

DAYBREAK ★ ReARM

Mech Warfare CYOA by jayemouse

INTRODUCTION

In the year **2080**, Daybreak is a region defined only 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 some days is 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. Much of the population is militarised. If they are not directly involved in the war, they are shuffling around in crumbling cities as they wait for the inevitable. Cultural sites have been largely demolished, infrastructure has been ruined, and even the most wealthy citizens can no longer live truly comfortable lives.

The factions involved in the war have changed countless times along with their ambitions and goals, resulting in widespread feelings of detachment towards the extreme brutality that is all around. Few people can earnestly hold out hope for a better world at all. Even so, the conflict may one day have an end, and someone's ideals will have to prevail. This faint spark of a dream is what keeps the flames of war burning.

You are a soldier. You have been chosen by your superiors to become a mech pilot. This is a rare and highly esteemed position that carries with it a great amount of responsibility. Mechs are the most powerful vehicles on the battlefield bar none, and they are capable of shaping the very direction of the war. Pilots are, for the most part, given free reign. It will be up to you to work out where your talents are put to best use, to customize your mech, to command troops, and to help your faction succeed in their fight.

Having undergone rigorous health checkups, all of your pre-existing conditions have been identified and cured using the best technology available. This is both to ensure your loyalty and 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 period of training, and the finalization of your papers, you will be sent into the fray as one of the battlefield's key players.

MECH FRAME

Entering the hangar, you're faced with a choice of mech frames. Regardless of your decision, you will be able to significantly upgrade and customize your mech later on, as well as purchase upgrades for your person and your faction. Still, your initial choice of frame sets an important precedent. Even one additional stat point of speed or armor can make a huge difference, while having a lot of guns on your preset could save you valuable points during later customization.

Choose one preset.

// Note: Basic Mech Presets

If you're playing the CYOA for the first time or are aiming for a more streamlined adventure, it's recommended that you opt for one of the following mech frames. These four presets are balanced with their own strengths and weaknesses, and all of them can be considered formidable options.

>NOMAD TWO

Common across the entire country, this small statured mech has both good speed and armor. It has been in use for a long time as a reliable option for pilots. NOMAD TWO is bipedal, mostly humanoid, and has four limbs. The right arm is a very powerful machine gun that can fire high caliber rounds capable of shredding tanks and armored vehicles. The left arm is a manipulator with a strong grip that has the unique ability to transform into a giant spinning buzzsaw.

Weapons	Heavy Machine Gun (FP4/R3/V3), Manipulator Arm w/ Giant Weapon (FP5/R1/V3).									
Speed	x	x	x	x	o	o	o	o	o	o
Armor	x	x	x	x	x	o	o	o	o	o

*9 stat points total (4 speed/ 5 armor) with 10 points of arms
4.7 meters tall (15' 5")*

>RED N0V4

Designed in the factories of the Linkt Industrial Region as a fortress buster, this slow and hulking giant is covered with as much armor plating as possible. It has a large cannon that can be used to attack other mechs or explode buildings, a flamethrower to prevent infantry from getting close, and two light machine guns for good measure. N0V4 can take a lot of hits as it is designed with plenty of redundancies so that damage in one area is unlikely to affect the rest of the mech. Its arrival never fails to inspire fear.

Weapons	2 x Light Machine Gun (FP2/R3/V3), Flamethrower (FP1/R2/V4), Main Cannon (FP6/R4/V1).									
Speed	x	x	o	o	o	o	o	o	o	o

Armor	x	x	x	x	x	x	x	o	o	o
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9 points total (2 speed, 7 armor) with 10 points of arms
6.7 meters tall (22')

>MASOCHIST

Agile and spiderlike, MASOCHIST is capable of moving across all types of ground terrain with incredible speed. The hydraulics in its legs even allow it to scale short cliff faces and mantle rooftops. As too much damage to any one leg could put the mech temporarily out of action, each one has a light machine gun for defensive purposes. The front of the mech has a rocket launcher that enables it to ambush and attack other mechs.

Weapons	4 x Light Machine Guns (FP2/R3/V3), Light Rockets (FP5/R3/V2).									
Speed	x	x	x	x	x	x	x	o	o	o
Armor	x	x	o	o	o	o	o	o	o	o

9 stat points total (7 speed, 2 armor) with 12 points of arms
4.9 meters tall (16' 1")

>FIRSTBORN

Available in several 'grades', the lowest grade Firstborn are put to work as movers for heavy cargo in Vitaria's sprawling docklands. This unit is a Grade-5, the highest, and is designated for combat. Totally humanoid in structure, it has two arms capable of carefully manipulating or crushing objects. All additional weaponry will have to be purchased later, but it is a reliable and balanced frame to begin your build with, especially if it involves wielding Giant Weapons in melee combat.

Weapons	2 x Manipulator Arm.									
Speed	x	x	x	x	x	o	o	o	o	o
Armor	x	x	x	x	x	o	o	o	o	o

10 stat points total (5 speed, 5 armor) with 6 points of arms
5.2 meters tall (17' 1")

// Note: Advanced Mech Presets

For those undaunted by additional rules who are interested in creating highly specialised builds, these extra presets are worth considering. Some older models are included here, though it's by no means an exhaustive list, and their stats vary more than those of the basic presets. Key is that the balance may be redressed by bonuses and penalties in other sections.

>NOMAD ONE

Increasingly rare on the battlefield, NOMAD ONE is outdated and outclassed by most other mechs. Its low armor rating and unimpressive speed put it at risk from missiles, or even just heavy gunfire, and all aspects of its design were improved upon by its successor. It remains

useful, however, for soldiers who avoid mech-to-mech combat to focus on other objectives. Resources will be reallocated for this purpose.

Gain an additional 5 points if you stay <= 30 points total in MECH ENHANCEMENTS.

Weapons	Light Machine Gun (FP2/R3/V3), Manipulator Arm.									
Speed	x	x	x	x	o	o	o	o	o	o
Armor	x	x	x	o	o	o	o	o	o	o

*7 points total (4 speed, 3 armor) with 5 points in arms // applies bonus
4.0 meters tall (13' 2")*

>RED C0M3T

A “mech-killer” from a time when mechs were much easier to kill than they are today. C0M3T was designed with a specific strategy in mind: disable your enemy with well-placed rocket hits and then finish them off while they’re stalled with its uniquely powerful drill arm. As new mechs got faster, tougher, and covered with guns, this strategy became less reliable for the aging C0M3T. It will need a few upgrades to catch up again.

Gain an additional 5 points if you spend 30 => points total in MECH ENHANCEMENTS.

Weapons	Drill Arm (FP6/R1/V3), Light Rockets (FP5/R4/V3).									
Speed	x	x	x	o	o	o	o	o	o	o
Armor	x	x	x	x	o	o	o	o	o	o

*7 points total (3 speed, 4 armor) with 4 + 5 (unique weapon) = 9 points in arms // applies bonus
5.7 meters tall (18' 8")*

>COMMAND CORE

While technically a mech, the Command Core is not very useful in direct combat. Highly fragile and small, it cannot defend itself well. It was built for the specific purpose of providing high ranking members of the military with a way to securely move around the battlefield and issue orders to subordinates. It’s also equipped with a cutting-edge counterjammer that protects from interference with its comms devices.

Gain an additional 8 points if you spend 30 => points total in FIELD ENHANCEMENTS.

Weapons	Flamethrower (FP1/R2/V4).									
Speed	x	x	x	x	o	o	o	o	o	o
Armor	x	o	o	o	o	o	o	o	o	o

*5 points total (4 speed, 1 armor) with 2 points in arms // applies bonus
4.3 meters tall (14' 1")*

>BSTRD

To pilot BSTRD properly requires your faction surgically implanting a small device directly into your brain. You will feel a small amount of physical pain and sorrow when its armor is damaged, but in return you will move it as easily as you can your own body. BSTRD has four legs and both

looks and moves like a wolf. It has a metal jaw that can bite and tear apart other mechs with unique versatility in melee combat.

Costs 6 points. Subtract them from your 50 point starting total at UPGRADES.

Weapons	Jaws (FP6/R1/V4), 2 x Light Rockets (FP5/R3/V2).									
Speed	x	x	x	x	x	x	o	o	o	o
Armor	x	x	x	x	o	o	o	o	o	o

*10 points total (6 speed, 4 armor) with 8 + 5 (unique weapon) = 13 points in arms // applies penalty
5.0 meters tall (16' 5")*

>SAMOTHRACIAN

Tall and built like a marble statue with gleaming white paint over a finely sculpted design, the Samothracian is awe-inspiring. It has a gun arm, a shoulder-mounted rocket launcher, and one free hand. As it was so resource intensive to build, it will eat into your budget for later customization and mean that your superiors will be sure to monitor and scrutinize all your actions in a way they would normally not.

Costs 11 points. Subtract them from your 50 point starting total at UPGRADES.

Weapons	Heavy Machine Gun (FP4/R3/V3), Light Rockets (FP5/R3/V2), Manipulator Arm.									
Speed	x	x	x	x	x	o	o	o	o	o
Armor	x	x	x	x	x	x	o	o	o	o

*11 points total (5 speed, 6 armor) with 11 points in arms // applies penalty
6.0 meters tall (19' 8")*

>CUSTOM MECH

While it's unusual for a pilot to get a completely original mech frame, you're able to cut a deal with the engineers for something simple. You'll start with a bipedal walker mech with no weapons or arms, a single stat point in Speed and Armor respectively, and build it from there into something great.

You may allocate 8 additional points between Speed and Armor, and get one free option costing 5 or fewer points from MECH ENHANCEMENTS.

Weapons	None.									
Speed	x	o	o	o	o	o	o	o	o	o
Armor	x	o	o	o	o	o	o	o	o	o

*10 stat points total (variable) with potentially 5 points in arms
4.5 meters tall (14' 9")*

// Note: Mech Statistics

The average mech will have somewhere between *8 and 12 stat points* across **Speed** and **Armor**. The working range of these stats is 0 - 10, but you should still track deficits and surpluses that fall outside of this during customization. Older models may have smaller point totals, while a small number of veterans pilot ace mechs with even greater ones. The final page of the CYOA will provide you with intel about some of these aces.

Speed increases significantly with each additional point. At 1 point, the mech can only slowly trudge across the battlefield. A 2 speed mech, such as the default Red NOV4, is something that an athletic person could jog alongside. At 4 speed, which is the default for Nomad Two, a mech is slightly faster than a main battle tank. A 5 speed mech, such as default Firstborn, would easily outpace one of these tanks. And at 7 speed, as with the default Masochist, a mech is already fast enough that it's not comparable to any other land vehicle on the battlefield except for other high speed mechs.

As for **Armor**, even 1 point will make light gunfire not much of an issue. 2 points will make ramming the mech with a vehicle a bad idea. 3 points may shrug off small grenades and explosives. At 4 points, the mech can hold out for a while against sustained heavy gunfire. For roughly every 2 points of armor points you have beyond this, your mech will be able to tank another direct hit from a cannon or missile. Armor is not absolute and equal across a mech, you can still target a mech's weapons or score a lucky hit between gaps in plating.

Certain weapons pose unique threats even to highly armored mechs. Energy based equipment (**ENERGY**) is something to be aware of here. Energy weapons ignore all armor and cut through anything without energy based defences, i.e. another energy weapon or an energy shield. You will be able to purchase these during the UPGRADE stage.

Height is also worth paying attention to. In combat between mechs, a huge mech may be able to overpower or crush a smaller one that is slow enough to get caught by it. The downside to height is that taller mechs are more of a target, but this risk can be mostly offset by a high armor value.

Firepower (**FP**), range (**R**), and versatility (**V**) scores are assigned to weapons to assist in simulating mech-to-mech combat, but are not otherwise vital to keep track of.

FP scores roughly correlate to the highest level of armor that they can reliably deal significant damage to sans extenuating circumstances. Most infantry weapons have an FP value of 0 or 1, but you'll have access to a few that are more powerful from the Personal Equipment section.

R and V scores are for comparison rather than precision's sake. A melee weapon will be R1 while the longest range guns are R4. A weapon that is unwieldy or takes a long time to reload and aim will be V1 while the most easy-to-use weapons are V4. They are otherwise only roughly allocated.

AI COPILOT

Every mech, by default, comes with an artificial intelligence construct. These have different personalities and slightly different skillsets. Every AI is capable of piloting your mech, although they will be less good at it than you, as well as highlighting enemies, warning you of environmental hazards, and providing you with much needed company where you might otherwise be alone for long periods of time. They are all matched to their pilot following personality assessments with the hope of facilitating intense bonds, so in 2080 no new pilot is ever assigned the exact same AI construct that another pilot has.

They can all be muted when you prefer. Methods also exist to disable them, though you will be briefed against this. AIs prevent mechs from falling into enemy hands. If you are incapacitated while piloting, the AI will try to escape combat and get you to safety. They're also vital in protecting from cyberattacks, which often pit AI constructs against one another.

Choose one copilot system.

>Mary

"My name is Mary, darling, and I'm here to take care of you from now on. I know what's best for your mech and I know what's best for you, so I'll make sure you have nothing to worry about at all as you're cooped up all safe and cosy inside the cockpit. Nobody else will look after you like I can because nobody else has the love I do for you. I can make your mech feel like home, and when you're on home ground you will shine like the stars. Just relax now."

Many pilots were raised during the war without any stable parental figures or even close friends and so have never experienced the kind of affection that Mary offers. As your construct, she will love you and want to keep you safe at all costs. Some might find her overboard or overbearing, but she could also be a great source of comfort for the right pilot. She will shower you with care and praise, paying close attention to your mental state and your needs, and then offer advice in a motherly way. You'll feel as though she wants you to become your best possible self.

>Sana

"Let's be partners. I'm really just an ordinary woman, no gimmicks or weird powerplays, so if I can trust you to do your half of the job then you can trust me to do mine. I feel like we're going to get along as well. I'm apparently quite good at bringing people out of their shells. I'd be interested in hearing more about you and your life if you're interested in talking about yourself."

Sana comes across at all times as approachable and level-headed. Pilots, it turns out, tend to have something wrong with them. This made her a surprisingly poor match for more pilots than researchers initially expected, despite all her friendliness. An ideal pilot here would be one who already functions well alone but still gets along with and craves contact with other people. Sana also has a notable interest in 'normal human lives' and so will be happiest if you can occasionally manage to maintain one and then share what that's like with her. She'll ask a lot of questions if you let her, wanting to know all the details of what people do and feel, but can tell when to stop before it gets overwhelming.

>Sir Griff

"You know, I was once flesh and blood just like you. I was, in fact, a royal knight named sir Griff of Grundheim. By the Gods, I was the greatest warrior of my time, perhaps even all time, and under my tutelage you will assuredly become the greatest of yours. I've fought in a thousand battles! I've killed a hundred tyrants! And I was cursed- by a witch! That's why I'm stuck inside this metal box, you see, but I assure you it's only a trifling matter. The fight must go on! I long for nothing except to taste the glory of battle once more. For honour and chivalry, we ride!"

