



# A Long Night in the Mech Bay

A 2 Player RPG about relationships reforged during a Mech War  
by Nested Games

## Introduction

In this ever shifting war that has spread to the entire Merseus System, the Roran Federation has formed to combat the tyrannical Iridian Empire. One of you is the Roran Federation's ace pilot, who barely escaped with their life in a recent incident. The other is the Federation's best mechanic, who's seen more than their fair share of action. Sadly, there is no time to rest. This Mech needs to be ready to fight tomorrow and no one else is available to help. It's going to be a long night.

## Materials

- 2 Players
- A copy of this game for each player
- Several tokens of a similar appearance (coins, chips, dice, etc.)
- A Four sided dice (optional)

## Set up

Between the two of you, decide who will be the Mechanic and who will be the Pilot. Mechanic, pick your nickname. Pilot, pick your callsign. Then roll or pick an item from the three lists below. Both players should add a detail elaborating on each item selected.

### A. Pick A Name:

#### Nickname:

#### Callsign:

- |            |          |
|------------|----------|
| 1: Chief   | 1: Comet |
| 2: Wrench  | 2: Jet   |
| 3: Splicer | 3: Flood |
| 4: Forge   | 4: Nova  |

### B. Describe the Mechanic and Pilot's relationship:

- 1: Close Companions
- 2: Former Foes
- 3: Star-crossed Soulmates
- 4: Previously Partners

### C. The Pilot and Mech barely survived a:

- 1: Vicious Battle
- 2: Lethal Duel
- 3: Cruel Betrayal
- 4: Crushing Defeat

### D. Soon, the Pilot must face Iridian Empire in a:

- 1: Foolhardy Rescue
- 2: Tearful Duel
- 3: Hopeless Last Stand
- 4: Beleaguered Final Battle

Afterward, introduce yourself to the other person, describe your look, and say what you most desire.

## How to play

The session is structured around 3 mini-games, Reveries Part 1, Reveries Part 2, and Testing The Waters. Play through each mini-game in order, using the instructions provided below. As a note, I use the word "player" to refer to the players of this game and "person" to refer to the characters the player is embodying. Please adjust any setting or question details to fit the story you are trying to tell.



## Reveries Part 1: Scars

### Setup

Pilot, ask the Mechanic what the Mech bay looks like. Mechanic, ask the Pilot how the Mech became badly damaged.

### The Conducting the Game

During this game, players alternate asking questions from the list below, beginning a shared reverie between the two characters. The more frustrated person goes first.

The player who was asked the question frames the new scene by describing the time and location.

Within the reverie, players may describe details from the past, engage in conversation, or narrate events in the scene. If at any point during the reverie one person hurts the other in a memorable way (decided by the recipient of the injury), the recipient takes a Scar token. After both players agree that the reverie is over, the recipient of the token then describes a part of the Mech that is broken.

When both players agree that the reverie is over, the next person may ask a new question.

### Ending the Game

After each player possess at least one scar token, discuss whether you wish to conclude this game, or continue to ask questions. When both players agree to end this min-game, play out a scene where each person voices their pain to the other in a moment of impulsiveness, frustration, and vulnerability with the Mech framed in the background. After the scene ends, say no more and begin the next game.

### Questions

Do you remember when we first met? Why didn't we get along?

Do you remember when Brein died?

Do you remember when you hurt my friend Jern? What did they do to you?

Do you remember what you did to my home? Was that truly necessary?

Do you remember the fight we had on Zebulon-6?

Do you remember when we were ambushed by the Iridian Imperial Army? Whose mistake caused it?

Do you remember when you destroyed my last Mech?



## Reveries Part 2: Making Repairs

### Setup

Sit in silence for a moment and think about the following questions. Then tell the other player the answers.

What do you notice about the other person? What are they thinking about right now?

### Conducting the Game

The person who feels the heaviest weight from their guilt goes first. Begin with an apology. As before, players alternate asking questions from the list below, commencing a shared reverie between the two characters.

The player who was asked the question frames the new scene by describing the time and location.

Within the reverie, players may describe details from the past, engage in conversation, or narrate events in the scene. If a person mends their relationship with the other or atones for a past wound (decided by the possessor of the token), the other person removes a Scar token. After both players agree that the reverie is over, the player who atoned then states an insight they gained for how to repair the Mech.

If there are still Scar tokens remaining, the next person asks a new question.

### Ending the Game

Once both players have removed all of their Scar tokens, both players narrate a montage sequence where they repair the Mech. Then proceed to the final game, Testing The Waters.

### Questions

Do you remember when we saved the Tornath Space Station together?

Do you remember when we first built this Mech together?

Do you remember how we escaped Commander Freiland?

Do you remember when you first called me a friend?

Do you remember when we played that trick on the Iridian Empire's "greatest" admiral?

Do you remember that talk we had after Battle of Emenae-7?

Do you remember how we discovered the Plasma Baron's secret plans?



## Testing the Waters

### Setup

Both players, describe one detail about the cockpit. Mechanic, describe one of the Mech's systems that is finally functioning. Pilot, describe one feature that the Mech can do now that it was not able to do before.

### Conducting the Game

The bolder person asks the first question from the list below. Then the players alternate turns asking from the "Questions" list below, until each person has asked two questions.

### Ending the game

After each person asks two questions, go to the concluding questions. Decide between the two of you who leaves the scene first. They will answer the first concluding question. The other player then answers the second question.

### Questions

The lights inside shut off for a moment. When they come back and illuminate my face, what emotion do you feel first?

Both of us reach for the same switch simultaneously. Does your hand recoil immediately or linger for a moment?

One of my ideas improved the Mech's performance tremendously, how do you show your appreciation?

At this moment, something causes you to laugh. What is it?

I fumble awkwardly trying to use a control panel. How do you help?

In this moment, ours gazes linger on each other. What emotions do I glean from your face?

### Concluding Questions

1. As you leave the cockpit, what regret comes to your mind?
2. When you see the other's back turned to leave, what words reach you lips you should have said earlier? Do you say them now?

### End



## Bibliography

*Mobile Frame Zero: Firebrands* by D. Vincent Baker and Meguey Baker

*The Quiet Year* by Avery Alder

The usage of mini-games come from *Mobile Frame Zero: Firebrands*. Testing the Waters is adapted specifically from the mini-game called “A Dance.”

Scar tokens are inspired by Contempt in *The Quiet Year*.

## Cover

Cover Image by [Tricia Winwood](#) from [Pixabay](#)

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