

page one

DAYBREAK - Mech Pilot CYOA 1.1.

by jayemouse

This text-only version of DAYBREAK exists for accessibility purposes. The full version with images can be found at <https://palaceofnero.com/misc/cyoas.html>.

Daybreak is a region defined solely by war. People around the world know it as humanity's greatest battleground. Broken hearts and crushed spirits will salt the earth for generations to come, and the air is sometimes so thick with black smoke that 'daybreak' never actually seems to happen. Wherever you go, you will be surrounded by death.

It has been more than a hundred years since the fighting first broke out, and it has been all that people have ever known since. They are either soldiers, or shuffling around in crumbling cities as they wait for the inevitable. Cultural sites have been demolished, infrastructure has been ruined, and even the most wealthy citizens can no longer live comfortable lives here.

The factions involved in the war have changed countless times, and so have their ambitions and goals, meaning that everyone involved has this sort of dissociated feeling towards the extreme brutality around them. Most people no longer sincerely hope for a better world at all. Regardless of this, someone will eventually win the conflict, and their ideas will prevail.

You are a soldier. You have been chosen by your superiors to become a mech pilot. This is a highly esteemed position, with a lot of responsibility, as mechs are the most powerful things out in the field right now. There are very few mechs currently in action. For the most part, pilots are given free reign.

All of your pre-existing conditions have been cured using the best technology available, from any cancers to any gender incongruity, to ensure your loyalty, as well as to make sure that you can focus entirely on the task at hand. You have also been pumped full of chemicals to increase your strength, speed, and endurance to levels significantly higher than those found in the average person. After a short training period, and the finalization of your papers, you will be sent into the fight.

MECH PRESET

There are a few different types of basic mech. They can all be customized in much more detail later on.

Choose one preset.

>NOMAD TWO

This is a small but sturdy vehicle. It is bipedal, and somewhat humanoid, with four limbs. The right arm is a very powerful machine gun that can fire high caliber rounds at unsurpassed speeds, capable of shredding tanks to pieces in just seconds. The left arm is a manipulator with a strong grip, that can produce a spinning blade whenever required.

Weapons	Heavy machine gun, Manipulator arm w/ spinning blade							
Speed	x	x	x	x	o	o	o	o
Armor	x	x	x	x	x	o	o	o

>RED N0V4

This is a hulking mech covered with as much armor plating as possible. It has a cannon that can be used to attack aircraft, a flamethrower to prevent infantry from getting too close, and two light machine guns. It is designed so that damage in one area is unlikely to affect the rest of the mech, meaning it can take a lot of hits. It's quite slow moving.

Weapons	Two light machine guns, flamethrower, cannon							
Speed	x	x	o	o	o	o	o	o
Armor	x	x	x	x	x	x	x	o

>MASOCHIST

This mech resembles a spider, and is capable of moving across any terrain very quickly. The hydraulics in the legs allow it to scale short cliff faces. Too much damage to any leg could put the mech temporarily out of action, so each one has a light machine gun for defensive purposes. The front of the mech has one flamethrower and one heavy cannon.

Weapons	Four light machine guns, flamethrower, cannon							
Speed	x	x	x	x	x	x	x	o
Armor	x	x	x	o	o	o	o	o

>FIRSTBORN

This is a well-balanced mech, being both sturdy and fast moving. It is completely humanoid in structure, with two arms capable of carefully manipulating or crushing objects. Additional

weaponry will probably have to be purchased later, but it is a reliable frame to begin your build with, especially if it involves Giant Weapons.

Weapons	Two manipulator arms							
Speed	x	x	x	x	x	o	o	o
Armor	x	x	x	x	x	o	o	o

>CUSTOM

While it's unusual for a pilot to get a custom mech frame, you're able to cut a deal for something simple. You start with a bipedal walker with no weapons, and '1' point in Speed and Armor respectively. You may allocate eight additional points between Speed and Armor, and take a single free pick from the Mech Enhancements section on page 3. This option is not recommended for most playthroughs.

AI COPILOT

Every mech comes with an Artificial Intelligence. The AIs are capable of piloting the ship, although they will be less good at it than you. They can also highlight enemies, warn you of environmental hazards, and just provide you with somebody to talk to. They all have different personalities, but the same capabilities. They can all be muted when you prefer.

Choose one AI companion.

>Mary

"You know that I'll always take care of you, darling. You should pick me, because I know what's best for you and for the mech. I'll make sure you don't have anything to worry about at all. Just stay safe and cosy inside the cockpit. Nobody can look after you like I can, because nobody else can have the love I do for you. You'll do a great job."

Mary was programmed to have great affection for her pilot, and to want to keep them safe at any cost, but maybe somebody went a bit overboard with that principle when she was created. Many people could easily find her to be overbearing, but others might find her to be a great comfort. She'll shower you with attention and praise, and offer advice in a kind of motherly way.

>Sir Griff

"You know, I used to be flesh and blood, just like you. I was human, in fact, a knight named Sir Griff of Grundheim. Hell, I was the greatest warrior who ever lived! I won a thousand battles, killed a hundred tyrants, and then I was cursed! They stuck me inside this horrible metal box. It's agonizing! I want nothing except the opportunity to taste the glory of battle once more. Let me help you, and I will be the best ally you've ever had."

This AI thinks that he used to be human, but that is probably not true. Nobody is sure why his creators would design him to be like this, but maybe they were just sadists. He tells boisterous stories about the battles he believes that he has been in, and strange lands that he believes he has visited. He likes to laugh, and he likes to fight.

>Razor

“These fucks think they actually have a chance against us? They’re nothing, and we’ll show them that together. Mechs will blow the fuck out of anything else on the battlefield, so as long as we’re not complete morons, we’re going to be just fine. Like gods of carnage and destruction, let’s just go out there and tear them to pieces!”

Razor, as you might expect, is a bit edgy. Regardless, their high level of confidence might inspire you as you go forward into big battles. They will always be ready to boost your ego and hype you up for a fight. Their vivid descriptions of battle and gore can definitely get a bit too detailed at times, however. They’re also programmed with an extensive library of frog memes, and come with RGB lighting for your mech console.

>Ashe

“Hi. Sorry, I’m really not as interesting as the other AIs. I would completely understand if you didn’t want to pick me, but if you do, I promise I won’t let you down. If I had to say some good things about myself... I would say that I stay very calm under pressure, I’m honest, and I’m eager to help. I really want to be of service to you in any way I can.”

This AI is quiet, and can come across as much less confident than the others, but she will always do her best to help you and never give into despair. It’s possible that she could open up and talk more to you if you got to know her, or you might just want to have an AI who only speaks when it’s necessary. She’s apparently quite nerdy, and you might be able to get her to play some tabletop games.

>Bernadette

“The enemy seeks to persecute us, to destroy us and take the land that is rightfully ours. We act in service of mankind, seeking an end to a war that has gone on for far too long. The path will be difficult, and I cannot say where it will end, but I know that we will be standing there victorious when it finally does. I will be your sister, and your light, guiding you to the dawn of a new age.”

Bernadette is a warrior through and through, and a bit of an ideologue, almost always talking with a kind of religious fervour. Her descriptions are always flowery and excessive, and she truly believes in you, as though you’re a kind of saviour for this world. It might come as a surprise, but for some reason she is the horniest AI.

>Prion

“Greetings, user. I am programmed with immense knowledge and near limitless potential. I won’t waste your time as I make sure that you get the most out of this knowledge. As your companion, I will operate in a systematic and competent way to assist you with your goals. More words would be superfluous.”

Prion will present information to you in the most efficient way it can, and unless asked not to, it will give you information about almost everything. This is the AI who is most aware that they are an AI, and the least interested in having a personality. That being said, it has been known to express very subtle humor at times. Researchers have reported many moments of dry sarcasm.

>Colin

“Hey. Nice to meet you, and whatever. I won’t give you some long spiel about why you should pick me, because if you’re the right pilot, you’re going to do it anyway. I have a unique speciality in subterfuge, and if that’s your thing, I’m your guy.”

Colin is different from the other AIs as he was developed separately, in Daybreak’s neighboring nation of Brightfire, and was based on one of their top spies from the 20th Century. While he is a lot less capable of piloting the mech than the others, he thinks more tactically. He will always encourage you to pursue stealthy and sometimes underhanded options, such as ambushes and supply line sabotage. As a character, he is laid-back, even kind of weary and existential. He’ll probably force you to play chess with him.

page two

[MAP]

FACTIONS

You will need to pick a group to work with. This will be the faction who trains you and supplies you and your mech. As you take territory for them, and achieve their goals, you will gain influence and power, having more say over the general direction of the group.

