kaiju obliterators* frozen
- 3 The rebels have access to munitions or Terran mecha
- 4 Aeonic Primacy ships arrive mid-conflict
- 5 A rogue A.I. is posing as the rebel leader
- 6 Both factions refuse outside interference – tactical stealth is the only option

KICKOFF: STAGING AREAS

Battle plans, intelligence gathering, opening shots

Iron Shell: A cruiser unloads *mecha aces* led by Angla Raday (*rogue commander*), ready to breach – Presence to postpone or join forces.

Rebels: *Labor bots* and *salvager berserkers* led by Xen (*frontier patrol sergeant*) prepare to fight for their lives – Presence or Power to calm tensions or join forces.

The Spark: A uranium-ion station battery ruptures, igniting the conflict – Mobility to avoid 1d6 shrapnel damage.

ACTION: CROSSFIRE

Frantic combat, hidden traps, tight corridors

Tripwire Surprises: Rebels have wired thermite tanks to blow when triggered (2d8 damage) – Mobility to avoid. System or Espionage to disarm.

Airlock Bypass: Iron Shell hack exterior air locks, venting personnel into space – Power to overcome vacuum; System to override doors; Mobility to find cover.

Brains: Scientists hide in the orbital lift with retrieved data cores – Presence to get them out.

CLIMAX: LAST STAND

Overwhelming force, negotiation, twisted loyalty

Showstopper: The Iron Shell cruiser fires a Lodium slug through the entire station – Mobility to avoid 2d8 armor-piercing damage.

Ultimatum: Xen arms enough explosives to destabilize the plant and knock it out of orbit. Presence or Intrigue to negotiate.

INTERCEPTION: RED ZONE



JB LITTLE

Pilots on Slipstar must board a runaway hyper-line rail before the explosives it carries fall into the hands of Aeonic Primacy extremists.

MISSION BRIEFING

The HLR-Taarak – a hyper-line cargo rail that transports goods between domes on Slipstar – has activated a distress beacon. Aeonic Primacy extremists have overtaken the train and its cargo – which include 80-gigaton of munitions.

Mercenaries, Terran loyalists, or opportunistic pilots have 10 minutes to take control of the train before it turns Epoch – a rapidly-evacuating Terran habitation dome – into another crater on the shattered moon.

d6 Objectives

- 1-2 Secure and disconnect the hyper-line engine to stop the train
- 3-4 Offload the CK-90 fusion shells for safety or profit
- 5-6 Capture Aeonic Primacy extremists for later interrogation

d6 Twists

- 1 Terran cruisers plan to bomb the train before it reaches the dome
- 2 Hostile *Aeon diodes* are aboard
- 3 The train carries *kaiju spawnlings* in cryo chambers disguised as CK-90 shells
- 4 Primary engine controls are destroyed
- 5 The suspected hijackers are attempting to stop the train, not detonate it
- 6 The Terran Collective attempt to destroy Epoch themselves, overrun by a biological weapon

KICKOFF: WELCOME TO MORDO

Impossible speed, zero maneuverability, turbulence

Tunnels: The 1110-kmph hyper-line rail travels narrow tunnels – Mobility to catch up, 1d4 damage on a failure.

Security Car: The caboose fires *sentry guns* at incoming threats – System to hack the door; Power to force open.

Tight Fit: The train has 24 HP. Mecha inside have disadvantage on Mobility tests and deal 1d4 damage to themselves and the train on any failed test. Mecha outside must test Mobility with each move action – 1d4 damage on a failure. On-foot infiltration advised.

ACTION: PROCEED ON FOOT

Hacked drones, waiting traps, lockout protocols

NL9 Skuttle-drones: Each round 1d4 *swarm drones* seethe along the train's exterior.

Warm Welcome: A CK-90 fusion shell is set with a magnetic-lock detonator – (On-foot only) Coax for advantage; Espionage to disarm; 2d10 damage if triggered.

Hand Terminals: (On-foot only) Espionage to use doors and cargo lifts or reprogram drones.

CLIMAX: LAST STOP

Entrenched enemy, ticking clock, missing track

Decoupled Cars: Mobility to reach the next car, +5 to test each subsequent round (mecha only); Power to catch and recouple.

Partially Collapsed Tunnel: (Mecha only) 10 damage to clear; Power to smash through and take 1d4 damage.

JAILBREAK



PIATT CLICK

It's said no one escapes the Neo Dominion prison of Miger Malorum – time to prove them wrong.

MISSION BRIEFING

Miger Malorum, a refitted mining station now housing more than ten thousand dissidents of the Neo Dominion, drifts on the far fringes of the Lodestar System. Through crime, treason, or unfortunate timing, you've landed yourself in a cell. Heavily armed wardens, laser defenses, and a full fireteam of Neo mecha deny prisoners the barest hope of freedom – but that changes today.

Escape your cell on foot, slip past sentries, and seize a mecha to stage your great escape.

d6 Objectives

- 1-2 Spring an influential Terran Collective leader from their cell
- 3-4 Download schematics of Miger Malorum for a later breakout
- 5-6 Disable all security systems to cause a mass prison riot

d6 Twists

- 1 Several wardens aid your escape, in league with an allied faction
- 2 Aeonic Primacy attack the station to free a high-profile prisoner
- 3 The hangar houses state-of-the-art mecha
- 4 Wardens release kaiju hounds (*kaiju spawnlings*)
- 5 Terran Collective insurgents attempt to break in ... but why?
- 6 Miger Malorum secretly manufactures experimental missile weapons

KICKOFF: BLOW THIS SCENE

Deep darkness, unnatural stillness, patrolling guards, grumbling prisoners, sealed doors

Picking the Lock: Cell shielded by energy field – Espionage to short-out field or Combat at disadvantage to disable guard and steal keycard.

Guard Patrols: Wardens roam in pairs – Stealth to sneak past or Combat at disadvantage to overcome them.

Where to Next?: Prison is a maze – Espionage to download map or Coax to intimidate a downed warden for intel.

ACTION: GREAT ESCAPE

Blaring klaxons, shouting wardens, spreading chaos, station-wide lockdown

Warden Gear: Guards' stun batons and padded armor give advantage on Combat tests.

Laser Grids: Criss-crossing lasers block access – Acrobatics to slip past or Espionage at disadvantage to disable.

Hangar Lift: Prison-wide alert shuts down lifts – Athletics to climb elevator shaft, Acrobatics to leap to safety.

CLIMAX: MECHA HANGAR

Harried comms, desperate wardens, hull breach, open space

Mecha-Jack: Stealth to steal mecha; Espionage to power up reactors.

Warden Mecha: *Mecha recruits* and *Neo knights* stand between you and freedom – they fire from cover and activate *sentry guns*.

Blowing the Hatch: Hangar sealed shut – hatch has 20 HP or can be hacked open with System at disadvantage to escape Miger for good.

LEVIATHAN IN THE MIST



PIATT CLICK

Navigate a lightning-wracked nebula in search of valuable secrets and confront a massive creature lurking in the storm.

MISSION BRIEFING

The Nydus Nebula flickers with forks of white-hot lightning, a sprawling labyrinth of swirling mists and crackling ion storms. Within the gaseous clouds, treasures await those dogged enough to chart the mists – ancient salvage, mineral-rich asteroids, and even greater, more esoteric secrets.

It's said a great beast lurks in the Nydus Nebula – a leviathan of titanic proportions with an insatiable appetite. A kaiju of the Voidmaw, or something even more ancient and unfathomable? Each expedition into the nebula has ended in disaster, and the few survivors of the excursions speak of the leviathan only in hushed whispers. You can succeed where others have failed: Chart a course through the storm, uncover the resources we seek, and live to tell the tale.

d6 Objectives

- 1-2 Reclaim a lost ship and escort it home
- 3-4 Harvest a rare metal from an asteroid
- 5-6 Collect a sample from the leviathan for study

d6 Twists

- 1 Secret science installation studies the leviathan
- 2 Rift at the heart of the nebula leads elsewhere
- 3 Leviathan feeds on resources you seek
- 4 Still-active drones protect a derelict ship
- 5 Pirates lie in ambush
- 6 Leviathan protects its young

KICKOFF: CHARTING A COURSE

Luminescent gases, crackling lightning, flickering HUD, strange shapes in the mist

Navigating the Nebula: Three System tests at disadvantage to chart a course through the storm – use Space environment template (pg. 62).

Ion Storm: Failed System test results in 1d6 damage and reactor roll from lightning strikes.

Colliding Asteroids: Mobility to avoid crashing asteroids or Power to punch through.

ACTION: LEVIATHAN WAKES

Titanic silhouette, thundering roar, flying debris, screeching kaiju

Something Big: System at disadvantage to notice massive shape on scanners near your quarry.

Kaiju Parasites: *Kaiju spawnlings* and *kaiju drones* attack from atop leviathan.

Massive Maw: Leviathan snaps at close mecha – Mobility to avoid 1d10 damage (recharge 5–6).

CLIMAX: THORN IN ITS PAW

Pulsating nodules, pained cries, suffering kaiju, arcing lightning

Voidmaw Nodules: 1d6+1 nodules (10 HP each) along leviathan's length spawn kaiju – 1 *kaiju spawnling* per nodule (recharge 5–6).

Frenzied Leviathan: When a nodule is destroyed, all close and near mecha roll Mobility to avoid 1d8 damage as leviathan crashes through debris.

Freeing the Beast: After all nodules are destroyed, the leviathan calms, free of its torment.

LONG LIVE THE KING



MATT BROWN

Waylaid on an isolated, low-tech planet called Gale, the pilots must navigate the sinister machinations of an imposter king and fight their way off-world.

MISSION BRIEFING

The ruler of Gale keeps his secret technologies hidden well away from his subjects. His castle in deep orbit – the Citadel Star – overlooks the vast medieval-agrarian society below.

The pilots are thrust into a civilization on the dangerous brink of discovering future-tech all at once, as well as the machinations of its authoritarian ruler. Desperate to escape the planet either way, the pilots must make discreet contact with the population, survive the world's more volatile elements, swindle the King, and perhaps even take its people to the stars.

d6 Objectives

- 1-2 Earn the King's favor or become unwilling subjects
- 3-4 Remove the Crown from the King's head
- 5-6 Steal a freighter designed to pass through Gale's atmosphere

d6 Twists

- 1 A noble gushes about the King's chariot they ride into the stars
- 2 The King is being held against his will by the Crown
- 3 Nomadic rebels live inside drifting storms
- 4 The King abhors war – this world is an idyllic contrast
- 5 A pariah may be able to break the King's grip on the Voidmaw
- 6 The Royal Guard are ill equipped – all ranged weapon attacks have advantage

KICKOFF: DRAGON SLAYERS

Lush jungles, giant monsters, gathered knights, festivals of harvest

Grounded: Mobility to acclimate to planet; disadvantage on Mobility tests on failure.

Wail of the Colossus: The screech of a *kaiju tyrant*. Presence or suffer disadvantage on Power tests against it.

Massive Attack: If the kaiju drops to half its HP, it flees and the pilots are met with cheers from the local peasantry.

ACTION: ROMANTIC FANTASY

Combat for sport, feudal intrigue, a psychic threat

Royal Gala: Pilots receive invites to the Royal Gala; Presence to learn of the Crown.

King's Influence: The King's Crown is akin to a cybernetic brain; Presence to resist its manipulations.

Tourney of Champions: The Royal Guard (*Neo knights*) present themselves – they want to spar for honor and ceremony.

CLIMAX: ESCAPE FROM TYRANNY

Escape the planet, hijack transport, brain slaves

Theft: Mobility to pass into the underground hangars undetected; System to skyjack the Citadel Star.

Pariah Revealed: Terrans designed the Crown to amplify a pariah's abilities and manipulate the Voidmaw – *kaiju dismantler* emerges.

Defiance: System at disadvantage to hack the Crown and disable its connection to the Voidmaw, causing them to turn on their master.

MECHA LEAGUE



GWEN REED

Take part in Lodestar Alpha's most popular pastime!

MISSION BRIEFING

Broadcast throughout all of Lodestar Alpha, Mecha League is the biggest thing in deadly sports entertainment since Irondeath Arena.

You and your squadmates have been given the rare opportunity to make your mark on the world of this wildly popular, professional mecha-sport where violence isn't only allowed – it's expected and encouraged. It's winner-take-all in this deadly game of Mecha League!

Face Off: At the start of a match and after a team scores a goal, the Orb starts in the middle of a stadium distant from both goals without players close. Roll initiative to get to the ball first. When a team scores a goal, mark it down.

Orb Handling: Use action to gain possession of a free Orb – while you have the Orb, it moves with you; Power to *shoot* for goal; System to *pass* to a teammate; Mobility to *intercept*. *Shoot* or *pass* at disadvantage if target is far; impossible if distant.

Possession: Failed test by Orb-bearer transfers possession to opposing team. Successful attack against Orb-bearer transfers possession to attacking team.

d6 Twists

- 1 You get caught breaking an obtuse regulation
- 2 You're on the opponents' home turf and the crowd hates you
- 3 The opponents use bleeding edge tech
- 4 A cat runs on the field
- 5 Timeout is called, interrupting your shot at goal
- 6 Extreme fans attack the field, inciting a riot

KICKOFF: WARM-UP

Dingy hanger, rushed engineers, underdogs prepare

Finely Tuned: Your mecha aren't built for sport – System or Presence to avoid disadvantage until the first goal is scored.

Dangerous Rivals: System to catch the enemy team (*mecha aces*) sabotaging the Orb or take 1d6 damage on first possession.

Know Thy Enemy: Mobility to spy on the enemy team – gain advantage on tests against their weakest member.

ACTION: PLAY BALL

Gargantuan stadium, roaring crowd, encouraging speeches

Best Defense: Your opponents are highly aggressive at the start of the match – Power to overcome their brutality or disadvantage on your first shot for goal.

C'mon Ref!: The opposing team breaks the rules – System to log evidence; Presence to appeal to the referee.

Halftime Speech: Presence to inspire your team and automatically take the initiative in the next round.

CLIMAX: LAST CHANCE

Clashing metal, ticking clock, gasping crowd

Substitute: The opposing team brings in their ringer: *a jump-pod heavy*.

Crowd Favorites: Team Presence check to win the crowd's favor and gain advantage on all tests until your next goal.

Buzzer Beater: The score is tied! You have one last opportunity to shoot for the goal – make it count!

MELTDOWN



KEVIN WHITLOCK

Assault a Neo Dominion power plant to create a catastrophic explosion and disable enemy factories.

MISSION BRIEFING

The target is a power plant situated near Fente – an abandoned, war-battered city. Destroy the plant to diminish the enemy's ability to replenish frontline forces.

The *Hammer of Twilight* will drop you from orbit. Get inside the shields and complete the objective – inciting a core meltdown – and get out fast. The *Hammer* will remain in orbit to provide what fire support it can. Return to the landing zone for extraction by dropship.

Orbital Strike (recharge 5–6): System to paint a visible target under open sky for the *Hammer's* railgun, dealing 2d8 damage.

d6 Incite the Meltdown

- | | |
|-----|---|
| 1-2 | Destroy ventilation towers and coolant tanks |
| 3-4 | Hack the core to steal its design schematics |
| 5-6 | Destroy the shield emitter, then call in an orbital strike from a safe distance |

d6 Twists

- | | |
|---|---|
| 1 | Enemies arrive on site also wanting to incite a meltdown... |
| 2 | Control center shuts down the plant preventing core meltdown |
| 3 | Friendly prisoners held in local bunker |
| 4 | Priority political targets are visiting the site for inspection |
| 5 | <i>Kaiju tyrant</i> attracted to explosion during climax |
| 6 | Experimental reactor causes implosion, drawing everything in |

KICKOFF: ORBITAL INSERTION

Cracked skyscrapers, empty boulevards

Elevator Burn: Deploy from the *Hammer* – Mobility to land at desired range from the facility.

Abandoned Urban Center: Take cover in the heavily shelled city of Fente – Mobility to avoid detection by *sentry guns*; System to detect/disable hidden sensor pods.

ACTION: ASSAULT ON NP-281

Industrial avenues, concrete and steel piping

Security Perimeter: Sentry guns protect walls – System to detect mines (1d6 damage); Mobility to jump trenches; Presence at disadvantage to talk your way in. Walls and buildings have 10 HP and AP.

Shield Emitter: Close or near objects shielded from far or distant attacks – System to avoid reactor roll when passing through. The entire facility and perimeter are included and protected. Disable the emitter, exposing the facility to orbital strikes.

Incite the Meltdown: Use the objective chosen or rolled from the Incite the Meltdown table and execute it – or perish.

CLIMAX: CONFLAGRATION

Stabbing flash, earthquake, inferno shockwave

Core Meltdown: Reactor explodes (countdown 1d6) – reactor roll and 10d6 damage (reduced by 2d6 for each range band to reactor).

Target of Opportunity: Enemy supply bunker.

Reach the Landing Zone: Extract by dropship to the *Hammer of Twilight*.

ORION'S ARROW



PARQUIS HARTIS

Neos send A.I.-piloted mecha on a suicide charge once again – this time with a meteor aimed at an Aeonic Primacy space station.

MISSION BRIEFING

The Neo Dominion equip a squad of mecha with bleeding-edge automated systems, and weaponize a mile-wide meteor. Calling their immense new weapon Orion's Arrow, their target is a crucial Aeonic Primacy fortress-station. If their attack reaches it, everyone aboard will die.

Board the meteor, plant warheads, and ensure it never reaches its target.

d6 Objectives

- 1-2 Plant nuclear warheads in the meteor's interior to destroy its bulk or knock it off course
- 3-4 Eliminate the A.I. control center to redirect it
- 5-6 Bring back an experimental Neo mecha for study – discover their true capabilities

d6 Twists

- 1 There is a second, smaller meteor traveling in the wake of the first
- 2 An Aeonic Primacy traitor waits in ambush on the meteor
- 3 A *kaiju tyrant* is trapped inside the meteor, waiting to escape
- 4 The Neo mecha are self-repairing, and reassemble after 1d4 turns
- 5 Strapped inside each mecha is an Aeon prisoner
- 6 The meteor is rigged to explode if all accompanying mecha are destroyed

KICKOFF: JETSET LANDING

Sail through a void of stars, Orion's Arrow hurtling through space

Meteor Runway: System or Mobility at disadvantage to land on the meteor; 1d6 damage on failed tests.

A.I. Defenses: *Frontier patrol mecha* emerge from the meteor's interior.

G-Force Sling: Mobility with disadvantage at the start of each round – reactor roll or fall off the hurtling meteor one range band.

ACTION: MUTILATOR'S MAZE

Laser-carved tunnels of black iron, glittering devices in celestial nooks

Death-Trapped Tunnels: *Sentry guns* line the walls; hidden *anti-mecha hovers* and *ion disruptor installations* defend the tunnels.

Engine-Defending Neos: *Mechwalker disablers* – known as Mutilators – lie in wait to ambush mecha drawing near to the core A.I.

Set Explosives: System or Presence to identify where best to set and rig the explosives.

CLIMAX: SUPREME MIND #886

Powerful A.I., blue face floating in a tank of digital fluid

Supreme Mind #006: Debates in weird parables. System to avoid it hacking your mecha – on failure, roll on Berserk Mecha table (pg. 78).

Abomination Mech: A.I. assembly core creates a *salvager thunderer* from destroyed Neo mecha.

Escape the Arrow: Explosives detonate, unleashing flames and collapsing tunnels. Mobility or Power to escape; 3d6 damage on failed tests.

PHASE LINE: TALON



JB LITTLE

Voidmaw infection has overrun Talon – infiltrate, secure valuable targets, and escape before the Aeon Primacy arrives to glass the entire planetoid.

MISSION BRIEFING

A virulent Voidmaw infection has swept through the Neo Dominion's bleeding-edge research facility. Housing classified data, experimental orbital defenses, and years of research, the loss of Talon is a crippling blow to the Neo Dominion.

Neo Dominion loyalists, scavengers, or Terran Collective agents have only hours to get in and complete their objective before the incoming Aeon Primacy fleet turns the infection – along with the entire installation – to vapor.

d6 Objectives

- 1-2 Safely collect samples of the Voidmaw infection
- 3-4 Retrieve the prototype N.O.D-81X Orbital Defense Mecha
- 5-6 Re-program orbital defenses to give the Primacy fleet a warm welcome

d6 Twists

- 1 The infection was purposefully released by someone in Talon
- 2 The chief engineer's neural implant is infected; they now pilot the 81X
- 3 Talon's A.I. overseer manipulates the situation to be exfiltrated
- 4 Terran pilots have the data cores – but their infected mecha are malfunctioning
- 5 Self-destruct protocols have been activated
- 6 The infection collects data as a hive mind

KICKOFF: INBOUND OPERATORS

Advanced tech, radio silence, desperate survivors

Desolate Facility: In-orbit weaponry is in power flux, half-operational – System to hack auto-targeting or Mobility to outrun target lock.

Overrun: System to scan the facility for Voidmaw presence; Power to smash through bunkers and outrun spreading infection.

Leftovers: Neo knights hopelessly defend passages without orders – Presence to force them to stand down or evacuate (advantage if allied).

ACTION: LAST DITCH EFFORTS

Creeping corruption, destroyed mecha, high security

Encroaching Voidmaw: Fleeshy, alien growth consumes most corridors – System to find safe routes or Mobility to maneuver through.

Contamination Imminent: Infection on contact – Presence to stave off mental corruption or roll on Berserk Mecha table (pg. 78).

Bypass and Reboot: System to bypass or reactor roll to restore power to offline systems, including orbital defenses and A.I. operations.

CLIMAX: COUNTDOWN

Evolving infection, incoming threat, exfiltration

Ambush: Disassembled 81X prototypes (*salvager berserkers*), are animated by the Voidmaw infection to attack – the 81X contaminant defenses cannot hold out.

T-Minus: Alerts trigger as Aeon diodes arrive ahead of the fleet (countdown 1d4).