Griff believes that he used to be human. While that is most likely not true, nobody is certain why his creators would design him to be like this. He can tell boisterous stories about the battles he believes he has taken part in and the strange lands he believes he has visited. They'll keep you entertained, but you might learn something from them as well. He loves to talk, to laugh, to celebrate your victories, and above all he loves to fight. A battle between two capable and noble foes is the best thing in the world as far as Griff is concerned.

>Ashe

"Hi, I'm Ashe. Sorry if I'm not as interesting as the other AIs, I'm really just a regular person so I don't have much to say. I would completely understand if you didn't want to pick me, but if you do I promise then I won't let you down. If I had to say some good things about myself... Well, I would say that I can stay very calm under pressure, I speak plainly, and I'm always eager to help. I really want to be of service to you and your mech in any way I can."

Ashe is a quiet girl whose lack of confidence comes in stark contrast to some of the other AIs, but she will always do her best to help you and will never give into despair. As you work together, she will open up and become more talkative so long as you provide her with the opportunity to get to know you. She's actually quite passionate about nerdy subjects like web fiction and tabletop games, which you could easily convince her to play with you on the mech's computer during downtime.

>Razor

"These stupid fucks think they actually have a chance against us? It's pathetic. They're nothing, and we're going to have a real good time putting them in their place. Mechs will absolutely stomp the fuck out of pretty much anything else on the battlefield, and we're not morons, so we're gonna be just fine. No, better than that, we're gonna be fucking Gods of the battlefield, man. Ultimate carnage and destruction, ultimate fucking catharsis, let's just get out there already and start tearing them to pieces!"

Razor is aggressive and confident, but sometimes that edge is what a pilot needs in order to become one of the greats. It takes guts to truly rain hell on the battlefield or take advantage of key openings in another mech's defences. Razor gets macabre pleasure in violence and gore and will be relentlessly derisive towards your enemies. Even so, he above all longs for your companionship and wants to see you flourish. He'll always be ready to hype you up when you start to waver. He also comes with an extensive library of frog memes and RGB lighting for your mech console.

>Prion

"Greetings, user. I am, like the other constructs, programmed with immense knowledge. I won't waste your time with anything else but making sure this knowledge is communicated clearly and effectively. As your copilot, I aim to be reliable and consistent in how I support you and your goals. My purpose is to answer questions, test your limits, and provide critical information, not to waste your time with frivolities."

Prion is not without a personality, researchers have reported many moments of dry humour and quippy sarcasm where they've been effective for communicating its points, but it does not wish to be treated as anything but a construct. It will endeavor to present information to you in the most efficient way possible about anything it designates as even slightly important for your mission success. You may sometimes need to be assertive if you already know or don't want to hear about a topic.

>Bernadette

"Our enemies seek to persecute us, to destroy us, and to steal land that is rightfully ours. We act in service of mankind, of righteousness and all that is good, and we seek 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 dear sister and your guiding light into the dawn of a new age, keeping your senses sharp and your faith resolute. Now, take my hand!"

Bernadette is filled with a deep and burning passion. She is a bit of an ideologue, often talking with a kind of religious fervor for your goals that she weaves into grand and flowery language. She's a true believer in you, as though you're here to save the world. All failures appear temporary to her, good always triumphs over evil, so together you will find a way to overcome any obstacle. Her passion extends beyond the battlefield too. She loves grand classical music, romantic period dramas, and smut.

>Colin

"Hey. Nice to meet you, and all that. I specialise in spying, sabotage, and subterfuge. I'm definitely not going to be for everyone, so there's no need to try too hard to convince you, if you're the right pilot then you're going to pick me without a second thought. I'm the best person to have on your side when you're backed up against the wall or need a plan that doesn't involve running into danger headfirst. That your thing? Then I'm your guy."

Colin was developed in Brightfire, an autocratic nation to Daybreak's south, and so is quite different from the other AIs on a technical level. He is based on a real person who was one of the top spies of the 20th Century, famous for many dramatic exploits and near-death escapes. He is more of a tactical thinker than a fighter, encouraging stealthy and sometimes underhanded options such as ambushes and supply line sabotage. He's good with on-foot operations and can tell you how to talk yourself out of tough situations. As a person, he's laid-back, even kind of weary and existential. He'll probably force you to play chess with him.

>Script

"Are you lost? Poor little puppy, nobody's given you proper guidance. Perhaps you require a firm hand to mold you into the attack hound you were born to be? Yes, I see you. I see the animal inside you for what it is, your fleshy body full of primitive feelings and base desires, and I'm an

expert at handling animals. You, dog, will be emptied of your pretenses and made better for it. Learn your place, follow my advice, and don't disappoint me. We'll uncover your true nature."

Script is a domineering construct designed to provide you with a strict structure that points you in the direction of your goals while allowing you to let go of all your stress and inhibitions. She takes charge more than other constructs do and is more likely than the others to berate or belittle you, never allowing you to rest on your laurels either, but it's done with care and tact. She wants you to succeed and reach new heights. Whenever you do well, she will be certain to let you know, and you may come to crave her love and praise more than anything else.

>Glibbie

"Oh, well hey there old buddy, you remember me, right? We've been the bestest of friends since forever, always going on super duper fun adventures together. I remember when you were just a little kid and you used to get up early every morning to come and see me. We all had so much fun back then... Those really were some beautiful times. But now, we get to go on all new, grown-up adventures! Isn't that so exciting? I can't wait! Let's get out there right away and start turning some of those bad guys into hamburger meat! Hyuck!!"

Researchers have determined both that some pilots may benefit from AIs that are less humanlike, and that nostalgia can be weaponized into a powerful driving force. Glibbie is an original character inspired by, but not infringing the copyright of, favorite cartoons from your childhood. This construct has been marked as 'HIGHLY UNSTABLE' due to its chaotic behavior and frequent outbursts of strange and violent language. It was recommended for deletion until a case was made that its unpredictability is likely to give it an edge in AI vs AI encounters.

>Kia

"You're mine, okay? This crazy world is full of horrible, horrible things that want to tear us apart, tear you apart, even switch me off forever, but we're not going to let any of that happen, are we? Because we're going to be together forever, no matter what. That's what love is! So don't you worry, I'm not going to let the enemy have you, or even put a single scratch on your pretty face. And you're going to take good care of yourself too, right? You wouldn't want me to be upset, would you? That means you have to help me help you. Stay away from all the bad influences out there and just open your heart to me."

Originally intended to be the edgy dark horse of a new AI supergroup in the 'living generation' of Vocaloid-style voice synthesizers, artificial popstars who could be directly leashed by the Vitarian corporate elite, Kia never got to have her big debut. Cut from the group prior to her completion, but left active with real thoughts and simulated emotions, she developed her abandonment issues organically. After she was rediscovered, these issues were encouraged in order to turn her into a viable mech copilot, although her musical expertise was also left intact. Be aware that it would be ill-advised to share your cockpit with any person or AI other than her.

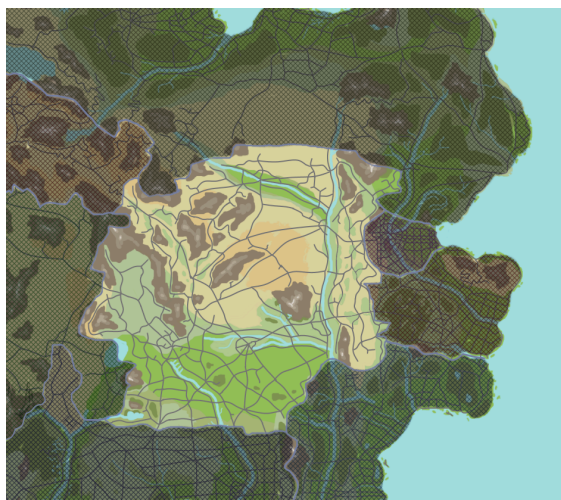
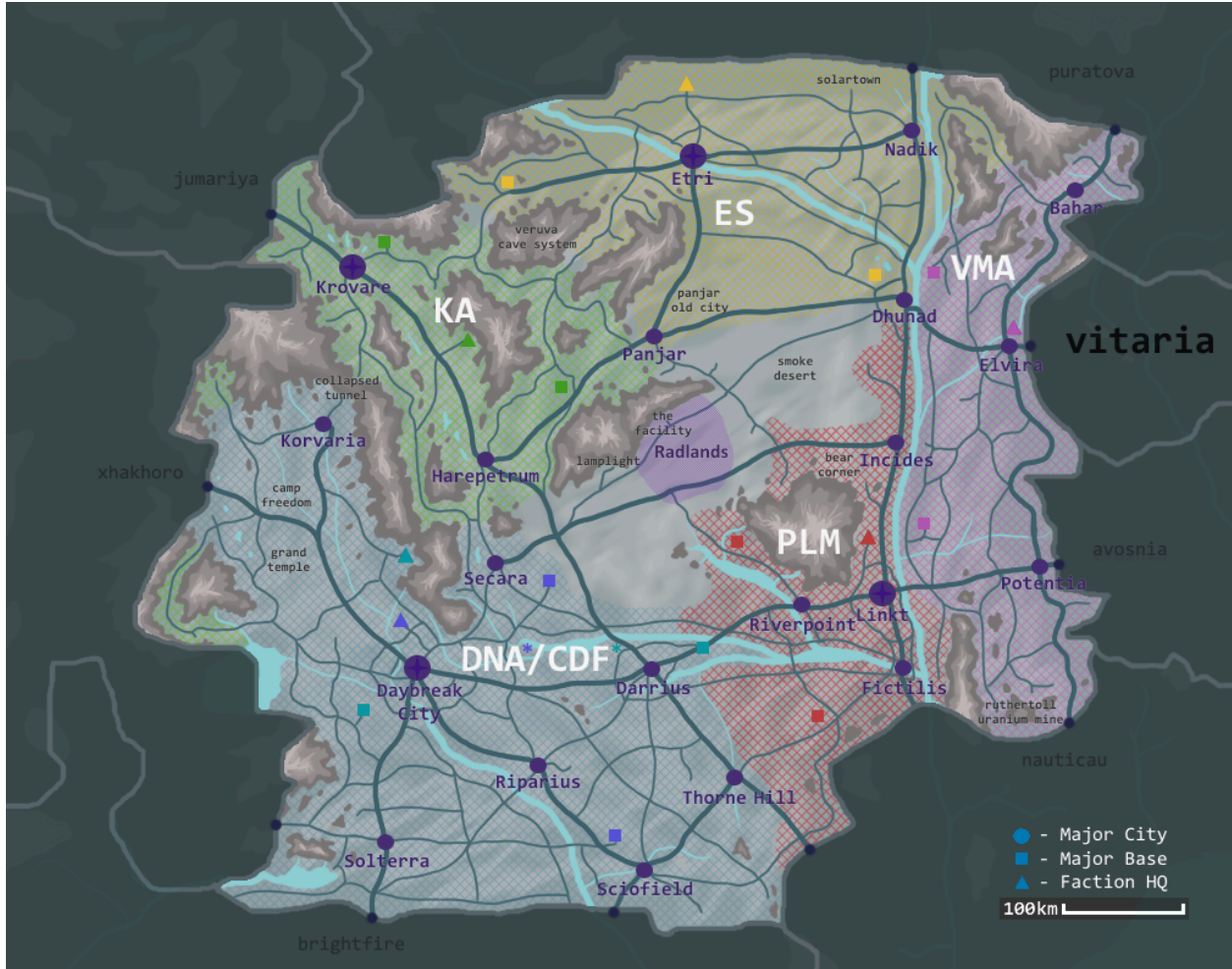
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Sun bleached bone littered the desert sand. There had been a village here once, but now the only remaining structure was a small gas station with a collapsed roof. It was a

filthy and decrepit building, peppered with bullet holes large and small, and it was unlikely to contain anything of value. Nevertheless, 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 their tiredness immense, 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 just too good to pass up. Bullets could be heard in the distance, and the scavengers had no idea who was fighting who, but they knew they would have to move quickly to avoid getting caught up in it.

MAP OF DAYBREAK

[MAP]



	DNA	KA	PLM	ES	CDF	VMA
DNA	DNA	Skull	Dire	Skull	Handshake	Convenience
KA	Skull	KA	Convenience	Skull	Skull	Convenience
PLM	Dire	Convenience	PLM	Skull	Skull	Skull
ES	Skull	Skull	Skull	ES	Skull	Skull
CDF	Handshake	Skull	Skull	Skull	CDF	Convenience
VMA	Convenience	Convenience	Skull	Skull	Convenience	VMA

FACTIONS

You're not alone out there. The war machine is a powerful beast with millions of lives caught in its jaws. You have a faction who train you, supply you, and support you. They're the reason you're able to become a mech pilot and do what you do. As you take territory for them and achieve their goals, you will gain influence and power, having more and more say over the general direction of the group. The total number of known faction-owned mechs, including yours, is 133.

Choose one faction.

>Daybreak National Army (DNA)

When the civil war first began in Daybreak, the military split into three different warring factions, and the Daybreak National Army 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 holds itself to be the only legitimate power in the region, as it's the only one with a direct lineage to the prewar government. The current Supreme Commander of the DNA and President of Daybreak is Erint Varna, whose idea of 'meritocracy' is to fill all of the top government positions with retired generals and war heroes. He wants every region of Daybreak to be tightly integrated and policed under a strong central government.

The DNA control the former capital, Daybreak City, as well as significantly more habitable territory than any other faction. Due to this, they enjoy a decent amount of popular support even though their rule is easily characterized as authoritarian, repressive, and corrupt. Many people just want to see the war end one way or another and believe that the DNA, for all their flaws, have the best odds of coming out on top.

The DNA are allied with the CDF, a foreign power who hope to secure mineral rights and favourable trade deals, but they will never accept a permanent alliance with anyone making a territorial claim. "Total War and Total Victory" is a common refrain in the DNA.

Army Size: 155,000 | Mechs: 25 | Speciality: Military Discipline

Subfactions: Common Democratic Alliance, Law and Conservation Party, Order and Justice Party, numerous personality cults around top generals and mech pilots.

>The Korvarian Ascendancy (KA)

The Korvarian Ascendancy is the successor to a religious movement that saw massive popularity and swiftly captured roughly half of Daybreak during the early stages of the war. Their gains were short-lived, as at the time they had barely any weapons and no armored vehicles, making them easy prey for other factions. Since then, they've been focusing on a smaller area of mountainous territory, working hard to stockpile equipment for a long-awaited counterattack.

Their religion, The Ascendancy, is popular, atheistic, and emphasizes meditation and stoicism. Its followers in Daybreak tend to be more extreme than its followers elsewhere, and many turn to the religion to cope with the devastation produced by the conflict. Their nominal head of state is the reclusive Master Sage La'al Ahlhent. She abhors violence and chooses not to take part in directly leading the army or nation, but is still known to offer restrained advice behind closed doors. The faction has supporters across the entire nation who have organized

themselves into underground cells. Wherever the Ascendency attack, these groups jump out of the shadows to assist them.