Choose one faction.

>Daybreak National Army (DNA)

When civil war first began in Daybreak, the military split into three different factions, and the DNA is the only one of the three which still survives to this day. Though it has changed direction many times due to various coups by authoritarian generals all hoping to be Daybreak's next president, it still believes itself to be the only legitimate power in the region, as it's the one with the strongest ties to the original government.

They control the former capital, Daybreak City, and more land overall than anyone else does. Even though they rule in a very authoritarian and repressive way, they have a good amount of popular support just because people think they have the best odds of eventually bringing stability to the region. They want every bit of Daybreak to be tightly integrated and policed. The DNA allied with the CDF, a foreign power seeking to stabilize the region and secure trade deals, but they will never accept a permanent alliance with anyone making a territorial claim. They desire total war and total victory over their enemies, at any cost.

Army Size: 175,000 | Mechs: 20 | Speciality: Military Discipline

>The Korvarian Ascendancy (KA)

The Korvarian Ascendancy is the successor to a religious faction that shot up suddenly and captured about half of Daybreak during the very early stages of the war. Their success was short lived, as they had barely any weapons and no armored vehicles at the time. Since then, they've been focusing on a smaller area of mountainous territory, working hard to stockpile equipment for their eventual push forward.

Their religion, The Ascendancy, is a popular atheistic religion that emphasizes extreme stoicism and meditative practices. Its high prophet is a very reclusive woman who chooses not to take part in leading the army or nation. The faction has some supporters everywhere, and they have organized themselves into underground cells. Wherever the Ascendancy attack, these groups jump out of the shadows to assist them.

Their main goals are to take their holy city of Korvaria, and liberate the members of the Ascendancy who are supposedly being tortured in the DNA/ CDF -controlled 'Camp Freedom', near the grand temple. They've been known to work with both the PLM and the VMA at various points.

Army Size: 125,000 | Mechs: 13 | Speciality: Improvised Explosives

>People's Liberation Movement (PLM)

The PLM are the most successful of the twenty-two different Marxist-Leninist movements to appear in Daybreak over the course of the war so far. They operate out of an industrial hub city. Right now, they're at a difficult turning point, as their leadership is split about 50:50 between hardline MLs, and social democrats who are trying to make the movement more moderate. Currently, their position is that they are leading a national revolution to centralize power in the hands of 'the people'. They will try to nationalize as much as possible, and rid the country of foreign influence. Quickly re-industrializing the country is a goal sought at any cost. They're willing to make and break lots of temporary alliances in order to get the upper hand later on, but are very openly positioning themselves to be able to attack every one of their neighbors. Nobody views them as very trustworthy. They hate the CDF most of all, for being 'imperialist', and the KA least of all. They also care a lot about taking the uranium mine in VMA territory.

Army Size: 125,000 | Mechs: 17 | Speciality: Tanks

>The Eastern Sun Movement (ES)

The Eastern Sun Movement have a very strong foothold in their home region, but lack the resources or support in order to expand. The fact that their region is mostly desert does not make this any easier. They are anarchists, and largely decentralized, with no individual having very much power on their own. People organize themselves through affinity groups and mutual aid agreements. Various tool libraries and communal storehouses are being used to gradually eliminate the use of currency, which is seen as a method of exploitation.

They are staunchly anti-authoritarian, and as such are unwilling to work with any of the other factions. The other factions are, in turn, unwilling to work with them because they operate outside of traditional power structures. Their firmness about their ideals leaves them in an extremely precarious position where they cannot even form temporary partnerships.

The ES want to liberate as much territory as possible, but don't necessarily care about keeping Daybreak's original borders. One of their immediate goals is to liberate the anarchists held in a PLM camp known as 'Bear Corner'.

Army Size: 90,000 | Mechs: 12 | Speciality: Improvised Fighting Vehicles

>Cascadia Defence Force (CDF)

The CDF represent the interests of the nation of Cascadia, which is one of the most powerful countries on the planet. They have immense military strength, but are foreign to the region, and unfamiliar with the guerilla tactics used by most of their enemies. There is also not a lot of support for this war back home, as it has dragged on for too long and taken too many Cascadian lives.

Cascadia itself is a liberal democracy in decay. Money is becoming more powerful than the government, and people are starting to notice. Big business decides policy, the future of the nation, and the few with the power to fight against this are having a very hard time doing so. There will be a boiling point, sooner or later.

The CDF aims to put the DNA, who have promised them access to Daybreak's oil, in charge of the entire region. They call this the restoration of freedom and democracy. All other factions in the region are considered to be terrorists, with the exception of the VMA, who they are on poor terms with regardless.

Army Size: 80,000 | Mechs: 20 | Speciality: Jets and Bombers

>Vitarian Merchant's Association (VMA)

The VMA represent the interests of the top 100 wealthiest corporations from the sprawling city state of Vitaria, which is one of Daybreak's neighbors. It's a place of extreme wealth inequality, where the poor live in slums with very little social support, while the mega rich have better lives there than they ever could anywhere else. There is no traditional system of government, only business owners, and associations of business owners.

They are in a good position as they have much better technology and more money to spend than any of the other parties in the conflict. They control the entire eastern region of Daybreak. Their public goal is to keep their border safe, and their private goal is to make as much money from the war as possible, selling weapons and extracting Daybreak's natural resources. Putting a stop to the fighting is not one of their aims at all.

Nobody trusts them or really likes them, but they're willing to buy from and sell to absolutely anyone, so almost every other faction ends up helping them to turn a profit in the end.

Army Size: 50,000 | Mechs: 30 | Speciality: Unmanned Vehicles

[ALLY TABLE]

Sun bleached bone littered the desert sand. There was a village here once, but the only remaining structure was a small gas station with a collapsed roof. It was an absolutely filthy structure, peppered with bullet holes both large and small. A pair of scavengers worked on removing pieces of rubble from the entrance so that they could take a look inside. The heat was horrid, and they felt incredibly tired, but they needed to find whatever food or water they could. They had a long journey ahead of them if they were going to make it to the facility, but what they had been promised they could find there was too great to pass up. Bullets could be heard in the distance, and the scavengers had no clue who was fighting who, but they knew they would have to move quickly.

Page 6 of this CYOA (added in v1.1) gives examples of mech aces, some of the best of the best pilots, for each faction. There are also some notes about Mech Stats. Feel free to check it out early if you think it could help your choice of faction or your build.

page three

UPGRADES

You have **50** points to spend on any of the upgrades from any of the sections from the sections below. You'll be able to upgrade your mech, yourself, and buy things to help you out in the field. After 'Field Resources', there are no more sections to spend points on, so try and deplete them all before then.

[revolving] - options with this symbol can be purchased multiple times

PRIOR TRAINING

Before you were chosen to be a mech pilot, you were already in another role, or training for that role. The experience could still be very useful.

Purchase at least one background.

>Infantry

COST: Free

You were basic infantry. You knew which way around to hold your gun and where to point it, but you didn't receive much special training beyond that.

>Engineer

COST: 1

You know how to maintain vehicles and equipment. Your knowledge should be useful for making field repairs to your mech.

>Combat Medic

COST: 1

After basic infantry training, you learnt extensively about first aid, and how to care for injuries even while under immense pressure.

>Spec Ops

COST: 2

You were trained to be part of an elite unit for carrying out very tactical operations. You're used to running, used to gunning, and know a lot about military equipment.

>Tank Crew

COST: 2

After basic training, you spent a long time learning about military vehicles, especially driving and operating tanks. Many mech pilots have this background.

>Spy

COST: 3

You weren't part of the normal military: you were behind enemy lines, learning how they functioned, what they were planning, and sabotaging key positions.

>Commissar

COST: 3 [Cannot take if ES]

As a high-ranking commissar, your job was to keep morale up and make sure that everyone followed orders. People listen closely when you boss them around.

>Supersoldier

COST: 4

You were born as part of a special program to create supersoldiers. You trained from birth, learning the basics of every other specialization, and have only ever known war.

MECH ENHANCEMENTS

Your mech can be personalized in a lot of different ways. You can give it more weapons, new weapons, or just make it a cooler thing to drive around.

