MECHNOIR

Player's Guide

The Mechnoir Player's Guide is for use with the core rules found in *Technoir*, a high-tech, hard-boiled roleplaying game by Jeremy Keller.

Visit TechnoirRPG.com for more information and downloads.

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GENERATION

1. Select three training programs
Pick three **programs** that your protagonist has undergone from the table below. You may pick the same program twice, but not for all three selections.

2. Determine verb ratings
Fill in the first box for each **verb** on your protagonist sheet. For each program, fill in an additional box for each of the three verbs it teaches.

3. Select adjectives
For each training program, select one of the listed **adjectives** that best describes your protagonist and write it on your sheet next to a ➕. Or you can come up with your own. Mark both boxes next to that adjective to indicate it is **locked**.

4. Select three connections
Pick from the starting **Transmission**. Note the name and city of each **connection**. You can also add your fellow protagonists to your connections list.

5. Assign relationship adjectives
Go around the table. When it's your turn, pick a **relationship adjective** from the "Relationship Adjectives" on page 5 and assign it to one of the characters on your connections list. Repeat as often as everyone can get a relationship adjective.

6. Purchase objects using kreds
You start with 10 Kreds. Buy **objects** from the catalog in this booklet by paying the listed cost. Write the object and its **tags** on your protagonist sheet. You can buy additional upgrade tags for 1 Kred each. Objects with the *implant* tag cost 5 Kreds to install. Connections with the **shark**, **fix**, **stable**, or **splice** favors can provide loans or discounts. Tell the GM whenever you call in a favor. Two favors per connection max.

7. Finish the protagonist
Name your character. Write a short description. Start with three **Push dice**.

TRAINING PROGRAMS

Program	Verbs (increase each by 1)	Adjectives (pick one)
Emissary	COAX, PROWL, and TREAT	*charming*, *prepared*, or *smart*
Enforcer	COAX, MOVE, and FIGHT	*brutal*, *fast*, or *tough*
Gunner	DETECT, HACK, and SHOOT	*accurate*, *quick*, or *ruthless*
Marshal	FIGHT, PROWL, and SHOOT	*persistant*, *quiet*, or *strong*
Medic	DETECT, MOVE, and TREAT	*clinical*, *fearless*, or *practiced*
Priest	COAX, MOVE, and TREAT	*authoritative*, *calm*, or *determined*
Rigger	FIGHT, OPERATE, and SHOOT	*brave*, *healthy*, or *intuitive*
Smuggler	HACK, OPERATE, and PROWL	*ace*, *savvy*, or *sneaky*
Technician	DETECT, HACK, and OPERATE	*clever*, *meticulous*, or *technical*

VERBS

Verbs describe your protagonist's ability to perform actions relevant to the criminal adventures she will become involved in. They are used to create positive and negative adjectives on other characters and their objects.

Here are descriptions of the nine verbs. Listed with each are examples of adjectives it might be used to create.

COAX
Used to influence people through words and body language.

🔲➕ Eager	Confused ➖🔲
🔲➕ Supported	Embarrassed ➖🔲
🔲➕ Confident	Shamed ➖🔲

DETECT
Used to notice details, track people, and use rig and transport sensors.

🔲➕ Watched	Marked ➖🔲
🔲➕ Recognized	Nervous ➖🔲
	Paranoid ➖🔲

FIGHT
Used to attack bare-handed and with melee weapons (or with a rig's limbs).

🔲➕ Shielded	Stunned ➖🔲
	Bruised ➖🔲
	Severed ➖🔲

HACK
Used to access and manipulate other's objects, rigs, and transports electronically.

🔲➕ Monitored	Hacked ➖🔲
🔲➕ Secured	Glitching ➖🔲
🔲➕ Firewalled	Crashed ➖🔲

MOVE
Used to get around under your own power—run, swim, climb, jump.

🔲➕ Pushed	Outpaced ➖🔲
	Sprained ➖🔲
	Broken ➖🔲

OPERATE
Used to drive vehicles, pilot transports, and control rigs.

🔲➕ Directed	Shaken ➖🔲
	Dented ➖🔲
	Totalled ➖🔲

PROWL
Used to sneak around and get into places you are not wanted.

⊞ Hidden		Distracted ⊟	
⊞ Disguised		Oblivious ⊟	
		Blind ⊟	

SHOOT
Used to attack with ranged weapons, like those mounted on rigs and transports.