PILOT ACADEMY: AEONIC PRIMACY



TIM KEARNEY

Only the most elite of mind and skill may serve the One-Mind. Show your supremacy, and best those who dare challenge it in the Aeon Primacy's pilot academy.

MISSION BRIEFING

Cunning and cut-throat, you are the best of the best and believe you deserve to serve among the ranks of the Primacy. Rigorous testing, torturous mindgames, and fierce competition await.

Pilots must undergo intense testing to see if they are worth the Primacy's Investiture – they must show tactical prowess in a deadly combat simulator, and survive the journey to enlightenment within the temple of the all-powerful One-Mind. Only then can they count themselves among the Aeon Primacy's pilots.

d6 Pilot Motivations

- 1-2 You will be the best there ever was
- 3-4 You will crush the rebels once and for all
- 5-6 To serve the One-Mind is the greatest honor

d6 Twists

- 1 The Investiture is rigged for one pilot
- 2 A high-ranking officer poses as a pilot-in-training to observe
- 3 A sudden Neo Dominion attack occurs
- 4 The Verilian Simulator turns out to be real
- 5 The One-Mind is revealed to be a council of veterans
- 6 Pilots who survive enter an experimental program

KICKOFF: INVESTITURE

Testing facility, sleek machinery, probing tests, myriad equipment, bionic implants

Show Your True Self: Choose three attributes to test against hazards – tally successes and failures.

Primacy Savants: Elite Aeons seek to reveal your flaws. Presence to overcome their mind games – tally successes and failures.

Superiority's Gift: Highest scoring pilot gains a module; second place a consumable.

ACTION: VERILIAN SIMULATOR

Virtual combat, zero gravity, wireframe environ, monitor drones

Mirror Image: Face wireframe dopplegangers of pilots-in-training (*mecha recruits*).

Kaiju Predator: Massive wireframe Voidmaw chases to devour (*kaiju baron*) – Mobility or System to outrun or dodge, or roll reactor die.

Monitor Drones: Power to swat drones away; Mobility to dodge beam attacks or take 1d6 damage.

CLIMAX: TEMPLE OF THE ONE-MIND

Sacred temple, ancient carvings, mind bending architecture

Evermoving Walls: System or Mobility to avoid the strange, shifting rooms, or Power to avoid 1d8 damage.

Unitrons: Face the Unitrons (*Aeon diodes*) to confront the One-Mind.

We are the One-Mind: Pilots link themselves to the One-Mind and face their greatest fear. Presence to avoid disadvantage on next test. Survive to serve the One-Mind.

PILOT ACADEMY: NEO DOMINION



TIM HEARNEY

Show your might and mettle as you brave the trials of the Neo Dominion's pilot academy – earn a regal banner and gleaming shield or be shamed in your failure.

MISSION BRIEFING

As the true and rightful heirs to the throne of Lodestar, the knights of the Neo Dominion only accept the bravest, most loyal, and most skilled pilots. You are candidates to bear the shield and banner of your people if you can prove your worth.

Pilots must prove their skill and exhibit etiquette and decorum in a tourney, prove their bravery against the foul Voidmaw, and prove worthy opponents for Prince Acharis' royal guard, the Silverwings. Only then can they become brave Neo Dominion pilots.

d6 Pilot Motivations

- 1-2 Bring honor to a bloodline
- 3-4 Take up arms for those fallen
- 5-6 Serve the crown at all costs

d6 Twists

- 1 Terran Collective rebels attack
- 2 There is a spy among the pilots-in-training
- 3 Distress signal calls the pilots-in-training into actual combat
- 4 A Silverwing betrays the crown
- 5 Aeonic Primacy has been promised a recruit in a trade deal
- 6 Voidmaw are far more numerous than expected

KICKOFF: TOURNEY OF THE HOUSE

Tests of ability, expected social behaviors, cheering onlookers

Energy Axe Throwing: Three tests of Power or System to hurl energy axes at a moving target.

Rocket Jousting: Mobility to stay on target toward your opponent and gain advantage on Power to strike hardest and truest.

Scrutiny: Presence to stay your nerves while performing before nobles and countless onlookers.

ACTION: DEFRANG THE MAW

Verilian Tunnel, Voidmaw, courage tested, extra-dimensional shifts

Bughunt: System to navigate the strange, extra-dimensional landscape and track Voidmaw within.

Slay a Voidmaw: Each pilot in training must slay a *kaiju drone* by their own hand to pass this test of courage and skill.

Dimensional Collapse: Three Mobility or System successes before three failures or the Verilian Tunnel seals, trapping you within.

CLIMAX: TRIAL OF THE SILVERWINGS

Veteran knights, team duel, regal banners, divided terrain

Scoring Points: First team with four "hits" wins.

Fight Atop Pillars: Mobility each round to stay balanced on dozens of pillars, or fall and be disqualified.

Glint of Silver: Presence to steel your nerves against the surreal experience of fighting the Silverwings (*Neo knights*).

PILOT ACADEMY: TERRAN COLLECTIVE



TIM HEARNEY

Prove you have what it takes to join the freedom fighters of the Terran Collective as an up-and-coming pilot, as you traverse the roughshod training of their pilot academy – it's time to reclaim your future.

MISSION BRIEFING

Someone has to fight for the liberty of the free people of Lodestar, and you have answered the call. You don't have the finest equipment, and your mecha is a patchwork of salvaged parts – but what you do have is conviction. The Terran Collective is looking for a resilient pilot like you. Suit up, and let's see if you've got what it takes.

The candidates must race to the top of a scrap heap to show their piloting skills, press into a recently destroyed city to rescue survivors and salvage parts, and then succeed against Thea Node and her squad in a staged wargame – the recreation of an infamous military mission.

d6 Pilot Motivations

- 1-2 You've got nothing left to lose
- 3-4 The best salvage goes to those who survive
- 5-6 Someone saved you once – you wish to do that for others

d6 Twists

- 1 Thea is killed unexpectedly in an off-world ambush
- 2 Enemy cruiser does a fly-by, spotting the pilots-in-training
- 3 Two of the pilots-in-training have a tumultuous shared history
- 4 A vessel of the old world is uncovered and is ripe for salvage
- 5 A Voidmaw attack forces the trainees into deadly combat
- 6 One of the pilots-in-training failed another faction's pilot academy

KICKOFF: SCRAPE RUST FIELDS

Mountains of rusted scrap, race to the top, hazy orange skies

King of the Hill: Race to the top of the tallest pile of scrap – Mobility and Power to race and shoulder aside rivals.

Junker Traps: System to notice trap, or Mobility at disadvantage to avoid 1d6 damage.

Never Forget: At the apex, look upon a city in the distance recently laid to waste by the Neo Dominion.

ACTION: SALVAGE YOUR FUTURE

Virtual combat, zero gravity, wireframe environ, monitor drones

Toppling Scrapers: Mobility to avoid crumbling, burning wreckage; Power to hold debris aloft while survivors escape (see Ruined environment, pg. 62).

Survivors and Salvage: System to find survivors. System to find salvage – Roll d6 to find: 1-2 consumable; 3-4 light weapon; 5-6 heavy weapon.

Neo-Dominion Patrols: 1d4+1 *Neo knights* patrol the ruined city and attack with lethal force on sight.

CLIMAX: THEA'S QUANDARY

Underground tunnels, surging luminescent fluid, against the odds

Outnumbered: Terran grunts enter the fray to stop the pilots-in-training (recharge 5-6).

Ionic Flood: Mobility to navigate flash floods of ionic fluid in the tunnels and avoid 1d6 damage and reactor roll from the liquid's electrostatic bursts.

Not On My Watch: A *Terran grunt* piloted by Thea blocks the exit of the tunnels; get past Thea to pass the test and become pilots.

A RACE TO THE BOTTOM



JEFF DUTY

Race against a rival faction for valuable salvage in a dark, claustrophobic cavern while risking awakening a terrible monster lurking beneath the surface.

MISSION BRIEFING

Deep beneath the planet's surface, Terran Collective workers harvest rare, raw materials to fuel their revolution.

However, the Aeonian Primacy has also become aware of the valuable salvage deep underground, and seeks to stomp out the Terran presence and establish their own recovery operation. You must help your Terran comrades survive the Primacy's onslaught – the revolution is counting on you.

d6 Objectives

- 1-2 Reach and defend the Terran workers harvesting raw materials
- 3-4 Sabotage the Aeonian Primacy's attempts at a salvage operation
- 5-6 Investigate rumors of disappearances and violence in the lower caves

d6 Twists

- 1 The Terran workers who are mining the salvage are missing without a trace
- 2 The salvage is actually worthless, and you have been led into a trap
- 3 The Terran workers have already surrendered to the Aeonian Primacy
- 4 The seals that kept monstrosities at bay have been tampered with
- 5 A material that could create a new type of biologically-based mecha is discovered
- 6 The Neo Dominion arrives, and has yet to choose a side...

KICKOFF: SABOTAGE THE PRIMACY

Enemy patrols, rattling machinery, immense caverns

Code Break: Aeonian Primacy comms are vital to executing their plans – System to hack their signal.

Smash and Grab: Mobility or Presence to remain undetected; Power or System to sabotage equipment.

Cloak and Dagger: System to navigate tunnels; Mobility to avoid detection – fight Primacy mecha recruits if discovered.

ACTION: IN THE DEEP DARK

Hails of enemy fire, thundering artillery

On the Move: System to notice Aeonian Primacy attack force; Mobility to reach Terran workers first.

Ignite Hope: Presence to convince workers to forego surrender and rally them to war. On success, all enemies take 1d4 damage each round.

Collateral Damage: Mobility to dodge or Power to destroy falling rubble amidst battle – 1d6 damage on a failed attempt (recharge 5-6).

CLIMAX: THE AWAKENING

Terrible monster, daring escape, seal the way

Something Beyond: Presence to remain sane before the awakened monster's visage, or disadvantage on tests until end of session.

Flee the Depths: Four Mobility and/or Power tests to get the workers to safety.

It Must Remain: Three Power tests to destroy support beams to collapse the cave and seal the monster within – Mobility to avoid 1d8 damage.

RETURN TO IRONDEATH ARENA



MICHAEL BARKER & MIATT CLICK

A race to the death through the perilous tunnels surrounding Irondeath Arena – speed and skill alone won't save you, and rival racers are the least of your worries.

MISSION BRIEFING

The gladiators of Irondeath Arena aren't known solely for their prowess in combat, but also their adrenaline-pumping speed and brutality in the annual death race. You must fend off rival racers in the tunnels veining the asteroid while reaching previously unattainable – and deadly – speeds, all while the rabid crowd cheers you on.

To determine the winner of the Irondeath Arena race, either track each mecha's failures and successes, tallying them up leading up to the climax; or you can determine the winner narratively by the results of the tests in the climax.

d6 Objectives

- 1-2 Prevent the previous champion from winning
- 3-4 Push the Z88 thruster pack to its limits to test its capabilities
- 5-6 Map the labyrinthine tunnels for future races

d6 Twists

- 1 *Sentry guns* at the finish line open fire
- 2 The Z88 thruster packs are Aeon tech
- 3 A faction has infiltrated the race with ulterior motives
- 4 The race wakes an ancient *kaiju tyrant*
- 5 Mines placed along the tunnels are rigged to blow
- 6 The tunnels begin collapsing

KICKOFF: STARTING LINE

Roaring engines, spouting flames, humming reactors, cheering crowd

Strap On Your Skates: Each racer is outfitted with an experimental Z88 "Zoomer" thruster pack and a pair of levi-sled attachments.

Hot Rod Sabotage: System to notice rival racers sabotaging mecha or first test has disadvantage.

Reaction Time: Presence to jump the line – gain a zeta point with success, or disadvantage on first Mobility or System test with failure.

ACTION: DEATH RACE LODESTAR

Thunderous engines, clashing steel, whirling debris, sudden explosions

Need for Speed: Mobility or System to keep pace and maneuver, or roll reactor die.

Perilous Tunnels: Slender pipes allow one mecha at a time – Mobility or Power to slip ahead; System to navigate the tunnel or take 1d6 damage.

Rival Racers: Salvager berserkers target nearby mecha with attacks and sideswipe maneuvers.

CLIMAX: COMING AROUND THE CORNER

Distant applause, flashing neon, smoking reactors

Neck and Neck: Power or Mobility to push/pull your rival and slip ahead.

Lightning Coils: Roll reactor die when hurtling through the lethal energies of a white-hot finish line.

Hit the Brakes: Mobility to stop your speeding mecha; Presence to withstand the tremendous G-force of the stop.

REVENGE OF IRONDEATH ARENA



MICHAEL BARBER & PIATT CLICH

Fight tooth-and-nail to win the bloodstained champion's belt of Irondeath Arena, facing off against past champions in the final and most brutal game yet.

MISSION BRIEFING

You've hurdled every obstacle, toppled every rival, and now the final grueling challenge of Irondeath Arena awaits. The reigning champions of the gauntlet, the Bone Dragons, stand ready to defend their title at all costs, and your fireteam must overcome their relentless assault in a battle to the death for any hope to hold the champion's belt for yourselves.

The conniving forces that rule Irondeath Arena have a vested interest in the outcome of this final gauntlet. Should you secure an influential patron, your chances for victory might improve.

d6 Objectives

- 1-2 Expose a corrupt patron to the peers they're ripping off
- 3-4 Disable the Bone Dragons' mecha, but do not kill the pilots
- 5-6 Assassinate the Ringleader – end the bloody games

d6 Twists

- 1 The arena evolves through various environments (pg. 62)
- 2 Near the climax, a kaiju tyrant hatches from within the asteroid
- 3 Bone Dragons have orders to ensure none of your team survive
- 4 The Ringleader seeks new blood to join the Irondeath leadership
- 5 The Bone Dragons have been coerced into the match
- 6 The Ringleader isn't a person – they're an artificial intelligence

KICKOFF: PRE-FIGHT PARTY

Chattering throng, intense anticipation, flashing neon, pulsing music

Parade of Patrons: Treize Dornkirk, Neo noble (500 credits for equipment); Zeta-Three-Eight, Aeon bionic (fusion grenades and plasma weapons); Prax Katoki, Terran arms-dealer (micro-missiles one-shot module).

Charm and Coercion: Presence to secure a sponsor and earn their unique benefits – offer collateral for advantage.

Suit Up: Describe awesome gearing-up montage to earn a zeta point.

ACTION: ENTER THE DRAGON(S)

Roaring crowd, garrulous announcer, flashing lights, rending steel

Up is Down: Bone Dragons (*combiner mecha*) attack in a swarm; anti-grav arena with floating platforms uses Space environment template (pg. 62).

Fighting Dirty: *Salvager berserkers* enter the fray; *sentry guns* open fire (countdown 1d4).

Combine and Conquer: At half HP, Bone Dragons combine into single, massive form for final battle.

CLIMAX: WE ARE THE CHAMPIONS

Thunderous applause, cheers and jeers, fireworks

Curtains Rise: The Ringleader reveals themselves to congratulate the victors.

Grand Prize: Victors receive the champion's belt, credits galore, and one module each.

Fame and Fortune: Winning Irondeath means offers of merc work and other lucrative jobs.

RISE OF THE NANOVORE



TIM HEARNEY

Contend with automated defenses, hidden threats, and an experiment gone wrong while getting a munitions plant functional again.

MISSION BRIEFING

Tryger Munitions is a well known research facility and manufacturer of mecha. Two weeks ago, the factory was put on lockdown, and all communications from within ceased. Tryger's functionality is essential to the production of weapons and ammunitions for an allied faction – it must be restored.

Gain entry to the locked-down facilities, discover why production has stopped, and get things back on track as soon as possible – your allied faction is counting on it.

d6 Objectives

- 1-2 Get Tryger Munitions functional at all costs
- 3-4 Find the cause of the lockdown and radio silence
- 5-6 Ensure the safety of survivors within

d6 Twists

- 1 The Nanovore is a result of corporate espionage
- 2 Technology is not to blame, but the dark rituals used
- 3 Those within are a hive mind serving the Nanovore – though they hide it well
- 4 The Nanovore was created to stop a more powerful threat
- 5 The Nanovore is actually a portal to another dimension – monstrosities spill through
- 6 The Nanovore is fully under control – the engineers within are planning a civil war

KICKOFF: BREACHING TYGER

Towering walls, lurking drones, scanning searchlights

Security Drones: Breach the perimeter undetected – Mobility to evade 1d4+1 patrolling *swarm drones*.

Main Gate: Two Power tests to lift the immense door, or System at disadvantage to hack the security panel.

Break Encryption: Comms in Tryger are encrypted – two Systems tests to crack it, or pilots can't use comms beyond far range.

ACTION: RESEARCH WING

Bizarre lab equipment, horrid experiments, crazed researchers

Zealots: Scientists serve the Nanovore mindlessly, fused to experimental *labor bot*.

Carnage Within: Presence to reckon the horrors of the experiments gone awry, or take d6 damage.

Experimental Tech: Two consecutive System tests to find cache of experimental tech – each pilot gains one consumable.

CLIMAX: FACING THE NANOVORE

Munitions factory, deadly face-off, trapped survivors, hybrid mecha

Rescue: Tryger employees are trapped, being absorbed by the Nanovore (*abomination*).

Hurled Munitions: Nanovore hurls crates of Tryger munitions – Mobility to avoid 1d12 damage (recharge 5–6).

Nanomecha: Nanovore creates 1d4+1 *kaiju fleas* (recharge 5–6).

RISE UP



LLAYD COLLINS

Grueling conditions on Theta IV lead to a worker's revolt against the cruel and technologically superior Enforcers.

MISSION BRIEFING

The target is a power plant situated near the fringe moon Theta IV, laborers toil beneath the mantle to extract thanotone, an essential metal used in plasma weaponry. A recent cave-in trapped six miners and their labor mecha, and when the fat cats refused to send rescue, you took matters into your own hands.

You are leaders among the workers. Send a message to the Enforcers by rescuing the miners and perhaps even taking the facility for the people.

d6 Objectives

- 1-2 Seize control of Theta IV's comms array from the Enforcers
- 3-4 Take down Tyrant Red, the colossal mecha-lord of the Enforcers
- 5-6 Convince Clan Blacktooth to join your cause, despite their reluctance

d6 Twists

- 1 A labor clan betrays you and joins the Enforcers
- 2 A Neo Dominion cruiser waits in high orbit, allies of the Enforcers
- 3 Explosions open a path for Voidmaw
- 4 Some labor mecha are rigged to blow by the Enforcers
- 5 Your message is heard by the Terran Collective – hold out until they arrive
- 6 The thanotone exhibits strange and powerful new behavior

KICKOFF: LOOK DOWN

Tight tunnels, rattling machinery, crumbling rock

Without Trace: Move without drawing attention, through careful manipulation of the comms – System to avoid notice.

Come Together: Convince laborers to fight back against oppression – Presence to swell the ranks.

Rumble in the Deep: The tunnels are unstable, especially when mecha battle – when an attack misses, Mobility to avoid cave-ins.

ACTION: SEIZE THE MEANS

Crackling comms, hail of fire, freedom beckons

Stand Together: Guide the untrained laborers to fight as a team – Presence as a use action to deal 1d6 damage.

Requisition: Gather weapons from fallen enemy mecha – System to find equipment. Roll 1d6: 1-5, gain a random consumable; 6, gain a random weapon quality.

Overwhelming Firepower: Avoid the targeting arrays of the Enforcers – System to avoid 1d6 damage.

CLIMAX: SIC SEMPER TYRANNIS

Crashing artillery, close combat, the people sing

Martyrs: Stay strong in the face of loss – Presence to avoid disadvantage on rolls for your next turn.

For All: Three System tests to seize control of the comms command.

The Tyrant: Work together to take down Tyrant Red's *Neo paladin* – Presence to gain the arc quality to one attack per round.

SALVAGING THE ECLIPSE



PIATT CLICK

Contend with auto-defenses, rival scrappers, and Neo defenders while retrieving valuable salvage from a massive, derelict dreadnought.

MISSION BRIEFING

The *Eclipse*: once the largest dreadnought in the Neo Dominion fleet – now derelict. At 500 meters long, it boasted a crew of 8,000, a full legion of mecha, and four wings of gunships. Its armament included 40 point-defense turrets, a dozen missile bays, and two CK-90 cruiser killer cannons.

Now, its wreckage drifts across 40 thousand kilometers of open space. Every scrapper in Lodestar wants a piece, so move fast to stake a claim on the valuable salvage waiting inside intact portions of the broken vessel.

d6 Objectives

- 1-2 Salvage the CK-90 cannons – they'll fetch a hefty price on the arms market
- 3-4 Retrieve particle barrier access codes – invaluable for hacking Dominion shields
- 5-6 Search for survivors and escort them to safety

d6 Twists

- 1 The *Eclipse* met its end testing bleeding-edge Fulcrum tech
- 2 The Aeonix Primacy destroyed the *Eclipse* – they lurk nearby
- 3 A military leader awaits rescue aboard the wreckage
- 4 Rival scrappers lie in ambush
- 5 A new, experimental mecha roams the wreckage
- 6 The *Eclipse* was sabotaged – but by whom, and toward what end?

KICKOFF: SHATTERED ECLIPSE

Hurling debris, mecha wreckage, comms static

Slow Ride: The *Eclipse*'s wreckage hurtles through space – System, Mobility, or Power to grapple, dock, or maneuver around, slow the wreckage, and land safely.

Breaking In: Power to cut into thick plating or System at disadvantage to unlock the hangar.

Auto-Turrets: *Sentry guns* open fire on mecha entering the dreadnought – System to disable each turret without destroying them (or with disadvantage to hack and take control).

ACTION: DREADNOUGHT INNARDS

Tight quarters, floating debris, flickering barriers, hostile reactor signatures

Rival Scrappers: *Salvager berserkers* wait in ambush among debris – System to pinpoint reactor signatures; Mobility to avoid detection.

Particle Barriers: Mobility to move through flickering barriers and avoid 1d4 damage.