By default, the cockpit is quite small. It has room for your chair, which can recline into a small but comfortable bed, and for the mech's computer. While the computer is mainly for serious things, like reviewing your statistics and battleground information, you can also use it as you would use a high end desktop PC. Outside of major cities, your internet connection will be very poor, but communication with people in your chosen faction is done through special channels that usually work much better. It has a speaker to let you or your AI talk to people while still inside, and sensors to pick up sounds and atmospheric data.

Your mech's power core will mean that you won't need to worry about energy unless your mech has taken a lot of damage. Mechs can be repaired at your faction's main bases, and if things are very dire, you can request for a transport helicopter to attempt an emergency rescue. If your mech is destroyed, but you survive, you may or may not be given a new mech depending on the outcome of a review by your faction into what happened.

Manipulator arm note: You will need two manipulator arms if you want to use two parts at the same time that both require an arm, but you could switch between the two parts if you only have one arm.

Purchase as many as you would like.

For every two of these options you take, reduce the speed of your mech by a value of one.

>Light Machine Gun (repurchaseable)

COST: 2

Add a single light machine gun to any part of your mech. These will make it easy to deal with infantry.

>Heavy Machine Gun (repurchaseable)

COST: 4

Add a single heavy machine gun to any part of your mech. These can tear into enemy bases and vehicles.

>Flamethrower

COST: 3 (repurchaseable)

Add a single flamethrower to any part of your mech. These inspire fear in your enemies, and flush them out of tight positions.

>Cannon

COST: 5 (repurchaseable)

Add a single cannon, capable of taking down planes and damaging, sometimes crippling, other mechs. It can be unwieldy in fast-paced combat, and it reduces the speed of your mech by a value of one.

>Deploy Flash Grenades

COST: 2

The mech can spit out flash grenades. Anyone directly next to your mech will receive burns, and anyone looking at it will be temporarily blinded and disorientated.

>Deploy Gas

COST: 2

The mech can release a gas around itself that is difficult to see through, and that can quickly scar the lungs of anyone who breathes it in. A horrific and efficient way of slaughtering crowds.

>Manipulator arm

COST: 3 (repurchaseable)

Add an arm to any part of your mech that's capable of holding, crushing, and manipulating objects. This lets you interact with the world more without leaving the vehicle, and also allows the mech to pick up and use a few special mech weapons.

>Giant Weapon

COST: 3 (repurchaseable)

Choose a bladed weapon such as a sword, spear, scythe, axe, etc. to go on the side of your mech. The edge of the blade can be ignited with plasma energy, allowing it to cut just about anything. It will be huge and heavy, but with a manipulator arm, your mech can wield this weapon. It could be useful in urban combat, or against other mechs.

>Giant Energy Shield

COST: 3 (repurchaseable)

This energy shield can block basically anything. It requires a manipulator arm to use, and covers 2/3rds of your mech on the side with the arm. It can be active for about 30 minutes of continuous use, then requires about eight hours to recharge.

>Chain Tracks

COST: 2

Your mech can now switch to using tank treads made of steel plates. These are durable, and allow for fast movement when in open terrain. Add one to your mech's speed value.

>Additional Legs

COST: 2 [Cannot take with MASOCHIST]

Your mech gains a second pair of legs, either as reserve, or to allow it to move on all fours. Add one to your mech's speed value.

>Pumped Up Kicks

COST: 6

This adds powerful hydraulics to the legs of your mech, enabling it to jump 8 meters in the air, landing with an intense thud that has devastating potential.

>Rounded Exterior

COST: 1

Instead of the hard edges that most mechs you have, you can opt for a rounded hull that looks much cuter. Feel free to apply this selectively to the different parts and weapons of your mech.

>Paint Job

COST: 1

Your mech can be repainted in any way you want, by a top professional. They're capable of any interesting designs and artwork that you can imagine. The paint will be very resistant against chipping.

>Showoff

COST: 1

Your mech gets covered in lights that can be made to flash or change color. You also get more and much more powerful and higher quality speakers.

>Barbed Exterior

COST: 1

Add viscous barbs and spikes to your mech. Maybe not very useful in a fight, but they will definitely make your mech look scarier, and keep people away.

>Superlight Plating

COST: 5

This adds panels to your mech that raise its defence significantly, without weighing it down. They're expensive and highly sought-after. Increase your mech's armor by one.

>Superheavy Plating

COST: 3

These plates are bulky, but they still provide valuable defense. Increase your mech's armor by one, and lower its speed value by one. This can be combined with superlight plating.

>Dataspikes

COST: 4 (repurchaseable)

One of your mech's guns, or manipulator arms, now also houses a retractable dataspikes. This dataspikes can be jammed into enemy technology, allowing you to upload viruses that will temporarily disable or mess with their equipment. This works well on other mechs, turning into a battle for dominance between the AIs of the two vehicles.

>UltimaCloak

COST: 4

Activate the UltimaCloak to gain ten seconds of complete invisibility for your mech. It requires about ten hours to recharge after every use. People will still feel the ground shake and see the destruction, but it will be very hard for them to aim any good shots.

>UltimaShield

COST: 6

Similar to the cloak, activate the UltimaShield to gain ten seconds of complete invulnerability for your mech. It requires about ten hours to recharge after every use. Powerful energies surround your vehicle, disintegrating bullets and bouncing away lasers.

>Thermal Control

COST: 1

Whether you're in the heat of the desert, or atop a freezing cold mountain, you can adjust the internal temperature of the mech to anything from -5C (23F) to 40C (104F), and initiate a cool breeze.

>Micro Kitchen

COST: 1

This makes a bit of extra space inside your mech, and equips it with a mini-fridge, microwave, and coffee machine. This isn't necessary, but it's better than having to eat MREs.

>Extra Chairs

COST: 1

Space is made for three extra chairs, behind the main one. These chairs recline into a comfy bed large enough for three people, instead of the main chair reclining into a small bed.

page four

PERSONAL ENHANCEMENTS

Various cybernetics are used to enhance the abilities of the most valuable soldiers. About 1 in 100 soldiers have some kind of augmentation, but few have very many. With enough changes, you can be a powerful killing machine even without your mech.

Purchase as many as you would like.

>Tracheal Filter

COST: 2

This filters out harmful toxins, providing all the benefits of a gas mask. You'd survive in the radlands much longer than a normal person, and cannot be hurt by toxic gas attacks.

>Subdermal Mesh

COST: 5

This is a stab-proof mesh underneath your skin that is designed to deflect bullets away from vital organs. It has a few tiny holes in case you require medical intervention.

>Adreno-Controller

COST: 2

A brain implant allows you to encourage or inhibit adrenaline production at will. Make your muscles stronger and more durable, and filter out pain, or inhibit adrenaline to keep calm in high pressure situations.

>Reflex Upgrades

COST: 4

You gain superhuman reflexes. You could dodge a bullet if you saw the gun it was fired from.

>Strength Upgrades

COST: 4

You gain superhuman strength. You could lift a bus above your head and throw it down the street.

>Neural Upgrades

COST: 4

You think much faster, are an expert at pattern recognition, lose focus far less, and almost never forget anything that you think is even slightly important.

>Gecko Grips

COST: 3

Lining on your hands and feet allow you to grip to almost anything. You could climb up a wall like Spider-man.

>Hydraulic Limbs

COST: 4

Leap fifteen meters in the air and land safely on your feet. You'll be able to jump from building to building, or across the battlefield.

>Filtered Vision

COST: 2

You will be able to apply filters to your normal sight. Night vision, which collects and amplifies available light, and thermal visual, which lets you see infrared.

>Acid Spit

COST: 1

Adds a gland that allows you to secrete and spit acid at will. It won't hurt you, but it will cause painful burns for other people. You could blind someone if you spat in their eye.

>Datapad

COST: 1

A simple smart monitor implant in your arm that provides any numerical data that would be good to tell your doctor, as well as atmospheric data such as local toxicity levels.

>Aesthetic Augs

COST: 1

Any minor aesthetic augs including permanently dyed hair, visible mechanical prosthetics, tattoos with metallic ink, or the newly invented kemonomorph cat ears. This syncs quite well with 'Media Darling'.

PERSONAL EQUIPMENT

You can find guns on corpses all over the battlefield, but if you want good guns, you'll need to buy them here. If any of this equipment is used up, destroyed, or genuinely lost, then you can have it replaced at the nearest base operated by your faction.

Purchase as many as you would like.

