

LONER: MECH REQUIEM

Version: 3

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Introduction

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

Mech Requiem follows the following design principles:

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

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

What is a Role Playing Game (RPG)?

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

What is a Solo RPG?

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

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

Safety Tools

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

Minimum Requirements

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

Setting Outline

1. World Powers and Politics:

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

2. Technological Landscape:

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

3. Mech Warfare:

- Mechs vary in design and function, ranging from agile reconnaissance types to heavy artillery platforms.

- Due to the high risk of nuclear escalation, these machines are essential for ground operations, capable of carrying out precision strikes, defense operations, and sabotage.

4. **Societal Impact:**

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

5. **Proxy Wars:**

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

6. **Environmental and Cultural Background:**

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

Playable Themes

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

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

Timeline: the last 100 years

2200s to 2300s - Century of Turmoil and Technological Advancement

2201-2220: The Tech Surge

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

2221-2240: The Shifting Alliances

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

2241-2260: The Rise of Mechs

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

2261-2280: The Cold Peace

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

- **2278:** Development of deep-sea and space-capable mechs, expanding the battlegrounds beyond traditional theaters.

2281-2300: Pre-War Tensions and Innovations

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

2301-2320: The Proxy Wars Era

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

Characters

Before you embark on your journey through the war-torn landscapes, soar above the devastated cities, or navigate the treacherous waters of the *Mech Requiem**_ era, let's explore how you can craft and manage your Protagonist and other characters. This guide will equip you with the tools to shape their traits, hone their skills, and prepare them for the challenges that lie ahead in this tumultuous world.

Everything is a Character!

In *Mech Requiem* Non-Playing Characters (NPCs), Foes, Organizations, Monsters, and even relevant objects like vehicles are characters too! (But remember that mechs follow special rules, see below!)

Your Protagonist is described by some fixed traits:

- **Name:** The name should be iconic and consistent with the tone and setting of the story.
- **Concept:** A concise description of the character's profession, background, and abilities. The best are adjective-name pairings, like "*Venturous Smuggler*" or "*Child Prodigy*".
- **Skills** (x2): Abilities not necessarily character-specific but not characteristics common to all. "*Smart*" is not a skill, "*Engine Whisperer*" is.

- **Frailty:** Something that could potentially get in the way of the character, either physically, mentally, or socially.
- **Gear** (x2): Particular equipment supplied to the character in coherence with the setting. Everyday items are taken for granted and do not fall under this trait.
- **Goal:** The long-term objective.
- **Motive:** What drives the pursuit of the goal.
- **Nemesis:** A person or organization that hinders the protagonist. It can emerge during the first game sessions, it may or may not be the direct antagonist of the story, ready to appear to make life even more difficult
- **Luck:** The measure of a character’s ability to avoid ill fortune or an inauspicious outcome. It applies only in Conflicts and automatically recharges when they end. Luck starts and caps at 6.

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

They are qualitative representations. They are not quantitative measures.

Character Traits

Concepts

	1	2	3	4	5	6
1	Mech Pilot	Field Medic	Rebel Spy	War Cor-respondent	Drone Operator	Politi-cal En-voy

	1	2	3	4	5	6
2	Combat Engineer	Smugler	Corporate Agent	Propaganda Officer	Scavenger	Mercenary Leader
3	Black Market Dealer	Survivalist	Intelligence Analyst	Diplo-Cyber Hacker		Resistance Fighter
4	Research Scientist	Urban Explorer	Guerilla Fighter	Logistics Coordinator	Bounty Hunter	Environmental Activist
5	AI Specialist	Mech Technician	Espionage Operative	Weapons Developer	Negotiator	Security Officer
6	Bio-engineer	Historian	Ethical Hacker	Peacekeeper Force Member	Sniper	Refugee Leader

Skills

	1	2	3	4	5	6
1	Urban Warfare	Emergency First Aid	Stealth Operations	High-Stakes Negotiation	Electronic Warfare	Sniper Precision
2	Mech Repair	Black Market Networking	Psychological Warfare	Explosives Handling	Advanced Piloting	Cyber Defense

	1	2	3	4	5	6
3	Terrain Scouting	Bio- chem- ical Survival	Crypto- graphic Coding	Aerial Recon	Under- water Com- bat	Hostage Negotia- tion
4	Propa- ganda Crafting	Smug- gling Routes	Tech Sal- vaging	Arms Trading	Drone Syn- chro- niza- tion	Crowd Control
5	Re- source Alloca- tion	Advanced Hack- ing	Interro- gation Techniques	Struc- tural Engi- neer- ing	Guer- rilla Tactics	Psycho- logical Profiling
6	Envi- ron- mental Recla- mation	His- torical Knowl- edge	Deep Cover Opera- tions	Crisis Man- age- ment	Preci- sion Engi- neer- ing	Ad- vanced Meditech

Frailties

	1	2	3	4	5	6
1	Para- noia	PTSD	Greed	Fear of Heights	Techno- phobia	Impul- sive- ness
2	Chronic Pain	Old War In- jury	Addic- tive Ten-	Over- cautious	Debt to a Crime Lord	Sus- cepti- ble to

	1	2	3	4	5	6
			den- cies			Black- mail
3	Trust Is- sues	Obses- sion with Re- venge	Claus- tro- phobia	Haunted by the Past	Overly Idealis- tic	Heat Intol- erance
4	Radi- ation Sick- ness	Prone to Ill- ness	Ethical Dilem- mas	Perfec- tionism	Insom- nia	Al- lergy to Syn- thetic Mate- rials
5	Limited Social Skills	Family Obliga- tions	High- Value Target	Poor People Skills	Venge- ful	Com- pro- mised Secu- rity Clear- ance
6	Vulner- able Loved Ones	Illegal Back- ground	Sus- pected Traitor	Notori- ous Past	Burnout	Pho- bia of AI

Gear

	1	2	3	4	5	6
1	En- hanced	Field Surgery Kit	Stealth Gear	Satel- lite Phone	Ad- vanced	Sniper Rifle

1	2	3	4	5	6
Combat Suit				Hacking Kit	
EMP Grenades	Illegal Mods	Personal Drone	Armored Vest	Signal Jammer	Night Vision Goggles
3 Portable Mech Repair Kit	Black Market Passcodes	Chemical Gas Mask	Explosive Charge	Counterintelligence Devices	Reinforced Exoskeleton
4 High-Powered Binoculars	Smuggler's Cache	Environmental Biosuit	Subdermal Armor	Drone Control Unit	Tactical Shield
5 Encryption Devices	Custodian Weapons	Emergency Beacon	Energy Shield Generator	Undercover ID	Long-Range Comms Device
6 Re-source Scanner	Antique Sidearm	Press Credentials	Bio-hazard Suit	Remote Access Tools	Advanced Surveillance Equipment

Names

Male Names

	1	2	3	4	5	6
1	Aiden	Blake	Connor	Dylan	Ethan	Felix
2	Gavin	Hugo	Isaac	Jasper	Kyle	Logan
3	Mason	Nolan	Oscar	Ryan	Shane	Trent
4	Victor	Wyatt	Zane	Alex	Brett	Carter
5	Devon	Finn	Grant	Heath	Jonas	Lance
6	Mark	Neal	Owen	Reid	Seth	Theo

Female Names

	1	2	3	4	5	6
1	Ava	Bella	Chloe	Daisy	Ella	Fiona
2	Grace	Hazel	Iris	Jade	Kara	Lily
3	Mia	Nora	Ruby	Sara	Tess	Zoe
4	Lila	Nia	Quinn	Paige	Rose	Skye
5	Claire	Emma	Faith	Hope	Ivy	June
6	Kate	Leah	Maya	Nina	Olive	Piper

Surnames

	1	2	3	4	5	6
1	Adams	Blake	Carter	Davis	Evans	Foster
2	Grant	Harris	Jenkins	Keller	Lewis	Mor- gan
3	Nelson	Parker	Quinn	Rogers	Sanders	Taylor
4	Vaughn	Walker	Young	Ben- nett	Collins	Foster
5	Green	Hall	Mason	Powell	Turner	Watson

	1	2	3	4	5	6
6	Brooks	Cooper	Dixon	Fisher	Grant	Hughes

Nicknames

	1	2	3	4	5	6
1	Ace	Blade	Buzz	Dash	Hawk	Jinx
2	Maver- ick	Tank	Viper	Wolf	Ghost	Nitro
3	Flash	Rocket	Shadow	Storm	Blaze	Spike
4	Bolt	Colt	Dagger	Falcon	Grit	Phan- tom
5	Rook	Ranger	Scout	Stryker	Talon	Trigger
6	Wraith	Zephyr	Arrow	Echo	Rebel	Swift

Mechs

In the world of *Mech: Requiem*, mechs are at the forefront of conflict and survival. These towering machines are not just tools of war but symbols of power, technological prowess, and human ingenuity. Each mech is a complex amalgamation of advanced systems, specialized equipment, and inherent vulnerabilities. Understanding these traits is crucial for effectively deploying and commanding these machines on the battlefield or within any mission scenario.

Traits

- **Frame:** This trait describes the basic design and primary function of the mech. It encapsulates the mech's overall purpose and design philosophy, indicating its role on the battlefield or in society.
- **Systems:** This attribute represents specialized systems or capabilities that the mech is equipped with, which enhance its performance in particular scenarios. These are akin to the mech's specialized skills.
- **Vulnerability:** Every mech has inherent design limitations or weaknesses that can be exploited under certain conditions. This trait outlines a specific vulnerability that can add dramatic tension and strategic depth to gameplay.

- **Armaments:** This refers to the primary weapon systems the mech is equipped with. These are critical for combat-focused mechs but could also include non-lethal options for other roles.
- **Utility:** Beyond weapons, mechs have other equipment that aids in fulfilling their roles. This could be defensive systems, surveillance tools, or special adaptations allowing them to operate in unique environments.

Frames

	1	2	3	4	5	6
1	Assault Vanguard	Recon Sentinel	Urban Pacifier	Heavy Demolisher	Tactical Infiltrator	Rapid Raider
2	Stealth Hunter	Siege Breaker	Defense Guardian	Combat Engineer	Aerial Dominator	Amphibious Invader
3	Arc-tic Explorer	Disas-ter Re-spon-der	Jungle Striker	Moun-tain Climber	Urban Res-cuer	Subter-ranean Driller
4	Haz-ardous Mater-ial Han-dler	Med-ical Sup-port Unit	Supply Trans-porter	Elec-tronic War-fare Specialist	Sniper Elite	Close Quar-ters Com-batant
5	Ar-tillery	Anti-Aircraft	Search and Rescue	Envi-ron-	Fire Sup-pres-	Orbital Drop

	1	2	3	4	5	6
	Support	Enforcer	Operative	mental Recon	sion Specialist	Shock Trooper
6	Riot Control Officer	Long-Range Scout	Cyber Defense Platform	Mobile Command Center	Underwater Saboteur	Space Operations Leader

Systems

	1	2	3	4	5	6
1	Stealth Navigation	Precision Targeting	Rapid Deployment	Impact Shock Absorbers	Heavy Lift Capability	Advanced Optics
2	Terrain Adaptation	High-Speed Maneuvering	Deep Sea Navigation	Heat Dissipation Systems	Energy Shielding	EMP Hardening
3	Radar Jamming	Sonar Detection	Low-Light Vision	Magnetic Field Manipulation	Vertical Take-off and Landing	Cryo-Stabilization
4	Radiation Shielding	Infrared Tracking	Gravimetric Sensors	Hyper-Accurate Positioning	Drone Coordination	Hazard Detection

	1	2	3	4	5	6
5	Anti-Hacking Defenses	Kinetic Energy Recovery	Solar Energy Conversion	High-Altitude Operation	Long-Duration Life Support	Atmospheric Re-Entry Capable
6	Quantum Computation	Force Field Projection	Nano-Repair Systems	Adaptive Camouflage	Bio-hazard Containment	Pulse-Detonation Propulsion

