



A Ready-To-Go Module for *Rider Konchū*

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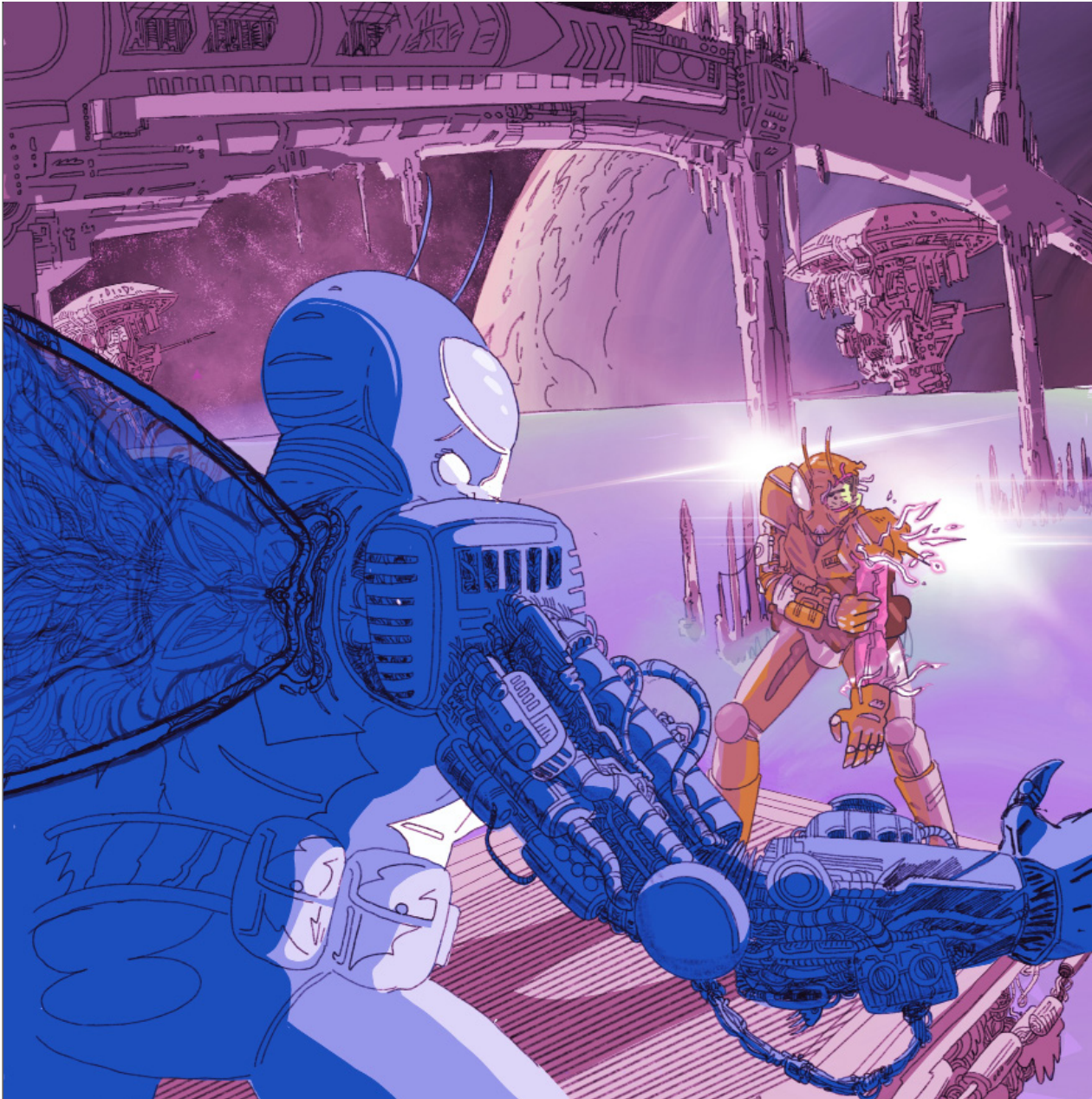
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In the distant future, humanity is known for building the best Hyperspace Gateways and Mega-Starports in the known universe. This has allowed the human race to skyrocket in prosperity and expand it's borders far beyond what was once thought possible.

