

# What We Lost To The Flames

The War has been won. But the price was heavy.

You are the ground crew of a Battle Mecha that was instrumental in the final push to win the war. It came home, but it returned as a broken, empty wreck. You know the battle was won, but you don't know how.

Play to find out how the War was won. Play to discover the cost they paid.

## Game Principles:

- Ask Questions. If you're not narrating, ask questions about what's being narrated
- Be Fans of each other. Don't undermine other Players. Help them look good

## What is the Battle Mecha?

- What is its Name? Choose one Adjective and one Noun, and arrange them how you wish: \_\_\_\_\_
- What is its specialisations? Choose one of the below, or create your own:
  - Heavy Raider, Missile Battery, Assault Lancer, Siege Wrecker, Light Scout, Combat Dreadnought, Shield Defender, \_\_\_\_\_

## The Pilot

- Who were they?
  - What was their Name? \_\_\_\_\_
  - What was their Adjective and Talent?
    - Adjective: \_\_\_\_\_
    - Talent: \_\_\_\_\_

## Who are you?

- What is your name? \_\_\_\_\_
- What is your Profession?: The Base Commander, The Chief Mechanic, The AI Technician, The Research Scientist, The Head Medic, \_\_\_\_\_
- What is your Adjective and Talent?
  - Adjective: \_\_\_\_\_
  - Talent: \_\_\_\_\_
- How did you know the Pilot? \_\_\_\_\_
- What lies unfinished between you and them? \_\_\_\_\_  
\_\_\_\_\_

## The Battle

- What was the Battle fought against?
  - Monstrous Invaders, A Conventional Army, A Battle Mecha Armada

- The Battle was almost lost because of: Scrambled Communications, Sheer Luck, Technological Failure, Backfired Schemes, Overwhelming Tactics
- Victory was seized through: Pyrrhic Sacrifice, Cunning Tactics, Superior Technology, Sheer Luck, Perfect Timing

#### The Wounds:

- The Battle Mecha is wounded and broken. Taking turns, describe something about the Battle Mecha that was damaged during the final battle. How were each of you involved in this Wound? Is it your fault? Did you sacrifice something to stop it being worse?
- After every Wound, ask if the Battle Mecha took that Wound in order to succeed at something, or to prevent something worse happening. If it was taken for success, add a d6 to the Black Pool. If it was taken to prevent something worse, add a d6 to the Red Pool. If it's unclear, the narrating player should choose.

#### The Pools

- Each pool starts with one d6. If there are fewer than 3 players, add an extra. If there are more than 5, take one away.
- After each player has narrated a Wound, roll the dice in each pool.
- If the dice roll for the Black Pool has any 6s, the Battle Mecha can be rebuilt. It will never be the same, but it will fight another day, thanks to you. If not, you can clean it up, and it will stand as a memorial for the price you have all paid for victory.
- If the dice roll for the Red Pool has any 1s, the Pilot died as part of their final actions to seize victory. If the roll instead has any 6s, the Pilot survived, and is in medical care. They will survive, forever changed by both your and their sacrifices. If both a 1 and a 6 was rolled, or neither was, the Pilot survived long enough to know of their victory, and for you to say your goodbyes.

#### The Endings

- Were you able to resolve the business left unfinished between you and the Pilot?
- If you were able to, how do you say your goodbyes?
  - If the Pilot died before you could say goodbye to them directly, how do you say your goodbyes?
  - If the Pilot survived, what did you say to them? Did you say goodbye anyway?

Names: Choose as many elements from the list as you wish, or create your own.

- Major, Captain, Specialist, Doctor, Professor, Marshal, Lord, Dame, Commander, General, Sensei
- Beckett, Pentecost, Geizler, Mori, Hansen, Wei, Kaidanovski, Gottlieb, Choi, Chau, Namani, Shao, Lambert, Reyes, Malikova, Wong, Ji, Brar, Ryoichi, Meaden, Rodriguez, Adams, Sevier, Koyamada, Jessop, Griffin,
- 'Doc', 'Ace', 'Hotdog', 'Pitbull', 'Bones', 'Crow', 'Storm', 'Lucky', 'Slick', 'Chopper', 'Crash', 'Thumbs'

Battle Mecha Names		Pilot and Player Traits	
Adjective	Noun	Adjective	Talent
Cosmic	Paladin	Sharp	Fast
Empyrean	Avenger	Sly	Inventive
Reckless	Sentinel	Trusting	Resourceful
Majestic	Matador	Reliable	Stoic
Diligent	Ronin	Unorthodox	Flexible
Carmine	Guardian	Intrepid	Brave
Ebony	Blade	Bold	Resilient
Broken	Sword	Careful	Nimble
Azure	Charger	Assertive	Forceful
Colossal	Jaeger	Rebellious	Charismatic