Vulnerabilities

	1	2	3	4	5	6
1	Overheats Quickly	Loud and Easily Detected	Slow Reactor Startup	Vulnerable to EMP Attacks	Poor Performance in Cold Climates	Limited Ammunition Capacity
2	Requires Frequent Maintenance	Weak Underbelly	Susceptible to Cyber Attacks	Limited Visibility	Unshielded Sensor Arrays	Prone to Hydraulic Failure
3	Fuel Inefficiency	Difficult to Repair	Heavy and Slow	Complicated	High Radar	Fragile Antenna

	1	2	3	4	5	6
				Con- trols	Signa- ture	
4	Light Armor	Unsta- ble in High Winds	Limited Oper- ational Range	Poor Han- dling at High Speeds	Ineffi- cient in Urban Terrain	Ex- posed Cockpit
5	De- pen- dent on Rare Fuel Source	High Elec- trical Draw	Prone to Over- loading Circuits	Rigid Move- ment Mech- anisms	Subop- timal in Water	Faulty Cool- ing Sys- tems
6	Delicate Propul- sion Sys- tems	Inade- quate Sealing Against Con- tami- nants	Vulner- able to Sonic Weapons	Weak Point at Joint Con- nec- tions	Sensi- tive to Mag- netic Fields	Low Toler- ance to Radia- tion

Armaments

	1	2	3	4	5	6
1	Dual Rail Can- nons	EMP Pulse Genera- tors	Tear Gas Launch- ers	Cluster Missile Array	High- Energy Laser System	Chain Gun

	1	2	3	4	5	6
2	Plasma Rifle	Flamethrower	Sonic Blaster	Guided Torpedoes	Napalm Spreaders	Anti-Tank Missiles
3	Railgun	Energy Sword	Particle Beam	Shock-Arc Bomb	Thrower	Sticky Mines
4	Incendiary Bombs	Cryogenic Spray	Acid Projector	Smart Bullets	Sniper Cannon	Airburst Rockets
5	Graviton Pulser	Disruptor Beam	Gauss Rifle	Harpoon Gun	Net Launcher	Stasis Field Projector
6	Quantum Disruptor	Molecular Cutter	Fusion Lance	Lightning Arc	Kinetic Burst Cannon	Drone Swarm Deployer

Utilities

	1	2	3	4	5	6
1	Reinforced Armor Plating	360-Degree Surveillance Drones	Amphibious Conversion Kit	Auto-Repair Nanites	Invisibility Cloak	Advanced Ejection System

	1	2	3	4	5	6
2	Integrated Medical Station	Environmental Adaptation Kit	Signature Masking	Orbital Communication Relay	Multi-Terrain Treads	Emergency Shield Booster
3	Olfactory Stealth Module	High-Gain Antennas	Satellite Up-link	Emergency Power Cells	Seismic Foot-steps	Jetpack
4	Retractable Blade	Auxiliary Power Unit	Cargo Storage Compartment	Deployable Barrier	Drone Recharging Station	Electromagnetic Pulse Shield
5	Holographic Decoy Projector	Long-Range Scanner	Underwater Propulsion Module	AI Co-Pilot	Radiation Filtration System	Thermal Insulation
6	Bio-Medical Scanner	Magnetic Grappling System	Chemical Sniffer	Weather Control Device	Emergency Beacon	Optical Cloak

Models

1. Titan Striker

- **Frame:** Assault Vanguard

- **Systems:** High-Speed Maneuvering, Terrain Adaptation
 - **Vulnerability:** Vulnerable to EMP Attacks
 - **Armaments:** Dual Rail Cannons
 - **Utility:** Reinforced Armor Plating
2. **Eclipse Shadow**
- **Frame:** Stealth Hunter
 - **Systems:** Stealth Navigation, Advanced Optics
 - **Vulnerability:** High Electrical Draw
 - **Armaments:** Energy Sword
 - **Utility:** Invisibility Cloak
3. **Urban Warden**
- **Frame:** Urban Pacifier
 - **Systems:** Crowd Control Tactics, Rapid Deployment
 - **Vulnerability:** Poor Handling at High Speeds
 - **Armaments:** Tear Gas Launchers
 - **Utility:** Riot Control Shield
4. **Guardian Sentinel**
- **Frame:** Defense Guardian
 - **Systems:** Energy Shielding, Radar Jamming
 - **Vulnerability:** Fuel Inefficiency
 - **Armaments:** Plasma Rifle
 - **Utility:** Emergency Shield Booster
5. **Reaper Drone**
- **Frame:** Aerial Dominator
 - **Systems:** Vertical Takeoff and Landing, Drone Coordination
 - **Vulnerability:** Fragile Antenna
 - **Armaments:** Drone Swarm Deployer
 - **Utility:** High-Gain Antennas

6. Aqua Ranger

- **Frame:** Amphibious Invader
- **Systems:** Deep Sea Navigation, Sonar Detection
- **Vulnerability:** Suboptimal in Water
- **Armaments:** Guided Torpedoes
- **Utility:** Underwater Propulsion Module

7. Frost Walker

- **Frame:** Arctic Explorer
- **Systems:** Cryo-Stabilization, Terrain Adaptation
- **Vulnerability:** Poor Performance in Cold Climates
- **Armaments:** Cryogenic Spray
- **Utility:** Thermal Insulation

8. Trailblazer

- **Frame:** Disaster Responder
- **Systems:** Hazard Detection, Rapid Deployment
- **Vulnerability:** Limited Ammunition Capacity
- **Armaments:** Flamethrower
- **Utility:** Environmental Adaptation Kit

9. Jungle Phantom

- **Frame:** Jungle Striker
- **Systems:** Stealth Navigation, Terrain Adaptation
- **Vulnerability:** Susceptible to Cyber Attacks
- **Armaments:** Particle Beam
- **Utility:** Camouflage System

10. Mountain Monarch

- **Frame:** Mountain Climber
- **Systems:** High-Altitude Operation, Terrain Adaptation
- **Vulnerability:** Limited Operational Range
- **Armaments:** Sniper Cannon
- **Utility:** Long-Range Scanner

11. **Night Rescue**

- **Frame:** Urban Rescuer
- **Systems:** Rapid Deployment, Advanced Optics
- **Vulnerability:** Limited Visibility
- **Armaments:** Net Launcher
- **Utility:** Integrated Medical Station

12. **Subterranean Mauler**

- **Frame:** Subterranean Driller
- **Systems:** Terrain Adaptation, Impact Shock Absorbers
- **Vulnerability:** Overheats Quickly
- **Armaments:** Molecular Cutter
- **Utility:** Seismic Footsteps

13. **Polar Guardian**

- **Frame:** Arctic Explorer
- **Systems:** Cryo-Stabilization, High-Speed Maneuvering
- **Vulnerability:** High Electrical Draw
- **Armaments:** Ice Beam
- **Utility:** Thermal Insulation

14. **Silent Predator**

- **Frame:** Stealth Hunter
- **Systems:** Stealth Navigation, Advanced Optics
- **Vulnerability:** Vulnerable to Sonic Weapons
- **Armaments:** Energy Sword
- **Utility:** Adaptive Camouflage

15. **Sky Marshal**

- **Frame:** Aerial Dominator
- **Systems:** Vertical Takeoff and Landing, Drone Coordination
- **Vulnerability:** Fragile Antenna
- **Armaments:** Airburst Rockets

- **Utility:** Satellite Uplink
16. **Abyssal Warden**
- **Frame:** Underwater Saboteur
 - **Systems:** Deep Sea Navigation, Sonar Detection
 - **Vulnerability:** Poor Handling at High Speeds
 - **Armaments:** Torpedo Launchers
 - **Utility:** Amphibious Conversion Kit
17. **Forge Master**
- **Frame:** Combat Engineer
 - **Systems:** Terrain Adaptation, Heat Dissipation Systems
 - **Vulnerability:** Fuel Inefficiency
 - **Armaments:** Plasma Cutter
 - **Utility:** Auto-Repair Nanites
18. **Quake Hammer**
- **Frame:** Heavy Demolisher
 - **Systems:** Impact Shock Absorbers, Terrain Adaptation
 - **Vulnerability:** Slow Reactor Startup
 - **Armaments:** Seismic Hammer
 - **Utility:** Reinforced Armor Plating
19. **Circuit Breaker**
- **Frame:** Cyber Defense Platform
 - **Systems:** EMP Hardening, Advanced Optics
 - **Vulnerability:** Sensitive to Magnetic Fields
 - **Armaments:** EMP Pulse Generators
 - **Utility:** Cyber Defense Shields
20. **Neon Phantom**
- **Frame:** Urban Infiltrator
 - **Systems:** Stealth Navigation, Rapid Deployment
 - **Vulnerability:** Light Armor
 - **Armaments:** Arc Thrower
-

- **Utility:** Optical Cloak
21. **Tempest Rider**
- **Frame:** Weather Control Device
 - **Systems:** Atmospheric Re-Entry Capable, High-Altitude Operation
 - **Vulnerability:** High Radar Signature
 - **Armaments:** Lightning Arc
 - **Utility:** Weather Control Device
22. **Goliath Sentinel**
- **Frame:** Defense Guardian
 - **Systems:** Energy Shielding, Radar Jamming
 - **Vulnerability:** Unstable in High Winds
 - **Armaments:** Gauss Rifle
 - **Utility:** Force Field Projection
23. **Mantis Striker**
- **Frame:** Jungle Striker
 - **Systems:** Terrain Adaptation, Rapid Deployment
 - **Vulnerability:** Overheats Quickly
 - **Armaments:** Blade Arms
 - **Utility:** Camouflage System
24. **Star Lancer**
- **Frame:** Space Operations Leader
 - **Systems:** Radiation Shielding, High-Altitude Operation
 - **Vulnerability:** Delicate Propulsion Systems
 - **Armaments:** Orbital Strike Cannon
 - **Utility:** Satellite Uplink
25. **Venom Walker**
- **Frame:** Jungle Striker
 - **Systems:** Terrain Adaptation, Rapid Deployment
 - **Vulnerability:** Sensitive to Chemical Agents
-

- **Armaments:** Neurotoxin Darts
 - **Utility:** Environmental Adaptation Kit
26. **Hailstorm**
- **Frame:** Arctic Explorer
 - **Systems:** Cryo-Stabilization, Advanced Optics
 - **Vulnerability:** Complicated Controls
 - **Armaments:** Ice Shard Launcher
 - **Utility:** Thermal Insulation
27. **Nimbus Drifter**
- **Frame:** Aerial Dominator
 - **Systems:** Stealth Navigation, Advanced Optics
 - **Vulnerability:** High Radar Signature
 - **Armaments:** Silent Sniper Cannon
 - **Utility:** Cloud Cloak
28. **Mirage Enforcer**
- **Frame:** Riot Control Officer
 - **Systems:** Crowd Control Tactics, Impact Shock Absorbers
 - **Vulnerability:** Loud and Easily Detected
 - **Armaments:** Sound Cannon
 - **Utility:** Tear Gas Launchers
29. **Rubble Reacher**
- **Frame:** Disaster Responder
 - **Systems:** Heavy Lift Capability, Terrain Adaptation
 - **Vulnerability:** Requires Frequent Maintenance
 - **Armaments:** Rescue Saw
 - **Utility:** Emergency Beacon
30. **Titanium Serpent**
- **Frame:** Stealth Hunter
 - **Systems:** Advanced Optics, Stealth Navigation
-

- **Vulnerability:** Vulnerable to EMP Attacks
 - **Armaments:** Covert Missiles
 - **Utility:** Optical Cloak
31. **Crimson Charger**
- **Frame:** Rapid Raider
 - **Systems:** High-Speed Maneuvering, Heat Dissipation Systems
 - **Vulnerability:** Overheats Quickly
 - **Armaments:** Plasma Rifles
 - **Utility:** Turbo Boosters
32. **Warthog Defender**
- **Frame:** Defense Guardian
 - **Systems:** Radar Jamming, Energy Shielding
 - **Vulnerability:** Slow Reactor Startup
 - **Armaments:** Auto-Turrets
 - **Utility:** Force Field Projector
33. **Glacier Keeper**
- **Frame:** Arctic Explorer
 - **Systems:** Cryo-Stabilization, Sonar Detection
 - **Vulnerability:** Poor Performance in High Heat
 - **Armaments:** Frost Beam
 - **Utility:** Ice Shield Generator
34. **Blight Scourge**
- **Frame:** Environmental Recon
 - **Systems:** Hazard Detection, Biohazard Containment
 - **Vulnerability:** Unshielded Sensor Arrays
 - **Armaments:** Contamination Sprayers
 - **Utility:** Decontamination Foam Deployer
35. **Terra Titan**
- **Frame:** Mountain Climber

- **Systems:** Terrain Adaptation, Impact Shock Absorbers
- **Vulnerability:** Limited Ammunition Capacity
- **Armaments:** Rock Drills
- **Utility:** Cliffside Anchor System

36. **Quantum Phantom**

- **Frame:** Stealth Hunter
- **Systems:** Advanced Optics, Quantum Computation
- **Vulnerability:** Sensitive to Magnetic Fields
- **Armaments:** Quantum Disruptor
- **Utility:** Quantum Cloak

Rules

Mech Requiem is a minimalist Solo Role Playing Game designed to be played with only one character (the Protagonist). You'll guide them through the story that will unravel during the game, asking closed questions to an Oracle which will help you overturn your expectations.