Salvaging the CK-90: Three Power tests and two System tests to cut cannon free; 1d4 damage on failed tests from arcing energy.

CLIMAX: EVAC ZONE

Open space, distant rescue, drifting wreckage, enemy waves

Rescue: Defend CK-90 until ship arrives for pickup (countdown 1d4).

Enemies in Wait: Team of *mecha recruits* and a *mecha ace* open fire.

Carrier Chaos: Enemy *carrier* jumps in to reclaim wreckage – deploys *interceptors*.

SEARCH AND RESCUE



GWEN READ

Find and help Neo Dominion civilians amongst ruined buildings and kaiju corpses after a devastating Voidmaw attack.

MISSION BRIEFING

The shining city of Cadi has been hit by a massive Voidmaw attack. With the main threat taken care of the Neo Dominion have reached out to anyone nearby for aid in coordinating search-and-rescue operations in the ruins of the city.

Your fireteam deploys to Naarm district, home to the now-collapsed Spire-Tech research lab and final resting place of the kaiju that terrorized the city. Civilians are trapped under the rubble of the ruined city, but the vastness of destruction means resources are in short supply. Work with haste and care to save as many as you can.

d6 Objectives

- 1-2 Save as many civilians as possible and clear the area of hostiles
- 3-4 Save the Neo Dominion princess trapped in the ruined lab
- 5-6 Obtain kaiju samples from the wreckage

d6 Twists

- 1 A survivor demands you treat her wife's superficial wounds
- 2 A kaiju corpse releases toxic spores into the air
- 3 An injured dog is found in the rubble
- 4 The lab tech is a human-kaiju hybrid
- 5 Kaiju worshippers prevent you from desecrating the sacred destruction
- 6 Unexploded ordnance makes rescue operations more difficult

KICKOFF: RESCUE EFFORTS

Ruined city, cries for help, get to work

Limited Resources: You have d8 medkits – System to successfully administer to the wounded.

Scan the Area: System to pinpoint d10 survivors buried in the rubble.

Rescue Efforts: Power to move rubble; Mobility to keep your footing; Presence to reassure the injured survivors.

ACTION: RUINED TOWER

Narrow halls, mysterious noises, panicked survivor

Footwork: Scanners pick up lifesigns in the Spire-Tech building, collapsed over the corpse of the *kaiju obliterator*. Disembark mecha to search for survivors.

First Aid: Coax to calm injured lab tech and gain advantage to administer a medkit.

Not Alone: Swarm of *kaiju fleas* dig up through the floor.

CLIMAX: AWAKENED BEAST

Terror continues, time to end this

Escape: Athletics to rush back to mecha (disadvantage if first aid failed on lab tech). Presence to warn rescue crews to flee the area.

Broken Slumber: Injured *kaiju obliterator* reawakens with half HP and rampages through the ruined city. Bring it down!

Finally Over: Though there is still work to be done, celebrate this victory.

SEWER DUTY



JIM MORENO

A routine sewer patrol leads to the discovery of a team of missing pilots, an encounter with an alien lifeform, and a zombified mecha.

MISSION BRIEFING

Fortress Husqvarna derives much of its power from its sewer system, which refines waste into infrastructure power. Most importantly, it powers the facility's protective energy shield.

You are tasked with conducting routine cleaning patrols of the massive sewer channels.

You are rookie pilots, and have been customarily assigned this duty for your first unit mission. Patrol Sewer Sector 0451 to ensure the security of the power generators, and in turn the citizens of Fortress Husqvarna themselves.

d6 Objectives

- 1-2 Confirm three power generators are secure and operational
- 3-4 Remove any potential blockage hazards and errant native or alien fauna
- 5-6 Recon and report the status of the sewer's main fusion reactor

d6 Twists

- 1 A mecha is found from a squad that went AWOL a year ago
- 2 A Verilian Tunnel appears, then vanishes throughout the sewer
- 3 The combat weakens a support pylon – reinforce or evac!
- 4 Moving a large piece of debris reveals a smuggler's den
- 5 A rival faction's break-in attempt is successful
- 6 Three human corpses, killed the same way, found amid debris

KICKOFF: ARE WE THERE YET?

Deep canal, dangerous items, maze-like path

Find the Path: System to navigate the sewer maze – critical success uncovers consumable item; failure adds 1 *kaiju spawning* to Voidmaw Encounter.

Watch Your Step: System to locate dangerous items; Mobility or Power to maneuver through canal – 1d4 damage on failure.

Open Sesame: System to decipher sewer entrance door code; Power at disadvantage to break through.

ACTION: WHEN IT RAINS...

Possible double-surprise encounter, first contact, Mecha chase scene

Voidmaw Encounter: System to gain early warning of nearby spatial anomaly; 1d6+1 *kaiju spawnlings* spill from temporary Verilian Tunnel.

Kaiju Infestation: System or Presence to notice *kaiju fleas* lurking in sewage.

Missing Person(s): System to notice fleeing mecha reactor signature; System or Mobility to track and chase.

CLIMAX: WATCH YOUR FIRE!

Dangerous close-quarters combat, swarming kaiju, haphazard enemy Mecha

Contact!: Disorganized AWOL squad (*mecha recruits*) seemingly defends fusion reactor, unresponsive to communications.

Bugged Out: *Kaiju fleas* swarm AWOL squad and destroy them without intervention (countdown 1d6).

Mecha Zombie: Slug-like kaiju emerge from mecha – each pilot is long dead, parasitically controlled.

SEIZE THE RONIN



MICHAEL BARKER

Intercept an enemy prison ship, break inside the hull, and take control of the craft.

MISSION BRIEFING

"Interception in T-minus 10..."

The voice crackles through your headset as you approach the red blip representing the large cruiser on your display. The **Ronin** is an infamous prison ship that is always on the move, and never seems to use the same route twice. This is your only shot at capturing it.

You're coming in hot. Gain access to the Ronin, and complete your objective as soon as possible.

"Drop ... in three ... two ... one..."

d6 Objectives

- 1-2 Ensure the **Ronin** remains operational even after the attack – careful with those rockets!
- 3-4 Rig an escape pod with a distress signal and explosives
- 5-6 Find the prisoner Ankara Watts and ensure they stay alive – and restrained

d6 Twists

- 1 A shuttle carrying an infamous prisoner escapes during the fight
- 2 These aren't prisoners – they're lab rats
- 3 Seizing the ship has wronged the worst sort of people
- 4 Caged inside the cell blocks are **kaiju dismantlers**
- 5 We've got company – enemy mecha squads drop into the area
- 6 The coordinates in the **Ronin's** navigation systems lead right into a Verilian tunnel

KICKOFF: SPRING THE TRAP

Little time to prepare, vital hack, drop into the fray

Hack and Drop: System to hack the Ronin's shield generator and take it offline; System on subsequent turns to keep it offline. Track total successes for the Climax.

Starfighters: *Interceptors* deploy after the first failed hacking attempt.

Cannons: *Sentry guns* defend the **Ronin** against the closest mecha.

ACTION: BREACH THE SURFACE

Breach and clear, make a hole

Surface Assault: A *veriform mecha* defends the **Ronin's** surface from.

Explosive Breach: System to find a weak spot on the **Ronin's** surface (15 damage total to break through).

Zero-Grav Skirmish: The interior is defended by *mecha recruits* supported by on-foot security guards. Hull breach causes zero gravity (see Space environment template on page 62).

CLIMAX: SKYJACK THE RONIN

Fulcrum engines powering up, agitated prisoners, battle through the Ronin

Proceed on Foot: Exit your mecha to gain entry to important cell blocks.

T Minus...: Twice as many rounds (minimum 1) as you had successes in Hack and Drop before the **Ronin** fulcrum jumps to a distant system.

Release the Prisoners: Keycards found on the guards free the prisoners.

Onto the Bridge: System or Power – alongside a large explosion – to break through the sealed entrance and take control of the ship.

SEVERED CONNECTION



MICHAEL BARKER & MIATT CLICK

Use experimental Fulcrum tech to conduct a surgical strike against a vital target, contend with swarms of starfighters, and deal a crippling blow to the Aeonic Primacy's data network.

MISSION BRIEFING

The Lattice enables the Aeonic Primacy's greatest strategic asset – instantaneous data transfer. This network functions like a hive mind, allowing Aeons to instantly alert allies to danger, coordinate attacks, and react with lightning speed and accuracy.

The Lattice relies on strategically placed nodes, called Hubs, to maintain its range, link the minds of nearby Aeons, and receive and transmit data. A lone Hub at the edge of the Nydus Nebula presents an opportunity to strike an offensive blow against the Aeons, knocking out their ability to communicate effectively in this region of space. We've fitted your mecha with experimental Fulcrum "twitch" drives – you must twitch-jump into combat, disable the Hub, and escape before reinforcements arrive.

d6 Objectives

- 1-2 Destroy the Lattice Hub
- 3-4 Capture an enemy starfighter
- 5-6 Extract data from the Lattice

d6 Jump Complications

- 1 Reactor die downgrades
- 2 Arrive from the jump at a distant range band
- 3 Weapons offline – requires a use action to re-enable
- 4 Aeon interceptors ambush your arrival
- 5 Take 1d4 damage
- 6 You smash through the carrier, taking and dealing d10 damage

KICKOFF: TWITCH JUMP

Experimental jump, immense danger, ambush the Aeonic Primacy

Timing the Twitch: System to coordinate the jump – failure means rolling on the Jump Complications table.

Through the Nebula: Mobility or System to navigate the tumultuous storm and avoid 1d6 damage and reactor roll from lightning strikes.

The Drop: Tally up all successes and failures so far – majority success means mecha get one free action before initiative is rolled.

ACTION: DESTROY THE HUB

Bombing run, starship dogfight, ion blasts

Hub Defenses: Nigh-impenetrable shield protects Hub, blocks entry; *sentry guns* defend perimeter.

The Dish: Hub data dish receives and transmits information – System to hack into data feed, download vital intel, and disable shield.

Carrier Launch: Aeon *carrier* defends Hub, launches *interceptors* and fires volleys with point-defense turrets.

CLIMAX: INTO THE LATTICE

Precision flying, belly of the beast, flowing data, escape the destruction

Narrow Opening: Mobility to zoom through blast doors as they close and avoid 1d8 damage.

Obliterate the Power Center: Aeon *diodes* defend Hub's core (30 HP) – Presence to resist data discharge and reactor roll (recharge 5–6).

Flee the Destruction: Core explodes, Hub fragments – Mobility or System to navigate the collapsing tunnels and escape the explosion.

SYMBIOTIC SUPERDESTROYER



Shrink using experimental technology, delve inside an infected human body, and fight parasitic nanobots while contending with natural defense systems.

MISSION BRIEFING

NV-06 is the first nanobotic virus in history to be designated a superdestroyer – a classification usually reserved for planetary-grade weapons. It spreads with terrifying speed, infects hosts both organic and mechanical, and assimilates all matter into a symbiotic hivemind. It must be stopped!

Bionic patient zero lingers in a remote Neo Dominion medical facility, quarantined on life-support. Your fireteam's task: shrink microscopically using experimental Aeonic technology and venture inside their body to deal with the NV-06 nanobots. You have one hour before returning to normal size.

d6 Objectives

- 1-2 Find and destroy the NV-06 hivemind queen
- 3-4 Hold nanobots at a target location for sample extraction
- 5-6 Become assimilated and unravel the NV-06 hivemind from inside

d6 Twists

- 1 Patient zero created NV-06; their immune system is working with the virus
- 2 The Aeonic tech enlarges patient zero
- 3 Nanobots infiltrate your comms
- 4 Patient zero dies; nanobots seek new hosts
- 5 Nanobots are actually kaiju larvae
- 6 The size change lasts half the time

KICKOFF: DOWN TO ZERO

Experimental tech, highway of veins, exploration

Quantum Dilation: Pilots and mecha face unimaginable pressure during the shrink – Presence to avoid swapping damage and reactor dice.

Lodium Tether: Must remain near one other mecha – Mobility or System to avoid being swept away.

Power Gates: Structures bionic and organic dam the flow of blood – Power to blast through.

ACTION: UNDER PRESSURE

They know we're here, oh god there are too many

Blood Surges: Damaged power gates affect blood flow – Mobility or System to successfully maneuver through.

NV-06 Strikes: Swarm of nanobots (*swarm drones*) emerge from every direction.

Overwhelming Odds: Keep your cool as the horde overtakes you – Presence to avoid reactor roll; advantage if tethered.

CLIMAX: CEREBRAL VORTEX

Hollow brain, metal maelstrom, hivemind queen

Hivemind Queen: A tentacled amalgamation of nanobots (*salvager thunderer*), moving as one.

Assimilation: Presence to resist symbiotic control over mecha. While assimilated: Reactor rolls for each action, and use the Berserk Mecha table (pg. 78) instead of overheating.

Vortex: System to recalibrate power gates; Presence to draw the horde; Mobility to escape the swirling maw alive.

THE STARS TORN ASUNDER



TIM KEARNEY, MICHAEL BARKER, & MIATT CLICH

ACT 1: THE INVASION

Protect your faction leaders and the people aboard the space station Zura against a threat that hasn't been seen in centuries – the Verilians.

MISSION BRIEFING

After years of conflict, the warring factions of Lodestar Alpha have agreed to a tenuous treaty known as the Lodestar Accord. The signing of the treaty is set to occur aboard Zura, a space station ruled by the Aeons. But on the historic day, with legions from each faction present, a Verilian Tunnel opens in the void of space, and a Verilian warship slips through. The factions must now work together against this dire threat – and your fireteam lies smack in the middle.

d6 Objectives

- 1-2 Evacuate a faction leader and ensure their safety
- 3-4 Extract ancient intel from the Verilian warship
- 5-6 Chronicle the events of the Lodestar Accord for your faction

d6 Twists

- 1 The Verilians were called here by a traitor aboard Zura
- 2 The Verilians are in league with a faction
- 3 The Verilians protect this location in space – it is sacred to them
- 4 A faction leader uses the chaos to assassinate a rival
- 5 The Verilians see the future – this treaty marks the end of humanity
- 6 All Verilians aboard are long dead – the ship acts autonomously

KICKOFF: ACCORD DISRUPTED

Strained peace, tear in space, ominous warship

Tenuous Peace: A sudden explosion rocks Zura station. System to determine the location and cause.

Survive the Rupture: Verilian Tunnel tears open, pulling close and near objects. Presence to grab hold or Mobility to pilot away from the tunnel (1d10 damage on failure).

Keros Emerges: A colossal Verilian warship, the *Keros* (*deathnought*), emerges, flanked by *Verilian guardians*.

ACTION: VERILIAN ONSLAUGHT

Destructive beams, deadly mecha, energy-draining shield

Shield Wall: The *Keros* creates a particle barrier out to distant range, trapping all inside and preventing comms beyond.

Form Up: Each player gathers allied mecha around them (D6 swarm die, see pg. 70).

Charging the Cannon: The *Keros* draws power from close and near sources. Presence or System to avoid rolling reactor die.

CLIMAX: SHATTER THE SHIELD

Mass destruction, massive mecha, assault on the weak points

Cripple the Cannon: Three System and/or Power tests at close range disables firing mechanism – for now.

Combine and Destroy: All remaining *Verilian guardians* combine to form a *Verilian goliath*.

Bring Down the Wall: Reinforcements from each faction wait outside the shield. Destroy three weak points (15 HP each) – System at disadvantage to detect them.

d6 Reason for the Accord

- 1-2 All sides have suffered great losses, taxed beyond their limits
- 3-4 The Verilian tunnels have become more and more volatile
- 5-6 A drastic change in faction leadership

d6 Peace Talks

- 1-2 *War Room:* Faction leaders squabble
- 3-4 *Zura's Bridge:* Security detail stands on high alert
- 5-6 *Assassin:* An unexpected enemy reveals themselves

d6 Arrival of the Verilians

- 1-2 They have not changed – they are masters of war
- 3-4 Benevolent, though calculated and logical
- 5-6 Their goals and ways are incomprehensible to mortals

ACT 2: THE FINAL BATTLE

Fight for the future of Lodestar Alpha in a massive space battle involving each major faction, a newly arrived Verilian fleet, and a deadly, new breed of Voidmaw.

MISSION BRIEFING

Reinforcements arrive, and none too soon. As the factions point fingers, Verilian Tunnels open throughout the region, belching forth a full Verilian fleet along with Voidmaw kaiju. Stand with your faction and fight for the future of Lodestar – or perish trying.

This mission is designed as an epic space battle and doesn't follow the linear structure of other missions; instead, it presents pivotal conflicts all happening at once. The players must choose where to put their focus. For each conflict that the players successfully handle, choose another conflict that fails, enacting the ramifications listed.

RESCUE ZURA STATION

Scattered debris, countless bodies in space, hurtling space station

Stop the Bleeding: Three Power and/or System tests to seal hull breaches. *Interceptors* and *bombers* harry your progress.

Get Out and Push: Verilian Tunnels threaten to swallow the drifting station – Two Power tests to shove it to safety.

Jumpstart Life Support: Roll reactors to pump power into the station's core (three successes required) and restart life support systems.

Ramifications: Diplomats and leaders critical to the Lodestar Accord are still aboard the damaged station – saving them will ensure peace talks can commence.

STOP THE SKIRMISH

Harried fighting, desperate comms, haphazard shots

Fighting the Wrong Enemy: Fireteams of mecha battle amidst the Verilian invasion, convinced of one another's betrayal.

Break it Up: Three Presence tests to convince the combatants of their folly – with each success, one joins you in your efforts (D6 swarm die, pg. 70).

Last Resort: If not convinced, three System tests at disadvantage disable the mecha and prevent them from further combat – if all else fails, the mecha attack you next (*Aeon diodes*, *Neo knights*, and *Terran grunts*).

Ramifications: The fighting spreads as chaos reigns, and soon all three factions are at one another's throats – you have disadvantage on any tests made to try and convince combatants of any faction.

DETHRONE THE QUEEN

Unfathomable kaiju, horrid shapes in the void, devoured steel

The Queen Emerges: A *kaiju broodqueen* slips through a Verilian Tunnel and sets to devouring passing ships and mecha alike.

Scourge Swarm: Lesser kaiju spawned by the broodqueen form swarms (pg. 70) which move and act as one.

Eldritch Beacon: While the broodqueen is alive, *kaiju barons* follow the scent and emerge from the nearest Verilian Tunnel (recharge 5-6).

Ramifications: If the broodqueen is left alive, the Voidmaw descends on nearby planets to spread their corruption.

DISABLE THE VAKARI

On-foot suicide run, Verilian ship's surface, space battle rages around you

Shields of the Vakari: No weapon can penetrate the ionic shields of the Verilian battleship *Vakari* (*cruiser*) – but the intermittent gaps are small enough for pilots to drop through. Athletics or Acrobatics to drop in safely.

Survive the Surface: The *Vakari* is an ever-shifting, dynamic ship. Intellect or take 1d4 damage as it shifts around you. Stealth or be spotted by sentry guns.

Disable the Shield Generators: Three Espionage tests at disadvantage – each failure deals 1d4 damage from ionic charges. *Verilian guardians* emerge from the vessel to defend it from saboteurs.

Ramifications: If the *Vakari* is not disabled, it destroys a major ally, and continues to do so every 1d4 rounds. If disabled/destroyed, all Verilian enemies take 1d10 damage.

DEFEND PRECIOUS CARGO

Wonton explosions, pleading distress calls, defenseless civilian vessels

Defend Cargo Freighters: Defend convoy of 1d6+1 neutral cargo vessels. Power or System to forcefully steer one to safety. Failure means one explodes as *Verilian guardians* and *kaiju spawnlings* attack.

War Rages On: Mobility to avoid 1d8 damage from stray fire from factions fighting in every direction (recharge 5-6).

Ramifications: The freighters haul food and medicine for frontier worlds – their destruction means disaster for the colonies.

FACE THE KEROS

Tearing space time, inexplicable anomalies, bending reality, darker than darkness

Stars Torn Asunder: With each firing of its particle cannon, the *Keros* rips open a new Verilian Tunnel, through which ships, mecha, and kaiju pour. Close and near mecha must roll reactor with each shot.

Survive the Void Warp: Presence test each round or suffer existential untethering, imposing disadvantage on any Mobility or System tests that round. *Verilian guardians* and *interceptors* swarm.

Assault on the Cannon: 1d6+1 power nodes (12 HP each) dot the particle cannon. When half or more are destroyed, two Systems tests reroute the power and reverse the cannon's polarity – the next shot disables the *Keros* and seals the Verilian Tunnels.

Ramifications: If the *Keros* is not disabled, there is no end to the number of Verilian Tunnels that open.

HALT VERILIAN REINFORCEMENTS

Bombing run, brimming hangars, frenzied fighting

Verilian Carrier: On the outskirts of the battle, a Verilian *carrier* deploys *Verilian guardians*, *interceptors*, and *bombers*.

Alien Sensor Jammers: At far range, System to overcome sensor jammers – or roll next test with disadvantage.

Take it Out from Within: Power or Mobility to land safely inside carrier's hangar bay (1d10 damage on failure); inside hangar, all attacks deal double damage to carrier.

Ramifications: If the carrier is destroyed, the Verilians can no longer reinforce their flanks and begin to dwindle as the battle rages on.

TAKE OUT THE ACES

Desperate duel, clashing beam sabers, distant thunder of battle

Verilian Commanders: *Aegis mecha* and *gladius mecha* oversee battle from afar.

Aid from Allies: If the Verilian aces are attacked, 1d4+1 Verilian guardians rush to aid them (countdown 1d4).

Sudden Rift: If dropped to half or fewer hit points, both aces attempt to flee through a Verilian Tunnel – Mobility to avoid the sudden rift and 1d10 damage; System or Power to prevent their escape.

