



STARSMITH MECHA MERCS



A Fan-Made Supplement
by Eric Bright



STARSMITH

MECHA MERCS

**A Fan-Created Supplement
for the *Ironsworn: Starforged* System**

*By Eric Bright
of Play Every Role*

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WRITING AND DESIGN

All writing and design by Eric Bright.

ACKNOWLEDGMENTS

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STARSMITH

Thanks for checking out this supplement! Just like I did with the *Ironsmith* supplements, I'll likely be consolidating any *Starsmith* supplements into a single hard cover copy. The goal is to produce a few more supplements over the course of the 2023 and then put them out again in a single volume in Q1 of 2024.

If you grabbed this supplement for free, great! I hope you get a chance to use this at your table. While I'm not in this for the money, I'd love to be able to save up to get a real book cover for the eventual *Starsmith* book. If and only if you find this supplement fun to use at your table, I'd kindly request you head back to DriveThruRPG and purchases this product again for whatever you feel it's worth. Thank you!

DEVELOPMENT REQUESTS

If you have the seed of an idea that you'd like me to explore in the *Starsmith* series, please contact me at ericbright2002@yahoo.com which I'm told is a superb old man email address.

As of Dec 24, 2022, potential supplements on my list include:

- * **Clandestine Operations:** A supplement about espionage, hacking, and surgical strike missions.
- * **League of Allied Planets:** A supplement that puts a large governing body in parts of The Forge with a task of seeking out those far-flung citizens whose Ironhomes went off course. This will discuss playing multi-player with each person in an officer's role (a la Trek).
- * **Cultures Alien and Familiar:** A supplement to help flesh out cultures in different sectors as humanity drifts apart and suggestions for adding aliens to The Forge.
- * **Dragon Planet:** An in-depth look at an isolated science-fantasy planet where dragons are critical to survival. This is inspired by The Dragonriders of Pern.

No promises though! Currently, I'm actively working on and most excited about a zombie apocalypse hack that may end up under the *Starsmith* line but could also be it's own stand alone product.



MECHA MERCES

MECHA MERCS

This supplement for the *Ironsworn: Starforged* role-playing game lets you take the helm of a massive robot fighter designed for combat. You are a mercenary whose services go to the highest bidder. Sure, it's a dangerous job, but it pays the bills!

Inside these pages, you'll find...

- * **NEW TRUTHS** - Choose how these mech warriors fit into your specific version of The Forge. How did the mechs evolve into the fighting machines they are now?
- * **NEW ASSETS** - Snag the new Mech Printer module for your starship or the Wealth Management asset to add money to your game. Wealth not only allows your mercenary to earn their pay, but it also can be used in place of experience to upgrade your mech.
- * **BUILDING A MECH** - Learn about the four main chassis, how mech stats work, and all the modules you can use to customize your mech.
- * **TRACKING YOUR MECH** - The mechs are technically assets, but they function in such a way that having a separate character sheet for your mech might work better than the normal asset cards. However, both are provided. The asset cards are ready for front/back printing (low ink), and the mech character sheet can be printed as the back side of your regular character sheet to keep everything together.

Once you've got your mech squared away, it's time to get stompy!

Disclaimer: You don't have to be a mercenary to have a mech. I just thought the two made sense together.

NEW TRUTHS

Before you insert mechs into your *Starforged* campaign, use these new world truths to think about how the mech fit into your unique version of The Forge.

To begin, think about how your choice for the **WAR** truth from the original *Starforged* affects the role that mechs play.

- * **WAR** Choice 1 - This version of reality supports lone mercenaries with a single powerful mech. Playing as one of these mercs puts you in a position with leverage. If a group is not willing to pay you for a job, it would be difficult for them to find another mercenary.
- * **WAR** Choice 2 - In this version of The Forge, there are likely several small companies of mercenaries. You would be just a single warrior in one of these crews. This would give you a steady supply of vows in the form of jobs coming down from your commander to allow for a more episodic style of play.
- * **WAR** Choice 3 - Factions are the most likely source of mechs in this version of The Forge. You may be a single troop in a huge squadron which means you'll have to zoom in narratively to play out how the big, sector-wide decisions are affecting you and those you care about specifically. This may lend itself to an epic fight against the system or political intrigue as much as mech combat.

Your choice for **WAR** will likely coincide with the same choice on the **MECH BUILDS** truth on the next page.

Another area to think about is the **MECH ENVIRONMENT**. Where were mechs designed to operate: land, air, or zero-g? While this has narrative consequences, it also can affect the starting modules attached to your mech at build time.

Finally, think about the **ROLE OF MERCENARIES** in your world. Are they similar to bounty hunters and given wide authority? Are they "fixers" for their corporate sponsors? Are they operating outside the confines of the law?



-
- 1-33 **Our mechs are as varied as our people. No two parts are the same.**

Building a mech is a labor of love because of how unique each one is which makes it difficult to repair and maintain them. Every piece of the machine is custom built and takes a skilled mechanic or engineer to design, test, and install.

Quest Starter: A fellow mercenary has discovered a new way to more reliably power mech. They will share this technology with you if you help them on their latest contract. What conflict of interest do you if you were to take on this contract?

-
- 34-66 **A few companies found a niche market by making plug-and-play parts for mechs, but this falls in a gray area of the law.**

While the standardization of mech parts is useful for the pilots, there is not enough demand for big businesses to get involved. Between that and the severe regulations placed on mechs, finding parts through back channels is often the only way to build or repair a mech.

Quest Starter: An illegal arms dealer carries mech parts and is willing to give you access...for a price. They have a job that needs done to "prove your loyalty" before they are willing to share. What part of this job goes against one of your core principles? Why might you be willing to do it anyway?

-
- 67-100 **Mechs roll off assembly lines or are 3D printed just like other personal vehicle. Parts are standardized but tracked by the corporations who make them.**

Mech pilots enjoy the ready availability of components but chafe against the invasive tracking that the corporations utilize to make sure their product isn't found on the losing side of a battle.

Quest Starter: Iron Sides, Inc. is taking you to court over "misrepresenting" their brand. What failure did you just experience and how can you set it right?



MECH ENVIRONMENT

- 1-33 **Our mechs were born in space protecting ships from raiders. They are designed from the ground up for zero-g work.**

Mechs are easier to build in space dock and are mainly used in space itself. While they are capable of battle on a planet's surface, they are much slower and plodding there.

Starting Module: Give all mechs the EVA module for free at build time.

- 34-66 **The mechs we utilize were build to fly in the atmosphere.**

As we settled on planet after planet, we quickly realized the need for rapid response times to emergencies. To accommodate the need for speed and combat, we build our mechs with flight systems.