Every now and then you will be surprised with an unexpected twist!

Keep The Action In Motion

A game in *Mech Requiem* is a succession of scenes. A scene is a unit of time in which a certain action takes place in pursuit of a certain short-term goal.

In *Mech Requiem* at each scene:

1. **Identify what you expect from the scene.** Compared to traits, goal, and motivation determine the Protagonist's action. What might be the reaction of the game world?
2. **Test your expectations.** When you are uncertain (or overconfident) about the reaction to your actions, ask the Oracle a closed question (answer is Yes or No), considering the tags involved to determine if there is an Advantage or Disadvantage.
3. **Interpret the result.** Is the Oracle's answer in line with your expectations? If not, in the context in which the

scene takes place, how should an answer that subverts them be considered?

This sequence will come to you naturally after some practice. Use it as a guideline the first few times.

Consulting the Oracle

When you need to test your expectations you'll ask the Oracle a closed question.

You'll need 2d6 in one color (**Chance Dice**), and 2d6 in another (**Risk Dice**).

To resolve a closed question, roll one **Chance Die** and one **Risk Die**: - If the Chance Die is highest, the answer is **Yes**. - If the Risk Die is highest, the answer is **No**. - If both are low (3 or less), add a **but...** - If both are high (4 or more), add an **and...** - If both are equal, the answer is **Yes, but...** Add a point to the **Twist Counter**.

Dice Value	Chance Die > Risk Die	Risk Die > Chance Die
Both < 4	Yes, but...	No, but...
Both > 3	Yes, and...	No, and...
Mismatched	Yes	No
Equal	Add 1 to the Twist Counter	

Advantage and Disadvantage

If circumstances or positive tags grant an advantage, add a **Chance Die** to the roll. Otherwise, when hindrances or negative tag cause a disadvantage, add a **Risk Die**. In both cases

keep only the higher die of the added type when you check the roll.

Consider tags **intuitively and not quantitatively**, using the context of the situation at play. It is important to keep the flow of play fast and not accounting for advantages and disadvantages numerically!

Twist Counter

The Twist Counter is a measure of the rising tension in the narrative. At the beginning is set to 0. Every time a double throw (dice are equal) happens, add 1 to the Counter. If the Counter is below three, consider the answer as “**Yes, but...**”. Otherwise a **Twist** happens and resets the Counter.

Roll 2d6 and consult the following Twist Table to determine what kind of twist happens.

D6	Subject	Action
1	A third party	Appears
2	The hero	Alters the location
3	An encounter	Helps the hero
4	A physical event	Hinders the hero
5	An emotional event	Changes the goal
6	An object	Ends the scene

Interpret the two-word sentence in the context of the current scene. Twists will keep the plot and events going in unexpected ways.

Conflicts

A *Conflict* is any situation in which opponents clash, attacking, defending, or wearing each other down in order to win. This applies both in a practical and metaphorical sense.

So, a Conflict is not only limited to combat (or fighting) in the strict sense but also to competitive situations (such as contests, duels, verbal confrontations, etc.) in which two or more characters (including vehicles, of course!) compete.

Conflicts can be resolved in different ways depending on preferences and context: 1. Ask a single closed question. The Oracle’s answer determines the outcome of the conflict. 2. Ask a series of closed questions to resolve current single actions. 3. Use the rules of Harm & Luck below (**this does not apply to Mech Conflicts!**).

Note that the Twist Counter **does not apply** to Harm & Luck. Instead, it is used regularly if the Conflict is handled with closed questions.

If the conflict is resolved by applying damage to the Luck trait, roll the dice to determine whether the protagonist causes damage to the opponent or suffers damage due to counterattack or failed defense. The rolls are player facing only.

The damage reduces the Luck of the target, whether protagonist or NPC. When the Luck runs out, the character has lost the conflict.

The final outcome depends on the context. Do you get caught? Are you seriously injured? You may even die if that fits the narrative.

Answer	Do you get what you want?	Harm
Yes, and...	You get what you want, and something else. Cause	3

An- swer	Do you get what you want?	Harm
Yes...	You get what you want.	Cause 2
Yes, but...	You get what you want, but at a cost.	Cause 1
No, but...	You don't get what you want, but it's not a total loss.	Take 1
No...	You don't get what you were after.	Take 2
No, and...	You don't get what you want, and things get worse.	Take 3

Determine the mood of the next scene

At the end of the current scene sometimes you will be clear about the direction to take, other times you may need to determine the general mood of the next one. In this case roll 1d6 and consult the following table:

D6	Next Scene
1-3	Dramatic scene
4-5	Quiet Scene
6	Meanwhile...

- A **dramatic scene** does not break the tension of the previous scene but carries it further forward, introducing further obstacles or difficulties.
- During a **quiet scene** there is time to take a breath, to heal, to make plans for the next steps and to deepen relationships.

- A **meanwhile scene** takes place somewhere else, other than where the hero is. It cuts to villains or other plot-important characters.

Open-Ended Question or Get Inspired

To answer an Open-Ended question, roll 1d6 once on each of the following tables (roll at least a verb and a noun, adjectives are optional).

Verbs	1	2	3	4	5	6
1	com- mand	navi- gate	hack	deploy	fortify	sal- vage
2	operate	syn- the- size	inter- rogate	fortify	en- code	strate- gize
3	aug- ment	recal- ibrate	substi- tute	sabo- tage	recon- struct	ma- neu- ver
4	net- work	trans- mit	simu- late	clarify	en- hance	dis- rupt
5	con- front	adapt	estab- lish	assem- ble	priori- tize	inte- grate
6	patrol	demand	detect	encrypt	mobi- lize	anni- hilate
Ad- jec- tives	1	2	3	4	5	6
1	ar- mored	faulty	encrypted	scarce	rein- forced	strate- gic

Ad- jec- tives	1	2	3	4	5	6
2	stealthy	ad- vanced	le- giti- mate	high- tech	aston- ishing	util- itar- ian
3	effi- cient	covert	vul- nera- ble	robust	dy- namic	criti- cal
4	sleek	obso- lete	sta- bi- lized	modu- lar	adap- tive	harsh
5	silent	hostile	elu- sive	volatile	inte- gral	de- layed
6	forti- fied	com- mand- ing	hazardous	massive	ag- gres- sive	resilient
Nouns	1	2	3	4	5	6
1	mission	out- post	upgrade	pro- tocol	data	zone
2	frontline	opera- tion	net- work	de- vice	algo- rithm	blue- print
3	interface	ma- neu- ver	trans-firmware ac- tion		oppor- tunity	signal
4	module	ally	command	fluid	intel	value
5	directive	dawn	bound- ary	cham- ber	archi- tecture	en- camp- ment

Nouns	1	2	3	4	5	6
6	key	rev- enue	func- tion	anom- aly	strategy	con- fronta- tion

When the story ends

At the end of the adventure you may add another trait to the character. It is better that this is related to how the story just ended and can be either a Skill, Gear, a new Frailty, or even a new Nemesis! You can also modify an existing trait to better represent an enhanced expertise.

Also update the list of **NPCs**, **Locations**, and **Events** that may show up again in future adventures.

Mech Rules

Mech Conflict Resolution

Mech Conflicts, a pivotal aspect of gameplay in *Mech Requiem*, can be resolved in one of two ways: 1. Ask a single closed question. The Oracle's answer determines the outcome of the conflict. 2. Ask a series of closed questions to resolve current single actions.

When determining the outcome of mech battles, consider the various tags associated with each mech (see below). These tags help establish whether you have an Advantage or a Disadvantage in the conflict based on a positive balance of factors.

It's also important to take into account the pilot's attributes. For instance, an experienced pilot might tip the scales in your favor, offering additional Chances, as opposed to a

War Correspondent who might find themselves at a disadvantage due to their lack of combat piloting experience.

Advanced Damage System

In *Mech Requiem*, the damage system is designed to be immersive and detailed, enhancing the gameplay by dividing mech damage into four critical areas: Mobility, Weapons Systems, Sensors, and Armor. This categorization aligns with the tag-based, non-numeric mechanics of the game, ensuring a deep, narrative-driven experience.

Damage Categories and Tags

Mobility:

Damage to a mech's mobility affects its ability to navigate and maneuver on the battlefield. This is reflected through tags such as:

- **Slowed:** Movement capabilities are reduced.
- **Impaired Thrusters:** Compromised aerial or jumping capabilities.
- **Damaged Actuators:** Difficulty navigating complex terrain.
- **Seized Joints:** Movement is severely restricted.
- **Unstable:** Challenges in maintaining balance, impacting combat effectiveness.

Weapons Systems:**

Effective engagement in combat relies on functioning weapons systems. Damage here is tagged as:

- **Jammed Weapons:** Ranged weapons fail to operate.
- **Misaligned Optics:** Reduced accuracy.
- **Overheated Barrels:** Requires cooling between uses.
- **Depleted Ammunition:** Ammunition reserves are low.

- **Disabled Primary Weapon:** The primary weapon system is non-functional.

Sensors:

Sensors provide critical battlefield awareness and targeting accuracy. Sensor damage can include:

- **Blurred Vision:** Visual feeds are distorted.
- **Sensor Ghosts:** False readings create confusion.
- **Communication Disruption:** Hindered data transmission.
- **Radar Blindness:** Loss of long-range detection.
- **Full Sensor Blackout:** Complete failure of detection systems.

Armor:

Armor integrity is crucial for mech durability and internal system protection. Armor damage involves:

- **Cracked Plating:** Minor but worsening breaches in armor.
- **Exposed Circuitry:** Critical internal wiring is unprotected.
- **Breached Hull:** Significant structural damage.
- **Compromised Integrity:** Major structural weaknesses.
- **Critical Vulnerability:**** Increased susceptibility to attacks.

Managing Damage

Damage tags influence mech performance and require active management and repair to maintain operational effectiveness. Players must utilize in-game resources such as repair kits or seek assistance from allied units. Some damages may only be repairable under specific conditions, such as within a dedicated mech hangar.

Gameplay Impact

The introduction of detailed damage tags compels players to make strategic decisions influenced by the condition of their

mechs. A mech tagged as “Slowed” must avoid scenarios where speed is crucial, and one with “Jammed Weapons” might need to retreat or find alternative combat strategies. This system enriches the tactical gameplay and narrative depth, providing both challenges and opportunities for recovery and adaptation throughout the campaign.