Ramifications: If the aces are destroyed, the Verilians scatter and lose their strategic advantage, spread thin across the battlefield.

d6 Space Battle Scenes

- 1 Energy beams of various sizes and colors discharge from combatants in the void of space
- 2 A colossal kaiju writhes through space, devouring mecha whole and crushing starships with its tentacles
- 3 Two massive capital ships fire heavy weapons at each other while mecha and starships attempt trench runs
- 4 Opposing mecha fight a strategic battle throughout a sprawling asteroid field
- 5 Mecha and starfighters attempt to defend a ranking military officer on a capital ship
- 6 A Verilian mecha hurtles through a small starship

d6 Distress Calls

- 1 "I've got one on my tail that I can't shake. I need back-up now!"
- 2 "To anyone who can hear this call, we are a civilian cargo vessel. Repeat, our crew is not outfitted for war!"
- 3 "Incoming Voidmaw swarm! I've never seen so many! They're eating us alive!"
- 4 "We are a diplomatic vessel. Any who ensure our safety will gain the favor of our faction..."
- 5 "If anyone can hear me, my mecha is disabled – please help!"
- 6 "The Verilians ... they're in our heads ... we're... not in control anymore..."

TOMB OF THE FROZEN KING



PART CLICK

Track across a frigid tundra and contend with the elements and militant zealots before discovering the frozen lair of an ancient Voidmaw kaiju.

MISSION BRIEFING

Leeth's distant orbit carries it far from the light of Lodestar's sun, shrouding its frozen mountains and tundras in perpetual winter. Despite the frigid conditions, a science facility housed in one of Leeth's glacial valleys conducts vital research into the Voidmaw threat, studying specimens frozen for millennia beneath the ice.

The facility failed to report during its last two scheduled check-ins, and officials from its ruling faction fear the worst. You must make landfall on Leeth to investigate the facility's radio silence.

d6 Objectives

- 1-2 Locate and rescue a vital researcher
- 3-4 Collect preserved kaiju specimens
- 5-6 Destroy the facility and all evidence of its findings

d6 Twists

- 1 The scientists have taken to worshiping the Voidmaw kaiju
- 2 Leeth is an ancient spawning ground for Voidmaw
- 3 A researcher sabotaged the operation from within
- 4 A faction fires a superweapon at Leeth to bury the evidence
- 5 Leeth's orbit drags it closer to the sun – the world begins to thaw
- 6 The scientists created hybrid mecha from Voidmaw samples

KICKOFF: BRAVING THE STORM

Howling wind, clattering hail, strange shapes, distant roars

Trekking the Tundra: Storm muddles radar and movement – all Mobility and System tests at disadvantage.

Voidmaw Hunters: Prowling the icy mists, *kaiju drones* ambush – System to detect movement.

A Faint Signal: Distress beacon from the facility pings through the storm – System to follow.

ACTION: MECHA CULTISTS

Heavy machinery, research equipment, mad gibbering

Frozen Cult: Fanatics worship a massive kaiju frozen in the glacier – disadvantage on Presence against them.

Retrofitted Labor Mecha: *Labor bots* augmented with cryo-beams – when hit, mecha cannot take move actions for 1 turn.

Call of the King: Slumbering Frozen King wakes – Presence to resist the call, or roll on the Berserk Mecha table (pg. 78).

CLIMAX: CALL OF THE KING

Cracking ice, rending steel, wall of flesh, piercing cry

Emergence: The Frozen King (*kaiju tyrant*) bursts from the glacier below – Mobility to avoid 1d10 damage.

Hail to the King: Remaining cultists (*labor bots*) defend the kaiju fervently, not spared its maw beam or piercing screech.

Collapsing Facility: Frozen King thrashes, toppling portions of facility – Mobility or Power to avoid 1d8 damage.

VOIDBRINGER'S TORMENT



KIEL ADRIAN

Cling to a fleeting reality, face your inner demons, and work as a unit to overcome a series of trials conjured by the so-called Voidbringer – all while trapped inside a simulation gone wrong.

MISSION BRIEFING

Your simulation chamber was hacked during a combat training mission. Unable to break free, you've been trapped in a virtual nightmare for days, tormented by the mysterious self-proclaimed Voidbringer who holds you here.

d6 Objectives

- 1-2 Escape to reality with your fireteam intact
- 3-4 Take down Voidbringer at any cost
- 5-6 Complete your original simulated mission: defeat the juggernaut

d6 Twists

- 1 You've been in the simulation far longer than you realized
- 2 Voidbringer is someone intimately close to one of your fireteam
- 3 You're inside a nested simulation; escaping one reveals you're still not in reality
- 4 There was no hack – a bug in the simulator causes hallucinations to manifest
- 5 Your whole base has been decommissioned by the hack
- 6 Voidbringer is actually the juggernaut – a now-sentient simulation program seeking escape to reality

KICKOFF: ENTER THE DOOR

Pilots on foot, ominous doorway, into the unknown

Gilded Cage: Voidbringer has turned this simulated world into a paradise.

Voidbringer's Offer: Face distorted and voice modulated, your captor speaks from above. Presence to reject the lies and gain a zeta point (pg. 73).

Cross the Threshold: A vivid simulation challenges your greatest strength – with disadvantage, test your highest attribute; if you fail, swap your highest and lowest attribute until the end of the session.

ACTION: THROUGH THE MAZE

Edge of the void, surreal labyrinth, bonds tested

Mecha Returned: Find your mecha; describe how yours appears different.

Voidbringer's Game: Reach the heart of the maze faster than your companions or pay the price.

Race to the Center: Three rolls each (track results) – Power to create or clear obstacles; Mobility to outmaneuver others; System to map shortest path; Presence to intimidate or inspire.

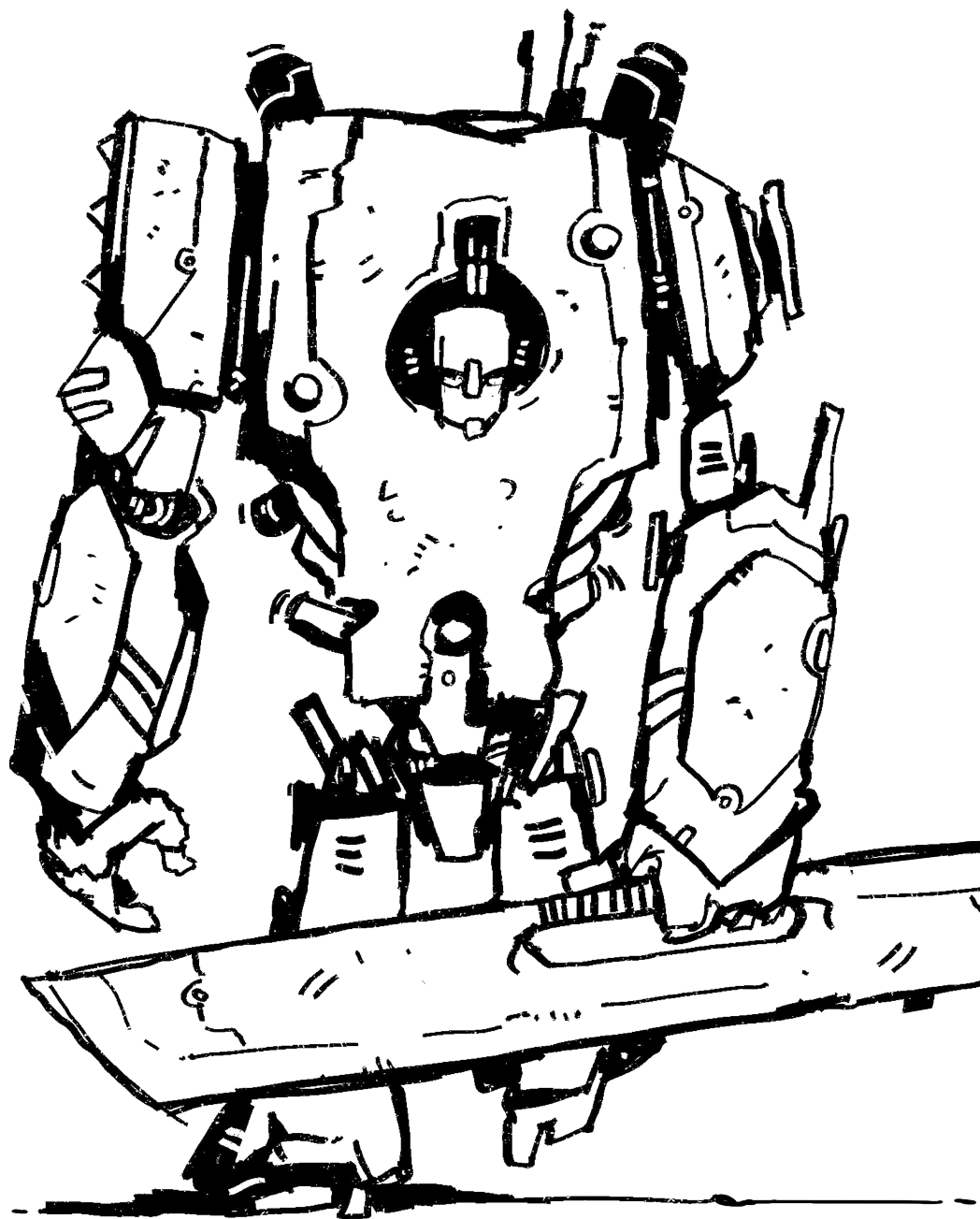
CLIMAX: INTO THE SANCTUM

Crumbling command center, escape within reach

Reality Check: For each action – Presence to avoid disadvantage.

Voidbringer's Wrath: Your captor reveals their true self and lashes out. Reactor rolls equal to amount of failures you rolled within the maze.

Juggernaut Unleashed: Overcome the devastating juggernaut (Verilian goliath) and escape to reality.



MODULAR RULES

The additional rules for The Mecha Hack presented here are optional, and intended to be included in your games piecemeal as needed. For games with an emphasis on pilots outside of their mecha chassis, for example, the **on-foot skills** add some needed variety; for games focused on intrigue, the **allegiance** rules provide benefits to allying yourself with certain factions and drawbacks to hostile relations with others. Consider carefully what these rules add to your campaign – applying them all might result in a clunky or disjointed experience, so instead choose those most thematically applicable for your setting, campaign, and table.

ALLEGIANCE

Three militant factions vie for power in the setting of Lodestar Alpha – the scrappy Terran Collective, regal Neo Dominion, and esoteric Aeonic Primacy. Each faction maintains its own aims, resources, and methods, but each also employs unaligned mercenaries to undertake missions beyond the duties of rank-and-file pilots. Pilots can choose to navigate the intrigue of this three-way war in their campaign as freelancers, and in doing so, might be on friendly, neutral, or hostile terms with each faction. If you play in a campaign setting other than Lodestar Alpha, use these guidelines and tables as a framework for your own factions and entities.

Becoming Friendly: You can achieve friendly status with a faction by completing missions for them and supporting their interests in Lodestar Alpha. For example, striking out against the Neo Dominion, while supporting the marginalized and beleaguered, would ingratiate you with the Terran Collective, potentially putting you on friendly terms with them. Ultimately, your status with each faction is left to the GM's discretion, but bear in mind that aligning with one faction creates hostility with another.

Becoming Hostile: You become hostile with a faction by compromising their assets and allies, or by completing missions for rival factions. For example, completing an escort mission for the Terran Collective or smuggling munitions to a rebel cell might put you at odds with the Neo Dominion. The quickest way to achieve a hostile status with a faction (other than a flagrant attack) is by becoming friendly with their nemesis.

Friendly

The faction seeks the pilots for aid, provides refuge and resources, and protects them from harm. The pilots become hostile to the faction's nemesis.

Neutral

The faction neither actively hunts the pilots nor approaches them for missions, but defends territory and assets against infiltrators.

Hostile

The faction actively hunts the pilots and attacks them on sight. The pilots become neutral to the faction's nemesis.

Faction	Nemesis
Terran Collective	Aeonic Primacy
Neo Dominion	Terran Collective
Aeonic Primacy	Neo Dominion



TERRAN COLLECTIVE

Scrappy, opportunistic rebels at heart, the Terran Collective are primarily composed of former laborers, engineers, and military deserters from the Neo Dominion. The frequent splintering of their factions is an homage to their rebellious nature – instead of rallying around a central authority, the Collective govern themselves, relying on the leadership of separate but equal sects scattered throughout the Lodestar system to coordinate and collaborate with one another, especially in war. Despite the frequent schisms within their ranks, the Collective as a whole shares common allies and enemies, accepting any and all new recruits, provided they share the goal of dismantling the structures of power that seek to oppress – namely the Neo Dominion.



d10 Terran Collective Missions

- 1 Retrieve valuable resources from a Neo Dominion cargo convoy
- 2 Assassinate a rogue Terran sect commander in a hit-and-run mission
- 3 Capture an operative Aeonic Primacy mecha for study by Collective engineers
- 4 Escort a shipment of Lodium through the enemy territory between Terran outposts
- 5 Seize control of a central communication hub to link several Collective sects
- 6 Test the capabilities of a new weapon built by Collective engineers
- 7 Salvage a Neo Dominion derelict before rival scrappers arrive
- 8 Defend a Collective scrapyard from a multi-front attack
- 9 Deliver an encrypted missive to a distant Collective sect, promoting unlikely alliance
- 10 Rescue high-value Neo deserters from a Dominion-sanctioned siege

d6	Friendly Effect	Hostile Effects
1	Nearby station offers repairs/scrap	Communications jammed or intercepted
2	Sanctuary inside hidden base	Activity tracked and logged by spy network
3	New modules and munitions	Ambushed by Terran militants
4	Access to encrypted comms traffic	Munitions stolen or sabotaged
5	Terran mecha aid you in a mission	Friendly contacts compromised
6	Orbital bombardment support	No safe harbor in freeports

NEO DOMINION

The Dominion's empire, until recently, spanned the entirety of the Lodestar system, with noble houses subjugating their lessers, warring amongst themselves, and exploiting laborers for resources. This tightening fist led to the formation of the Terran Collective, and with the arrival of the Aeonian Primacy, the Dominion faltered. Losing ground, and commanding only a fraction of their former might, the fragmented houses of the Dominion stand poised on the edge of a new age – can the empire adapt, or will it crumble and fade from history? The Dominion often shirks from hiring mercenaries, but desperate times call for desperate measures.



d10 Neo Dominion Missions

- 1 Join Neo mecha for a planet-side raid on rebel encampments
- 2 Take part in a Dominion siege of a recently defected world
- 3 Extract pinned-down Neo knights from their Dominion house headquarters
- 4 Retrieve a legendary Neo mecha chassis from an enemy base
- 5 Aid a noble house in dethroning a rival
- 6 Search Terran cargo vessels for contraband, munitions, or illegal salvage
- 7 Train a fireteam of Neo recruits new tactics against budding Primacy technology
- 8 Ambush enemy forces as they attack a stationary Neo dreadnought
- 9 Fend off scrappers from a once-secret Neo Dominion shipyard
- 10 Deliver an encrypted missive from a noble house while hiding it from prying eyes

d6 Friendly Effect		Hostile Effects
1	Sanctuary on Dominion worlds	Bounty broadcast to mercs
2	Fire support from Neo starships	“Surprise” inspection by Neo enforcers
3	Regal melee weapons with qualities	Barred from Dominion-controlled worlds
4	Extraction from rebellious, hostile zones	Allies decimated in retaliatory attack
5	Granted a temporary house	Taken to Miger Malorum (pg. 29)
6	Favor from noble houses	Invited treaty-signing (ambush!)

AEONIC PRIMACY

Relative newcomers to Lodestar, the Aeonic Primacy arrived through a space-time rift on the edge of the system, wielding advanced alien technology and utilizing the Verilian Tunnels to stage devastating surprise attacks. Though human, the Aeons augment themselves with cybernetics and interface with their mecha (and one another) via a cutting-edge network known as the Lattice, which creates a kind of hive mind via near-instantaneous data transfer. Though initially successful in their sudden invasion of the system, the Aeons have met significant resistance from both the Terran Collective and Neo Dominion, leading to a three-way stalemate that grips Lodestar in the throes of war. The Aeons never turn their backs on a strategic advantage, and that includes employing freelance pilots.



d10 Aeonic Primacy Missions

- 1 Protect a Lattice network hub from attack by hostile militants
- 2 Clear Voidmaw kaiju from a Verilian Tunnel
- 3 Test new bleeding-edge weapons on a priority target
- 4 Scout a world which the Aeonic Primacy now prepares to invade
- 5 Hack an enemy dreadnought's systems and prevent extraction by hostile forces
- 6 Secure an extra-dimensional portal within the Verilian Tunnels
- 7 Defend an Aeon base against assault by an angered coalition of Terrans and Neos
- 8 Find out who has hacked into the Lattice
- 9 Deliver advanced technology to a contact without drawing attention from enemies
- 10 Help lead the charge into battle for Aeon Prime

d6 Friendly Effect

Hostile Effects

- | | |
|-----------------------------------|---|
| 1 Access to Lattice data network | Propaganda spread through the Lattice |
| 2 Bleeding-edge cybernetics | Systems hacked by Aeonic agents |
| 3 Travel through Verilian Tunnels | Bitter enemies contracted to take you out |
| 4 Sleek, new module upgrades | Devastating ambush by Aeon starships |
| 5 Call in plasma bombardment | Your activity tracked through the Lattice |
| 6 Starfighters at your command | Attempt to lure you into the Voidmaw |

COMBINER/SUPER MECHA

Combiner mecha are separate pieces of a more powerful whole. When operating alone, a combiner mecha is a force to be reckoned with in its own right – but after combining and forming a super mecha, combiners wield devastating power.

When running a game utilizing combiner mecha, the following rules apply:

- As a use action, a mecha can combine with any number of friendly mecha within close range to form a super mecha. When doing so, each mecha involved must roll its reactor die. Combiner mecha must complete a long rest before attempting to combine again.
- A super mecha has hit points equal to 10 for each combiner mecha, armor points equal to 2 for each combiner mecha, and a reactor die and damage die equal to the highest reactor die and damage die among the combiner mecha.
- If reduced to 0 hit points or overheated, the super mecha splits, and each combiner mecha regains its own hit points, armor points, reactor die, and damage die. Each combiner mecha also automatically downgrades its reactor die.
- While combined, each mecha takes their individual turn and still has access to all modules, equipment, chassis abilities, and pilot abilities.
- When moving, all combined mecha move as one and remain in close range with one another.
- A super mecha is a single “target” for the purposes of enemy attacks.
- When rolling tests, any combiner within the super mecha can make the roll, allowing the team to choose the mecha with the best chance of success.



ENVIRONMENT TEMPLATES

Environment templates introduce new mechanics for moving and battling through unique terrain, such as space or underwater. For more dynamic battlefields, consider applying a template to each unique “area” of the location – the Airborne template for the skies above, the Ruins template for the bombed-out city, and the Undersea template for the nearby lake and its rivers. Alternatively, you can apply two applicable templates to the same location, such as the Space and Volatile templates to represent a debris-choked starship graveyard littered with explosives, or the Corrupted and Ruined templates to represent a derelict cruiser overrun with kaiju.

AIRBORNE

Using powerful on-board thrusters, gliders, and anti-grav technology, mecha take to the skies. Whether dropping in-atmo for a surprise assault, attacking a convoy in flight, or defending against enemy gunships, the Airborne environment ups the danger while also allowing incredible flexibility for movement and maneuvers.

- **Three-Dimensional Movement:** Mecha in Airborne environments can move freely in any direction using maneuvering thrusters. Likewise, attacks can come from above or below just as readily as they come from the front, rear, and flanks.
- **Moving Targets:** Airborne mecha and enemies don't spend much time hovering, staying always in motion to maintain velocity and avoid enemy fire. Attacking a target at far range imposes disadvantage, and attacking a target at distant range results in an automatic failure.
- **High-Speed Maneuvers:** As a move action, a mecha can attempt a high-speed maneuver to outflank an enemy. The mecha makes a Mobility test, and if successful, moves one range band and gains advantage on their next attack against an enemy at close or near range.



- **Falling:** A disabled mecha loses all thrust and begins falling toward the nearest surface. They fall at a speed of one range band per round, starting with distant and ending with close. If they strike the ground, the disabled mecha is automatically destroyed. Mecha can attempt to “catch” a disabled mecha while airborne by moving within one range band and making a successful Mobility test.

d6 Airborne Hazards

- | | |
|---|--|
| 1 | High winds create turbulence – Power to resist or drop one range band behind |
| 2 | Storms rage – Mobility to weave between lightning bolts or take 1d4+2 damage |
| 3 | Flock of exotic creatures – System to track creatures |
| 4 | Gargantuan cumulonimbus – Presence to navigate blindly through the cloud |
| 5 | Atmospheric anomaly – Roll reactor die |
| 6 | Cruiser ahead – Mobility to maneuver around it; Presence to escort to safety if required |

CORRUPTED

Lodestar is still reeling from the Aeonic Primacy's inadvertent unleashing of the Voidmaw. Yes, the Verilian Tunnels are the epicenter of this monstrous incursion, but it extends even to hive worlds, abandoned colonies, and derelict vessels overtaken by the corruption. Surfaces are covered in a coat of flesh, tentacles, fangs, sporous egg sacs, and viscous mists – insectoid colonies centered around a single voidmaw broodqueen.

- **Voidmaw Uncontested:** Kaiju reign in Corrupted environments. All kaiju enemies gain an additional HD of hit points and deal +2 damage. In addition, mecha have disadvantage on detecting kaiju with System tests in Corrupted environments.
- **Drawing the Ire of the Queen:** For each hour mecha spend in a Corrupted environment, roll a d6 and add the number of consecutive hours spent in the environment to the roll. With a result of 1-5, nothing happens. With a result of 6 or higher, a *voidmaw broodqueen* emerges to deal with the interlopers personally.