However, not all have taken kindly to this expansion into deep space. An alliance has formed by those who resist the seemingly endless expansion plans to sabotage and destroy what humanity has built. In response to this, the U.N. established Project: HARDHAT as a joint military defense force and engineering core. Having just joined their ranks, you face one important question: are you ready to build the future?

Designer Notes

Project: HARDHAT is a send-up to the 2nd generation of the Heisei Era, where quirky, colorful gimmicks are stacked on top of a morally ambiguous plot. Ideas of colonization, civil rights, and human achievement are extremely prevalent throughout, while concepts concerning the fear of imperialism are questioned by each player through the roles they choose to play out.



Rider Aesthetics

The Rider: HARDHAT-01

A working class Average Joe who joined HARDHAT to see the stars. Wears a standard issue work suit that resembles a brown and silver worker ant.

Transformation Device: Standard-issue, finger print activated work belt.
Weapon: Your work gloves seem to double as a pair of knuckledusters in a pinch.
Bike Description: HARDHAT's very own Starsled model. Has an empty slot for a hover expansion.
Named Attack: "WRECKING PUNCH" & "DEMOLITION KICK"

The Rival: HARDHAT-50

An Internal Affairs agent tasked with investigating recent claims of corruption from within HARDHAT's ranks. Wears an enforcer level work suit that resembles a blue and white winged soldier ant.

Transformation Device: Heavy-duty, hand print activated work belt.
Weapon: The Sting Rod, a plasma sword that can fold into a gun. You know 10,000 volts to the head hurts, right?
Bike Description: The Starsled patrol model, equipped with sirens and mounted mini-laser vulcans.
Named Attack: "JUSTICE SLASH" & "HARD-BOILED BLASTER"

The Rogue: HARDHAT-Ω

A vigilante hellbent on exposing HARDHAT's darkest secrets. A symbol of hope for those caught in-between HARDHAT and the G.A.F.'s affairs. Resembles a gunmetal HARDHAT-01, but clad in caution tape.

Transformation Device: Heavily modified, brainwave link activated work belt.
Weapon: The Drill-more, a powerful 2-handed weapon that can drive the opposition into the ground!
Bike Description: Lobo Astra, a custom Starsled retrofitted to resemble a popular 24th century model.
Named Attack: "OXIDIZED FURY" & "ACIDIC ASUNDER"

Support Aesthetics

The Best Friend: McConner

Your work buddy who failed the HARDHAT Defense Force entrance exam. A brilliant bureaucrat more suited to a desk job, they help you with your paperwork, and keeping your secrets.

Weapon: Blood, sweat, and tears. Oh, and a standard issue stun pistol.
Ride Description: HARDHAT District Shuttle.
Piece of Tech: HARDHAT issued info tablet and a brainwave link chip, courtesy of NEO TXC.

The Reporter: K'loud

A fox-like alien, working for GNN (Galaxy News Network) as a field reporter. Their current assignment is a fluff piece on HARDHAT's "prestigious" history.

Weapon: General™ Pepper Spray. "Good Luck!"
Ride Description: A polygonal star craft, capable of performing barrel rolls. Totally legal.
Piece of Tech: An optical visor and a brainwave link chip purchased from the NEO TXC Mega-Store.

The Hacker: The Crimson Comet

A cyborg outlaw infected with a malicious virus, wanted across several sectors for offenses such as (but not limited to): cyber terrorism, regular terrorism, parking without a permit, jaywalking, and tax evasion.