Starting Module: Give all mechs the Flight System module for free at build time and the Zephyr the EVA module.

- 67-100 **Mechs are our main source of protection on the ground, but other vehicles are better suited for atmospheric flight or zero-g protection duty.**

Mechs are designed for the gravity of specific planetary surfaces. Trying to make them adaptable proved too difficult of an engineering challenge, and transporting mechs to other planets is far too expensive.

Starting Module: Give all mechs the Heavy Armor module for free at build time and the Gladiator the Inertial Dampeners module.



ROLE OF MERCENARIES

- 1-33 **Mech pilot mercenaries are generally viewed as loners out to get paid. They are equal parts feared and respected because they are unconcerned with the law.**

Building a mech is a labor of love because of how unique each one is which makes it difficult to repair and maintain them. Every piece of the machine is custom built and takes a skilled mechanic or engineer to design, test, and install.

🧑 *Suggested Asset: Bounty Hunter, Mercenary, or Wealth Management*

- 34-66 **Mercenaries operate in independent groups with a handful of mechs. Because governments like to contract groups themselves, they are given wide latitude when it comes to the law.**

Some of the mecha mercs go to the highest bidder but other groups only take on jobs that fit their ideology. Like-minded individuals tend to draw together behind a leader who exemplifies their world views.

🧑 *Suggested Asset: Bannersworn or Leader*

- 67-100 **Mercenaries are nominally under the control and jurisdiction of powerful factions. Licenses for mech operation and components are required.**

Faction mercenaries are known for abusing their power whenever possible. This had led some mecha mercs to “go private” which technically makes them outlaws in the eyes of the factions. Hunted by their previous employers, lone mercenaries are rare and secretive, but equally rare are those mercs still under the umbrella of a faction who put people over profits.

🧑 *Suggested Asset: Fugitive or a faction-issued Companion asset that is a Bot.*

QUICKSTART TRUTHS

If you're looking for a generic world to jump into, you may consider the following as a way to fit world truths into your game.

MECHS IN THE FORGE

Like most things, mechs were born from necessity. As the great Ironhomes needed more and more maintenance with fewer and fewer supplies available, humanity turned on itself to scavenge for survival. Because of course we did.

Raiders were always on the look-out for ships that had stopped to make repairs, and even went so far as to tow asteroids to known passages where they would blow up the asteroids forming huge fields of tiny micrometeorites. As ships came through the sector, they would more often than not have to stop to patch holes the micrometeorites left in the hull. That's when the raiders would pounce.

To combat this, weapons were attached to worker shuttles, and the shuttles themselves became smaller and more maneuverable. As raids continued, these modified shuttles were damaged or destroyed so that pieces began to be added EVA suits as a last ditch effort at protection. Eventually, the two disparate sizes (shuttles versus EVA suits) were reconciled into the more recognizable form of the modern mech.

PLANETARY MECHS

The next step of evolution came from the people in Ironhomes founding settlements. On the ground, there was little need for EVA action or maneuvering thrusters on the mechs. These features were eschewed for more practical components such as additional weapons, armor, sensors, or hacking equipment.

The original claim was that mechs wouldn't be needed on the surface of a planet. Humanity would settle into their post-apocalyptic era of peace. However, with the space raiders no longer harassing them, humanity once again turned on itself to fight for the best plots of land, the most valuable resources, and the most power. Because of course we did.

Mechs became the go-to defenders of the homesteads because one person in a suitably armed mech could defeat a whole squadron of regular infantry. Mechs and their famous duels at high noon invoked the lawlessness and ruthlessness of the days of the cowboys. While most folk did not wish to revisit such horrid days, the law in The Forge became “Might makes right.”

OUR CORPORATE OVERLORDS

With millennia of practice under their belts, the corporate world was not to be outdone or kept from their precious profits by lone rangers in battle suits. The potential market was not “properly monetized” according to the CEOs and board members, so one more time, humanity oppressed itself by valuing cash more than its citizens. Because of course we did.

The top robotic and military companies all joined together to standardize the building of mechs. They cut off supplies for components that did not come from them and passed laws that monopolized their the market. Why take the months to build your own mech illegally when you could just have it delivered legally to your settlement in the next trade run? Besides, shipping was free on orders that included a chassis.

On top of that, the corporations kept the best and most advanced mech components for their own private armies. Even if a settlement could afford to purchase ten mechs, they were no match for a small strike force of two or three corporate mechs. Outgunned and lacking the capital to compete, many settlements had no choice but to turn to one of the shady company of mercenaries that were cropping up in response to the corporate chokehold.

MERCENARIES TO THE RESCUE?

“Fight the power” became a rallying cry across the sectors, and mecha mercs now represent the pinnacle of a movement looking to burn the system to the ground. That is, as long as they get paid.

Mercenary mech strikes quickly become famous like the theft of corporate payrolls at Vorix-II or the sabotage of a corporate flagship still being build in drydock above Cilles-IV. The common people cheer on these rebels in the desperate hope that things may one day change for the better.

NEW ASSETS

There are two new assets in this supplement. The Mech Printer allows you to more easily build a mech, and Wealth Management adds money as a resource that can also be used to build mechs.

MECH PRINTER

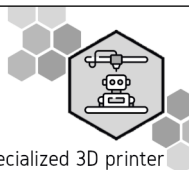
Building a mech is a complex feat of engineering. If your character undertakes the task of building a mech without this printer, it could take months to finish building just the chassis if they are building it on their own. Not to mention the amount of resources it would take! In other words, make sure there is a high narrative cost to building a mech without this asset or some other in-game assistance (such as corporate backers donating the mech).

Once you have this printer, you can print a new mech directly onboard your starship. Having this asset also opens up the possibility of paying with wealth rather than experience so that you can save your experience for other assets. (More on wealth later.) On all future pages, I refer to the cost of a mech as experience because not everyone will take this asset and the Wealth Management asset together.

The second ability here gives you the same quick method of producing modules for your mech. Without this, crafting a module could take weeks of building, testing, and installing.

The third ability is a near copy of the third ability on your starship. You are forging an emotional bond to a specific mech that gets a special designation as your primary mech. This represents you getting to know the little quirks and subtle touches necessary to pilot your mech with excellence.

MODULE MECH PRINTER



- Your starship carries a specialized 3D printer for building mechs. When you have time and resources to spend, you may spend three experience points or four wealth to print a mech chassis of your choice.
- ⬡ Your printer can now print modules for your mech. When you have time and resources to spend, you may spend two experience points or three wealth to print and attach a mech module of your choice.
- ⬡ After printing a mech, maintaining it, adding modules to it, and surviving a significant battle with it, you may name the mech. If you do, mark it as your primary mech. When you Withstand Damage in your primary mech, you may roll +heart. If you do, Endure Stress (-1) on a weak hit or miss.