- **Terrain Made Flesh:** The corruption spreads, covering every surface in a fleshy blight wriggling with tentacles and teeth. Each time a mecha rolls a natural 20 on a Power or Mobility test, they become trapped in the fleshy mass, and are unable to take any actions until they roll a successful Power test to free themselves as a use action. They take 1d4 damage each turn while trapped in this way.

d6 Corrupted Hazards

- 1 Driving blind – Presence to navigate through the bruised purple fog of spores
- 2 Viscous explosion – Roll reactor die
- 3 Feeding frenzy – 1d4+1 *kaiju spawnlings* get the drop on you
- 4 Monster upon you – Mobility or Power to block or lock out the kaiju baron for 1d4 rounds
- 5 *Kaiju tunnel worm* – Mobility to avoid debris from emergence
- 6 Portal opens – Mobility and Power to evade emerging tentacles or become immobile





RUINED

Many of Lodestar's skyscraping cities and glorious machinations are obliterated in the wake of all-out war, leaving rogue pilots and squads of mecha to comb through the bombed-out cities, derelict dreadnoughts, and abandoned science facilities. Salvager gangs and other enemies hide out in Ruined environments, and some expand their operation throughout a large area within the detritus. It's not all doom and gloom – these locations are peppered with valuable scrap and priceless hideouts, if you can lay claim to them...

- **Cover:** Mecha find and gain cover easily among the ruined walls, bombed-out vehicles, and abundant debris. In addition, at the GM's discretion, a mecha gains advantage on Mobility tests made to hide, and disadvantage on System tests made to detect enemies.
- **Salvage:** Downed mecha and destroyed munitions present ample opportunities for salvage. Each hour in a Ruined environment, mecha can make a System test as a use action to search for operable salvage – on 1-4, they find 1d4 scrap (pg. 84) scattered among the detritus; on 5, they find a weapon or consumable; on 6, they find a module or weapon with a quality.

- **Unstable Debris:** A mecha that rolls a natural 20 on a Power or Mobility test dislodges loose material or topples a nearby structure. That mecha and all mecha and enemies at close and near range must roll a Mobility test to avoid 2d6 damage.

d6 Ruined Hazards

- | | |
|---|---|
| 1 | Unexploded ordnance – System to disable fuses or take 2d6 damage |
| 2 | Volatile chemicals – Mobility to avoid 1d8 damage |
| 3 | Blazing flames – Presence to withstand the heat or roll reactor die |
| 4 | Toppling structure – Mobility to dodge or Power to catch or take 2d6 damage |
| 5 | Salvager gang – Enemy mecha ambush from cover |
| 6 | Maddened pilot – Presence to calm rogue mecha pilot |

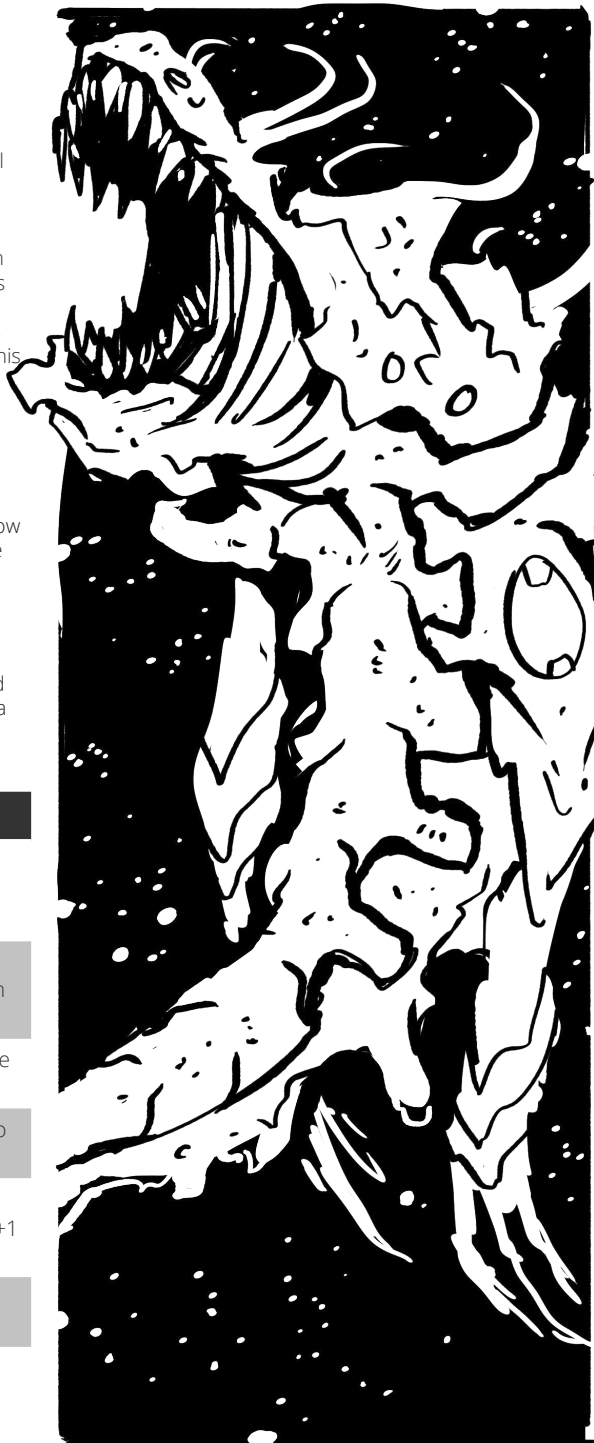
SPACE

The endless chasm between worlds and divider of civilizations, outer space is a vacuumous infinity, and a true threat to all life seeking to venture through its starlit cosmos. This is a theater of epic space battles between the Neo armada, hyper-advanced Aeonic fleets, planet-killers from the Voidmaw, and the mismatched flotillas of the Terran Collective. Orbital stations, lunar mining facilities, and lonely outposts perpetually contend with the hazards of this final frontier.

- **Three-Dimensional Movement:** Mecha in Space environments can move freely in any direction using maneuvering thrusters. Likewise, attacks can come from above or below just as readily as they come from the front, rear, and flanks.
- **Vacuum Sealed:** Each time a mecha takes critical damage, they must test System or lose life support systems for 1d4 rounds – mecha are disabled until they take a use action to make a System test to repair the breach.

d6 Space Hazards

- | | |
|---|--|
| 1 | Space sickness – Presence to resist intense g-forces or disadvantage on next test |
| 2 | Life support failure – Mecha disabled until successful System test to reroute power |
| 3 | Space debris – Mobility to dodge and avoid 1d8 damage |
| 4 | Radiation damage – Presence to resist 2d6 damage |
| 5 | Drifting kaiju – Mobility to avoid waking slumbering beasts (1d4+1 <i>kaiju spawnlings</i>) |
| 6 | Solar flare – System to reroute power or roll reactor die |



UNDERWATER

A mecha's vacuum seal protects its pilot from the torrents of freshwater caves, while the rigid chassis keeps them safe from the immense pressures of the great below. Low visibility is replaced – as best one can – with a submarine's pinging sonar, and modules such as the long-range scanner are especially useful in these Underwater environments.

- **Sonar Sight:** In the darkness of the deep, visibility and sensors are reduced by one range band. Beyond that, System tests made to scan, search, or detect have disadvantage.
- **Low Horsepower:** Pushing through the pressure of the deep requires significant energy output. Mecha can only take one move action on their turn, and the Underwater environment counts as difficult terrain (pg. 7 in the Mecha Hack core book).
- **Cooling Reactors:** Mecha in Underwater environments benefit from additional cooling, and can choose to reroll any reactor die, taking the second result.

d6 Underwater Hazards

- 1 Slender tunnels – Mobility or Presence to move through submerged tunnels or take 1d8 damage
- 2 Violent flora – Mobility or Power to neutralize venomous flora or roll your reactor die
- 3 Depth charges – Presence or Mobility to avoid these explosives or take 1d8 damage
- 4 Underwater battle – 1d4-1 (minimum 1) *deepdiver submarines* engage you
- 5 Flooding cockpit – System to repair the mecha's vacuum seal or roll reactor die in 1d4 turns
- 6 The bigger fish – Mobility to outrun an *abyssal kaiju*





VOLATILE

Missions oftentimes drop mecha into unstable or downright hostile environments. Radiation, volcanic activity, ion storms, explosives – a Volatile environment presents imminent threats beyond just the enemies present. Volatile environments are difficult and often dangerous to traverse, and outright deadly to fight through, where a stray bullet can cause a catastrophic cascade of damage.

- **Keep Moving:** A mecha that doesn't take a move action on its turn must roll a Mobility test. Failure results in the mecha taking a number of d6s of damage appropriate to the level of hazard in the environment (1d6 for slightly dangerous, 4d6 for extremely dangerous).
- **Stray Shots:** A mecha that rolls a natural 20 on an attack ignites a hazardous material, detonates an explosive, breaches a containment field, etc. That mecha and all mecha and enemies at close and near range must roll a Mobility test to avoid 2d6 damage.
- **Overactive Reactors:** Any time a mecha would roll their reactor die, they must roll it twice and take the worse result.

d6 Volatile Hazards

- | | |
|---|--|
| 1 | Numerous landmines wait undetonated – Mobility to avoid triggering them for 2d6 damage |
| 2 | Barrels of explosive chemicals – Mobility to avoid 1d8 damage |
| 3 | Bullet hell – Mobility to dodge enemy fire each time you move into the open |
| 4 | Irradiated – Presence to resist debilitating effects causing disadvantage on next test |
| 5 | Ion storm – System to reroute power or roll reactor die |
| 6 | Quaking eruption – Presence to withstand tremors or take 1d8 damage |

EXPANDED DOWNTIME

During downtime, players can secure resources and intel, repair and upgrade their mecha, pursue leads on future missions, and undertake many other activities pertinent to their lives outside the cockpit. The following table lists some possible downtime activities, along with their requirements and possible benefits – and drawbacks! Don't necessarily limit your players to these options, but consider these when calling for rolls and doling out rewards and consequences. To keep downtime from becoming too cumbersome, allow each player to pursue just one activity, regardless of how much downtime is provided.

Activity	Requirements	Success	Failure
Gather Intel	Presence to talk with people, System to access data network; spend credits to gain advantage	Learn valuable or hidden information regarding desired person, place, or thing; acquire new missions or opportunities	Draw the ire of enemies, rivals, or local law enforcement; reveal location to hostile faction; lose additional credits
Modify Mecha	System to dismantle and reassemble mecha; spend credits to pay for parts	At GM's discretion, swap one module for another (limit once per campaign)	One module becomes inoperable during next mission; lose additional credits
Secure Resources	Presence to negotiate, Power to intimidate, System to access illicit markets; spend credits to gain advantage	Gain a consumable worth up to 100 credits; forge a connection with a new contact	Anger contacts or clients; attract the attention of local law enforcement; lose additional credits
Bond with a Friend	Requires at least two characters; share a drink, reminisce, squash beef, blow off steam, carouse, reveal secrets, etc.	During next mission, each character involved can choose to gain advantage on a single test while within far distance of each other	Anger friend, spur drama; gain disadvantage on first test while within near distance of each other
Brood or Meditate	Presence to confront fears and buried memories	Gain a zeta point; learn something new about a character	Dig up old trauma, experience nightmares or haunting visions
Train	Power or Mobility to train, exercise, or clock hours in a sim pod	Gain a zeta point; increase one attribute by 1 (next mission only)	Pushed to exhaustion, overtrained; decrease one attribute by 1 (next mission only)
Tune Up Mecha	System to dial in mecha for future mission; spend credits to gain advantage	Choose one: gain +2 AP, +1 damage, or increase one attribute by 1 (next mission only)	Choose one: -1 AP, -1 damage, or decrease one attribute by 1 (next mission only)

FIRETEAM TESTS

For particularly challenging or complex tasks, a GM might want to call for a fireteam test. A fireteam test involves the entire fireteam involved in a mission, and each player around the table tests the same attribute. If the successes meet or outweigh the failures, the test succeeds.

HARD MODE

Increasing the difficulty of a mission is as easy as using the Complications table (pg. 103), but if you're looking for more ways to amp up the reactor to HARD MODE, make use of as few or as many of the following rules modifications as you'd like.

- **Ammunition:** When a mecha rolls a 1 on a damage die with a weapon, that weapon has "run dry" and must be reloaded, recharged, or vented with a use action before it can be used to attack again.
- **Core Meltdown:** A mecha must roll a d6 on each turn while disabled. On a roll of 2-6, nothing happens. On a

roll of 1, their reactor explodes – the mecha is destroyed, the pilot is killed if still inside the cockpit, and each enemy and mecha within near range takes 1d10 damage.

- **Desperate Damage:** An enemy with half their total hit points or fewer rolls an additional damage die.
- **Exploding Damage:** When a mecha or enemy rolls the maximum result on a damage die, that die "explodes" and can be rolled again (and again) for additional damage.
- **Penetrating Damage:** Armor points cannot be used to reduce critical damage.

PERMANENT DAMAGE

Another optional addition to make combat feel deadly in hard mode is to give permanent damage to mecha when they take critical damage or become disabled. This means that a well-placed attack could wrench a leg free, rip your pilot out of the cockpit, or even cause a ruptured reactor to explode immediately. Use these at your own risk!

d12 ²	Damage Location	Damage Effect
1	Reactor ruptured	Explode immediately
2	Pilot ripped out of cockpit	Pilot dies instantly
3	Targeting systems shredded	Ranged attacks made at disadvantage
4	Arm melted to the elbow	Power tests made at disadvantage
5	Riddled with bullet holes and burns	Presence tests made at disadvantage
6	Leg shot off	Movement is one less range band
7	Life support systems crushed	Hit die downgraded one step
8	Leg melted and warped	Mobility tests made at disadvantage
9	Torso fractured	Damage die downgraded one step
10	Sensor array scorched	System tests made at disadvantage
11	Module or weapon crushed	Using module/weapon requires a test
12	Reactor nicked	Reactor die downgrades on 1-3

ON-FOOT SKILLS

On-foot skills provide additional “oomph” for pilots outside their mecha. Each attribute has two linked skills which further focus and diversify that attribute. Optionally, at pilot creation, choose two skills to boost. These boosts apply a +2 increase to a particular skill set, enhancing the chance of success for specific tasks. These skills are intended to be used outside your mecha, but can of course apply inside the cockpit when appropriate and at the GM’s discretion.

POWER

- **Athletics:** Lifting, pulling, pushing, climbing, swimming
- **Combat:** Martial arts, melee, and ranged techniques

MOBILITY

- **Acrobatics:** Jumping, tumbling, flipping, dodging, timing actions
- **Stealth:** Sneaking, subterfuge, sleight of hand, avoiding notice

SYSTEM

- **Espionage:** Hacking, slicing, disabling, laying traps, setting demolitions
- **Intellect:** Knowledge, tactics, education, willpower, perceiving

PRESENCE

- **Coax:** Intimidate, charm, inspire, coerce
- **Intrigue:** Deceive, persuade, negotiate, navigate politics

SWARM RULES

Swarms allow GMs to easily run large forces of enemies. They can also be used by players directing groups of allies in large-scale combat. In addition, swarm rules simplify combat by reducing the amount of bookkeeping necessary to track hit points. A swarm represents a group of enemies/allies working together – the exact number is left intentionally abstract.

To create a swarm, assign a group of like enemies/allies a swarm die – anywhere from d4 to d12. This swarm die abstractly represents the combined firepower of multiple combatants working as a team, as



well as their relative effectiveness in combat – it does not represent the exact number of units within the swarm.

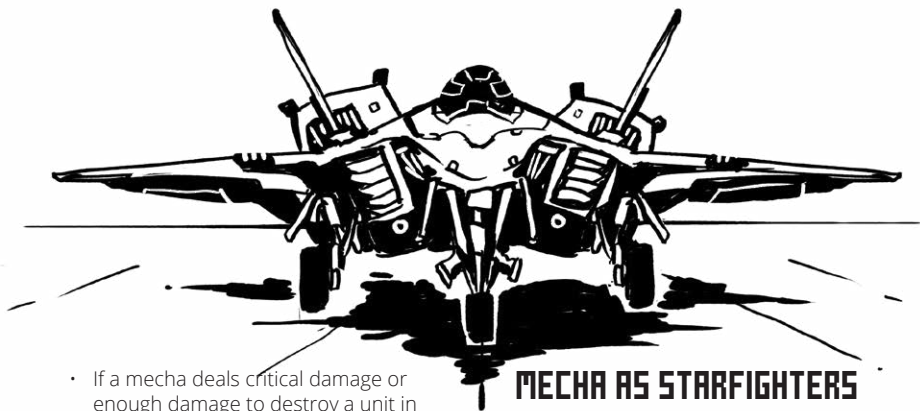
ENEMY SWARMS

An enemy swarm represents a large force of similar enemies, working together in large-scale combats. When running enemy swarms, allow players the freedom to narrate their actions in combat without fixating on the exact number of enemies. A mecha can charge through battle, cutting multiple enemies down with beam swords; or fire a charged beam cannon, obliterating enemies in its path.

Enemy swarms can consist of one enemy statblock or several, but must be a similar HD (within 2-3 HD of one another). For instance, an enemy swarm might consist of a legion of mecha recruits and a Neo knight, all of which are represented by a single d8 swarm die. The swarm, when it acts, has the attack actions of both the mecha recruit and Neo knight statblocks.

Enemy swarms follow these rules:

- When the enemy deals damage, the GM can choose to roll its swarm die and add the result to the damage. On a roll of 1 or 2, the swarm die downgrades one step.
- The attacks of a swarm can affect all targets in range.
- When a mecha deals damage to a swarm, the GM rolls the swarm die – on a roll of 1 or 2, the swarm die downgrades one step.



- If a mecha deals critical damage or enough damage to destroy a unit in the swarm (for instance, 15 damage against an HD 3 enemy), the swarm die automatically downgrades one step.
- A swarm die can only downgrade one step at a time – excess damage does not result in multiple downgrades.
- When a d4 swarm die downgrades, the swarm is completely destroyed and removed from combat.

ALLIED SWARMS

If players find themselves in a position to command forces in battle, you can use swarms to represent battle groups of mecha, tank legions, or starfighter squadrons. When commanding an allied swarm, the following rules apply:

- You can choose to take one additional action without rolling your reactor die, but must roll your swarm die – on a roll of 1 or 2, the swarm die downgrades one step.
- When you deal damage, you can choose to roll your swarm die and add the result to the damage. On a roll of 1 or 2, the swarm die downgrades one step.
- When you take damage, you can choose to roll your swarm die and reduce the damage by a number equal to the result. On a roll of 1 or 2, the swarm die downgrades one step.
- You can split up and combine swarm dice with close allies. A d12 can be split into two d6s, and a d8 can be split into two d4s. You can give a close ally any number of swarm dice on your turn for free, at which point they upgrade their swarm die one step.

MECHA AS STARFIGHTERS

With just a little tuning, the Mecha Hack is perfect for not only building titanic warmachines, but can easily be used to create starfighters. You can use the rules as written and narratively make this change, or switch some of the common terms to more thematically fit the concept of starships sailing through the void of Lodestar Alpha.

- Armor points (AP) become shield points (SP): This represents the energy fields that protect the starfighters before the ship begins to take damage.
- Chassis become frames: To stylistically differentiate this from the body type of a mecha, which determines hit die, damage die, and reactor die. Here are some suggested name changes from chassis to frames: brawler becomes fighter, scout becomes interceptor, striker becomes gunship, titan becomes bomber, auxiliary becomes support, hybrid becomes bioship, vanguard becomes experimental, and colossus becomes heavy.
- Mecha become starfighters: Small and maneuverable spacecraft designed for combat in the atmosphere or space, bristling with weapons and controlled by a pilot.
- Modules become armaments: Add-ons for your starfighter, granting new bonuses or abilities.
- Weapons are still ranged and melee (melee weapons can be flavored as close-range ordnance).
- Apart from those modifications, the rest of the rules as written can be used generally as rules for starfighters, however any judgement calls will be made by the Game Master.

Variant Character Creation

The following options provide alternate starters for Mecha Hack characters, including attribute arrays, module options, and equipment loadouts. Use these in place of the standard character creation rules in The Mecha Hack core book.

Attribute Arrays and Equipment

Use these attribute arrays instead of rolling random attribute scores for starting characters, choosing the rank that best suits the tone and theme of your campaign. Players can distribute these scores as they see fit between the four attributes: Power, Mobility, System, and Presence.

Rank	Array	Extra Equipment
Recruits	11, 10, 9, 8	—
Soldiers	12, 11, 9, 8	100 credits
Veterans	14, 13, 10, 9	1 weapon quality, +150 credits
Aces	15, 14, 11, 9	2 weapon qualities, +200 credits

Faction Loadouts

Use these faction loadouts in place of starting equipment and modules. Note that these loadouts include consumables and weapon qualities typically not provided to starting characters, and result in slightly more powerful mecha at lower levels. Choose your starting module from the following lists.

Loadout	Equipment	Available Modules
Aeons	Comlink, light or heavy armor, plasma repeater (light ranged weapon w/ plasma quality) or beam rifle (heavy ranged weapon w/ plasma quality), beam sword (light melee weapon w/ plasma quality), fusion grenade (2)	Chest beam, grapppler, static cloud, targeting array, exothermic plating, nano shroud, particle barrier, reflective shielding, booster sprint, jump jets, super reactor, energy modulator, funnel drones, GEIST system, glide thrusters, long-range scanners, micro-reactor, PRECOG system, shield nodes
Neos	Comlink, light or heavy armor, shield, bolt-thrower (light ranged weapon), Lodium dagger (light melee weapon w/ Lodium quality) or Lodium broadsword (heavy melee weapon w/ Lodium quality), boost kit	Quake generator, siege mode, targeting array, barricade mode, exothermic plating, reflective shielding, retractable shield, jump jets, rocket fists, super reactor, energy modulator, Lodium alloy
Terrans	Comlink, light or heavy armor, shield, thermal hatchet (light melee weapon w/ thermal quality), submachine gun (light ranged weapon) or rotary cannon (heavy ranged weapon w/ belt-fed quality), frag grenade (2), scrap (2) (pg. 84)	Grappler, missile barrage, siege mode, static cloud, targeting array, barricade mode, retractable shield, booster sprint, frag mines, jump jets, rocket fists, sentry turret, shoulder hardpoint, super reactor, buster overclock, dismantler arms, glide thrusters, micro-missiles, veriform frame

ZETA POINTS

Zeta points are fun meta rewards that can be spent to benefit your allies. You gain Zeta points by doing cool stuff in the game, coming up with just-crazy-enough-to-work plans, taking big risks, or shining in roleplay. Zeta points are intended for dramatic, climactic, or otherwise critical moments – the last-ditch attack, pushing the reactor beyond its limits, or taking a huge risk to accomplish a task. Here's the catch – you cannot use Zeta points on yourself. You can only help another player with your Zeta points, and you can only use one Zeta point per turn.

