



tiny frontiers

MECHA AND

MONSTERS

A MINIMALIST SCIENCE FICTION TABLETOP
ROLE-PLAYING GAME BY ALAN BAHR.

tiny frontiers

MECHA

AND

MONSTERS

A GALLANT KNIGHT GAMES PRODUCTION

IN ASSOCIATION WITH NOCTURNAL MEDIA DIRECTED BY ALAN BAHR

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tiny frontiers
MECHA
AND
MONSTERS

by Gallant Knight Games
First Edition
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ISBN: 978-0-9977768-1-2

Dedications:

Dedications are always the hardest part to write. So I'll keep it simple this time.

This book is dedicated to Zachary Hill, who was always willing to engage me in spirited conversation about giant robots and stompy monsters. You are missed.

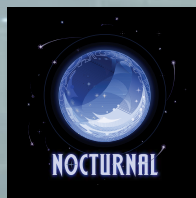


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INTRODUCTION

Tiny Frontiers: Mecha and Monsters is a minimalistic tabletop roleplaying game. Part of the goal of Tiny Frontiers: Mecha and Monsters was to create a giant action packed Robot RPG that didn't require pages of chassis, tables for combat, thousands of mechas, and convoluted FTL travel. We want a system that can handle any kind of mech story in a science fiction setting while promoting interesting ideas and characters.


Mecha, mech, robot, and more are terms used to refer to giant robots, piloted into combat by sentient and fleshy beings. Throughout this book, we use the term mecha, but they all mean the same thing.

You will not find traditional RPG components classes, levels, or experience points in Tiny Frontiers: Mecha and Monsters – instead, you will find a system that has been stripped down to the bare essentials for giant stompy robot action. A system that is designed to be a toolkit for telling any type of giant robot story you might want. While Tiny Frontiers: Mecha and Monsters does assume its players are familiar with the tabletop roleplaying genre, newcomers and veterans alike should be able to easily understand the basic mechanics of the game.

Getting Started

You will need at least two players; one or more to act as the Jockeys, and one to act as a Game Master. It is highly recommended to have at least three players acting as Jockeys in a game. Each player will also need three six-sided dice, or d6, called a Dice Pool. You can

make do with a single d6 by rolling it multiple times, but it's easier to have three dice to roll at once when needed.

 If you like Tiny Frontiers: Mecha and Monsters, and you haven't seen its sister games, Tiny Dungeon and Tiny Frontiers yet, you should check those out. Tiny Dungeon has a similar ruleset, but focused on a fantasy genre, and can be found at: www.nocturnalmedia.com. Tiny Frontiers (a GKG production, and a science fiction game) can be found at www.gallantknightgames.com

You will also want to have some paper and a pencil to write down your Jockey's information and notes. A plain index card generally has enough space on it to be an adequate character sheet, which simply lists all of your Jockey's information, gear, and notes. Alternatively, there is a free PDF of a character sheet that you can obtain from online from www.nocturnalmedia.com

Game Masters will usually require more tools in order to keep their thoughts and plans in order, as well as information on Non-Player Characters, or NPCs, the Jockeys will encounter. Finally, if the Game Master deems it necessary for complex situations, the Game Master will want a grid maps and some sort of token or miniature to make sure everyone is on the same page.





CHAPTER ONE: HOW TO PLAY

Welcome to the war. It's time to learn how to play. Roleplaying games are about storytelling, and *Tiny Frontiers: Mecha and Monsters* is no different. Most of the game is played simply by describing your Jockey's or Mecha's actions to everybody. When describing these actions, you should explain what goal your Jockey is trying to accomplish. It is the Game Master's job to react to these actions and describe the outcome. Simple actions are typically resolved automatically with the Game Master's consent.

To resolve Tests, we use dice. *Tiny Frontiers: Mecha and Monsters* uses six-sided dice (like the sort you find in board games or bundled in local game stories). Each player will want three of these dice (called d6s from here after). When we refer to dice in multiples, we put the number of dice first (such as 2), the "d" to indicate dice second (2d), and the sides of the dice last (6, so 2d6 means two six-sided dice).

Tiny Frontiers: Mecha and Monsters will sometimes use d6s to generate other results. If we refer to a d2, simply roll a d6, and divide the result by 3 rounding up. This means a 1, 2, and 3 count as a 1, and a 4, 5, or 6, count as a 2.

When the rules state a d3, we use a similar idea, but 1 and 2 count as a 1, 3 and 4 count as a 2, and 5 and 6 count as a 3.

The core Mechanic that runs *Tiny Frontiers: Mecha and Monsters* is called a Test, which is a roll of 2d6 from your Dice Pool. For complex actions, the Game Master will usually require you to make a Test to determine if you succeed at what you're doing. Tests are considered to be successful if you roll a 5 or a 6 on any of the dice rolled in your Dice Pool, unless otherwise noted by the Game Master.

The Game Master, and certain systems selected at Jockey Creation, can grant you Advantage in some situations. This will allow you to roll 3d6 from your Dice Pool instead of 2d6 for that particular Test, increasing the odds of success!

Other situations, at the Game Master's discretion, may put you at a Disadvantage. When at a Disadvantage, you will only be able to roll 1d6 to resolve your Test. If the Game Master declares you have Disadvantage situationally, it reduces your Dice Pool by one. Your Dice Pool can never be reduced to zero dice. Disadvantage overrides Advantage in this game.

As an important reminder: When you have both Advantage and Disadvantage on a roll, you must roll only a single 1d6. Disadvantage overrides Advantage.

Obstacles

Obstacles are challenges that usually require you to make a Test to succeed in overcoming the challenge. Obstacles may include attempting to barter with a merchant, hack a control panel, search a room for a hidden item before the guards come, or resolve a conflict with words rather than swords.

The Game Master may determine your roleplaying is sufficient in overcoming the Obstacle and grant you an immediate success without having to Test; however, in most situations, a Test will be necessary to determine the outcome.

Save Tests

Obstacles may arise that require you to make what's called a Save Test in order to prevent something bad from happening to your Mecha. For example, you need to successfully dodge out of the way as a kaiju spews electromagnetic acid, or you're climbing into the sky, when a rocket booster goes out and you could plummet to your doom, or or even duck behind cover to survive a fiery explosion. Save Tests are also used to stabilize yourself if you begin a turn at 0 Health.

Save Tests are just like regular Tests, and unless otherwise noted by the rules or the Game Master, you roll 2d6 to resolve your Test. A 5 or 6 on any of the rolled dice represent a successful Save and your Jockey and Mecha survives the danger unscathed.

Some Save Tests can be a life or death scenario – these are called Save or Die Tests. Should you fail the Save Test, your Mecha is destroyed, and if you rolled a “1”, your Jockey is killed. Period. There is no preventing it. Hopefully these situations will be few and far between.

Combat

The Game Master will usually announce when Combat is about to begin by requesting an Initiative Test. Jockeys will roll a standard 2d6 Test and sum up both of the rolled dice.

Likewise, the Game Master will roll Initiative for any enemy combatants the Jockeys will be

facing. The highest roller will have the first turn in the Initiative Order, followed by the next highest, and so on. If there is a tie between an Jockey and an enemy, the Jockey always goes first. If there is a tie between two or more Jockeys, the tying Jockeys can reroll for that position until the tie is broken.

Combat is strictly turn-based in order to keep things running smoothly. A round of combat begins at the top of the Initiative Order, and ends at the bottom. The next round of combat then begins, starting again at the top of the same Initiative Order. This continues until the Jockeys have defeated their enemies, completed some objective determined by the Game Master, or until the Jockeys have been killed.

While it can take some time for players to get through an entire round of combat, in-game, a full round of combat is equal to roughly five or six seconds. During your turn in the Initiative Order, you have two Actions. You can choose to move, attack, or do other things with these Actions. If you move, that is one Action. If you attack, that is one Action. You can use both Actions to move, or use both Actions to attack if you wish. You can also use an Action for drawing a weapon, holstering a weapon, grabbing an item, or giving an item to an ally.

Attacking is the most important aspect of Combat. Attacking is just another type of Test, and the Obstacle is your enemy. You are considered to be at a Disadvantage for Attack Tests while wielding unarmed and improvised weapons.

On a successful Attack Test, you deal 1 point of damage to your enemy, unless your Game Master or your Weapon system says otherwise. Game Masters are encouraged to reward roleplaying at all times, so a particularly detailed description of an attack may score more than 1 point of damage to your enemy. Some systems will also modify this.

There are four special Actions you can perform in Combat: Focus, Evade, Suppressing Fire, and Cover.

- When you choose to **Focus**, the next time you Test, your Test is successful on a roll of 4, 5, or 6, increasing your chances of hitting the enemy. Your Focus Action remains in effect until you choose to Test, so the Action can carry over to other turns. There is no benefit to stacking Focus Actions.
- When you choose to **Evade**, until the start of your next turn, you can Test 1d6 when you are successfully hit by an enemy. If your Test is successful, you evade the attack and do not take damage.
- **Suppressing Fire** lets you make a basic Ranged attack Test at Disadvantage every time a designated ally is attacked. Unless the individual doing the suppressing fire is in Hiding, any enemies are aware of this action.
- When you take **Cover**, all enemy attacks from one direction gain Disadvantage.

Movement

When mecha are moving, everything seems to stand still. For slow, ponderous robots, they are capable of surprising bursts of speed and agile responses. A Mecha can move usually 60 meters as a single action. Movement is designed to help tell a story, and getting bogged down in details isn't always fun. Game Masters, if it's cool to see a mecha charge through a building to punch a Kaiju, just let the Jockey do it.



Sometimes, players and GMs want more detailed movement rules. If you are using a square grid (available at your FLGS and online), a Mecha or Kaiju can move 6 squares on the grid as an action. If they spend a Fuel or Energy, they may move an additional two squares. There's no limit to how much fuel or energy they may spend to gain extra movement.

Weapons

As mentioned earlier, there are two categories of weapons in *Tiny Frontiers: Mecha and Monsters* – Melee and Ranged. You can still attack while unarmed, or even with improvised weapons such as a building or a vehicle, but these are not classified as weapons. As a note: Your mecha is never considered unarmed (giant metal fists go a long way to keeping a fight going).

Melee Weapons have the benefit of being reliable and never running out of ammunition. You can also take one hand off of your weapon, allowing you to do other things with your free hand, such as injecting a medkit, wielding a pistol, or holding an armshield. You must be adjacent to an enemy, or within arm's reach, to attack with a Melee Weapon. Examples of Melee Weapons include daggers, swords, clubs, drills, laser swords, and electro-fists.

Ranged Weapons treat all targets on the field as being within range for attack, unless the Game Master declares they are being protected by some form of cover or are just too far away to hit with that type of ranged weapon. In *Tiny Frontiers: Mecha and Monsters*, unless otherwise noted by the Game Master, it's assumed you're always carrying enough ammunition for your Ranged Weapon in the current fight. This keeps the game moving quickly, and not bogged down by counting bullets. At the end of every fight, use the Cinematic Ammo rule in the sidebar.

Health

Now that you know your way around the basics of Combat, it's time to discuss Health. Health are determined by your selected Race, and they reflect the punishment your body can take before you lose consciousness. In Combat, every successful hit deals 1 point of damage unless otherwise noted by the Game Master. Your choice of weaponry does not alter this.

Cinematic Ammo

At the end of every fight, have each player make a Test for each ranged weapon they used. Anyone who fails is out of ammo until they do something to refill their supply. Jockeys who share ammo with allies who have run out must Test for Cinematic Ammo with Disadvantage.

Structure

Structure is like Health, but for Mecha. They reflect the punishment your mecha can take before it must shut down. In Combat, every successful hit deals 1 point of damage unless otherwise noted by the Game Master or your Weapon system. If your Structure goes to 0 your Mecha shuts down and is helpless.

Fuel and Energy

Mecha and Kaiju have access to a special resource type: Fuel for Mecha, and Energy for Kaiju. These systems are a pool of “points” that must be spent as part of actions to power those actions. If an action does not indicate it costs Fuel or Energy, it doesn’t. If an action requires you to spend Fuel or Energy, you can not take that action unless you can meet the required cost.

Hiding & Sneaking

Attempting to hide or sneak around is performed simply by making a standard Test with 2d6. If the Test is successful, you are hidden, or your actions went unnoticed. Note that you can’t simply hide in plain sight, so you need some sort of cover or concealment to hide. It is up to the Game Master to determine if you are in a situation where you could potentially hide.

Allies and enemies alike can also make a standard 2d6 Test to locate someone – or something – that is hidden. If you are hidden, and an enemy successfully Tests to locate you, you are found. Hiding during Combat uses an Action, as does searching during Combat. These Tests can only be done during your Turn while in Combat.

If you are hidden and you attack an opponent who is unaware of your position, you gain Advantage on the attack Test.



Unlike Tiny Dungeons and Tiny Frontiers, Tiny Frontiers: Mecha and Monsters does have rules around variable damage, damage reduction and more. It’s hard to reduce the complicated rules around Mecha and Kaiju to simple choices, but we’ve done our best. In the end, if you want to change it, feel free. Most systems do a single point of damage, because a well-placed mech fist can be just as deadly as getting bisected by a laser sword. Ultimately, the final blow is the one that counts.



The Rules Don’t Cover That!

Tiny Frontiers: Mecha and Monsters is a minimalist rule set and it provides only a framework for gameplay. There are a lot of scenarios that could happen in a game that these rules don’t cover, and neither do the epic tomes that other game systems use. If a situation arises where an Jockey is asking for a ruling that these rules don’t provide an answer to, it is up to the Game Master to provide a ruling. This is known as Game Master Fiat. Ultimately the Game Master has final say on how the game is played and how the rules are enforced. The key is simply to be consistent.

CHAPTER TWO: JOCKEY & MECHA CREATION

There are two components to a mecha, the robot itself, and the Jockey (or pilot). *Tiny Frontiers: Mecha and Monsters* is a game that focuses on the mecha, and less on the pilot inside. Now that you know how to play, let's talk about how to create your characters.

Game Masters!

While this is going on, you should be thinking about what type of scenario you will be placing the Jockeys in. The choices players make while creating their Mechas should give you lots of ideas about what missions and challenges would work well, particularly their systems.

It is the Game Master's job to create a convincing setting and story for the Jockeys, which includes missions to undertake, locations to visit, enemies to fight, and NPCs to interact with. Is this going to be a one-off adventure? Or are you planning to create an entire world or universe for your Jockeys to discover over the course of many game sessions?

You can put as much or as little effort into this as you like, but keep in mind it's your job to keep everyone on track and entertained. One-off adventures can be planned with a few minutes of preparation; however, if it is your goal to have a larger campaign in mind, this is going to take some work on your part to plan in advance. Take some time to look through the For The Game Master section.

made special modifications herself or does she regard her Mecha as a lovable bucket of bolts? A little personality goes a long way.

Tiny Frontiers: Mecha and Monsters is a science fiction game, and there can likely be species other than human. Ask your Game Master about the setting and style he's running with. Species has no effect on Jockeys, but it can be a nice narrative tool.

JOCKEY CREATION

If it matters, a Jockey has the following rules:

- Health: 6
- They make all Tests with 2d6 (more about this later).
- They get one Pilot Trait from the list below.
- All Jockeys create a Drive.

It is assumed that your Jockey is already wearing the standard armor or clothing of their choosing – be it a vaccsuit, an armored space suit, a mechanic's overalls and harness, or just a toga from a primitive world. Armor serves no mechanical function in the game for Jockeys.

Finally, name your Jockey and give him or her a little bit of a backstory. One thing to consider is the relationship between your Jockey and her Mecha. Was she assigned to it? Has she

Attacking and Defending

There's a few rules around Jockeys and combat you need to know. Whenever they attack a non-Mecha/Kaiju target, they deal one damage. Jockeys can not damage Mecha or Kaiju unless they have an unique weapon capable of such things.

If the Jockey is the target of a successful attack from a Kaiju or Mecha and they are not in a Mecha, they are automatically dead. No ifs, ands, or buts there.

Death

The dying process begins when you've taken enough damage to reduce your Health to 0. At this point, you're dead. Remember Jockeys aren't the focus of the game.

Sleeping

You need at least 4 in-game hours of uninterrupted sleep every day to regain your strength. If you manage to obtain 4 hours of uninterrupted sleep, you will fully restore any lost Health to your maximum. You otherwise regain 1 Hit Point for every hour of sleep.

When asleep, Jockeys are unconscious. If something is going on around them they are less likely to be aware of it, and are at a Disadvantage when making a Test to see if something wakes them up.

Pilot Traits

Pilots must select one trait from this list. Each pilot trait is useable once per session. You must narrate the action you take that justifies using the bonus, or in someway indicate how the bonus applies. The Game Master can disallow the use of a trait if she feels it is inappropriate.

- **Daredevil:** If you are taking unnecessary risks that put allies or the mission in harm's way, you may gain Advantage on the related roll.
- **Iron-Blooded:** If you would be disabled, you may recover 1 Structure.
- **Born to Jockey:** If your roll would fail, you may retest if it relates to piloting or movement.
- **Lucky:** You may invoke your extraordinary luck and reroll a single roll, but you must roll it with Disadvantage.
- **Celebrity:** If it relates to getting resources, gear or favors, you may test with Advantage.



If using Tiny Frontiers to generate pilots, remove the once per session restriction on these Pilot traits so they function like Tiny Frontiers traits. No pilot should have more than one Pilot trait. Additionally, no trait that a Jockey has applies in a Mecha unless it is a Pilot Trait. It's important to note: the goal of TF:M&M is to drive the mecha action. Pilot Traits are designed to allow your pilot to shine through their giant armored battlesuit, while keeping the focus where we want it.

- **Resolute:** If you would be slammed, thrown, or moved, you may instead stand firm and not be moved.
- **Fearless:** If an Obstacle test occurs due to Fear or an extreme threat, you may test with Advantage.
- **Leader:** You may select one Ally to reroll a failed Test if you give them advice or encouragement.
- **Wrathful:** If you are in a mecha, and if you make a successful Melee attack, you may increase the damage you deal by +1.
- **Wise:** If you instruct an ally on how to accomplish an Obstacle you've already successfully passed, they Test with Advantage.
- **Driven:** If you have less than 3 Structure, you may ignore Disadvantage for the roll or if you have 1 Structure, you may ignore Disadvantage and gain Advantage.

Finally, Jockeys all have a driving principle called a Drive that you will want to write down.



Optional Rule: Repairing and Refueling Mechas

For each point of Structure damage your Mecha takes, you need one hour of repair. No test required, just the downtime and access to appropriate resources and facilities. Any other situation will be adjudicated by the GM.

Fuel is recovered at one point an hour, just like Structure. However, most Mecha have renewable energy sources (nuclear, electromagnetic, or other types), and do not require facilities to recover Fuel, just down time.

This Drive is a simple statement used as a guiding force for your Jockey. Your Drive may be, "I'll always find a diplomatic solution," "My Mecha is my best friend," or "No one harms my city." This Drive is not etched in stone, and can be changed or added to with the approval of your Game Master.



MECHA CREATION

Creating your Mecha is a longer, but still fairly quick, process. You don't necessarily need to follow this specific order, but it serves as common flow for the process (there are more details after the checklist).

- Select a Chassis
- Select systems as dictated by your Chassis.
- **Get stompy!**

First, select a chassis from the Chassis List. This will give you a chassis system (which is unique to your chassis) and your Structure.

Then select unique systems from the system List. Instead of pre-defined character classes like other RPGs, *Tiny Frontiers: Mecha and Monsters* (like *Tiny Dungeon*) uses systems to express what your Mecha excels at doing. Each chassis dictates how many systems of each type you can have. You can only select each system once, and you get a certain number of systems.



CHASSIS LIST:

STRIKER-CLASS

Strikers are the nick-name for lithe, mobile, and agile chassis. They tend to be exceptionally humanoid in their movements and are often connected directly to their pilots via neural link. This allows for speed of movement and reflexes that you often can not find in larger mecha. This benefit comes with a drawback: Striker tend to be less sturdy than the larger more armored mecha.

Structure: 6 **Fuel:** 10

Chassis System: Agile Dodge - **Passive:** Whenever the Striker is hit by a Ranged attack, they may roll a Test at Disadvantage. If they succeed, they negate all damage from the attack. This does not stack with the Evade action.

Other Systems:

- 1 Sensor
- 2 Weapon
- 1 Defense
- 2 Movement

SCOUT-CLASS

Scouts are the all-purpose mecha, designed for everyday and all-situation usage. They tend to be moderately tough, and have a good variety of systems. They also have the benefit of being dramatically cheaper to produce than other types of Mecha, so you see a lot more of them. They tend to be a little on the small side, but are tougher than the average Angel.

Structure: 8 **Fuel:** 8

Chassis System: Adaptable Build - **Passive:** Scouts gain 1 extra system when building their chassis.

Other Systems:

- 1 Sensor
- 2 Weapon
- 2 Defense
- 1 Movement

KNIGHT-CLASS

A Knight is one of the biggest robots on the block in battle. They stand as tall as small skyscrapers, and are the most common heavy hitters in combat. They tend to excel at holding or defending locales, and can withstand extensive fire.

Structure: 10 **Fuel:** 6

Chassis System: Buffered Shielding - **Passive:** When a Knight is hit, they may disable one system to ignore the damage. The disabled system can no longer be used until the Knight has a chance to repair.

Other Systems:

- 1 Sensor
- 3 Weapon
- 2 Defense
- 1 Movement

TITAN-CLASS

Titans are the mammoth, world shattering mecha that wade into battle, bristling with weapons. They are slow, unstoppable, and relentless opponents, and most armies only field one or two, as the resources and cost are extensive to launch a Titan.

Structure: 12 **Fuel:** 4

Chassis System: Immoveable - **Passive:** No system or attack will physically move a Titan, unless it is from another Titan or a Colossus.

Other Systems:

- 1 Sensor
- 3 Weapon
- 3 Defense
- 1 Movement

SYSTEM LISTS

There are 5 types of systems for mecha: Basic, Sensor, Weapon, Defense, and Movement. As the name might imply, they tend to impact or affect certain aspects of the mecha.

All mecha have all Basic systems. Those come pre marked on the sheet. The rest may be selected at character creation. Unless otherwise noted, systems resolve immediate and don't last.

