

EVOLVED
MECHA & MONSTERS

GALLANT KNIGHT GAMES PRESENTS

IN ASSOCIATION WITH TINYD6, AN ALAN BAHR GAME WITH BANANA CHAN AND SEN-FOONG LIM
"MECHA & MONSTERS: EVOLVED" FEATURING SHAWN CARMAN, CHRISTOPHER HELTON,
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TABLE OF CONTENTS

Introduction	4	Kaiju Creation	33
Getting Started	4	Kaiju Healing	34
How to Play	6	Bioform List.....	34
Tests	7	Evolutions Lists	37
Obstacles	8	Origin Traits.....	42
Save Tests.....	8	For The Game Master.....	44
Combat	9	Enemies	48
Weapons & Damage	12	Outriders, Combiners, & Transforming	
Ranges.....	14	Mecha & Kaiju.....	52
Health, Structure, Fuel, & Energy	15	Outriders.....	53
Hiding & Sneaking	17	Transforming Kaiju & Mecha.....	55
Action Summary	18	Combiners	57
Jockey & Mecha Creation	19	Vehicles.....	58
Jockey Creation.....	20	<i>New Traits</i>	60
<i>Attacking & Defending</i>	20	The Devastation Gauge	
<i>Death</i>	21	& City Creation.....	61
<i>Sleeping</i>	21	Advanced City Creation.....	64
<i>Pilot Traits</i>	22	Devastation Gauge	68
<i>Drive</i>	23	First Contact - Adventure Path.....	70
Mecha Creation.....	24	Microsetting: Angels and Demons.....	145
<i>Chassis List</i>	24	Microsetting: In The Darkest Depths ...	161
<i>System Lists</i>	27	Microsetting: From The Darkest Depths	166
		Microsetting: Muses of Fire.....	183
		Microsetting: Titan Defense Force	205



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TinyD6 is based on the game *Tiny Dungeon* by Brandon McFadden & Smoking Salamander Games

This game contains reproduced and modified rules content taken from sections of *Tiny Frontiers: Mecha & Monsters* written by Alan Bahr and Drew Wendell.

Gallant Knight Games is co-owned by Erin & Alan Bahr

Published by Gallant Knight Games, 2021

Second Edition

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Gallant Knight Games, Fargo, ND 58103

INTRODUCTION

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

Additionally, we've always wanted to play as Kaiju. This game (as well as its previous edition) allowed for player-generated kaiju to be characters, as well as enemies and monsters to fight against!

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 like classes, levels, or experience points in Mecha & Monsters: Evolved. Instead, you will find a system that has been stripped down to the bare essentials for giant stompy robot action, a system designed to be a toolkit for telling any type of giant robot story you

might want. While Mecha & Monsters: Evolved assumes 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

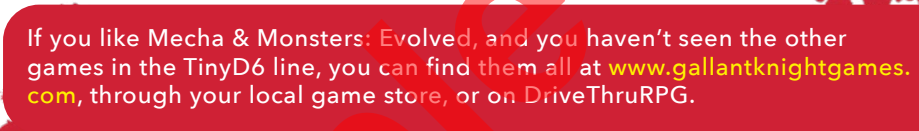
You need at least two players; one or more to act as the Jockeys (we call them this, regardless of if the game is mecha or kaiju focused, for simplicity's sake), and one to act as a Game Master. It is highly recommended to have at least three players acting as Jockeys in a game. Each player will also 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.

You should also 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, you can download a free PDF of a character sheet online at www.gallantknightgames.com.

Game Masters usually require more tools 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 may want a grid map and some sort of tokens or miniatures to make sure everyone is on the same page.



If you like *Mecha & Monsters: Evolved*, and you haven't seen the other games in the TinyD6 line, you can find them all at www.gallantknightgames.com, through your local game store, or on DriveThruRPG.

CHAPTER ONE

MASTER THE RULES OF THE RUMBLE!

HOW TO PLAY

Welcome to the war. It's time to learn how to play. Spending some time to get down to the nitty-gritty of playing the game and understanding the basics will help make the character creation process more enjoyable.

Roleplaying games are about storytelling, and *Mecha & Monsters: Evolved* 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.