⊞ Covered		Shocked ⊟	
		Bloody ⊟	
		Maimed ⊟	

TREAT
Used to mend physical and psychological wounds.

⊞ Stimulated		Nauseated ⊟	
⊞ Strong		Poisoned ⊟	
⊞ Healthy		Diseased ⊟	

ADJECTIVES

Adjectives are traits that make you stand out.

Here are a list of potential positive adjectives you could use when creating a new protagonist. You're not required to use these, you can always make up your own.

ace	creative	large	seductive
aggressive	cute	light	sexy
agile	deadly	limber	short
alert	detailed	logical	small
analytical	determined	loud	smart
angry	discrete	meticulous	sneaky
artistic	empathic	musical	spatial
attentive	energetic	obedient	steady
authoritative	fast	observant	strong
bossy	fearless	passionate	stubborn
brainy	friendly	patient	stylish
brave	funny	persistent	tall
brutal	handsome	practiced	technical
calm	healthy	precise	threatening
careful	heavy	prepared	tough
charming	impulsive	quick	twitchy
clever	intuitive	ruthless	unpredictable
clinical	knowledgeable	savvy	violent

Relationship Adjectives

affectionate	lustful	respectful
dependent	obsessive	sympathetic
loyal	protective	trusting

CONNECTIONS

Connections are characters that your protagonist knows well. Well enough to do her a solid. They have two main functions within the game: info and favors.

INFO

Connections can provide your protagonist with information. When you lean on a connection, the GM will have you roll a die and use the result to consult the Transmission.

FAVORS

You can go to a connection for certain favors. Each connection can provide one or more of the following (as listed with their stats in the Transmission):

Date
Attend a function with you, gaining you access somewhere you wouldn't be welcome otherwise.

Deal
Provide a dose of drugs. First time is free, 1 Kred thereafter. Taking them gives you the negative sticky adjective of high. *Once in the next contention, you can treat all the* Hurt dice *of a roll as positive results. Declare after you roll.*

Fence
Buy a bulk load of stolen merchandise for 5 Kreds.

Fix
Sell you up to three objects *in specified categories, each discounted by 2 Kreds. Add the* stolen *tag to each.*

Ride
Transport you, a friend, or illicit goods to or from a location on Mars.

Shark
Lend you 10 Kreds, expecting repayment. Mark this in the 'debt' column.

Splice
Install a cybernetic object *(or an* object *with the* implant *tag) for free.*

Stable
Front you the money for any rig or transport, including any upgrades. You owe service to the connection until you can pay the debt back. Mark this in the 'debt' column.

Note that the more you use a connection for favors, the more it will be revealed that he is involved in the ongoing plot. This may result in the connection needing you for a favor or maybe even cause him to turn against you.

OBJECTS

Objects are your stuff. High-tech devices that gain you an advantage over the have-nots. Each object has a handful of tags that describe its capabilities. The objects here are specific to *Mechnoir*. Those found in the Technoir Player's Guide should also be available.

PILOTING GEAR

Flight Suit
All-puprose wear for transport crew.
Tags: display, emergency shute, gesture input, impact armor, linked, sound
Base Cost: 6
Upgrades: condition monitor, life support, toolkit

Rig Control Suit
Measures muscle and neural signals to control rigs.
Tags: cerebral input, display, exoskeleton, gesture input, linked, sound
Base Cost: 6
Upgrades: condition monitor, life support, toolkit

RIGS

Dancer 38
A high-speed rig designed to get in and out of dangerous territory.

Coyote 5F
A light rig used for stealth and mobility.

Warsaw D9
A dangerous rig designed to cut through rock and other defenses.

Recke 20
A sturdy rig designed for defensive deployment.

Thatcher C1
A mobile drilling rig converted into a walking weapons platform.

Trionfo 33
The largest humanoid rig, built for large-scale construction and demoltitions.

TRANSPORTS

R11 Gazer
A fast and agile dropship built to get in and out of dangerous situations.
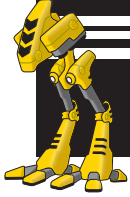
RT3 Koridia
A cargo ship that deploys rigs to remote regions of Mars.

Dancer 38

A high-speed rig designed to get in and out of dangerous territory.