WEALTH MANAGEMENT

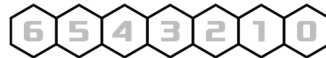
This asset is a way to separate your money (denoted as wealth) from actual resources (supply). If you want wealth to be part of your games right from the start, consider taking this asset for free.

Unlike base Ironsworn where the wealth truly was gold in a bag on your belt, remember that in Starforged you have more options for how you narratively handle wealth. It might be credits on an encrypted chit, digital funds in a bank, investments in stock portfolios, etc. Make it fit your character and their lifestyle.

PATH WEALTH MANAGEMENT



- When you Swear an Iron Vow to complete a job for payment, reroll any dice. When you Fulfill Your Vow, take +wealth equal to the rank of the vow. If you leverage wealth on a move, add +wealth and suffer -1 wealth. Additionally, you may suffer -6 wealth to clear the Indebted burden or to make a game-changing investment.
- When in a place you can Resupply, you may either suffer -2 wealth and take +1 supply or suffer -2 supply and take +1 wealth.
- When you search a wreck, ruin, or abandoned site for something of monetary value, roll +wits twice and keep the lower action die value. On a hit, take +1 wealth. On a strong hit, make it +2.



I tweaked the first ability so that it can overlap with the Mercenary asset. That means you could get paid and still earn a higher legacy reward if you have both assets.

The first ability not only allows you to gain wealth but to leverage that wealth. For example, if you Compel someone with a bribe, you can use wealth. Additionally, you can wipe out your wealth (since 6 is the max) to clear the indebted burden. That gives you an idea of the scale of wealth since six buys back your starship. On top of that, I added a fun little narrative way to spend wealth in a “game-changing investment.” What is that? I don’t know! You decide something cool to fit your game like funding research into new technology or helping to rebuild a decimated settlement.

The second ability lets you exchange between supply and wealth, but it’s always at a loss so you don’t cheese the system.

The third ability is very similar to the Scavenger asset’s first ability, but they are meant to be separate based on intent. Are looking for supply or wealth? As written, you could scavenge for supplies and then search for wealth, but I’d recommend deciding on one or the other to roll, not both.

MECH CHASSIS

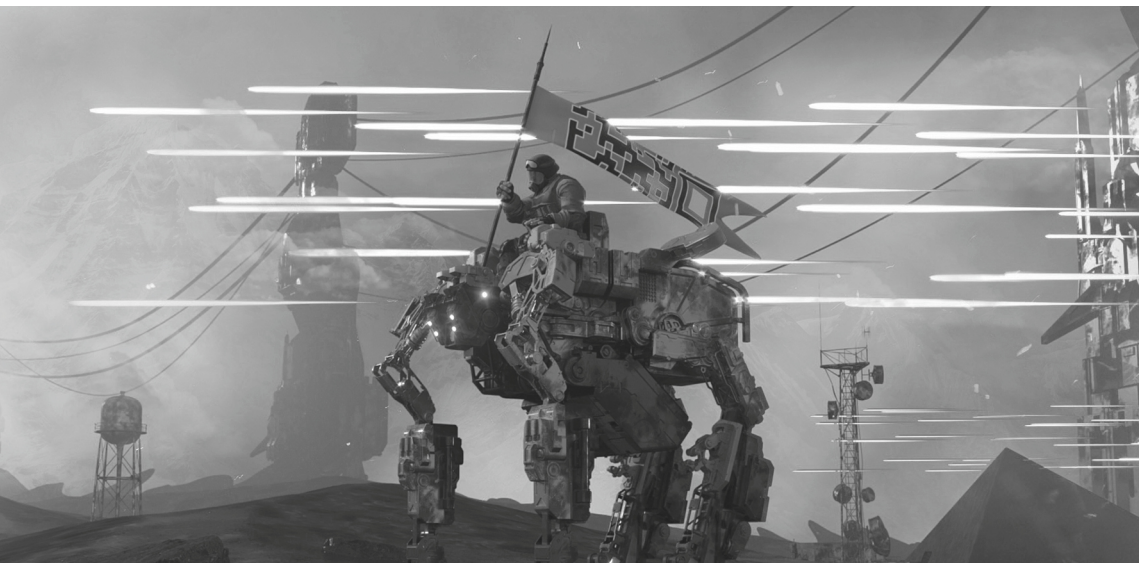
The initial mech chassis is considered an asset meaning it **costs three experience** to purchase or be taken as a starting asset. For classification purposes, consider the mech asset a Command Vehicle asset because you will be able to add and break Modules.

Remember that building a mech is a complex and lengthy process. If you don't have the Mech Printer asset, make sure your character takes an appropriate amount of time and resources effectively paying a narrative cost.

There are four chassis assets to choose from, each with a different focus for combat that corresponds to a stat. Each chassis not only has unique abilities available through their asset but also a starting module that comes installed on the chassis.

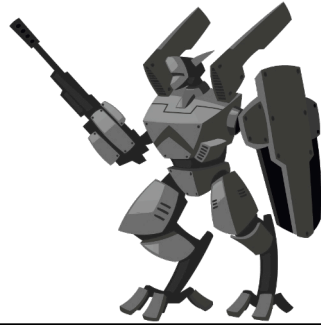
- * **ZEPHYR** (Edge) - Built for speed and flight.
- * **GLADIATOR** (Iron) - Built for strength and endurance.
- * **PREDATOR** (Shadow) - Built for stealth and surgical strikes.
- * **MEDUSA** (Wits) - Built for hacking and scanning.

Most of the abilities for these chassis are taken directly from the assets Shawn created for vanilla *Starforged*. (Thanks for the generous licensing, Shawn!) I've pulled together multiple abilities that fit each concept I had for a chassis and added tweaks here and there. Each is unlocked for two experience like normal.



ZEPHYR

The Zephyr chassis is built from the ground up for speed. It can move swiftly across the battlefield to hold strategic positions, perform hit and run attacks, and even retreat easily if need be. If you have a need for speed, this is the chassis for you.



ASSET ABILITIES

- ◆ When you Face Danger or React Under Fire to navigate through hazardous skies, avoid obstacles, or evade an attack, add +1 and take +1 momentum on a hit.
- ◇ When you Enter the Fray by speeding towards a strategic position, you may reroll any dice. On a strong hit, add +1 to your next move.
- ◇ When you fire your afterburner to Secure an Advantage or Gain Ground to perform a risky maneuver, you may add +integrity/2 (rounded up) and take +2 momentum on a strong hit. If you do, count a weak hit as a miss.