Weapon: The Lodestar Blaster, a re-purposed relic from the 21st century.
Where do they find this junk?
Ride Description: The Red Giant, a slick, fast jet that used to belong to a hot-shot rookie pilot.
Piece of Tech: Cybernetic enhancements and a custom brainwave link chip stolen from NEO TXC. What a bunch of morons...

The Setting

Our story takes place across the stars, specifically the untouched Σ Quadrant. A cluster of galaxies and celestial bodies completely foreign to human life. HARDHAT's goal is to make contact with these uncharted worlds and establish new Mega-Starports and Hyperspace Gateways to connect the universe.

- Σ Base: A large space station that serves as HARDHAT HQ. A practical environment with no recreation facilities, besides a mess hall. Crew members have their own quarters.

- Planet Bkar: A space-trading planet in the Σ Quadrant on good terms with HARDHAT. A rainy, cold world inhabited by humanoid chipmunks. Used to re-supply food.

- Planet J'tar: A volcanic planet, occupied by HARDHAT. Used to re-supply building material. Inhabited by glass-like snails with a troglodyte culture.

- Planet Yooos: A planet made up of bacterial ooze. Used to re-supply medical tech.

Primary Antagonist

The G.A.F. (Galactic Anti-Colonial Federation), a conglomerate made up of various extraterrestrial species with a common anti-imperialist agenda. The universe is big and full of diverse worlds that do not trust nor want humans expanding into their sectors. In response, a growing military force has united to stop HARDHAT's endeavors by any means necessary.

Gear Factions

- Planet Fusha: Lead by King Hotfangs, a saurian alien who's people once built Hyperspace Gates for the universe. He believes that the presence of humans in his sector has weakened his race's legacy. The planet's surface is a rich, tropical paradise filled with dense jungles and active volcanoes.

- Planet Bliss: The Unified One is a fungal mass that sees the human work ethic as a threat to it's ultimate goal: to spread it's unified love across the galaxy. In reality, it's an abominable species of cordyceps that has transformed the humid swamp world, Tora'lah, into a living hell.

- Planet C'haya: At the heart of this earth-like planet lies a bustling capital city lead by President R'oxy, a fox-like alien who's suffered massive casualties due to a devastating incident involving one of HARDHAT's Hyperspace Gates. It only took 10 minutes to contain, but the damage done by the resulting black hole was enough to wipe out an entire continent. Feeling betrayed by humanity, R'oxy now uses her resources to fund the G.A.F.'s AssaultTron program.

- Planet Vudd: A craggy, high gravity world inhabited by massive turtle-like aliens. Vudd's people have a special hatred for humans and their pesky plumbers due to having their advanced irrigation technology stolen by HARDHAT for use in their architectural package plans.

- Planet Hos'soh: The planet's surface exudes raw, hazy energy, making it uninhabitable for most bio-organic species. However, a subterranean society exists down below, by a species of ethereal beings known as Phasers. The planet is a great resource for those looking to harness this alien, nearly limitless energy. But due to the Phasers' energy-based diets (and ghostly appearance), most pioneers have been inclined to eliminate them, not knowing that the energy they're siphoning is the Phasers' one-and-only source of food. Having been nearly hunted to extinction by HARDHAT, the Phasers have turned to the G.A.F. for sanctuary.

Sample Stakes

A core problem or focus of an episode could include:

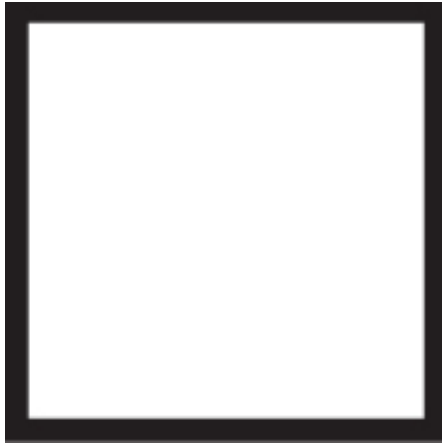
- Your first day as a HARDHAT... And a traitor among us? With rumors of a bomb threat stirring up trouble, it's up to you to discover the mole hiding amongst your fellow crew members!
- The Golden Lion, an extremely advanced artificial intelligence long thought destroyed, is discovered by HARDHAT after an abandoned ship drifts into Σ Gate's star port. What kind of wisdom does it hold?
- Seeing an opportunity to seize control of HARDHAT's Hyperspace Gates, King Hotfangs of Planet Fusha makes his move to remind the galaxy of who's really in charge!
- Having established first-contact on an uncharted planet, HARDHAT has assigned you to help in getting their newest Hyperspace Gate up and running. But it turns out that this planet may not have been as uncharted as corporate thought it was, a fact that becomes very apparent when your base camp is attacked by combat androids!
- The famous intergalactic superhero, Captain Fizzman and his multicolored comrades, The Apocalypse Soldiers, have received a distress signal from the G.A.F.. Does their presence bring your allegiances into question?
- The elusive warrior, HARDHAT-Ω, is revealed to be a time traveling HARDHAT-01. In their timeline, HARDHAT reaches their final frontier, Ω Base at the edge of the universe. Having destroyed countless worlds in their wake, Ω has returned to the point at which they joined HARDHAT's ranks in order to destroy them from the inside-out before they cause a great calamity.

Sample Consequences

If the players fail to act upon a stake, one of these scenarios could occur:

- The G.A.F. mole hiding among HARDHAT's ranks has successfully detonated the bombs that they've set throughout Σ Base. With the collapse of the relay tower, you've all lost contact with λ Base on Planet Silthroth, HARDHAT's HQ. With the base in shambles, how will you all be able to survive?
- As you head back to your personal quarters, exhausted from the horror that you had just endured, a voice comes up over the loudspeaker. "Corporate would like to have a word with you. Please make your way to HARDHAT's Executive District at your earliest convince. Have a nice day!"
- King Hotfangs has seized control of one of HARDHAT's Hyperspace Gates. Many workers lost their lives, and those that were spared have been taken prisoner by Hotfangs' army. Having ordered a massive supply freighter, you are now faced with the ultimate decision: intercept the supply deal, or rescue the workers from enslavement?
- The unthinkable has happened. The Hyperspace Gate at α Base on Earth has just imploded after a meltdown, resulting in a black hole. It's been 2 hours since the news broke. Whether this was an accidental malfunction or a targeted attack remains unknown.
- A strange fungal infection begins to surface rapidly among members of HARDHAT. Despite the impressive growth rate, however, it seems to be completely harmless. That is... until tonight. You wake up in the middle of the night, startled by a loud crash coming from the mess hall. And then... you hear them. One after another, the voices of your neighboring workers begin to chant in unison, "...together as one... together as one... together as one..."
- After teaming up with H-Ω to take down HARDHAT, H-01 found himself in a brutal confrontation with one of HARDHAT's Internal Affairs agents, H-50. Suffering major injuries during the battle, an unforeseen consequence arises; the injuries H-01 is sustaining in the present day are beginning to affect H-Ω. Could this lead to a paradox?

Custom Monsters



GAFtek AssaultTron Type-18 "Skinny"

A slim, lanky combat android capable of high-speed and acrobatics. It's abilities can be enhanced by injecting plant, animal, or mineral liquid into it's energy core.

Heavy Turn:

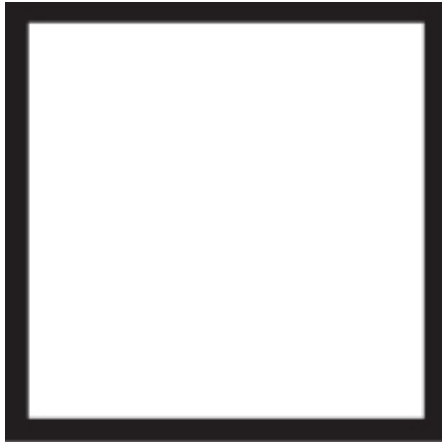
Dashes past players, always one step ahead. Not even your bikes can out-speed this crafty creation!