>Light Armor

COST: 2

Defensive material for your body that is easy to put on and won't weigh you down very much. It protects you from being knocked around inside your mech, and can stop or slow some bullet impacts.

>Heavy Armor

COST: 4

This is metal armor that takes a while to put on, and will slow you down without strength augmentation, but always provides a very powerful defense. Wearing this, you could be unscathed if a bomb went off next to you, and the impact of most bullets will be close to unnoticeable.

>Hazard Helmet

COST: 3

When worn, this helmet has all of the capabilities of Tracheal Filter and Filtered Vision, and also provides good protection against attacks and rubble aimed at your head.

>Autopistol MK.1

COST: 1

This is a semi-automatic pistol that can fire 12 low caliber rounds. It's known for its reliability.

>BLAST-250 Revolver

COST: 2

This handgun fires 6 high caliber rounds that can tear through or dent even mech hulls. It's very new, and very rare.

>Gek-99 AR

COST: 2

This gun can fire 60 small caliber rounds at high velocity. It's well-made, and comes with a red dot sight and a torch.

>Cygnet Elite Sniper

COST: 2

There aren't many snipers that fire further and with more accuracy than this one. Its powerful scope has thermal and night vision options.

>Laskatana

COST: 3

The edge of the blade can be ignited with plasma energy, allowing it to cut through even subdermal armor, or mech hull. It instantly cauterizes injuries in this form.

>Grip Mines

COST: 3

A set of five mines that can grip to just about any hard surface. Detonation by pressure, remotely, or with a timer. They can deal a lot of damage to mechs.

>AI chip

COST: 1

This allows you to pick a second AI from the AI copilot list. They can be inserted into a gun, helmet, or mech. The chip has its own speaker, or can be linked to an earpiece.

>Chameli-Suit

COST: 1

This allows your clothing to automatically change based on your situation, e.g. it gets cold, there's a sand storm, or you have a formal event to go to. It doesn't copy enemy uniforms, but you could easily disguise yourself as a civilian or as an unmarked mercenary.

>Disruption Net

COST: 3

This net is large enough to cover you completely, and provides partial invisibility. It can't fool filters, or someone who looks directly at you too intently.

FIELD RESOURCES

You'll always have allies in your faction, but you won't necessarily be in charge at all times. With the options here, you'll get more direct control over other soldiers, and the option to place some bases on the field. If any soldier unit you purchase here dies, you will be supplied with new soldiers, although it may take a while for them to be trained, transferred, and equipped.

Everything in this section can be purchased more than once.

Purchase as many as you would like.

>Warehouse

COST: 1 (repurchaseable)

You can place a warehouse anywhere on the map that will be for you to use however you please. It will look like a normal warehouse, but be large enough to store your mech and equipment, and be somewhat hard to breach without fairly powerful explosives.

>Underground Bunker

COST: 3 (repurchaseable)

You can place an underground bunker anywhere on the map, and use it however you want. It will be nuke proof, have a hidden entrance, space for your mech, 6 months of canned food, and living space for around 20 people.

>Fortress

COST: 5 (repurchaseable)

You can place a fortress somewhere in your faction's territory. It can house 1000 soldiers, and a great number of vehicles. With thick concrete walls and heavy cannons surrounding the entire thing, it would be very hard to destroy.

>Spy Connection

COST: 2 (repurchaseable)

Each time you purchase this, you gain a secure channel to an elite spy in enemy territory of your choosing. You can issue them with commands directly. They can gather intel, lower enemy morale, or attempt assassinations and sabotage.

>Company Unit

COST: 1 (repurchaseable)

This gives you control over 100 soldiers, split into two platoons, and commanded by a captain who is loyal to you. They will go to any area of the battlefield that you need them, and do their best with any tasks you give.

>Heavy Weapons Team

COST: 2 (repurchaseable)

This team of 10 soldiers have a mobile artillery platform and access to a lot of explosive power. They know where to hit mechs and tanks in order to damage them. Attach them to a company, or order them around as they are.

>Tank Comrades

COST: 3 (repurchaseable)

You will be able to command a tank, and its four crew members. Attach them to a company, or order them around as they are. This will be one of your faction's more powerful tanks, and able to damage mechs.

>Air Transport

COST: 3 (repurchaseable)

A large helicopter and its two pilots will be yours to order around. It can use powerful magnets to carry your mech across the battlefield, or be used as transport for up to 100 soldiers.

>Media Darling

COST: 3 (repurchaseable)

One major international news outlet will consistently put their focus on you. They consider you their go-to person for an interview about the events of the war, and they will draw attention to every time you achieve anything big.

You climb into your mech for the first time as a fully trained pilot. You're wearing a tight but flexible catsuit with the icon of your faction on the arm, and your number on the back. It's standard issue wear, but you're free to change out of it or wear more clothes on top. Somebody has already neatly stored away all of your new equipment in lockers at the back of the cockpit. You press a button, and the console lights up. A series of flashing lights confirm that everything is in perfect working order. You notice an excited group of mech engineers watching you as you take your first steps out of the hanger. Even at walking speed, in a calm environment like the base, the vehicle feels powerful. Every time it puts its foot down, you know that the engineers are feeling the vibrations.

One of your screens changes from static to a video of your chosen AI. It's punctuated with a three-second chiptune, and then a calm greeting from your copilot to you. Everything seems to be ready. It's time for the two of you to begin your march into the field.

page five

THE FACILITY

A long time ago, there was a faction that ruled a small part of the Daybreak's desert. Composed almost entirely of mercenaries and scientists from abroad, they kept their funding and their goals a tight secret, and heavily fortified their region. They built a huge complex of factories and labs called November Nine, now known only as 'the facility'. Many powerful weapons were created there, and hoarded for later use, but the faction ended up falling victim to their own technology.

The facility is now at the heart of a deadly area known as the radlands, pressed up against the mountains. If you enter the radlands and you do not have a gas mask, hazard helmet, or tracheal filter, you will die very quickly. Even if you come prepared, the area is not suitable for long-term habitation by anyone, and maybe never will be. Nobody is completely certain about all of the dangerous effects.

Regardless, a lot of fighting takes place in the radlands, and a lot of people find themselves drawn to the facility and the surrounding area. There are still many strange pieces of technology left to find, relics from this mysterious site that could be worth a lot of money, or potentially influence the war.

If you visit the radlands, you can find a treasure of your own. You'll need to decide where you're going to explore.

Choose only one location to claim a relic from.

>East Lamplight

Lamplight is the only civilian town that was under the direct rule of the people in control of the facility. They conducted strange experiments on the local population, the purpose of which have now been lost to time. People still live in the west part, which is mostly free from the effects of the Radlands, and it's regularly visited by scavengers and scrap traders.

The east part, however, was caught in the blast that ruined the facility. There are row upon row of empty houses, a number of destroyed shops, and a few decaying office blocks. It's full of

many sad reminders that people used to have lives here, such as the empty playgrounds, and occasional burnt photographs.

Relic: Phantom Soul

This is a prototype hard light projector. It can create 3D holograms that are tactile, feeling soft or hard or even wet to the touch. It's only capable of projection within 5 cubic meters of space, and in an area no more than 15 meters away from your mech. It can be active for 2 hours before needing 4 to recharge. Using this as a shield, it can block some incoming damage, like small arms fire, but a few seconds of a heavy machine gun or a single cannon blast would shut it off. You can more easily use it to cause damage, create illusions, light barriers, or even give your AI a physical form for a little while.

>The Facility

The facility refers to several different buildings, many of them very large, in an area that used to be heavily fortified. There are a lot of fences, barriers, barbed wire, and huge concrete walls. Many of the buildings have collapsed, some have environmental hazards, and this is also where most of the other treasure hunters will be.

It's the most obvious place to look for a relic because it's where most of them would have been developed and tested. It's also probably the most dangerous place to look for a relic. You will need to be on your guard constantly when you're here.

Relic: Iron Cannibal

This is a weird two-part hardware kit. One piece is installed in your mech, and the other piece is surgically inserted into your brain. It creates some kind of psychic connection between you and the vehicle, allowing you to personally control it in detail without even being inside. This works so long as you're no more than about 5km from it. There's another function of this kit too, and that's that it seems to 'eat' the power cores of other mechs in order to get stronger. For every enemy mech power core that you successfully recover undamaged, you can increase your mech's speed or armor by a value of one, to a maximum of ten in each category.