STARTING MODULE: Flight System

FAVORED STAT: Edge

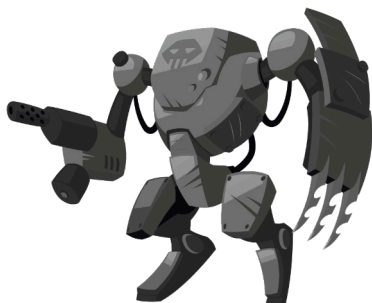
Notice that the first ability is defensive in nature. In a fight, this can only be used when you are in a bad spot. Outside of combat, this can be used any time you Face Danger.

The second ability represents you getting where you need to be before your foes. Need to hold the bridge? You can make it there faster than the trudging drones coming for you. Need to make it to the artillery cannon before the gunners get there? You got this!

The third ability (taken from the Hoverbike support vehicle asset) should be seen as not stacking with the first ability. In the first ability, you're navigating which implies a more careful approach while this ability implies reckless speed. Damn the warning lights! It's time to GO!

GLADIATOR

Nothing outlasts the Gladiator chassis (batteries not included)! This frame is designed for power and endurance. It takes a lickin' and keep on tickin'. If you want to crush your enemies beneath your feet like parents telling their kids that Santa is a lie, you need to pilot a Gladiator.



ASSET ABILITIES

- ◆ When you Face Danger or React Under Fire by taking a hit, crashing through an obstacle, or resisting forcefully, you may (after rolling) replace the value of your action die with the Gladiator's integrity; if you do, Lose Momentum (-1).
- ◇ When you Strike or Clash with brutal power by overcharging weapons or overloading melee servos, you may add +integrity/2 (rounded up). If you do, count a weak hit as a miss.
- ◇ When you Secure an Advantage or Gain Ground using the staggering strength or resistance of the Gladiator, add +1 and take +1 momentum on a hit.

STARTING MODULE: Heavy Armor

FAVORED STAT: Iron

The three abilities above really split up the original Exosuit asset's first ability. I felt the original Exosuit was great if you didn't want a deeper mech, but that first ability was very broad if you want to fine-tune. As much as I love overpowered play (I use 4,3,3,2,2), that one ability was a lot.

The first ability here is defensive in nature and relies completely on absorbing damage or force within the frame of the mech. Hence, the replacement of the action die.

The second ability is a powerful attack buff (especially if you end up with 6 integrity) but it's risky to overclock those servos.

The third the offensive complement to the first, but since you're in control, it's a more measured response of knowing what your rig is capable of. (I ended a sentence with a preposition!)

PREDATOR

The Predator chassis is really the mech version of the Predator alien. Cloak and attack. It's cloak functions much like the original Shade asset but can recharge during the same scene. Since every ability depends on the cloak, you need it keep working.



ASSET ABILITIES

By firing up your Harpocratic Reactor, you may instantly cloak yourself in refracted light becoming nearly invisible to both sight and sensors.

- ◆ When you are cloaked and make a move against a specific foe or threat to avoid detection, you may preset your action die to the Predator's integrity. If utilizing cover, make it one more (up to six).
- When you Enter the Fray while cloaked, add +1 and mark progress on a strong hit.
- When you Strike while cloaked, you may roll +shadow. If you do, choose one (before rolling):
 - * Strike true: Reroll any dice.
 - * Strike hard: Mark progress on a hit.

On a strong hit with a match, you also remain totally undetected; take +2 momentum and add +1 if your next move is a Strike.

On a miss for any of these, in addition to any other cost, you are revealed and can't cloak again until a new refraction pattern is computed. Set aside (or note) the action die result from the miss. After each move you make, increase the value of that die by one. When the die is at six and you would increase the value, your Harpocratic Reactor resets allowing you to cloak again.

STARTING MODULE: Silent Running

FAVORED STAT: Shadow

Scientists IRL built Harry Potter's invisibility cloak by bending light around an object. The Harpocratic Reactor works this way, but enemy mechs or sensors can decrypt their visual data by calculating the refraction math. Narratively, when your cloak drops you are either spotted in this way or your cloak was temporarily knocked out by damage.

MEDUSA

The Medusa utilizes its sensor array and cutting edge processors to hack into just about anything. It can find and isolate signals to not only detect enemy mechs but find the exact frequency and codes it needs to invade that mech's systems. If you prefer hack to slash, this is your rig.



ASSET ABILITIES

- ◆ When you make a move to hack or disrupt a specific foe, threat or secure system, add +1 and take +1 momentum on a hit.
- When you Secure an Advantage or Gather Information by scanning your surroundings or analyzing a nearby object, choose one (before rolling) and take +1 momentum on a hit.
 - * Manual scan: Add +1.
 - * Automated scan: Instead of rolling the action die, make it the value of the Medusa's integrity.
- When you Enter the Fray against an ambush or Face Danger to detect a hidden threat, you may roll +integrity. If you do, reroll any dice and take +1 momentum on a hit.

STARTING MODULE: Adaptive Subroutines

FAVORED STAT: Wits

The idea behind the Medusa is making a lot of rolls +wits to represent hack attacks or computer system invasions. The physical build of the mech is meant to augment those sorts of attacks so that a hacker in a Medusa would do much better than a hacker in a Gladiator.

The first ability's trigger is nearly identical to the original Tech path asset with the Medusa gaining momentum where the Tech gets a reroll. The abilities can be used together to stack the two add +1s on the initial roll.

The second and third abilities are taken from the original Sensor Array module with the idea being that you can use your hacking capability to break through enemy cloaks or decrypt their comms channel.

MECH CHARACTERISTICS

While each mech chassis has unique abilities, remember that you can have your mech operate in any way you choose within the narrative. For example, if you want a Gladiator mech that also hacks, you can do that with fictional positioning, but you won't get the mechanical bonuses that the Medusa would.

On the mech character sheet (provided in PDF form separately), note any characteristics that you would like your mech to have. These may be purely aesthetic or actual systems that your mech has on board that want narrative access to. All mechs have basic weapons, armor, and sensors, so think about these questions to help you describe your mech.