Regular Turn:

Dodges players' attacks by making silly gestures. Perhaps you can distract it somehow?

Light Turn:

Gains momentum by abandoning it's armor, body part(s), or power-up(s).



GAFtek AssaultTron Type-30 "Beefy"

A grotesque, bulky combat android known for insane raw power and nigh-invulnerability. It's abilities can be enhanced by injecting plant, animal, or mineral liquid into it's energy core.

Heavy Turn:

Punch of 10,000,000,000 Pistons!!!!

Regular Turn:

A slow, but powerful punch. Easy to dodge, but has enough power to remove a token from the collective pool if it connects!

Light Turn:

Overexerting itself, Beefy overheats and must take a turn to cool down.



GAFtek AssaultTron Type-9,999 "Svelte"

The ultimate combat android unit. With the sheer strength of Beefy, the immeasurable speed of Skinny, but none of their weaknesses, Svelte is a superb fighter with a success rate of 99.99%. Like it's predecessors, it's abilities can be enhanced by injecting plant, animal, or mineral liquid into it's energy core.

Heavy Turn:

Using it's bizarre set of headgear, Svelte copies the data of one player's Gear, and is able to utilize it's effects.

Regular Turn:

Displays an inventive fighting style.

Light Turn:

You get to see what that 0.01% looks like.

Gear

(Feel free to cut them out and use them as cards! Print multiple copies of this page for extra gear. More gear = longer campaigns!)




Gear Name: Goldie T. Hammer

What can it do?
This fabled astro-mech contains the Golden Lion Armor, said to bring out the full fighting potential of those who wear it.

Activates?
At anytime during a scene, you may state a random (probably useless) trivia fact to activate it.

Duration?
Stays active until the wearer has been attacked 3 times. Then it must cool down for 4 scenes.




Gear Name: Stego-Sawrus

What can it do?
A standard issue astro-mech that provides a modular set of tools, somewhat akin to a Swiss Army Knife. HR highly advises against using it to tamper with HARDHAT property. Please.

Activates?
Anytime during a scene.

Duration?
Lasts for one scene.



Gear Name: El O. Nurse

What can it do?
A unique medical droid that resembles a 1940's era nurse. It's extensive knowledge and tool set allows it to heal virtually any wound. Rumor has it that the soul of HARDHAT founder *Kudrow Kashmonet's* mother resides within, but that's just a rumor... right?

Activates?
Anytime during a scene, or when someone cries out in pain.

Duration?
Lasts for one scene.




Gear Name: Captain Lightbar

What can it do?
A security droid with a stick up his ass. His by-the-books personality really rubs some workers the wrong way. He's armed to the teeth with way too many weapons to list here, but I'm sure he'll tell you!

Activates?
When you get on his good side, dammit! Then, you can call him at any time during a scene to enforce the code of conduct!

Duration?
He'll stay on duty for 3 scenes. Then he must return to base, for someone is surely breaking a rule. He can only be used once per session.




Gear Name: Johnny Drills

What can it do?
This narwhal-shaped power drill loves his job, and you'll never hear the end of it. It's many uses consist of: drilling through walls... doors... floors... ceilings... yeah, you get the point.

Activates?
Anytime during a scene.

Duration?
Lasts for one scene.



Gear Name: Batty McGlue

What can it do?
A defective, quite possibly insane astro-mech that can not be scrapped due to union policy. Uses a super adhesive to fasten objects and stop enemies in their tracks. Kinda gross.

Activates?
Anytime during a scene OR if someone mentions something being or needing to be... "sticky".

Duration?
Flip a coin. If heads, he lasts for two scenes. If tails, he lasts for one scene, and must take an additional 4 scenes to cool down.