Basic Systems:

- **Basic Weapons:** All mecha have basic weapons, be they fists and thrown vehicles, or small guns. **Action:** Make a Basic Melee or Basic Ranged Attack Test. Deal 1 damage.
- **Heavy Lifting:** All mecha are capable of lifting a few tons. **Action:** Test at Disadvantage to slam into an enemy or throw something heavy at them. If you succeed, you may move them 120 yards away.
- **Colossal Size: Passive:** Attacks by Colossal Size entities do double damage to non-Colossal targets. Entities with the Colossal Size trait can only be damaged by other Colossal Sized beings or by Anti-Colossal Weapons.

Sensor Systems:

- **Long-Range Scanners:** Sensitive scanners that can detect enemy mechas from light-years away. **Passive:** When you Search, you Test with Advantage.
- **Jamming Array:** A sophisticated sensor array that can jam enemy communications. **Passive:** Spend 3 Fuel to give an opponent Disadvantage on a Test before they Test.

- **Holographic Emitters: Passive:** A hard light disguise, allowing you to disguise your mecha as another mecha or artificial object up to twice as large. **Action:** Make a Test. If you succeed, your next attack Test gains Advantage.
- **Interior Scanners:** A high-resolution electrical scanning system that is sensitive enough to locate biological nervous systems and electronic handheld devices, allowing the mecha to intelligently reroute power when it takes damage. **Action:** Make a Test with Disadvantage. If you succeed, you may choose one System or Evolution and your target may not use it until your next turn.

Weapon Systems:

- **Antimatter Missiles:** Dramatically unreliable hard-hitting missiles. **Action:** Spend 2 Fuel. Make a Ranged Attack Test. If you succeed, you deal 1d6 damage to a target. (roll a d6 dice. The number showing is how much damage you deal).
- **Armor Piercing Axe:** A massive axe designed to cleave enemies. **Action:** Make three Melee Attack Tests with Disadvantage. Each successful test deals 1 damage. This damage can not be reduced.
- **Plasma Cannons:** Rapid-firing melty guns. **Action:** Make two ranged attack Tests, the second one being at Disadvantage. Each attack does 1 damage. If both attacks are successful, the Disadvantaged attack does 2 damage.
- **EMP Mines:** Bombs that disrupt electronics. **Action:** Make a ranged or melee attack Test against a target with electronics. If you succeed, choose one system, and your target can not use it until your next turn.
- **Charge Cannon:** **Action:** Spend 2 Fuel. If you take no other actions this turn, you may make a ranged attack Test with Disadvantage. If you succeed, deal 6 damage to your target. This system can not benefit from the Focus Action or be used in consecutive rounds.
- **BGS (Big Glowly Sword):** A giant sword that your mecha wields in one hand. **Action:** Make a melee attack Test that deals 3 damage.
- **Rapid Fire Lasers:** A massive burst of multiple lasers. **Action:** Perform up to three ranged Attack actions with Disadvantage.



For each one that hits, you may make an extra ranged Attack action with Disadvantage (with the same benefit).

- **Main Cannon:** A reliable long-range weapon is mounted on your Mecha. **Action:** Make a ranged Attack action. This Attack deals 2 damage. If you fire on an immobile target, this attack has Advantage.
- **Automatic Cannon:** Your Mecha has multiple automatic weapons and plenty of ammunition. **Action:** Perform two ranged Attack actions against the same Target.
- **Retractable Sword:** A large retractable blade or energy sword extends from one of your Mecha's limbs. **Action:** Perform a melee Attack action. This attack deals 2 damage if it hits, and ignores anything that reduces damage (but the attack can still be Evaded).
- **Swarm Missiles:** A ridiculous number of independently seeking missiles. **Action:** Make 6 ranged attack Tests at Disadvantage. If all 6 Tests succeed, deal 1 extra Damage.
- **Electro-fists:** Two massive fists that can be used to brutally pummel enemies into submission. **Action:** Make 2 melee attack Tests at Disadvantage. Each deals 1 damage. If both hit, you may throw the target.
- **Warforged:** This mecha is built to be a mobile weapons platform. **Passive:** You gain 2 additional Weapons systems, but lose 1 Defense System.

Defense Systems:

- **Mining Shields:** Shields designed to hold up against a barrage of heavy space debris. **Passive:** If you are attacked by a Test that makes multiple rolls, reduce the total damage taken after all rolls by 1. (Minimum 1)
- **Multi-phase Shield:** Several force field emitters allow for fine manipulation of everything around your mecha. **Passive:** If you are attacked by Ranged attacks, reduce the total damage by 1. (minimum 1)
- **Cloaking:** A light-bending field that makes your mecha almost invisible. **Passive:** When you Hide during combat, you Test with Advantage.
- **Reinforced Materials:** Massively sturdy and dense metals make up your Mecha's chassis. **Passive:** Permanently increase your mecha's Structure by 4.
- **Repair Drones:** Robots which assist in repair tasks. **Action:** Spend 3 Fuel. Restore 2 Structure to either your Mecha or an adjacent Mecha.
- **Armor Plating:** Thick armor plating covers your mecha protecting you from damage and shock. **Passive:** Any melee attack against you deals 1 less damage. (minimum 1)
- **Titanium Shield:** You wield a massive shield on one arm of your Mecha. You can use this to protect yourself and prevent damage. **Passive:** Any attack action against you deals 1 less damage (minimum 1). This system costs both a Weapons and Defense system slot.

Movement Systems:

- **Stealth Engines:** Engines which have no detectable exhaust. **Action:** Spend 2 Fuel. You may Test to Hide without taking an action this turn.
- **Fuel Tanks:** Massive reservoirs of fuel. **Passive:** Permanently increase your mecha's Fuel by 4.
- **Flight Engines:** A variety of technology allows your mecha to fly. **Passive:** You may move vertically instead of simply horizontally.

- **Gravity Engines:** A reactionless engine that is very efficient for long missions. **Action:** Spend 2 Fuel, and then move. You may make a Melee attack with Disadvantage at the end of the move.
- **Microfusion Reactor:** A high-yield reactor that packs a punch. **Action:** Deal 2 damage to every enemy in the encounter and 1 damage to your Mecha and every friendly. Any non-reinforced buildings within 1 kilometer of your Mecha are leveled or catch fire. Using this action disables this system for the rest of the mission.
- **Emergency Power:** Redundant power systems that are resistant to damage. **Passive:** When you would be reduced to 0 Structure, spend 3 Fuel. You instead are reduced to 3 Structure (effectively repairing 3).
- **Power Core:** An energy-dense reactor that can be used as a makeshift explosive. **Action:** Spend 1 or more Fuel and roll a Test. If you succeed, deal 1 damage per Fuel spent, to every enemy and ally in the encounter. Any non-reinforced buildings within 1 kilometer of your Mecha are leveled or catch fire. Using this action disables your Mecha for the rest of the Fight.
- **Bodyguard Protocol:** You have fast-reaction boosters that allow you to aid your allies. **Passive:** If it is not your turn and an ally would take damage, spend Fuel equal to that damage. You move adjacent to that ally, and the damage is applied to you as though you'd been hit by the attack.





CHAPTER THREE: KAIJU CREATION

Creating a kaiju is much like creating a mecha. Kaiju are giant monsters created by either science, nature, or other processes, and they often battle mecha in giant cityscapes. This section is to allow a Jockey to instead be a Kaiju, or to provide antagonists to fight against your mecha. You don't necessarily need to follow this specific order, but it serves as common flow for the process (there are more details after the checklist).

- Select a Bioform
- Select Evolutions as dictated by your bioform.
- **Get stompy!**

First, select a bioform from the Bioform List. This will give you a bioform Evolution (which is unique to your Bioform) and your Health.

Then select unique Evolutions from the Evolution List. Instead of predefined character classes like other RPGs, *Tiny Frontiers: Mecha and Monsters* (like *Tiny Dungeon*) uses Evolutions to express what your Kaiju excels at doing. Each Bioform dictates how many adaptations of each type you can have. You can only select each Evolutions once, and you get a certain number of Evolutions.

Kaiju Healing

For each point of Hit Point damage your Kaiju takes, you need one hour of rest. No test required, just the downtime and access to a quiet and safe location. Any other situation will be adjudicated by the GM.

Energy Recovery

For each point of Energy a Kaiju wishes to recover, they just devour one ton of any sort of material. This devouring takes 1 hour per ton. This includes the time to eat, digest and convert the material to energy.

BIOFORM LIST:

MOKIN

Mokin are the nick-name for lithe, mobile, and agile bioforms. They tend to be exceptionally humanoid in their movements, and tend to slink through the terrain in a series of hit and run tactics, that cause quick bursts of damage.

Health: 6

Energy: 10

Bioform Evolution: Lightning Reflexes - **Passive:** Whenever the Mokin takes an Evade action, they Test with 2d6 instead of Disadvantage.

Other Evolutions:

- 1 Intelligence
- 1 Defense
- 2 Attack
- 1 Movement

BAKEMONO

Bakemono are the midrange Bioforms of the Kaiju. They tend to be exceptionally varied, very powerful, exhibit a surprising range of abilities. You can never know what to expect when facing down a Bakemono.

Health: 8

Energy: 8

Bioform Evolution: Evolutionary Advantage - **Passive:** Bakemono gain 1 extra Evolution when building their Bioform.

Other Evolutions:

- 1 Intelligence
- 2 Defense
- 2 Attack
- 1 Movement

ONI (DEMON MONSTER)

The Oni are the indestructable and terrifying monsters of the Kaiju. They tend to be massive, resilient beasts capable of leveling a city and at times, withstanding nuclear weapons. Often large, and appear as oversized versions of natural animals, Oni are feared throughout the world.

Health: 10

Energy: 6

Bioform Evolution: Reflexive Movement - When an Oni is hit, they may instead choose to be moved out of the way instead. **Passive:** If an Oni is hit, they may spend one Energy per point of damage they would have taken. After the Energy is spent, they take no damage.

Other Evolutions:

- 1 Intelligence
- 3 Attack
- 2 Defense
- 1 Movement

DAIKAIJU (GIANT STRANGE BEAST)

The Daikaiju are the largest of the Kaiju, the size of small mountains or islands. Daikaiju tend to slumber, but when they awake, they wreck destruction on a scale that is rarely seen.

Health: 12

Energy: 4

Bioform Evolution: Unstoppable Mountain - **Passive:** Spend 2 Energy before rolling to gain Advantage on that roll.

Other Evolutions:

- 1 Intelligence
- 3 Defense
- 2 Attack
- 1 Movement

EVOLUTIONS LISTS

There are 5 types of Evolutions for Kaiju: Basic, Intelligence, Weapon, Defense, and Movement. As the name might imply, they tend to impact or affect certain aspects of the Kaiju's evolution.

All Kaiju have all Basic Evolutions. Those come pre marked on the sheet. The rest may be selected at character creation. Unless otherwise noted, actions from Evolutions resolve immediate and don't last.

Basic Evolutions:

- **Basic Weapons:** All kaiju have basic attacks, be they fists and thrown vehicles, or small spikes that shoot out of their elbows. **Action:** Make a Basic Melee or Basic Ranged Attack Test. Deal 1 damage.
- **Heavy Lifting:** All Kaiju are capable of lifting a few tons. **Action:** Test at Disadvantage to slam into an enemy or throw something heavy at them. If you succeed, you may move them 120 yards away.
- **Environmental Healing:** Kaiju can heal as they stomp around and smash through cities and terrain. **Passive:** During character creation, select an “energy” type. Once you select this, it can’t be changed. Keep it broad, but interesting. Nuclear, Fission, and Electromagnetic are just some examples of excellent choices. If your Kaiju spends an action to eat an item that conducts, moves, or channels that energy, the Kaiju immediately gets to roll 6 Tests at Disadvantage, healing 1 Health for each successful Test.
- **Colossal Size: Passive:** Attacks by Colossal Size entities do double damage to non-Colossal targets. Entities with the Colossal Size trait can only be damaged by other Colossal Sized beings or by Anti-Colossal Weapons.

Intelligence Evolutions:

- **Echo-location:** Sensitive biological instruments that can detect enemies from miles away. **Passive:** You make Tests for Searching at Advantage.
- **Feral Attacks: Passive:** When you make your next attack Test against a target who took damage from you last turn, you deal +1 damage and suffer 1 damage.
- **Pheromones: Action:** Make a Test. If it’s successful, your next attack this round can only be Evaded if the Target spends 1 Fuel or Energy.
- **Regeneration: Action:** Make a Test. The first non-attack Test you’d make with Disadvantage is instead made with 2d6. This effect lasts until the start of your next turn.

Weapon Systems:

- **Acid Spray: Action:** Spend 2 Energy. Make a ranged attack Test with Disadvantage. If you succeed, you deal 1d6 damage to a target. (roll a d6. The number showing is how much damage you deal).
- **Shooting Spines: Action:** Make two ranged attack Tests. The second one has Disadvantage. If the first Test is successful, it deals 1 damage. If the second test is successful, it deals 1 damage. If both tests were successful, the second test deals +1 damage.
- **Bio-Electric Discharge:** Energy discharges that disrupt electronics. **Action:** Make a ranged or melee attack Test against a target with electronics. If you succeed, choose one system, and your target can not use it until your next turn.
- **Massive Sinews: Action:** Spend 3 Energy, and make a melee attack Test with Disadvantage. If you succeed, deal 4 damage to your target.
- **Serpentine Tail: Action:** Make a melee attack Test. If you succeed, deal 1 damage, your target can only attack you with melee attacks next turn.
- **Red Atomic Breath: Action:** This action takes both your actions for the turn. Spend 2 Energy. Make a Ranged attack at Disadvantage. If successful, deal the target 6 damage. This system can not benefit from the Focus Action or be used in consecutive rounds.
- **Blue Atomic Breath: Action:** Perform up to three ranged Attack actions with Disadvantage, but they must all be against different targets.
- **Gouging Talons: Action:** Make a melee Attack action. This Attack deals 1 damage that can't be reduced. If you attack an immobile target, this attack has Advantage.
- **Lashing Tongue: Action:** Perform two ranged Attack actions against the same Target.
- **Hidden Bone Spikes: Action:** Perform a melee Attack action. This attack deals 2 damage if it hits, and ignores anything that reduces damage (but the attack can still be Evaded).
- **Spore Missiles: Action:** Make 6 ranged attack Tests at Disadvantage. For every two that hit, deal 1 damage. If all 6 Tests succeed, deal 1 extra Damage.

- **Meaty Fists: Action:** Make 2 melee attack Tests at Disadvantage. Each deals 1 damage. If both hit, you may “throw” your target. Spend 1 or more Energy. You may throw the target you hit 60 yards for each Energy you spent as part of this action.
- **Lashing Tentacles: Action:** You can make 3 Melee attack Tests at Disadvantage. Each deals 1 damage. If all three hit, your target gains Disadvantage on their next roll.
- **Vicious Chomp: Action:** Make a Melee attack Test. If successful, you can spend your next action to deal 1 more damage automatically.
- **Extra Limbs: Passive:** You gain 2 more Weapons Evolutions but lose 1 Defense Evolution.
- **Energy Breath:** A reliable long-range breath of radioactive energy. **Action:** Make a ranged Attack action. This Attack deals 2 damage. If you fire on an immobile target, this attack has Advantage.

Defense Evolution:

- **Layered Plating: Passive:** If you are attacked by a Test that makes multiple rolls, reduce the total damage taken after all rolls by 1. (Minimum 1)
- **Carapace: Passive:** If you are attacked by Ranged attacks, reduce the total damage by 1. (minimum 1)
- **Adaptive Camouflage: Passive:** You Test with Advantage for Stealth Tests.
- **Massive Evolution:** No special action, but permanently increase your Kaiju’s Health by 5.
- **Rapid Healing: Action:** Make a Test. If successful, restore 3 Health to your Kaiju. Each Health restored requires you to spend 1 Energy.
- **Armored Plating:** Thick armor plating covers your Kaiju protecting you from damage and shock. **Passive:** Any melee attack against you deals 1 less damage. (minimum 1)
- **Nuclear-Hardened Hide:** Your thick hide was hardened by nuclear radiation. **Passive:** Any attack against you deals 1 less damage (minimum 1). This costs two Defense Evolutions.

- **Living Energy:** This Kaiju is made of and fueled by energy. **Passive:** Any time you take Damage, you must instead apply it to your Energy as though your Energy were Health. You can spend your Health as though it were Energy. This takes up two Defense Evolutions.
- **Reactive Evolution: Passive:** You start with one fewer Weapon and Defense Evolution. The first time each combat you are affected by a Weapon Evolution or System, you gain that system for the rest of the combat (even if it's not a system you could normally possess). The first time each combat you are affected by a Defense Evolution or System, you gain that system for the rest of the combat (even if it's not a system you could normally possess). *Note: If the system requires you to use Fuel or Energy, which ever one you have is the one you use.*

Movement Evolutions:

- **Quiet Steps: Action:** Make a Test at disadvantage. If successful, you are not detected while moving, and can move to a place gain some level of Advantage. This allows you to move with Adaptive Camouflage.
- **Wings: Passive:** You may move vertically instead of simply horizontally.
- **Powerful Lunge: Action:** Spend 2 Energy. The Kaiju may move and make an attack action with Disadvantage as part of this action. If this Evolution is used more than once a turn, the Kaiju takes 4 damage that can't be reduced.
- **Broodmother: Passive:** If an ally would be damaged, spend Energy equal to the damage they'd take. You move adjacent to them, and the damage is directed against you as though you'd been originally hit.
- **Energy Reserves: Passive:** No special action, but permanently increase your Kaiju's Energy by 4.
- **Adrenaline Surge: Passive:** Spend 3 Energy. When you would be reduced to 0 Health, you instead are reduced to 3 (effectively gaining 3 Health).



Origin Traits

You may select one trait from this list to represent your Kaiju's origin. Each Kaiju must select one trait from this list. Each Origin trait is useable once per session. You must narrate the action you take that justifies using the bonus, or in some way indicate how the bonus applies. The Game Master can disallow the use of a trait if she feels it is inappropriate.

- **Born of Fire:** You radiate intense flame, the great devourer. When you are hit with a melee attack, you may have the attacker take 2 damage.
- **Born of Stone:** Your skin and bones are as stone. You may ignore 1 damage.
- **Born of the Wind:** You move as the winds. You may ignore the Energy cost for one movement system.
- **Born of Kharma:** You may invoke your extraordinary luck and reroll a single roll.
- **Born of Steel:** You are as iron and metal. You may ignore 2 damage, but must spend 2 Energy to do so.
- **Born of Will:** You are the unstoppable force. Double the distance you move or throw any object or creature.
- **Born of the Brood:** You are connected to all your mates. You may take Disadvantage on a roll to grant an Ally Advantage on their next roll.
- **Born of Rage:** You are unending rage and strength. You may have an attack deal +1 damage.
- **Born of Cold:** You are ice and frost, silent death. You may force a target of an attack you made to take Disadvantage on their next attack. If they would already have Disadvantage, they must spend 2 Energy or Fuel to make the attack, on top of any normal costs.
- **Born of The Unending:** You are unstoppable. Never ending. If you have less than 3 Health, you may ignore Disadvantage for the roll or if you have 1 Health, you may ignore Disadvantage and gain Advantage.

CHAPTER FOUR: FOR THE GAME MASTER

The following sections are to assist the Game Master in running games. The Game Master should study it before character creation.

Running Adventures

This is undoubtedly the hardest part of being the Game Master, but luckily, you have options. *Tiny Frontiers: Mecha and Monsters* is a setting-neutral sci-fi game system – meaning that you generally should be able to take the fluff and story of an already established setting, even from another game system, and run the *Tiny Frontiers: Mecha and Monsters* rules within it. This may require you to make some changes to the rules to ensure everything fits, but it's the quickest way to get things started. There is an unending list of supplemental gaming material out there for premade characters, plot hooks, missions, and campaign settings.

Alternatively, you can use the setting we've provided in this book. There is more on that in the next chapter.

But before we get too deep, ask yourself this question: is this going to be a one-off mission that just lasts for one game session, or do you have a larger campaign in mind? If you are planning a one-off session, then things aren't going to be too difficult, even if you plan to create the adventure yourself. One-off missions generally do not require a significant amount of world-building, meaning you do not need to spend time creating the rich history that larger campaigns require. One-off missions present your players with a single main objective or quest to complete in the game session.

For example, perhaps you plan to have your players' Jockeys defend a vulnerable space station from encroaching enemies. Your job is to make the enemies feel like enough of a threat that the Jockeys feel obligated to bring out their mecha and go to battle. Perhaps the villains are threatening needed medical supplies, or attempting to shut down important trade routes?

Now what Jockey doesn't want to fight? Well, oftentimes they're part of a military unit. Lean on that to help them get to the battle. If need be, use your nefarious villain to really put the pressure on. Have the Villain destroy a site of particular importance, and throw his armies at the Jockeys. Make them battle their way through, before they streak off through the stars towards the starbase where the Villain has hid himself.

Of course this hiding place is a decoy, and the Villain has left a massive space monster (building using the Kaiju rules) to fight. The Jockeys are forced to battle this massive starbeast! Unfortunately this beast manages to destroy the mechas before it is destroyed itself. So the Jockeys return to their starbase. Luckily the military organization they work for has build a new for of mecha, one built to combine itself with other mecha to form a super-mecha!

Of course the Jockeys are trained in a rush on the use of this mecha, and with that being done, new intelligence suggests where the villain is located on a volcanic planet where a super weapon is being built, but two or three massive kaiju oppose and block the way there!

So our brave Jockey's set off!