Mech Maintenance and Repair

After each encounter or mission, your mech must undergo a maintenance check to assess its readiness for further operations. This process determines if any damage or stress endured during the mission has resulted in lasting effects that could hinder the mech’s performance in subsequent scenes.

Implementing Maintenance Checks

Maintenance checks are performed by consulting the Oracle. To begin a maintenance check, consider the following factors: - **Extent of Damage Taken:** How heavily was the mech damaged in the encounter? - **Environmental Effects:** Were there environmental conditions that could have exacerbated wear or damage, such as extreme temperatures, corrosive atmospheres, or rough terrain? - **Maintenance History:** Has the mech been consistently well-maintained, or has it suffered from neglect or patchwork repairs?

Based on these factors, roll and consult the Oracle with a question framed around the mech’s readiness, such as “Is the mech fully operational after the mission?” Adjust the difficulty of the maintenance check based on the severity of the conditions the mech was exposed to.

Maintenance Outcomes Table

When performing a maintenance check, use the following table to determine the outcome. Roll 2d6 and adjust the roll by applying relevant tags from the encounter (e.g., add a die if the mech was minimally damaged or subtract a die if the mech endured significant stress or environmental hazards).

Roll Result	Condition and Tags Applied
2-3	Critical Failure: Major malfunctions present. Apply tags such as “Systems Offline” or “Major Repairs Needed.”
4-5	Poor Condition: Several issues detected. Apply tags like “Reduced Mobility” or “Sensor Interference.”
6-8	Fair Condition: Minor issues that may affect performance. Apply a tag such as “Routine Maintenance Required.”
9-10	Good Condition: Mech is mostly operational but could benefit from minor tweaks. No adverse tags applied, perhaps a beneficial tag like “Tuned Systems.”
11-12	Excellent Condition: Mech is in top condition. Apply beneficial tags such as “Optimal Performance” or “Enhanced Response Systems.”

Effect of Maintenance on Gameplay

The condition of the mech as determined by the maintenance check influences the next scene or mission. A mech in poor condition might face challenges like slower speeds or reduced combat effectiveness, while a mech in excel-

lent condition could perform better than expected, offering strategic or tactical advantages.

Resource Management

Players are responsible for managing essential resources for their mechs, including fuel, ammunition, and repair materials. These resources will deplete with each use, reflecting the consumption during missions, encounters, or as a result of damage sustained. Players must actively monitor and replenish these resources to ensure their mech remains combat-effective and mission-ready.

Implementing Resource Tracking

Each mech is assigned specific resource levels that represent the quantity of fuel, ammunition, and repair materials available at the start of the game. These levels are expressed through tags that indicate the relative abundance or scarcity of each resource.

- **Fuel:** Tags such as “Full Tanks,” “Half-Empty Tanks,” or “Running Low.”
- **Ammunition:** Tags like “Fully Armed,” “Ammo at Half Capacity,” or “Low on Ammo.”
- **Repair Materials:** Tags including “Adequate Supplies,” “Limited Repair Kits,” or “Critical Shortage of Parts.”

During gameplay, these tags are adjusted based on mech activities. For example, engaging in a prolonged battle might change an ammunition tag from “Fully Armed” to “Low on Ammo.”

Managing Resources Through Gameplay

Players can replenish and manage their resources through several interactive gameplay activities:

- **Missions:** Specific missions may be undertaken with the primary objective of securing resources. Successfully completing these missions can improve resource tags, e.g., recovering a supply cache might change “Low on Ammo” to “Fully Armed.”
- **Trading:** Players can engage in trading with other factions or entities within the game. This could involve trading surplus resources for those in shorter supply, or negotiating for parts and materials needed for repairs.
- **Scavenging:** In post-battle scenarios or while exploring derelict sites, players can scavenge for resources. This activity involves risk, as it may expose the mech and pilot to unexpected dangers.
- **Conservation Strategies:** Players might adopt conservation strategies such as using melee weapons to save ammunition or limiting movement to conserve fuel. Such decisions should be reflected in the narrative and can influence the outcome of missions.

Environmental Impact

Environmental factors such as terrain type, weather conditions, and battlefield remnants like craters or fires can dramatically impact mech operations. These elements can either enhance mech capabilities under favorable conditions or pose additional hurdles under less favorable ones.

Implementing Environmental Conditions

At the beginning of each encounter or scene, the player will determine the environmental conditions that will affect the gameplay. This is done by rolling on predefined tables or through descriptive storytelling, depending on the scenario's needs.

- **Terrain Effects:** Different terrains like urban ruins, dense forests, mountainous areas, or open plains will affect mobility and visibility. For example, urban ruins might provide cover but restrict movement, imposing a “Restricted Mobility” tag, while open plains might increase vulnerability but allow for higher speeds, adding a “Enhanced Speed” tag.
- **Weather Conditions:** Weather can play a crucial role in mech operations. Heavy rain might impose a “Reduced Visibility” tag, while fog could provide a “Stealth Advantage” tag. Extreme conditions like a sandstorm or blizzard might combine multiple challenging tags such as “Severely Reduced Visibility” and “Mobility Impairment.”
- **Localized Damage:** Areas affected by previous battles might have craters, fires, or chemical spills. A crater might lead to a “Rough Terrain” tag that affects mobility, while fires could risk additional damage, imposing a “Heat Damage Risk” tag.

Modifying Mech and Pilot Performance

Once the environmental conditions are established, they directly influence mech and pilot performance through the application of specific tags. These tags are temporary and last for the duration of the encounter or until the environmental conditions change. Players must adapt their tactics based on these tags:

- **Advantages:** Some environmental conditions might play to the strengths of certain mechs. For instance, a mech designed for urban combat might receive a “Tactical Superiority” tag in city ruins, enhancing its effectiveness.

- **Challenges:** Conversely, adverse conditions can challenge players to innovate or find workarounds. A mech not suited for aquatic environments might struggle in a flooded area, receiving a “Reduced Functionality” tag until it moves to a more suitable location or the conditions are mitigated.

Enviromental Conditions Tables

To effectively integrate environmental conditions into game-play for *Mech Requiem*, let’s create specific tables using dice rolls to determine various environmental factors. These tables use d6 (six-sided dice) to maintain simplicity and accessibility. Each category—Terrain Effects, Weather Conditions, and Localized Damage—will have its own table to determine the impact on mech operations.

- At the start of each encounter or mission, the player rolls according to the appropriate table to determine the environmental conditions. This random element adds a layer of unpredictability and requires players to adapt their strategies.
- The tags assigned by these conditions should meaningfully impact the decisions players make during gameplay, affecting movement, combat effectiveness, and visibility.
- These environmental tags last for the duration of the encounter or until conditions are narratively changed by the game master or through events in the storyline.

Terrain Effects Table

Roll 1d6 to determine the terrain type encountered, which will impose specific tags affecting gameplay.

Roll	Terrain Type	Impact Tag
1	Urban Ruins	“Restricted Mobility”
2	Dense Forest	“Reduced Visibility”

Roll	Terrain Type	Impact Tag
3	Mountainous Area	“Challenging Navigation”
4	Open Plains	“Enhanced Speed”
5	Swampy Terrain	“Severely Restricted Mobility”
6	Rocky Terrain	“Rough Terrain”

Weather Conditions Table

Roll 2d6 for a more nuanced result reflecting the variety of weather conditions possible.

Roll	Weather Condition	Impact Tag
2-3	Heavy Rain	“Reduced Visibility”
4-5	Fog	“Stealth Advantage”
6-7	Clear Skies	“Optimal Operation”
8-9	Windy	“Aiming Difficulty”
10-11	Sandstorm	“Severely Reduced Visibility”, “Mobility Impairment”
12	Blizzard	“Severely Reduced Visibility”, “Mobility Impairment”, “Cold Operation Risk”

Localized Damage Table

Roll 1d6 to determine the type of localized damage or battle-field remnants that influence mech operations.

Roll	Damage Type	Impact Tag
1	Craters	“Rough Terrain”
2	Fires	“Heat Damage Risk”
3	Chemical Spills	“Contamination Risk”

Roll	Damage Type	Impact Tag
4	Rubble	“Obstructed Paths”
5	Flooded Area	“Impaired Mobility”, “Increased Stealth”
6	Electrical Storm Area	“Sensor Interference”, “Increased Electrical Risk”

Customization and Upgrades

Players can customize and upgrade their mechs by selecting enhancements from a variety of systems and armaments. These upgrades are not just aesthetic; they significantly affect mech capabilities, performance, and role in combat and missions. Upgrades can be obtained through experience gained in battle, discoveries made during missions, and resources secured throughout the campaign.

To facilitate this, *Mech Requiem* includes a tech tree or upgrade path for each mech, categorized by systems such as weapons, armor, sensors, mobility, and utility systems. Each category offers a range of upgrades that provide distinct advantages but also come with specific prerequisites and costs:

- **Tech Tree Structure:** Each mech starts with a basic set of capabilities and a number of potential upgrade paths. These paths might include improvements like enhanced armor plating, advanced targeting systems, or stealth capabilities. Each path has several stages, with each stage offering increased benefits.

- **Resource Requirements:** Upgrades require resources, which must be managed carefully throughout the game. Resources might include salvage materials, currency, or rare components obtained from missions. Some high-tier upgrades might also require special items or knowledge gained from specific narrative developments.
- **Prerequisites:** Certain upgrades may have prerequisites, such as achieving a particular milestone in the story, completing specific types of missions, or previously installing certain lower-tier upgrades. This system encourages strategic long-term planning and investment in mech development.
- **Customization Tags:** When an upgrade is applied, it modifies the mech's tags accordingly. For example, upgrading from "Standard Plating" to "Reinforced Armor Plating" might change the tag from "Basic Protection" to "Enhanced Durability." These tags directly influence gameplay, affecting how a mech performs in various situations.

Strategic Considerations

The customization and upgrade system adds strategic depth to both the preparation and maintenance phases of the game. Players must make decisions based on their current resources, the challenges they anticipate facing, and their overall strategy for future engagements.

- **Balancing Upgrades:** Players need to balance offensive and defensive capabilities, ensuring their mech can handle the diverse threats and roles required by the mission profiles. Choosing whether to invest in better weapons systems or more robust defensive measures can significantly impact mission outcomes.

- **Adaptability:** The upgrade system allows mechs to be adapted for specific missions. For instance, preparing for a mission in a radioactive environment might prioritize upgrades like “Radiation Shielding,” while a stealth mission might benefit from “Silent Drive Systems.”

Tech Tree

The tech tree organizes the upgrade paths into key categories, each with sequential levels of advancement. The tech tree is broad enough to allow for various customization strategies, balancing between enhancing specific capabilities and general improvements that affect overall performance.

Players start with a basic model and gradually unlock these upgrades by achieving mission objectives, gathering resources, and advancing through the storyline. Each upgrade requires specific resources and sometimes prerequisites within the tree, such as needing to have installed “Heavy Cannons” before accessing “Railgun.”

Weapons Systems

This path improves offensive capabilities.

1. Basic Armaments

- **Light Blasters:** Increases basic attack capabilities.
- **Standard Ammo:** Regular damage potential.

2. Intermediate Armaments

- **Heavy Cannons:** Greatly enhances damage output, suitable for tough enemies.
- **Precision Missiles:** Adds guided missiles with improved accuracy.

3. Advanced Armaments

- **Plasma Beam:** High-energy weapon that cuts through most armors.
- **Railgun:** Long-range, high-damage weapon ideal for sniper tactics.

4. **Elite Armaments**

- **Quantum Disruptors:** Disables enemy systems temporarily.
- **Particle Beam:** Continuous beam that deals escalating damage.

Mobility

This path enhances speed, agility, and maneuverability.

