Mission: Mecha LAN Party

Welcome to the Lonely Adventurers Network (LAN)! Like everyone else in your generation, your mecha doubles as your mobile home. Most of your days are spent alone, hopping from odd job to odd job. Occasionally, you may respond to LAN social beacons for meet and greets with other Adventurers like yourself. Between the rust and the overgrowth, belies your comfort zone: your Mech.

Whatever your phone or webcam captures is your cockpit. If you are in the same room with another person, that is a joint cockpit.

You will need:
- Dice (1d6)
- Timer
- Video Camera / Video Meeting Software
  - If you don't have access to a camera, descriptions of your cockpit and mecha are also OK.
- Notepad/Note-taking software of your choice
- (Optional) This pilot and mech generator [link], for inspiration and extra mechanics.

= PHASE ONE = Mission Start

Roll your dice to determine your mech type (Table 1) or make up your own. If you're playing solo or looking for a persona, roll to determine a mech or pilot to speak with (Table 2). Use Table 3 to determine talking points.

Take a moment together to describe the state of the world or setting this conversation takes place in. This could be anything from a desert wasteland on a remote galaxy to a lush flesh-eating jungles of the Earth after nature strikes back. Finally, introduce yourself and your mech to the others in your LAN Party. If playing alone, note these down in your command log.

Example: We are meeting in the ruins of a once great mega-city that served as the super-hub of the galaxy. My mech is a minimalist Abstract Core named Cindy who only wants to kill and must unionize. Unfortunately, they were built with Low RAM and will only focus on one task at a time.

Table 1: Mech Type

Roll	Mech Type	Description
1	Abstract Core	For the users who love a minimalist design, these standard issue units are the most fundamental of mech designs. Their plug and play sockets offer a modular experience for any budget.
2	Fashion Core	For the users who want to be seen and revered. Fashion cores built on millions of consumer surveys, studio listening data and brand deals to deliver the most luxurious piloting experience.
3	Beast Core	For the users who want to tap into their wild side. These mechs embrace biomimicry and use nature as its muse.
4	Sport Core	For the users who crave top speeds. Sleek and designed by the ultimate Mecha technicians out there. Who doesn't love a good race through the wastelands?
5	Bio Core	For the users that want something that borders the arcane. These machines are created from recycled biomass and questionably have a soul(?).
6	Crab Core Supreme	For the users who desire the inevitably perfect shape. Proven effective by nature, your crab mech has helped you survive across the different biomes in Earth's ever changing landscape.

Table 2: Pilot personality

Roll	Pilot Personality	Description
1	New Recruit	You're new to this whole mech situation. Everything about mechs amazes you and you can't wait to learn all you can about them.
2	Grizzled Veteran	You've been around the block. You've seen so many mech types come and go that some of them blend together, but you still think Gen III mechs (or whatever generation of your choosing) are the best.

3	Hotshot Ace	Piloting comes naturally to you. You can touch a mech once and know exactly how to pilot it. You've never been beat (in whatever you do with your mech) and you're always looking for the next challenge.
4	*THE* Mech Guy	You're a mech guy. No, you are *THE* Mech Guy. You know everything there is to know about mechs. You know how to rebuild, repair, and mod mechs to the point that they look completely different. Your mech is your baby and you love to show it off.
5	Loan Borrower	You borrowed over $30M for your B.A. in Mech studies and payments will be due after you graduate. You take any and all odd jobs you can manage.
6	Self-Piloting Mecha	You honestly don't know how to pilot a mech and it does all the work for you. You are just along for the ride.

= PHASE 2 = Icebreakers

You find a social beacon to the LAN Party and sign on. Turn on your video and broadcast your mech to the world. Set your timer for 45 minutes, or however long you'd like the LAN Party to last. (Caution: You are not sure when the next solar storm or kaiju attack will fry your connection, but you are welcome to risk staying longer.)

Roll on the Icebreaker table to get the conversation started. If you find the conversation dwindling before the timer is up, roll on the table again. You can also include the optional ERROR: CHAOS INTERRUPTION rules, should you want a more volatile scene.

Once the timer ends, something happens. Maybe your connection drops, stopping the conversation in the middle of a sentence. Perhaps it's merely a signal to start wrapping up the time shared before moving on to Phase 3: Mission Debrief.

Roll	Icebreaker
1	Describe the last moment you were in a digital wasteland OR your last digital interaction, good or bad.
2	You assume the person you're talking to is a digital ghost and the mech is speaking. Ask them about their most vivid memory.
3	What was the last thing that made you happy? Last thing that made your mech happy?

4	If there was a second Kaiju event in the megacity, what would you grab first?
5	Your local bio-witch made a pet kaiju out of the last 3 things in your search history. How's it looking?
6	Pick up the most interesting object in your cockpit and share the story behind it. If your mech could 3D print a limb based on it, what would its purpose be?

= ERROR: CHAOS INTERRUPTION =

As your conversation continues on, blaring red text flashes across your screen, interrupting the flow. Every 15 minutes or halfway through your timer (your choice), roll on the CHAOS INTERRUPTION table (or come up with your own), shifting the scene to accommodate the new twist.

Roll	CHAOS INTERRUPTION
1	An Earthquake shakes the ground, throwing things around and turning your mech on its head. What does your cockpit look like when the dust settles?
2	A fresh horde of zombies is attracted to the heat of your mech, threatening to break it down to get inside, but shutting down completely will cut off the connection. What do you do to keep the LAN Party going?
3	You accidentally parked your mechs on top of a sleeping kaiju. It is turning over to scratch its tummy. How do you get out of this without waking it up?
4	Your boss calls after you said you were taking lunch four hours ago. Workshop together to make a convincing story. Dodge, deflect, distract!
5	Breaking News!! Something just went viral across the network. What was it?
6	One of your mechs explodes. It's up to you how big or small the damage is. How does the scene change?

= PHASE 3 = Mission Debrief

You and your mech are powering down for the day. Before going offline, you mull over the conversation you just had. Take some time to journal your thoughts in the command log, or make a note of your favorite moment. If you were to make a mech part from your experience, what kind of component would it be? Consider creating a momento to honor your experience and add to your cockpit or to your mech's design moving forward.

Credits

Designed by C.A.S.A.:
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Touchstones:
- Previous Golden Cobra Games: "I Have No Railgun, And I Must Scream" and "Offline 41"
- Media: Gurren Lagann, Promare, Trigun, Evangelion, Megas XLR
- Games: Armored Core, Lancer, The Fire Flickers Between You…