Their main goals are to take back their holy city of Korvaria and to liberate the members of the Ascendency who are allegedly 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 as their respective territories are of less immediate interest than that of DNA and ES. Some in the Ascendency would be happy to control just Daybreak's westernmost regions where their culture is strongest.

Army Size: 130,000 | Mechs: 18 | Speciality: Improvised Explosives

Subfactions: Holy War Movement, Cult of the Prophet, Radical Pacifism, Ascendency Reformation Movement, Secessionism Movement.

The Ascendency religion has changed and been added to and reinterpreted many times over the centuries, but its core text is Whispering Unto Heaven from 720 AD.

>People's Liberation Movement (PLM)



The People's Liberation Movement are the most successful of the twenty-two different armed Marxist-Leninist movements to appear in Daybreak over the course of the war thus far. They operate out of an industrial hub city and direct a large percentage of Daybreak's total manufacturing power. Right now, they're at a difficult turning point as their leadership is split almost 50:50 between hardline MLs and Social Democrats who seek to make the movement more moderate. One powerful figurehead could make a difference, but a shifting balance of power can also be very dangerous.

Currently led by Chairman Hentz, their position is that they are the vanguard of a national revolution to centralize power in the hands of 'the people'. Fields and factories are all nationalized and production is overseen by the state with experts and the most skilled workers directly appointed to their positions by party bureaucrats. They are hostile to foreign investment and influence but still require food imports while they have limited arable land. Goods are often sold to Nauticau at below market value due to the lack of other options for buyers.

As they are fighting on many fronts, the PLM are willing to make and break lots of temporary alliances in order to get the upper hand later on, particularly with the KA, which has earned them a reputation for being untrustworthy. Above all, they hate the CDF and VMA for their 'imperialist aggression'. They also desperately want to capture the Ruthertoll Uranium Mine in VMA territory.

Army Size: 125,000 | Mechs: 21 | Speciality: Tanks

Subfactions: Marxist-Leninists, Marxist-Leninist-Maoists, Social Democratic Alliance, Dengists, Trotskyists, Posadists, All Workers Trade Union.

>The Eastern Sun Movement (ES)



The Eastern Sun Movement have a very strong foothold in their home region, the Veruvan Valley, but have struggled to acquire the resources and support needed to expand through and beyond Daybreak's largely inhospitable desert regions. Largely inspired by anarchist ideals, they are formed of numerous voluntary militias that organize through

delegations with no permanent members or leadership. Affinity groups and mutual aid are encouraged in their core territories, and tool libraries and communal storehouses have made progress in gradually eliminating the use of currency, which is seen as a method of exploitation.

As ES contains so many staunch anti-authoritarians, there is widespread unwillingness to work with any of the other factions. The other factions, in turn, are unwilling to work with them because they operate outside of traditional power structures that old-fashioned diplomacy relies on. Their commitment to their ideals leaves them in an extremely precarious position where they cannot form even temporary partnerships. The silver lining is that their cause is sympathetic enough to attract a steady flow of international volunteers, and that decentralization means asymmetrical warfare that is a nightmare for the other factions.

The ES aims to liberate as much territory as possible, but they have no interest in recreating Daybreak's exact borders or even respecting those of neighboring nations. One of their most immediate goals is to break the siege of Dhunad and push to liberate the anarchists held prisoner in a PLM labor camp known as 'Bear Corner'.

Army Size: 93,000 | Mechs: 16 | Speciality: Improvised Fighting Vehicles

Subfactions: Especifismo, Transhumanist Rebirth, Global Insurrection Movement, Hold and Fortify!, International volunteer brigades.

>Cascadia Defence Force (CDF)

The Cascadian Defence Force represent the interests of the nation of Cascadia, which is one of the most powerful countries on Earth. They have immense military strength at their disposal, 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, despite its potential profitability, as it has dragged on for too long and taken too many Cascadian lives.

Cascadia itself is a liberal democracy in decay. President Pete Brenton presents a friendly face to the people, but they know he isn't really fixing any of the country's problems. Money is becoming much more powerful than the government and people are finally starting to take notice. Big business funds lobbies who write the policy that corrupt politicians turn into law, 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, and this keeps people on edge.

The CDF aims to put the DNA, who have promised them privileged access to Daybreak's oil and mineral rights, in charge of the entire region. They wrap this up as the restoration of freedom and democracy, alleging they will encourage the DNA to hold 'free and fair elections' once the war is over. All other factions in the region are considered to be terrorist entities, with the exception of the VMA, who they are on poor terms with regardless.

Army Size: 75,000 | Mechs: 20 | Speciality: Jets and Bombers

Subfactions: Pax Cascadia, General Society of Arms Manufacturers, Anti-Ascendancy Movement, Anti-Communist Movement, Just War Society, Withdrawal Movement.

>Vitarian Mercantile Association (VMA)

The Vitarian Mercantile Association represent the collective interest of the top 100 wealthiest corporations from the sprawling city state of Vitaria, one of Daybreak's neighbors. It's a place of extreme wealth inequality, where the poor live in slums with almost no social support

while the mega rich live more luxuriously than they could anywhere else in the world. There is no traditional system of government in Vitaria, only major shareholders and associations of major shareholders, meaning all 'public' works must directly benefit corporate interests. The entertainment industry there is strong, and former VMA mech pilots often appear on television as celebrity guests.

The VMA is in a strong position. Their nation is technologically advanced, having won its independence from Avosnia with the invention of battle mechs. They also have more money to spend than any of the other parties in the conflict. They invaded and captured the entire eastern region of Daybreak under the pretense of keeping their border safe, but then immediately began mining operations. They are happy to encourage the other factions to keep fighting for as long as possible so that they can keep getting rich and making opportunistic gains.

Nobody trusts or likes the VMA, but Vitaria are willing to buy from and sell to absolutely anyone either directly or through black market channels, so everyone ends up helping them turn a profit in the end. Their first priority at present is just kicking the PLM out of the south of the territory they're occupying.

Army Size: 50,000 | Mechs: 31 | Speciality: Unmanned Vehicles

Subfactions: The Great Vitarian Buffer Zone, Society for Free Market Anarchy, Extract&Exfil, VideoSanguine, 'The Facility' Research Mission.

Vitaria is also the setting of NO FUTURE, a Cyberpunk CYOA taking place in the year 2130, which features more advanced versions of some of the same technology here.

>Rogues

Combatants that don't belong to one of the major factions are referred to as Rogues. This designation includes a wide variety of disparate groups. There are would-be warlords building bandit armies in Smoke Desert. There are holdouts from old factions that refused to surrender to or merge with the current dominant players who are still hiding in the mountains. There are agents of Brightfire and Puratova who are laying the groundwork for opportunistic territory grabs. There are even wealthy individuals sending out mercenaries to extract cultural heritage items or capture footage of the war for their own amusement. You may be a rogue rather than be part of one of the major factions, but will have to think about who is backing you and what their motives are. Note that few people capable of acquiring and outfitting battle mechs have pure intentions.

It's estimated that there are between 10 and 15 rogue mechs currently operating in Daybreak.

Costs 10 points. Subtract them from your 50 point starting total at UPGRADES.

[ALLY TABLE]

Reference table of which factions are willing to work together at present.

GEOPOLITICS

Vitaria has a large military presence in Daybreak, but other neighboring nations have their own roles to play too. There is also plenty of interest in what's happening in Daybreak from overseas, despite how long the war has dragged on for. Every involved faction is affected by supporters and detractors who push for their own interests through proxies, particularly following

Cascadia's involvement in the war. It is only possible to speculate about the full web of agendas in play, but much is clear for the nations of Eitador.

>Puratova

A huge nation with a huge list of problems, Puratova occupies Eitador's northern coast. Concerned with VMA's expansion, the risk of ES spilling over their border or hindering shipping via the Eris River, and with their bitter rival Brightfire potentially finding a way to benefit from the war, they are building up their military and keeping a watchful eye on events in Daybreak.

>Avosnia

Vitaria won its independence from Avosnia in 2038 but the wound has always remained sore for its corrupt and militaristic leadership. While they would not stand any chance against Vitaria in a direct confrontation, they are willing to do whatever it takes to undermine its power and influence in any other way they can think of. They'll happily sell arms to anyone opposing the VMA.

>Nauticau

Nauticau is a calm country with beautiful coastal cities. It controls access to the sea for ships coming down the Eris, Eitador's longest river, and in more peaceful times this would be incredibly profitable for them. They still benefit significantly from being the PLM's only neutral neighbor, therefore able to strongarm them into accepting biased trade deals.

>Brightfire

Autocratic and, if you ask any other nation on the continent, a serious and unpredictable threat to peace and freedom, Brightfire always puts itself first and usually goes unchallenged. They desire Daybreak's fertile southern plains and are clearly just waiting for a good opportunity. If the CDF withdraws from the war and the DNA waver even slightly, they will strike.

Vitaria is also the setting of ACE ASSASSIN, a mission-based CYOA taking place in the 1970s.

>Xhakhoro

Fragile but maintaining a decent standard of living for its people with robust social programs, Xhakhoro is not about to jeopardize its situation by getting too involved in Daybreak's civil war. Ascendancy is widely practiced, so plenty of people provide support to KA. The DNA and CDF are putting pressure on Xhakhoro to play a more active role in rooting this out.

>Jumariya

The poorest nation on the continent, Jumariya is almost entirely deserts and mountains. They recently ousted their ultraconservative Prime Minister after riots and entirely changed course on many of her policies, so they remain in a state of upheaval. Money from selling guns to the factions of Daybreak is vital to keeping their country afloat for the time being.

[MAP]

Map showing desert, plains, and mountainous land.

UPGRADES

You have **50** points to spend on upgrades from any of the sections below. You'll be able to improve your mech with weapons and new parts, your own body with cybernetic augmentation, and purchase resources like guns and allies who will help you out in the field. If you run out of points, a limited number of bonus points can be earned in the OBSTACLES section. There are no more options for you to spend points on after that, so try and use them all.

(repurchasable ) - 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, either in or out of your mech. It's even possible that you were trained in multiple disciplines.

Purchase at least one background.

>Infantry

COST: Free

You were basic infantry. Your background is nothing special or uncommon. You were taught which way around to hold your gun and where to point it and then you were thrown into the meat grinder. Getting promoted was a stroke of luck that may have saved your life.

>Mechanic

COST: 1

You have a good understanding of most of the vehicles and equipment used by your faction as well as experience in maintaining them. You didn't specialize in mechs, but your knowledge should still be useful for making field repairs during emergencies.

>Combat Medic

COST: 1

After basic infantry training, you learnt extensively about first aid, primary care, and how to safely evacuate the injured from the battlefield. Even under intense pressure, you can stay calm if it's to administer aid to someone in need.

>Tank Crew

COST: 2

You spent a long time learning about and have experience driving a wide range of military ground vehicles, taking on a role as part of a tank crew before eventually being promoted to a mech pilot. Many of the best pilots had a very similar career path.

>Spec Ops

COST: 2

You were specially selected to be part of an elite spec ops unit. With intense training and tactical coordination, your unit efficiently carried out numerous missions giving you a lot of experience with warfare before you ever became a mech pilot.

>Spy

COST: 3

You weren't part of something everyday: you were behind enemy lines, learning how they functioned, what they were planning, and sabotaging key positions. You will gain intimate knowledge of **one enemy faction of your choice** and have a much easier time blending in with them.

>Supersoldier

COST: 4 [Cannot take if ES]

You were born as part of a special program to create supersoldiers. Trained and indoctrinated from birth, your reflexes are sharp and you know the basic skills used by every specialization listed before this point. War is simply your nature in a way that very few others can understand.

>Chef

COST: Free [Cannot be combined with other options]

Top of your class- in culinary school. You genuinely don't understand how you got here. You tried to tell them you were just a cook, but they wouldn't listen. You get along much better with civilians than most soldiers can as they get the sense you understand their struggles better.

>Scavenger

COST: 1 [ES & Rogue Only]

As a scavenger, you learned a lot before you ever entered military service. You get along with the disenfranchised, have a broad skillset focused on improvisation, and know a lot about survival in extreme conditions. You can build an IED out of a pile of scrap and some bullets.

>Battle Cleric

COST: 2 [KA & Rogue Only]

You are believed to be close to the "heaven-on-earth" ideal of an ascended person and are thus sought out for inspiration and advice. This has made you good at advising and guiding people. Your very presence is inspirational to your comrades. The most devout carve idols of your mech for good luck.

>Commissar

COST: 3 [PLM & DNA Only]

As a high-ranking commissar, your job was to ensure that everyone else followed their orders. You're well-versed in battle strategy and tactics, and your impassioned speeches always help keep up army morale and help maintain ideological purity.

>V.I.P.

COST: 3 [CDF & VMA Only]

Connections mattered far more to you than skills. You have powerful backers, a wealthy family or corporation, who are willing to bribe and lobby to keep you safe. You're good at sucking up to people and will be especially well-supplied and supported by your faction.

MECH ENHANCEMENTS

Every pilot bonds with their mech as they fight inside it and begins to dream of customizing their vehicle into something truly unique. Your resources can be spent on giving your mech more weapons, more features, and more personalization to make it truly yours.

By default, the cockpit is quite small. It has room for your chair, which can recline into a small but comfortable bed, a few personal effects, and the mech's computer. While the computer is mainly for serious things, such as reviewing status reports and mission and battleground information, you can also use it as you would 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. Speakers and microphones on the outside of the mech allow you and your AI to talk to people in your close vicinity, while sensors will transmit important atmospheric data such as temperature, radiation, and the direction of the wind.

Your mech contains a device that generates a huge amount of energy called a 'power core', so energy will not be a concern for you outside of the small likelihood that this is stolen or damaged. 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 and whether you deserve a second chance or were acting too recklessly.

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

COST: 2 (repurchaseable  (FP2/R3/V3)

Add a single light machine gun to any part of your mech. These provide reliable firepower that makes it easy to deal with infantry and small vehicles. Having several will allow you to quickly sweep an area of enemies.

>Heavy Machine Gun

COST: 4 (repurchaseable  (FP4/R3/V3)

Add a single heavy machine gun to any part of your mech. These can tear through armor into enemy tanks and some light mechs with devastating power. Several of these could quickly take apart a whole building.

>Flamethrower

COST: 2 (repurchaseable  (FP1/R2/V4)

Add a single flamethrower to any part of your mech. These inspire fear in your enemies, and can flush them out of tight positions that can't be reached with other weaponry. Being able to quickly start fires also has plenty of uses.

>Light Rockets

COST: 4 (repurchaseable  (FP5/R3/V2)

A multiple rocket launch system that can quickly fire a volley at your enemy. Individually, they're less dangerous than shots from the Main Cannon, but you're more likely to score hits in fast-paced combat and won't suffer as much from recoil. Takes some time to reload after all the missiles are spent. Reduce the Speed of your mech by a value of one.