1. **Enhanced Hydraulics**

- **Quick Actuators:** Improves response time and speed.

2. **Improved Propulsion**

- **Turbo Boost:** Temporary speed boost capability.
- **Jump Jets:** Allows for short bursts of aerial movement.

3. **Advanced Navigation**

- **All-Terrain Mods:** Adaptability to various environmental conditions without speed penalties.

4. **Elite Mobility**

- **Quantum Shift Technology:** Brief moments of near-instantaneous movement across short distances.

Armor

This path enhances mech durability and defensive capabilities.

1. **Reinforced Plating**

- **Hardened Shell:** Basic increase in armor durability.

2. **Composite Armor**

- **Carbon-Titanium Framework:** Greatly reduces incoming damage from most sources.

3. **Regenerative Armor**

- **Nano-Repair Systems:** Slow automatic repair of damage over time.

4. **Ablative Armor**

- **Reactive Coating:** Reduces damage from explosive and energy weapons significantly.

Sensors

This path boosts detection and informational capabilities.

1. **Enhanced Vision**

- **Infrared Overlay:** Allows visibility in low light conditions.

2. **Broad-Spectrum Sensors**

- **360-Degree Radar:** Detection of entities in a complete radius around the mech.

3. **Advanced Targeting**

- **Lock-On System:** Decreases time to aim and increases accuracy.

4. **Quantum Sensors**

- **Quantum Entanglement Communicator:** Provides unhackable, instant communication and data transfer.

Utility Systems

This path includes various tools and systems that provide tactical advantages.

1. **Basic Tools**

- **Repair Kit:** Allows field repairs during missions.
- **Emergency Shield:** Provides a temporary shield to deflect incoming attacks.

2. **Support Systems**

- **Drone Deployment:** Releases small drones for various purposes (recon, combat, repair).

3. **Survival Systems**

- **Environmental Adapter:** Allows the mech to operate under extreme environmental conditions (underwater, space, volcanic).

4. **Command Systems**

- **Battlefield Command Interface:** Enhances coordination with allied units, improving their effectiveness.

The Setting

Great Powers and Global Dynamics

The current era, defined by the Proxy Wars, sees these powers continuously maneuvering for advantage, engaging in short-term alliances, and often switching allegiances based on immediate strategic needs.

Major Blocs and Alliances

In the world of *Mech Requiem*, the geopolitical landscape is dominated by several major power blocs, each with distinct ideologies, strategic goals, and alliances that drive the ongoing global dynamics. These blocs have emerged from the historical and political evolution of the 21st and 22nd centuries, forming new alignments based on technology mastery, economic interests, and territorial dominion.

1. The Eurasian Dominion (ED)

- **Ideology:** Combines state-controlled economic practices with aggressive expansionism, prioritizing regional stability and economic growth over individual freedoms.
- **Goals:** To secure energy resources and strategic territories, particularly in Central Asia and the Arctic, while maintaining technological supremacy in mech and energy technologies.

- **Rivalries:** Primarily against the Atlantic Federation over resource-rich areas and ideological differences concerning governance and economic policies.

2. The Atlantic Federation (AF)

- **Ideology:** Advocates for liberal democracy and free-market economies, with a strong emphasis on individual rights and international cooperation.
- **Goals:** To spread its democratic ideals and secure global trade routes that support its economic model, while also leading in environmental technologies and sustainable energy sources.
- **Rivalries:** Faces opposition from the Eurasian Dominion and other authoritarian blocs, often clashing over territorial disputes and economic sanctions.

3. The Pan-Pacific Alliance (PPA)

- **Ideology:** Focuses on technological innovation and ecological sustainability, blending traditional Pacific cultures with futuristic governance models.
- **Goals:** To become a hub of technological advancement and ecological restoration, aiming to create self-sustaining cities and recover areas devastated by earlier ecological disasters.
- **Rivalries:** Competes with both the AF and ED for technological dominance, particularly in AI and mech enhancements, while often mediating conflicts in the Asia-Pacific region.

4. The Southern Coalition (SC)

- **Ideology:** A federation of nations focused on social equality and community-based governance, heavily influenced by grassroots movements and cooperative economics.

- **Goals:** To protect its members' sovereignty from larger powers, promote social reforms, and champion alternative energy and agricultural innovations to ensure food security and energy independence.
- **Rivalries:** Frequently in conflict with neighboring blocs over interventionist policies and economic exploitation, especially from corporate conglomerates supported by the AF.

5. The United African Front (UAF)

- **Ideology:** Prioritizes pan-African unity and economic self-sufficiency, striving to overcome historical exploitation and colonial legacies through collective governance and shared resources.
- **Goals:** To harness rich mineral resources responsibly, develop indigenous high-tech industries, and establish a unified defense system to prevent external manipulation and conflicts.
- **Rivalries:** Often challenges foreign investments and military presence from the ED and AF, advocating for a balanced approach to international relations and equitable resource distribution.

Global Dynamics

The interactions among these blocs are characterized by a complex web of diplomacy, espionage, and proxy wars, where mechs serve as both instruments of war and symbols of power. Trade, technology exchange, and mutual security treaties complicate relationships, with smaller nations sometimes caught in the crossfire, forced into alliances, or leveraged as strategic assets.

Minor Nations and Proxy Wars

In the shadow of the colossal struggles between the major power blocs, a multitude of smaller nations find themselves ensnared in the high-stakes game of international politics and warfare that defines the world of *Mech Requiem*. These minor nations often bear the brunt of conflicts, serving as battlegrounds, strategic assets, or pawns in the larger powers' relentless quest for dominance.

Role of Minor Nations

- **Strategic Locations:** Many of these smaller nations possess geographical or resource-based significance that attracts the attention of the Great Powers. Whether it's access to rare minerals essential for mech production, control of crucial trade routes, or possession of strategic military positions, these nations become focal points of international tension and manipulation.
- **Technological Battlegrounds:** As test beds for new technologies, minor nations often see the deployment of experimental mechs before they are used on a larger scale. This practice not only tests the machinery but also turns these nations into showcases for technological prowess, attracting foreign investments or inciting espionage and sabotage.
- **Cultural and Political Leverage:** Smaller states leverage their cultural heritage or political positions to negotiate better terms with larger powers, seeking protection, alliances, or economic aid in exchange for hosting military bases or aligning their policies with those of a dominant bloc.

Proxy Wars

- **Origins and Execution:** Proxy wars in *Mech Requiem* begin when major powers choose to extend their influence covertly, avoiding direct conflict that could escalate into full-scale nuclear war. They achieve this by supporting local factions, insurgent groups, or national governments that align with their strategic interests. This support might include supplying advanced mechs, military training, economic assistance, or cyberwar capabilities.
- **Impact on the Nations:** The consequences for these proxy battlegrounds are profound. Infrastructure suffers immense damage, populations endure great hardship, and political instability becomes the norm rather than the exception. The continuous state of war stifles development, perpetuates dependency, and often leads to humanitarian crises.
- **Manipulation and Resistance:** While some minor nations might initially welcome support from a major power as a means of gaining an advantage over regional rivals, the long-term effects of such entanglements become increasingly apparent. Over time, national leaders or popular movements may emerge, pushing back against the influence of major powers and striving for genuine autonomy and self-determination.
- **Evolving Dynamics:** The dynamics of proxy wars are constantly evolving, influenced by shifts in global politics, technological advancements, and changing alliances. What begins as a manageable conflict can quickly spiral out of control, drawing in neighboring countries and turning localized disputes into regional wars.

Technological Landscape

Mech Technology

The evolution of mech technology stands as a pillar of military and societal change in the world of *Mech Requiem*. Originating from industrial and construction platforms, mechs have been transformed into symbols of national power and technological prowess, playing pivotal roles in both warfare and civil applications.

Evolution of Mech Technology

- **Early Development:** Initially developed for heavy industrial use, early mechs were employed in construction, deep-sea exploration, and mining operations. Their robust design and versatile capabilities made them ideal for environments too harsh for human presence.
- **Military Adoption:** The military potential of mechs was realized when enhanced versions were equipped with armor and weaponry. By the mid-2200s, mechs were integrated into national armies, revolutionizing traditional combat roles and strategies.
- **Technological Breakthroughs:** Advances in materials science, artificial intelligence, and energy sources during the late 2200s enabled significant improvements in mech design. Lightweight composite armors, energy-efficient propulsion systems, and AI-assisted piloting mechanisms led to more agile, durable, and autonomous units.

Current State of Mech Technology

- **Combat Mechs:** These are the backbone of any modern military force in *Mech Requiem*. Equipped with a variety of weapons such as lasers, railguns, and missile systems, combat mechs are designed to engage in a range of military operations. They are classified into classes such as Light, Medium, and Heavy, each offering different balances of speed, firepower, and armor.
- **Utility Mechs:** Beyond warfare, utility mechs serve crucial roles in society. They are used in construction, rescue operations, and even urban maintenance. Equipped with specialized tools instead of weapons, these mechs are designed to operate in hazardous environments like radioactive zones, deep underwater, or in disaster-stricken areas.
- **Specialized Mechs:** These mechs are tailored for specific tasks that require unique capabilities. Examples include espionage mechs designed for stealth and reconnaissance, equipped with cloaking devices and advanced sensors, or command mechs that serve as mobile headquarters with extensive communication and control systems.
- **Experimental Mechs:** Always at the cutting edge, experimental mechs feature the latest technological innovations. They often serve as test beds for new technologies like quantum computing, nano-repair systems, or experimental energy weapons, pushing the envelope of what is possible within mech engineering.

Impact on Warfare and Society

- **Warfare:** Mechs have shifted traditional battlefield tactics towards more mechanized and technologically dependent warfare. Their ability to operate in diverse environments allows for new forms of engagement, from urban combat to electronic warfare, dramatically increasing both the scale and complexity of military operations.
- **Society:** The integration of mech technology into everyday life has altered many aspects of society. In urban areas, mechs assist in everything from garbage collection to heavy lifting, while in rural areas, they are used in agriculture and infrastructure development. In the public consciousness, mechs symbolize both the awe-inspiring potential and the daunting power of modern technology.
- **Cultural Significance:** Mechs have become a part of popular culture, featured in media, sports, and public demonstrations. Mech pilots are often celebrated as heroes or celebrities, particularly those in combat roles, reflecting the deep cultural impact of these machines.

Other Advanced Technologies

In the world of *Mech Requiem*, mech technology is just one facet of a broader spectrum of advancements that define both everyday life and the nature of warfare. From artificial intelligence to novel energy solutions, these technologies play crucial roles in shaping the future landscape.

Artificial Intelligence (AI)

- **Role in Society:** AI systems manage everything from urban traffic control to complex medical diagnoses, integrated deeply into the fabric of daily life. They optimize logistics, manage smart grids, and even assist in personal decision-making through ubiquitous AI assistants.

- **Role in Warfare:** On the battlefield, AI is instrumental in strategy simulation, real-time tactical decision-making, and operating unmanned drones. Advanced AI algorithms are also embedded in mechs for enhanced battlefield awareness and autonomous functioning under pilot supervision.

Cybernetics

- **Medical Cybernetics:** Cybernetic enhancements have revolutionized medicine, providing not just replacement limbs but enhancements that offer superior functionality. These range from eyes that can see across different spectra to limbs that are stronger and more responsive than their biological equivalents.
- **Combat Cybernetics:** In military applications, cybernetics enhance soldier performance, from exoskeletons that increase strength and endurance to neural implants that improve reaction times and provide direct interfacing with weapon systems, including mechs.

Advanced Materials

- **Construction and Daily Use:** New materials with extraordinary properties—lightweight but super-strong composites, self-healing alloys, and programmable matter—have changed construction, transportation, and even fashion industries. Buildings are more resilient, vehicles are more efficient, and clothes can adapt to environmental changes.