- * What weapon(s) does your mech wield? Are they directly attached to the frame, or can they be holstered or sheathed?
- * What armor does your mech rely on? High density alloys, ablative plating, angle-adjusting armor plates that calculate incoming attack trajectories, wings that double as a shield, or a wielded shield?
- * What sensors does your mech carry? A small mounted satellite dish array, a laser eye patch that guides sensor signals more precisely to targets, tendrils or wired hookups to gain access to computer systems, air/soil samplers, or a chest-mounted deflector dish for scrambling enemy transmissions?
- * What does your mech look like? How big is it? Does it have a recognizable symbol? If so, what does it represent?
- * It is assumed that your mech can fold down to a size that will fit on your Command Vehicle, but perhaps you'd rather your mech attach to the outside of the vessel. Does your mech transform into your Command Vehicle like a Gobot? (Seriously, do you remember Gobots? I had almost all the toys before Transformers took them out of action.)

MECH STATS

Once you have your mech chassis picked out, you'll next need to choose a method for utilizing stats while piloting your mech. There are three options:

1. **Use Your Stats** - When you pilot your mech, it's exactly the same as piloting your Command Vehicle. All your stats are the same and rolls are made like normal. Your other assets interact the same way they would with a Support Vehicle or your Command Vehicle. Give the Gladiator an integrity of six and the other chassis an integrity of five.
2. **Favored Stat Bonus** - Give the Gladiator an integrity of six and the other chassis an integrity of five. When you pilot your mech and make a move with your favored stat that utilizes the mech's capabilities in some way, choose one option below:
 - * Trust the machine: Add +1.
 - * Get pumped: Take +2 momentum on a strong hit.
3. **Use Mech Stats** - When you pilot your mech, use the mech stats for all rolls except +heart. In that case, use your character's heart stat. Since wits is used for hacking, you may use this as an alternate rule:
 - * When rolling +wits by utilizing your mech's onboard computer systems to hack, run sensors, etc., use the lower value between your character's wits and your mech's wits.

This is really a preference issue on how you want to play. I like using the mech stats so a character who used iron as their dump stat can go crazy body slamming Andre the Giant like Hulk Hogan in a metal body, but you may want the simplicity of not switching stats throughout gameplay.

BUILD STATS FROM COMPONENTS

If you choose to use the mech stats, each mech starts with a 1 in all stats except their favored stat which starts at 2. All mechs start with 4 integrity and can install up to 4 modules. To get your final values, you'll need to finish building your chassis by choosing what components will go into the initial frame construction with each component giving a +1 to a stat, integrity, or module capacity. Choose a number of components based on your preferred style of play.

- * For grittier play, choose four components.
- * For adventurous play, choose six.
- * For heroic play, choose eight.

Choose from the components listed below, but each component is unique. In other words, you can't pick Frictionless Drive twice, only once. You may mark your chosen components below.

	COMPONENT	BONUS
☐	High-Density Frame	+1 Integrity
☐	Blackstar Iron Frame	+1 Integrity
☐	AI-Target Assist	+1 Edge
☐	Frictionless Drive	+1 Edge
☐	Redundant Servos	+1 Iron
☐	Reinforced Supports	+1 Iron
☐	Sensor Scrambler	+1 Shadow
☐	Chameleon Nano-Plating	+1 Shadow
☐	Cryptographer Database	+1 Wits
☐	Processing Booster	+1 Wits
☐	Side Mounts	+1 Module Load
☐	Rear Mounts	+1 Module Load

Note that these components have no asset-like abilities attached to them. They are just fancy names to give you a +1 to a stat. You are welcome to use them narratively as you would like, but components (and their stat bumps) cannot be changed after the chassis is built. A new mech must be built to change components.

MECH MODULES

Just like your Command Vehicle asset, a mech can add modules to further customize your gameplay. Modules attached to a mech can be broken just like modules on the Command Vehicle. Mechs follow the exact same outcomes in Withstand Damage as your Command Vehicle does except that mechs cannot be cursed.

Modules fall into four categories (weapons, armor, sensors, and utility) which are arbitrary and mean nothing mechanically. They are simply a way to organize them.

Some modules have charges for ammo, chaff, shield energy, etc. which limit their number of uses before having to restock.

Remember that not having a module doesn't preclude you from attempting the skill described. You just don't get the bonuses associated with having the module installed.

INSTALLING MODULES

Unlike normal modules, mech modules are only a single ability and each **costs 2 experience points to install**. Not including the module that comes pre-installed on your particular chassis, each mech has a mod load of 4 meaning you can install up to 4 more modules on your mech. Your mod load can increase to up to 6 if you took the corresponding components in the build phase.

Narratively, installing a module takes time and resources. While you can pay the 2 XP any time, consider how your character would have the time and resources to be able to install a module.

REPLACING MODULES

Once installed, you can replace a module given enough time and resources. If you keep the replaced module intact to re-install later, spend an appropriate amount of narrative time making the switch and spending the cost for the new module. The old module can sit in your starship cargo bay waiting to be used again.

When you want to recycle the old module, roll +wits. On a hit, take +1 supply and gain one experience point back that must be used immediately for the new module being installed. On a miss, the old module can only be recycled. Take +1 supply.

WEAPON MODULES

These are mainly offensive modules you can mount on your mech.

☐ **CONCUSSIVE MISSILES**

Your missile array is armed with 5 ammo. If you Resupply in a place where your missiles can be replenished, you may exchange any earned +supply for +ammo.

When you make a move by launching a concussive missile, suffer -1 ammo. On a hit, take +1 momentum and add +1 to your next move (not a progress move).

Concussive missiles are meant to be similar to Secure an Advantage except through an attack.

Enemy mech got you in a bad spot? Clash with concussive missiles to knock them back which gives you a chance to get back in control with an add +1 on the next move.

Need to destroy that support on the enemy starbase? Secure an Advantage with a concussive missile to weaken the structure, and then you can Gain Ground with add +2 (one from Secure an Advantage and one from the missile).

☐ **ENERGY WHIP**

Your mech wields a chain whip that can be charged with ionized particles. When you charge your whip, roll +iron. On a hit, take up to +3 energy. On a weak hit, take up to +2. On a miss, take up to +2 but suffer -1 integrity. The whip's max energy is 3.

When you make moves aided by this energy to attack or overcome obstacles, add +2 and suffer -1 energy.

Energy whips are powerful tools but dangerous to the user as the energy can lash out if your frame can handle it. I debated between rolling +edge (fine control) and +iron (resistance) to charge it but ultimately settled on +iron to represent your metallic frame withstanding the coursing energies.

You can obviously use your whip to deal damage in a fight, but you might also use it for other things like overloading an electronic network, setting volatile materials ablaze, or jump-starting a starship's eidolon drive. The type of energy is up to you.

☐ **GATLING GUN**

When you Secure an Advantage by laying down suppression fire and score a hit, add an additional +1 to your next move or take an additional +1 momentum.