When you use a Zeta point, a fellow player gains one of the following benefits:

- Reroll their reactor die
- Reroll their damage die
- Gain one additional action on their turn (the reactor roll for multiple actions of the same type still applies)



BIONIC

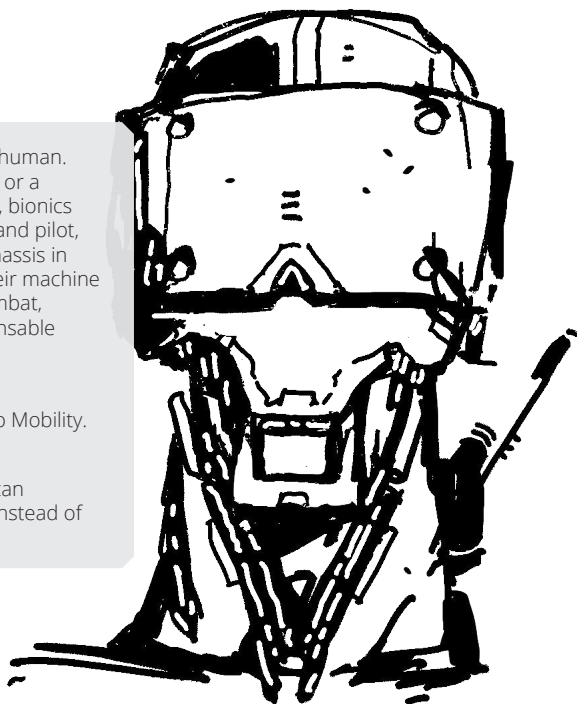
Bionics are more machine than human. Whether an artificial intelligence or a cybernetically-enhanced person, bionics are strange meldings of mecha and pilot, becoming truly one with their chassis in the heat of battle. Feared for their machine minds and stoic appraisal of combat, bionics are nonetheless indispensable additions to any fireteam.

COMPUTER BRAIN

Bionics add 2 to System and 1 to Mobility.

ONE WITH THE MACHINE

If you fail a reactor die roll, you can choose to reduce your AP by 2 instead of downgrading your reactor die.



MERC

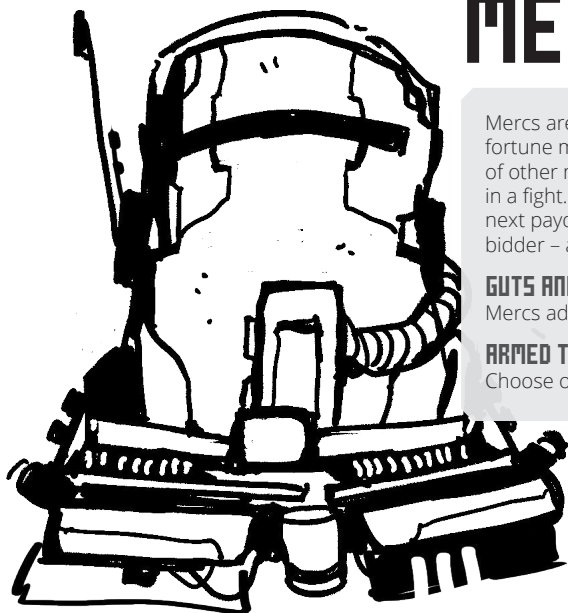
Mercs are freelance pilots. These soldiers of fortune may lack the conviction and loyalty of other mecha pilots, but are no less handy in a fight. Concerned primarily with their next payday, mercs fight for the highest bidder – and they do it well.

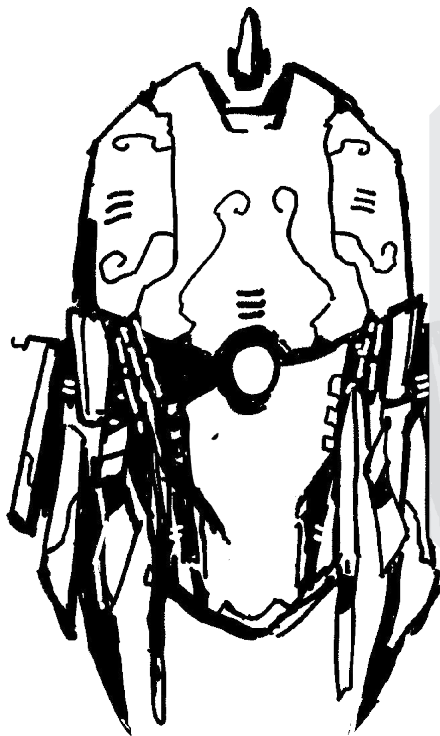
GUTS AND GLORY

Mercs add 2 to Power and 1 to Presence.

ARMED TO THE TEETH

Choose one additional module at level 1.





PARIAH

Pariahs are mecha pilots with a strange and otherworldly air about them, often showing a connection with the macabre and a lack of humanity. Seen as aloof and treated as outcasts, they display an unnatural empathy for their enemies, and can even avoid conflict through an odd psychic connection they share with others.

ASYMMETRICAL MIND

Pariahs add 2 to Presence and 1 to one other ability they choose.

STRANGE EMPATHY

Once per moment, you can choose to roll your Presence instead of Mobility to avoid damage.

VET

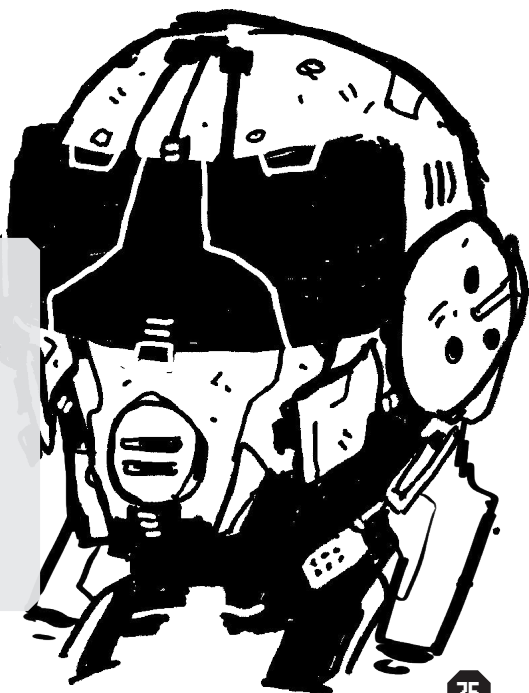
Vets are battle-hardened, world-weary warriors. These lifelong soldiers have seen too much and lost too many over their years in the cockpit, but provide invaluable experience and wisdom to their fireteams.

GRIZZLED

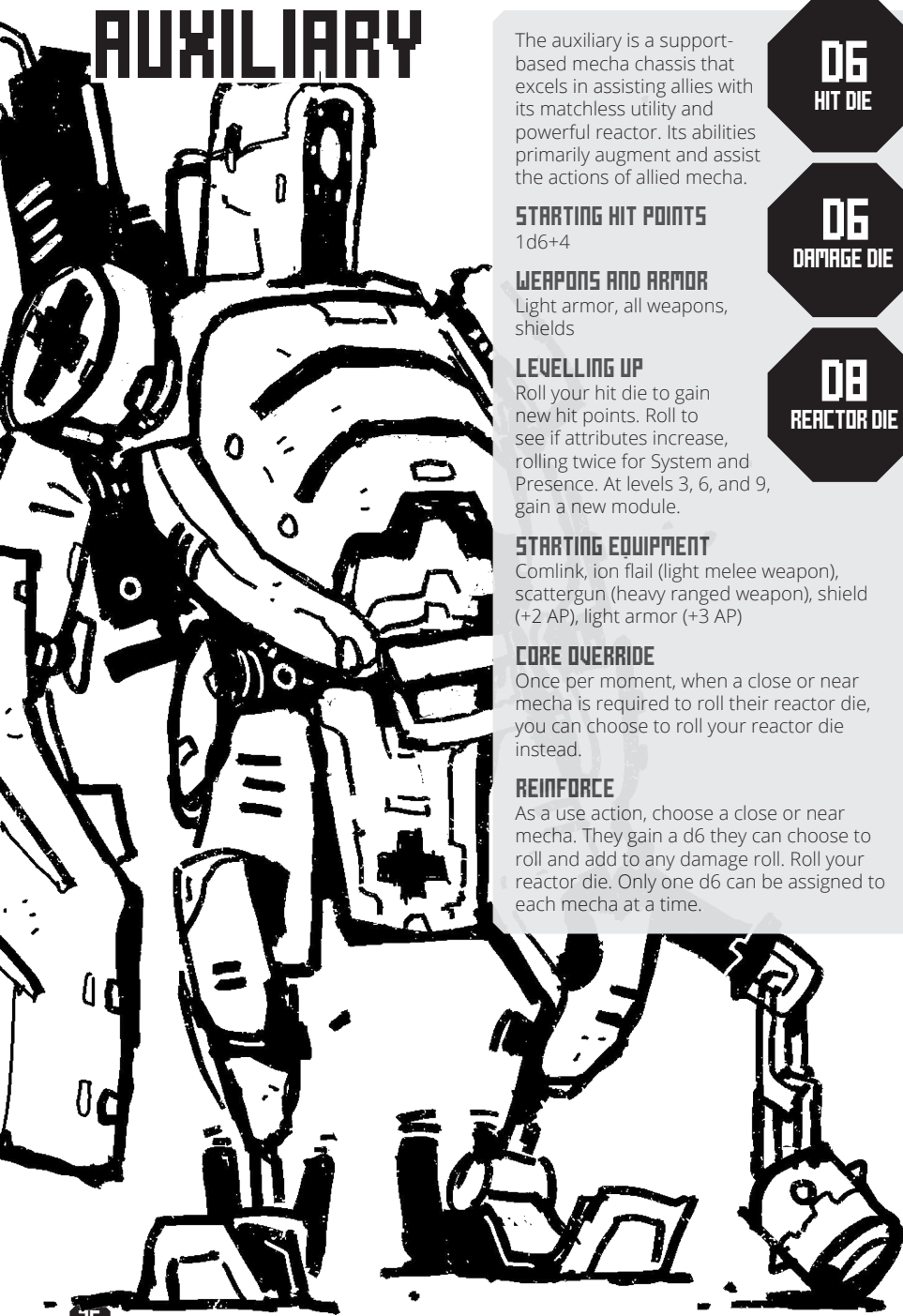
Vets add 1 to Power, 1 to Presence, and 1 to one other ability they choose.

TOO OLD FOR THIS SHIT

Your reactor die only downgrades on a roll of 1.



AUXILIARY



The auxiliary is a support-based mecha chassis that excels in assisting allies with its matchless utility and powerful reactor. Its abilities primarily augment and assist the actions of allied mecha.

STARTING HIT POINTS

1d6+4

WEAPONS AND ARMOR

Light armor, all weapons, shields

LEVELLING UP

Roll your hit die to gain new hit points. Roll to see if attributes increase, rolling twice for System and Presence. At levels 3, 6, and 9, gain a new module.

STARTING EQUIPMENT

Comlink, ion flail (light melee weapon), scattergun (heavy ranged weapon), shield (+2 AP), light armor (+3 AP)

CORE OVERRIDE

Once per moment, when a close or near mecha is required to roll their reactor die, you can choose to roll your reactor die instead.

REINFORCE

As a use action, choose a close or near mecha. They gain a d6 they can choose to roll and add to any damage roll. Roll your reactor die. Only one d6 can be assigned to each mecha at a time.

06

HIT DIE

06

DAMAGE DIE

08

REACTOR DIE

COLOSSUS

These ancient mecha are remnants of a long-fallen empire. Forged eons ago, the colossus utilizes advanced technology lost to time. Reforged and awakened by human colonists, the colossus is no easy beast to pilot – though it delivers in awe and power on the battlefield.

STARTING HIT POINTS
1d10+4

WEAPONS AND ARMOR
Heavy armor, all weapons, shields

LEVELLING UP
Roll your hit die to gain new hit points. Roll to see if attributes increase, rolling twice for Power and Presence. At levels 3, 6, and 9, gain a new module.

STARTING EQUIPMENT
Comlink, greatsword (heavy melee weapon [+2 attack and damage]), beam cannon (heavy ranged weapon [+2 attack and damage]), heavy armor (+5 AP)

KINETIC REACTOR
If you roll the maximum result on a reactor die roll, you can choose to roll your damage die and deal that damage to a close or near enemy.

GARRISON MODE
As a use action, enter garrison mode. Roll your reactor die. You reduce incoming damage by 1d4 and add 1d4 to all damage rolls, but have disadvantage on Mobility tests. You can exit garrison mode with a use action.

D10
HIT DIE

D6
DAMAGE DIE

D6
REACTOR DIE

HYBRID



This macabre, patchwork mecha is part machine and part monstrosity. Metal fuses with flesh to create something neither machine nor beast. The unmatched ferocity of a kaiju, melded with the armor and firepower of a mecha, helmed by a pilot with nothing to lose.

STARTING HIT POINTS

1d6+4

WEAPONS AND ARMOR

Heavy armor, heavy weapons

LEVELLING UP

Roll your hit die to gain new hit points. Roll to see if attributes increase, rolling twice for Power and Mobility. At levels 3, 6, and 9, gain a new module.

STARTING EQUIPMENT

Comlink, greataxe (heavy melee weapon [+2 attack and damage]), beam cannon (heavy ranged weapon [+2 attack and damage]), heavy armor (+5 AP)

MONSTROUS MECHA

If you would become overheated, you instead become *berserk*, and roll on the Berserk Mecha table.

MAW BEAM

As a use action, test Presence to deal your damage die to a single enemy within far range. Roll your reactor die.

06

HIT DIE

018

DAMAGE DIE

06

REACTOR DIE

BERSERK MECHA

d8

Effect

1-4

You damage yourself in your rage – roll your damage die and take that much damage.

5-6

You flee the battlefield – immediately move one range band away from threats.

7-8

You emit a thunderous screech – near targets take 1d4 damage.

VANGUARD

The vanguard is a bleeding-edge, experimental mecha created using reclaimed Aeon tech. It is sleek, state-of-the-art, and dangerous. With a more powerful but less stable reactor, the vanguard dishes out deadly firepower on the battlefield with additional limbs and unmatched control over its power output.

STARTING HIT POINTS

1d6+4

WEAPONS AND ARMOR

Light armor, all weapons, shields

LEVELLING UP

Roll your hit die to gain new hit points. Roll to see if attributes increase, rolling twice for Power and System. At levels 3, 6, and 9, gain a new module.

STARTING EQUIPMENT

Comlink, beam sword (light melee weapon), beam rifle (light ranged weapon), light armor (+3 AP), shield (+2 AP)

UTILITY APPENDAGE

You can wield one additional hand's worth of items. When wielding a heavy weapon with all three limbs, you roll your attack normally (without the +2 modifier) while still applying the +2 damage.

DIVERT POWER

As a use action, choose one: downgrade your reactor die and upgrade your damage die by one step each, or upgrade your reactor die and downgrade your damage die by one step each. You cannot exceed a d12 when upgrading, or drop beneath a d4 when downgrading.

06

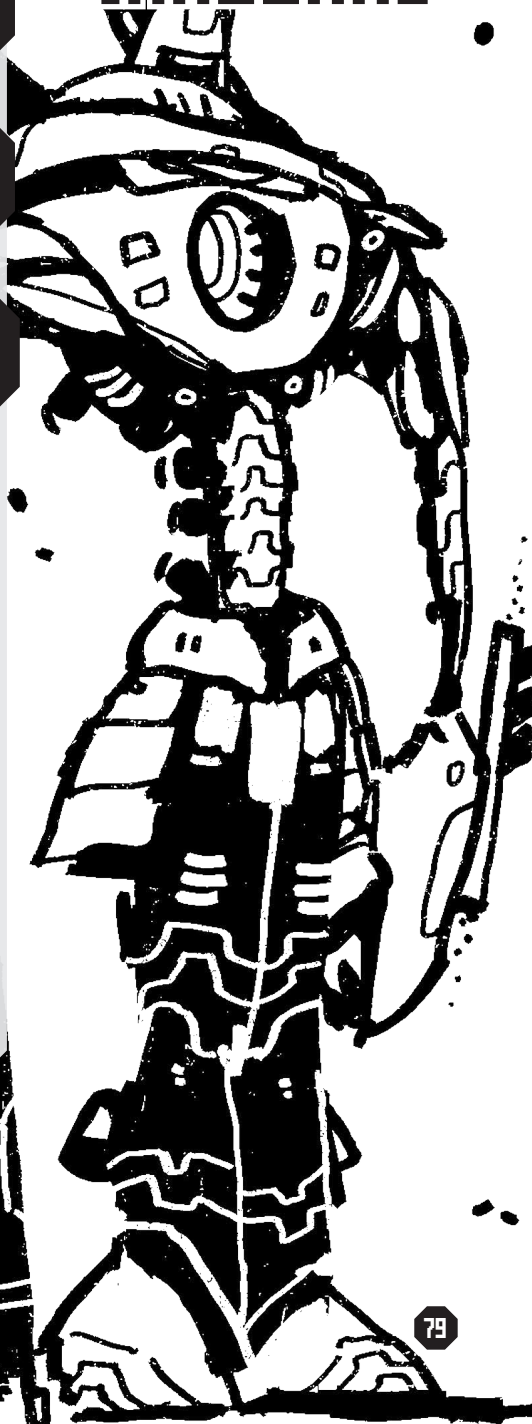
HIT DIE

08

DAMAGE DIE

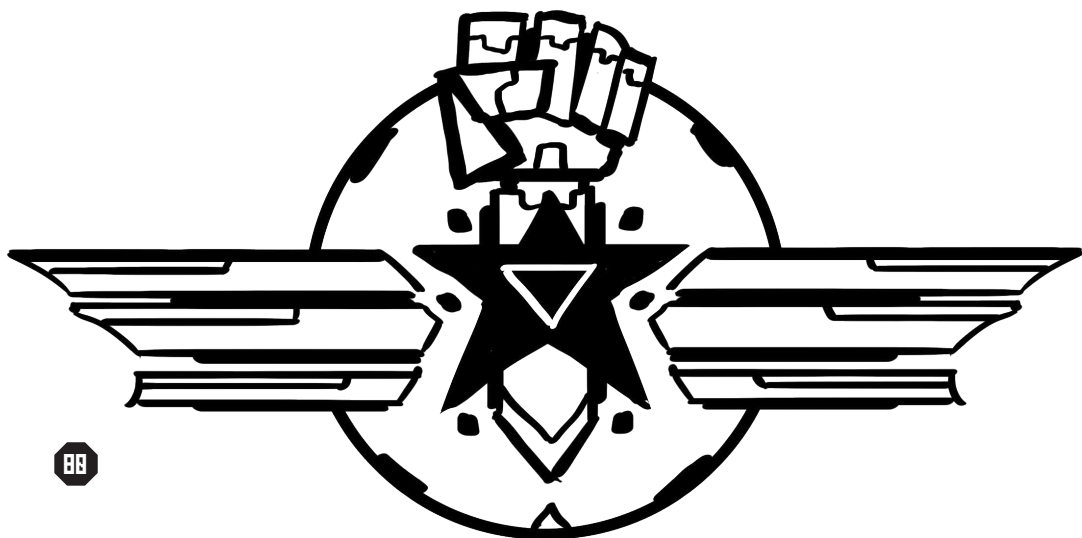
08

REACTOR DIE



MORE CALLSIGNS

D20	Forename	Surname
1	Occam's	Brigand
2	Iron	Muse
3	Gorgon	Ellipse
4	Carbon	Serenity
5	Rocket	Dusk
6	Chimera	Apex
7	Brutus	Coyote
8	Avenger	Decimus
9	Onyx	Ronin
10	Athena	Eureka
11	Corinthian	Six
12	Stalker	Darkness
13	Chrome	Slipstream
14	Ivory	Vagrant
15	Salvation	Edge
16	Plasma	Sunset
17	Unicorn	Glory
18	Maximus	Rex
19	Lodium	001 (Double-oh-one)
20	Gladius	Jackal



MODULES + EQUIPMENT

Between hard-won battles with Neo Dominion separatists and Terran Collective scrap-raiders, pilots make critical repairs and add cutting-edge upgrades to their behemoth machines. Find in this chapter more than a dozen modules, twelve weapon qualities, a handful of consumables, and a gaggle of gadgets with which to outfit your formidable mecha.



MODULES

Name	Effect
Dismantler Arms	When you reduce a close enemy to 0 HP, you can choose to roll your reactor die. If you do, regain a number of AP equal to the enemy's total HD, up to your maximum AP.
Energy Modulator	Increase your damage die by one die type (d12 maximum).
Funnel Drones	As a use action, deploy your funnel drones. At the end of each of your turns, you can choose to deal 1 damage to each enemy within close and near range, or 1d8 damage to one enemy within close or near range. If you do, roll your reactor die. The drones last until you dismiss them, or until your reactor die downgrades – at which point they last until the end of your next turn.
GEIST System	Instead of rolling your reactor die, you can choose to test Presence. If you succeed, nothing happens. If you fail, you take 1d6 damage and must roll your reactor die.
Glide Thrusters	Once per moment, when you take an action, you can choose to move to a near location as a free action without provoking opportunity attacks.
Long-Range Scanners	Once per moment, you can choose to increase the range of a pilot, chassis, or module ability by one range band (for example, an ability that allows you to target a close or near mecha/enemy would instead allow you to target a close, near, or far mecha/enemy). If you do, roll your reactor die.
Micro-Missiles	As an attack action, test System. If you succeed, deal 1d4 damage to each enemy within close and near range, or 3d4 damage to one enemy within close or near range. Roll your reactor die.
Micro-Reactor	Decrease your reactor die by one die type. When you roll your reactor die, you can choose to roll again, and must take the second result.