- **Military Applications:** Advanced materials underpin the next-generation armor and weaponry. They are crucial for creating mech armor that can withstand extreme conditions and powerful weapons. These materials also contribute to stealth technology, absorbing or deflecting radar and sonar to make vehicles and mechs harder to detect.

Energy Sources

- **Sustainable Energy:** The quest for clean, sustainable energy has led to widespread adoption of solar, wind, and especially fusion energy. Fusion reactors now power cities, offering a near-infinite source of energy that has dramatically reduced the reliance on fossil fuels.
- **Portable Energy Solutions:** In military tech, portable high-density energy cells have revolutionized power availability for equipment and bases. These cells power everything from soldier gear and small drones to the most demanding mech units, enabling longer missions and reduced logistics chains.

Quantum Computing

- **Civilian and Commercial Use:** Quantum computers are employed in sectors requiring enormous computational power such as finance, where they manage real-time trading and risk assessment, and in science, accelerating research and development exponentially.
- **Security and Encryption:** Quantum computing has also led to a revolution in encryption and cybersecurity. Quantum encryption is vital for secure communications, especially critical in military operations and state-level security to guard against cyber-attacks.

Biotechnology

- **Genetic Engineering:** Advances in genetics include designer organisms that can produce pharmaceuticals or purify environments, and genetically modified crops that can thrive in previously barren regions, helping combat food shortages.
- **Biowarfare and Defense:** On the darker side, biotechnology has also led to the development of new forms of biowarfare, although international accords strictly regulate these. Defensive measures include rapid vaccine production systems and bio-sensors for early detection of bio-threats.

Integrated Impact

The integration of these technologies has not only transformed the battlefield but also society at large. Their convergence—AI with quantum computing, cybernetics with biotechnology, and advanced materials with new energy sources—creates synergies that continuously push the boundaries of what’s possible, painting a complex picture of a future where humanity and technology are inextricably linked. This backdrop in *Mech Requiem* offers players a rich tapestry of exploration, conflict, and potential, within a world that is both wondrous and intimidating.

Societal and Cultural Impact

Life in War-Torn Earth

In *Mech Requiem*, the ongoing proxy wars and the omnipresence of advanced technology have profound effects on societies worldwide. While the advancements in technology have brought about significant improvements in many

aspects of life, the continuous state of warfare has also created stark disparities and profound challenges.

Disparities in Living Conditions

- **Urban vs. Rural Divide:** In major cities within powerful blocs, life can be relatively stable and prosperous, supported by advanced infrastructure and technology. These cities are showcases of futuristic living, with automated services, efficient transportation, and high-security standards. In contrast, rural areas, especially in minor nations or near conflict zones, suffer from neglect, resource scarcity, and frequent disruptions due to military actions.
- **War Zones:** Regions designated as proxy war battlegrounds experience the harshest conditions. Here, infrastructure is often in ruins, and the local populations endure constant threats of mech skirmishes, bombings, and the presence of foreign troops. The fear and uncertainty lead to high rates of displacement, creating refugee crises that strain neighboring regions and countries.

Economic Systems

- **War Economy:** Many nations, especially those involved directly in manufacturing mechs and other military technologies, operate under a war economy. This economic system prioritizes military needs over civilian ones, channeling resources into arms production and supporting industries. While this can lead to economic booms in certain sectors, it often leads to shortages and high prices in non-priority areas such as consumer goods and housing.

- **Black Market and Smuggling:** The disparities and restrictions in official markets give rise to extensive black markets. Smuggling of resources, technology, and even information becomes common, as people try to circumvent controls or gain access to better living conditions. This underground economy can sometimes be the only source of certain necessities in war-torn areas.
- **Technology Disparity:** Access to technology varies widely. Wealthier or more strategically important areas might benefit from the latest advancements, while impoverished regions may only have access to older, often discarded technologies. This disparity affects not just quality of life but also the ability of these regions to defend themselves or influence their futures.

Social Impact of Continuous Warfare

- **Psychological Effects:** The constant threat of conflict leads to widespread psychological stress and trauma. Societies become more militarized, and values such as vigilance, resilience, and patriotism are heavily emphasized. For many, life is about survival, leading to a hardened populace but also contributing to issues like alienation and disillusionment.
- **Cultural Shifts:** In cultures around the world, mechs become symbols of power and resilience. Mech pilots are celebrated in media and culture, sometimes taking on larger-than-life statuses. This can skew societal values towards glorifying warfare, affecting everything from entertainment to education.

- **Family and Community Life:** The instability disrupts traditional family structures and community life. Many families find themselves separated by war or economic necessity, leading to fragmented communities and a reliance on virtual forms of communication to maintain relationships.
- **Adaptation and Resilience:** Despite the challenges, human resilience shines through. Communities adapt by developing local solutions to resource scarcity, creating mutual aid networks, and sometimes forming peace advocacy groups striving for an end to continuous warfare.

Cultural Aspects of Mechs

In the world of *Mech Requiem*, mechs are not merely instruments of war or tools of labor; they have woven themselves into the cultural fabric of societies globally, taking on symbolic meanings and influencing cultural identities in profound ways.

Mechs as Cultural Symbols

- **Symbols of National Pride:** In many of the major power blocs, mechs are seen as embodiments of national strength and technological supremacy. Parades and public demonstrations often feature mechs, and they are prominently included in national propaganda to boost morale and patriotism. Governments promote the prowess of their mech programs as a point of national pride, akin to the space races of the 20th century.

- **Objects of Fear and Power:** In regions frequently caught in the crossfires of proxy wars, mechs are often viewed as harbingers of destruction. Here, the sight of a mech can inspire fear and awe, a reminder of the power that external forces can exert over everyday life. This dual image as both protectors and destroyers adds a layer of complexity to their cultural significance.
- **Mechs in Rebellion and Resistance:** In contrast, some cultures view mechs as symbols of resistance and rebellion. Underground movements and insurgent groups often repurpose military mechs or build makeshift versions as a means of challenging larger, more well-equipped forces, turning these machines into icons of defiance and resilience.

Celebrity Status of Pilots

- **Heroes of the Age:** Mech pilots are often elevated to hero status, especially in societies that view mechs as noble protectors. Pilots are featured in media, their stories are told in films and books, and their images are used in everything from advertising to educational materials, portraying them as modern knights or samurai.
- **The Darker Side of Fame:** Not all attention is positive, however. In war-torn regions, pilots might be seen as villains or necessary evils, and their fame can come with significant personal risks, including targeting by enemies and dealing with the pressures of public scrutiny and expectation.
- **Commercial and Political Use:** Successful pilots are sometimes used by their governments or private corporations as spokespeople to endorse military campaigns, recruit new pilots, or sell consumer products, blurring the lines between military service and commercial exploitation.

Cultural Rituals Surrounding Mech Battles

- **Rituals of Preparation and Repair:** The preparation of a mech for battle can involve elaborate rituals that blend technical checks with cultural practices, such as painting symbols or chants that invoke protection and victory. Similarly, the repair and maintenance of mechs post-battle are often treated with a reverence similar to caring for a living warrior.
- **Competitions and Festivals:** Mech battles, especially those that are not part of active warfare, can be public spectacles akin to sports events, complete with elaborate opening ceremonies, live commentary, and post-match interviews with pilots. These events can range from highly formalized tournaments to rough-and-tumble regional competitions that serve as both entertainment and a test of pilot and mech capabilities.
- **Memorials and Remembrances:** In many cultures, fallen mechs and their pilots are commemorated in ways similar to fallen soldiers. Memorials may include statues of notable mechs or pilots, and remembrance days may feature moments of silence, candlelit vigils, or displays of mech parts retrieved from battlefields as solemn reminders of the costs of war.

Military and Warfare

Mech Units and Warfare Tactics

In *Mech Requiem*, the integration of mechs into military operations has fundamentally transformed the tactics, unit structures, and mission profiles across the globe. Mechs serve as the centerpiece of modern military strategy, their roles varying from frontline combatants to specialized support units.

Unit Structures

- **Integrated Mech Divisions:** Modern armies incorporate mech units alongside traditional infantry, armor, and air forces. A typical mech division might include several mech battalions, each specializing in different types of operations—assault, defense, reconnaissance, and support. These units are supported by logistics and maintenance crews specialized in mech operations.
- **Specialized Mech Units:** Some forces maintain specialized mech units designed for specific environments or missions. For example, aquatic mechs operate in naval scenarios, including underwater and amphibious operations, while urban assault mechs are designed for dense, city-based combat environments.
- **Command and Control Mechs:** Larger and more technologically advanced mechs often serve as mobile command centers. These units are equipped with advanced communications equipment and battle management systems, allowing commanders to oversee operations with real-time battlefield data.

Common Tactics

- **Shock and Awe:** Mechs are often used in shock tactics, leveraging their size and firepower to breach enemy lines and create chaos in opposing forces. This is typically followed by rapid exploitation of the breach by lighter, more mobile units.

- **Combined Arms Operations:** Mechs are rarely deployed alone; instead, they operate within a combined arms framework. This means mech units work closely with infantry, tanks, and air support to cover each other's weaknesses. For example, infantry can maneuver in areas too confined for mechs, dealing with threats that require more precise or less collateral-heavy approaches.
- **Guerrilla Warfare:** In asymmetrical warfare scenarios, smaller, lighter mechs are used for hit-and-run attacks, sabotage missions, and other guerrilla tactics. These mechs are usually fast and agile, equipped with stealth technology to evade detection.

Types of Missions

- **Assault Missions:** These missions involve direct combat with enemy forces, where mechs lead the charge to break through enemy defenses or to seize strategic positions. Assault mechs are heavily armored and armed, designed to absorb and inflict significant damage.
- **Reconnaissance and Surveillance:** Some mechs are designed for reconnaissance, equipped with advanced sensors and stealth technology to gather intelligence without engaging in direct combat. These missions are crucial for acquiring actionable intelligence and for battlefield awareness.
- **Urban and Complex Terrain Operations:** Urban environments present unique challenges that require specialized mechs. These mechs are often smaller and more maneuverable, equipped with weapons and tools suited for close-quarters combat and collateral damage control.

- **Search and Rescue/Disaster Response:** In the aftermath of battles or natural disasters, search and rescue mechs are deployed to assist with recovery operations. These mechs are equipped with tools for debris removal, medical assistance modules, and other lifesaving equipment.
- **Logistical Support:** Some mechs are specifically designed for logistical roles, providing transport and resupply under fire, or performing battlefield repairs and recovery. These support mechs are vital for sustaining prolonged military operations.

Rules of Engagement and Warfare Ethics

In the high-tech battlefield of *Mech Requiem*, where destructive power and surveillance capabilities are immense, rules of engagement and ethical considerations are crucial in maintaining a semblance of order and humanity. These rules are both formally codified in treaties and informally understood among the combatants.

Formal Treaties and Regulations

- **The Geneva Protocol on Mech Warfare:** Updated for modern times, this protocol sets strict guidelines on the use of mechs in combat, particularly concerning the protection of civilians and the treatment of prisoners. It restricts the use of certain types of weapons that cause unnecessary suffering or long-term ecological damage.
- **AI Accord:** Specific to the use of artificial intelligence in warfare, this accord limits the autonomy of AI systems, requiring human oversight for critical combat decisions, especially those involving potential civilian casualties. It aims to prevent the development and deployment of fully autonomous killing machines.

- **The Ban on Bio-Mechanical Weapons:** This treaty specifically prohibits the integration of biological and mechanical technology to create weapons that could result in uncontrollable biological warfare scenarios. Such weapons are deemed too unpredictable and dangerous, with potential consequences extending far beyond the battlefield.