Base Cost: 16

Upgrades: infrared, machine gun, pulse laser, sonar imaging, thermal-dampeners, thermal imaging

TAGS
- armor
- cam
- boosters
- linked
- mic
- ostrich legs

UPGRADE TAGS

NEGATIVE ADJECTIVES

Coyote 5F

A light rig used for stealth and mobility.

Base Cost: 17

Upgrades: infrared, machine gun, pulse laser, sonar imaging, thermal-dampeners, thermal imaging

TAGS
- armor
- articulate arms
- cam
- fast
- linked
- mic
- quiet

UPGRADE TAGS

NEGATIVE ADJECTIVES

Warsaw D9

A dangerous rig designed to cut through rock and other defenses.

Base Cost: 18

Upgrades: burst cannon, flame thrower, infrared, machine gun, missile battery, pulse laser, shovel, sonar imaging, thermal imaging

TAGS
- armor
- armor
- articulate arms
- cam
- heavy
- linked
- mic
- sawblades

UPGRADE TAGS

NEGATIVE ADJECTIVES

Recke 20

A sturdy rig designed for defensive deployment.

Base Cost: 19

Upgrades: burst cannon, flame thrower, infrared, machine gun, missile battery, pulse laser, shovel, sonar imaging, thermal imaging

TAGS
- armor
- armor
- articulate arms
- cam
- heavy
- linked
- mic
- shields
- stabilizors

UPGRADE TAGS

NEGATIVE ADJECTIVES

Thatcher C1

A mobile drilling rig converted into a walking weapons platform.

Base Cost: 20

Upgrades: burst cannon, crane, infrared, long range rockets, machine gun, missile battery, pulse laser, rail cannon, shovel, sonar imaging, thermal imaging

TAGS
- armor
- armor
- armor
- cam
- heavy
- huge
- linked
- mining drill
- mic
- quad legs

UPGRADE TAGS

NEGATIVE ADJECTIVES

Trionfo 33

The largest humanoid rig, built for large-scale construction and demoltitions.

Base Cost: 21

Upgrades: burst cannon, crane, infrared, long range rockets, machine gun, missile battery, pulse laser, rail cannon, shovel, sonar imaging, thermal imaging

TAGS
- armor
- armor
- armor
- articulate arms
- cam
- heavy
- huge
- impact rockets
- linked
- mic
- stabilizors

UPGRADE TAGS

NEGATIVE ADJECTIVES

R11 Gazer

A fast and agile dropship built to get in and out of dangerous situations.

Base Cost: 19

Upgrades: burst cannon, infrared, machine gun, missile battery, pulse laser, sonar imaging, thermal imaging

TAGS
- armor
- cam
- hover
- huge
- linked
- mic
- pod
- rotorfans
- thrusters

UPGRADE TAGS

NEGATIVE ADJECTIVES

RT3 Koridia

A cargo ship that deploys rigs to remote regions of Mars.

Base Cost: 22

Upgrades: burst cannon, infrared, long range rockets, machine gun, missile battery, pulse laser, rail cannon, sonar imaging, thermal imaging

TAGS
- armor
- armor
- cam
- cargo
- heavy
- hover
- huge
- linked
- mic
- pod
- pod
- thrusters

UPGRADE TAGS

NEGATIVE ADJECTIVES

TAGS

Tags describe the capabilities and features of objects. Here are definitions of each of the tags listed with the objects in the previous section.

Some tags mention that they trump other tags. This means the other tag can't be used to react against an action from the trumping tag.