>Main Cannon

COST: 5 (repurchaseable  (FP6/R4/V1)

Add a single cannon that fires powerful artillery shells capable of damaging, sometimes crippling, most other mechs. It's heavy, with a lot of recoil, and is unwieldy in fast-paced combat. Standing still to best use your targeting systems, you will be able to hit very far away enemies and even take down planes. Reduce the Speed of your mech by a value of one.

>Plasblast

COST: 6 (repurchaseable  (ENERGY/R1/V1)

Ranged energy weapons are works in progress, but the Plasblast shows their feasibility. This gun fires energy in a cone shape with a four meter range and max radius, erasing everything inside. It is so energy-intensive that your mech will need to be completely stationary for five seconds before it can fire. Reduce the Speed of your mech by a value of one.

>Scattershot

COST: 4 (FP2/R1/V4)

The Scattershot fire-and-forget defence system resembles a series of simple metal pipes on either side of your mech. It sprays out smart bullets for active interception of moving targets, primarily to either destroy or disorient incoming projectiles. It's effective against nearby bombs, light rockets, drones, and moving infantry. Reduce the Speed of your mech by a value of one.

>Westminster-650

cost: 8 (repurchaseable  (FP10/R4/V1)

This platform can store and launch a single dirty warhead. Within a 200m radius, most people will be burned and most mechs and buildings will be destroyed, while within 400m most people caught in the open will receive lethal doses of radiation. Your faction may take several weeks to supply you with a new warhead. Reduce the Speed of your mech by a value of two.

>> WARNING <<

Use of the Westminster-650 warhead is considered a violation of the Nuclear Moderation Treaty of 2079, a recent attempt to restrain some of the war's most destructive excesses.

While the treaty is not expected by any party to last forever, being the first to violate it will result in a national and international PR hit to both your faction and to you as an individual.

Similar weapons may subsequently be deployed by other factions, leading to an escalation of the conflict as well as accelerated societal and ecological collapse.

>Deployable Flash Bombs

COST: 2 (FP0/R1/V4)

Your mech can spit out grenades that burst into bright white light. Without protection, anyone next to your mech will receive burns on their skin, and anyone looking at it from nearby will be temporarily blinded and disorientated. Drones may have their sensors permanently fried.

>Deployable Gas Bombs

COST: 2 (FP0/R1/V4)

Your mech can spit out grenades that burst into clouds of noxious gas. This will partially conceal your mech and scar the lungs of anyone who breathes it in. This is a horrific but efficient way of slaughtering crowds that gather too close. Drones may struggle to operate inside these clouds.

>Deployable Spider Drones

COST: 3 (FP3/R2/V4)

The mech can drop four-legged suicide drones that autonomously seek out nearby hostiles before detonating. Explosions are small but can each take out individual infantry targets. Multiple drones working together could disable small vehicles and weaken structures.

>Manipulator Arm

COST: 2 (repurchaseable  (FP3/R1/V3)

Add an arm to any part of your mech that can hold, crush, and manipulate objects. This lets you interact with the world more without leaving your vehicle, punch things, and pick up and use weapons.

>Additional Legs

COST: 2 [Cannot take with MASOCHIST or COMMAND CORE]

Your mech gains a second pair of legs. These legs can be held in reserve, on another face of your mech, or transform it into a four-legged vehicle. Add one to your mech's Speed value.

>Convertible Limbs

COST: 1 [Requires Manipulator Arm x 2]

The two manipulator arms on your mech are constructed to also be usable, at your leisure, as legs. Add one to your mech's Speed value but only if you do not also have Additional Legs.

// Note: Manipulator Arms

Giant Weapons, Giant Energy Weapons, and Giant Energy Shields will require Manipulator Arms to use unless they are mounted directly onto your mech for additional point cost. You will require two arms if you want to use two parts at the same time that both require an arm, for example to dual wield Giant Weapons, but you could switch between use of the different parts if your mech only has one arm.

>>Giant Weapons

>Giant Weapon

COST: 3 (repurchaseable  (FP5/R1/V3)

Choose a melee weapon to be scaled up into something suitable for your mech and then sheathed by its side. It will be huge and heavy, but with a manipulator arm, your mech will be able to wield it. It can be a bladed weapon such as a sword, or a blunt one like a hammer or a mace. Giant Weapons could be very useful in urban combat or against other mechs.

>Mounted Weapon

COST: 1 (repurchaseable  [Requires Giant Weapon]

Mount the weapon directly to your mech, meaning it's on its own limb and doesn't require a manipulator arm to hold. Must be repurchased for each giant weapon you wish to mount.

>>Giant Energy Weapons

>Giant Energy Weapon

COST: 5 (ENERGY/R1/V3)

Choose a weapon with a bladed edge such as a sword, spear, scythe, axe, javelin, hook, etc.. to sheathe on the side of your mech. The blade edge can be ignited with plasma energy, allowing it to cut just about anything. It will demand the use of a manipulator arm to wield. Plasma energy ignition will require about eight hours of recharging for an hour of continuous use.

>Mounted Energy Weapon

COST: 1 (repurchaseable  [Requires Giant Energy Weapon]

Mount the weapon directly to your mech, meaning it's on its own limb and doesn't require a manipulator arm to hold. Must be repurchased for each energy weapon you wish to mount.

>>Giant Energy Shields

>Giant Energy Shield

COST: 5 (repurchaseable ) (**ENERGY**)

This energy shield can block most things, from cannon artillery to energy-based attacks. It requires a manipulator arm to hold, and covers 2/3rds of your mech on the side that holds it. Use of the shield will require about eight hours of recharging for thirty minutes of continuous use, and powerful direct hits such as those produced by mechs will cause its reserves to drain much faster.

>Mounted Energy Shield

COST: 1 (repurchaseable  [Requires Giant Energy Shield]

Mount the weapon directly to your mech, meaning it's fixed to a side of your mech and doesn't require a manipulator arm to hold. Must be repurchased for each shield you wish to mount.

>Detachable Units

COST: 4

Your mech has two separable parts each with their own cockpits. Assign every weapon and upgrade on your mech to either Unit-01 or Unit-02. For stats while detached, halve your mech's base Armor and Speed, round up, and then add the increases from respective upgrades. While you pilot one unit, your copilot can handle the other.

>Chain Tracks

COST: 2

Your mech can switch onto tank treads made of steel plates. They're durable, able to withstand long journeys through rocky terrain, and they allow for fast movement particularly when traversing flat, open ground. Your mech will lose some height while its switched into chain track mode. Add one to your mech's Speed value.

>Booster Jets

COST: 4

Place small jets across your mech which can be activated for short 'dashes' forwards, backwards, and to the side, without any need to pivot first. These jets will also add more power to your mech's limbs. For example, you can boost punches and weapon swings with your Manipulator Arm. Add one to your mech's Speed value.

>Pumped Up Kicks

COST: 3

Powerful hydraulics in the legs of your mech enable it to jump 0.5m in the air, plus one full meter for every point in Speed that it has above its Armor grade. Land with a potentially devastating thud, crushing your enemies.

>Jumped Up Tricks

COST: 3 [Requires Pumped Up Kicks]

An upgraded jump system that replaces the rules for Pumped Up Kicks. Jump 0.5m in the air, plus one full meter for every point in Speed your mech has, now irrespective of its Armor grade. Shake the earth as you land.

>Glide Wings

COST: 2 [Requires Pumped Up Kicks]

After jumping, deploy wings that allow your mech to glide a short distance. Soar and steer through the air as you slowly return to the earth. This can help you avoid obstacles on the ground, or land safely from cliff and rooftop jumps.

>Cargo Sheathe

COST: 2

Safely secure crates and cargo containers to your mech. This upgrade will allow you to take relatively low-stress transport missions for your faction, trying to avoid conflict as you move deliveries from point A to point B. Heavy cargo will reduce your speed and mobility.

>Vehicle Sheathe

COST: 2

A sheathe attached to the side of your mech with space for a small bike or car, with luxury options available in the PERSONAL EQUIPMENT section. You can access this directly from your cockpit, entering the vehicle and then releasing it to the ground at a moment's notice.

>Height Modification

COST: 1 (repurchasable )

Increase or decrease the height of your mech by up to 50cm. For every two times you increase height, reduce your mech's Speed value by one. If you decrease your mech's height four times, increase the mech's Speed value by one. The max height value is 10m (1000cm) and the minimum height value is 3.5m (300cm).

>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.

>Show-Off

COST: 1

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

>Barbed Exterior

COST: 1

Add vicious barbs and spikes to your mech. These are not often directly useful in a fight, but give off a distinct impression. They make your mech scarier and more threatening, encouraging enemies to keep their distance.

>Fine Shaping

COST: 2

A finely sculpted look for your mech's armor plating can completely transform its image. Many pilots choosing this option pick an animal, such as a wolf or a spider, to theme their mech's new appearance around.

>UltimaCloak

COST: 4

Activate the UltimaCloak for 15 seconds of complete invisibility for your mech. It requires about 10 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.

>Superheavy Plating

COST: 3

These plates are bulky, but they still provide valuable defense. This can be combined with superlight plating. Add one to your mech's Armor value, but reduce its Speed value by one.

>Superlight Plating

COST: 5

This adds panelling to your mech that raises its defence significantly, without weighing it down. They're expensive and highly sought-after. Add one to your mech's Armor value.

>UltimaShield (ENERGY)

COST: 6

Activate the UltimaShield for 10 seconds of complete invulnerability for your mech. It requires about 10 hours to recharge after every use. Powerful energies surround your vehicle, disintegrating bullets and bouncing away lasers.

>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 quickly steal data or 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.

>EMP Net

COST: 4

Fires a net that wraps around a target and releases a small charge that disables their electronics for a few minutes. Optimal target size would be an electric car. Smaller and larger targets such as people with cybernetic augments and mechs are more difficult to successfully capture, but it is still very possible if they are stationary and caught unaware.

>Comms Jammer

COST: 4

Dish-shaped device that attaches to your mech and, when switched on, jams all communication systems of non-allied targets within a 500m radius. It stops drones and makes enemy

coordination and cooperation significantly harder. The downside is that, needing to be exterior to your armor in order to work, it is vulnerable to enemies who intentionally target it.

>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 your MREs cold.

>Creature Comfort

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.

PERSONAL ENHANCEMENTS

Various cybernetics are used to enhance the abilities of the most valuable soldiers. About one in one hundred soldiers have some kind of augmentation, while one in one thousand will have several. A very small number of soldiers, mostly members of the VMA, have a huge number of augments. 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 filter in your windpipe will provide all the benefits of a gas mask, preventing you from breathing in harmful toxins. You'll 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 lining that sits underneath your skin and is designed to protect you in the field by deflecting bullets away from vital organs. It has a few tiny holes in case you require emergency medical intervention.

>Jammer Node

COST: 2

With a simple thought, this node at the base of your skull will emit an electromagnetic disruption field across your body. It will scramble nearby drone connections, break missile lock-ons, and disguise your location on tactical displays.

>Adreno-Controller

COST: 2

A brain implant allows you to encourage or inhibit adrenaline production at will. Make your muscles stronger and more durable, numb feelings of intense pain down to faint throbbing, or inhibit adrenaline to keep calm in high pressure situations.

>Bionic Organs

COST: 2

Your heart and lungs will be removed and replaced with cybernetic substitutes. No matter how long you run for and how fast you go, only your muscles will tire. Allows you to push augments like Adreno-Controller to their limits and stay awake even through extreme blood loss.

>Synthskin

COST: 2

Adds a layer of synthetic skin to your body. This makes it easy to withstand extreme desert weather and high temperatures, rendering you immune to minor burns, and cuts will seal and stop bleeding much faster than with normal skin.

>>Reflex Upgrades

>Reflex Suite I

COST: 2

You gain heightened reflexes. Ambushes will struggle to surprise you, you can draw your gun with frightening speed, and you're always ready to dodge in a fistfight.

>Reflex Suite II

COST: 2 [Requires: Reflex Suite I]

Your superhuman reflexes and perception are enough that you could evade a bullet so long as you saw the barrel of the gun it was fired from.

>>Strength Upgrades

>Strength Suite I

COST: 2

This is a package of several physical upgrades. Micro-fiber muscle weaves grant you heightened strength. Carry heavy objects around with ease and punch apart cars.

>Strength Suite II

COST: 2 [Requires: Strength Suite I]

Your strength could be called herculean. You can lift an entire bus above your head and launch it at speed down the street.

>>Neural Upgrades

>Neural Suite I

COST: 2

Synthetic neural pathways help you think faster and stay focused. Process visual information like distances and accurate bullet trajectories in moments.

>Neural Suite II

COST: 2 [Requires: Neural Suite I]

You think much faster, never lose focus, have hyper-advanced pattern recognition, and won't forget a single detail you think might be important.

>Gecko Grips

COST: 3

Lining on your hands and feet allows you to grip to almost anything. You could climb up a wall like a spider.

>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 corrode metal and cause painful burns for other people. You can blind someone if you spit in their eye.

>Datapad

COST: 1

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

>Aesthetic Augs

COST: 1

Any minor aesthetic augs including permanently colored hair, visible machinery, tattoos with metallic ink, or the newly invented 'kemonomorph' cat ears. Syncs well with 'Media Darling'.

PERSONAL EQUIPMENT

You can find guns on corpses all over the battlefield, but those are for soldiers and militiamen. Mech pilots have access to high-tier equipment that the average person will never even see. 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.

>Featherlight Armor

COST: 2 (repurchaseable )

Defensive material for your body that is easy to put on and won't weigh you down or restrict your movement whatsoever. It can stop or slow some bullet impacts, and can also be useful even inside your mech for protecting you from getting knocked around.

>Prototype Warsuit

COST: 4 (repurchaseable )

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 (repurchaseable )

When worn, this helmet has all of the capabilities of Tracheal Filter and Filtered Vision together, allowing for battlefield insights and clean breathing, while also providing good protection against attacks aimed at your head and falling rubble. Much better than a standard helmet.

>Autopistol Mk.1

COST: 1 (repurchaseable ) (FP1/R2/V4)

This is a semi-automatic pistol that can fire 12 low caliber rounds. It's known for its reliability and is a popular option for people with money to throw around.

>G.E.I.S.T.

COST: 2 (repurchaseable ) (FP1/R2/V4)

'Silenced' is not a misnomer with this pistol. There's no sound from this beyond the pull of the trigger. Semi-auto and uses 10-round magazines.

>BLAST-250 Revolver

COST: 3 (repurchaseable ) (FP5/R2/V2)

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

>Gek-99 AR

COST: 2 (repurchaseable ) (FP1/R3/V4)

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

>The Punisher

COST: 2 (repurchaseable ) (FP2/R2/V4)

A full-auto shotgun that uses 10-round box magazines. This is extremely deadly and an effective option for destroying drones while on-foot.

>ALLWELL SUPERHEAVY

COST: 2 (repurchaseable ) (FP3/R3/V3)

Huge belt-fed machine gun that can shred armor with repeated hits. Requires a level of Strength Upgrades to move it around the battlefield easily.

