

tiny frontiers

MECHA

AND

MONSTERS

A GALLANT KNIGHT GAMES PRODUCTION

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tiny frontiers **MECHA** AND MONSTERS

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Dedications:

Dedications are always the hardest part to write. So I'll keep it simple this time.

This book is dedicated to Zachary Hill, who was always willing to engage me in spirited conversation about giant robots and stompy monsters. You are missed.

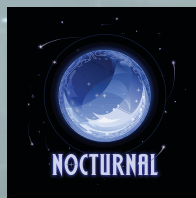


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INTRODUCTION

Tiny Frontiers: Mecha and Monsters is a minimalistic tabletop roleplaying game. Part of the goal of Tiny Frontiers: Mecha and Monsters was to create a giant action packed Robot RPG that didn't require pages of chassis, tables for combat, thousands of mechas, and convoluted FTL travel. We want a system that can handle any kind of mech story in a science fiction setting while promoting interesting ideas and characters.

Mecha, mech, robot, and more are terms used to refer to giant robots, piloted into combat by sentient and fleshy beings. Throughout this book, we use the term mecha, but they all mean the same thing.

You will not find traditional RPG components classes, levels, or experience points in Tiny Frontiers: Mecha and Monsters – instead, you will find a system that has been stripped down to the bare essentials for giant stompy robot action. A system that is designed to be a toolkit for telling any type of giant robot story you might want. While Tiny Frontiers: Mecha and Monsters does assume its players are familiar with the tabletop roleplaying genre, newcomers and veterans alike should be able to easily understand the basic mechanics of the game.

Getting Started

You will need at least two players; one or more to act as the Jockeys, and one to act as a Game Master. It is highly recommended to have at least three players acting as Jockeys in a game. Each player will also need three six-sided dice, or d6, called a Dice Pool. You can

make do with a single d6 by rolling it multiple times, but it's easier to have three dice to roll at once when needed.

If you like Tiny Frontiers: Mecha and Monsters, and you haven't seen its sister games, Tiny Dungeon and Tiny Frontiers yet, you should check those out. Tiny Dungeon has a similar ruleset, but focused on a fantasy genre, and can be found at: www.nocturnalmedia.com. Tiny Frontiers (a GKG production, and a science fiction game) can be found at www.gallantknightgames.com

You will also want to have some paper and a pencil to write down your Jockey's information and notes. A plain index card generally has enough space on it to be an adequate character sheet, which simply lists all of your Jockey's information, gear, and notes. Alternatively, there is a free PDF of a character sheet that you can obtain from online from www.nocturnalmedia.com

Game Masters will usually require more tools in order to keep their thoughts and plans in order, as well as information on Non-Player Characters, or NPCs, the Jockeys will encounter. Finally, if the Game Master deems it necessary for complex situations, the Game Master will want a grid maps and some sort of token or miniature to make sure everyone is on the same page.





CHAPTER ONE: HOW TO PLAY

Welcome to the war. It's time to learn how to play. Roleplaying games are about storytelling, and *Tiny Frontiers: Mecha and Monsters* is no different. Most of the game is played simply by describing your Jockey's or Mecha's actions to everybody. When describing these actions, you should explain what goal your Jockey is trying to accomplish. It is the Game Master's job to react to these actions and describe the outcome. Simple actions are typically resolved automatically with the Game Master's consent.

To resolve Tests, we use dice. *Tiny Frontiers: Mecha and Monsters* uses six-sided dice (like the sort you find in board games or bundled in local game stores). Each player will want three of these dice (called d6s from here after). When we refer to dice in multiples, we put the number of dice first (such as 2), the "d" to indicate dice second (2d), and the sides of the dice last (6, so 2d6 means two six-sided dice).

Tiny Frontiers: Mecha and Monsters will sometimes use d6s to generate other results. If we refer to a d2, simply roll a d6, and divide the result by 3 rounding up. This means a 1, 2, and 3 count as a 1, and a 4, 5, or 6, count as a 2.