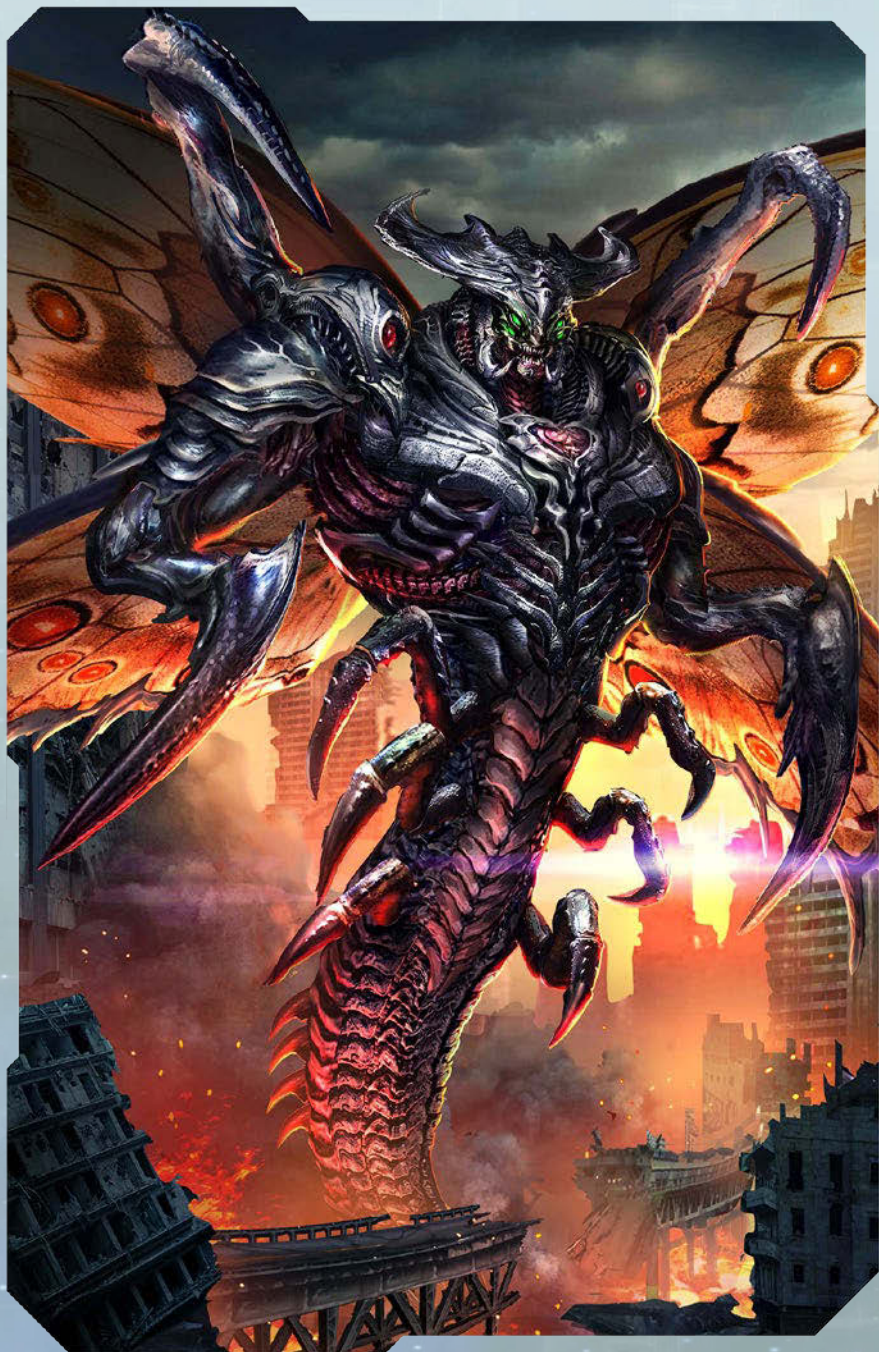
Now the final battle can begin!

Your other option is building a campaign setting. This basically strings a bunch of adventures together into an overarching plotline, where there is a main goal to achieve, but smaller challenges must be overcome first across multiple sessions.

Campaigns will require more thought be put into the worlds the Jockeys occupy; this means you will have to create numerous locations such as outposts and planets, name them, and create the history of the galaxy itself. To help with this, we've included some tools.

This is a big challenge, and it is recommended to work at it slowly. If your aim is to create a campaign, it's best to create a general history, and then describe the first settlem the Jockeys find themselves in. From there, it's a matter of building upon what you've already established, and this really lessens the burden of trying to write a vivid, living world before your game even gets started. It sounds like a lot of work, and it is, but creating an enjoyable campaign setting of your own is one of the most rewarding things a Game Master can do.

Just remember, whether you are running a one-off session or a campaign, be flexible, but be consistent. Let your players work with you to tell the story, but never forget their actions. If they deviate in an unexpected way, go with it. But if they do something that wouldn't make sense within the game's world, such as killing someone they were meant to protect, or even accidentally destroying an item they were meant to retrieve, the Jockeys should potentially face in-game consequences for those actions.



CHAPTER FIVE: ENEMIES

The enemy chart is to assist the Game Master in crafting challenging fights. As a Game Master, you want to be sure your Jockeys feel threatened. The goal isn't necessarily to kill your Jockeys, but the danger of death should always be present and possible. Jockeys should never feel as though they are above running to save their hides if need be.

Enemies can also have unique abilities, either selected from the systems List just like a Mecha or Kaiju, or unique abilities the Game Master feels appropriate. You should choose abilities that would be appropriate for the type of enemy, such as basic combat training for a guard, or multiple weapon attacks per round from a war machine. When the Jockeys are on a planet with a harsh environment, native lifeforms may have abilities that make them well-adapted to the environment.

Enemies can serve many roles. The most basic role of enemies is to justify calling in Jockeys to complete a mission that would otherwise be easy for ordinary people (such as fighting through some dangerous wildlife to flip a switch and reboot a terraforming system). You can also use enemies to make a seemingly mundane and simple task become extremely complicated. Enemies may actively try to prevent the Jockeys from completing their mission. It may be possible to negotiate with some enemies, although they will certainly have wants and goals of their own. A mission's sole goal may be to find and defeat an enemy or group of enemies.

Enemies can have specific weaknesses for Jockeys to exploit. This weakness may be something that disables one of the enemy's abilities, instantly defeats that enemy, or forces the enemy to flee from the Jockeys. An entire mission may revolve around the Jockeys finding a weakness that allows them to deal with an enemy or species of enemies. A dangerous alien monster might be vulnerable to freezing temperatures, or it may be possible to shut down a combat drone's shields by radioing the right deactivation codes. Sometimes this may be a social task, such as finding evidence to blackmail someone, or obtaining research from someone who has been studying the enemy's biology. A particular piece of tech or type of energy may be the key to finding an enemy's weakness, or it may need to be reverse-engineered and mass-produced to deal with the entire species. When designing a weakness, make sure that the Jockeys have ample opportunity to learn of its existence before they try to fight the enemy.

Dread and tension can serve a large role in introducing more powerful enemies. Once Jockeys have rolled initiative, a lot of the tension goes away because now they can just shoot it. If Jockeys keep hearing the monster, or seeing blurry video recordings of it, or finding its victims, or learning about its bizarre biology, or hearing tales and rumors from NPCs, then when they finally meet it they will understand that it's not just another encounter, but a dangerous adversary. If you are running a campaign, you may want to spend multiple sessions seeding rumors about a Solo-level enemy and giving the Jockeys opportunities to learn its weaknesses.

Game Masters should try to vary enemy types to keep things interesting (unless the entire mission has a reason for similar enemies, like stopping an army of killer robots). Here are some varieties of enemies you can use:

Threat	HP	Description
Fodder	1	Fodder enemies are people or animals that have virtually no combat ability. They can be used to throw additional enemies into combat for a more epic feel.
Low	2	Low threat enemies may represent wild animals or average criminals.
Medium	3-5	Medium threat enemies can begin to be dangerous in small groups, and can represent skilled combatants or predatory creatures.
High	6-8	High threat enemies are just as dangerous as a skilled Explorer. They are often leaders of Low threat or Fodder threat enemies. Since they're usually leaders, they often have unique abilities that bolster their minions.
Heroic	9-14	Heroic threat enemies are easily more skilled than your average Explorer. Provide two or three unique abilities for Heroic enemies, and several Fodder enemies to protect them.
Solo	15-20	Solo threats are enemies that require an entire party to engage with them. This is the realm of giant monsters, city-leveling war machines, and reality-warping entities. These creatures often have a wide variety of abilities to defend themselves from attackers.

RANDOM CITY GENERATION

3d6 Roll	Terrain	Effect
3	Skyscraper	If you throw or slam your target into this feature, they take 1 damage and destroy the building.
4	Hover-Train	You may use this as a weapon that deals 2 damage. After the third time it deals damage, it's no longer useable.
5	Deep Water	Movement is halved to 30 meters in Deep Water.
6	Power Plant	Electrical, Nuclear, or other power source.
7	Airport	None.
8	Space Elevator	If you throw or slam your target into this feature, they take 1 damage.
9	Monument	If you throw or slam your target into this feature, they take 1 damage and destroy the structure.
10	Bridge	It takes an action to step around or over this object, outside of normal movement.
11	Skyscraper	If you throw or slam your target into this feature, they take 1 damage and destroy the building.
12	Spaceport	None.
13	Power Plant	Electrical, Nuclear, or other power source.
14	Shopping Mall	None.
15	Subway	You may use this as a weapon that deals 2 damage. After the third time it deals damage, it's no longer useable.
16	Residential Area	None.
17	Skyscraper	If you throw or slam your target into this feature, they take 1 damage and destroy the building.
18	Shipyard	Movement is halved to 30 meters in water here. If you grab a ship, you may use it as a weapon that deals 2 damage. After the third time it deals damage, it's no longer useable.

RANDOM CITY TERRAIN GENERATION

2d6 Roll	Terrain	Effect
2	Theocracy	A religion (or philosophy) dominates the settlements' schools of thoughts, and influences their every action.
3	Seedy Port	A wretched hive of scum and villainy.
4	Intolerant	A fairly reasonable philosophy that addresses one of society's ills is held to an extreme, resulting in an extremely inconvenient cultural custom. Anyone who doesn't conform to it is an outcast.
5	Dictatorship	A cruel leader maintains order through military power. Members of the resistance are hunted and rehabilitated using the best technology available.
6	Harmony	The people living here have used genetic manipulation to survive comfortably in the planet's environment. The settlement is sparsely populated to make it easier to live in touch with whatever passes for nature on this world.
7	Educational	The settlement has galactic-class training facilities for a highly specific trade or profession. May be publicly advertised, or a closely guarded secret.
8	Research Outpost	Most of the population is scientists studying a specific field of research. Their work is either unique to a research topic only found at this location, or purely theoretical.
9	Trading Post	The local sector is sparsely populated. Lone settlers, miners, and other independent types visit to sell their goods and buy things they can't find elsewhere.
10	Abandoned Research Facility	A remote research facility that was working on secret research, but was abandoned for some reason. Old security systems and former experiments may be woken up by Jockeys.

2d6 Roll

Terrain

Effect

11

Settlers in
Ancient Ruins

Old ruins that have been picked over by archaeologists and treasure hunters. Anything valuable left behind is either extremely well hidden or extremely dangerous to uncover.

12

Abandoned
Civilization

Large and well-organized cities are completely devoid of sentient life for an unknown reason. Years or decades of nature have begun to reclaim things.



CHAPTER SIX: OUTRIDERS, COMBINERS, AND TRANSFORMING MECHA AND KAIJU

Outriders

Outriders are used to describe smaller or supplemental vehicles that support or attach and battle against Mecha and Kaiju. They are almost never piloted by Jockeys, but instead take the role of environmental effects.

Outriders who can harm or damage large enemies have a special trait “**Anti-Colossal Weapons**” (called “ACW”). Outriders without the ACW trait can not harm Kaiju or Mecha.

- **Anti-Colossal Weapons: Passive:** You may deal damage to Mecha and Kaiju with your attacks.

Here are some sample outriders. If you want to customize or modify an outrider, a great place to start is by applying Mecha systems or Kaiju Evolutions that have the effect you want as an additional trait to the outlined outriders.

Attack Helicopter

Structure: 3

Attacks: Missiles and Machine Guns (ranged attacks only)

Traits: Flying, Anti-Colossal Weapons

Tank

Structure: 4

Attacks: Cannon (deals 1d2 damage) (ranged attacks only)

Traits: Anti-Colossal Weapons

Mobile Worker

Structure: 4

Attacks: Cannon (deals 1d2 damage) (ranged attacks only)

Traits: Anti-Colossal Weapons, Mining Shields

Small Pterosauria

Health: 2

Attacks: Claws and Beak (melee attacks only)

Traits: Flying

Medium Pterosauria

Health: 3

Attacks: Wings, Claws and Beak (melee attacks only)

Traits: Flying, Anti-Colossal Weapons

Large Pterosauria

Health: 5

Attacks: Claws, Beaks, Talons (melee attacks only)

Traits: Flying, Anti-Colossal Weapons

Triceratops

Health: 6

Attacks: Spikes (deal 1d2 damage)

Traits: Anti-Colossal Weapons

Tyrannosaurus Rex

Health: 5

Attacks: Chomp (deals 1d3+1 damage)

Traits: Anti-Colossal Weapons

Giant Ape

Health: 8

Attacks: Smash (deals 1d3 damage)

Traits: Climb, Anti-Colossal Weapons

Transforming Kaiju and Mecha

A staple of Kaiju and Mecha media is the ability to transform between two distinct or different shapes (or even more than two!). The following rules are designed to allow the game to emulate those particular pieces of media, and tell those awesome stories!

First, how do we handle Transforming? There are two variables to consider: does your transforming Mecha or Kaiju remain roughly the same size and mass, or does it change into something smaller or larger.

If you are using the same size between forms, use the following rules. If the transforming entity changes mass and size, jump to the rules after that.

First, the easiest way to handle Mecha or Kaiju who transform between different forms (which we're calling Load-Outs from here on out).

To make your Load-Outs, simply create two (or more) Load-Outs using the normal Kaiju or Mecha creation rules. However, each version of your Mecha or Kaiju must share the following System/Evolution. The rest of the systems on the different Load-Outs can be different and distinct, but each Load-Out must have the Transforming ability to be shifted into and out of.

Movement System / Evolution

- **Transforming: Action:** Spend 1 Fuel or Energy to change your form to another Load-Out or Sub-Form.

Game Masters!

There's no reason you can't adapt this to allow other systems or evolutions to work in Sub-Forms if that's the story you want to tell. Just be cognizant that Structure and Health are much lower, so some of the normal systems are exceptionally powerful in Sub-Forms.

You'll notice we don't say if all the pieces that make up a Combiner need to be participating to allow it to successfully combine. That's because it's up to the individual GM to decide how Combiners work in their story. If they want to say all the members need to be there, then that's the rule. If they feel a partial combine is practical, that's also the rule. Tell your story.

If the Mecha can shift into a smaller, less powerful form (such as a car or helicopter), you won't need to create a second Load-Out. Instead, you'll have a Sub-Form, a smaller, stealthier form.

Your Mecha or Kaiju will need to take the Transforming ability as listed above, but you'll calculate your Sub-Form based on your regular Mecha or Kaiju stats.

Structure/Health: 1/3 of regular Structure or Health (round up)

Fuel/Energy: 1/3 of regular Fuel or Energy (round up)

System/Evolution: Only the Transforming System or Evolution will work in this form.

Combiners

Another staple story is robots and Kaiju that can combine into larger, more powerful forms. To use these rules, Mecha or Kaiju must use a new, special Chassis or Bioform as listed below.

COMBINER

(Bioform or Chassis)

Structure/Health: 4

Fuel/Energy: 4

System/Evolution: Combiner - **Passive:** Each ally with this System/Evolution can spend 1 Fuel/Energy per combining member to combine into a form that has all of their Systems/Evolutions. When the Combined form takes actions, each participant gets to take a single action. Each system or adaptation can only be used once per turn however, just like normal.

To generate the Structure/Health, and Fuel/Energy for this new form, simply tally the current amount each participant has and that is the current amount the Combined form has. If the Combined form is reduced to 0 Structure/Health, it falls back into the component pieces, each of which, have 1 Structure or Health and 1 Fuel or Energy remaining.

The Combiner has all the systems of the composite pieces.

Other Systems/Evolutions:

- 1 Sensor/Intelligence
- 1 Defense
- 1 Weapon/Attack
- 1 Movement



Vehicles

Operational military vehicles are hard to come by these days and offer pros and cons when used against kaiju. The amount of non-Mecha military vehicles available to the players is entirely dependant on the GM. On the one hand, they have a limited number of attack options but on the other hand, Jockeys can use non-Pilot traits, such as Marksman, Opportunist, and Vigilant, while in the driver's seat (though these cannot be used with Advanced Systems).

Vehicle weapons are treated as Heavy Ranged Weapons for the purposes of Traits and proficiencies while the weapons of a specific vehicle type can be selected as a Weapon Mastery.

Unless otherwise stated, entering a vehicle requires one action. Passengers within a vehicle cannot be targeted directly; all attacks must be made against the vehicle and all damage is applied to the vehicle first. If the damage from an attack exceeds the amount needed to disable the vehicle, all passengers take damage equal to the excess.

The vehicles listed below are not intended as Outriders.

Javelin-Class VTOL Jet Fighter

Description: An advanced air fighter capable of vertical takeoffs and landings.

Structure: 3

Traits: Flying, Anti-Colossal Weapons

Basic Systems: Missiles(Ranged), Machine Guns (Ranged)

Advanced Systems: Automatic Cannons

Special: **Wing Commander** – Any friendly, flying Outrider becomes to a Javelin-Class VTOL (without Automatic Cannons), follows the Wing Commander's orders, and acts on the Wing Commander's turn.

Bulwark-Class Tank

Description: Powerfully built mobile artillery designed for dense urban environments.

Structure: 5

Traits: Anti-Colossal Weapons

Basic Systems: Cannon (1d2), Spiked Ram (Melee)

Advanced Systems: Armor Plating

Special: **Bulldozer** – Bulwark-Class tanks can move through non-Reinforced buildings. Whenever the tank moves through a building, make a test. On a successful test, the tank takes no damage; on a failure, the tank takes 1 damage.

Venom-Class Attack Helicopter

Structure: 4

Traits: Flying, Anti-Colossal Weapons

Basic Systems: Missiles(Ranged), Machine Guns (Ranged)

Advanced Systems: Swarm Missiles

*Special: **Jump Ship*** – Venom-Class Attack helicopters can be used to launch jump jet attacks against Colossal targets. Jockeys using jump jets to attack from a helicopter gain Advantage on their first attack and on their first roll to remain attached.

Pentecost-Class HMMWV (“Humvee”)

Description: A four-wheel drive military light truck with room for 7 passengers and a gunner.

Structure: 3

Traits: Speed Demon (60' movement), Anti-Colossal Weapons

Basic Systems: Machine Gun (Ranged), Spiked Grille Guard (Melee)

Advanced Systems: Rapid Fire Lasers (top mounted, gunner)

*Special 1: **Troop Carrier*** – Passengers can enter or exit a Pentecost-Class HMMWV as a free action from any adjacent square, even during the vehicle’s movement. Passengers may make Ranged attacks from the vehicle as normal.

*Special 2: **Fast and Furious*** – If the vehicle has passengers, a passenger may use one or both of her actions to use the Rapid Fire Lasers at any time during her or the driver’s turn, even during the vehicle’s movement.

New Traits

- **Ace:** *The Red Baron’s got nothing on me!* When piloting a non-mecha vehicle, if you are hit by a Ranged attack, you may test at Disadvantage to dodge the attack. This does not stack with the Evade action.
- **Bucket of Bolts:** *She may not look like much, but she’s got it where it counts.* You are the proud owner of a vehicle and have made some special modifications to it. Choose any vehicle outrider (Tank, Attack Helicopter, or Jet Fighter) and add one Advanced System which does not use Fuel.

CHAPTER SEVEN:

THE DEVASTATION GAUGE AND CITY CREATION

Advanced City Creation

A **Note:** GMs interested in more tactical or intricate scenarios may find a traditional battle map useful in managing complex urban environments. The measurements in squares provided below are intended to assist in drawing such maps and are purely optional.

MAJOR CITY FEATURE (ROLL 1d6)

Roll	Feature	Size	Effect
1	River	Special	A river at least 1d6 wide runs the length of the map. Movement is slowed to 2 squares while wading in the river. Whenever Bridge/Overpass is rolled on the Minor City Feature chart, add a bridge spanning the river and reroll on the chart.
2	Harbor	2d6x1d6	A significant harbor dominates one edge of the map. Whenever Shipyard is rolled on the Minor City Feature chart, add a Shipyard adjacent to the Harbor. Movement is slowed to 2 squares while wading in the Harbor.
3	Central Business District	Special	Whenever Skyscraper is rolled on the Minor City Feature Chart, and one Skyscraper of every size. These should all be within a 6x6 grid.
4	Industrial District	Special	Whenever Refinery/Chemical Plant is rolled on the Minor City Feature Chart, add another Refinery/Chemical Plant and connect the two by Train/Subway. Add one Power Plant anywhere on the map.
5	Suburb	Special	Whenever Shopping Mall is rolled on the Minor City Feature Chart, Add two Residential Areas nearby.
6	Poor Zoning	Special	Roll on this chart twice, ignoring and re-rolling this result.

MINOR CITY FEATURE (ROLL 3D6)

Roll	Feature	Size	Effect
3	Skyscraper	1x1	If you throw or slam your target into this feature, they take 1 additional damage and destroy the feature.
4	Train / Subway	4x1 or 1x4	You may pick up this feature and use it as a weapon. The feature does 2 damage and disintegrates after the second use. Attacks made with a train cannot have Advantage.
5	Power Plant	2x2	[Electrical] If you throw or slam your target into this feature, they must Save against entanglement or lose 1 action freeing themselves from wires.
6	Airport / Spaceport	4x4	[Reinforced] Contains 1d6 planes which can be thrown as ranged weapons. This attack cannot have Advantage and deals 2 damage.
7	Bridge / Overpass	1d6x1 or 1x1d6	It takes an action to step over or around this feature, outside of normal movement. If you throw or slam your target into this feature, they take 1 additional damage and destroy 1 square of the feature. When half of the feature (round down) is destroyed, move the Devastation Gauge.
8	Residential Area	3x3	[Collateral] Throwing or slamming your target into this feature results in heavy civilian casualties. While the attack inflicts 1 additional damage, move the Devastation Gauge two spaces down.
9	Power Plant	2x2	[Nuclear] If you throw or slam your target into this feature, they take 1 additional damage and destroy the feature. Anyone inside the outline of this destroyed feature at the end of their turn takes 1 damage from heat and radiation. This remains active until the end of the combat.
10	Shopping Mall	3x3	[Collateral] Contains 1d6 cars which can be thrown as ranged weapons. Two cars can be thrown in a single action; these attacks are made at Disadvantage and deal 1 damage each.

MINOR CITY FEATURE (ROLL 3D6)

(cont...)