When you Strike with a hail of bullets (decide before rolling), mark an additional progress on a hit but Lose Momentum (-1).

The Gatling Gun is modeled on the original Gunner asset, but I felt like suppression fire was really more about pinning down the opponent to set up the next move rather than making direct progress.

You can also combo the Gatling Gun by choosing to take the extra momentum when you Secure an Advantage before using that momentum to Strike hard with extra bullets.

☐ **GRAVITY-SHIFT MACE**

When you make a move to attack, damage or destroy by altering the gravity of your mace, choose the gravitational force before rolling: 2 g, 3 g, or 4 g.

If either challenge die is equal to or less than the gravitational force, count a strong hit as a strong hit with a match and a weak hit as a strong hit.

If both challenge dice are greater than the gravitational force and your action die is equal to or less than the gravitational force, you are put at a disadvantage or set off an unintended effect; count a weak hit as a miss.

This module is modeled on the original Demolitionist asset, but the ante is upped a bit with higher values to choose.

Narratively, you're like using a tiny, magnetically contained singularity to alter the gravity on your mace thereby altering the force of the blow. If you miss, that singularity gets tough to control. It might destroy your mace, pull you in an unfortunate direction, or go completely off the chain and start growing into a true black hole.

☐ **KINETIC HAMMER**

When you score a hit with a Strike or Clash with this hammer, mark this module as charged.

When you Strike or Clash with your charged hammer, you may release the stored kinetic energy. If you release the energy on a Strike, count a miss as a weak hit. If you release the energy on a Clash, count a weak hit as a strong hit. After you resolve the move, the hammer loses its charge.

Think of this as the mech version of Black Panther's suit. When you successfully bop someone with the hammer, it stores that kinetic energy for later release.

Note that the charging isn't perpetual. In other words, you can't Strike, release the charge, and then immediately regain the charge from that same Strike. You either gain or lose the charge, not both during the same move.

☐ **NANOCARBON BLADE**

When you Strike or Clash in close quarters, add +1. On a strong hit with a match, you are unstoppable; mark progress.

This is the mech version of the Blademaster asset. Your mech is just really good with a sword.



☐ OMEGA CANNON

When you begin charging your omega cannon, set aside a d6 set to a value of 1 known as the omega die. When you have time to line up a devastating Strike with your omega cannon, you may add +omega die and mark progress on a hit a number of additional times equal to the charge/2 (rounded up). If you do, remove the omega die after resolving the Strike.

If you make a move other than Strike while the omega cannon is charging, increase the value of the omega die by one. If the omega die is at a value of 6 when you would increase it or if the omega die increases above your mech's integrity, the cannon overloads. Suffer -2 integrity and remove the omega die.

This weapon is a gamble. You can risk letting it charge up to its max value and absolutely annihilate a foe, but if you're not in control for the next move (i.e. unable to Strike), then Kaboom! It overloads on you. Sure, that may discharge on the enemy as well, so position yourself accordingly in the fiction, but you're taking a big hit.

☐ SMART MISSILES

Your missile array is armed with 5 ammo. If you Resupply in a place where your missiles can be replenished, you may exchange any earned +supply for +ammo.

When you make a move by launching a smart missile, suffer -1 ammo and roll +wits as the on-board targeting systems take over.

These missiles give you a way to Strike or Clash with +wits instead of +edge or +iron, but they are limited. While you could always do other moves like Gain Ground, Secure an Advantage, React Under Fire, etc. with +wits, you can now narratively do so with missiles.

Need to stop that clock from filling up by taking out the enemy shuttle that's about to escape? Face Danger by launching a smart missile to home in on your target despite its distance away.

☐ **SNIPER RAIL GUN**

When you have time to line up a shot and Strike from a distance with your sniper rail gun, choose one (before rolling).

- * Body shot: Add +1 and take +1 momentum on a hit.
- * Head shot: Mark progress on a hit.

When you are hidden and score a hit with this weapon, you may remain hidden from that foe.

This weapon fires via a system of silent magnets that propel the bullet forward at tremendous speeds. Because of its silent nature, this is a preferred weapon for Predator mechs.

Staying hidden on a hit does not negate all consequences from a weak hit. Rather, it means that you'll have to pick another consequence instead of becoming seen by that particular foe.

ARMOR MODULES

These are mainly defensive in nature.

☐ **DEPLOYABLE COVER**

When you Aid Your Ally, Face Danger, or React Under Fire by extending interlocking plates as cover for a friend, companion, or ally, add +1 and take +1 momentum. If your action die shows a 1, mark this module as broken.

The defensive moves of Face Danger and React Under Fire should make sense here, but to Aid Your Ally with this cover, you should likely be using Secure an Advantage rather than Gain Ground for yourself. In my mind, it's providing cover for your ally to have time to make their own move of Gain Ground.

Rolling a one on the action die represents your deployable cover being too beaten up to be usable again in the current battle. It will need to be repaired before it can be used again.

☐ **ENERGY SHIELDS**

When you raise your shields, roll +your mech's integrity or +wits. On a strong hit, set your shields to 4. On a weak hit, make them 3. On a miss, make them 2 but Lose Momentum (-1).

With shields raised, if you Withstand Damage, ignore damage up to the value of your shields and suffer -1 shields. Raised shields last for a few minutes. If reduced to 0, they cannot be raised again for an hour or so.

This is the first ability from the Shields asset ported over for mechs and represent a forcefield of energy being projected from your mechs core.

☐ **HEAVY ARMOR**

When you Withstand Damage, you may reroll one challenge die.

This comes directly from the original Exosuit asset.

☐ **INERTIAL DAMPENERS**

When you Withstand Damage, add +1. On a strong hit, take +1 momentum.

This module combined with the previous Heavy Armor makes your mech resistant to damage, but remember that you suffer the -integrity of an attack first and then Withstand Damage to mitigate the damage rather than flat out negating it.

☐ **REACTIVE SHIELDS**

When you Withstand Damage in a fight from close combat with a foe or threat and score a strong hit, mark progress as your armor lashes out at your foe with destructive energy.

Your mech is wreathed in electrical or fiery energy such that an enemy risks getting hurt themselves when they attack you.

SENSOR MODULES

These modules either increase your sensor capabilities or improve your hacking.

☐ ADAPTIVE SUBROUTINES

When you make a move to hack or disrupt a specific foe, threat, or secure system and miss, set aside a d6 set to a value of 1 known as an invasion die. Until the end of the scene, when you make a move to hack or disrupt the same target, add +invasion die. On a miss, increase the value of your invasion die by 1. On a hit, remove the invasion die.