>The Wastes

There were a lot of smaller buildings in the Radlands that are now half buried in the sand, and often overlooked. Many of these were outposts for soldiers, but some were labs for field research. There are also huge fields of scrap machinery and rusty parts. Most of this is junk, and it requires you to be in the open a lot of the time, but there are still some hidden prizes. It's rumored that a lot of the facility was actually entirely underground, and that the only entrances to this part of it are hidden somewhere in the wastes. There could be a vast tunnel network with mostly untouched rooms. If it's out there, you will have to look hard.

Relic: Sunkiller

This seems like it might be a fragment of whatever made the radlands such a mess in the first place. It's a power core that can be inserted into a mech weapon (or manipulator arm) in order to grant it horrifying destructive potential. You can fire a blast that incinerates everything directly in its path, and leaves behind a caustic smog that will quickly kill anyone without a gas mask or filter. The attack won't stop for anything short of perhaps a mountain. You can choose how far you want the blast to travel, from 5m in front of you to 5km away, but the rangefinder has a

~25% margin of error that makes it riskier at long distances. You will only be able to fire this once every couple of days.

The scavengers had made it to the facility. They were still on edge, but underneath their gas masks, they had huge smiles on their faces. In their packs was enough canned food to allow them to keep exploring for days. A chain link fence topped with barbed wire blocked their path, and they worked on making a hole in it using a pair of pliers. They were going to find their treasure, their fortune, and escape this hellhole for some tropical island, maybe.

The ground shook. There was a mech in the distance, a behemoth with enough guns to supply a small army, and it was speeding towards the pair of adventurers. The scavenger holding the pliers dropped them in panic, and had to bend over to pick them up. Precious time was lost; the mech was still advancing. He hurriedly finished clipping the hole.

After his partner crossed to the other side of the fence, he didn't follow. Taking off his pack and pushing it through the hole, he gestured with his other arm to tell his friend to run. The mech was so fast that if either of them were going to make it out alive, he believed they would need some kind of distraction. He drew a handgun from his side, held it steady at the oncoming threat, and got ready to fire.

A few seconds passed. He fired the first shot, and then the second, the third, and the fourth. Each bullet started with a loud crash, and ended with a pathetic clang. The tiny dents they left in the mech's hull were barely even noticeable. He was fucked.

Whoever was piloting it didn't even bother to aim any of its weapons. It just ran right over the scavenger and crushed him to death underneath its powerful metal legs, dragging his brutalized corpse into and through the chain link fence. The mech did not stop or even slow down, just carried on running towards the facility. The other scavenger watched its brutal journey from behind a pile of rusty machine parts.

The mech had come here for the same treasures as them, but for different goals. The pilot wanted power, lots of it. Her mech was one of the toughest around, but that alone would never win her faction the war. She needed to find something that could give her an extra edge.

The scavenger will receive one of the items that you did not find, but his drive for revenge will ultimately lead him down the path of staying in Daybreak as a kind of raider warlord. **You may flip a coin to determine which relic he acquires.**

The other mech pilot will get the last item, and use this to further the goals of her faction. Her mech is a 6 for speed and a 7 for armour. **You may roll a d5 to determine which of the factions she is a part of, excluding your own faction.**

MORE POINTS OF INTEREST

There are lots of cities in Daybreak, small and large, as well as other points of interest for the factions involved in the war. This section is to give you a better idea of the world you're stepping into.

>Daybreak City (Pop: 4,431,147)

Daybreak City was the former capital of unified Daybreak, but its current name is part of a more recent drive by the DNA to appeal to nationalist sentiments. It's the closest thing to a bustling metropolis that the region has to offer, and most modern luxuries can be obtained here.

The city isn't without its problems, however. It's dirty and overcrowded, with a high crime rate.

There just isn't enough infrastructure to sustain the high population. It's also a problem that Ascendency followers and PLM supporters launch regular terror attacks against DNA and CDF installations and their helpers. Intense surveillance programs, and an army of highly militarized police officers, are used to try and keep order, but it's still difficult.

>Korvaria (Pop: 1,390,326)

Korvaria is a large and very old city. It contains many holy sites for followers of the Ascendency, although a lot of the most beautiful temples and ancient architectural marvels have disappeared under the thumb of the DNA, who are not willing to expend resources on maintaining them.

Even the Grand Temple, to the south, is not properly cared for.

Due to the high population of Ascendency radicals in the area, the CDF have established a prison camp for 'rehabilitating extremists'. The KA claim that gross human rights abuses are occurring here. They want to launch a siege on the area by breaking through the mountains using a collapsed tunnel that used to be a major road. The sunkiller could potentially clear this tunnel very quickly.

>Krovare (Pop: 679,074)

Until Korvaria is taken, the KA treat the dry and dusty city of Krovare as their capital. It's similar to Korvaria in that it is very old, and has a lot of places that are important to followers of the Ascendency. Deep in the mountains, it's also the most elevated city in Daybreak, and has some very beautiful views.

The population is somewhat scattered, with very few tall buildings, and lots of small and flimsy houses and shacks spread out over a large area. Many people like living this way, as it's much calmer than in most other major cities. People have a lot of open space to walk around in and breathe.

At the center of Krovare is a 500 year old palace. This is one of the most important cultural sites that Daybreak has left. It used to be home to a well-known historical emperor called Valen the Third, who conquered lands far beyond Daybreak's modern borders. The KA maintain the palace very well.

>Veruva Cave System

A long time ago, people used to live in these caves. Some of them are naturally occurring, and others are impressive man made tunnels, now linked together in a complicated network that goes through the entirety of Veruva mountain and has entrances and exits on all sides.

Nowadays, the cave system is one of Daybreak's most extreme battlegrounds. The ES and KA both pour soldiers into these tunnels, hoping to get the upper hand on each other. They creep throughout the system with night vision goggles, shooting anything that moves. It's intense, and almost always close quarters. Some of the tunnels are large enough for a mech, but not most of them.

>Etri (Pop: 943,120)

A pocket of fertility and life in the middle of a vast and deadly desert, Etri is the most successful example of anarchy as order that the ES have produced so far. Everyone there is guaranteed a

basic standard of living regardless of income or status. The next three largest settlements that the ES control all directly border their enemies, and are under threat of shelling and siege that makes it difficult to implement new ideas.

While it's not close to being the largest city in Daybreak, it's by far the largest city in the north. Most of the buildings are fairly modern constructions, designed to quickly house refugees from other areas, but the settlement itself is ancient and has a lot of history.

>Linkt (Pop: 3,877,214)

Linkt is the capital of the PLM's territory, and one of the most important cities in the region. It has a huge industrial base, with a major port that imports and exports to nations to the south. Most of the buildings are designed in a brutalist and utilitarian style, and it was this way long before the PLM moved in. The streets are quite busy, and quite dirty, but have a lot of public green space and a fairly low crime rate.

Some of the factories around Linkt are abandoned, but were once used to develop new tools for factions and companies that have since moved on. The PLM are trying to search through these empty factories for useful information. There could be lost mech technology somewhere.

>Franklin (Pop: 2,663,741)

Franklin is the capital city of Cascadia, the distant nation that is home to the CDF. The city center was built in a beautiful and consistent art deco style, with a number of impressive skyscrapers. It is kept clean and orderly, although there are still very obvious divides between rich and poor areas.

The presidential palace is a relatively plain structure, but the impressive gardens surrounding it transform it into a spectacle worth visiting. These gardens are currently the site of large protests against the war. Despite this, flags can be seen on almost every street corner, and most people are fairly patriotic.

>Ruthertoll

Ruthertoll is the site of a uranium mine controlled by the VMA. They have stepped up mining efforts considerably since taking over east Daybreak, and use the results to enrich Vitaria.

Ruthertoll is one of the most clear examples. There used to only be a small mine, with a small town supporting it, and now there is a large scale operation to bleed the mountains dry.

Working in the mines is made to seem like a good way to earn money, and there aren't many of these in east Daybreak any more. Sadly, people's contracts are almost always covered with exploitative small print that makes it hard for them to leave. Most of their pay is actually given as company script. VMA soldiers guard and police the mines more heavily than the cities they've captured..

>Vitaria (Pop: 67,375,293)

Vitaria is one of Daybreak's neighbors, and the location of the VMA. It's a nation with one eponymous megacity in the middle of a barren wasteland. It's fast becoming the most powerful commercial center in the world, and it's at the forefront of all modern science.