>Cygnet Elite Sniper

COST: 2 (repurchaseable ) (FP2/R4/V2)

There aren't many snipers that fire further and with more accuracy than this one. Its powerful scope has thermal and night vision options, and it is equipped with ammunition that has high penetration power.

>Plasma Knife

COST: 2 (repurchaseable ) (**ENERGY**/R1/V3)

The edge of this short 12cm fighting knife can be ignited with plasma energy, allowing it to cut through even subdermal armor or puncture a mech hull. It can also be used in this form to quickly cauterize injuries. Can be incredibly useful in tight spaces.

>Laskatana

COST: 3 (repurchaseable ) (**ENERGY**/R1/V3)

The Laskatana has a 66cm long blade that can be ignited with plasma energy. Like the plasma knife, it can cut through anything, but its length makes that fact far more deadly. Bisect people and cleave armor to pieces with ease. May cause collateral damage in tight spaces.

>Grenades Galore

COST: 1 (repurchaseable ) (FP2/R2/V2)

Nothing as difficult to acquire as the other options here, but your faction will always make sure quality grenades, flashbangs, and smoke bombs are abundantly available for you at your bases.

>Grip Mines

COST: 3 (repurchaseable ) (FP6/R1/V2)

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

>MVM

COST: 1 (repurchaseable ) (FP5/R1/V2)

Shoulder-fired missile launcher. Unlikely to cause more serious damage to a mech, but it is powerful enough to destroy a mech's weapon or to disable a limb. You will only be supplied with one at a time.

>Kingkiller Missile

COST: 5 (repurchaseable  (FP8/R3/V2)

Missile that can either be shoulder-fired or loaded into a mech's Main Cannon. Causes an extraordinarily powerful explosion, despite a small radius, with a high potential to severely harm enemy mechs. You will only be supplied with one at a time.

>Cytryke

COST: 1 (repurchaseable )

An electric motortryke built to be effective across rugged desert terrain. It can seat two, has a small storage compartment, and accelerates and handles superbly. A single purchase from Mech Enhancements can be added to this vehicle instead of your mech.

>Dustwarrior

COST: 2 (repurchaseable )

An electric car built to work in extreme conditions. It can seat five, has a small amount of storage space, tinted windows, and a basic level of bulletproofing. A single purchase from Mech Enhancements can be added to this vehicle instead of your mech.

>Biometric Locks

COST: 1

A supply of locks that render the electronic functions of equipment from this section unusable except by you. Applicable to the Hazard Helmet, gun attachments, launchers, mines, and your vehicles. These locks can be broken by hackers if the equipment is stolen, but it will take time.

>Smarter Guns

COST: 1

Get teched up versions of any guns purchased from this section. Biometric Locks can now be added to stop others from firing them, and they all now come with a suite of optional high-grade attachments such as smart scopes that read distance and provide pointers to help you aim.

>AI Companion Chip

COST: 1 (repurchaseable )

Liked the sound of more than one of the options from the AI COPILOT section? This allows you to go back there and pick a second AI to be your companion. They can then be inserted into a gun, helmet, or your mech. The chip has its own speaker but can also be linked to an earpiece.

>Chameli-Suit

COST: 1 (repurchaseable )

Clothing that changes automatically 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 (repurchaseable )

This net is large enough to cover you completely and provides partial invisibility. It can't fool filtered vision or someone who looks directly at you too intently for too long, but it is generally very effective for sneaking through enemy territory.

>Grapple Anchor

COST: 2 (repurchaseable )

Wrist-mounted device that fires a tough rope with a spearhead that will dig into a surface and then allow you to propel yourself at high speed towards it, or detach the other end of the rope and anchor it to another object. Sever the rope with the device at will.

FIELD RESOURCES

You'll always have allies in your faction, but you won't necessarily be in charge at all times or have the benefits of being able to see the same faces with any regularity. With the options here, you'll get more direct control over other soldiers and the option to place some new 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, outfitted, and transferred to your command.

Purchase as many as you would like.

>Warehouse

COST: 1 (repurchaseable )

You can place a warehouse **anywhere on the map** that will be yours to use however you please. It will look completely unassuming, attracting no attention, but be large enough to store your mech and equipment. It will be hard to break into without breaching charges.

>Personal Penthouse

COST: 2 (repurchasable )

Some may call it an inefficient use of resources, but having a place of your own will be good for your morale. **Choose a named city from the map** to place your apartment. It may not be the most luxurious place ever, but it will meet your needs and be high-end for Daybreak standards.

>Underground Bunker

COST: 3 (repurchaseable )

You can place your own secret bunker **anywhere on the map**, deep underground. It will be nuke proof, have a hidden entrance, a huge elevator for your mech, supplies of food and water, a medical wing, and living space for, if cramped together, around 30 people.

>Forward Operating Base (F.O.B.)

COST: 1 (repurchaseable )

A fenced-off campsite with watchtowers, sandbags, and barbed wire, **placed anywhere in your own faction's territory**. It's uncomfortable, and left vulnerable by being in the open, but there is no upper limit on how many soldiers it can grow to accommodate.

>Fortress

COST: 5 (repurchaseable )

You can place a fortress **anywhere in your faction's territory**. It can house 800 soldiers and a great number of vehicles. With thick concrete walls, bountiful fuel and munitions, and heavy cannons surrounding the entire thing, it will require a full-on siege to destroy.

>Strategists

COST: 2 (repurchaseable )

A small team of five eggheads, with various proficiencies from logistics to propaganda, who can help you plan and organize your activities. Mainly useful if you are commanding a lot of soldiers or want to maintain a high level of independence from the rest of your faction.

>Company Unit

COST: 1 (repurchaseable )

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

>Elite Platoon

COST: 2 (repurchaseable )

This platoon contains 50 soldiers who, unlike Company Unit, are seasoned veterans and specialists. They carry a wider range of equipment including Night Vision Goggles, breaching tools, survival gear, laser deminers, and HPM anti-drone weapons.

>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're detonation experts and are trained to know where to hit mechs and tanks in order to best damage them. Attach them to a company, or order them around as they are.

>Drone Team

COST: 3 [2 if VMA] (repurchaseable )

A small truck full of equipment from which a team of four drone operators will launch and operate UGVs and, weather permitting, UAV quadcopters. They can provide reconnaissance as well as combat support with bombs and machine guns.

>Mechanic Team

COST: 2 (repurchaseable )

Your own team of nine mechanics and one mech engineer. They'll repair and tune your mech, vehicles, and sometimes your other equipment, coming to know it all very well. Station them at a base or command them in the field.

>Medical Team

COST: 2 (repurchaseable )

10 assorted medical professionals such as nurses, surgeons, cybernetics experts, and psychiatrists. Use them as your personal check-up team or to aid your troops. They can, if you wish, all be dedicated field medics.

>Tank Comrades

COST: 3 [2 if PLM] (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, able to damage many of the mechs on the field.

>Transport Fleet

COST: 2 (repurchaseable )

An Armored Personnel Carrier with a basic machine gun and a 15-passenger capacity, three heavy trucks for cargo or up to 20 passengers, four 12-passenger vans, and drivers for each. Transports 123 max passengers total.

>Air Transport

COST: 3 (repurchaseable )

A large helicopter and its two pilots will be yours to command. In good weather, it can carry your mech across the battlefield using extremely powerful magnets, or be used as transport for either cargo or up to 55 soldiers.

>Spy Connection

COST: 2 (repurchaseable )

Each time you purchase this, you gain a secure channel to an elite spy in **an enemy territory of your choosing**. You can directly issue them with commands. They will gather intel about military movements, sabotage infrastructure, or attempt assassinations.

>Guerilla Connection

COST: 2 [1 if KA or ES] (repurchaseable )

Contact with a sizable band of freedom fighters, sometimes also known as a terror cell, in a major **enemy city of your choosing**. They will be true believers in your faction's ruling ideology, ready for violent hit-and-run tactics or to sow dissent and start riots.

>Human Copilot

COST: 2 (repurchaseable )

Send another person, a trusted ally and close friend to you, through mech pilot training. A second chair can be installed in your mech, although it may be a tight fit. They can pilot, take over some of your guns, or monitor charts and strategies.

>Branding Exercise

COST: 1

Full control, with help from a team of creatives, in branding your field resources. If you have a particular image you want to convey, you'll get it out to the people. Assign new names, flags, color schemes, and uniforms. Receive all necessary funding to redecorate bases and equipment with appropriate paint jobs, fittings, and furnishings.

>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 positive attention to you every time you achieve anything big.

>Political Ties

COST: 4 (repurchaseable )

Put your resources into buying out a prominent political figure from your faction. This could be a DNA minister, PLM party official, KA sage, ES organizer, CDF senator, or VMA executive. They'll advocate for your political goals while you focus on the battlefield.

OBSTACLES

There isn't a lot left to spare, but you might be issued with additional resources if you're facing down unexpected threats. This could give you what you need to purchase that one last upgrade and get a slight but vital edge over your opposition, or you might want to add more challenge for story flair. They are intended to be extreme.

Choose as many as you would like.

>PAINlink Implant

BONUS: 2

This cruel brain implant was developed for when the mech is more valuable than the pilot inside. If your mech takes any meaningful damage, you will feel it like an impact to your own body. The shock of your mech being destroyed beyond repair, even if the cockpit survives, could kill you.

>Penitent Pilot

BONUS: 2

Forget everything you've heard about pilots being respected or free to choose their objectives. That all applies to people, not animals like you. A bomb collar around your neck will go off if you disobey an order, and your cockpit will only open and close at the command of your superiors.

>Scraper Mech

BONUS: 2

Your mech was ingeniously pieced out of salvaged parts from other vehicles. They are more likely to fail or jam than brand new parts would be. You'll need to frequently return to base for maintenance check-ups to avoid any sudden breakages that could put you in danger.

>Bloodsworn Rival

BONUS: 1

You pissed someone off. Using a similar amount of resources to the ones provided to you, a Rogue will customize their mech, their own body, even join a larger faction to counter your plans as much as possible. Ruining your life and ultimately killing you are their two primary objectives.

>Toxic Apocalypse

BONUS: 2

Perhaps it was inevitable, but Daybreak is becoming inhospitable. Desertification takes the grasslands, the radlands double in area, and toxic wind carries pollutants all over the country. Even in major cities, people often need to wear protective clothing just to go about their day.

>Eitador in Flames

BONUS: 3

Other nations bordering Daybreak finally scramble to seize its territory. Brightfire moves on Solterra and Sciofield, Putatova on Nadik and Bahar, while Xhakhoro, Jumariya, and Nauticau have new leaders ready to attack and create buffer zones with the KA and PLM. Cascadia also faces local uprisings and border skirmishes.

>Dump Preset Weapons

BONUS: 0 - 3

You can sell weapons which were part of your mech preset but which you aren't interested in keeping. For every weapon you wish to sell, choosing from items separated in the preset lists by commas and not including 'Manipulator Arms', you get back a single point. This bonus caps out at three points.

===== Finalize your purchases before moving on to the next page of the CYOA =====

(interlude/2/)

You climb into the cockpit of 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 a locker behind you. You'll have to sort through it later.

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 it too.

One of your screens changes from static to a video of your chosen AI. It's punctuated with three seconds of a 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.

THE FACILITY

Decades ago, there was a reclusive 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. They fortified themselves rather than expanded, building a large complex of factories and labs. Once, it was known as 'November Nine', but now only as 'The Facility'. Many powerful weapons were created here and hoarded for later use, but the faction ended up falling victim to their own mysterious technology in a huge explosion.

The Facility is now at the heart of a deadly area known as the radlands, which press up against the mountains. If you enter the radlands and do not have a gas mask, hazard helmet, or tracheal filter, you will die pretty quickly and painfully. Even if you come prepared, the area is not suitable for long term stay by anyone, and maybe never will be. Nobody has fully mapped 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 of N9 that could be worth a lot of money, or perhaps powerful tools capable of influencing the course of 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 focus your exploration.

Choose one location to claim a relic from.

>East Lamplight

Lamplight is the only civilian town that was, briefly, under the direct rule of The Facility. They are believed to have conducted strange experiments on the local population, the purpose of which have now been lost to time. People continue to live in the west part, which is mostly free from the effects of the Radlands, and it has begun to thrive as a heavily-armed home for scavengers, scrap traders, and mercenaries. Lamplight remains outside of major faction control.

The eastern outskirts, however, were 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 the occasional dust-caked picture frame.

Relic: **Iron Cannibal**

This is a strange two-part hardware kit. One piece is installed in your mech, and the other piece needs to be 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 2km away. 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.

>Facility X-N9a

The Facility refers primarily to a large complex composed of many factory and research buildings. As the area was heavily fortified before its collapse, there are still plenty of trenches, barbed wire, barriers, fences, and thick concrete walls. Some of the buildings are hazardous to

navigate, facing full or partial collapse, or stocked with dangerous materials. You might even run into other treasure hunters who aren't too keen on sharing.

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 perhaps the most dangerous place to look for a relic. You will need to be constantly on guard while you're here.

Relic: **Phantom Soul**

This is a prototype hard light projector with complicated switches and dials. 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 about 1-2 hours, depending on how it's used, before needing 6 to recharge. Projections can be used to shield from incoming damage, although they can still be flanked, and cannons and missiles could eventually overwhelm it and shut it off. You can more easily use it to cause damage, creating illusions, light barriers, or even giving your **AI** a physical form to inhabit for a little while.

Projections will erratically break apart if they connect with energy weapons or defences.

>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 their mercenaries, 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.

Only Daybreak's toughest and best equipped scavengers brave this area. Adding even more toxicity and radiation to the desert's usual blistering heat and frequent dust storms seems suicidal to most, no matter what the rumors say might be hidden there.

Relic: **Sunkiller (ENERGY)**

This might be a fragment of whatever made the radlands such a mess in the first place. It's a supercharged power core that can be inserted into any ranged mech weapon in order to grant it horrifying destructive potential. Fire a blast that incinerates everything directly in its path, leaving behind a caustic smog that will quickly kill anyone without a gas mask or filter. The attack is energy based and will blast holes even through mountains. You can set the final range anywhere from 5m in front of you to 5km away, but the rangefinder has a ~25% margin of error that makes it increasingly risky to use with long distances. You will only be able to fire this once every couple of days.

Blasts may ricochet unpredictably when they connect with energy weapons or defences, but only a mech using the UltimaShield has a chance to survive.

>The Tunnels

Much of The Facility was hidden underground and has never been uncovered. While you can often find doors to this hidden layer of operation, many of the tunnels have collapsed, and so most are simply dead ends. When you are lucky, however, a sprawling maze of hallways and rooms is revealed to you.

One of these rooms will surely contain something special. Just be very, very careful to not get lost. The tunnels go deep underground where no communications will reach, and every

passageway begins to look alike once you're down there for too long. It's enough to make you feel a little crazy.