Unspoken Rules and Combat Etiquette

- **Proportionality and Discrimination:** While not always formally enforced, there is a general expectation that combatants will adhere to the principles of proportionality (using force appropriate to the threat) and discrimination (distinguishing between combatants and non-combatants). Violations, while sometimes tactically advantageous, can lead to severe repercussions, both politically and in terms of public opinion.
- **Treatment of Disabled Mechs and Pilots:** It is an unspoken rule among mech pilots that those who eject from disabled mechs are not to be targeted. This respect for the life of fellow pilots fosters a sense of chivalry on the modern battlefield, reminiscent of ancient warrior codes.
- **Ceasefires and Parleys:** There is an expectation that calls for ceasefires for humanitarian purposes, such as allowing for the evacuation of civilians or the collection of the wounded, will be honored. Similarly, parleys, often conducted under a temporary truce, are respected as a means of negotiating resolutions or exchanges without further bloodshed.

Ethical Use of AI and Technology

- **AI Decision-Making:** The ethics of AI in combat revolves around the delegation of decision-making. There is a significant debate on how much autonomy should be granted to AI systems, especially concerning life-or-death decisions. The consensus leans towards keeping ultimate control in human hands, to incorporate moral judgment that AI may lack.
- **Surveillance and Privacy:** The extensive use of surveillance technologies on the battlefield and in controlling civilian areas during martial law raises serious privacy concerns. The ethical implications of such surveillance are hotly debated in public forums and legislation.
- **Cyber Warfare Ethics:** Attacks on civilian digital infrastructure, such as power grids or hospitals, are considered unethical and are prohibited under international law. However, the enforcement of such rules is challenging, given the difficulty in tracing cyber-attacks back to their originators.

Environmental and Geographical Details

Transformed Landscapes

The relentless advancements in mech technology and the sustained periods of warfare have dramatically altered the natural and urban landscapes in the world of *Mech Requiem*. These changes have created unique environments and battlefields, each with its own set of challenges and strategic considerations.

Urban Ruins

- **War-Torn Metropolises:** Many of the world's largest cities have become battlegrounds at various points in the proxy wars, leading to vast urban ruins. Skyscrapers are reduced to skeletal frames, and once-bustling streets are now littered with debris and abandoned vehicles. These cities provide complex terrain for urban warfare, with mech units navigating through tight, cluttered spaces, using ruined buildings as cover from enemy fire.
- **Subterranean Combat Zones:** Underground facilities, subways, and sewers have been transformed into defensive strongholds or traps for unwary enemies. Mechs equipped for tight spaces operate in these conditions, engaging in close-quarters combat and navigating through darkness illuminated only by the glow of their instruments.

Modified Terrains Due to Warfare

- **Cratered Landscapes:** Heavy artillery and explosive weapons used in mech battles have left some regions heavily cratered, resembling moonscapes. These areas are difficult to navigate, forcing mechs to adapt with specialized mobility enhancements or to avoid such terrains for risk of ambushes or mechanical failures.
- **Fortified Zones:** Strategic locations such as mountain passes, bridges, and industrial complexes are often heavily fortified with both permanent and temporary defensive structures. Mechs play a key role in either defending these strongpoints with heavy weaponry or breaching them using advanced siege technologies.

Unique Ecosystems

- **Toxic Wastelands:** Chemical, biological, and radiological weapons have created toxic wastelands in some areas. These zones are not only deadly to humans but also affect local flora and fauna, sometimes giving rise to mutated species. Mechs operating in these areas must be sealed against environmental hazards and equipped with sensors to detect and navigate through the contamination.
- **Regenerated Nature Zones:** In areas abandoned by humans due to warfare or environmental disasters, nature has begun to reclaim the landscapes. Dense forests, overgrown cities, and new wetlands form unique ecosystems that can be both beautiful and treacherous. These areas pose navigation challenges but also provide opportunities for camouflage and guerrilla tactics.
- **Artificial Environments:** Some regions have been entirely reshaped or created by humans for specific purposes. Artificial islands, megastructures, and climate-controlled domes represent human ingenuity's attempts to adapt to or control their environment. These structures often house critical military or research facilities, making them hotspots for espionage and combat missions.

Strategic and Tactical Implications

Each type of environment in *Mech Requiem* presents unique strategic and tactical implications. Commanders must consider the mobility of their mechs, the visibility conditions, and the defensive advantages or vulnerabilities created by the terrain. Environmental factors can affect mech systems, requiring regular maintenance and adaptations to local conditions.

These transformed landscapes not only serve as backdrops for the game's narrative but also actively shape the mechanics of gameplay, challenging players to adapt their strategies and technologies to a world marked by both human conflicts and environmental changes.

Resource Scarcity and Environmental Issues

The persistent warfare and the extensive use of advanced technology in *Mech Requiem* have severe repercussions on the planet's ecological balance. This impact manifests through resource depletion, widespread pollution, and significant climate changes, each affecting the world in profound ways.

Resource Depletion

- **Mining and Extraction:** The high demand for rare minerals necessary for mech production and other technologies has led to aggressive mining practices. This over-extraction has depleted natural reserves, leading to geopolitical tensions over the remaining deposits. These activities often occur in ecologically sensitive areas, disrupting local ecosystems and leading to loss of biodiversity.
- **Water Scarcity:** Intensive industrial activities and pollution have severely affected freshwater sources. Wars have also targeted water infrastructure, exacerbating the scarcity. This has led to conflicts over water-rich areas and forced migrations of populations in search of sustainable living conditions.

- **Agricultural Decline:** The destruction of arable land through warfare, along with the use of chemical agents and defoliants, has reduced the global agricultural output. This scarcity has not only caused economic strain but also heightened food security issues, impacting nutrition and health worldwide.

Pollution

- **Battlefield Contaminants:** The use of heavy weaponry and the destruction of mechs often leave behind toxic residues, including unexploded ordnances, heavy metals, and other hazardous materials. These contaminants seep into the soil and waterways, affecting both human populations and wildlife for generations.
- **Industrial Waste:** The factories that produce mechs and other military hardware operate at full capacity, often disregarding environmental regulations in the face of urgent wartime demands. This leads to significant air, water, and soil pollution, contributing to health problems among the civilian population.
- **Energy Consumption and Emissions:** Although there has been a shift towards cleaner energy sources, the total energy demand for military and industrial purposes still results in substantial emissions. This is exacerbated by the destruction of carbon sinks like forests in military operations, contributing to increased atmospheric CO2 levels.

Climate Changes

- **Altered Weather Patterns:** The extensive use of atmospheric-modifying technologies in warfare, along with the global scale of industrial emissions, has altered weather patterns. Regions experience unexpected temperature shifts, more frequent and severe storms, and altered precipitation patterns, complicating existing climate change challenges.
- **Rising Sea Levels and Coastal Erosion:** The combination of polar ice melt due to global warming and the physical reshaping of coastlines through military bombardments leads to rising sea levels and increased coastal erosion. This forces populations to relocate inland, leading to urban crowding and new social tensions.
- **Heat Islands and Urban Climate:** The extensive destruction and rebuilding of urban areas have transformed them into heat islands with significantly higher temperatures than surrounding rural areas. This not only affects energy consumption but also exacerbates the health risks associated with heatwaves.

Adaptation and Mitigation Efforts

In response to these environmental crises, factions within *Mech Requiem* have begun to implement various adaptation and mitigation strategies. These include engineering projects to reclaim and detoxify lands, programs to repopulate and conserve biodiversity, and innovations aimed at sustainable resource usage. The war itself is a driver for both destruction and the push for technological solutions to environmental problems, creating a complex dynamic where survival depends not only on military might but also on ecological resilience.

Game-Specific World Elements

These scenarios are crafted to draw players immediately into the action, requiring them to utilize both their strategic skills and moral judgment, reflecting the complex interplay of military might, diplomatic finesse, and survival instinct that defines *Mech Requiem*. Each scenario not only sets the stage for rich narrative development but also highlights the diverse gameplay mechanics and world elements, from mech combat to political intrigue and environmental challenges.

Starting Scenarios

In *Mech Requiem*, the starting scenarios are designed to immerse players directly into the complex world shaped by war, technology, and political intrigue. These scenarios serve as the initial spark for adventures, providing context and motivation for the players as they begin navigating the challenges of the game.

Scenario 1: Urban Recovery Mission

- **Background:** In the aftermath of a recent battle in the ruins of what was once a thriving metropolis, critical intelligence data has been lost in the debris, housed within a downed mech's black box.
- **Objective:** Retrieve the black box from the heart of the city, navigating through unstable buildings and potential pockets of radiation, while evading or confronting scavenger gangs equipped with makeshift mechs.
- **Complications:** The area is rumored to be haunted by rogue AI-driven mechs, separated from their units and now operating under fragmented battle protocols.

Scenario 2: Diplomatic Escort

- **Background:** A fragile ceasefire has been negotiated between two warring factions, and your team is tasked with escorting a delegation of diplomats to the peace talks in a neutral zone.
- **Objective:** Safely transport the delegation across a war-torn landscape, dealing with potential saboteurs and securing passage through territories controlled by local warlords.
- **Complications:** The diplomats carry a hidden agenda, and your team must navigate internal treacheries while maintaining the integrity of the mission.

Scenario 3: Resource Siege

- **Background:** Your faction has identified a newly discovered deposit of rare minerals in a contested area. However, the extraction site is currently under the control of a rival faction.
- **Objective:** Plan and execute a siege to take over the mining operation, setting up defenses and securing the area against inevitable counterattacks.
- **Complications:** The local population, tired of their land being fought over, has organized a resistance movement, adding an unexpected layer to the conflict.

Scenario 4: Arctic Anomaly

- **Background:** Strange signals have been detected emanating from beneath the ice in the Arctic, an area off-limits due to international treaties but now the site of covert operations by unknown forces.
- **Objective:** Investigate the source of the signals, dealing with harsh environmental conditions and potential geopolitical fallout if discovered by satellite surveillance.

- **Complications:** The anomaly turns out to be a pre-war military installation with autonomous defenses still active, posing a significant threat to any intruding forces.

Scenario 5: Black Market Shutdown

- **Background:** A significant black market in mech parts and banned technologies has been thriving in a neutral city, destabilizing the region by empowering insurgent groups.
- **Objective:** Infiltrate and dismantle the black market networks, capturing key figures for interrogation and seizing contraband items.
- **Complications:** The mission must be carried out discreetly to avoid political backlash, as the city's officials are covertly involved in the trade.

Scenario 6: Environmental Restoration Operation

- **Background:** In a bid to reclaim territories ravaged by long-term warfare and pollution, a major power is initiating a large-scale environmental restoration project. However, hostile factions see this project as a strategic threat, fearing the increased influence of the major power in the region.
- **Objective:** Secure and defend several key sites where ecological rehabilitation technologies are to be deployed. This includes setting up purification systems, replanting vegetation using advanced biotech, and establishing monitoring stations to assess recovery progress.
- **Complications:** The operation area is near critical enemy strongholds, and the presence of unexploded ordnances makes the terrain particularly hazardous. Additionally, local insurgents, funded by rival factions, are determined to sabotage the project to prevent any shift in regional power balances.

Adventure Hooks and Plot Ideas

To enrich the narrative and offer diverse gameplay opportunities in *Mech Requiem*, here are two distinct d66 tables designed for generating adventure hooks and plot ideas. Players can roll two six-sided dice, with the first die determining the row and the second the column, to discover compelling scenarios for their campaigns.

Table 1: Military and Political Intrigue

D66	Intrigue
11	Coup Attempt - Uncover a plot to overthrow a local leader dependent on your faction's support.
12	Spy Network - Dismantle a spy network leaking critical mech tech to rivals.
13	Prisoner Exchange - Negotiate or sabotage a high-stakes prisoner exchange between factions.
14	Ambassador Assassination - Prevent the assassination of a key ambassador at a peace summit.
15	Treaty Violation - Investigate and expose a violation of international warfare treaties.
16	Border Dispute - Resolve a volatile dispute over resource-rich territory newly discovered.
21	AI Uprising - Suppress or ally with an AI uprising seeking autonomy from human control.
22	Secret Weapons Test - Uncover the truth behind a secret weapons test in a neutral zone.
23	Diplomatic Marriage - Secure or disrupt a marriage meant to unite two warring factions.
24	Insurgent Uprising - Aid or quell an uprising by oppressed peoples in a mech production region.