It would be essentially impossible to siege Vitaria from the outside. The corporations there all own small armies of augmented humans. They also have access to secret tunnels, gun emplacements, hydraulic roadblocks and traps, and technology in general that most people do not know anything about.

[See: 'NO FUTURE', a CYOA set in Vitaria.]

>Mech Power Cores

While every part of a mech is expensive and difficult to manufacture, the power cores are especially complicated. They are essentially tiny nuclear reactors that can produce huge amounts of power. A power core is always kept deep within a mech's hull in order to protect it from damage, and so they are hard to extract and replace. If a core were to be damaged, for example, by intense cannon fire, there is a small chance that it could explode, but they all come with fail safes to shut them down quickly and minimize the chance of catastrophe.

Forces both exterior and interior to Daybreak seek to prolong this war, and for now, true peace may not be possible. Regardless of this, you have world changing technology at your disposal, and will be rewarded well for trying to carve out a little oasis of calm inside all of the bad. Travel the country, to the fertile south, to the mountainous west, and to the deserts of the north and east. Your faction will be watching, but so will the world. It's up to you to help anyone who can be helped, and to do your best to influence the future in a positive way. Good luck out there!

page six

Daybreak

Bonus Page by UnendingJunrei and jayemouse

ROGUES AND ACES

You're eventually going to end up fighting against, and sometimes alongside, other mechs. The combined total of all faction owned mechs is 112, including yours. It's also estimated that there are around 10 rogue mechs that are piloted by scavengers, warlords, and holdouts from dead factions. Producing good mechs is difficult, so these numbers aren't expected to rise very quickly.

In this section, you'll get a look at some of the stronger mechs that are out there on the battlefield, and a peek into the minds of the pilots inside them. Most mechs average between 8 and 12 points between speed and armor.

>Codename: EGO | DNA | Akraban

EGO is not talked about much by his faction. This is partly because he keeps to himself at all times, operating out of his own personal fortress in the western mountains, and partly because the details of many of his operations are closely kept secrets by the DNA. He is cold and ruthless, but gets the job done, and is afforded many special liberties as a result. The DNA will usually have him assigned to their absolute highest priority mission, as long as his actions are not going to be too closely observed by foreign media.

Akraban is his mech. It's a recently constructed vehicle that was built to resemble a viscous scorpion. It prioritizes speed over defense, being particularly effective at moving on sand. It hits key targets using a volley of both light and heavy machine guns, and the tail of the scorpion functions as a dataspikes.

Outside of his mech, EGO is still a formidable foe. He is almost always seen wearing heavy armour and a hazard helmet, carrying a massive heavy machine gun that proves he must have

undergone extensive strength augmentation. Nothing seems to phase or frighten him as he strolls calmly through a haze of death.

Weapons: 2 HMGs, 2 LMGs, Dataspike Tail | Speed: 7 | Armor: 4

>Sister Cathaysa | KA | Temperance Lost

Sister Cathaysa is an undeniable firebrand for the Cause of the Ascendancy. What some may question however is her dedication to the faith's principles of stoicism. She seems to delight in dominance on the battlefield. Which she spends little time away from, relying on air transports to put her in the thick of the action.

Temperance Lost is a heavily modified Masochist mech capable of long range devastation combined with surprising mobility for its armament. It sports 5 Heavy Mech cannons, forgoing all other weapons systems and boasts a centrally mounted giant energy shield.

Temperance lost has the highest number of confirmed aircraft kills in the entire conflict and is capable of single handedly denying even the formidable Cascadian Air Force aerial superiority. Painted like a cathedral and blasting Choral music at full volume wherever it goes subtly takes a distant second to Spectacle.

Weapons: 5 Cannons | Speed: 5 | Armor: 5

>Comrade Commander Nauzet | PLM | Iron Giant

Comrade Commander Nauzet is a third generation descendant of a revolutionary hero who distinguished himself in the Bahar uprising of 1995. His family has staunchly opposed revisionism and held true to the party line ever since. As a result the Nauzet family wield significant influence in the steering of the people's vanguard to this day. The Comrade Commander themselves is a distinguished veteran, having received the finest training and equipment the party can provide.

The Iron Giant is a Marvel of Industrial engineering, the fact that it can stand on two legs, let alone move, is testament to the artifice and zeal of Manufacturing Team Five. It 10.5 meters over the battlefield, dwarfing the RED NOV4 frames it was built to resemble. It's armor plates are the thickness of lesser mech's cockpits and it sports four twin-linked Autocannons. Each barrel puts out 200 rounds a second and hits significantly harder than the standard Mech mounted HMGs. And that's all before you consider that the guns are nearly always loaded with depleted uranium rounds. Any enemy mech downrange of the Iron Giant is reduced to scrap metal in seconds if they don't boast energy shielding.

Weapons: 4 Autocannons | Speed: 2 | Armor: 10

> The Black Arrows | ES | Storm Parade

Although it's unorthodox, Storm Parade is piloted by a team of three people. They're known as The Black Arrows, and have a bit of a reputation for their joviality. The three of them get along very well, constantly roughhousing and playing pranks on each other, and they would never have been given a proper chance to shine in a more disciplined military force. They claim that their many victories are due in no small part to their powerful sense of camaraderie. Each of them is individually equipped with a Gek-99 AR, a hazard helmet, and a subdermal mesh. In the early days of ES, they captured a prototype T-3000 tank from the PLM's late predecessor faction. It seemed damaged beyond repair, but Etri's battle mechanic affinity group improvised a

pair of walker legs and a new computer system, renaming the vehicle 'Storm Parade'. For a long time, there was a lot of debate as to whether or not it was actually a 'real' mech. Now however, it has been upgraded with a salvaged power core, and has more than proven itself by standing strong against other battle mechs in the field. Its custom software makes it almost immune to dataspikes, even without an on-board AI.

Weapons: Cannon, HMG, LMG | Speed: 5 | Armor: 8

>Dirk Jones | CDF | Pacific Eagle

Dirk Jones is a Veteran Air Force Captain. Being somewhat short of Ace pilot status in the CADF he was the perfect candidate for transfer to the mech program. After 18 months of domestic deployment on the Cascadian-Mexican border, the Cascadian Mechanized Defence Force was officially created with Mechcommander Jones as their first operator and posterboy. The CMDF under Mechcommander Jones saw a string of successes in various flashpoints around the globe and at home, the Oahu Papaya Conflict, the Tumwater Occupation and the Romanian Civil War to name just a few.

In 2075 the CMDF committed the majority of their forces to the Daybreak conflict, expecting to meet with similarly rapid success, however, this was the first time that the CMDF had encountered enemy mechs and their shock and awe strategy was a flop.

Pacific Eagle is a fine machine that is as much a work of art as a weapon of war. It's most notable feature is a flowing polycarbide cape that can become glider wings with electrical stimulation. Pacific Eagle can be lifted by air transport and then use the glider for rapid redeploy over a range of many miles. In addition to a standard armament of HMGs and a single wristmounted cannon, the Mech's right Manipulator arm houses a small array of surface-to-surface missiles that can be fired over long distances.

Weapons: Cannon, 2 Manipulator Arms, 2 HMGs, Missile Array | Speed: 6 | Armor: 6

>Fen Ajasha | VMA | Quicksilver

Fen Ajasha is a showoff, he has few friends but many hangers on. He prides himself on his piloting skills, and if not on a mission can usually be found in one of the higher end bars of Elvira, trying to add notches to his bedpost.

Quicksilver first debuted in Daybreak during the siege of Secara, when supplies simply stopped arriving, forcing Korvarian troops into a withdrawal. This is something that occurred shortly after the Ascendancy ended their arms deal with Tibertium, an Allwell subsidiary to pursue a more favorable deal with Jumariyan manufacturers.

The frame of the Quicksilver Mech is remarkable, bipedal, and less than half the height of a RED NOV4. Combining its small size with truly blistering speeds, Quicksilver seems capable of striking anywhere at any time, without any warning. Though outfitted with an oversized laskatana and HMG it rarely engages mechs, and never without support or significant advantage.

Weapons: HMG, 2 Manipulator Arms, Giant Weapon, Giant Energy Shield | Speed: 10 | Armor:

4

>Ahin Urbana | Rogue | Whirling Thunder

Ahin is a rogue mech pilot. They used to be affiliated with a major faction from the east that has since been wiped out by the VMA, but this was a long time ago. Ahin gathered up a small group of their former comrades and carried on the fight from a secret bunker somewhere between Dhunad and Incides. They consider every single military faction their enemy, but they seem to have a specific hatred for other mechs, which they very intentionally seek out and ambush. They're particularly active in VMA territory.