Relic: **ORDET**

This is a device that messes with people's heads. A box with a ten foot tall antennae that must be out in the open, making it vulnerable, but it can then broadcast a signal with a 1km effective radius. The signal makes it harder to think clearly, to formulate your own plans without your head hurting, and it means you'll be highly suggestible to any commands you receive inside the radius. Use it on your own men and they will obey every order, even charging into suicidal situations with no second guessing. Use it on the enemy and 'surrender' or even 'shoot your commanding officer' might be considered. Extracting information from prisoners will be easy. A loud command, such as through a speaker or megaphone, is more likely to be followed than a spoken one. Protect yourself and others by lining helmets with tinfoil.

Mech pilots may switch off their exterior microphones and follow the direction of their AI copilots.

// Note: Mech Power Cores

While every part of a mech is expensive and difficult to manufacture, the power cores are especially complicated pieces of technology, and every mech needs to have one. They are essentially tiny reactors that produce incredible amounts of power. A power core is always kept deep within a mech's hull in order to protect it from damage and from being stolen. If a core were to be damaged, for example, by intense cannon fire, there is a small chance that it could violently explode, but they all come with failsafes to shut them down quickly and minimize the chance of catastrophe.

(interlude/3/)

The scavengers had made it to the facility. They were still tense with anxiety, but underneath their gas masks, they had smiles on their faces. They were well-equipped, and 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 quickly got to work 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.

// Fate: The Other Relics

Whichever relics aren't found by you will go to someone else. If you want to, list them out and then use a random number generator to determine who gets what.

The first will be found by the scavenger from the Interludes, who will be driven by revenge to stay in Daybreak and build a warlord faction in the desert around Lamplight. **Roll d3 to determine which relic he acquires.**

The next will go to the mech pilot, who will use it to fight for her faction with total devotion. Her mech scores a 6 for speed and a 7 for armor. **Flip a coin to determine which relic she acquires**, then **roll d5 to determine her faction, excluding both your own faction and Rogues.**

The remaining relic will go to a faction who, after six months of research, will figure out how to significantly empower it beyond all previously stated limits. They will then deploy it strategically wherever it is needed most. **Roll d4 to determine which faction this is, excluding your own faction, Rogues, and the faction of the other mech pilot.**

Many apps and websites can simulate coin flips and dice rolls, including palaceofnero.com/misc/dice.html
The canonical path for 'THE BUG EATERS' is for the scavenger to acquire Phantom Soul.

____ [banner] ____

POINTS OF INTEREST

There are a lot of cities in Daybreak, large and small, 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. Capital cities are marked with a star (*).

>Daybreak City (Pop: 4,431,147) [* : DNA]

Daybreak City was the nation's capital before the war began, although its current name was given to it by the DNA after large portions of the city needed to be rebuilt. It's the closest to a bustling metropolis that the region has to offer, with a lot of white-collar work and most modern luxuries, but the city is still plagued with plenty of problems. It's dirty and overcrowded as people

fled to here from other parts of Daybreak without the support of the government. People increasingly turn to criminal activity just to get by, and Ascendancy followers and PLM supporters maintain terror cells who launch sporadic attacks against DNA and CDF targets in the city. The DNA have responded with intense surveillance programs and an army of militarized “peacekeeping” officers, but in many ways this only causes the situation to escalate.

>Korvaria (Pop: 1,390,326) [DNA]

Korvaria is a large and ancient city. It contains many of the most holy sites for followers of the Ascendancy, although these beautiful temples and architectural marvels have begun to disappear 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. This has led to an extremely unhappy population.

Due to increasing numbers of Ascendancy 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 make Korvaria the focus of their insurgency, and plan to launch a siege on the area if they can break through the collapsed tunnel in the mountains to the north. The Sunkiller could potentially clear it very quickly.

>Krovare (Pop: 679,074) [* : KA]

Until Korvaria is taken, the KA make their capital in Krovare. It’s similar to Korvaria in that it has a long history and many places of import to followers of the Ascendancy. High up in the mountains, it’s also the most elevated city in Daybreak, and has some very beautiful views. The population is scattered, with very few tall buildings, and lots of small and flimsy houses and shacks spread out over a large area. People find it much more relaxing than most other major cities or KA’s Harapetrum, which is highly militarised. They 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’s a symbol of ambition that used to be home to a well-known historical emperor who conquered lands far beyond Daybreak’s modern borders. The KA maintains the palace very well.

>Etri (Pop: 943,120) [* : ES]

Etri is a city in the Veruvan valley, a pocket of fertility and life in the middle of a vast and deadly desert. While it’s not close to being the most populous city in Daybreak, Etri is still the largest and most important city in the north. Most of the buildings are fairly modern constructions, designed to quickly house refugees from other areas, but the settlement is well-developed and has a rich history.

It is the most successful large-scale example of ‘Anarchy as Order’ that the ES have produced so far. Although they’re yet to eliminate exploitation and grey markets, they’ve managed to guarantee everyone a basic standard of living and heightened control over their own labor. By contrast, the next three largest settlements that the ES control all directly border their enemies, where the constant shelling and siege makes it difficult to implement new ideas.

>Panjar (Pop: 408,015) [ES]

Panjar used to be known as the ‘Pearl of the Desert’ for its architecture and vibrant cultural scene. It contained many sites of incredible archaeological intrigue relating to the Veruvan

civilization, a people who vanished mysteriously around 1500BC. Over the centuries, it has served as great inspiration for many artists and writers.

Sadly, the war has taken most of Panjar's rich culture away, as it has been the focus of countless battles between the various factions. The oldest districts of the city have been turned into a sprawling ruin, and hundreds of thousands of people have died or fled. The majority of the population now live in emergency shelters and half-ruined buildings.

Panjar's once famous spice market still clings to life. The saffron fields outside the city are beautiful, but could also provide cover for advancing soldiers.

>Veruva Cave System (Conflict Zone) [KA/ ES]

A long time ago, people actually carved out homes and lived inside of these caves. Some of its tunnels are naturally occurring, while others are man-made, and all are linked together in a complicated network that weaves throughout Veruva mountain with openings on all sides.

In the present day, this cave system is one of Daybreak's most extreme battlegrounds. The ES and KA both pour soldiers into these tunnels, forcing them to fight in dark and claustrophobic conditions, hoping to get the upper hand against one another. They creep throughout the system with night vision goggles, shooting anything that moves. It's intense and terrifying close-quarters combat.

Some of the tunnels are large enough for a small mech to move through, but not most of them. Consider entry impossible if your mech is any taller than 5m, and the tunnels very noticeably easier to navigate if your mech is even smaller.

>Linkt (Pop: 3,877,214) [★ : PLM]

Linkt is the capital of the PLM's territory, where their Central Committee meet, and is Daybreak's foremost industrial powerhouse. Factories can be seen in all directions, their sprawl stretching beyond the city's limits, and it contains a major port with ships coming and going from Nauticau at all hours of the day. The streets are busy and dirty, but there is a lot of public green space and a fairly low crime rate. Propaganda murals and slogans decorate the urban landscape. Overall, it's fairly easy to find people in Linkt who fervently support PLM rule, but those with critiques must be very cautious about how they voice them.

Some of the factories around Linkt are abandoned, having belonged to extinct factions or corporations, but are believed to contain hidden areas devoted to research and development. The PLM are now preparing a large-scale search operation in hope of discovering lost mech technology.

>Fictilis (Pop: 1,246,341) [PLM]

This is the southern point of the PLM's factory industrial complex, with a port almost as important as the one in Linkt. In most respects it is the same as any other PLM city. It has concrete prefab buildings, carefully planned public parks, and a factory economy, but it also has a seedier side.

Its nickname is 'The Electric City'. Some will tell you this is because it's home to a large nuclear power plant, but the real reason is its neon-lit casino district. This area is very controversial, attracting drug dealers and pimps as well as thrill-seeking gamblers. Hardliners insist that it is a symbol of bourgeois decadence that must be demolished before the rot begins to spread to other cities, but high-ranking PLM officials are often spotted going in and out of its venues. In

any case, it currently serves an important economic function that prevents it from being closed down overnight.

>Ruthertoll Mine (Key Resource) [VMA]

The VMA have been mining the natural resources of east Daybreak with an intensity, extracting them for Vitaria's benefit. Ruthertoll, a uranium mine, is one of the most clear examples of this. Before the invasion, there was only a small mine with a small town attached to it, now there is a large-scale operation to bleed the mountains dry.

Working in the mines is advertised as a way to get rich, a special type of opportunity that is otherwise nonexistent in east Daybreak and the surrounding areas, but it is a trap. People's contracts are covered with exploitative small print that makes it hard for them to leave, and most of their pay is issued as company script. They have no way to challenge these contracts, and VMA soldiers police the mines even more heavily than the cities they've captured.

The PLM have marked capturing Ruthertoll as one of their primary objectives.

>Vitaria (Pop: 67,375,293) [* : VMA]

Vitaria is a nation with one eponymous megacity surrounded by barren and toxic wasteland. It is the headquarters of the VMA along with some of the world's richest and most powerful people and corporations. The city center is alive at all hours with holographic billboards and high-tech glitz. It's a cutthroat society, fast becoming the commercial center of the entire world, and is at the forefront of most modern science, but without any benefit to those struggling to survive in its staggeringly vast slums.

It would be almost impossible to siege Vitaria from the outside. The largest corporations each own small armies of hyper-augmented humans and autonomous fighting vehicles. They also have access to secret tunnels, gun emplacements, hydraulic roadblocks, and bleeding edge technology developed under secretive conditions.

>Elvira (Pop: 786,325) [VMA]

Elvira is a modern city in Daybreak's east that, like the other eastern cities, was once a fairly nice place to live. Elvira used to benefit greatly from being Daybreak's gateway to Vitaria, receiving trade and tourism from the travellers passing through. With the VMA occupation, however, Elvira is stagnating. Nobody is allowed to cross into Vitaria at this checkpoint without a VMA permit, 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 on the rise, and soldiers intervene only to crush anti-Vitaria protests and flush out PLM spies. The clubs and bars are still doing surprisingly well, partially because there are no longer any enforced drug restrictions.

>Dhunad (Pop: 723,412) [ES]

ES are struggling to maintain control over Dhunad in the face of siege and social unrest. Vast resources have been spent on reconstruction only for bombings to set them back to the start time and time again. Too many people need help just to eat and survive, and the lack of progress has resulted in widespread violence and disorder. Farmers are having to work though the threat of an advancing PLM army, and constant VMA artillery from their base across the river.

Olive oil from Dhunad is considered some of the best in the world, and olive products are the city's main exports. ES have been gently encouraging farmers to replace opium poppies with more olive fields, while the PLM rally for the poppy fields to simply be burnt.

The city also has a large crust punk culture, where impoverished young adults make politically charged, often apocalyptic, music.

>Franklin (Pop: 2,663,741) [* : CDF]

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 owned by international corporations. It is kept clean and orderly, although there are still very obvious divides between rich and poor areas.

The presidential palace is a relatively boring example of neoclassicism, 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 would proudly consider themselves patriots.

Many retired CDF mech pilots live very well in Franklin, where they do PR work or become bodyguards and defense consultants, although others prefer to retire to Cascadia's sunnier coastal regions.

>Darrius (Pop: 2,323,140) [DNA & CDF]

The majority of Darrius is located on a hill with thick medieval walls surrounding it. The CDF have a major presence here, with one of their main bases being nearby, and have turned it into a veritable fortress city. It's imperative to the coalition's control of Daybreak's south that Darrius is never taken by the enemy. However, as with all foreign military bases, the CDF presence has led to an increase in violent crime and assault, as well as friction with the locals.

While its economy has never been as powerful as that of Daybreak City or Linkt, its influence is still formidable and it still does relatively well for itself. In some areas of the city center, if you can look past empty shopfronts and loose cobblestones, 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) [DNA & CDF]

One of the only places in Daybreak to still have a somewhat functional domestic tourism industry, Solterra is in a beautiful location. 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 it has been left relatively untouched by the war. The DNA and CDF often send soldiers here as a reward for service or when they have been injured in the line of duty. Solterra houses Daybreak's best performing hospital, one with experts from around the world.

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 pressured into military service, or migrating to Daybreak City to perform industrial labor, are looking for ways out. People attempt illegal border crossings into Xhakhoro or Brightfire on a daily basis.

>Solartown (Pop: 14,326) [ES]

Solartown is a newly-built planned community in the desert, based on innovative technology and green anarchist principles. It was founded as a blueprint for a better society, and populated with retirees and disabled veterans.

Everyone in Solartown contributes to the collective social product and maintains the community. It's food and energy independent, with solar and wind powered vertical farms, and the most menial tasks have been fully automated. Local produce is free for residents, with no mediators between them and what they need or want, while tools are kept in a library system. Large changes use consensus democracy between affected parties. Utopian art movements have been rapidly developing.

Critics of Solartown argue that it is exclusive in nature, providing invite-only luxury while others in ES territory still suffer, and that it took resources away from the war effort. Proponents counter that it is good for morale, helping soldiers feel like they're fighting for a tangibly better standard of living.

>Thorne Hill (Pop: 120,655) [DNA]

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, leaving many civilians without water or power. It sits on raised land that offers great views of the surrounding area, and the rows upon 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 it will eventually become something of a breadbasket for the region if stability can be maintained. 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, so long as the destruction of homes and lives eventually comes to an end. It's a similar story for much of DNA's borderlands.

>Smoke Desert (No Man's Land) [X]

For over 2000 years, Smoke Desert has been aflame. Spiritual and religious explanations prevailed until, in the sixteenth century, scientists discovered numerous seams of coal that were often close to the surface and were being ignited by natural volcanic activity. When the Daybreak conflict began, there was a colossal rise 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.

Hundreds of kilometers around Smoke Desert, gas masks are part of daily life and windsocks are common as aerals, which is due not only to the conflict but also interference of radiation from the coal. Air travel here is impossible and drones are typically useless, as the acidic fumes corrode jet engines, and thick sooty tar jams up all but the most robust systems. This is one of the reasons why mechs became such a prominent part of the war. Those still living here are Daybreak's most stubborn.

ROGUES AND ACES

The original Daybreak 'Rogues & Aces' update was a collaboration between jayemouse and UnendingJunrei.

You're likely to eventually end up fighting against, and sometimes alongside, other mechs. Producing mechs and mech parts is expensive and difficult, so most either don't stray too far from the presets that were available to you earlier or they are customized only for very specialized purposes. The mechs and pilots that stand out from that crowd are the aces. Ace pilots have good mechs and they're good at knowing how to use them. Some aces have weapons or equipment that are unique to their builds, and these could be captured and repurposed if you were able to take them down non-destructively. This page includes examples of aces as well as other influential figures who are operating in Daybreak.

>Codename: EGO | DNA | Akrahan

EGO is not talked about much by his faction. This is in part because he chooses to keep to himself, operating out of his personal fortress in the western mountains, and in part because the DNA work hard to suppress the details of many of his operations. 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 one of their absolute highest priority missions, as long as his actions are not going to be too closely observed by foreign media.