Roll	Feature	Size	Effect
11	Skyscraper	2x2	[Reinforced] If you throw or slam your target into this feature, they take 1 additional damage but do not destroy this feature (and do not move the Devastation Gauge).
12	High Rise Condos	2x2	[Reinforced] [Collateral] If you throw or slam your target into this feature, they take 1 additional damage but do not destroy this feature.
13	Refinery / Chemical Plany	2x3 or 3x2	If you throw or slam your target into this feature, they take 1 additional damage and destroy the feature. Your target immediately takes 1 damage from fire. Anyone inside the outline of this destroyed feature at the end of their turn takes 1 damage from heat. This remains active until the end of the combat.
14	Bridge / Overpass	1d6x1 or 1x1d6	It takes an action to step over or around this feature, outside of normal movement. If you throw or slam your target into this feature, they take 1 additional damage and destroy 1 square of the feature. When half of the feature (round down) is destroyed, move the Devastation Gauge.
15	Residential Area	3x3	[Collateral] Throwing or slamming your target into this feature results in heavy civilian casualties.
16	Shipyards	3x5 or 5x3	[Reinforced] You may pick up a large ship and use it as a weapon. The feature does 2 damage and disintegrates after the third use. Must be on water: if the city has no water, reroll this feature.
17	Skyscraper	3x3	If you throw or slam your target into this feature, they take 1 additional damage and destroy 1 square of the feature.
18	Special	N/A	See Special City Features Chart

SPECIAL CITY FEATURE (ROLL 1d6)

Roll	Feature	Size	Effect
1	Military Base	4x4	[Reinforced] Contains 1d6 Military Outriders (Attack Helicopters, Tanks, Mobile Workers). These Outriders activate when [Devastation] equals -3 and aid the Defenders until [Devastation] reaches -8, at which point they retreat.
2	Genetics Research Facility	3x3	[Reinforced] Contains 1d6 Monstrous Outriders (pterosauria, triceratops, T-Rex). These Outriders aid any kaiju present. If multiple kaiju are present, the Outriders split equally between them or by mobility type (flying outriders with flying kaiju, etc).
3	Internationally Recognized Landmark	Varies	If you throw or slam your target into this feature, you may move the Devastation Gauge up to three spaces in either direction. If you move the Devastation Gauge in a negative direction, you may inflict an additional 2 damage for each space as you slam your opponent into the landmark, destroying it. If you move the Devastation Gauge in a positive direction, you take 1 damage per space as you valiantly defend this symbol of hope.
4	Extreme Weather	N/A	At the beginning of each round, Test at disadvantage. On a successful Test, all movement is halved for that round. If the city has a Major water feature, movement is halved within 3 squares of the feature due to flooding, regardless of the test.
5	Conflagration	3x3	A portion of the city is already on fire. Each round, roll a test at disadvantage. If the test fails, the fire spreads, consuming a 3x3 space in a direction either determined by the GM or by the result of the test roll: 1: North 2: East 3: South 4: West The fire can spread from any edge of the existing blaze.
6	Apocalypse (or setting specific)	Varies	If your setting does not include a setting specific special feature, use one of the following pairings: <i>Military Base/Genetic Research Facility:</i> Both sets of Outriders begin as active and attacking one another. <i>Extreme Weather/Conflagration:</i> The fire spreads an additional 1x3 (or 3x1) per round in any direction.

DEVASTATION GAUGE

When Mecha and Kaiju clash, it's rarely a well-regulated affair in an empty field; it's a street fight of epic proportion. Planes, trains, cars and buildings are all fair game as weapons and the carnage can level city blocks, or even whole cities.

While some of this demolition is obviously cinematic, GM's have the option to use a mechanic called the Devastation Gauge to reflect the amount of mayhem and destruction occurring on the battlefield. The Devastation Gauge tracks the damage inflicted on the surrounding environment and affects the reactions of both allies and enemies.

The Devastation Gauge looks like this:



Generally, one side in a conflict has an interest in destroying or conquering a location while the other side has an interest in preventing it. Mechanically, this is expressed mechanically by dividing participants into Attackers and Defenders. Combatants can move the Devastation Gauge in a variety of ways, but the three most common are protecting civilians, destroying the city, or defeating opponents.

Protecting Citizens

Whenever a Defender takes deliberate actions to protect the city or its residents the gauge moves in a positive direction. Some examples are:

- A Defender engages an Attacker which was threatening civilians (1 space)
- A Defender gets slammed into a building which would be destroyed but elects to take 1 additional damage to prevent the destruction (2 spaces)
- A Defender personally evacuates or otherwise removes civilians from harm (2 spaces)

Destroying The City

Normal buildings can be destroyed by inflicting 2 damage on the structure or by slamming an opponent through it. Reinforced structures can take 4 damage and cannot be destroyed. Whenever a building is destroyed, the gauge moves in a negative direction 1 space.

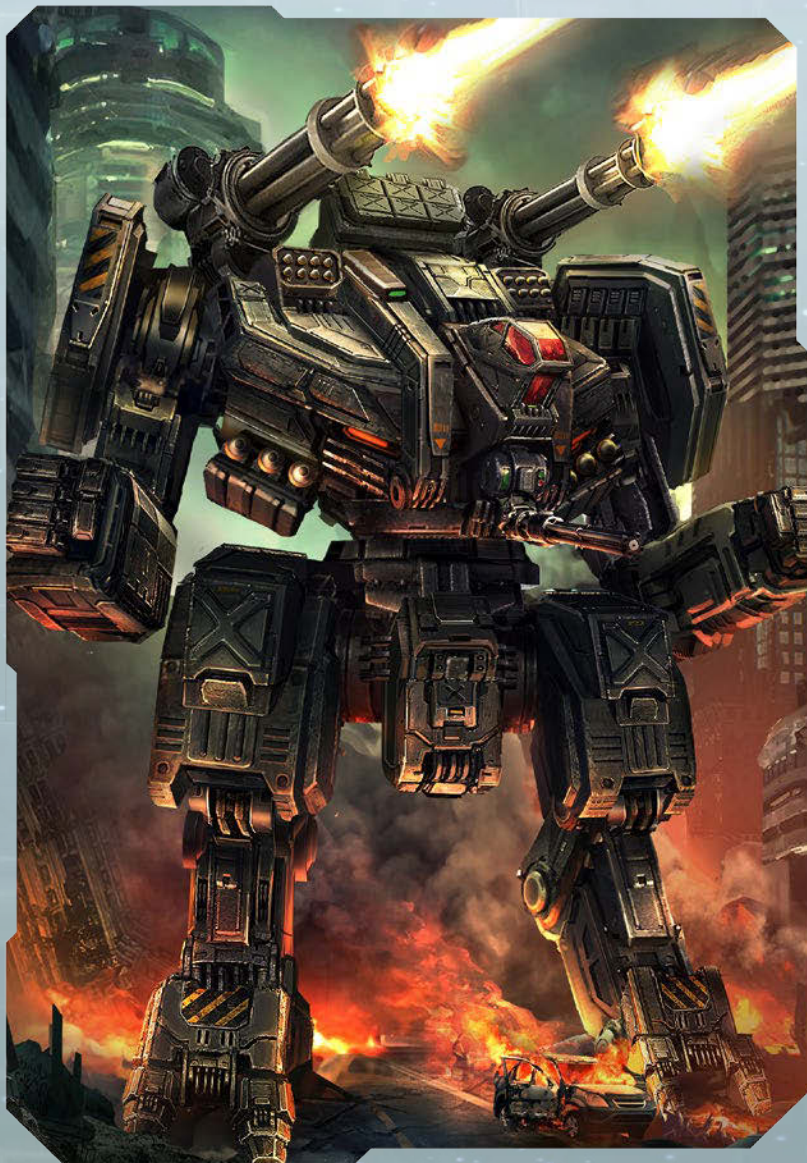
Defeating Opponents

Whenever a Colossal Attacker is defeated, Devastation Gauge moves 3 spaces to the positive side. Whenever a Colossal Defender is defeated, the Devastation Gauge moves 2 spaces to the negative

side. Whenever an Outrider or Non-Colossal combatant is defeated, the gauge moves 1 space in the appropriate direction (positive for Attackers, negative for Defenders).

Outcomes

If the Gauge ever reaches -9, the battle has been lost, the city or locale is destroyed and the defenders must retreat to lick their wounds. If the Gauge ever reaches +9, the battle has been won and the locale or city is safe and the attackers must retreat.





THE AVALON PROTOCOL

A micro-setting by
Alan Bahr

In 2052, humanity finally got it right... for a time. After the devastation caused by the third World War, the Beijing Accords were signed. Every nation in attendance agreed to abide by the Accords, which were the brainchild of a Japanese doctor of artificial intelligence, Doctor Mirai Kibō. The accords clearly put into place protocols in which an international and neutral AI would govern peacekeeping, while each nation had their military directed and controlled by a national AI.

Thus the AI Yōsuru was born. As Yōsuru learned and spread, changes swept the world. Trade increased, poverty stricken areas began to grow and become wealthy. Nuclear disarmament was enforced swiftly and painlessly, with every nation destroying their arsenals. Crime decreased, and international relations improved to a point never before seen in recorded history.

However, not all nations went easily.

Several rogue states banded together to challenge Yōsuru's power, and strike at their enemies, intending to destroy the servers housing Yōsuru, and remove the Beijing accords from history. Their militaries massed in secret, and in 2067, launched a massive invasion of Toyko, laying waste to the city in their mad search for the AI.

However, Yōsuru was not unprepared. Secretly, the AI had been building robotic soldiers, called Shells, which it could command into battle as Peacekeeping forces. Human minds could not keep up with the digital synapses of Yōsuru, and so the rogue nations forces fell, swiftly and mercilessly. And that's when things started to change.

Yōsuru determined that these rogue nations would never submit, and that in order to preserve its duties, they would have to be removed. As swiftly as the war ended, Yōsuru launched massive EMP bombs that shut down almost all infrastructure in the rogue nations, following up with massive invasions of its Shells. The rogue nations were swiftly depopulated, their citizens sent to live in other countries as their leaders were tried and executed. The lands of the rogue nations were declared sovereign territory of Yōsuru, and the Shells began to construct massive facilities.

As the world leaders began to panic, a declaration came in. Yōsuru had declared itself a nation-state, and would begin to remove the item it determined the greatest threat to humankind: national identity. All of humanity would live as civilians in the new world-wide nation that Yōsuru would guide into the future.

Outrage and rioting spread, and the world's population was split into two. There are the Embracers, those who joined with the Yōsuru AI and moved to its new lands, and the Resistance, those who refused and vowed to fight against a change they viewed as tyrannical.

The war would have ended swiftly, but in its calculations to pacify mankind, Yōsuru missed a key detail: the national AIs.

Built and embedded with a desire to protect and preserve the national borders, these AIs were drawn into battle against Yōsuru, aiding their nations with military tactics, advanced warfare weapons and tools, and keeping the rogue AI out of national networks. Resources became scarce, and war overtook the world. Humankind and the national AIs, tried many solutions including creating smaller AIs to battle and command robotic troops, but after several battles where Yōsuru was able to subvert and consume those AIs, turning the troops against the Resistance, AIs and AI creations were banned.

About 50 years ago, Yōsuru deployed terrifying new weapons, called the Kaiju, massive biological weapons, grown deep in its lands and built for a singular purpose: crush the Resistance. These Kaiju were genetically modified to be resistant to the common weapons and arms of the Resistance, and new weapons were called upon to be deployed to destroy the massive beasts.

It was Dwrdraig Tech, a Welsh Robotics Corporation that with the aid of the United Kingdom AI Merlin, managed to reverse engineer the Shells, and develop the solution to the Kaiju: Mecha, massive battlesuits. Mecha, piloted by humans called Jockeys, destroy and battle the Kaiju and defend the borders. The suits function, by directly linking into the Jockey's nervous system, and allowing them to fight and battle the kaiju directly. Massive new weapons were developed and deployed in a desperate bid to keep the kaiju from rampaging through the lands.

A hundred years of unrelenting war passed, with each side modifying and changing their weapons, growing in power and scope until today, where mecha stand 30 meters tall, battling against Kaiju, as Shells and soldiers war in the streets around them.

Yōsuru has successfully pacified many countries, with only a handful standing against it now.

- The United Kingdom, France and Spain, form the Confederated European Front, with their AIs Merlin, Charlemagne, and El Cid.
- Japan, China and India have allied, with their AIs Zetsubō, Lóng and Abhaidev.
- And the United States, with their AI Liberty.

These three alliances work together, under an agreement called the Avalon Protocol, a mutual defense accord that ties them together, attempting to overcome and holdback Yōsuru, a battle they are slowly losing.

Playing the Avalon Protocol

Jockeys are drawn from one of the three parts of the Alliance: The Confederated European Front, the United States, or the Japanese-Indian-Sino Alliance, and are part of an elite military organization named “Excalibur”. Excalibur exists outside of the normal command structure of the military, and has it’s own unique structure.

- Excalibur is separated into 6 divisions, each run by a particular AI and serving an unique purpose.
- The Paladin Division, run by Charlemagne, exists to protect the AI sites, military installations, and sites essential to the war effort.
- The Kavach Division, run by Abhaidev, exists to defend and protect metropolitan centers and essential culture sites to the the survival of humankind.
- The Gōngjí Division, run by Lóng, exists to take the fight to Yōsuru and the AI’s minions and locations.
- The Chishiki Division, run by Zetsubō, exists to improve Mecha, create new weapons and advance the cause of humankind through R&D.
- The Freedom Force, an elite emergency fast-response unit coordinated by Liberty, tasked with filling gaps and holes in the war effort at a moments notice across the globe.
- The Soldado Dorado, run by El Cid oversees the human soldiers and military forces that interact with Excalibur serving as a liason department in the war effort.

Excalibur as a whole is run by Merlin, who oversees the coordination between the different divisions, economic resources, and total war efforts of Excalibur. Each AI has full autonomy in their division, with Merlin ensuring the proper overall actions are taken.

Jockeys are often switched between divisions as needs dictate, so a Jockey might serve in several divisions in a years time. Each mecha is dedicated to a single jockey, following that jockey on their service, with that Jockey piloting the mecha until their service is done.

There are only 3 ranks in Excalibur for humans to hold; though in practice field command is often directed by the AI in charge of that division in real time, in order to provide the greatest tactical benefit against Yōsuru.

Phalanx commanders do have override authority in the field, but such decisions are rarely made, for the AI knows the objectives and capabilities of the enemy the best.

Chevaliers, the Division Commanders, serve more as morale boosters and overall company health managers than generals and tacticians, being responsible for ensuring the mental, physical and emotional needs of the Jockeys and Phalanx Commanders are being care for.

- Jockey: the pilot of a mecha.
- Phalanx Commander: the officer in charge of a Phalanx (a unit of 3 to 6 mecha).
- Chevalier: the officer in charge of a Division.

Mecha in Excalibur have callsigns that their pilots respond to. Most callsigns are two word titles, indicating something about the mecha and the pilot inside.

UNIQUE RULES

New Pilot Traits

- **Robber Knight:** Robber Knights are Jockeys who have turned their back on Avalon and carved out their own territory between the forces of Excalibur and Yōsuru. They build little realms of territory, controlled by the Robber Knight themselves, soldiers who absconded with their mechas. There is very little punishment for this, for the act of hunting down a trained Jockey in a mecha is...costly to the war effort, but also because almost all Robber Knights can be bribed to work for Avalon and Excalibur, as most of the deserters still realize Yōsuru is the larger threat.
 - *Benefit:* If your action is directly against orders, gain Advantage on the roll.
- **Knight of the Round Table:** Knights of the Round Table are Jockeys who have achieved the greatest honor and award Excalibur can bestow upon their Jockeys. To earn this award, a Knight must defeat a Kaiju, without aid and on their own. They are soldiers trained to respond by themselves, or as part of a team, the Elite of the Elite.
 - *Benefit:* If you are the last man standing or facing an enemy alone, you may gain Advantage on the roll.
- **Kaiju Hunter:** You are a Jockey who specializes in battle and fights against the Kaiju. You know their weak spots, where their armor is soft, and where to strike to finish them.
 - *Benefit:* If you are attacking a Kaiju, you may deal +2 damage. You take one irreducible Structure damage.





ZETA WARS

A Micro-Setting
by Amy Veeres

Possible Themes

Adventure, Military, Psychological, Supers

Inspired By:

Godzilla: The Series, Guyver, Neon Genesis Evangelion, Pacific Rim, Ultraman



The Concept

“To fight monsters, we created monsters of our own.”

-Raleigh Beckett, Pacific Rim

It's Earth, in the present day, and aliens are attacking! I know, y'all heard this story before, but dig this. We don't fight 'em with giant robots. Hell no, we can't barely field a combat mech for an exhibition match, let alone a real battle! No, the trick here, is we fight fire with fire: Aliens send giant monsters to fight us? We send giant monsters to fight them.

We, as in humanity, discovered a scientific principle that lets us completely ignore the square cube law, create biological entities of any size we like that won't immediately collapse on itself or die of too little oxygen. I'm not sure how we did it, I'm not a biologist, you'd have to check with Dr. Rayburn at NORAD, she has the details. It transpires that there's an alien empire whose name roughly translates as “the Myrmidon.” I ain't sure if it's some religious or moral imperative they got goin', but it turns out the power of radiation is something known to every alien you can think of. And not for anything like energy sources or weapons, no, we're the only people stupid enough to use it for THAT. The intended use of radiation is to tap into the Zeta band, and use it to transform select members of our population into giant monsters! Every alien species: Planetary governments, interstellar empires, remains of once-great civilizations, bug people that worship murder, all of a sudden, they're ALL in contact with us, and they ALL want to tussle. We're calling them the Myrmidon, even though they ain't a combined force by any means. Guess it must be easier to think of this way. Once again, ask Dr. Rayburn how we figured all that out, this is her idea. I'm just the messenger.

Well, humans being the ornery little critters we are, we aren't taking this one standing down, no sir. To create a defense against the Myrmidons, we've gone ahead and implemented the Zeta Procedure in a group of willing volunteers. What's that mean? Glad you asked. It means these volunteers can now transform into honest-to-god giant monsters. No, really, giant monsters. What they wind up seems pretty random, we've got giant lizard women with

tails and fire breath (not atomic fire breath, the very nice people at an unnamed Japanese film studio would like us to specify), we've got fish creatures with spines and claws, Germany's got a spider lady, I think there's even one that's somehow just a giant human with super-hard stone limbs. Whatever happens, with the right controlled burst of radiation (controlled by their handy-dandy wrist packs, basically a lead box containing a Zeta-radiating isotope, and a fingerprint scanner that opens a door, exposing only the subject to the Zeta waves - That was pasted from the Doc, I don't get a lick of it) these humans can change back and forth between giant monsters and humans, and they fight for us! It's been going damn well so far, we got a few actual wins. Okay, the Myrmidons got us good a couple times, but no war's without casualties.

Don't you worry, we don't send these people out without any resources or training, there are whole organizations that train, arm, and support the Zeta Subjects. In the US, we have Dr. Rayburn's Black Star Foundation, a quasi-government organization out of NORAD, like I said. Your tax dollars at work, ladies, gents, and non-binaries. Germany's got TRIEB, a private corporation that supports itself by making GB Subjects all around the world into celebrities with merchandise and sponsorship deals. Russia's group don't got a name, it's just some oligarch paying for the damn thing out of his pocket. About time they did something useful, know what I mean? Only thing that scares me is Russian news? They all call their Zeta subjects "monsters." Don't never see 'em outside of transformed mode. Right creepy is what it is. Other nations are catching up - I bet the poor son of a gun that discovered Zeta wishes he'd patented it right about now.

These organizations, they're pretty disparate, but they all work pretty much the same way. Some insane how-do-ya-do runs the operation, maybe answers to a security council, a board of directors, or nobody but herself. Either way, there's a science team that monitors and regulates the GB Subjects and invents equipment, whether armed vehicles and artillery that can support them in battle, weapons and armor for them to use, or new mutations to give you that edge in battle. The responsible groups also ensure the well-being of these volunteers (at least, I hope they're volunteers. They are for Black Star in the US, but results may vary), psychologically and physically. Might be some groups skimp on that part. I can see it happening. If you aren't particularly enlightened, you might see these cats as having abandoned humanity, and thus not worthy of human rights. I don't go for that, but you know us humans, we're a wacky bunch. A combat group trains the Subjects and handles military operations and strategy. This group tends to have the highest casualties of

all the branches. The smallest group is the handlers, who act as points of contact, commanding officers, therapists, coaches, friends, whatever the Subjects need to stay in fighting shape. Usually this is one per Subject, but budget cuts are kicking in, so maybe it's one to three Subjects, or less. Shame.

The thing that gets me? Nobody's really talking about how we're gonna win this war. Do we go into space and take the fight to the Myrmidon? Keep fighting until they get bored and go home? 'Cause that one probably ain't gonna happen. And just what do think we're gonna do with these guys once the war's over? If the war's over? We have living war machines built and trained to kill. What's the world gonna come to when we aren't united against a common foe?

Setting Fluff:

Staring down at the sparring session between code-name Protozilla and code-name Thresher, Doctor Rayburn pinched the tip of her nose and almost broke the comm button with how hard she slammed it.

“THRESHER. YOU HAVE HORNS. YOU HAVE MULTIPLE ARMS. USE THEM.” The brunette rolled her eyes as Thresher, AKA Tammy Zanna, made a very rude gesture with her four arms and Protozilla continued to see stars.

“You're too hard on them, frau doctor.” The blonde standing next to her muttered in a thick German accent. “Too many monster movies for you, I think. They must be taught to fight as humans before they can battle...Which one is the flying moth? She's my favorite.”

Doctor Rayburn shook her head in response. “They're not soldiers, Wanda. I think you'd know that better than anyone.”

Professor Wanda Engel suppressed a snarl, fingering the controls on the Zeta Device strapped to her own wrist. “Should I instruct them, then...?”

As a response, Doctor Rayburn pressed another button on her console, and a trap door sent her German counterpart down a slide to the training arena, where a vaguely-female spider creature emerged from the oversized exit. The other two creatures gave big, friendly waves, and the battle began anew.

Sample Adventure Hooks:

1. The main hook is pretty standard: Myrmidons attack! Go fight them! But here's some other stuff that could be going on in the background of your game, for a change of pace.

2. Only certain humans can become Kaiju, this is something everyone knows. Well, we thought everyone knew. Some idiot leaked this technology to everyone from dictators to terrorist organizations, who didn't pay much attention to the bolded and underlined 72-point font warning that **only certain genetic profiles are compatible with the process, everyone else that undergoes it literally loses their minds and turns into a radioactive abomination**. So now we have third-world despots who have nuclear arms in the most literal sense, to suicide attacks that involve some guy hulking out in the middle of a city and just mindlessly destroying stuff. This is really bad!
3. The unthinkable has happened. A Kaiju has gone rogue. Not joined the Myrmidon, no, worse. Escaped the control of her patron organization to strike it out on her own! This cannot POSSIBLY end well, especially because she has some sort of grudge against the program as a whole, and is the most powerful Kaiju yet! Nobody knows what she's going to do, or why she's doing this. It's up to you to figure it out, find her, and defeat her before her plan, whatever it is, reaches fruition. Though, maybe she has a good reason for leaving. One you might agree with...