Whirling Thunder is a mech based on an earlier version of MASOCHIST. It's getting old, but Ahin has managed to heist enough technology that this isn't a problem. The mech is incredibly fast, and has an enhanced version of the 'pumped up kicks' upgrade, allowing Ahin to stay on the run even with the whole world against them.

The top of the mech has a light machine gun on a rotating turret, but this is scarcely used. The mech's primary offensive weapons are its two giant buzzsaws, which are capable of plasma ignition, such as with the giant weapon upgrade or the laskatana. These saws easily cut into other mechs, quickly taking them out of action. Energy shields work as defence against this, but Ahin is good at taking people by surprise, as well as quick to maneuver away from any fight they can't win. Ahin Urbana | Rogue | Whirling Thunder Ahin is a rogue mech pilot. They used to be affiliated with a major faction from the east that has since been wiped out by the VMA, but this was a long time ago. Ahin gathered up a small group of their former comrades and carried on the fight from a secret bunker somewhere between Dhunad and Incides. They consider every single military faction their enemy, but they seem to have a specific hatred for other mechs, which they very intentionally seek out and ambush. They're particularly active in VMA territory. Whirling Thunder is a mech based on an earlier version of MASOCHIST. It's getting old, but Ahin has managed to heist enough technology that this isn't a problem. The mech is incredibly fast, and has an enhanced version of the 'pumped up kicks' upgrade, allowing Ahin to stay on the run even with the whole world against them. The top of the mech has a light machine gun on a rotating turret, but this is scarcely used. The mech's primary offensive weapons are its two giant buzzsaws, which are capable of plasma ignition, such as with the giant weapon upgrade or the laskatana. These saws easily cut into other mechs, quickly taking them out of action. Energy shields work as defence against this, but Ahin is good at taking people by surprise, as well as quick to maneuver away from any fight they can't win.

Weapons: 2 Plasma-Capable Buzzsaws, LMG | Speed: 9 | Armor: 4

>Kaius Lamarche | Rogue | Bravefury

Kaius was born to a wealthy Vitarian family with a lot of sway in the megacorporation known as the Cygnet Committee. At the time of his birth, they were experiencing a huge financial boom from being the exclusive supplier of a vaccine to a deadly disease, selling it at incredibly extortionate rates to the rest of the world. Because of this, Kaius grew up in complete luxury, receiving anything and everything that he asked for. He's now spoiled and greedy, and has entered the war in Daybreak solely for his own personal amusement, knowing that he can just return home at any time.

Bravefury, which Kaius named personally, was a very expensive construction. It's tough, fast, and showy. He has taken to using his Ultimashield to approach his opponents, and then grappling and crushing them with his heavy manipulator arms, even taking out other mechs in this way. The mech is also equipped with a large custom-built rifle. Normally, it rapidly fires

precise and high-calibre bullets. In its alternate fire mode, it's capable of launching a single bolt of energy at a rate of about once a minute.

Despite being from Vitaria, he doesn't work with the VMA, because he has no intention of subjugating himself to any other authority. He mostly tries to avoid them, but has fought them on occasion, knowing that his family are rich enough to keep him out of any trouble. At times, he has hired mercenaries to help him with his numerous expeditions to the radlands.

Weapons: Custom Rifle, 2 Manipulator Arms, Flash Grenades, Ultimashield | Speed: 6 | Armor: 7

Media Darlings

>Master Sergeant Nibbles | DNA

The Master Sergeant is a bubbly and high-energy character, but one of DNA's finest commanders. With beautiful and androgynous features, and hyper-sensitive cat ear augmentation, eyes are often drawn in nya direction. Among these eyes are some of Cascadia's largest news companies, who consider nya very good for their ratings. Nya is their go-to person for the Daybreak war, even though some people consider this to be an attempt at whitewashing an authoritarian regime.

Nibbles assumes direct command over 2000 DNA soldiers, including heavy weapons teams, and military vehicles from tanks to armored transports. They're all well trained, and honored to work with the Master Sergeant, so morale tends to be very high. Nya also has a network of hidden bunkers and elite spy connections at nya disposal, enabling nya to create unique openings for nya self using sabotage and subterfuge.

Days before Nibbles arrives, the enemy is already feeling as though everything is starting to fall apart.

Weapons: Gek-99 AR, Autopistol MK.1

>Nadiya Melynk | ES

Nadiya Melynk is an ardent revolutionary volunteer who was born in the midst of a global pandemic. As she grew up she witnessed countless horrors, people starved, they died of exposure and disease. As a child she knew two universal truths. The ones responsible were getting away with it, and that the natural human form was both limiting and unsafe. From an early age she pursued both militant organizing and transhuman augmentation. When she was 18 she was a figure of some significance in the Cluj-Napoca revolution.

The transhuman soldiers of the Romanian Anarchist League put up remarkable resistance, leveraging their augments to make the most of asymmetrical warfare in the mountains of Transylvania, but ultimately when the Cascadian military deployed mechs the pressure became too great and the front collapsed. Since facing defeat in her home country, Nadiya has traveled to Daybreak, eager to continue the revolutionary struggle as an agent for Eastern Sun.

She is heavily augmented, to the very limit of what is possible, even for the mech pilots of the other factions. And rather than carrying an AI chip inside a helmet or vehicle, her own brain and neural computer hosts an AI that she and her comrades in the Transylvanian Transhuman affinity group developed.

Her custom transport vehicle, Silent Courier, is exceptionally fast at the expense of nearly all armour. It serves to move Nadiya between safehouses and bunkers, from where she performs the majority of operations on foot. Under the cover of Chameli-Suit and Disruption Net, Nadiya has not only performed vital reconnaissance and sabotage, but even eliminated several mech pilots and even a couple of mechs. She generally deploys against the PLM, where she seems most interested in Bear Corner. Or against the CDF, where she has been willing to spend months tracking down and assassinating Mechcommanders of the CMDF.

Weapons: Laskatana, Cygnet Elite Sniper, BLAST-250 Revolver, Grip Mines

>Manufacturing Team Five | PLM

Manufacturing Team Five are some of the most dashing and photogenic engineers and technicians in the Linkt industrial region. Model citizens and workers, Manufacturing Team Five have been involved in many of the greatest industrial triumphs of the PLM, not least among which is The Iron Giant.

It is not uncommon that impressive projects are completed a few months after Manufacturing Team Five arrive at the site, which state media explains is as much due to the inspirational leadership and dedication of the team being so infectious as to the expertise and skill they bring. Members of Manufacturing Team Five make regular appearances at parades, rallies, and TV interviews. Though each has a charming and unique personality they always emphasise how the revolution requires heroes in every factory as well as on the front line. Several of them are part of the apparatus of the All Workers Trade Union.

EVEN MORE POINTS OF INTEREST

On the previous page, you read about the faction capitals, and just a couple of other important places. But of course, Daybreak is a vast region, and has a lot more to offer. Below are even more descriptions of places that you might end up fighting in or visiting.

>Panjar (Pop: 432,015)

Panjar used to be known as the 'Pearl of the Desert'. The city was built on a site once occupied by the ancient civilization of Veruva, which vanished mysteriously around 1500BC. It contained many sites of incredible archaeological intrigue, and over the centuries, new constructions were renowned for their beauty.

Sadly, the war has taken most of Panjar's rich culture away, as it has been the focus of nearly countless battles between various factions. The oldest districts of the city have been turned into a sprawling ruin, and there has been a mass exodus of tens of thousands of people. The majority of the population now live in emergency shelters and hastily built apartment blocks, and the previously thriving spice market is now only just about surviving. The saffron fields that do still exist look very pretty, and could provide cover for advancing soldiers.

>Dhunad (Pop: 723,412)

Dhunad is a city that ES are struggling to keep control over. Many constructions in Dhunad are modern, but they were built prematurely, given how much destruction is happening. Too many people need help just to eat and survive, and this has resulted in widespread violence and disorder. Farmers here are having to work though the threat of an advancing PLM army, and constant VMA bombings from their base across the river.