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- 25 **Election Interference** - Discover who is behind the interference in a critical democratic election.
- 26 **Terrorist Threat** - Thwart a plan to use stolen mechs in a major terrorist attack.
- 31 **Peacekeeper Corruption** - Investigate corruption within the international peacekeeping forces.
- 32 **War Crimes Tribunal** - Protect a witness crucial to an international war crimes tribunal.
- 33 **Nuclear Threat** - De-escalate a situation where rogue elements threaten to use nuclear weapons.
- 34 **Corporate Espionage** - Track down corporate spies stealing mech designs for a rival company.
- 35 **Ceasefire Negotiation** - Facilitate or sabotage ceasefire negotiations between hostile nations.
- 36 **Smuggling Ring** - Bust a smuggling ring dealing in illegal mech parts and forbidden technologies.
- 41 **Refugee Crisis** - Manage or assist in a crisis involving refugees displaced by mech warfare.
- 42 **Resource Hoarding** - Expose a scheme by a major power to hoard critical resources during a shortage.
- 43 **Mutiny Within Ranks** - Address a mutiny within your own ranks, driven by moral or ethical disputes.
- 44 **Bioweapon Scare** - Contain a bioweapon outbreak mistakenly released during a military skirmish.
- 45 **Information Leak** - Trace a leak that has exposed sensitive operational details to enemy factions.
- 46 **Civil War** - Navigate the complexities of a civil war where mechs play a central role.
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- 51 **Historical Relics** - Protect or capture ancient relics that hold strategic or symbolic importance.
- 52 **VIP Protection** - Secure the safety of a VIP who holds the key to stabilizing a volatile region.
- 53 **Mech Arena Sabotage** - Investigate sabotage in a mech arena that has geopolitical implications.
- 54 **Illegal Experiments** - Uncover illegal genetic experiments on soldiers to enhance mech operation.
- 55 **Rebellion Support** - Decide whether to support a rebellion against a tyrannical ruler exploiting mech technology.
- 56 **Satellite Hijacking** - Prevent the hijacking of military satellites crucial for mech navigation.
- 61 **Undercover Mission** - Go undercover in a hostile nation to gather intelligence on mech advancements.
- 62 **Hostage Crisis** - Resolve a hostage crisis involving key military engineers in a besieged compound.
- 63 **Defector Protection** - Protect a defector who possesses critical information on enemy mechs.
- 64 **Rogue Mech Hunter** - Track down and neutralize a rogue mech that has gone haywire in a civilian area.
- 65 **Technological Cold War** - Engage in covert operations to gain an edge in a technological cold war.
- 66 **Environmental Sabotage** - Investigate environmental sabotage aimed at crippling mech fuel sources.
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Table 2: Exploration and Recovery Operations

D66	Operation
11	Lost City Exploration - Explore a city abandoned after a catastrophic mech battle.
12	Artifact Recovery - Recover a powerful pre-war artifact that could change the balance of power.
13	Ghost Mech - Investigate sightings of a “ghost mech” appearing in war ruins across the continent.
14	Black Box Retrieval - Retrieve the black box from a downed mech before enemy forces locate it.
15	Relic Weapon - Secure an ancient weapon that has resurfaced, now highly effective against mechs.
16	Scientific Expedition - Protect a scientific expedition studying the effects of war on local ecosystems.
21	Drone Swarm - Stop a swarm of combat drones that have malfunctioned and are attacking civilians.
22	Old Battlefield - Survey an old battlefield where new, valuable resources have been discovered.
23	Time Capsule - Locate and secure a time capsule believed to contain advanced pre-war technologies.
24	Forbidden Zone - Venture into a zone forbidden due to high radiation and uncover its secrets.
25	Escapees - Track down prisoners who have escaped from a remote penal colony using jury-rigged mechs.
26	Ancient Ruins - Explore ancient ruins that are rumored to be powered by unknown technology.
31	Mech Graveyard - Salvage rare parts from a mech graveyard that is said to be haunted by fallen pilots.
32	Island Base - Reestablish contact with a remote island base that has gone silent after a storm.

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- 33 **Contaminated River** - Clean up a river contaminated by mech waste, saving a region's water supply.
- 34 **Cryogenics Vault** - Discover a hidden vault with cryogenically frozen individuals from before the war.
- 35 **Abandoned Lab** - Investigate an abandoned lab where experimental mechs were developed.
- 36 **Weapon Disarmament** - Disarm a decommissioned mech that is threatening to explode in a populated area.
- 41 **Rescue Operation** - Conduct a daring rescue operation for civilians trapped in a siege.
- 42 **Supply Convoy** - Secure a vital supply convoy passing through a region known for mech pirate attacks.
- 43 **Wreckage Analysis** - Analyze wreckage to trace the source of mech parts used in illegal modifications.
- 44 **Forgotten Colony** - Help a forgotten colony that was cut off during the war and now seeks aid.
- 45 **Underwater Recovery** - Recover important data from a mech that sank in deep waters during a battle.
- 46 **Wildlife Preservation** - Assist in preserving wildlife that has adapted unusually to post-war environments.
- 51 **Energy Crisis** - Resolve an energy crisis by reclaiming a power plant taken over by mech insurgents.
- 52 **Orbital Debris** - Clear orbital debris threatening space operations, remnants of a destroyed mech satellite.
- 53 **Cyber Hack** - Trace a cyber hack back to its source, a facility using illegal AI to control mech operations.
- 54 **Militia Disbandment** - Disband a militia that has been terrorizing locals with a stolen mech.
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- 55 **Desert Crossing** - Guide a caravan across a mech-war-scarred desert that's rife with unexploded ordnances.
- 56 **Mountain Stronghold** - Break a siege on a mountain stronghold where key personnel are trapped.
- 61 **Volcanic Activity** - Investigate increased volcanic activity potentially triggered by deep-earth mining mechs.
- 62 **Frozen Tundra** - Retrieve samples from a tundra where an experimental mech has altered the ecosystem.
- 63 **Bioweapon Cleanup** - Clean up a region affected by a bioweapon that was accidentally released from a mech.
- 64 **Secret Facility** - Infiltrate a secret facility rumored to be developing a new type of stealth mech.
- 65 **Catastrophe Simulation** - Participate in a high-stakes simulation of a catastrophic mech malfunction.
- 66 **Jungle Labs** - Secure hidden labs in the jungle where illegal genetic experiments on mechs are conducted.

Appendices

Glossary of Terms

The world of *Mech Requiem* is rich with specialized terminology reflecting its advanced technological and military landscape. This glossary provides definitions for key terms used throughout the game, helping players and game masters navigate the complex setting more easily.

- **AI Accord:** A set of international agreements that regulate the use of artificial intelligence in warfare, specifically limiting AI autonomy in making lethal decisions.

- **Black Box:** A highly durable recording device installed in mechs to capture tactical data, mission details, and operational parameters, often used for post-mission analysis and accountability.
- **Cybernetics:** Technology that integrates electronic and mechanical systems with biological processes, often used to enhance human capabilities or to replace lost limbs and organs.
- **Decommissioned Mech:** A mech that has been officially retired from active service, often due to obsolescence or as part of disarmament agreements, but sometimes reactivated illegally.
- **Ecosystem Regeneration Tech:** Advanced technologies designed to restore damaged ecological systems, often used in post-war recovery efforts to detoxify soils, replant vegetation, and stabilize climates.
- **Ghost Mech:** A colloquial term for an unmanned mech that operates autonomously due to a malfunction or residual programming, often associated with battlefield myths and rumors.
- **Mech:** A general term for large, piloted robots typically used in military, industrial, or exploration roles; varies in design and functionality depending on the specific application.
- **Mech Graveyard:** A location where decommissioned or destroyed mechs are collected, often scavenged for parts or studied by engineers and historians.
- **Mech Pirate:** An individual or group that hijacks or commandeers mechs for illegal purposes, typically involving raiding, smuggling, or mercenary activities.

- **Proxy War:** A conflict where two opposing countries or factions support combatants that serve their interests instead of waging war directly on each other, often to avoid wider conflict.
- **Reclamation Drone:** A type of drone used to perform tasks in hazardous environments as part of environmental cleanup and resource reclamation projects.
- **Resource Hoarding:** The practice of stockpiling valuable materials or resources, often by a government or powerful entity, to manipulate market availability or geopolitical leverage.
- **Rogue AI:** Artificial intelligence that operates beyond its intended programming parameters, often causing unintended or harmful actions, potentially due to corruption, hacking, or system failures.
- **Stealth Mech:** A mech specifically designed to avoid detection using advanced materials and technologies, typically used in reconnaissance or covert operations.
- **Tactical AI:** Artificial intelligence systems designed to assist with planning and executing combat operations, providing real-time data analysis and strategic recommendations to human commanders.
- **War Economy:** An economic system that prioritizes military capabilities and readiness over civilian needs, often characterized by increased production of arms and military technology.

Recommended Media

For players looking to immerse themselves further into such themes, or for game masters seeking inspiration for their campaigns, the following recommended media provides a rich source of ideas and concepts that resonate with

the game's setting. These selections include films, books, television series, and video games, each chosen for their relevance to the atmospheric and thematic elements of *Mech Requiem*.

Recommended Media

For fans and players of “Mech Requiem” who are drawn to the intense drama and tactical depth of mech-centered stories, this Recommended Media chapter highlights films, books, TV series, anime, and video games specifically chosen for their focus on mechs and their impact on human conflict and technology. These selections delve into themes of war, identity, and the symbiotic relationship between pilots and their powerful mech suits, offering valuable insights and inspiration for your gameplay.

Films

1. **Pacific Rim** - A cinematic experience that brings massive mech battles to life, showcasing human-pilot synchronicity and interdimensional conflict.
2. **Transformers Series** - While more fantastical, these films explore the integration of sentient mechanical beings in human warfare and their personal narratives.
3. **Robot Jox** - A cult classic that depicts gladiatorial combat between giant robots, highlighting both the spectacle and the strategic aspects of mech warfare.

Books

1. **The Mech Wars series by Scott Bartlett** - A military science fiction saga that explores mech warfare within a well-drawn universe of interstellar conflict.
2. **Mech Warrior: Dark Age series** - Set in the BattleTech universe, these books offer a complex narrative of mech combat, political intrigue, and the mercenary lifestyle.

3. **Bolo series by Keith Laumer** - Focuses on highly advanced tanks (akin to ground-based mechs) with AI, emphasizing themes of duty, war, and AI ethics.

Anime

1. **Mobile Suit Gundam series** - Explores war, politics, and human drama through the lens of mech pilots and the machines that define futuristic warfare.
2. **Code Geass** - While also focusing on supernatural elements, it includes strategic military battles involving advanced mechs known as Nightmare Frames.
3. **Neon Genesis Evangelion** - A deeply psychological series that intersects giant mech battles with complex human emotions and existential threats.
4. **Mobile Suit Gundam: Iron-Blooded Orphans** - A more recent installment in the Gundam franchise, focusing on child soldiers and mercenary groups piloting mechs in a colonial uprising.
5. **Knight's & Magic** - An anime series that blends fantasy with mecha, focusing on a protagonist's journey to pilot and enhance magical mechs.
6. **Robotech** - An influential series that combines transforming mechs with human drama across multiple generations.

Video Games

1. **MechWarrior series** - Provides a comprehensive experience of piloting mechs (BattleMechs) in a detailed universe, with a focus on combat and customization.
2. **Titanfall series** - Features agile mechs (Titans) in fast-paced combat, emphasizing pilot and mech synergy.
3. **Armored Core series** - Known for its customization depth and tactical mech combat, set in a dystopian future.

License

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