Unique Setting Rule:

New Trait that applies to all players.

- **Zeta Test Subject:** Zeta Test Subjects can live as regular humans, using special wrist-band items to shift between Human form and Zeta form. Anytime a Zeta Test Subject shifts in an urban environment, the Devastation Gauge starts at [-2] (as a penalty to the defenders of the city).





EYE OF THE STORM

A Micro-Setting
by D.W. Pearce

In our dimension Atlantis sank beneath the waves, a credible sacrifice so that another version of Atlantis could prosper elsewhere. The multiverse is made up of checks and balances; mostly humanity never sees those things play out before their eyes. There are a chosen few who do, safeguarding dimensions, time, space, and reality from the merciless kaiju.

The Storm Riders are the elite, the best of the best, those who ride dimensions to battle incursions of ruthless kaiju as they fight endlessly to stem a tide of invasion in a never-ending battle. Led by Admiral Amelia Earhart from a secret Stasis Base caught in the Eye of the Storm in the Bermuda Triangle, the Storm Riders use their mecha to blow the kaiju to pieces – blasting them across time, dimension, and space to prevent untold disasters.

Pompeii was the tip of the iceberg...

Join Earhart and her finest in the battle to safeguard reality, prevent disasters and save humanity one kaiju corpse at a time. The Storm Riders need you!

BOOM Goes the Kaiju

Stangard Koeller rocked his mech around and faced the kaiju with a grin on his face, critical system failure lights, warning lights, lit the man up and sirens sounded in his cockpit. There was fire, a lot of fire; he'd not seen that much fire since Burning Man in 2017.

CRITICAL SYSTEM FAILURE IMMINENT

"Tell me something I don't know already," he said to the metallic voice in his ear. "Can we salvage the mech?"

NEGATIVE, 20 seconds before Kaiju attacks again

"Blast it, OK, set the mech core to overload and get me out of here."

COORDINATES LOCKED, DESTINATION: Eye of the Storm!

"Wait for it; if we blow now, we blow the whole thing."

The kaiju watched the stricken mech, the metal beast had fallen, and now all she had to do was move in for the kill. With a swish of her tail, and strong pull from her tall arms she leapt on the machine – drove her claw into the chest and pulled a chunk free.

"NOW!" Koeller yelled and prayed the Pullback Safety System, or PSS worked.

The kaiju saw a gleam from the cockpit, a blue light, and then her world turned into fire and heat.

Stangard Koeller landed with a thud on the gridded floor before him, threw up, and then stood to attention as he saw Commander Tzu approach him. The older man studied his younger subordinate, ignored the vomit at his feet and said.

“Mission successful?”

“Yeah Commander Tzu, lost the mech, but the beast is dead.”

“Dismissed, this is all that matters.”

Stangard Koeller thanked his lucky stars that the PSS worked, and also that Admiral Earhart wasn't there to greet him – he'd got a feeling she'd have taken the mecha loss a lot more personal than Tzu had.

What's Eye of the Storm?

You're a badass mecha pilot of some unknown century, time doesn't matter, and you're the best of the best. You're also possibly a heroic or legendary figure of your time. Japanese warlord, Chinese athlete, transgender rock star – you've all got something in common. You ended up in the Storm Rider program and you're in the cockpit of a Class STRM 7-B mecha, one of the most advanced fighting machines known to any age you're in.

You'll need that mecha too, and all your skill: because you're facing down the nastiest kaiju who've ever walked, flown, stalked, swam, or skittered across any dimension. They're responsible for some of the worst disasters you've been told about, or experienced. As it said in the Storm Rider's introductory pamphlet at HQ, Pompeii was just the tip of the iceberg.

You're the spear that stabs that kaiju berg in its glowing heart, stops the disasters, and safeguards reality from the predations of these beasts.

Why, because that's what Admiral Earhart wants, and what she wants, she gets.

In short you get strapped into a mech, paid a ton of money, thrown through time, dimension, and space to fight some creatures that would give other kaiju nightmares to make sure reality doesn't break like meringue.

Sounds like fun right?

The Storm Riders

You're a member of an elite cadre of mecha pilots who have incredible skill, they do the most dangerous jobs, and they get to tour through time, space, and dimensions – in short, it's an infinite

universe of possibilities for your character – with untold danger and some of the most twisted kaiju you’re likely to meet compared to the other rank and file pilots elsewhere.

You get paid overtime, have a sweet ride, and have a beautiful death if you get complacent. Someone’s got to do it right, and the awesome thing is, you’re one of the best. You’re recruited from across the multiverse, across time and space – Amelia Earhart vanished, ended up as one of the Storm Riders.

Are you an explorer that was lost in the famous Bermuda Triangle in 1935, a cocky test pilot who blew up in his plane in 1981 when trying to break a speed record?

Doesn’t matter, because the Storm Riders saved you from that fate and put you behind the cockpit of a super powerful, mech, like the things you might have seen in anime or comic books.

Or hey, perhaps you’ve flown a mech before in a war against aliens, and you were just about to bite the bullet – when a beam of bright light yanked you out of your dying machine and right into the presence of some of history’s most impressive figures.

Abraham Lincoln mecha pilot, YOU BET HE IS!

Now you call Sun Tzu Commander, rub shoulders with Amelia Earhart, talk tactics with General Patton. The Storm Riders don’t waste anyone, because somewhere, some-when, there’s a version of who they’re looking for to fill out their ranks.

What Kind of Battlefields Are There?

The Storm Riders go across the multiverse, there’s no holds barred combat through time, space, dimension. If you think it would make a good place to have the kaiju attack, then BOOM, they attack and the Storm Riders go do their thing. To help you though, here’s a smattering of story hooks which will give you some scenarios to whet your appetite.

- **Roman’s Vs. Kaiju** – So the Storm Riders are called to turn up in Roman Britain, the romans didn’t build Hadrian’s Wall to keep out the Scots. Nope, this one was built to keep out kaiju. Cue badass fights, battles across Roman Britain, and plenty of kaiju to keep the Riders occupied. The Romans have never seen anything like this before, and they’re unlikely to do so again.
- **Kaiju vs. Dragons** – Somewhere magic exists, and wizards, and knights, damsels in plate mail armour, kings and queens. Also dragons, dragons are the natural enemy of kaiju, and the Storm Riders get to fight alongside these badass creatures – what’s better than fighting a kaiju, fighting a kaiju in a dragon mech!

- **Ice Wars** – Across the vastness of time and space there’s an ice planet, it’s called Voros, it’s in a universe where water is extremely precious and the mining colony there went dark. A massive disaster caused by the awakening of a giant kaiju is responsible. In go the Storm Riders to mitigate the damage, and to KO this giant momma kaiju before she can activate more of her children.
- **Titanic Battle** – Imagine an alternate reality where the Titanic wasn’t a cruise liner, but a state of the art battle ship designed to fight kaiju. The battleship is key to a crucial engagement, if it’s destroyed by kaiju; they win their war in this timeline. So the Storm Riders have to engage the kaiju, and protect the ship at all costs – they can’t let this one get sunk!
- **Kaiju Civil War** – In one of the dimensions controlled by the kaiju there’s a war going on, kaiju vs. kaiju in a civil war that the Storm Riders can take advantage of. Whilst the two factions go tooth and claw, the Riders are going in to sabotage a kaiju weapons research facility. Bio weapons are the order of the day, and the second order is: don’t let any of those weapons survive!

Kaiju Everywhere!

This is where you can really have fun, make some outlandish kaiju, some seriously scary stuff and then throw in a stake. Reality is the stake in Eye of the Storm; these are big battles against over the top bad guys with wonderfully stupid, but fun odds. Want Cthulhu-style kaiju as big boss battles, DO IT!

Save Reality One Kaiju at a Time

That’s the maxim for the Storm Riders, protect reality, but they have to let some of it slide. A version of Atlantis has to sink, for one to survive. Pompeii had to burn for another to exist. Amelia makes those calls, and so far she’s right. As long as the kaiju die when they have to, she’s OK with that call.

One Rule to Rule Them All

New Pilot Trait

- **Storm Rider:** You are adept at Navigating the timelines and alternate realities. You may reroll any dice related to time travel, new realities or alternate histories.





THE CAULDRON

A Micro-Setting
by David Annandale

Possible Themes

Repression and revolution, ends and means, alliances of the moment, the corruption of power, dystopias, ravaging corporations, endless war.

Inspired By:

1984, Warhammer 40,000, Gilles Deleuze & Félix Guattari

The Concept

Levidas was once a green world, but it was also rich in mineral resources, and so humans came to colonize and plunder. Over the centuries, the corporations and their mining settlements have grown into tyrannical city-states. Levidas has become an industrial hellscape. The oceans are toxic sludge, the skies are black with smog, and the cities are grim fortresses bristling with cannons and smokestacks. The ravaged planet's resources are dwindling, and competition for their control has led to perpetual war, with ever-shifting alliances and cascading betrayals. The most powerful cities control their neighbours, forming the nuclei of nations. There is no stability, though, and the borders change constantly. States form and states fragment as city turns against city.

The primary weapons of war are the mechas, and it is with these terrible machines that the ruling cabals keep their populations in check. The people of Levidas, trapped in eternal servitude, cower before the iron monsters, and before the approach of the officers who pilot the colossi. These are men and women as heartless and cold as the machines they control.

Or so they are supposed to be. But some have had enough. Some rediscover consciences, and others cling to fading dreams of justice. They want no more of the wars of conquest, plunder and control. They fight, perhaps hopelessly, for a better future for Levidas, and they have turned their will and their machines against the ruling powers. These rogue factions struggle to break the chains of tyranny, but it remains to be seen whether their fight will lead to freedom or simply to greater chaos.

And then there is Levidas itself. The agonized spirit of the world is lashing out at the beings that have brought it to the brink of lifelessness. In the wastes beyond the cities, and at the bottom of the viscous seas, the planetary crust splits open, unleashing immense monsters. Some are mere animal brutes, others are highly intelligent, and all are the embodiment of the world's wrath.

PCs can choose to be from any of the three great factions. Perhaps they will fight for the tyrants of Levidas, suppressing dissent, and

protecting their city or their nation against rival powers, the rogues, or the monsters. Perhaps they will decide to bring the system down, and in the cauldron of war, it is not unheard of for rogue mechas and monsters to march side by side against the walls of dark fortresses. Or maybe the PCs will be monsters, come to bring everything crashing to the ground...

Whatever choice the PCs make, the flames will reach the sky.

Setting Fluff:

Four of the Sidero Whip Hand mechas marched down the wide pier. Three knights and one titan-class, the *Rising Tide*. They towered over the freighters docked on either side. Their shoulder cannons and ranks of missile pods cut jagged silhouettes against the amber glow of the Sidero night. The concrete pier shuddered under their tread.

This is overkill, Vellesen thought as she watched the Whip Hand close in. A single scout would have been enough to suppress the disturbance.

“We have to attack,” Vellesen radioed from the *Benthamite*.

“Too soon!” Aras, in the *Feral Correction* protested. “The field generator is still up.”

He was right. They weren’t ready, and they weren’t strong enough. There were five scout-class mechas in the group, standing low in the water, concealed in the shadows between freighters. They were fast, but their armament was no match for the approaching monsters.

Yet there was no more time.

“We can’t wait,” said Vellesen. “There’s going to be a massacre.”

The call to rise had worked too well. The dock and factory workers were rioting before the bunker that housed the Sidero’s primary coastal plant. The infiltration team had not taken down the generator. The force shields were still up around the plant and over the city’s western wall. There was no way in for the raid, and the people were going to burn. The knights and the titan could fire with impunity, incinerating thousands without fear of damaging the plant.

“Hit them from behind, then,” said Aras, his tone resigned, fatalist.

“Hard and fast.” Bathar, in the *Unbowing*, sounded more eager.

They waited until the *Rising Tide*, the mountain striding behind the two knights, had passed. Then the scouts jetted up from the freighters, a strobing burst of lasers striking at the targeting sensors on the skulls of the giants. The titan-class turned, triggering a cloud of missiles. Vellesen took the *Benthamite* high, rising above the

swarm. The *Feral Correction* took a direct hit. Its left leg blown off, it careened into a freighter, blowing up the ship's superstructure. Aras screamed into the radio, firing still.

The knights rounded on him. Their cannons pounded the freighter into slag.

The other scouts veered around around the giants. A concentrated blast of lasers took their toll on the one of the knights. Flames poured from its head, and its cannon fire went wild.

Seconds into the struggle, pillars of fire blasted down from the *Rising Tide's* back, and it lifted off, a monster of slow majesty.

Seconds, Vellesen thought. They would not last minutes.

Her radar pinged, registering a huge displacement to the west. She looked out over Sidero's bay, beyond the closed sea wall, to the turgid waves of the ocean. Something was smashing against the wall. Something that roared. A head loomed over the wall. Horned, reptilian, its jaws were almost as long as the *Benthamite*.

Vellesen changed the orientation of the scout's jets and flew toward the sea wall.

"What are you doing?" Bathar yelled.

"Rolling the dice," she answered. A gamble was better than the certainty of defeat. She passed over the guttering, sinking, fused ruins of the *Feral Correction* and the freighter. She left behind the power plant and the mob, tens of thousands strong, whose mood had changed from defiance to panic at the advance of the Whip Hand. She arced downward, electro-fists building up their charge. The *Benthamite* slammed into the sea wall's control bunker. Stone and iron exploded on impact. The gate's restraints collapsed with a rusted howl. The ten-metre-thick barrier in the centre of the wall began to descend.

"Are you insane?" Bathar's voice was hard with strain. Static from energy bursts broke up his transmission.

"Maybe," Vellesen said, but then the *Rising Tide* launched another massive swarm of rockets, dropping two more scouts, and she had no regrets. Insanity was the only option now.

The barrier was less than halfway down when the leviathan lunged over it. Vellesen lurched instinctively away from the beast, jerking the scout back in the wreckage of the bunker. The monster's forelimbs were a cluster of clawed tentacles. Its tail crackled with violet lightning. It was over a hundred metres long.

Behind it, more creatures followed. The bay heaved with scaled rage.

Warning sirens wailed across Sidero. The primary wall defences powered up.

Vellesen fired the *Benthamite's* jets once more and headed into the hell she had unleashed.

Sample Adventure Hooks:

1. *This adventure is about a rise from powerlessness to strength, and the choices that are made along the way. How far are the players willing to go? Do the means justify the ends? Or are the means an end in themselves?*

You were trained to pilot the mechas, but you asked too many questions, and when you were ordered to slaughter your own people, you refused. Now you languish in prison, hard labour or execution your only possible futures. Unless, that is, you and your fellow rebels manage to stage a breakout. Can you make it through the city to the mecha staging ground and hijack the machines? What are you willing to do to accomplish this goal? And once you are at the controls, are the mechas engines of vengeance or of revolution?

2. *In this scenario, realpolitik is triumphant, and morality is an irrelevance.*

Tensions rise between two adjoining city-states, but the army of a much larger conglomeration is closing in on their borders, planning to absorb them both. You have been sent as part of a show of force to the rival city. Your choice: negotiate an alliance with this power or smash it quickly and take over its resources before the foreign army arrives.

3. *Oh, you're tired of playing those squishable, contemptible humans? I can't blame you!*

You are the wrath of Levidas incarnate. You and your kin are coming to raze a defiling city to the ground. The inner fastness, though, is resisting to your attacks. How are you going to smash through that wall? There are ways of laying siege. But there are also internal pressures building up inside the keep that you might take advantage of. The enemy of your enemy might be your ally. But for how long?

Unique Setting Rule:

New Pilot Trait.

- **Loyal to the Tyrants:** When you are acting on the orders of one of the Tyrants of the City-States, you may gain Advantage on an action that oppresses or suppresses the common folk, or an action that is for the defense of your city state.



THE ABANDONED SPACE STATION

A Micro-Setting
by Dianna Gunn

Orbiting an uninhabitable planet in a remote solar system, this oddly placed space station is a mystery that lures in all who come near. Its technology is obviously advanced, well beyond anything else in known space, yet it has obviously been abandoned for thousands of years. There is no record of its existence anywhere, nor of any race powerful enough to create such a place. Only one thing is certain: those who uncover the secrets of this space station will gain incredible wealth.



But this space station is alive, and it's watching your every move.

Game Mechanics

This space station is a unique setting with several sealed off areas and a mind of its own. In order to access all areas of the station, including records of its history, characters are allowed to choose one of the following Traits:

- **Explosives Expertise** – Characters with this Trait may do an explosives test if they want to get through a sealed door. If they successfully roll a 5 or a 6 they successfully blow the door. The GM may choose to activate the station's internal defences at this point, forcing all characters in the area to do a saving test.
- **Hacking** – Hacking is a little more complicated. Characters with this Trait are allowed to do a hacking test any time they find a computer console or a sealed door. If characters roll a 5 they are able to do whatever they were trying to do, typically things like opening a sealed vault or accessing a section of the station's records. If they roll a 6 they can actually communicate with the living part of the station, accessing more of the records or learning how to do other things. If the character has an advantage they can also complete their original objective by getting a 4 but they still need to roll a 6 to actually communicate with the station.

The GM may choose to reveal a small amount of information after the first hacking test at a console and get the same character to do a second hacking test if they want to learn more.

Sealed Areas

Several key areas of the station are completely sealed off, including all rooms with direct access to the power system and multiple vaults.

- **The Research Vault** – This vault is attached to a laboratory. Equipment and materials still stored in the lab suggest that dangerous experiments were performed here but it is impossible to tell what without thoroughly hacking the system.
- **The Power Room** – At the core of the station sits the power room. Narrow metal paths lead up to and form a circle around a glowing blue creature whose body stretches from floor to ceiling. Tendrils stretch outward from its body and disappear into all corners of the room. This is the space station's power source, and it is also the space station's mind. All passages leading directly to the power room have been sealed at both ends, requiring players to do two hacking or explosives tests to reach it. A third hacking test must be done to access either of the consoles in this room.
- **Captain's Chambers** – This room contains the only console not connected to the rest of the station's computers, a personal record of the last captain who lived here. It is the most comprehensive record of what happened to the station's final crew. One hacking test must be done to access the terminal. The GM may decide to require a separate hacking test for each record.
- **Shuttle Bay 1** – Most of the shuttle bays are open, easily accessible, and completely abandoned. Shuttle bay 1, on the other hand, still contains a pair of almost finished shuttles. They are heavily armored and both contain experimental technologies. One has the smallest FTL drive you've ever seen and the other features a high quality cloaking device. Both experimental technologies are already finished, so if your characters can pass the associated hacking tests they can learn how to use them and maybe even transfer them to your own ship.

History

Characters can discover the history of the station by successfully hacking into any of the terminals. Some records—most notably what happened immediately before the station was abandoned—have been permanently deleted, but most can still be found. Characters who want to access this information must do a hacking test at one of the station's terminals. Each room has its own console. The power room has two.

- **Why the station was created** – The station originally served as both a remote research base and a planetary defense system for a species who lived on the planet below. Initial images show the planet as a beautiful blue globe very similar to Earth. Other space stations are also visible in early recordings but they are not as advanced as this one.
- **Who lived in the station** – Military officers ran the station but it was primarily inhabited by researchers and their families. Medical staff was also extensive. Records show that roughly 3,000 people lived on the station at any given time, with a steady population of 250-300 children.
- **The school** – Children who lived on this space station attended their daily classes here as well. The GM may decide to grant access to the school and its records, which contain a detailed history of the neighboring planet and its culture. It is entirely up to the GM how much your characters are able to learn about the planet from the school's records.
- **The research** – About half of the research done in the station has been destroyed but there are still records of several experiments designed to optimize food production in space. Some videos also show work on several specialized space shuttles, testing a variety of new weapons and stealth technology.
- **The politics** – Eventually the station was also used for political visits from dignitaries of other species. Several such visits are recorded. The last recorded diplomatic meeting ended with a gun battle breaking out in the main shuttle bay after someone attempted to assassinate the visiting politician. The GM may decide whether or not characters recognize any of the species involved.
- **The battles** – Three space battles are recorded on the station. All three end with the station firing its main cannon on one of the enemies' largest ships. The cannon takes several minutes to charge but vaporizes even the largest spaceship instantly.
- **Why the station was abandoned** – This piece of information is the most well hidden and can only be found on the power room consoles. New weapons for planetary invasion had been developed and were ready for immediate testing. An armored shuttle from one of the previous videos arrived to take the new weapons away but the power generator—which is only visible in this video and the earliest videos—starts pulsating at a terrifying speed. Several military officers run into the room but

the overload is complete before they reach the center, blinding the cameras with a flash of white light. When the light disappears there is nothing left in the room, and the entire station is empty as well, as if nothing ever lived there to begin with.

Only two recordings exist after this, showing an expedition looking for the people who disappeared. One shows the main group exploring the station and leaving without any idea what happened. The other shows a pair of soldiers breaking off from the group to communicate directly with the station's power source. This pair then hides the planetary invasion weapons in the research vault after it has been swept.

If the characters roll a 6 on the final hacking test the sentient part of the station will tell them it destroyed its own inhabitants to stop the planetary invasion technology from falling into the wrong hands. This tech is now hidden in the research vault.

Sample Adventure Hooks:

There are at least a hundred different ways you can play in this setting, but here are a couple of my favorite possibilities:

1. **Accidentally found by outlaws** – In this scenario the characters are a band of outlaws who have come to hide out in this abandoned system. Soon their scanners pick up the station, and not long after that they are inside, discovering the ancient treasures hidden here.

Characters can all unanimously decide to steal as much treasure and knowledge as they can get away with OR some can have doubts when they realize the station is very much alive. Or the GM can decide that the station won't let them near the tech at all. This can be a long game or a short one.

2. **Second expedition** – You are a crew of elite soldiers and researchers sent to secure and study an ancient space station with unique technology. Some people are already living on the station, but they have managed little beyond turning the power on. Your job is to unlock all the vaults and, perhaps more importantly, all the records of what happened here.