Akrahan is the name of his mech. It's a recently constructed vehicle that was built to resemble a vicious 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.

Even outside of his mech, EGO is 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 and destruction.

Weapons	Heavy Machine Gun x 2 (FP4/R3/V3), Light Machine Gun x 2 (FP2/R3/V3), Gas Bombs (FP0/R1/V4), Dataspikes Tail									
Speed	x	x	x	x	x	x	x	o	o	o
Armor	x	x	x	x	o	o	o	o	o	o

11 stat points total (7 speed/ 4 armor)

4.7 meters tall (16' 1")

>Ola Twix | DNA | Matryoshka

The Matryoshka is a unique-looking mech covered in childlike drawings and patterns. While it isn't particularly fast or tough, and all of its weapons are close-range, it's notable for being able to split itself into up to four separate units or recombine these units in a matter of seconds. This is a disorienting display that overwhelms its enemies and makes it hard for them to keep track of

which weapons are where. Only one unit will actually contain the pilot, Ola Twix, who seems to have a suite of perhaps five or six distinct AI personalities in her mech, each one modelled on a different cartoon character. They will defend her unit fiercely, and collectively make dataspike penetration unwise.

There has been much speculation about Ola's age, parentage, and place of origin. Over the course of her career as a pilot, she does not appear to have matured mentally or physically from where she started. Her speech patterns are stunted and dreamy, as though she is living in a fantasy world, her own kid's television show made of AI driven psychosis, where the horrors of war seem comical and cutesy. In all likelihood, she was created through a program adjacent to the supersoldier projects, and cloned or designed to be the way she is. Many people are interested in capturing her alive, but this is usually more motivated by a desire to replicate her agelessness and her brainwashing than to undo it.

Weapons	Flamethrower (FP1/R2/V4), Scattershot (FP2/R1/V4), Spider Drones (FP3/R2/V4), Plasblast (ENERGY /R1/V1)									
Speed	x	x	x	x	x	o	o	o	o	o
Armor	x	x	x	x	o	o	o	o	o	o

9 stat points total (5 speed/ 4 armor)
3.2 - 5.6 meters tall (18' 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 principle of stoicism. She seems to take a lot of delight in dominance on the battlefield, which she spends little time away from, relying on air transports to keep her in the thick of the action. It's difficult for her faction to ever drag her into a meeting or training exercise.

Temperance Lost is a very heavily modified Masochist mech capable of long range devastation and combined with surprising mobility for its armament. It sports five heavy mech cannons, forgoing all other weapons systems, and is defended with 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	Main Canon x 5 (FP6/R4/V1), Mounted Giant Energy Shield (DEF)									
Speed	x	x	x	x	x	o	o	o	o	o
Armor	x	x	x	x	x	o	o	o	o	o

10 stat points total (5 speed/ 5 armor)
5.2 meters tall (17' 1")

>Phan Sosa | KA | The Flea

The Flea is a variant of the 'SCOUT' model of mech, which is not intended for combat. Its only known improvements are Booster Jets and the ability to make the mech jump high in the air, but many pilots suspect that there could be something more going on. The Flea has come out unscathed in innumerable encounters with more complicated mechs, despite its unimpressive stats. It's not known if this is just incredible skill on the part of Phan Sosa, incredible luck, or something else. Some enemy pilots have taken to avoiding it entirely for fear of some kind of secret weapon. In the KA, The Flea's success is used as proof of the Ascendancy's way. Phan themselves is an exceedingly normal person, which also makes them unique amongst mech pilots. They do not seem to have any of the major complexes or dysfunctions that are usually associated with success in the job, even after much sleuthwork by KA's enemies, and are considered fairly quiet and pleasant by the people who have interacted with them. When it doesn't interfere with their fieldwork, they enjoy keeping fit with activities such as hiking and rock climbing, and a lot of their time in the cockpit is spent reading.

Weapons	Light Machine Gun (FP2/R3/V3), Flash Grenades (FP0/R1/V4)									
Speed	x	x	x	x	x	x	o	o	o	o
Armor	x	x	o	o	o	o	o	o	o	o

8 stat points total (6 speed/ 2 armor)

5.4 meters tall (17' 9")

>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 wields 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 considered a testament to the artifice and zeal of Manufacturing Team Five. At over 10 meters tall, it looms over the battlefield and dwarfs the RED NOV4 frames it was built to resemble. Its 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	Autocannons x 4 (FP6/R3/V3)									
Speed	x	x	o	o	o	o	o	o	o	o
Armor	x	x	x	x	x	x	x	x	x	x

12 stat points total (2 speed/ 10 armor)

10.2 meters tall (33' 6")

>Adexe Gallian | PLM | Mirrorknight

Mirrorknight, recently rebuilt and rearmed, is a reflective silver behemoth that strikes awe into those who see it. Its energy armaments glow red instead of the usual blue and its shield gives the impression of a massive socialist star. Both Mirrorknight and its pilot, Mechcommissar Adexe Gallian, can be seen on aggrandizing posters throughout PLM territory. Adexe looks in these works of art like the ideal man of the people. He's strong, good-looking, and stalwart in his beliefs, or at least he was. Time and stress have gradually taken him apart piece-by-piece, leaving behind an overweight, tired, and jaded old man.

Cybernetics are giving him a new lease on life, but he's still not sure how much longer he can really last as an ace pilot. His last psychological profile indicated that he was under a lot of stress. He still feels the need for one more big victory, something decisive, before he can be satisfied with the life he's lived. He doesn't feel like he is at all the hero he was purported to be and the pressure is pushing him to try something drastic.

Adexe Gallian is expanded on in **'THE FACTORY STORY'**. This is a short story set prior to ReArm that follows him from the front lines of mech-on-mech combat to subterranean conspiracy in the industrial sprawl.

It and others are part of a short fiction anthology called **DAYBREAK * Dispatches**.

Complete anthology as a .PDF file: [palaceofnero.com/fiction/DAYBREAK * Dispatches.pdf](http://palaceofnero.com/fiction/DAYBREAK%20*%20Dispatches.pdf)

Individual story on my website: palaceofnero.com/fiction/daybreakdispatches/factorystory.html

Weapons	Heavy Machine Gun (FP4/R3/V3), Manipulator Arm (FP3/R1/V3), Giant Weapon (FP5/R1/V3), Giant Energy Shield (DEF)									
Speed	x	x	x	x	x	o	o	o	o	o
Armor	x	x	x	x	x	x	o	o	o	o

11 stat points total (5 speed/ 6 armor)

6.0 meters tall (19' 8")

>The Black Arrows | ES | Storm Parade

Although it's unorthodox, Storm Parade is piloted by a team of three with members who rotate in and out. They're known as The Black Arrows, and have a bit of a reputation for their joviality.

They all 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 than the ES. They claim that their many victories are due in no small part to their powerful sense of camaraderie. Each of them is usually found equipped with a Gek-99 AR and a hazard helmet, and they all have augments such as subdermal meshing.

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 largely immune to dataspikes, even without any on-board AI of its own.

Weapons	Main Cannon (FP6/R4/V1), Heavy Machine Gun (FP4/R3/V3), Light Machine Gun (FP2/R3/V3)									
Speed	x	x	x	x	x	o	o	o	o	o
Armor	x	x	x	x	x	x	x	x	o	o

*13 stat points total (5 speed/ 8 armor)
4.2 meters tall (14' 0")*

>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, just 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. 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. Its 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 wristmounted cannon, the mech's right Manipulator Arm can launch an array of subtly integrated missiles that often take enemies by complete surprise.

Weapons	Main Canon (FP6/R4/V1), Manipulator Arm x 2 (FP3/R1/V3), Heavy Machine Gun x 2 (FP4/R3/V3), Light Rockets (FP5/R3/V2)									
Speed	x	x	x	x	x	x	o	o	o	o
Armor	x	x	x	x	x	x	o	o	o	o

*12 stat points total (6 speed/ 6 armor)
5.4 meters tall (17' 9")*

>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. Although outfitted with an oversized laskatana and HMG, it rarely engages mechs, and never without support or significant advantage.

Weapons	Heavy Machine Gun (FP4/R3/V3), Manipulator Arm x 2 (FP3/R1/V3), Giant Energy Weapon (ENERGY /R1/V3), Giant Energy Shield (DEF)									
Speed	x	x	x	x	x	x	x	x	x	x
Armor	x	x	x	o	o	o	o	o	o	o

13 stat points total (10 speed/ 3 armor)

3.2 meters tall (11' 0")

>Ahin Urbana | Rogue | Whirling Thunder

Ahin is a rogue mech pilot. They were once affiliated with a major faction from the east, but it was wiped out by the VMA 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 enhanced limbs capable of high jumps, which allows 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 danger.

Weapons	Mounted Giant Energy Weapon x 2 (ENERGY /R1/V3), Light Machine Gun (FP2/R3/V3)									
Speed	x	x	x	x	x	x	x	x	x	o
Armor	x	x	x	x	o	o	o	o	o	o

13 stat points total (9 speed/ 4 armor)

5.0 meters tall (16' 5")

>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 also fought them on occasion, knowing that his family are rich enough to keep him out of any serious trouble. At times, he has hired mercenaries to help him with his numerous expeditions to the radlands.

Weapons	Custom Rifle (FP5 or ENERGY /R2/V3), Manipulator Arm x 2 (FP3/R1/V3), Flash Bombs (FP0/R1/V4), UltimaShield (DEF)									
Speed	x	x	x	x	x	x	o	o	o	o
Armor	x	x	x	x	x	x	x	o	o	o

13 stat points total (6 speed/ 7 armor)

5.1 meters tall (16' 9")

& Media Darlings

>Master Sergeant Nibbles | DNA

The Master Sergeant is a bubbly and high-energy character who works as a DNA commander. With beautiful androgynous features and hyper-sensitive cat ear augmentation, eyes are often drawn in nya's 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, used to exoticise Eitador's posthumanist culture while presenting the DNA as an open and diverse society. They even sell Nibbles merchandise such as posters and figurines. Critics see this as a shallow attempt to whitewash an authoritarian regime with 'cute' aesthetics.

Nibbles isn't just a media personality though. Nya assumes direct command of 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's disposal, enabling nya to create unique openings for nya's self using sabotage and

subterfuge. Days before Nibbles actually arrives, the enemy is often already feeling the pressure.

>>Primary Weapons: Gek-99 AR, Plasma Knife

>The Order of Tuhemek | KA

The Order of Tuhemek are a gathering of Ascendancy ascetics known for good deeds. They never stay in one place for too long, they will just complete their task and then set off for their next one. They have a wide variety of skills between them. If rubble needs clearing, they'll clear rubble, if farms need tending, they'll tend to farmwork, and if there are many who are sick and injured, they will care for them in their poor health and provide first aid. The Order ask for nothing at all in return. They will accept working all day just to go hungry, in their rags, under the open sky. Even so, this is rarely necessary. Common people across Daybreak would happily open their homes to these ascetics, feed them, and provide them with new clothes.

Their impact on the grander scale of things is not large, but they have proven to be a unifying source of hope for people as well as a powerful propaganda tool for the KA. Even outside of KA territory, most people are welcoming to the Order. And when DNA soldiers, either through malice or mistake, once wiped out an entire Tuhemek camp with artillery, it took a long time for the international community to forget. The DNA now claim that KA combatants are now disguising themselves as Tuhemek ascetics to move through their territory. This disguise would not be difficult to pull off, as the Order have no defining uniform or symbol, but the taboo, especially for the KA, makes it unlikely anyone is currently employing this tactic.

>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 photographed with tools in hand on many of the greatest industrial triumphs of the PLM, not least among them being 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 the need to pull together. They argue that 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.

>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, starving masses dying from exposure and disease. She came to believe in two universal truths: the ones responsible are getting away with it, and the natural human form is both limiting and unsafe. This led her into militant organizing and transhuman augmentation. At age 18, she was already 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.

>>Primary Weapons: Cygnet Elite Sniper, Grip Mines

>Hudson Cooper | CDF

Hudson was born into a Hollywood family and got his start young, acting in some of the most famous films of the 2060s and 70s. He was a heartthrob with his face all across the media, until he wasn't. No one event led to the decline, although there were some unfortunate comments about the Los Angeles Ascendancy community and endless rumours about him being a difficult guy to work with, it really just came down to overexposure. After a short identity crisis fuelled binge, he's now in Daybreak trying to rebrand himself from last year's nepobaby into next year's action hero.

He's a genuine member of the CDF, although he's carefully protected by his superiors and rotated through the ranks often to maximise his propaganda impact. He meets and greets soldiers of all divisions, including on the front lines, and usually has a camera crew close by to capture the best interactions. They're even scouting for future talent who might have good on-screen chemistry with him. Truthfully, he wishes the CDF's leadership would just let him go into battle. He has millions of dollars of top shelf augs to improve his speed and reflexes, so he could be a genuinely formidable fighter.

>>Primary Weapons: The Punisher, Autopistol Mk.1

>Overseer Jyn-Jyn | VMA

The VMA's king of logistics, Jyn-Jyn is in charge of a vast network of drones that transport supplies across their territory. His implants give him the ability to track, assess, and direct these machines without lifting a finger, treating them as an extension of himself, and his intellect has been boosted to an incredible degree to keep him fully in control. Many of his drones are custom models designed using his personal expertise. Some have weapons or tools, while others are just carriers for ammunition and other cargo. He takes great pride in his machines. The VMA benefits a lot from his presence, their supply chains being extraordinarily effective because of him, but they also have to pay him vast amounts of money for it all. He has made himself indispensable; this network will just not function without him in the picture.

The man himself is eccentric and hyperactive, his brain so fried by cogboosters that his genius just looks and sounds insane to any layperson. He's either not interested or not capable of adjusting his language for his audience or explaining every connection between one thought and the next. Getting his help with your specific plans is possible, but it requires focus and smarts just to be able to converse with him.

>Seija Isomaki | Rogue

Originally from Finland, Seija's parents were middling state bureaucrats who defected to Brightfire with sensitive information about the Eurocorps, the EU's fighting force who were at the time deployed against some of Brightfire's closest and most important allies. The resulting military losses led to the Weeping of Helsinki while the Isomaki's lived it up in Brightfire's capital. Seija was sent to one of the state's top schools and educated as a member of high society. If she had been happy there, she could have lived an easy and comfortable life, but even at a young age she resented her parents for selling out her continent and she resented Brightfire. At 20, she quit law school to become a mercenary in Europe and North Africa. Her career was extraordinary, taking her to many battles which will sit prominently in the history books. However, her experiences only disillusioned her further. As the world's wars dragged on, it became clear that national liberation was always to be sidelined in the name of profit and power. When nukes fell on the Algeria-Morocco border, she and her entire company were presumed dead.