MODULES

Name

Effect

Piston Fists

Once per moment, when you deal damage with an unarmed or improvised attack, you can choose to roll your reactor die to make an additional attack as a free action, which deals +2 damage.

PRECOG System

As a use action, choose a close or near enemy and test System. If you succeed, you have advantage on all rolls against that enemy until the end of your next turn. Roll your reactor die.

Shield Nodes

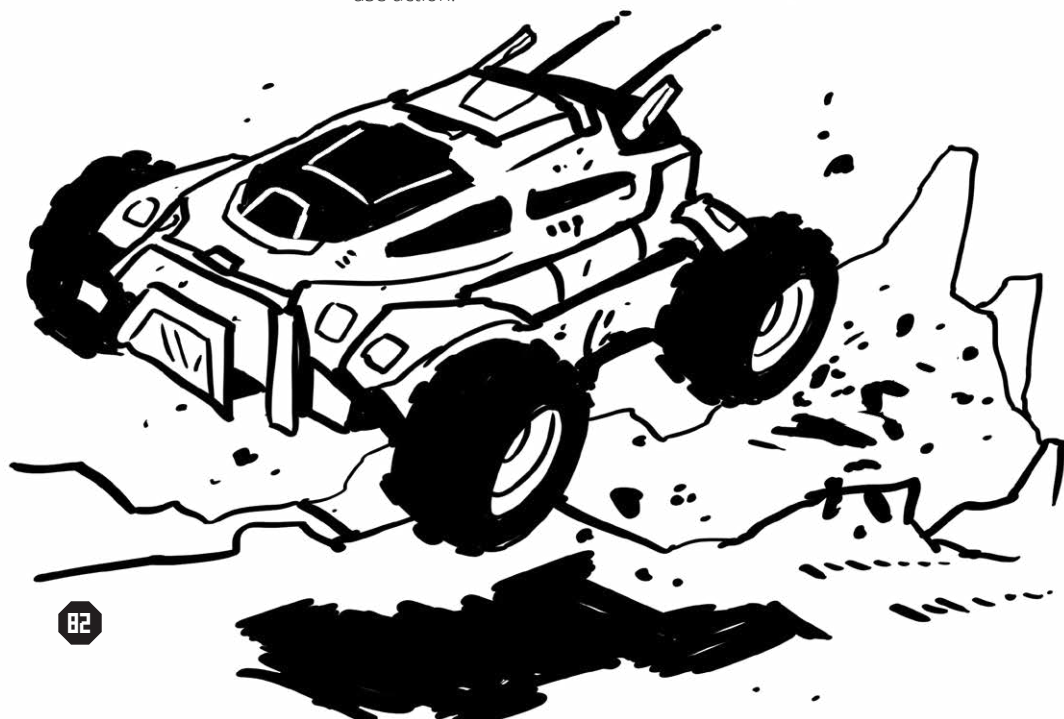
As a use action, deploy your shield nodes. At the end of each of your turns, you can choose to give a +1 Mobility bonus to each ally within close or near range, or a +3 Mobility bonus to one ally within close or near range. The bonus lasts until the end of your next turn. If you do, roll your reactor die. The nodes last until you dismiss them or until your reactor die downgrades – at which point they last until the end of your next turn.

Lodium Alloy

Gain +2 armor points.

Veriform Frame

As a use action, transform. Roll your reactor die. While transformed, you ignore difficult terrain and can move two range bands with one move action. Return to normal with a use action.

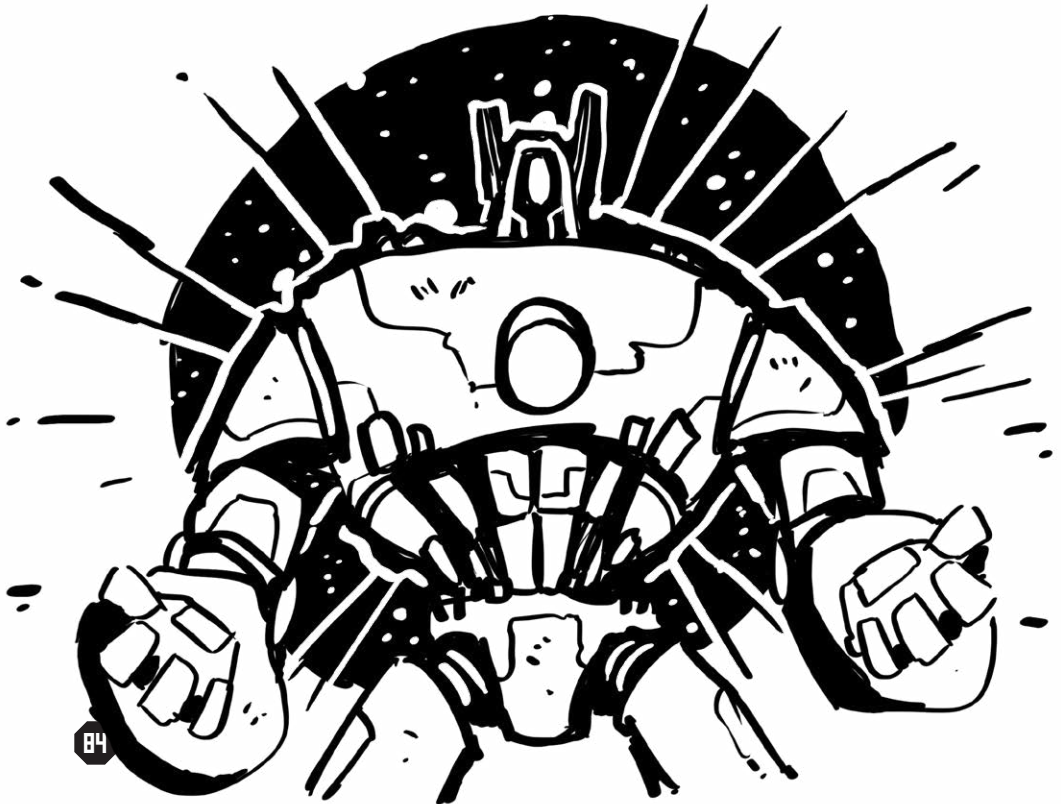


WEAPON QUALITIES

Name	Notes
Artillery	Heavy ranged only. Attacks with this weapon at near range have disadvantage, but attacks with this weapon at far range deal an additional 1d4 damage.
Automated	You can choose to attack with this weapon as a use action instead of an attack action.
Beam	Ranged only. This weapon deals +1 damage.
Buster	Heavy only. As a use action, charge this weapon. Roll your reactor die. Your next attack with this weapon has advantage, and deals +4 damage on a hit.
Belt-Fed	Heavy ranged only. When you hit a target with this weapon, you can use an attack action on subsequent turns to deal damage to the target again. This effect ends when you roll a 1 on a damage die, if the target has cover, or if you do not deal damage this way on a turn. You must then take a use action to reload the weapon before attacking with it again.
Bouncing	Light ranged only. When you miss an enemy with this weapon, you can choose to roll your reactor die to deal your unarmed damage to that enemy.
Dual	Light only. You wield a pair of these weapons, one in each hand, but use them as a single weapon, dealing +2 damage.
Sawed-Off	Ranged only. This weapon no longer has disadvantage at close range, but instead has disadvantage at far range. In addition, deal +1 damage with this weapon at close or near range.
Scrap-Fed	Ranged only. Before dealing damage with this weapon, you can choose to spend 1 armor point or 1 scrap to deal 3 additional damage.
Lodium	Melee only. When you roll a natural 1 on an attack roll with this weapon, gain 1 armor point.
Thermal	Melee only. This weapon deals +1 damage.
Unstable	When you roll the maximum result on a damage die with this weapon, you can choose to roll that die again for additional damage; when you roll a 1 on a damage die with this weapon, you deal damage to yourself equal to that die's maximum possible result.

CONSUMABLES

Item	Cost	Notes
Grenade, Fusion	75	As an attack action, test Power and deal 2d6 damage to 1 near enemy and 2 other enemies close to it. You can choose to roll your reactor die and deal an additional 1d6 damage to each enemy.
Scrap	–	As a use action, test System and spend 1 scrap to regain 2 armor points. During downtime, use scrap to create items: For each scrap you spend, you can create a consumable or weapon worth up to 25 credits per scrap.
Verilian Battery	100	When the wielder is required to roll their reactor die, they can instead choose to roll the battery die (1d6). The battery die downgrades just as a reactor. On a result of 1 or 2 on a d4 battery die, take 1d6 damage. The battery is depleted and destroyed.



GADGETS	
Name	Notes
Holoprojector	Project holographic images and effects on the hull of your mecha or nearby
Camera Drone	Deploy to get a bird's-eye view of the surrounding area
Welding Beam	Emit a white-hot plasma beam to cut through or fuse materials
Cockpit Trinket	A prized possession displayed in your mecha's cockpit
Rear Thrusters	Fire thrusters to quickly stand from a kneeling or prone position
Air Compressor	On-board nozzles to clear debris from your mecha's chassis
Utility Knife	A quick-access utility tool used for cutting and prying materials
Mecha Manacle	A device used to disable an unpiloted mecha, usually found in large mecha carriers
Cable and Winch	A cable and winch system for pulling things up from lakes or ditches
Foot Treads	Retractable treads and impulse jets to build momentum and run from a standstill
Wrist Drill	Quickly drill into surfaces to loosen up debris and salvage
Squadron Emblem	An oft-recognized insignia from an infamous battle squad
Fusionic Runner Lights	Durable lights dotting your chassis that can change color and brightness
Galvanic Voidglass	Ultra durable, transparent material replaces opaque steel on your mecha
On-Board A.I.	Your sensors have a personality of your choosing, and speak to you when interacting with them
Chrome Plating	Portions of your mecha are vibrant, mirrored chrome
Sonisphere Amplifiers	Powerful external megaphones to project your voice or any other sounds
Banshee Fenders	Retractable fins and pipes line your mecha which make a powerful high-pitched shriek as you run or fly
Infamous Part	Your head, arm, leg, or another part of your mecha was salvaged from a wildly famous chassis
Cargo Hullpack	Store scrap and salvage in this hull-mounted backpack
Cargo Spider	This four-legged machine follows obediently and carries your gear

ENEMIES

Find in this section more than 30 new enemies for your players to contend with, including lurking submersibles, nimble starships, deadly kaiju, and a variety of mecha. When adjusting the hit points and damage of these enemies, follow the guidelines on page 25 of the Mecha Hack core book.



BOMBER

HD 1

Armored attack craft bristling with armament.

Starship	Moves twice; disadvantage to attack at far range
Energy Shields	Reduce incoming damage by 1d4
Machine Guns	<i>Attack:</i> Mobility, 1 close or near target, 1d4 damage
Proton Bombs	<i>Attack (Recharge 5-6):</i> Mobility or Presence, all close or near targets, 1d6 damage

CYCLONE DRONE

HD 1

Submersible automated defense drone.

Submersible	Moves twice in Underwater environments
Ray Emitters	<i>Attack:</i> Mobility, 1 close or near target, 1d4 damage
Cyclone Generator	<i>Attack (Recharge 5-6):</i> Presence, all close targets, 1d6 damage and immobile for 1d4 turns

INTERCEPTOR

HD 1

Sleek fighter craft loaded with machine guns and missiles.

Starship	Moves twice; disadvantage to attack at far range
Energy Shields	Reduce incoming damage by 1d4
Machine Guns	<i>Attack:</i> Mobility, 1 close or near target, 1d4 damage
Heat-Seeker Missiles	<i>Attack (Recharge 5-6):</i> Mobility or System, 1 close or near target, 1d8 damage

KAIJU FLEA**HD 1**

Tiny Voidmaw creatures that swarm their enemies to overwhelm and overpower.

Endless Swarm

When using swarm rules (pg. 70), this enemy's swarm die only downgrades on a roll of 1

Ambush predator

First test made against this enemy has disadvantage

Chittering Mandibles

Attack: Presence, 1 close target, 1d4 damage

Miniature Maw Beam

Attack: Presence, 1 close or near target, 1d6 damage

SENTRY GUN**HD 1**

Automated defense battery loaded with armor-piercing rounds.

Immobile

Cannot move

Point-Defense Turret

Attack: Mobility, 1 close or near target, 1d6 damage

Rocket Salvo

Attack (Recharge 5-6): Mobility, 2 near or far targets, 1d8 damage

SWARM DRONE**HD 1**

Miniature mechanical menace designed to disrupt mecha systems.

Endless Swarm

When using swarm rules (pg. 70), this enemy's swarm die only downgrades on a roll of 1

Cutting Claws

Attack: Presence, 1 close target, 1d4 damage

Beam Spitters

Attack: Mobility, 1 close or near target, 1d6 damage

Disruptor Pulse

Attack (Recharge 5-6): System, 1 close target, 1d4 damage and roll reactor



AEON DIODE

HD 2

Aeonic Primacy mass-produced mecha, armed with energy shields and plasma weaponry.

Energy Shields Reduce incoming damage by 1d4

Hive Mind +2 damage when an ally is within far range

Plasma Repeater *Attack:* Mobility, 1 near or far target, 1d6 damage

Beam Sword *Attack:* Mobility, 1 close target, 1d8 damage

NEO KNIGHT

HD 2

Noble frontline mecha of the Neo Dominion, outfitted for war.

Shield Wall Reduce incoming damage by 4 when an ally is within near range

Lodium Broadsword *Attack:* Mobility or Power, 1 close target, 1d8 damage

Bolt-Thrower *Attack:* Mobility, 1 near or far target, 1d6 damage

TERRAN GRUNT

HD 2

Piecemeal combat mecha armed with ballistic weaponry and heavy armor.

Thick Plating Reduce incoming damage by 2

Thermal Hatchet *Attack:* Mobility, 1 close or near target, 1d6 damage

Rotary Cannon *Attack:* Mobility, 2 near or far targets, 1d6 damage

Frag Launcher *Attack (Recharge 5-6):* Mobility, 2 near targets, 1d10 damage





DEEPLIVER SUBMARINE

HD 3

Tactical stealth sub armed with torpedoes and cutting-edge sonar.

Submersible Moves twice in Underwater environments

Sensor Jammers Mecha have disadvantage on first test against this enemy

Slipstream Torpedoes *Attack:* System, 2 close or near targets, 1d8 damage

Sonar Pulse *Attack (Recharge 5-6):* System, all close and near targets, disadvantage on Mobility for 1d4 rounds

VERIFORM MECHA

HD 3

Sleek, speedy mecha with a transforming frame, heavy thrusters, and on-board missile pods.

Veriform As an action, transform into an *Interceptor* – gain its traits and attacks, but keep current HP

Wingblade *Attack:* Mobility, 1 close target, 1d8 damage

Swarm Missiles *Attack (Recharge 5-6):* System, all near and far targets, 1d4 damage

VERILIAN GUARDIAN

HD 3

Ancient alien mecha armed with a greatsword and arm-mounted magma weapon.

Thick Plating Reduce incoming damage by 2

Unstable Reactor If destroyed, deal 1d6 damage to all close mecha

Guardian Blade *Attack:* Mobility, 1 close target, 1d8 damage

Molten Cannon *Attack (Recharge 5-6):* Mobility, 1 near or far target, 1d10 damage

FUNNEL DRONE MECHA

HD 4

Massive mecha with weaponized funnel drones concealed within its carapace.

Ace	Can move and make two attacks
Beam Sword	<i>Attack:</i> Mobility, 1 close target, 1d8 damage
Particle Cannon	<i>Attack:</i> Presence, 1 near or far target, 1d10 damage
Funnel Drones	<i>Attack (Recharge 5-6):</i> System, all close and near targets, 1d6 damage; OR 1 close or near target, 2d6 damage

GUNBOAT

HD 4

Heavily shielded assault craft bristling with ballistic turrets and missile pods.

Starship	Moves twice; disadvantage to attack at far range
Energy Shields	Reduce incoming damage by 1d6
Point-Defense Turrets	<i>Attack:</i> Mobility, 2 close or near targets, 1d8 damage
Swarm Missiles	<i>Attack (Recharge 5-6):</i> System, all near and far targets, 1d6 damage

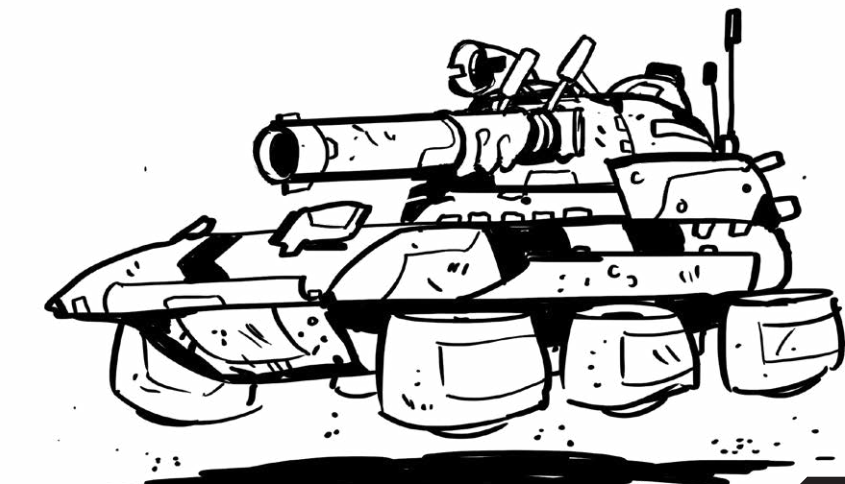
KAIJU DISMANTLER

HD 4

Arachnid-like kaiju with clicking, chittering mandibles and limbs adept at pulling apart mecha.

Acidic Blood	Deal 2 damage to all close enemies after taking damage
Dismantler Limbs	Deals double damage to armor (2 AP per 1 point of damage)
Rending Mandibles	<i>Attack:</i> Power, 1 close target, 1d10 damage
Caustic Web	<i>Attack:</i> Mobility, 2 near or far targets, 1d6 damage and can't take move actions for 1d4 turns





ABYSSAL KAIJU

HD 5

Aquatic kaiju with piercing sonar screech and grasping tentacles.

Acidic Blood Deal 2 damage to all close enemies after taking damage

Aquatic Moves twice in Underwater environments

Coiling Tentacles *Attack:* Power, 2 close or near targets, 1d10 damage and can't take move actions for 1d4 turns

Maw Beam *Attack:* Mobility, 1 near or far target, 1d12 damage

Screeching Sonar *Attack (Recharge 5-6):* System, all close and near targets, disadvantage on Mobility for 1d4 rounds

HEAVY HOVER TANK

HD 5

Massive warmachine fitted with ballistic turrets, frag mines, and a devastating cannon.

Thick Plating Reduce incoming damage by 3

Hover Ignore difficult terrain

Point-Defense Turrets *Attack:* Mobility, 3 close or near targets, 1d8 damage

Thunder Cannon *Attack:* Mobility, 1 near or far target, 1d12 damage

Frag Mines *Attack (Recharge 5-6):* System, all close and near targets, 1d8 damage

CARRIER

HD 5

Starship designed to carry fighters and mecha, protected by energy shields and ballistic turrets.

Starship Moves twice; disadvantage to attack at far range

Energy Shields Reduce incoming damage by 1d8

Deploy *(Recharge 5-6):* Spawns 1d4+1 *interceptors* or *bombers*

Point-Defense Turrets *Attack:* Mobility, all close or near targets, 1d8 damage

ARTILLERY BATTERY

HD 6

Heavily fortified artillery emplacement, defended by turrets and repelling shields.

Immobile	Cannot move
Energy Shields	Reduce incoming damage by 1d8
Barricaded	Provides cover to all close allies
Point-Defense Turrets	Attack: Mobility, all close or near targets, 1d8 damage
Artillery Bombardment	Attack (Recharge 5-6): System, all far and distant targets, 2d6 damage

THUNDER CANNON MECHA

HD 6

Heavily armored mecha outfitted with a devastating, shoulder-mounted thunder cannon.

Thick Plating	Reduce incoming damage by 3
Vulcan Cannons	Attack: Mobility, 2 close or near targets, 1d10 damage
Thunder Cannon	Attack: Mobility, 1 near or far target, 2d6 damage

VERILIAN GOLIATH

HD 6

Towering, ancient alien mecha powered by Verilian batteries and maddened by eons.

Thick Plating	Reduce incoming damage by 2
Unstable Reactor	If destroyed, deal 1d8 damage to all close mecha
Fists	Attack: Mobility, 2 close targets, 1d10 damage
Molten Cannon	Attack: Mobility, 1 near or far target, 2d10 damage
Graviton Beam	Attack (Recharge 5-6): Power, 1 near target, move to far or close range (GM's choice)





COMBINER MECHA

HD 7

Cutting-edge mecha designed to synergistically connect to allied mecha.

Combiner As an action, combine with close *combiner mecha* to double HP, add one additional damage die

Thermal Axe *Attack:* Mobility, 1 close target, 1d10 damage

Particle Cannon *Attack:* Presence, 1 near or far target, 2d8 damage

CRUISER

HD 7

Armored warship crewed by the elite, bristling with turrets, and wielding a hypermatter cannon.

Starship Moves twice; disadvantage to attack at far range

Energy Shields Reduce incoming damage by 1d10

Point-Defense Turrets *Attack:* Mobility, all close targets, 1d12 damage

Swarm Missiles *Attack:* System, all near and far targets, 1d8 damage

Hypermatter Cannon *Attack (Recharge 5-6):* Presence, 1 near or far target, 2d10 damage

KAIJU BROODQUEEN

HD 7

Bulbous hive-mother of the Voidmaw, grotesque with clicking limbs and emerging spawnlings.