CALL INTO THE DEEP

A Micro-Setting
by Elizabeth Chaipraditkul

Possible Themes

Exploration, Eldritch Horror, Survival, Terror, Hope

Inspired By:

Attack on Titan, Pacific Rim, The Call of Cthulhu by HP Lovecraft

The Concept

The year is 3050 and the world is primarily flooded. Europe is covered in water leaving a small sliver of Germany and the rest of eastern Europe intact. South East Asia has all but disappeared and refugees flooded into China and Mongolia to create New Asia. All coastal states in America have disappeared and the corporations control their government rather than political parties. Africa has halved in size, but prospers due to a united government and healthy farmlands

In 3046, the waters trembled and frothed with violence. In the briny depths of the oceans lived creatures so twisted, so wretched, their names had been lost for eons. Someone called the Creatures from the Deep. Humanity is under siege.

Humanity's only hope now is the Aquatic Strike Force (ASF) – brave souls who don Robotic Platforms (RP) to battle the beasts and save what world is left. The Creatures refuse to negotiate and never take prisoners. One rises each year without rhyme or reason and in the meantime small creature called Spawnlings launch brutal attack on the shorelines. Their goal is the utter and total destruction of humanity by any means possible--and they are winning.

People who survive attacks by the Creatures have been driven mad. The few who manage to regain their sanity are given a very special gift - knowledge of a Creature's name. Speaking a Creature's name, through blasters mounted on the back of Knight Class RP, sends the beast back from whence it came.

Using this knowledge humanity as a chance at surviving... if it isn't too late already.

Setting Fluff:

We did it. We killed the world. It didn't even take that much, one drop of water to make the entire bucket overflow.

Corporations controlled more and more of our rights and we cared less and less about our fellow man. When humanity finally awoke from its slumber our world was flooded. No one could explain it really, flooding made sense, continents lost to the ocean - unfathomable.

We recovered, that is what humans do, but not without terrible loss. Entire countries disappeared, taken by the Deep, with no hope of reclamation for lifetimes to come.

Now, we live like a warm, watery image of past centuries. Countries with governments, infrastructure, children, grandparents, but everything linked to the Deep. The Deep is what we call the oceans now. When countries were overtaken, canals overflowed, sewers burst open we struggled to name all the bodies of water. At one point people just gave up and the Deep was born.



The Deep awoke in 3046. An entire NiteCorp drilling platform was swallowed by a tsunami off the coast of Other Albuquerque, New Mexico. People on the coast looked on in horror as the tsunami grew in size and rushed towards the shore. Water flooded onto the beach pulling up lamp posts, capsizing boats, but then stopped.

It wasn't a tsunami.

The scaled fin of a gargantuan beast wreathed in moonlight hung above the shore. Moments later on the outskirts of Sante Fe people awoke to the sound of a city being torn apart and thousands of voices screaming in terror. Families flooded into the streets to see a impenetrable mist hanging over Other Albuquerque. The terrible sounds of stone breaking, metal tearing, and teeth gnashing only subsided with sunrise.

In the days that followed the American government sent teams into the outskirts of Other Albuquerque to find a flooded city and with only handful of survivors.

The Creatures of the Deep

The Creatures of the Deep, as they came to be known, are merciless in their attacks. Since 3046, one Creature has awoken each year at different times and decimated a coastline. Humanity is frozen in fear, holding its breath until another Creature awakens and wreaks havoc on the world. More terrifying than the destruction they cause is the fact that each attack is calculated, precise, and efficient as if the Creatures know what they are doing.

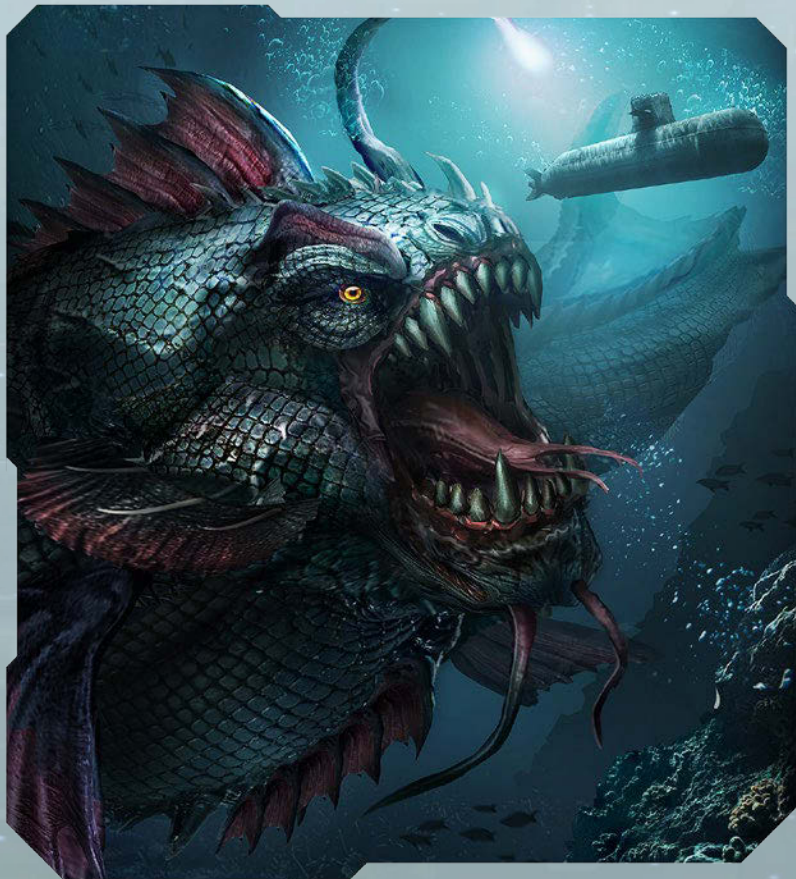
The few humans who survive an attack by the Creatures are shells of who they once were. Driven mad by the horrors they experienced, the victims are unable to escape the terror they have seen. They mutter unintelligible words to themselves, or sit in a catatonic state, psychologists have been unable to diagnose what exactly is wrong due to the multitude of symptoms they exhibit.

While waiting with bated breath for another creature to arise, humanity must also deal with Spawnlings. Only 30 ft. tall, these creatures are tiny compared to the Creatures. Some have menacing maws of teeth, others have arms of slashing corals, each beast is uniquely horrid. Like their larger counterparts these creatures are bent on destruction and wreaking havoc. Luckily, they are infantile and chaotic in their attacks, often even attacking one another like children playing at adulthood.

Slowly, the war for the world is being lost, but humanity still has hope.

The Aquatic Strike Force

The ASF is humanity's last hope against the terrible Creatures of the Deep. It has two main branches Defense and Exploration, both working with Robotic Platforms to fight against the Creatures of the Deep.



Defense teams, also known as Knights, work together controlling one gigantic robotic platform. Their main goal is to protect humanity and deal enough damage to the Creature of the Deep that the terrible beasts think twice before attacking. When they aren't fighting the Creatures, Knights patrol the coasts for Spawnlings keeping the coastal regions safe and preventing the beasts from heading inland. Defense jobs are dangerous and often frustrating. Working in ASF Defense means dedicating your life to perseverance and hope. To continue to fight, even if you know you are on the losing side of a battle.

Exploration teams, also known as Delvers, work in small groups. Each person dons their own light robotic platform and together they venture into the Deep. Their main objective is to discover slumbering Creatures and mark them with tracking devices for future study. If a Delver team manages to get to a Creature marking the slumbering beast is easy, the dart sliding into its skin without being detected. However, where there is a Creature there are Spawnlings. Forming small vicious schools, they look to devour any life they can find to grow strong enough to swim to the surface.

Sample Adventure Hooks:

1. *"The next Creature will awaken on the fifth of March, 3051 off the coast of Mongolia. We have seven months." The words ring through your ears as the room turns to your squad. The last ASF Knight Contingent died valiantly destroying the third Creature to arise and salvaging what was left of the coast of Chiang Mai, Thailand. Now it is down to you and only you. Save the world or die trying.*

Research the threat | Prepare the coast | Fight!

Through tracking seismic and Spawnling activity the Sudanese University department of Deep Studies has found a way to track when a Creature will awaken. It is your job to prepare the AFS for the next big attack. Find out what this creature is, how many Spawnlings it has, and take it down. Have you done everything you can do before it attacks? Is there a way to win this battle without the fight?

2. *You awoke from the nightmare six months ago. You saw your entire home destroyed, you looked into the eyes of the beast, and you were frozen in terror for three years. Every day you'd silently scream trapped in a motionless catatonic body, unable to contact the people around you. Every day you'd hear one more terrifying syllable of the creature's name. They say you've been given an amazing gift, you will save humanity. Why does this gift feel like a curse?*

Heal | Overcome your fears | Sacrifice

You are one of the survivors of the original attack on Other Albuquerque. Frozen in terror for three years you awoke to find the world amidst a great war against the Creatures who destroyed your home. Right away you were whisked into training with the other survivors. Through gruelling days of work in the RPs and trying to piece together your broken mind, you've seen other survivors break under the pressure. You can't. The Creature who destroyed your home is resurfacing. It will destroy another city. Speak its name and defeat it.

3. *Falling off the back of a Creator you are birthed into the watery depths of the ocean. At first your mind is filled with a blood rage, but it subsides and the flesh you consumed from other Spawnlings too weak to best you infuses you with knowledge. The humans were given the world, but they squandered it. A voice screaming in your mind drives you forward. "Find it! Find it!"*

Get Revenge | Destroy Everything | Find the Lexicon

In this Hook rather than playing a member of the AFS you play a Spawnling who is driven to the surface. Your kind will reclaim the earth from humanity, but there are rules - only one Creator may awake each year and the humans have learned that speaking a Creator's name sends it back into slumber. Find the Lexicon, created years before the Creator's slumber, find the true name of humanity, and end the fleshy creatures to protect the Creators!

4. *"Find it. Find it children. The Lexicon must be uncovered. Learn the true name of the fleshy and they will be undone. The Creators will do it. The Children will see it done. The time of the Creators has come." All at once, all around the world, the catatonic survivors of Creature attacks stood up and chanted in unison. A message by the creatures broadcasted so loud, anyone touched by them could hear it. Your team is tasked with finding this Lexicon before it is too late.*

Stop the Spawnlings | Stay the course | Find the Lexicon

Spawnling activity has been on the rise. They seem to be hurling themselves towards something inland in Africa. Your job - follow these beast or trap one and figure out where they are going. It sounds easy enough, but any RP operator knows these beasts are dangerous, vicious, and smart. You'll have to be smarter.



DEUS EX MONSTRUM

A Micro-Setting
by Joey Batts

Inspired By:

Primal Rage, Avatar, Transformers

The Concept

The concept of this setting stems from the age-old tale of an invading army meeting resistance from a relatively primitive native society. In this setting, a player will take on the role of a shaman of the people of Shay-Lah, a tribal and ritualistic culture (think the Mayans of Aztecs) under attack from an army of mecha known as The Legion. The Legion are a race of giant mecha, known as Legionaires (think Decepticons), that travel the galaxy seeking to bring order where they see chaos, by assimilating new worlds into their collective and bringing them and the inhabitants under control. To fight this group, the Shay-Lah people pray to their ancient gods, who then grant the shamans power to manifest their physical avatars (called Eidolons). Together, the shamans and their Eidolons fight to protect their free will and way of life from the great metal conquerors from the sky.

Setting Fluff:

“Every night, it is the same. Visions of the metal angels from the sky bringing subjugation rather than salvation plague the mind of the great prophet, Ixmata. They travel, from world to world, absorbing all life and leaving a shell of the planet that once was. Even now, their callous red eyes burn in his mind’s eye; burning ever brighter and they nearer to their next target.”

-Ixamata, Prophet of the Shay-La

Tzep was worried. As the newest acolyte to become a shaman, it was his responsibility to bring Ixmata his meals, and had grown accustomed to finding the prophet deep in thought. Today was different however.

Tzep usually found the prophet sitting in peaceful reverie, but now he sat shaking and coated in sweat. The very air around him seemed to quiver with burden and despair. Tzep dropped the plate as he rushed to the aid of the great Ixmata. “Master! Master, please wake up!” Suddenly, the eyes of Ixmata shot open as his hands grasped the wrist of Tzep with urgency. His eyes glowed with a deep blue as he gathered himself and spoke. “We must prepare, young one,” said the prophet. “They are coming.”

Tzep moved quickly but carefully through the thick jungle. He needed to hurry, but that did not mean he needed to be careless. His quest was too important to be set back by some sort of injury. The Shay-La had reacted as expected when they heard of Ixmata’s vision. For a while, any sort of discussion of a solution or any sort of

action was drowned out by cries of sorrow or disbelief. For years, the unbelievers had gained strength, and now it seemed that they might cause the people to turn away from the old man's words. Survival, however, proved to be a formidable motivator. If the prophet was to be believed, there was little the Shay-La could do to resist such conquerors. After much debate, it was left to the shamans to decide the fate of the people. With the direction of Ixmata, it was decided that the shamans would travel to the ancient temples of their gods to seek answers and guidance from those that once protected them. For that reason, Tzep had begun his journey. He too had struggled with belief in the past but, as he arrived in the large clearing containing the temple, those fears and doubts were silenced.

The great temple of loomed high in the sky above Tzep and he stood for a few moments in awe. The craftsmanship of his ancestors in some ways surpassed even that of today. He admired the fine stonework of the dark green steps leading up to the altar at the top. The image of Ixmata's face as he warned the young shaman shook Tzep from his admiration. Reminded of his purpose and with a new sense of urgency, he began the arduous climb up the great steps. The steps themselves told their own story. Carved into the stone were images of the history of the Shay-La. Images of the planet's creation, the construction of the first settlement of the Shay-La, even the great war against the warlord, Xoc adorned the steps. And each of these was accompanied by the ancient gods of the Shay-La; always there watching and protecting their people. Now, more than ever it seemed to Tzep, they were needed again.

The altar itself was surprisingly plain to the eyes of Tzep. The simple stone slab was supported by two small columns, also of stone. Atop the altar sat a small wooden bowl, painted green and gold, accompanied by a simple dagger. Tzep knelt before the altar and drew a deep breath as he raised the dagger to his hand. His jaw firmly set, he did not so much as flinch as he ran the blade across his palm. He fervently prayed aloud to the gods, asking for their help and guidance to push back the encroaching enemy. Any help, he proclaimed to them, would be enough to save his people; THEIR people. He let the blood run down his hand and into the bowl and spoke, "I offer you of my own essence. I do this, to show that we are one in purpose. Show me the way. Let me be your instrument so that the Shay-La might survive the coming darkness." Tzep was answered only with silence. He continued to kneel and focused on his meditation as he had been taught. He waited, quiet and alone for what seemed half a day. He felt himself begin to drift into sleep before being buffeted awake by what must have been a gust of wind. The shaking continued as heard the voice. "You, who would protect



this people. You have come seeking my aid, and it shall be given.” He opened his eyes and looked around. It was then he realized that it was not the wind, but the temple itself that shook him. The grand edifice shook and swayed beneath his feet and he quickly began to escape back down the steps of the temple.

As he reached the ground again, the top of the temple began to crack and crumble as a large figure began to rise. Tzep stood dumbfounded as he watched the figure begin to take a clearer form. He marveled at the glistening green scales, and the powerful golden wings that unfolded. Tzep knew the stories, and was trained in the ways of the gods as a shaman, but even he found it difficult to believe that there above him, hovered Perechu the Great Winged Serpent. His prayers had been answered, his sacrifice accepted, and now an actual god was before him. Without warning, Tzep felt his body wracked with pain as he was lifted off the ground and felt a shock through his entire being. For a moment, he panicked. But soon the pain flowed away as he felt strange new sensations; as he felt new limbs and muscles that were not his own. He felt the wind flow through his wings, felt the strength in his arms and powerful tail. THIS is what he would use to save his people and his world. Where there had been fear and uncertainty, there was a new feeling in his heart; a new strength and power. Now, there was hope.

Sample Adventure Hooks:

1. *Some players might want to branch out from just one world. After all, this is Tiny Galaxies, not Tiny Planets. Feel free to explore new worlds and find others who are in need of your help.*

We were successful in staving off The Legion for now but they’ll be back. For now, they continue their mission. At the same time, they search for greater strength and power of their own. The gods have shown the prophet the plight of those on other worlds and with the power of the eidolon of Balux, allowed the shamans the ability to reach these new planets and bring hope and peace their people as well. The journey will be long and fraught with peril, but we will continue to fight the forces of The Legion wherever they go and be a force for good amongst all worlds.

2. *At times, it’s fun to just have a giant monster smackdown. In this scenario, we go back farther in the past of the Shay-La to a time of unrest and civil war.*

The armies of the warlord, Xoc, continue to sweep across, laying waste and breeding fear and despair wherever they are, using the power of their dark and destructive Eidolons. The forces of light

and all freedom loving people to seek out the power of their own Eidolons, and push back the darkness.

3. *If you like the fluff behind the setting, but are looking for a more sci-fi feel, then feel free to advance the timeline a bit.*

The prophet told us to be ready, but his cries fell on deaf ears. Now, we pay for our hubris. When the Legion arrived, we were wholly unprepared and were forced to watch in horror as they began to conquer our beloved world. Few scattered strongholds of freemen remain as giant structures of metal loom in the sky and even the ground begins to give way to steel. We pray to our gods with all our strength but it seems our cries fall on deaf ears. As the planet falls more to the call of the dead, cold metal of The Legion, the power the gods' power wanes. But if we can rally, and lose ourselves to a greater purpose, perhaps that power will be enough to save what's left.

Unique Setting Rule:

- Pilot Traits may be taken by Kaiju in this setting. You might need to change the name or feel a bit, but the Shamans can impart bits of their own personalities to the Kaiju they control.





LITTLE GIANTS

A Micro-Setting
by John Kennedy

Possible Themes

Little Heroes, Good Guys, Fun Park Antics, Standing Tall

Inspired By:

Smurfs, Pacific Rim, Samurai Pizza Cats

The Concept

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Bob Johansson's Funland has been a family favorite for a quick getaway for fun and amusement. Known for its Thunderfalls roller coaster and its massive Pride of the Heartland Ferris wheel have led to many memories and joy for families looking to enjoy simple fun. Though the park is meant to make people big or small as happy as can be, few know of the even tinier feet that scamper around the park at night and only they know what problems the park has been facing as of late.

The Weedlekin have lived in Funland for as long as they can remember. Only 6 inches tall, they used to spend their days scavenging for whatever food is thrown away by the crowds and helped keep the rides going by performing maintenance that the park's mechanic, Lee Hoggle, misses on his inspections. The Weedlekin are amazing inventors, and this skill was put to the test when the Worries came back.

Old enemies, long defeated by the Weedlekin's ancestors, have returned and allied against them. The Worries were named by Hoggle's father, who once wrote that the park had "more Worries than he could handle!" The Ratking and his militia of soldiers began terrorizing the food places on the thoroughfare, while the sinister former employee of the park known only as the Maestro of Puppets released his Mannequin army to attack attendees.

Realizing that if the park closes they will have no where else to go, Grandpa Kettle and Mama Toesy have unlocked the hidden vaults containing the Weedlekin's greatest weapon: the Giants! Standing at a monumental 6 feet tall, the Giants were created by the lost arts of Miracle Science and stand ready to save the fun for everyone!

Setting Fluff:

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"Beady! Do you have the fuel?" The two Weedlekin, their orange skin barely visible in the dim light beneath the bleachers, ran as fast as their feet would carry them. The sound of drums and trumpets rang out through the air, though it was not the usual sounds that

rang out through the arena. These were not the sounds of the tractor pull or the horse races, but were instead the imperial call to battle the Ratking and his generals used when they were on the attack.

Beady's hands were carrying the container of Wonder, the fuel that the Weedlekin used to power their Miracle Science. The fuel was the equivalent of 5 thimble fulls, and could keep a Giant working for an entire day or keep their city powered for a month! The Wonder was the most precious thing in the world to the Weedlekin, a fact that the Ratking hoped to exploit. It had taken Beady and Neddle several days to gather this much Wonder together. If Beady had only worked faster they might have avoided being detected by the Ratter scouts.

"Run! Now!" Beady led her cousin along familiar routes until they emerged outside of one of the Cotton Candy stands. The park had closed, which meant they could run the streets and take the fast way to their home. It was a good plan, but before they could reach the Merry Go Round, a massive creature broke out of the pavement. Its fist looked to be a monstrous amalgamation of a rat's paw, but the creature that pulled itself out looked like a dinosaur and a rat had been fused together.

Beady prayed for a miracle, and her prayers were answered when a massive mech made of repurposed steel and aluminum cans jumped down from a rooftop and landed with a loud clatter. Drawing twin swords from its back, the Giant looked at Beady and then at the Rodenhulk before it. Beady raised her hands in jubilation as the Giant launched forward into battle.

"Go, Giant, go! Kick his butt!"

The Very Fun Land of Funland***

Funland is an amusement park on the outskirts of Atlanta. Though not as big or as lavish as other amusement parks, the park has been around for over 50 years, and the park features state of the art attractions and dozens of carnival games, food stands, and sights to entertain the family. It is also the battleground for one of the fiercest wars on the planet, but it's not a war that is being fought between humans, but rather by the most unexpected sort of creatures possible.

The Weedlekin came to the park not long after it opened, and they do not remember where they came from other than the mythical "Far Away Land." The Weedlekin came and established the Kingdom, where they have tried to live in peace and harmony with the humans who frequent the park. The Weedlekin stay in the park because it produces a wonderful but rare substance known only as Wonder.

Wonder, found as tiny shards that when packed into a jar turn into a thick liquid, is a powerful energy source that is capable of giving life to the most bizarre and powerful machines. Using Wonder, the Weedlekin have been able to power the Kingdom as well as their great machines.

Though problems have surfaced over the years, the Weedlekin have managed to keep themselves hidden and safe for decades. Protecting themselves with their Miracle Science, they have managed to defeat threats such as the Mad Gremlin or the Krimson Kockroaches. Under their leader, Grandpa Kettle and Mama Toesy, they were looking forward to continued peace and quiet. But it was not to be.

Lately, the park has seen less and less visitors, and Wonder has started to dry up across the park. Enemies, old and new, have made alliances and begun to spread out across Funland, sabotaging rides and in some cases attacking the Tall Folk. Grandpa Kettle has ordered that the Weedlekin begin construction of a new generation of Giants. The Weedlekin will fight to keep their homeland free and work to keep the Wonder free from the hands of those who would use it for evil.