Olive oil from Dhunad are considered delicacies in many places, and are the city's main exports. ES have been gently encouraging farmers to replace poppy fields with more olive fields, while the PLM call for the poppies to be burnt. The city also has a surprisingly large crust punk culture, with a lot of impoverished young adults making very violent and politically charged left-wing music.

>Solartown (Pop: 14,326)

Solartown is a planned community in the middle of the desert, based on innovative technology and green anarchist principles. It's only six years old, having been created entirely by the ES as a miniature blueprint for what their dream society might look like.

Everyone in the town contributes to the collective social product, and people voluntarily do whatever work is necessary to maintain the community. Everyone has free access to the food and goods made here, with no mediators between them and things they need or want. Green energy powers the entire town, there's a huge vertical farm, an electric tram system has completely replaced cars, and most menial tasks have been fully automated. People spend a lot of time with affinity groups, learning new skills and creating art. Currently, it's primarily populated by retirees and the disabled.

>Elvira (Pop: 816,325)

Elvira is a modern city that used to benefit greatly from being Daybreak's gateway to Vitaria, receiving trade, tourism, and large numbers of travellers passing through and buying goods on their way. With the VMA occupation, however, Elvira is stagnating. Nobody is allowed to cross into Vitaria at this checkpoint unless it's for business reasons, or they're from the VMA, and the VMA would prefer to forcibly take what they want from Elvira rather than pay fair prices for anything.

The city has an impressive maglev train network that is vital to its ecosystem, but the network is very expensive to maintain, leaving its future uncertain. Crime is rising, as the soldiers don't often patrol the streets unless it's to crush anti Vitaria protests or flush out PLM spies. Only clubs and bars are thriving, partially because there are no longer any enforced restrictions on the sale and use of drugs.

>Fictilis (Pop: 1,246,341)

This is the southern point of the PLM's factory industrial complex, and contains a port that is almost as important as Linkt's. The majority of it is the same as any other PLM city, an expanse of concrete prefab buildings with carefully spaced public parks, but it has a seedier side too. Its nickname is 'The Electric City', firstly because it's home to most of the PLM's nuclear power plants, but also because it's the only PLM city with a casino district, which is lit up in bright neon. This casino district is very controversial, attracting drug dealers and pimps as well as just gambling. The most hardline officials insist that it is a symbol of bourgeois decadence that must be demolished, but these same officials are often spotted going in and out of its venues. In any case, it currently has an important economic function.

>Thorne Hill (Pop: 120,655)

This city was recently taken from the PLM by the DNA, who were quick to demolish any sign of the old regime, even dressing up a few of the more utilitarian constructions with hastily created neoclassical facades. Much of the actual infrastructure is yet to be restored. It sits on raised

land that offers many great views of the surrounding area, and the many rows of trenches that were dug by the warring factions.

The population density in the surrounding area is quite low compared to the rest of Daybreak's south, but the land is green and fertile, so the city will become something of a breadbasket for the region once everything there is stable again. Until then, people are just picking up the pieces of their lives in the aftermath of the last siege. They mostly don't care who is in charge, as long as the violence eventually stops.

>Darrius (Pop: 2,323,140)

Darrius is the furthest north that many people in the continent's ancient and southern kingdoms would dare to travel. It's located on a hill, has thick walls around its core, and is wedged between two rivers, making it incredibly well fortified. The CDF have housed one of their main bases here, and it's imperative to them that the city is never taken by their enemies. As with all foreign military bases, this leads to an increase in violent crime and assault, as well as friction with the locals.

While not quite as powerful industrially as Daybreak City or the Linkt industrial region, its influence is still formidable. In some areas of the city center, if you can look past the abandoned shops and poorly maintained streets, you can start to pick out similarities to European cities such as Paris. If the war didn't feel so close, and the CDF troops weren't so rowdy, it wouldn't be too hard to enjoy the atmosphere.

>Solterra (Pop: 97,246)

One of the only places in Daybreak to still have a somewhat functional domestic tourism industry, Solterra's location is beautiful. It's named after a nearby mountain, is only a short distance from a lake that hosts a number of caravan sites and holiday camps, and has been fairly sheltered from the war. The DNA and CDF often send soldiers here to reward them when they have been injured in the line of duty, or are on leave. It houses the region's best performing hospital.

Despite the attractive environment, the people actually living in Solterra still have harsh lives. There are fewer jobs than there used to be, and not a lot of money to go around. People who want to avoid being pushed towards joining the military, or migrating for industrial labor in Daybreak City, are looking for ways out. People attempt to cross the border into Xhakhoro or Brightfire on a daily basis.

>Smoke Desert

For at least 2000 years, Smoke Desert has been aflame, and many spiritual qualities were attributed to this. In the sixteenth century, scientists discovered numerous seams of coal, often close to the surface, and realized that natural volcanic activity was igniting them. When the Daybreak conflict began, there was a colossal growth in the number of these fires. High-yield thermobaric weaponry was deployed against an armoured column using the desert to screen their advance, exposing many new seams to the open air.

Due to the thick smoke, gas masks are part of daily life, and windsocks are also common aerals for hundreds of kilometers around Smoke Desert (not just due to the conflict but also interference of radiation from the coal). Air travel across the area is very difficult, as the acidic

fumes corrode jet engines, and thick sooty tar gums all but the most robust systems. This is one of the reasons why mechs became such a prominent part of the war.

(Smoke Desert Draft:

For at least 2000 years, Smoke Desert has been aflame. All sorts of spiritual and superstitious qualities have been attributed to it, and battles fought there have shaped much of the continent's history. In the sixteenth century it was discovered that many seams of coal ran beneath smoke desert, often close to the surface, and that natural volcanic activity in the area would consistently ignite coal-seam fires.

During the early years of the Daybreak conflict, high-yield thermobaric weaponry was deployed against an armoured column using the desert to screen their advance. Though these blasts initially snuffed out several of the fires nearest the conflict, the fighting also exposed many more seams to the open air. As a result of the greater exposure of coal to the atmosphere, the last century has seen a colossal growth in the number of fires, and thickness of the smoke, in the area.

For hundreds of kilometers around Smoke Desert gas masks are a part of daily life and windsocks are as common as arials, which are also more common than across most of the world due to not only the ongoing conflict but the interference of radiation released from the coal. Air travel across Smoke Desert is all but impossible, as the acidic fumes corrode jet engines at the same time as thick sooty tar gums all but the most robust systems.

The only people who live in Smoke Desert belong to one of three groups: people too stubborn to leave their villages when the war came to them, fugitives with nowhere else to go, and scavengers trying to make a living by searching through rubble for lost treasures. Sometimes these people band together, gear up, and plan ahead, but it can only do so much to help them. The desert is a very dangerous place.)

>Mech Statistics

The average mech will have somewhere between 8 and 12 points across speed and armor, but there are a very tiny number of veterans out there whose mechs may have even more points in total, as seen with some of the aces on this page. All mechs are usually formidable opponents, however.

Speed is somewhat exponential. A two speed mech, such as the default Red N0V4, is something that any athletic person could easily jog alongside. At four speed, which is the default for Nomad Two, a mech is slightly faster than a main battle tank. A five speed mech, like default Firstborn, would easily outpace one of these tanks. And at 7 speed, like default Masochist, a mech is fast enough that it's not comparable to anything on the battlefield except for other mechs.

As for armor, even one point will make light gunfire not much of an issue. At four points, heavy gunfire stops being much of one, and for every couple of armor points you have beyond this, your mech could probably survive an extra direct hit from a cannon or explosive. One noteworthy danger is the BLAST-250, which has unique puncturing power, easily up to armor six, but this and the other weapons in the equipment section are mainly used only by other mech pilots and spec ops types.

Energy weapons cut through anything without energy based defences (i.e. another energy weapon, energy shield, or the UltimaShield). The Sunkiller counts as energy based, and will break away unpredictably when it meets energy defences, causing a lot of collateral, but only the UltimaShield would survive it for longer than a second, as it's the only energy based defense that can cover the entire mech.

Thank you for playing the CYOA! We hope that you had fun.

The main goals of the v1.1. update were to introduce the mech aces, expand the world, and rebalance the Field Resources costs. There are also some minor description extensions throughout the CYOA, two new Page 1 options, and three new options in Personal Enhancements. We had a lot of fun writing the new lore, so we hope you enjoyed playing! If you're interested, there's even more information about this setting and its partner CYOAs under the 'Eitador' subheading at palaceofnero.com/misc/cyoas.html