Acidic Blood Deal 2 damage to all close enemies after taking damage

Spawn Kaiju *(Recharge 5-6):* Spawns 1d4+1 kaiju spawnlings or 1 kaiju of HD 4 or less

Rending Mandibles *Attack:* Power, 1 close target, 1d12 damage

Caustic Spit *Attack:* Mobility, 1 near or far target, 1d10 damage

Piercing Screech *Attack:* Presence, all close and near targets, 1d10 damage and roll reactor die



AEON PRIMARCH

HD 8

Top-of-the-line elite Aeonic Primacy mecha, piloted by an ace with bleeding-edge weaponry.

Ace Can move and make two attacks

Energy Shields Reduce incoming damage by 1d8

Beam Sword *Attack:* Mobility, 1 close target, 2d6 damage

Beam Rifle *Attack:* Mobility, 1 near or far target, 2d8 damage

Disruption Field *Attack (Recharge 5-6):* System, all close and near targets, disadvantage on Mobility and System tests for 1d4 rounds

NEO PALADIN

HD 8

Elite Neo knight plated in refined Lodium and bearing the emblem of their noble house.

Ace Can move and make two attacks

Lodium Greataxe *Attack:* Mobility or Power, 1 close target, 2d6 damage

Bolt-Repeater *Attack:* Mobility, 3 near or far targets, 1d10 damage

Charge *Attack (Recharge 5-6):* Presence, 1 near or far target, 2d10 damage and pushed one range band

TERRAN MAMMOTH

HD 8

Heavy fire-support mecha forged of scrap plate and armed with explosive kinetic weaponry.

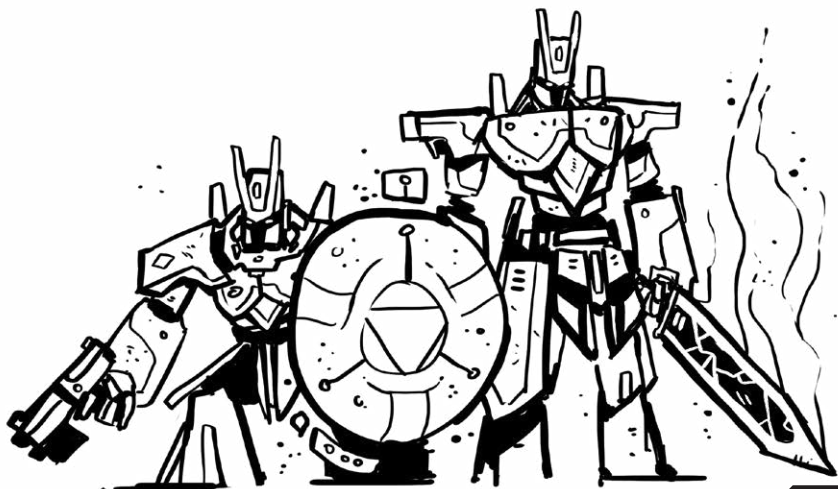
Ace Can move and make two attacks

Thick Plating Reduce incoming damage by 4

Thermal Hatchets *Attack:* Mobility, 2 close or near targets, 1d10 damage

Frag-Round Chaingun *Attack:* Mobility, 2 near or far targets, 2d8 damage; plus 2d6 damage on each target's next turn

Swarm Missiles *Attack (Recharge 5-6):* System, all near and far targets, 1d10 damage



AEGIS MECHA

HD 9

Experimental mecha specializing in defense and support, designed to pair with gladius mecha.

Ace Can move and make two attacks

Sword-and-Board If within far range of *gladius mecha*, reduce incoming damage for both by 1d10

Plasma Shield *Attack:* Mobility, 1 close or near target, 1d10 damage

Beam Pistol *Attack:* Mobility, 2 near or far targets, 2d8 damage

Shield Overload *Attack (Recharge 5-6):* System, all near and far targets, 1d10 damage and roll reactor die

GLADIUS MECHA

HD 9

Experimental mecha specializing in offense and damage, designed to pair with aegis mecha.

Ace Can move and make two attacks

Sword-and-Board If within far range of *aegis mecha*, both gain one additional damage die

Thermal Gladius *Attack:* Mobility, 1 close target, 2d10 damage

Beam Pistol *Attack:* Mobility, 2 near or far targets, 2d8 damage

KAIJU TUNNEL WURM

HD 9

Massive subterranean worm whose tunnels are large enough to fit mecha.

Acidic Blood Deal 4 damage to all close enemies after taking damage

Ambush predator First test made against this enemy has disadvantage

Rending Maw *Attack:* Mobility, all close targets, 2d12 damage

Consume *Attack (Recharge 5-6):* Power, 1 close target, drop to 0 HP

DREADNOUGHT

HD 10

City-sized starship of incalculable power – a literal floating fortress, crewed by thousands.

Starship Moves twice; disadvantage to attack at far range

Elite Makes three attacks

Energy Shields Reduce incoming damage by 2d10

Deploy (Recharge 5-6): Spawns 1d8+2 *interceptors* or *bombers*

Point-Defense Turrets *Attack:* Mobility, all close and near targets, 2d10 damage

Swarm Missiles *Attack:* System, all near and far targets, 1d12 damage

CK-90 Cannon *Attack (Recharge 5-6):* Presence, all near or far targets, 3d10 damage

VERILIAN GARGANTUAN

HD 10

A skyscraping metal monstrosity of ancient alien technology.

Elite Makes three attacks

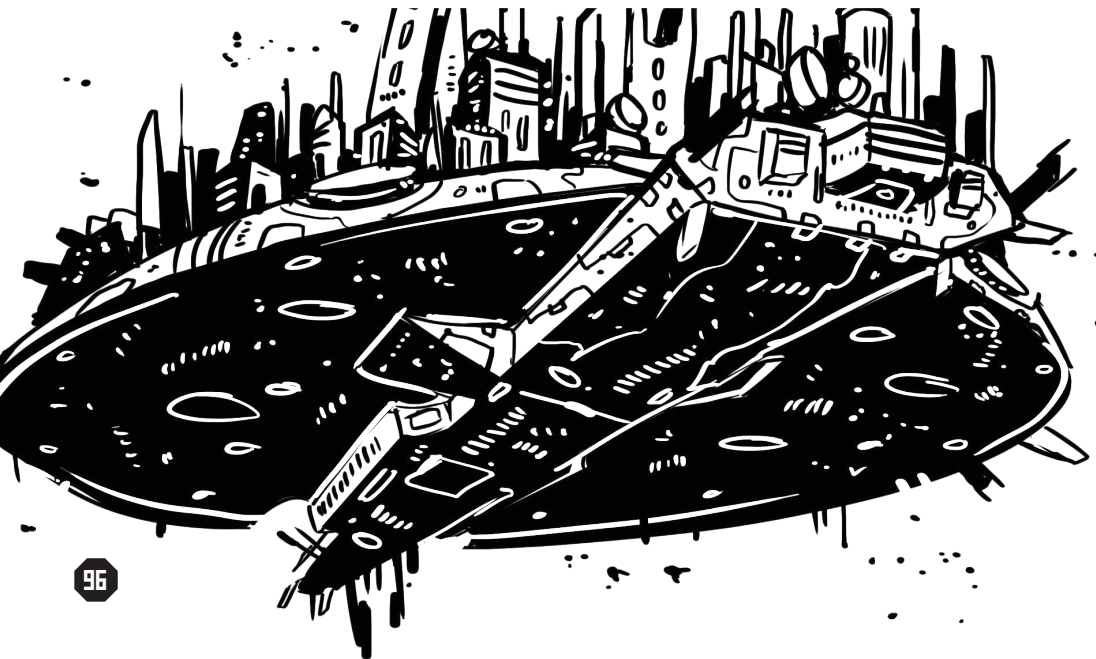
Thick Plating Reduce incoming damage by 8

Unstable Reactor If destroyed, deal 2d10 damage to all close mecha

Fists *Attack:* Mobility, 2 close targets, 1d12 damage

Molten Cannons *Attack:* Mobility, 2 near or far targets, 2d8 damage

Graviton Surge *Attack (Recharge 5-6):* Power, all close and near targets, 2d10 and roll reactor



GAME MASTER TOOLBOX

In this section, you'll find a multitude of useful tools for Game Masters looking for help preparing missions and generating ideas on the fly. Combine them with those from the Mecha Hack core book for even more options and inspirational tools!

INSTANT ACTION

Need a mission now? Hitting a wall in your current session and need a jolt of inspiration? Roll a couple of 20-sided dice and generate some instant action! The Action and Focus leave plenty to the imagination, but provide enough direction to get your creative mind flowing. For example, rolling "attack fuel" might mean destroying enemy fuel canisters, or it might mean staging an attack on a science facility's experimental new fuel tech. Think of your result in the context of your game and the players.

D20 ²	Action	Focus
1	Attack	Resources
2	Disable	Reactor
3	Scout	Base
4	Acquire	Bomb
5	Sabotage	Planet
6	Outrun	Weapon
7	Escort	Signal
8	Destroy	Mecha
9	Reach	Cargo
10	Hack	Shields
11	Defend	Alliance
12	Escape	Enemy
13	Deceive	Fuel
14	Scan	Moon
15	Repair	Kaiju
16	Infiltrate	Starship
17	Explore	Intel
18	Salvage	Experiment
19	Claim	Station
20	Investigate	Asteroid

CRITICAL DAMAGE EFFECTS

Use the following table to quickly generate a thematic, narrative description for the results of critical damage – either dealt to an enemy or a player mecha. Though no mechanics are tied to these descriptions, for a deadlier, more lethal game, consider System tests in order to quickly repair issues. For an especially brutal game, couple these effects with the permanent damage rules (pg. 69).

D10	Cockpit Damage	Exterior Damage
1	Fire erupts from the main console	Shattered hand, limb, or vital component
2	Sparks fly from the energy reserve controller	Ammo cache or fuel reserves explode
3	Blown piping fogs up the main viewport	Damage punctures vital systems
4	Arcing wires drop from the ceiling	Equipment jam threatens ammo feed
5	Vital switches disconnect from the front thrusters	Flames engulf chassis as fuel ignites
6	Thruster controls invert, sending you off course	Weapons jam and threaten to explode/overheat
7	Deafening screech screams through the comms	Plates of thick armor peel off chassis
8	Cockpit crushes inward with a grinding groan	Entire mecha glows red-hot
9	Klaxons sound from every console	Limb explodes or is cut free
10	The trauma knocks you unconscious	Catastrophic damage to cockpit





MECHA APPEARANCE GENERATOR

Myriad mecha gangs and guilds display varied suits in accordance with their clan colors, symbols, and preferred styles. Roll on the table below for a quick mecha description, using the results to not only describe the chassis, but also how the pilots look when outside these mecha – how they're dressed, and what symbols and styles they express. Roll twice for more elite and prominent mecha.

D12 ²	Paint	Feature
1	Blood red	Vein-like energy channels
2	Acid green	Numerous conduits and exhaust vents
3	Electric blue	Antlers or horn-like adornments
4	Fire orange	Heavy, spiked pauldrons
5	Deep violet	Fins cresting head, shoulders, and limbs
6	Toxic yellow	Treads instead of legs
7	Bubblegum pink	Patchwork construction using spare parts
8	Midnight black	Numerous antennae and sensor dishes
9	Gunmetal gray	Retractable wings or thrusters
10	Prismatic opalescent	Shifting, armament-concealing panels
11	Mirrored silver	Billowing banners of a faction's symbol and colors
12	Roll twice and combine	Roll twice and combine

KAIJU APPEARANCE GENERATOR

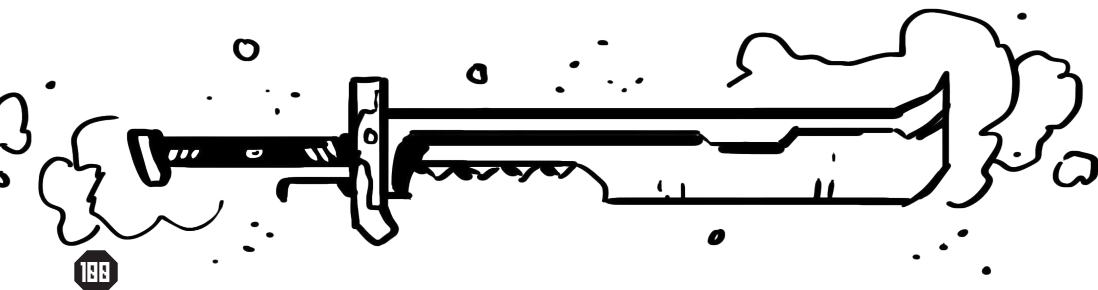
The Voidmaw don't have any names they call themselves, but pilots all over Lodestar frequently give these hellish beasts nicknames. Use the following table to generate a kaiju name for your creation!

D6 ²	Look	Feature
1	Insectoid	Too many limbs
2	Reptilian	Writhing tentacles
3	Mammalian	Leathery wings or fins
4	Arachnid	Huge horns or bony growths
5	Cephalopod	Glowing, pulsing veins
6	Roll twice and combine	Roll twice and combine

KAIJU NAME GENERATOR

The Voidmaw don't have any names they call themselves, but pilots all over Lodestar frequently give these hellish beasts nicknames. Use the following table to generate a kaiju name for your creation!

D12 ²	Prefix	Suffix
1	Doom	Jaw
2	Meat	Crusher
3	Ultra	Mantle
4	Gloom	Head
5	Kill	Hammer
6	Hell	Reaper
7	Warp	Scraper
8	Double	Knife
9	Bone	Spine
10	Razor	Face
11	Rip	Maw
12	Shatter	Fury



COMMS CHATTER AND TECHNOBABLE

Mecha battles are filled with rogue communications between both teammates and rivals, as well as references to strange and far-future tech. Use the following tables to generate snappy chatter for a pilot's headset.

COMMS CHATTER		
D20	Friendly Chatter	Enemy Chatter
1	"Look out!"	"You're underestimating me!"
2	"Watch that crossfire!"	"ZZHHH- ... this war is not what you think ... -HHHZZZ..."
3	"I owe you one!"	"Bring it on!"
4	"Focus on the objective!"	"No one stands between me and my prey!"
5	"Incoming – take cover!"	"Let's make this a fair fight..."
6	"There's too many of 'em!"	"Come on then – let's go!"
7	"Bogies on radar – lock and load!"	"Stand down, or meet your maker."
8	"We've got company!"	"Ready, aim – FIRE!"
9	"Need support over here!"	"Take THIS!"
10	"We'll teach these fools the ways of war."	"No! Wait! Sto—" *static*
11	"Yee-haw!"	"Pull out your beam sword and face me with honor."
12	"They're all over me—" *static*	"Is that you? Comrade?"
13	"Remember what you learned in training."	"Your skills are obsolete in the shadow of my power."
14	"Fan out, surround 'em!"	"If only you knew the truth..."
15	"I've got the leader."	"It's not too late to surrender."
16	"Give 'em everything you've got!"	"Is that truly your best?"
17	"Covering fire!"	"Your weakness is your pride."
18	"Don't let yourself get distracted! Focus!"	"Only one of us is leaving here alive."
19	"Great shot!"	"Within me beats the heart of a true warrior."
20	"It falls to you – win this for us!"	"The only option now is total destruction."

TECHNOBABBLE

D12 ²	Prefix	Suffix
1	Radiation	Coupler
2	Adaptive	Magnetizer
3	Power	Compressor
4	Auxiliary	Motivator
5	Hydraulic	Readout
6	Thermal	Transformer
7	Nuclear	Drive
8	Fuel	Illuminator
9	Bionic	Connector
10	Oscillating	Activator
11	Orbital	Conduit
12	Energy	Pistons





COMPLICATIONS AND OPPORTUNITIES

While running a game of Mecha Hack, you might find some of these missions are harder on the characters than you planned, or easier on them than you'd like. Use the following tables to inject more difficulty into the fight when the battle becomes too easily won, or lend boons to a party of injured mecha pilots in dire need of help. The results on the table are left purposefully open to interpretation, so when in doubt, ease your way into the difficulty change, affecting whole mecha squads, or just a single pilot, as you see fit.

D6 Complications

- 1 Enemy reinforcements have the drop on you – add additional enemies to encounter
- 2 Friendly comms go offline – you can no longer communicate
- 3 Thruster overdrive – movement turns violently unpredictable
- 4 Environmental hazards impose dangers – apply environment template to current area (pg. 62)
- 5 Enemy bombardment from afar – additional damage from far and distant attacks
- 6 Enemy ace/boss arrives to turn the tide – add an additional high-HD/elite unit

D6 Opportunities

- 1 Friendly units arrive to lend a hand – players can command their movements and actions (swarm rules, pg. 70)
- 2 Openings in enemy defenses – advantage on attacks for 1d4 turns
- 3 Auxiliary power – no reactor rolls needed for 1d4 turns
- 4 Enemy weapons sabotaged – their weapons go offline for 1d4 turns
- 5 Supply drop from friendly forces – increase all reactor dice by one step
- 6 Allied capital ship provides fire support – add an additional damage die for 1d4 turns

MISSION BRIEFING GENERATOR

When and how a pilot receives a mission can go a long way to set the tone. Roll or choose the style of mission briefing that strikes the tone of your session. If in doubt, consider the factions involved, and the circumstances and importance of the mission.

D10	Mission Briefing
1	Bathed in the red light of a low-flying craft, approaching the drop zone
2	In a dingy hangar, looking at objectives scrawled on a chalkboard
3	Mission details given via audio from an object that self-destructs upon listening
4	Huddled around a flickering holographic mission dossier
5	Sitting with a beautiful view of a beach or vista, receiving intel on a Lattice call
6	In the back booth of a seedy bar, meeting a shifty contact
7	In atmo, listening to mission details on comms, ready to drop into orbit
8	In an envelope picked up at a nondescript drop point
9	In a massive staging area, listening to a squad leader rouse morale
10	In a massive hangar as mechanics run through checklists on your mecha

PLANETOID GENERATOR

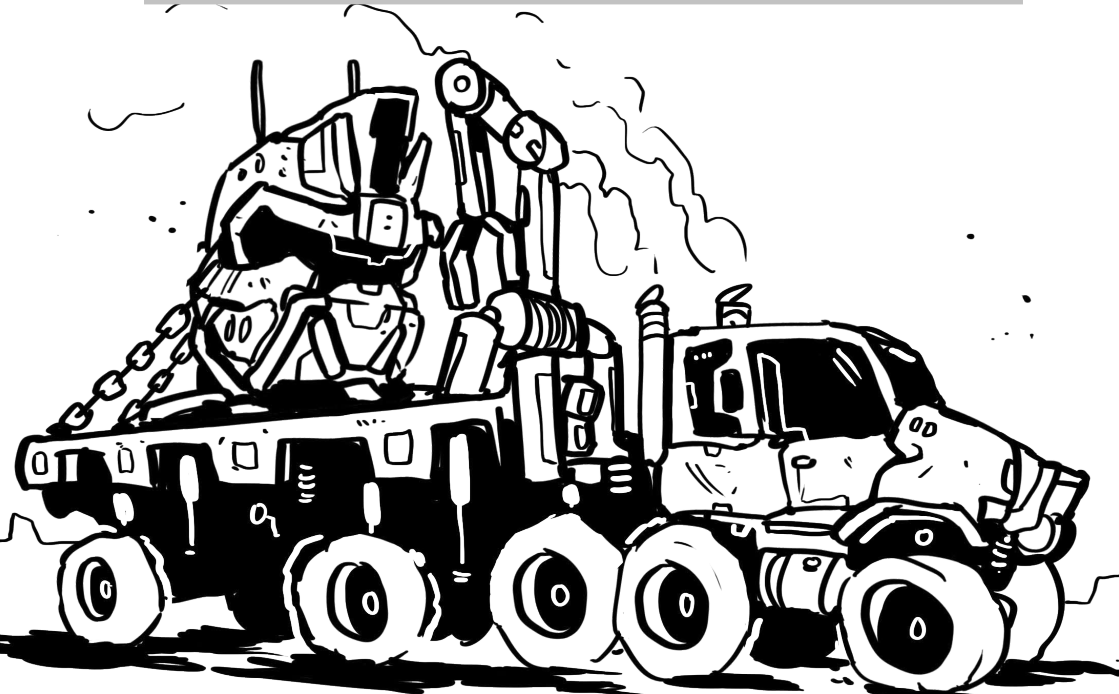
Lodestar Alpha is the centerpiece to uncountable swathes of worlds, each with its own distinct climate, size, and conflict. Use the following table to quickly generate a unique world for your campaign.

D12 ²	Features	Hazards
1	Pitted and craggy	Dust clouds
2	Peppered with volcanoes	Magnetic storms
3	Labyrinthine with caves	Comets
4	Covered in bodies of water	Void lightning
5	Meteoroid	Fabled constellation
6	Gaseous	Shattered moon debris
7	Dense and rocky	Sprawling nebula
8	Festooned with plateaus	Solar winds
9	Pulsar	Debris fields
10	Asteroid belt	Meteor showers
11	Arid and sandy	Within a star cluster
12	Life-bearing	Black hole adjacent

SALVAGE AND SCRAP

There are many opportunities to find salvage in Lodestar Alpha. One pilot's trash is another's treasure, so boundless bounty exists on distant moons, within ruined cities, or even on the field of battle. Use the generator below to create pieces of salvage waiting to be claimed.

D12 ²	Form	Feature
1	Shattered	Experimental weapon
2	Aeonic Primacy	Reactor
3	Centuries old	Mecha remains
4	Barely functional	Vehicle
5	Bioengineered	Energy source
6	Terran Collective	Starship frame
7	Rare material	Support systems
8	Volatile	Munitions/Ordnance
9	Neo Dominion	Proprietary tech
10	One-of-a-kind	Module
11	Heavily modified	Computers
12	Verilian	Whole mecha



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