The more you hack an individual system, the more you discover its weak points thereby allowing you to strengthen your next attack.

☐ COUNTERMEASURES

Your countermeasure array is armed with 3 chaff. If you Resupply in a place where your countermeasures can be replenished, you may exchange any earned +supply for +chaff.

When a threat attacks while they have a sensor lock on you and you React Under Fire, you may fire chaff in an attempt to throw off their targeting matrix. If you do, suffer -1 chaff and treat a weak hit as a strong hit.

The foe thought they had you, but throwing out your countermeasures confuses their ranged targeting system or temporarily blinds their sensors in melee combat. Either way, you turn the momentum of the battle back to your favor.

☐ PUPPET PROTOCOL

Your mech has aggressive viral coding allowing you to attempt controlling another mech. When you Secure an Advantage or Gain Ground by controlling another mech, add +1. On a strong hit, you may Strike +wits (one time) by directing the enemy mech to attack on your behalf.

Control over a mech lasts as long as narratively appropriate, but you may only Strike once after puppeting. For example, if you're puppeting the mech to just move out of the way, that may last longer. Generally, the puppet control lasts 1-2 minutes.

☐ **SENSOR LOCK**

You can Secure an Advantage by taking the time to lock your sensors on a target. If you do and score a strong hit, for the rest of the scene, add +1 any time you make a move leveraging that sensor lock. The sensor lock is lost when you roll a 1 on the action die on any move against the target. On a weak hit, the same as above but the sensor lock is lost when you roll a 1, 2, or 3 on the action die on any move against the target. You may only have a sensor lock on one target at a time.

Sensor locks let you attack better, hack better, and track better. With a sensor lock in place, you can more easily keep your foe in a defensive position.

☐ **SILENT RUNNING**

When you make a move against a specific foe or threat to avoid detection, add +1 and take +1 momentum on a hit.

This module helps you avoid detection with any move. It could be that your energy output from running your mech is much cooler than normal making it hard to see your mech on sensors, a layer of reflective stealth plating that confuses enemy sensors, or engines that are well-oiled and designed for actual silent running.



UTILITY MODULES

These modules can either be used in a variety of circumstances or aren't directly a weapon, armor, or sensor boost.

☐ **ARACHNOS ARMS**

Your mech has additional limbs with some that are capable of finer manipulations and some that are meant for entangling foes. Envision how many limbs and their configuration.

When you Secure an Advantage or Gain Ground by attempting to disarm, trip, shove, grapple, or remove a module from an enemy mech, add +1 and take +1 momentum on a hit.

This mech module comes from the Brawler asset. You might have spider-like limbs similar to Spiderman's in *End Game* or Dr. Ock's, or they might truly be humanoid arms. Either way, at least a couple of them have finger-like appendages allowing you to open a normal-sized door or perhaps even hit normal-sized buttons while still within your mech.

☐ **DRONES**

Your mech can release a small swarm of drones which function as the Combat Bot asset with only the first ability unlocked and 3 integrity. You must Repair damaged drones as with a normal mechanical companion.

You don't get the full Combat Bot asset, but you do get the first ability for cheaper (only 2 experience points as a module here) balanced by the reduction in integrity for the swarm.

☐ **EMERGENCY REPAIR NANITES**

Once per fight, you can Repair by releasing a nanite swarm that reinforces and repairs your armor. If you do, add +1 and treat your result as if you were "In the field" instead of "Under fire." On a hit, add "Take +2 momentum: 1 point" to your list of options.

Everybody loves a heal bot, right? Remember that while you Repair, the enemy is likely still active, so alter your narrative positioning accordingly.

☐ **EVA MODULE**

Your mech is equipped with maneuvering thrusters and pressurized for activity in space or underwater.

This is one module that you should feel free to add to every mech for free if it fits your version of The Forge. If space combat is the main place that mech combats take place, it would make sense that every mech ever built would have the EVA module.

☐ **FLIGHT SYSTEM**

Your mech can hover mid-air, take flight in the atmosphere with the same maneuverability as a shuttle craft, travel at sub-light speeds when in space, make thrust-assisted leaps, and drop to a surface from altitude.

When you burn fuel to overcome a critical obstacle (decide after rolling), you may reroll any dice. If you do, Sacrifice Resources (-1).

This module is a slightly modified version of the second ability from the original Exosuit asset. Again, if all the mechs in your world fly, just put this ability on all the mechs you build for free.

☐ **GEL CHARGES**

Your mech carries 3 explosive gel packs that can be launched from a ranged weapon designed to take out structural supports. If you Resupply in a place where these specialized explosives can be replenished, you may exchange any earned +supply for +gel pack.

When you make a move to attack, damage, destroy, or sabotage an object or structure by firing a gel charge, suffer -1 gel pack and roll +edge if you fire it from your weapon or roll +wits if you have time to place it manually. When you roll, roll the action die twice and keep the greater value. Then, if your action die alone is greater than both challenge dice, treat it as a strong hit with a match. If your action die alone is greater than one of the challenge dice, treat it as a strong hit.

This module is a slightly modified version of the second ability from the original Exosuit asset. Again, if all the mechs in your world fly, just put this ability on all the mechs you build for free.

☐ GRAPPLE GUN

Your mech can Secure an Advantage by firing a magnetically charged anchor and tether. On a hit, the grapple finds its target. When you may make a move leveraging this tether, add +1 and take +1 momentum on a hit. The grapple stays anchored until you score a miss on a move leveraging it or you take the time to detach it from your frame. Only one such grapple can be attached at a time.

This is similar to the Grapple asset, but a little simpler in implementation. You could fire this grapple at a ship leaving the area in an attempt to stop them or be pulled by them, grapple another mech's leg and then circle around them to trip them, or magnetically attach to a door opening away from you in an attempt to keep it closed. You get the idea.

☐ RADIOACTIVE CORE

When you Strike or Clash in close quarters while your mech has 2 or less integrity, you may vent radiation from your core (decide before rolling). If you do, mark (an additional) progress on a hit but suffer -1 health on a miss.

Sure it's fun running mechs hot in the danger zone, but that cavalier attitude can come back to bite you.

RAM JETS

☐ Your mech is equipped with a reinforced ramming surface and a short-burst hyper-acceleration jet.

When you Strike or Gain Ground by ramming a foe or obstacle at jet speed, you may roll +integrity. If you do, take +1 momentum on a hit. No matter the result, if the lowest challenge die is greater than your integrity, suffer -1 integrity.

Envision your mech's ramming surface as a cowcatcher chest, arms that clamp together to form a battering ram, or however you would like. The end result is you slamming into or through objects at insane speeds. Of course, you risk damaging your rig, but that's worth it if you have a high enough integrity to make the ram a good option.