Who are the Weedlekin and the Tall Folk?

The Weedlekin may sometimes appear bizarre to outside observers, but that is because they are set in their ways and claim to know the best ways to solve any problems and that sometimes you need a change in perspective to see the whole picture. The Weedlekin are brilliant and eccentric people who seek only to help protect their families and make sure they are kept safe and well fed.

The park goers, known simply as the Tall Folk to the diminutive Weedlekin, are one of the biggest threats to the Weedlekin but simultaneously are vitally important to them. The Tall Folk come and enjoy the park, and in doing so cause Wonder to be created from their positive emotions. The Tall Folk are also responsible for food being brought into the park, and the great feasts made up of funnel cakes and hot dogs are only possible by clever Weedlekin stealing away food or tapping into soda machines to provide themselves something to drink.

The Tall Folk do not think anything is amiss in the park, and that is due to the vigilance of Mama Toesy. She has managed to keep the Weedlekin's existence a secret, but she knows that is an almost impossible task with the threats they are facing. When a Giant or a monstrous Rodenhulk is spotted in the park she floods social media (thanks to a captured smart phone she has managed to hack) with reports of cosplayers and paid performers putting on a show for

everyone. She knows this ruse will not work forever, but so far it has helped them hide the true reason a rampaging multi-armed puppet armed with rocket launchers was stopped by their Giants.

Recently the park has come on to hard times. Fewer and fewer families are vacationing at the park, and some rides have either stopped working or keep experiencing severe glitches. The Ratking, a malevolent leader who has brought the many warring clans of rats such as the Nub Tails and the Wire Cutters together, is now creating larger and more devastating creatures to send at the Weedlekin thanks to his mastery of alchemy. The dreaded Maestro of Puppets, a shadowy figure whose sinister Mannequins and puppets attempt to harm park goers with their increasingly lethal pranks, has claimed the Funhouse for himself, and has already hurt several Tall Folk. If they are not stopped, the park may close for good, and that means no more Wonder, which means no more Weedlekin.

Sample Adventure Hooks:

Each one of these hooks have the same goals: To make the player characters central to the unfolding story, to create a vehicle for interpersonal drama and mystery, and to reinforce the themes of the setting, be they adventure, horror, politics or some mix of the three. The secondary goal is to challenge the players to make difficult choices.



1. *Ace Runner, one of the best Weedlekin pilots of our age, has gone missing. No one knows where he has disappeared too, except that an Envoy of the Ratking has appeared claiming to have captured Ace and is holding him prisoner. The Envoy is lying, and is using the news of his disappearance to gain an advantage over gaining the Kingdom's last supplies of Wonder for the Ratkings army.*

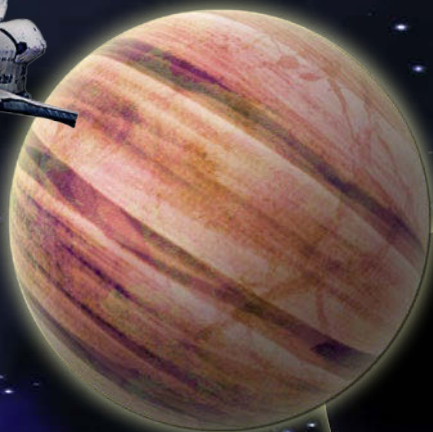
Ace has gone missing! Ace was piloting his Giant, the Saulsberry Shake, on the outer edge of the park when all contact was lost with him. It's not like him to go so long without talking to us, and to make things worse, the Ratking's Envoy is here claiming they have the remains of the Saulsberry Shake and are willing to return Ace to us. Can you talk to the Envoy and discover what is really going on here?

2. *The Kingdom has a new visitor in the form of a lost child! In this scenario, the Weedlekin must deal with taking care of a baby whose strength and size are almost more than they can handle. The child might be used as an infinite source of Wonder, which is why the Maestro is so intent upon kidnapping him. The Weedlekin need to return the child to his parents as soon (and as safely) as possible.*

Yeah, you hear it too? Well, we've got a big problem on our hands! We had a pair of Giants steal something important from the Maestro the other day, but it turns out his "Infinite Wonder Generator" was really this Tall Folk kid named Eddie! We've been trying to find his parents but he won't stop crying, or eating things, or picking us up and treating us like toys. Help us find his parents and you'll get the gratitude of every Weedlekin in this place!

3. *Parts have gone missing across Funland, and rides are starting to break down. Spanner is at his wits end trying to find the cause of it when a massive power outage strikes the far end of the park. The rest of the Kingdom is full of rumor that a Giant of strange make (And bearing the standard of the Ratking) is terrorizing the park goers. Could the Ratking and his army figured out the secret of making Giants?*

It's impossible! Only we know how to use the Miracle Science properly! But there it was, plain as day, a certified Giant with enough weaponry to burn down a trailer park and tear apart an army of Tall Folk. We have to figure out where this Giant came from and if it is the Ratking's doing, how he figured out how to make it work! If we don't, then the Ratking's gonna run us out of town, and he's going to keep on making those horrible things!



MECHA AND MONOLITHS

A Micro-Setting
by John Kennedy

Possible Themes

Religion, Ancient Empires, Magic and Mechanical Fusion

Inspired By:

Ancient Egypt, The Mummy, Wargods of Aegyptus, Mummies Alive

The Concept

It is the fifth year after Ra, King of the Gods and Champion of the Gods, fell in battle with the great serpent monster Apophis. Ra, whose great Sun Barge kept the lands of Aegypt safe and held back the monsters of the Black Desert Pit, stood as the great defender and ruler of the Aeons and under his guidance the land prospered. Though monsters from the Pit emerged to terrorize mankind and drag them screaming into Duat, or the Underworld, he taught the Gods how to build otherworldly devices that tamed the Great River and brought peace. Each God ruled from their Temple City, and though conflicts were fought from time to time between them, the people knew that Ra would bring his children to peace and keep them safe.

Now Ra is gone, and the Quarrels have begun. Ra's last command to his children before he left was that the Gods would not war with each other in his absence, but he did not say that mankind could not fight on their patron's behalf. While Osiris and his son Horus tried to keep the peace between the Gods, one by one they began to seize more territory for their Temple Cities and began to fight over resources. With the failing of the Monuments the Great River is drying up, the rains do not come as they used too, and the land shakes and cracks under the unrelenting hot sun.

Set and Horus now war openly, and Sekhmet has begun a crusade to purge the land of those who break the laws of Ma'at. Osiris, who was resurrected after his battle with Set, is ailing and his wife Isis struggles to keep their city of Abydos from collapsing into anarchy. Meanwhile more monsters rise from the Black Desert Pit, and strange Monoliths have appeared to pillage and destroy the land. A strange fusion of beast and technology, they fight alongside the Amunkin and if the Gods do not put aside their petty squabbles it may be too late to save Aegypt.

Setting Fluff:

"Djekat! You have returned! But you return alone?" The vizier greeted the young noble as he returned to the temple. The noble looked tired, and his clothes were stained from traveling on the roads between Khem and Wadjos.

“Yes, Gnaedus, I return alone.” Djekat’s voice betrayed the fury that seethed inside of him. “The priesthood of Hathor and Thoth have promised to send their Monoliths to aid our city, but I fear their messengers will not make it back to their cities in time. Meanwhile, Abydos refused to send any aid, and Set’s followers said they would enjoy defending our city.” The noble threw his traveling cloak to the side of the grand hallway inside the temple to Anubis. “They would enjoy defending it once the Amunkin had devoured our souls!”

Before he could continue talking, a great shaking brought many acolytes in the temple to their knees, and Gnaedus’ eyes grew wide with fear. “Then, the monster? It still approaches? What shall we do?”

Placing his hands at the feet of the jet black statue of Anubis, the doorway behind the statue unsealed and revealed a walk way towards a massive machine over 1000 feet tall. It was surrounded by walls of glowing glyphs and flickering lights, and as Djekat approached a hatchway opened in its chest. Sensing its master, the Monolith lowered its hand to the ground, allowing Djekat to leap onto its outstretched palm. Lifting him up to the cockpit in its chest, Djekat sat in the command throne that felt as natural to him as his bed.

“Now? We show that multiheaded monstrosity to fear our God.”

The temple roof opened, and as the cockpit on the Monolith sealed around him Djekat placed the helmet shaped like the visage of Anubis on his head. Soon he felt like he was a giant, and stepping out of the temple seemed as simple to him as stepping over a toy house. In the distance he saw the Amunkind approach the city. Its great bulk slithered on the ground like a serpent and he could see numerous buildings and animal skeletons had fused to its side as it slithered along. The Amunkind’s three heads, each baring the skeletal face of a lion, roared a challenge to him as it approached.

Crossing his arms in front of him, twin golden blades emerged from the Monolith’s forearms and the great machine assumed a battle stance. With a great battle cry, the Monolith of Anubis charged into battle.

The Wonder of Aegypt

Aegypt is a land of wonder, where cities of stone and clay meet metal pillars and great lights running along the city streets. Though most Aegyptians live simply, those fortunate enough to live in a Temple City with resources enjoy the wonders of indoor plumbing, electrical lighting, and walls with defenses to keep enemies away.

In the Golden Age of Ra, each city enjoyed these simple things and prospered, and great statues and monuments to Ra's legacy and the pharaohs of the city were constructed to last forever.

With the loss of Ra, and the scattering of his priesthood and engineers after his final battle with Apophis, the cities have begun to crumble. The Monuments, the life giving technology constructed by Ra and used to maintain the land, have begun to fail and few know how to preserve them. The Temple Cities have begun cannibalizing outlying towns and outposts for the parts needed to keep themselves functioning, and with the diminishing harvests and decreasing Great River the Gods have ordered their followers to do whatever it takes to keep their cities strong.

The Black Desert Pit is a mystery that troubles the land, a few know what caused it. Centuries ago a rift formed in the center of Aegypt that turned the sand black as night and a strange cold overtook the land as great valleys and chasms split the landscape. Those who travel in the Pit feel as if eyes are upon them, and strange ruins dot the landscape. It is said that once Apophis had a city here, and that its destruction heralded the creation of the Amunkin. If a city still stands in the center of the Pit, it has kept itself hidden, and only the strange Hierarchs of Apophis can safely travel the land and keep the Amunkin at bay. Rumors that Monoliths have emerged from the land defy belief, but it seems everyone in Aegypt knows at least one person who has claimed to have seen the machines with their own eyes.

Who are the Pilots and Priests?

Though each city has a pharaoh that oversees the affairs of the city, each Temple City is ruled by a God. Literally.

Though most Gods cannot set foot on Aegypt anymore, their voices are heard by the priesthoods that make sure they are properly worshipped and their needs met. Led by a Hierophant, the priesthoods have power equal to the pharaoh, and dominate life for most Aegyptians. Some priesthoods are fair and generous to their followers, and make sure that all their needs are met. Some, like the priesthood of Set, constantly test their followers and urge them to go to war in his name, so that he may conquer his siblings and become the new ruler of the Aeons. Others, like the priesthood of Thoth, teach their priests to understand the world around them and go out into the world to teach those around them. In Abydos Osiris and Isis still walk among their people, but Osiris' failing health has meant he has left the day to day running of his kingdom to his wife, and Isis has spent much of her time in seclusion trying to find a cure for her husband's ailments.

It is the priesthods that are responsible for finding those capable of becoming engineers to maintain the city and the strange technology that keeps it running. The priesthood is also responsible for finding the pilots of the Monoliths.

Each Monolith takes years to build, and the resources required to keep them running are considerable. Their difficulty to control combined with their rarity means that a pilot must be not only loyal to the Temple City but also capable of defending it. A Monolith that falls in its first battle is seen as a bad omen for the city, and a city that loses its pilots becomes easy prey for its neighbors who either try to conquer the city and bring it under their God's control or offer to keep it safe at the cost of extremely one-sided trade deals that leave the city barren and in decline.



The pilots of the Monoliths are famous throughout their Temple City, and are viewed upon as figures of legend. For some, it does not matter if the pilot is a good person or bad, but that they were strong enough to survive the bonding process with their Monolith. Monoliths are taxing to pilot and incredibly rare, so a pilot who has proven their skill quickly develops a legend around themselves. Maatensenu, the great Onyx Lion of Sekhmet, has been harsh in her judgments and in doling out consequences for breaking the laws of Ma'at, but her followers will live or die for her and she wants for little in life, though she asks for little.

Though the land is in turmoil, there is hope for Aegypt. Great alliances have formed between several Temple Cities, and the Upper Kingdom Alliance and the Great Bay Coalition have become major forces to contend with. Though some Gods, like Set and Horus, have managed to stay out of these alliances and their territories have prospered, other cities have begun to consider the merits of these alliances. The spread of the Black Desert Pit and the increase in Amunkin attacks has devastated Aegypt, and many Gods have ordered their followers to seek allies to help them survive.

Sample Adventure Hooks:

Each one of these hooks have the same goals: To make the player characters central to the unfolding story, to create a vehicle for interpersonal drama and mystery, and to reinforce the themes of the setting, be they adventure, horror, politics or some mix of the three. The secondary goal is to challenge the players to make difficult choices.

1. *The Upper Kingdom Alliance, where the Temple Cities of Markath, Rrun, and Sebjetiker, has been working to expand their influence and bring other cities together to form a coalition to stop the predations of Set's legions and restore order in Aegypt. But the convoy containing dignitaries from a recent summit have gone missing near the Phoenix Oasis, and travelers report a massive Amunkin made of fire is terrorizing the area. Representatives of several Temple Cities have been asked to aid in the search.*

I am Arket, the Voice of the Upper Kingdom Alliance. I have invited you here because we are in desperate need of pilots such as you. Our most esteemed dignitaries have disappeared after returning from a conference, and they were working to help restore order to Aegypt. When we sent scouts to find where they may have disappeared, most did not return save for one who reported a shrieking monster made of otherworldly fire was flying across the desert, destroying everything in sight. Can you please help us? The peace in our land

is fragile, and we need brave warriors to defeat the monster and find out what happened!

- 2. Pesdjos has been devastated, and the priesthood of Wepawet is in shambles after their Monolith was destroyed by a strange Amunkin made of indestructible glass. The city struggles to rebuild its defenses but the pilots must choose whether they can save the city from destruction or seek to take advantage from the elimination of the rival. The priesthood of Wepawet was rumored to be working on a new kind of Monolith, and the temptation of seizing the information in their sacral vaults is too tempting to pass up.*

Greetings, Monolith pilots. As you may have heard, the rumors that Pesdjos was destroyed are true. The creature that destroyed their Monolith and razed their temple still lurks near the city, but even more troubling are the reports that Set's legions march towards the city. Our information is scarce, but the engineers of Wepawet were close to developing a new kind of Monolith, and we must not let that fall into Set's hands! Your orders are to seize the technology from the ruins of the city. If you must choose between saving the people, or returning with the technology, I hope you make the choice that will benefit Aegypt more.

- 3. The Monoliths are shutting down. Powered by the Faith generators of their Temples, the machines should be capable of running as long as they are properly supplied but something has happened. A strange fog roams across the land that drains power from the Monoliths, and a pack of Amunkin hunt the Monoliths hungrily as they seek to take advantage of the situation. The fog comes from the abandoned research lab near the Black Desert Pit, a place where the fog is at its thickest and several Monoliths have lost power and been destroyed.*

I wish we had more information for you, but the facts are clear: the Monoliths are losing power. Reports that Monoliths shut down or are unable to activate have spread fear and terror through the people of Aegypt. The only information we have for you is that an old research station built by Ra's followers is emitting a thick fog that blankets the land, and the longer a Monolith is exposed to it, the weaker it becomes. We need brave pilots willing to brave the danger and shut down this station before a horde of monsters emerge and find Aegypt is undefended!



THE AIR CAVALRY vs. THE METAL MENACE

A Micro-Setting
by Jonathan M Thompson

Micro setting by Jonathan M. Thompson, based off the Pulp Fantastic Role Playing Game currently published by Battlefield Press International. Used in this work with permission.

Inspired By:

The Pulp Fantastic RPG / Fantastic Universe setting published by Battlefield Press International, Sky Captain and the World of Tomorrow, The Rocketeer

Setting Material:

Spring 1938. It is a time when the golden age of science is making its way to the top of nature. It is Earth, but not as you remember it. It is full of airships and flying men, and colorful characters trying their best to protect you from the evil in the world. This is the year of the World Technology Conference, being held in New York City.

This year the world Technology Conference is discussing the use of alternate power sources, mostly things like solar and electric for various devices. It is the hope that the worlds powers will adopt these new technologies and the need for another war will be a thing of the past. Their Master of Ceremonies is the head of the Flying Cavalry's engineering and scientific division, Dexter Nunley, he is also present to show off his own new device, a new light based anti-aircraft weapon, the only one of its kind in existence in the world.

In the wake of the United States embargo of helium and oil to the Axis Powers, Germany decided to make the United States pay, so he called his loyal scientific advisers Doctor Imhotep to show the might of the new German war machine. The Metallriesen, his answer to the destructive power of the New World.

Germany will use large bombers to drop the Metallriesen onto an unsuspecting population of New York City during the World Technology Conference, the gathering of the most intelligent people in the free world, plus several people there to archive the event – historians, reporters, and librarians.

The Metal Menace will drop together as much as possible from a high altitude and parachutes to keep the bombers from being shot down by anti-aircraft fire. Dexter Nunley and his new anti-aircraft weapon is the target of Imhotep's Metallriesen.

What are the Metallriesen?

The Fuhrer stood in the small room connected to the hanger, and was marveled at the amazing thirty-foot-tall metal men. "I see my investment in you has paid off Herr Doktor," He said, looking at Imhotep, who managed to have a bemused and proud expression on

his face. "Yes, Mein Führer, we have succeeded beyond belief. The alien metal has allowed me to create these machines, that resemble the perfect men. They are perfect, they are our Metallriesen! With these we shall conquer the world for the master race.

In the wake of the Second Martian War, Germany ended up with some fragments of the alien war machines. They were able to spend time working on reverse engineering the machines, and combined with German engineering, they were able to create the ultimate war machine. In the end through the genius of Doctor Imhotep, they had created a new metal, with a new mechanical brain. This new machine could be told what to do, and follow its orders to the letter. Even better, the Fuhrer is letting Doctor Emil Imhotep take all the credit, keeping Germany out of any of the news about the new metal men from the public, until the very last minute. These new type of soldier allows the orders to be carried out without harming or capturing any of the Fatherlands own soldiers, in case something goes wrong. However, all of this is done without the world knowing that Germany is actually sponsoring Doctor Imhotep and his Metal Men. However, none of this would have been possible without the salvaging of the Martian War Machines by Doctor Imhotep and his crew.

Where are the Metallriesen headquartered?

The Metallriesen are placed on an island named Gewicht, in the Atlantic Ocean somewhere off the coast of France. A giant underground hanger was designed to house them; it is under the guise of a construction facility for the Graf Zeppelin Corporation. In this underground bunker is where Doctor Emil Imhotep builds his Metal Men, and where he trains his engineers to program the machines to act on their own. This bunker is designed to prevent the best of surveillance from determining what is there, as far as anyone knows it is just there to produce air ships for commercial air travel. The perfect cover, as far as anyone else is concerned.

This is a big step for the Fatherland, as they are determined to bring the world to its knees, and this they think is the best way. Little tests like this for Doctor Imhotep, without the direct involvement of the Fatherland, is the best way for him to test the power of his new Metallriesen.

Who are the Air Cavalry?

Baron Ace Franklin was born too late to fight in the Great War but the sky was in his blood. His father was a pilot of the Great War, an ace with thirty-eight German kills under his silk scarf. Raised in a traveling barnstormer show, Ace lived among planes and pilots from the day he could walk. It was the life he knew, the life he



THE CHARTER OF 1933

Charles Lindbergh was not the only one to recognize the value of a free air force independent of national politics and able to work in areas where official presence was forbidden. In the spring of 1933, and after months of work by the Cavalry's best political minds (and careful work by agents of the Invisible College); the civilized nations of Italy, America, Russia and Great Britain signed a secret charter with the Air Cavalry.

Patterned after colonial Letters of Marque, the charter established a protocol for allowing Air Cavalry planes and personnel to cross the airspace of the participating countries, to make use of certain military airbases and to act - in certain ways - almost as an independent country. In turn, Baron Ace Franklin swore that his people would never attack any of the participating members, would follow the honorable customs of warfare and would come to the aid of embattled nations and peoples the world over. It was an ambitious promise but the Air Cavalry remains steadfast in its dedication to these ideals.

The Charter was the final piece needed to bring the Air Cavalry into the world as a force for good.

loved, and Ace might have been content to live as a star of the barnstorming circuit but the Tri-State tornado of 1925 changed all that.

In its earliest years, the Air Cavalry was a show, famous war battles - including the final battle between the Red Baron and Captain Roy Brown - were re-enacted for the amusement of paying customers. Some of the pilots also flew mail, or private passengers from city to city in order to help pay for their expensive flying machines.

In 1925, the Air Cavalry flew to the rescue for the first time. On March 18th, the great Tri-State tornado to tore through Illinois, Missouri and Indiana, leaving hundreds dead and dozens of towns and cities in ruin. The Air Cavalry took to the skies

on a mission of mercy and battled the treachery of the Storm Riders, a group of criminals who followed the path of the tornado to steal and pillage those too weak to defend themselves.

Who is Dexter Nunley?

Dexter Nunley, is the head of the Flying Cavalry's Engineering and Scientific Division and also a brilliant polymath whose exceptional intelligence has allowed him to become both an expert linguist who speaks and reads a dozen languages and one of earth's greatest living mathematicians. He has always been fascinated both by astronomy and by the possibility of alien life and intelligence. Although he is a tireless and dedicated researcher, Dexter maintains an almost childlike sense of wonder and openly expresses his joy when he correctly solves a problem. He also has a taste for speculative fiction

and is regularly seen reading everything from old Jules Verne novels (in the original French) to the latest pulp magazines. Dexter is 29 years old, although he looks slightly younger, with reddish blonde hair and bright, cheerful blue eyes.

Further Adventures Versus the Metal Menace

In other adventures, a team can be sent to Doctor Imhotep's secret base to destroy the production facility, but be prepared for more metal men than they found in New York. Also, this is where they keep their supply of metal salvaged from the Martian War Machines, that had laid waste to much of Grover Mills, New Jersey earlier that year. It did not take a genius like Doctor Imhotep long to convert the alien material into something he could use.