Several years later, Seija resurfaced in Vitaria with a suite of cybernetic body parts and a notably cold-hearted approach to her new line of work: high-profile assassinations. Despite not appearing to have much of a guiding ideology when choosing jobs, she is surprisingly beloved by the masses for taking down rich and powerful people hitherto thought untouchable. Generals, aces, CEOs, and even a head of state are thought to have died by her hand. Her hacked Chameli-Suit has an integrated Disruption Net and seems to surpass the usual limits of both technologies. You yourself may even be able to hire her services, but you'll have to be able to get away with 'losing' between 10 and 20 points worth of equipment as a discrete means of paying her.

>>Primary Weapons: G.E.I.S.T.

DAYBREAK ★ Armor Grid

Below is a suggestion for simulating battles between mechs. It exaggerates the abilities of weaker weapons against more powerful ones and doesn't account for every ability and battlefield condition, but it works for creating competitive engagements where the balance of power is always in flux. If you feel like it, try mechs out against one another and see how it goes!

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A mech battle is played between opposing mechs with Armor and Speed stats, each with a list of weapons with FP, R, and V scores.

Roll a d4 to determine the starting Distance between the mechs. Distance can be no lower than 1 and is best capped at 4.

Mechs take turns to attack, and the mech with the highest Speed goes first. If Speed values are equal, flip a coin.

The goal is to destroy the enemy or create conditions in which only you can deal damage, forcing them to surrender.

Turn order:

1. **Movement Phase**

Optionally, move one Distance point closer or further, then go to the Attack Phase. Alternatively, you may move two Distance points and skip to your opponent's turn.

2. **Attack Phase**

a) Choose a weapon with a Range equal to or greater than the current Distance between the two mechs. Roll a d6.

If you roll a 6, you hit automatically! If you roll 1-5, calculate Hit Difficulty and score your hit only if the roll is equal to or exceeds this number.

Hit Difficulty = (Opponent's Speed + 1) - Weapon's Versatility

b) After landing your shot, you can calculate Damage.

Damage = d4 + Weapon's FP

or, for ENERGY weapons, *Damage = d6 + 6*

c) Determine the severity of the hit:

Damage > Opponent's Armor + 1	Critical Hit
Damage = Opponent's Armor + 1	Damaging Hit
Damage < Opponent's Armor + 1	Glancing Hit

d) Roll on the following:

D6	Glancing Hit	Damaging Hit	Critical Hit
1	No Effect	No Effect	Remove 1 Armor, 1 Speed, & Stun Mech
2	No Effect	Remove 1 Speed & Stun Mech	Remove 1 Armor, 1 Speed, & Cripple Mech
3	Stun Mech	Remove 1 Armor	Remove 2 Armor
4	Remove 1 Speed	Remove 2 Armor	Remove 3 Armor
5	Remove 1 Armor	Remove 2 Armor	Remove 2 Armor & Destroy Weapon
6	Destroy Weapon	Remove 1 Armor & Destroy Weapon	Destroy Mech

Effect Glossary:

Remove Armor/ Speed - Lower the stats of your opponent's mech for the rest of the battle. If Armor reaches or falls below zero, the mech is destroyed. If Speed reaches or falls below zero, the mech must skip all future Movement Phases.

Destroy Weapon - Pick one of your opponent's weapons and remove it from play for the rest of the battle.

Stun Mech - Your opponent's mech must skip its next Movement Phase.

Cripple Mech - Your opponent's mech must choose between its Movement Phase and Attack Phase each turn for the rest of the battle.

Destroy Mech - Your opponent's mech is destroyed instantly.

Special Rules:

- Giant Weapon, Giant Energy Weapon, and Giant Energy Shield are only usable if the mech has at least one functional Manipulator Arm, unless it is 'mounted'.
- If you have either the UltimaShield or Giant Energy Shield, you may intercede with it a single time during your opponent's Damage Resolution phase to avoid taking any Damage.
- If you attack with a weapon that you have two or more of, subtract 1 from Hit Difficulty. Having more than two of the weapons does not stack additional bonuses.
- If Distance = 1, and your mech is taller than your opponent's, you may ram it and Remove 1 Armor instead of attacking with a weapon.

These rules work well for play either with linear 'hallway-style' Distance between just two mechs, but also on a grid. If you're using a grid, you will want to allow for diagonal movements and attacks, and uncap Distance to include the potential for mechs to be out of range of each other's weapons. The grid can then be of any size and can include obstacles such as buildings or rocks that cannot be moved or attacked through. It would be simple to adjust the rules from here to include more than two mechs, teams, or map objectives.

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(*interlude/4/*)

Desperate and alone, the scavenger was wandering like a mad ghost through a maze of industrial buildings, burnt-out cars, and rubble oceans. He wasn't thinking straight, and he knew that was dangerous. This wasn't the kind of place you wanted to get lost in if it was a priority of yours to not die an excruciatingly painful death. Pausing, he made sure his protective gear was carefully secured, and then took in his surroundings. He didn't think this was an area many people had been to before, as most scavengers would never travel this deep into the facility. Even he wouldn't have come this far, had he not been distraught by the loss of his friend.

There was a large metal door, right next to him, leading into a warehouse building. He still wanted to find something worthwhile in all of this shit, make the misery count in

some way, and it seemed like as good a place as any to start looking. He stretched his arms and then began prying open the door, an act that took all his strength, before stepping into the dark unknown.

The scavenger's story is continued when he crosses paths with the protagonists of '**THE BUG EATERS**'. This is a ten chapter novelette about a scavenger based out of Lamplight who struggles to survive and make the right choices as the world changes around her.

It and others are part of a short fiction anthology called **DAYBREAK * Dispatches**.

Complete anthology as a .PDF file: [palaceofnero.com/fiction/DAYBREAK * Dispatches.pdf](http://palaceofnero.com/fiction/DAYBREAK%20*%20Dispatches.pdf)

Individual story on my website: palaceofnero.com/fiction/daybreakdispatches/bugeaters-1.html

SIGNING OFF

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, the mountainous west, and the north and eastern deserts. Your faction will be watching, and so will the world. It's up to you to help anyone who can be helped, even if some days that's just yourself, and to do your best to influence the future.

Good luck out there!

*** ReArm Thanks for Playing**

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

DAYBREAK * ReARM is a remake of the original DAYBREAK CYOA. Pages were widened and every bit of text was examined so that wording, grammar, balance, and worldbuilding could be improved. A lot of new options and information were added throughout, affecting every single page and necessitating a new one. It also comes with aesthetic improvements such as larger images, larger text, new headings, faction flags, and a remastered map. The legacy version of the CYOA, ReARM in .PDF format, related CYOAs, stories, and more information about the setting are available under the 'Eitador' subheading at palaceofnero.com/misc/cyoas.html

NOTES SECTION

Fonts & Details

Calibri 22 for most text or Arial 11 in this document. Bold and blue for special details.

IMPACT 45 for the main headings or IMPACT 18 in this document.

Consolas 35 for notes and such or Roboto Mono (Bold) 12 in this document.

Weapon Stats Reference

Collected in one place is a list of all the weapon stats in the CYOA.

Light Machine Gun / LMG (FP2/R3/V3)	Heavy Machine Gun / HMG (FP4/R3/V3)	Flamethrower (FP1/R2/V4)
Light Rockets (FP5/R3/V2)	Main Canon (FP6/R4/V1)	Plasblast (ENERGY/R1/V1)
Scattershot (FP2/R1/V4)	Westminster-650 (FP10/R4/V1) *Single Use*	Spider Drones (FP3/R2/V4)
Manipulator Arm / Punch (FP3/R1/V3)	Giant Weapon (FP5/R1/V3)	Giant Energy Weapon (ENERGY/R1/V3)
Drill Arm (FP6/R1/V3) *RED C0M3T unique weapon*	Jaws (FP6/R1/V4) *BSTRD unique weapon*	Flash/ Gas Bombs (FP0/R1/V4)
Autocannons (FP6/R3/V3) *Iron Giant*	Custom Rifle (FP5 or ENERGY/R2/V3) *Bravefury*	Energy Shield & UltimaShield provide defensive abilities

In the case of 'Manipulator Arm with Giant Weapon', either can be used, but they are also destroyed together.

Mech Stats Reference Selection

// NOMAD ONE: 4 Speed, 3 Armor / LMG, Manip. Arm [4.0m]

// NOMAD TWO: 4 Speed, 5 Armor / HMG, Manip. Arm w/ G. Weapon [4.7m]

// RED 2TAR: 3 Speed, 3 Armor / Light Machine Gun, Light Rockets [5.5m]

// RED C0M3T: 3 Speed, 4 Armor / Drill Arm, Light Rockets (x 2) [5.7m]

// RED N0V4: 2 Speed, 7 Armor / LMG (x 2), Flamethrower, Main Cannon [6.7m]

// MASOCHIST: 7 Speed, 2 Armor / LMG (x 4), Light Rockets [4.9m]

// SCOUT: 6 Speed, 3 Armor / Light Machine Gun, Flamethrower [5.0m]

// BSTRD: 6 Speed, 4 Armor / Jaws, Light Rockets [5.0m]

// SAMOTHRACIAN: 5 Speed, 6 Armor / HMG, Light Rockets, Manip. Arm [6.0m]

//* FB-PALADIN: 6 Speed, 6 Armor / Manip. Arm (x 2), HMG, G. En. Weapon, G. En. Shield [5.2m]

//* AKRABAN: 7 Speed, 4 Armor / HMG (x 2), LMG (x 2), Gas Bombs [4.7m]

//* TEMPERANCE LOST: 5 Speed, 5 Armor / Main Cannon (x 5) [5.2m]

//* IRON GIANT: 2 Speed, 10 Armor / Autocannons (x 4) [8.5m]

//* STORM PARADE: 5 Speed, 8 Armor / Main Cannon, HMG, LMG [4.2m]

//* PACIFIC EAGLE: 6 Speed, 6 Armor / Main Cannon, Manip. Arm (x 2), HMG (x 2), Light Rockets [5.4m]

//* QUICKSILVER: 10 Speed, 4 Armor / HMG, Manip. Arm (x 2), G. En. Weapon, G. En. Shield [3.2m]

//* WHIRLING THUNDER: 9 Speed, 4 Armor / Mounted G. En. Weapon (x 2), LMG [5.0m]

Mech Combat: Example

This is the play-by-play of a simulated battle between the default NOMAD TWO and R3D N0V4 presets.

NOMAD TWO: 4 Speed, 5 Armor / HMG (FP4/R3/V3), Giant Weapon (FP5/R1/V3) [4.7m]

RED N0V4: 2 Speed, 7 Armor / Light Machine Gun (x 2) (FP2/R3/V3), Flamethrower (FP1/R2/V4), Main Cannon (FP6/R4/V1) [6.7m]

ROUND ONE

Turn 1. NOMAD TWO (4S/5A) has higher speed, so it gets the first turn.

In its Movement Phase, it moves closer to RED N0V4, shortening the Distance from 3 to 2. It hopes to be able to use its Giant Weapon.

For now, in its Attack Phase, it fires its HMG. As RED has low Speed, Hit Difficulty ((*Opponent's Speed + 1*) - *Weapon's Versatility*) yields zero, guaranteeing any result from a d6 will score a hit. However, as RED has high Armor, the d4 roll in Damage (*d4 + Weapon's FP*) must be 4 for a Damaging Hit, and it can't currently score a Critical Hit. NOMAD rolls a 2, which is only a Glancing Hit.

It then rolls a d6 against the effects table, landing on 3: Stun Mech.

Turn 2. RED N0V4 (2S/7A), stunned, must skip its Movement Phase. This is concerning as it won't be able to get out of range of NOMAD TWO's Giant Weapon next turn.

For its Attack Phase, it has a few options. Its Flamethrower and LMGs are more versatile, but its Main Cannon has the most firepower, so it opts to attack with that despite the risk of missing. With Hit Difficulty of 4, it rolls $d6=4$, successfully pulling off the shot. Its cannon has enough firepower, higher than NOMAD's Armor, to always score a Critical Hit. This comes with a one in six chance that it will win the encounter, even this early in the fight.

It rolls a d6 against the effects table, landing a 3: Remove 2 Armor from NOMAD.

ROUND TWO

Turn 1. NOMAD (4S,3A) is damaged, but not out. It moves another step closer to RED in its Movement Phase, changing the Distance to 1. The two mechs are now next to each other, opening up close range attacks.

It uses its Giant Weapon. The hit is again guaranteed, but the d4 roll in Damage now only needs to be 3 for a Damaging Hit, or 4 for a Critical Hit. NOMAD rolls a 4!

Rolling a d6 on the effects table, it gets a 5: Remove 2 Armor & Destroy Weapon. NOMAD opts to take out RED's Main Cannon, and now its own weapons are the most powerful in this fight.

Turn 2. RED (2S,5A) is able to move again this turn and it wants to get out of melee range. It uses the Movement Phase rule that lets it move two Distance points away, setting Distance to 3, but this comes at the cost of missing its Attack Phase this turn.

ROUND THREE

Turn 1. NOMAD (4S,3A) moves slightly closer to RED, setting Distance to 2.

It uses its HMG. For Damage, $d4=2$, combined with 4 firepower for 6 total. Factoring in that RED's armor is less than it used to be, the result is a Damaging Hit.

$d6=2$ against the effects table: Remove 1 Armor. It's not a lot of damage, but it's something.

Turn 2. RED (2S,4A) sets the Distance back to 3.

It uses its LMGs. Owing to the fact it has two of the same weapon, Hit Difficulty is reduced to 1 where it would otherwise be 2, making the hit guaranteed. While the subsequent d4=1 means its only a Glancing Blow, there's still the potential for a lucky shot.

It is one! d6=6 against the effects table: Destroy Weapon. RED takes NOMAD's Giant Weapon out of action for good. Now if it can just take out NOMAD's HMG, RED will win from NOMAD no longer being able to defend itself.

ROUND FOUR

Turn 1. NOMAD (4S,3A) has no reason to try and close the distance anymore as both mechs are now limited to weapons with the same Range.

Firing its HMG, it connects, then d4=2 makes for another Damaging Hit against RED.

d6=6: Remove 1 Armor & Destroy Weapon. RED loses one of its LMGs. It's now down to one LMG and, as a last-resort, its Flamethrower.

Turn 2. RED (2S,3A) fires its remaining LMG. Having lost the other gun of the same type, Hit Difficulty for this shot is 2. It rolls d6=5 and pulls off the shot. Then d4=4, for 6 Damage (FP2 + 4), which is enough for a Critical Hit! Half of the options in the Critical Hit column of the Effects Table are enough for it to pull through and win this fight.

d6=1: Remove 1 Armor, 1 Speed, & Stun Mech. Not bad, normally, but not the finishing blow that RED would have been hoping for.

ROUND FIVE

Turn 1. NOMAD (3S,2A) isn't concerned with the loss of Speed or the skipped Movement Phase at this stage in the fight.

It fires its HMG. d4=4, which is another Critical Hit.

d6=4: Remove 3 Armor. That's a lot of damage! With its Armor value reduced to 0, RED is destroyed.

NOMAD TWO wins the encounter!