USING NORMAL MODULES

Many of these mech modules are just single abilities taken from the normal module assets. If you'd rather, you're welcome to attach a regular module to your mech but it will cost the normal 3 experience points to install and then 2 more experience points each to unlock the next two abilities.

CREATING YOUR OWN MODULES

Have other ideas for your mech? Great! With mech modules, you don't have to think of three abilities to fill out the whole asset. Just focus on one concept and make that. If you think of an idea where there are two or three related abilities, treat each as a separate module with a requirement of having the initial module first.

Remember that you are not bound by any of these rules. They are merely guidelines to help you enjoy the excellent game of *Starforged* in a new way. If you want a wild west mech, go for it!



MECH ASSET CARDS

You can use the Mech Chassis asset cards to keep track of your mech or the Mech Character Sheet.

The asset cards have their core abilities listed, but you'll notice that not all the Predator info fit on the card, so you'll need to remember the part about missing while cloaked means you need to recalibrate your refraction matrix.

After you decide how you want to do the stats, plug in the values here.

MECH CHASSIS PREDATOR

NAME _____

- When you are cloaked and make a move against a specific foe or threat to avoid detection, you may preset your action die to the Predator's integrity. If utilizing cover, make it one more (up to six).
- When you Enter the Fray while cloaked, add +1 and mark progress on a strong hit.
- When you Strike while cloaked, you may roll +shadow. If you do, choose one (before rolling):
 - * Strike true: Reroll any dice.
 - * Strike hard: Mark progress on a hit.

On a strong hit with a match, you also remain totally undetected; take +2 momentum and add +1 if your next move is a Strike.

EDGE	IRON	SHA	WITS

6

5

4

3

2

1

0

BATTERED

Mech image by vectorpocket from Freepik

The back of the card has room for 8 modules. You'll note the max you can have is 6 mods, but this way you can leave some written down even if you switch them out. Write your total mod load in the upper right hand rectangle.

There is space to mark any charges that happen to be on your modules as well as a spot to mark when the module is broken.

An asset card PDF ready for front/back printing can be downloaded separately.

INSTALLED MODULES

LOAD

CHARGES: 6 5 4 3 2 1 0

BROKEN

CHARGES: 6 5 4 3 2 1 0

BROKEN

CHARGES: 6 5 4 3 2 1 0

BROKEN

CHARGES: 6 5 4 3 2 1 0

BROKEN

CHARGES: 6 5 4 3 2 1 0

BROKEN

CHARGES: 6 5 4 3 2 1 0

BROKEN

CHARGES: 6 5 4 3 2 1 0

BROKEN

CHARGES: 6 5 4 3 2 1 0

BROKEN

MECH CHARACTER SHEET

When using the Mech Character Sheet, note that the Heart value should be the value of the pilot (your character) because the mech has no heart value of its own.

Core ability descriptions are on every character sheet.

Since each mech can have different stats based on its build or the method you chose to use for stats, I gave a blank box to fill in for the other stats. You can check any components you took while building the mech chassis and add that to the base value to arrive at your final value for each stat.

An Integrity track as well as basic progress tracks are provided.

There is a small space in the center for taking additional notes.

With only a few modules having charges to use, I gave space for three sets of charges that can be used for any modules you have active. Make sure to list the name of the module associated with the charges.

Listed around the edges are places for you to put your modules. The hex to the left is to mark it as installed. That way you can switch modules without having to erase the whole thing. Just mark the appropriate hex. There is also a box to check for when the module is broken.

The character sheets can be downloaded as a separate PDF file.

ZEPHYR

CHARACTERISTICS

NAME

PILOT

EDGE	IRON	SHADOW	WITS	MOD LOAD	HEART PILOT	MOMENTUM	INTEGRITY
							6
							5
							4
							3
							2
							1
							0

- | | | | | |
|--|--|--|---|--|
| ☐ BASE: 2 | ☐ BASE: 1 | ☐ BASE: 1 | ☐ BASE: 1 | ☐ BASE: 4 |
| ☐ TARGET ASSIST: +1 | ☐ REDUN. SERVOS: +1 | ☐ CHAMELEON: +1 | ☐ CRYPTOGRAPHER: +1 | ☐ SIDE MOUNTS: +1 |
| ☐ FRICTIONLESS: +1 | ☐ SUPPORTS: +1 | ☐ SCRAMBLER: +1 | ☐ PROCESSING BOOST: +1 | ☐ REAR MOUNTS: +1 |

SENSOR MODS

☐ ☐ BROKEN

☐ ☐ BROKEN

☐ ☐ BROKEN

☐ ☐ BROKEN

PROGRESS TRACKS

TITLE:

--	--	--	--	--	--	--	--	--	--

TITLE:

--	--	--	--	--	--	--	--	--	--

TITLE:

--	--	--	--	--	--	--	--	--	--

UTILITY MODS

☐ ☐ BROKEN

☐ ☐ BROKEN

☐ ☐ BROKEN

☐ ☐ BROKEN

NOTES

BATTERED

☐ BASE: 4

☐ HD FRAME +1

☐ BLACKSTAR +1

ZEPHYR CORE ABILITIES

The Zephyr is built for speed and comes equipped with the **FLIGHT SYSTEM** module already installed.

- When you Face Danger or React Under Fire to navigate through hazardous skies, avoid obstacles, or evade an attack, add +1 and take +1 momentum on a hit.
- When you Enter the Fray by speeding towards a strategic position, you may reroll any dice. On a strong hit, add +1 to your next move.
- When you fire your afterburner to Secure an Advantage or Gain Ground by utilizing the Zephyr's unmatched speed, you may add +integrity/2 (rounded up) and take +2 momentum on a strong hit. If you do, count a weak hit as a miss.

CHARGES:

5	4	3	2	1	0
---	---	---	---	---	---

CHARGES:

5	4	3	2	1	0
---	---	---	---	---	---

CHARGES:

5	4	3	2	1	0
---	---	---	---	---	---

WEAPON MODS	ARMOR MODS
☐ ☐ BROKEN	☐ ☐ BROKEN
☐ ☐ BROKEN	☐ ☐ BROKEN
☐ ☐ BROKEN	☐ ☐ BROKEN
☐ ☐ BROKEN	☐ ☐ BROKEN

PILOT ROBOTS AND GET PAID!

This fan-made supplement for the *Ironsworn: Starforged* system puts you behind the wheel of a giant robot ready for battle across the galaxy. Choose your chassis, customize it with modules, and go make money as a mercenary for hire!



Play Every
Role