armor: ferro-plastic plating that protects from ballistic and impact attacks
(defenders can voluntarily disable an *armor* tag to negate the effects of an attack after any Push dice have been spent)
articulate arms: mech limbs that can be employed to lift and manipulate objects
burst cannon: rapidly fires heavy projectiles
cam: bi-lens camera system capturing stereoscopic eyeRez video images
cargo: can be used to transport large, heavy crates
cerebral input: direct mental control of the Interface (trumps *gesture input*)
condition monitor: sensors to track heart rate, pulse, and other vitals
crane: a mechanism for lifting heavy cargo.
display: high resolution imaging projected into the viewer's vision
fast: limb articulation for rapid movement over ground
gesture input: captures body movement to interact with the Interface
heavy: weighs more than other objects in its category
huge: significantly larger than other objects in its category (trumps *large*)
(*huge* rigs and transports can have entire crews operating them rather than a single rigger or pilot. Each crew member gets a turn in a round, but may not use vehicle tags used by another member in the same round)
impact armor: protective garments designed to stop blunt and sharp attacks
infrared: senses light beyond the human-visible spectrum
life supprt: sealed from the elements with an oxygen supply and waste recyclers
linked: wireless connection to personal and Interface networks
long-range rockets: fires guided projectiles over long distances
loud: makes a high volume, imposing noise
machine gun: a rapidly firing ballistic weapon
mic: a sensitive omni-directional microphone
mining drill: a large tool used to bore into rock
missile battery: fires an array of explosive projectiles at once
pod: used to transport and deploy up to 4 armor points of vehicles or rigs
(each vehicle takes up as many points as it has *armor* tags)
pulse laser: fires undulating waves of destructive energy
quad legs: the mech walks on four legs for better stability
rail cannon: magnetically fires a heavy projectile at high speeds
rotor-fan(s): rotor blades housed in a cylindrical shell
shovel: mechanism used to dig earth
sonar-imaging: emits and senses sound waves, presents data visually
sound: three-dimensional, immersive audio playback
strong: limb articulation that can apply great force
thermal dampeners: coolant used to fool thermal sensors
thermal-imaging: heat sensors displayed as a visual overlay
thrusters: jets that provide increased speed in the air
toolkit: hand held instruments used to make minor repairs to rigs and transports

CONTENTION

1. Recharge Push dice
- The player starts an action with all of her Push dice charged.

2. Assemble the dice
- The player gets a number of Action dice equal to her rating in the verb she is using.
- She can add a Push die for each postive adjective, object, or tag that helps her.
- She must take a Hurt die for each negative adjective she has.

3. Describe the action
- The player uses her verb, adjectives, objects, and tags to inspire a narrative of the action that would assert the intended adjective on her target (or damage a tag on a targeted rig or transport).

4. Roll the dice
- The player rolls all of her Action, Push, and Hurt dice.
- The Hurt dice cancel out any and all matching Action and Push dice.
- The highest number on her surviving Action or Push dice is her **result**.

5. Determine reaction
- The verb the target uses to react determines his **reaction rating**.
- For each, positive adjective, object, or tag that helps him, he can discharge a Push die and increase his reaction rating by 1.

6. Resolve the roll
- If the player's result is higher than the target's reaction rating, her action is effective.

7. Apply the adjective or damage a tag
- With an effective action, the player asserts a new adjective on the target.
- By default a new adjective is **fleeting**. Don't mark either box next to the adjective:

  | Unstable | ▰▱ |

- She can spend 1 Push die from her rolled dice to make it **sticky**. Mark one box next to the adjective:

  | Dented | ▰▰ |

- She can spend 2 Push dice from her roll to make it **locked**. Mark both boxes next to the adjective:

  | Crippled | ▰▰ |

Or:
- With an effective action, the player can damage a one of a targeted vehicle's tags.
- She can spend 1 Push die from her roll to **disable** a target vehicle tag. Mark the circle next to the tag with one slash to mark it disabled:

  | boosters | ∅ |

- She can spend 2 Push dice from her roll to **destroy** a target vehicle tag. Mark the circle next to the tag with two slashes to mark it destroyed:
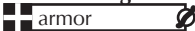
  | boosters | ⌀ |

8. Discharge Push dice
- Any Push dice left in the player's roll are discharged.

9. Respect the adjective or tag damage
- Play continues with the new adjective or damaged tag representing a change in the narrative.

ARMOR RULES

Rigs and transports all have one or more *armor* tags. Whenever these vehicles would receive physical damage, the operator can choose to sacrifice an *armor* tag instead.

- To avoid a disabled tag or a sticky adjective, she can **disable an armor tag** on her vehicle instead.
- To avoid a destroyed tag or a locked adjective, she can **destroy an armor tag** on her vehicle instead.

Push dice are still exchanged as per the original intent. Disabled and destroyed tags may not be used again until they are repaired.

VECTORS AND SCALE

Generally, individual humans and personal weapons are not large enough to affect rigs, transports, and other massive vehicles. And individual humans are too small to be effectively targeted by rig and transport weapon systems. So the rule of thumb is that one size category cannot hurt the other. But there are exceptions to this when characters find appropriate vectors.

- Individuals can affect massive vehicles when they band together. Each supporter rolls to give an actor a fleeting positive adjective to represent his help (or the GM might automatically give the actor a positive adjective based on a large number of non-player supporters). The number of supporters required is however many is needed to make the action sound feasible to the table. The actor then uses at least one of those positive adjectives in a roll against a rig or transport.
- Individuals can use sabotage to affect massive vehicles. But this requires first getting inside or onto the rig or transport. A roll to inflict a fleeting adjective such as *boarded* or *infiltrated* may be required before the destructive sabotage roll is made.
- Rigs and transports have exponentially more computing power than individual specs or headjacks. So banding together or sabotage is also required before a direct HACK roll can be used to damage these vehicles.
- Because these vehicles make so much noise, an open channel of communication must be established before any COAX rolls can be made to or from rigs and transports. If one party doesn't want to talk and switchs off their coms, some hacking might be needed first.
- A rig or transport pilot might find it difficult to affect one individual, but she can easily hurt several at once with explosive weapons or stomping. Use the rules on page 114 of *Technoir* to affect multiple targets.

RESTORATION

After a contention, use this procedure to mend negative adjectives, repair damaged tags, and advance your protagonist's verbs.

Fleeting adjectives are immediately removed
- After a scene is over, any fleeting adjectives go away right away.

Sticky adjectives and disabled tags require mending
- To remove a sticky adjective that describes physical, emotional, or social damage to your protagonist, make a TREAT roll.
- To remove a sticky adjective that describes damage to an object's hardware or to repair a disabled tag, make an OPERATE roll. For software, make a HACK roll.

Locked adjectives and destroyed tags require replacement
- For a locked adjective that describes physical, emotional, or social loss to your protagonist, implant an object that replaces what has been lost. This downgrades the adjective to sticky, which can be mended as above.
- For a locked adjective that describes damage to an object, pay half the object's full cost for replacement parts. This downgrades the adjective to sticky, which can be mended as above. (Or you can always obtain a whole new object.)
- For a destroyed tag, pay 1 Kred to purchase a replacement. This downgrades the tag to disabled, which can be repaired (installed) with an OPERATE roll as above.

Roll the dice
- Whoever is making the roll adds a Hurt die for each of their own negative adjectives and one for each of the negative adjectives of their patient. Also include a Hurt die for each disabled or destroyed tag.
- If the patient is attempting to improve one of their primed verbs, they should indicate which one before a roll is made.
- The difficulty rating is 4.

Resolve the roll
- If the roll's result is higher than the difficulty rating, the adjective is eliminated or the tag is repaired.
- If the roll's result is equal or less than the difficulty rating, the adjective or tag remains as is. Another attempt cannot be made until the character receives another sticky or locked adjective or another tag is damaged.
- If one of the Hurt dice results is higher than the primed verb that is intended for advancement, the verb's rating increases by 1. Not to exceed 5.
- If the verb increases, any and all prime marks are erased.
- If the verb does not increase, all existing prime marks remain.

EXPOSITION

Life on Mars...

TECHNOLOGY

Massive walking machines called "rigs" were engineered to carve into the red husk of Mars and construct new colonial structures for those who fled an Earth that didn't want them anymore. Only practical in low-gravity environments, these mechanized giants are piloted by specialized riggers who use cerebral inputs to command the rigs as extensions of their own body. But when the colonies turned against each other, these rigs were retrofitted with weapons and utilized for their destructive capabilities in a war that spans the red planet.

ENVIRONMENT

Mars has a toxic atmosphere, horrific sandstorms, and less than half of Earth's gravity. It's not exactly easy for anyone to live here. This forces colonists to huddle together in the sealed domes and underground structures the rigs built. Even inside, farming is less than sustainable and polution is a growing danger as the ability to recycle or replenish Earth's imported resources is limited.

SOCIETY

The various communites that live on Mars came to escape religious and political pursecution on Earth. Now far from their oppressors, it didn't take them long to turn their disdain towards each other. War has broken out between the planet's three primary factions: the personality cult of the Shiat al-Raj'a, the Martian Autonomist Union, and the cloned zealots of "The Chosen." Now the working-class riggers, once responsible for building the colonies, have been called on to be the warrior class that might bring society's destruction.

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