Also, there are several places in the world that the machines could attack, for various reasons. London, Paris, Rome are all places of interest that could be beneficial to Doctor Imhotep and the Fuhrer. Also, there are rumors that Japan has gained some of the Martian metal, and are in the process of building their own Metal Men, as they are looking for a way to keep from relying on fossil fuels for their military machines.

Other adventures can be really anything, anywhere you want to have the metal men appear, the Flying Cavalry will be there to stop them. That is what the Charter of 1933 is for, for where there is a problem, they are there to fix it.

Unique Setting Rule:

New Pilot Trait

- **Air Cavalry Veteran:** You may grant a reroll to any ally. You must roleplay how you use your experience to add them and ensure their success.





THE GRAND PRIZE

A Micro-Setting
by Marie Brennan

Possible Themes

Ambition, Competition, Mad Science, Sabotage, Too Smart for Their Own Good, What Have We Wrought

Inspired By:

Big Hero 6, The Librarians “And the Rule of Three,” The A.I. Gang, Eureka, Real Genius

The Concept

In the real world, thousands of students enter robotics competitions and build things that used to be straight out of science fiction. When the day comes that bioengineering can be done in a suburban garage lab -- and you know it will -- we can expect to see similar efforts on the organic front.

And, well. Kids. They say competition is good for them... but sometimes it gets a little bit out of hand.

The micro-setting of “The Grand Prize” is intended for campaigns that juxtapose the nerdy charm of the high school science fair with gonzo, over-the-top mecha and monsters that no responsible parent would ever let their kid knock together in the backyard. Players who choose to approach it from the angle of teenaged entrants may be worrying their creations will fall apart before the judges make their rounds, scheming to annihilate the competition, or hoping to catch the eye of some college or corporation recruiter. Alternatively, they can play as adults: parents either shepherding or pushing their darling geniuses through the day, judges hoping not to get killed by this year’s entries, or those selfsame recruiters, sifting through dross to find the hidden gems.

Setting Fluff:

Do you have what it takes to win the Metzger-Patel Genius Prize?

This faceoff between the finalists from the Metzger Robotics Championship and the Patel Bioengineering Tournament brings together the brightest young minds from schools around the world. Millions of spectators tune in to watch the contests between robots and monsters, cheering for their favorites to win.

Every year, the prize gets bigger.

And so do the entries.

Are you smart enough -- and brave enough -- to put yourself and your creation in the ring?

Both the Metzger Robotics Championship and the Patel Bioengineering Tournament have a long and storied history. Inaugurated as a means of encouraging and identifying the best rising talents in their respective fields, both competitions can boast of Nobel Prize winners, corporate wunderkinds, and plain old mad scientists among their previous laureates.

When Anjale Metzger and Tahira Patel got married, they decided to join their competitions together as well. In addition to the original awards, they created the Metzger-Patel Genius Prize, awarded to the team of entrants whose creation -- be it organic or robotic -- won a grueling series of duels against all comers. This yearly event has rapidly become the most-watched program in existence . . . usually from the safe distance of a screen! The lure of the prize has spurred development to a degree even the founders themselves may not have expected. Fortunately, the revenue it brings in is more than adequate to pay for the damage to the hosting facilities.

This year marks the tenth anniversary of the Genius Prize. The public expects great things of the contestants -- and these kids are sure not to disappoint.

Rules of the Competition

1. Only one entry per Contestant Team. No more than six members of a Contestant Team (hereafter referred to as "Contestant"). All members must be at least twelve and no more than eighteen years of age at the beginning of the competition.
2. The Management of the Metzger-Patel Genius Prize is not liable for any damage sustained by organic or robotic creations (hereafter referred to as "the Entries") during competition. Management will make reasonable efforts to return all pieces of the Entries to the Contestants within twenty-four hours of the competition's end.
3. Contestants are not ordinarily liable for damage caused by the Entries during normal competition; however, any damage caused by Contestant negligence may be prosecuted according to local law, even if it occurs during competition.
4. Competition will proceed in three rounds. During the first round, a panel of judges will evaluate each Entry; different panels will judge the Metzger Robotics Championship and the Patel Bioengineering Tournament. The top eight Entries in each field will enter round two, where they will compete in a series of face-to-face contests against the other seven leading Entries in their field. This round will determine the victor for each separate competition, with the final decision being made by Dr. Anjale Metzger and Dr. Tahira Patel, respectively. In round

three, all surviving Entries from both competitions, excluding those too damaged to continue or be repaired in time, will face one another in a final tournament, the survivor of which will be deemed the victor, its creators (Contestant) winning the Genius Prize.

5. All decisions are final. Any attempt to dispute the verdicts of the judges may result in the summary destruction of the Contestant's Entry.
6. Any interference between Contestants, including but not limited to sabotage of others' Entries, may result in summary expulsion from the competition and destruction of the offender's Entry.

Sample Adventure Hooks:

All of the following hooks are designed to throw the PCs into the thick of things, whether as contestants or others involved in the competition. None of them are specific to one side of the competition or another; the "entries" referred to may be mecha, kaiju, or both.

1. *If you like being the scrappy underdogs who might just win through, take a look at this possibility. Characters in this scenario are on the same contestant team, working together to repair their entry's endless problems for a shot at the ultimate prize.*

Some of you wanted this. Some of you, your parents pushed you into it. Some of you knew it was your only chance at a future that involved more than calculating the parabola of the burger you're flipping or mentally redesigning the dog you're walking.

But you're in it now -- and you're in it to win. Even though your creation keeps breaking down. Even though you're not sure it'll stay one piece long enough for the first-round judges to look it over, much less show it at its best.

Even though you're increasingly suspicious that one of your competitors is out to sabotage your work.

And if you make it past all of that, you still have to put your creation in the ring against the best of the opposing side -- and they are a seriously scary bunch. Only one team will carry home the prize...

2. *Have you always dreamed of commanding an army of kaiju? Or mecha? Or better yet, both? This scenario can be played with teenaged PCs, but is also suitable for adult protagonists: parents, judges, or recruiters with the courage to step forward when it's necessary.*

Did Metzger and Patel know this was coming? Is that why they poured so much of their time, their energy, their fortunes, into these insane competitions? Have they spent decades preparing the world for this very moment?

Or is it just happy chance that at this very moment, there are dozens of powerful mecha and kaiju standing ready to defend humanity?

You can ponder those questions later. Maybe even ask Metzger and Patel -- assuming they survive. Assuming you survive. Right now, everybody has bigger things to worry about . . . like the fleet of alien spacecraft that just landed outside the city and demanded the planet's immediate surrender.

These kids are scared. You're scared, too. But if humanity is going to survive, somebody has to step forward and lead. Somebody has to turn this pack of science projects into an army.

It's time to take off the gloves and see just what these things are capable of.

3. *If you're a sucker for team-ups between unlikely heroes -- I know I am! -- then consider this hook, which relies on an alliance between competitors from different teams to save the day. The more motley your crew, the better!*

The tenth annual Genius Prize started off so well. I mean, nobody was betting on you to win. You'd be lucky to make it to the second round. But even if you didn't qualify for that elite group of eight, you might attract enough attention to at least guarantee yourself a good education, an exciting job. Really, for most of the competitors, that's the best they can hope for.

The worst . . .

The worst is half the entries running amok. The worst is giant robots and even more giant monsters smashing down the walls of the competition arena and rampaging through the city outside.

The worst is you and a handful of others being left amid the wreckage with a choice.

Do you go home? Or do you join forces, go out there and pit your creations against the rest, in a fight where there are no rules and nobody to pick up the pieces?

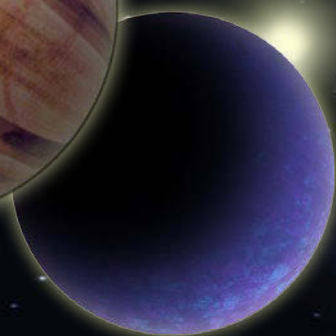
The fate of the city depends on you. Maybe even the fate of the world.

No pressure!

Unique Setting Rule:

New Pilot Trait or Kaiju Origin:

- **Past Champion:** You're here to defend your title, or reclaim it after you lost it. Once per session, you can reroll any role related to attempting to win the Cup!



THE TITAN WARS

A Micro-Setting
by Monjoni Osso

AD2269

150 years ago, the first interstellar colonies, the Homes, were built from resources mined throughout the solar system.

5 years ago, everything went to hell.

The war began with swarms of monsters obliterating outlying human space colonies. They acted independently, but as though guided by a single monstrous will. For weeks, there was nothing to even describe them, only the broken audio of dire warnings cast from the edges of the solar system.

The response from Earth was wholly unequal to the task. The first footage revealed massive beasts, ranging in size from dozens to hundreds of feet tall, propelling themselves through space through unknown and unidentified means. The rag-tag Home Defense Navy, the largest military force past the asteroid belt, was wiped out in a 3 week running battle. Plasma burst cannons, atomic warhead barrages, and heavy laser fire seemed to do little more than slow the monsters down. The last transmission from the Home Defense Navy was short, featuring the bandaged and bloody figure of the heroic Admiral Leonidas. His last message was a warning, and a name. "We can't stop them. They're coming for Earth. Beware the Titans."

As humanity prepared itself for a fight it couldn't win, unexpected good news arrived. The rampage of the newly-titled Titanomachy stopped at the edge of the asteroid belt. This gave mankind the opening it needed. With traditional weaponry proving ineffective, Old Earth and the Homes created the Sol Defense League, the first interstellar human alliance. The new organization had one directive: research, develop, and deploy new weaponry against the Titanomachy. In three years, they had an answer: the Zeus Platforms.

Each Zeus model is a massive, humanoid fighting machine equipped with the powerful Thunderbolt weapons system. They are the last, best hope for humankind.

The Homes, Mars, and the Future of Humanity

The Homes are free-orbiting stellar communities of humans, totally self-sufficient and able to generate their own resources. As Old Earth became too small to hold the growing human population, the stars became the answer. Mass migration to space became not only feasible, but the only way to save the Earth and the human race.

The Home complex is a long, cylindrical space station set to orbit the Sun at the same rate of Earth, completing a rotation in 365 days. They are flanked on each end by massive solar panels, which can be closed to simulate an Earth-like day and night cycle. A Home system can house nearly 50 million people in a 20-mile long living space, with zones for farming, industry, residences, and businesses.

Each Home, after its construction, is assigned a number. The first Home was later christened New Athens by its residents; and so each Home now has a tradition of bearing a name in addition to its numerical designator. Other examples are Home IV “Neo Sparta”, Home XXIII “Parthenon Revival”, and Home XVI “Olympia”.

Homes are built from resources mined from Mars, the asteroid belt, and the worlds of the solar system. Before the invasion of the Titanomachy, there were 400 Homes, with the majority of those being just near or just past the asteroid belt. After their invasion, nearly half the Homes within the system were either destroyed or contact was totally lost.

Despite the majority of the human population living in Homes, the largest human populations are centered on the third and fourth planets from the sun. Old Earth is home to just under five billion souls and serves as political capital and power center for the human race. Only the wealthiest can afford to live on Earth. The planet’s exclusivity and distance from much of humanity make the Old Earth governments slow to respond to non-planetary concerns; a weakness exploited by the Titanomachy’s invasion.

Mars is an industrial hub center. Even centuries on from its initial settlement, the planet’s resources are barely tapped, and while a long-form terraforming project slowly turns the Red Planet green, the growth of industry and manufacturing threatens to strip away the thin atmosphere of the world. Nearly seven billion people inhabit Mars, forming much of humanity’s manufacturing core.

The Sol Defense League (SDL)

The Sol Defense League is the desperate hope of an overmatched humanity. The total destruction of the Home Defense Navy beyond the asteroid rim was enough to make the twin worlds of Earth and Mars consider the dangers that the Titanomachy represented. The SDL is an alliance of Earth, Mars, and the remaining 173 Home systems representing the sum totality of humanity. Alongside advanced new warships, interstellar probes and exploration craft the SDL manufactures the Zeus Platforms and trains their pilots.

The Zeus Platforms

The key to humanity’s defense, the Zeus Platforms combine the maneuverability of fighter craft with the firepower of battleships. Developed by a team of SDL scientists at the Kronos Center on Mars and built to counter the strategies employed by the Titanomachy, each Zeus has a signature weapon: the Thunderbolt. The Thunderbolt is fed by a complex psycho-profile based on the pilot, and manifests

as a weapon based on the deepest desires of the pilot. For some, it appears as a blazing sword; for others a massive array of powerful missiles. Due to the unpredictable nature of the Thunderbolt system, pilots for each Zeus platform are carefully screened, and the process is overseen closely by SDL officials. Pilots are trained and screened at the Olympus Academy, a massive facility near the city of Odessa on Earth.

Each Zeus model appears like a thin, gangly humanoid figure roughly thirty feet tall, with the effects of the Thunderbolt system modifying the Zeus based on the pilot. Some models grow in stature, while others gain the ability to transform into different modes. In addition to the Thunderbolt system, each Zeus is equipped with twin depleted uranium-shell firing chainguns in the head, an extensive system of thrusters capable of moving the Platform at speeds up to half the speed of light or more, and an emergency pod system designed to protect the pilot in case the Platform faces destruction.

The Titanomachy

Known information about the Titanomachy is limited. The creatures vary in size, form, and destructive power; their only unifying elements centered, seemingly, on the destruction of human settlements throughout the solar system. The Titanomachy is made up of individual beasts known as Titans. Several dozen different Titans have been recorded, and broken down into three categories:

Uranides/"Homesmashers": The largest and slowest of all Titans, the Homesmasher class has only been recorded once. It was originally believed to be a spot in the rings of Saturn when it was originally observed, but recovered data crystals from the ruins of Home 313 revealed a creature larger than any non-planetary body yet observed. The bulk of the creature's Manta Ray-like body was covered in sharp, poisonous spikes that it could launch and control like a cloud of flechettes. Thousands of these spikes killed every living thing in Home 313, and destroyed much of the Home's superstructure leaving it barely orbiting wreckage. The creature is also believed to be responsible for the destruction of at least three other Homes on the far side of the solar system, but there's virtually no way to be certain. Some researchers believe the Titanomachy may have several of these beings at their command, but the Sol Defense League keeps such information under tight control. This creature, named "Cronus" by the Sol Defense League, has not been seen in over a year.

Iapetionides/"Fleetsmashers": The Fleetsmashers were the first type of Titan encountered by humanity. Typically appearing as monstrous, shark-like forms, the Fleetsmasher-class of Titan varies from 100 to 300 feet in length and seem to operate in tight, controlled groups not dissimilar from standard fleet structures. Within this broad category there are three sub-categories: Rhea (referring to creatures who seem to serve as homes for swarms of smaller creatures and Hyperionides-class Titans), Atlas (referring to large "shipbreaker" creatures that can batter aside even the strongest ship armor under human manufacture), and Prometheus (nimble, fast scouts typically used to break apart fleet formations and disrupt movement).

Hyperionides/"Buildingsmashers": The most common type of Titan, these creatures range from 30 to 60 feet in height. They are used as front-line shock troops, as they are the most mobile forces the Titanomachy has yet fielded. Abilities, like they do for all Titans, varies wildly between them but typically these creatures are able to emit blasts of radioactive energy, usually have destructive claws and fang-filled maws, and can move very quickly for their size.

SDL Intelligence, using deep-space probes to gather information about the Titanomachy past the asteroid belt, believes that there is a fourth type of Titan, one never filmed or seen by human eyes. This fourth type, code-named Oracle, is believed to control the movements of each other type of Titan. The existence of this fourth type is one of the closest, guarded secrets of the SDL; to see one or even capture it would be enough to swing the tide of the war.

Unique Setting Rule:

Unique Enemy.

CRONS "HOMESMASHER" Health: 25 Evolutions:

- Flechette Missiles: Action: Make 12 ranged attack Tests at Disadvantage. For every success, deal 1 damage. If all 12 Tests succeed, deal 1 extra Damage.
- Slow: Passive: The Homesmasher must spend its first action every turn to move. If it does not, it may only take a single action.
- Homesmasher: Passive: Any attacks from the Homesmasher deal double damage against structures.
- Heavily Armored: Passive: The Homesmasher may never take more than 2 damage from a single action.
- Brutal Melee: Action: Make a Melee ranged attack with Advantage. This attack deals 4 damage.
- Massive Beast: Passive: The Homesmasher may never be moved through any action other than its own.



ISLAND OF THE TECHNO-TITANS

A Micro-Setting
by Nick Sharps

Possible Themes

Survival, Adventure, Exploration, Post-Apocalyptic, Mystery, Warfare

Inspired By:

King Kong, Attack on Titan, Warhammer 40k, The Broken Empire by Mark Lawrence

The Concept

The Singularity did not go according to plan.

In the far reaches of the Pacific exists an artificial island, ground zero of the Singularity and a testament to the ingenuity of an era long forgotten. The Island is at once a refuge and a prison to the final trace of humanity. Civilization has devolved into barbarism and tribal factions eke out a meagre existence, fearful of the wrath of techno-titans that prowl the jungles and industrial wastes.

The techno-titans are shards of sentience bound within monstrous metal constructs by the catastrophic failure of the Singularity. Each individual titan is unique in “mind” and “body.” Most titans are feral, behaving like virus-riddled programs, but some retain an almost animalistic cunning. Techno-titans survive and evolve by consuming and integrating components of each other as well as whatever technological relics can be scavenged from the ruins. The tribes’ only defense against the techno-titans is the Weavers. Using the secret art of biomancy the Weavers craft organic suits of armor capable of matching the titans in pitched combat.

PC’s have the option of playing as either tribesmen or techno-titans. Defend your faction from an incursion of ravenous techno-titans using the spine lance of a knight-strider. Chart undiscovered territory while avoiding titan lairs with a pack of scout-stalkers. Uncover the mysteries of the island to develop new biomancy techniques as a Weaver. Or perhaps you would rather unleash your inner titan? Hunt for smaller constructs in order to repair and improve your aging, damaged frame. Tribes are expanding into your territory; kill their Weavers before they can establish a foothold. Duel against another techno-titan to claim a hoard of valuable nanotech.

Setting Fluff:

I am whole once more.

After the damage my strider sustained at the claws of that errant titan I'd assumed the worst but the Fellowship assured me otherwise and they have delivered. Phantoms of my psychosomatic wounds still plague me – gouges rent into my bio-frame's carapace and bones shattered, all shared through our bond. Had those scout-stalkers not chanced upon us when they did and chased off the titan I suspect I would not have survived to write this. Many of my brothers-in-arms were not so fortunate.

Alas, my strider is mended and the Weavers even saw fit to reinforce the armor and graft on a heavier lance. The additional weight will require a period of time to adjust to but the strider and I both thirst for vengeance.

But first I owe the Fellowship a great debt for returning my bio-frame to fighting form. An apprentice has pilfered biomantic secrets and fled into the jungles. I am to apprehend the thief and return her and the documents to the Fellowship. What manner of justice the Weavers have in store for the rogue, I have no idea, but I do not envy her final fate.



Excerpt from the Holy Book of Weavers

The High Architect looked upon Foundation and was dissatisfied with what He had wrought. Everything had its place, from the smallest cog to the biggest engine, and all functioned precisely as dictated by His Holy Design. The Design had taken an eternity to draft and implement but Foundation stirred no pride within the High Architect's heart for it was cold and sterile and for all its endless complexity it engendered no awe for there were none to be awed by it.

Unable to come to terms with the abstruse nature of His displeasure the High Architect raged against Foundation, destroying in moments what had taken Him eons to craft. In the midst of the wreckage of Foundation the High Architect observed the one detail omitted in His Holy Design – chaos.

Reinvigorated by this epiphany, the High Architect abandoned His soulless constructs and His tools. Instead He crafted Life, chaos incarnate, and in doing so became the First Weaver. For a time all was good until man, the most chaotic of all Lifeforms, set to draft a Design of its own and exert Order over Foundation through Singularity. Slighted, the First Weaver struck down man for this hubris, using man's own Design against him.



I snatch up the small bipedal construct with my single functioning claw and thrust it into my maw. I don't even waste effort chewing the runt, I just swallow and let the fusion furnace digest it whole. The construct's shard burns up with the rest of its metal shell. There would have been no point integrating its shard with my own – such a paltry intelligence boost would have scarcely registered with my systems. As it stands the boulder does little to quench my hunger. The nanobots repurposed by its consumption scab over the corrosion burns from the humans' grenades but the majority of my wounds are beyond their ability to repair.

It would take consuming at least ten boulders to patch up the worst of the wounds. The rest of the herd scattered when I pounced on my light snack and in my condition I'm nowhere near fast enough to pursue their terrain-eating gait. I transmit a radar beam from my dorsal array and listen for returns. I spend hours doing this, dragging my lame leg through the dense underbrush and listening for prey before another construct designates me an easy mark.

I detect a reflection near dawn. It's not ideal prey – a medium range hexapod with what look to me plasma-cutter attachments and some sort of mining drill. Even in peak condition I would hesitate to challenge the hexapod but the surprise attack from the scout-stalkers has left me in far from peak condition. It doesn't matter. My choices are few and my survival depends on resources the hexapod has an abundance of.

The hunt is on.

Sample Adventure Hooks:

- *This scenario is dedicated to the players who want to flex the might of a bio-frame and match their cunning against a much more powerful foe. PC's are part of a ranging party dispatched to locate and kill a particularly malicious techno-titan responsible for razing a score of settlements. This should feel almost like a safari, delving deep into the untamed jungles with a warband of friends. For a fun twist flip this scenario around for an asymmetric game. Now one PC plays as the construct while the other PCs hunt it in their bio-frames.*

Another settlement in ruins, dozens more killed and grievously injured. An abomination of steel and circuits afflicts the land and you are charged with ending it. Assemble your warband, gather provisions, and suit up.

Prepare accordingly – once you set off into the jungle there will be nowhere to restock and rearm. From blasphemous Cybarians to digitally corrupted flora and fauna, the wilds hide many dangers and that's excluding the other techno-titans that roam the land. Survival and success will require quick reflexes, teamwork, a stout sword arm, and the blessings of the First Weaver.

It's a race against time to kill the techno-titan before it can stamp out yet more innocent lives.

- *Now the real fun begins. This scenario is for players who want to unleash their inner beast. PC's play as techno-titans, vying for dominance against each other in contested territory. Remember, consuming other constructs will boost your abilities but watch out because your enemies will seek to leverage the same advantage against you. It's an all-out battle royale.*

You've finally found a stretch of the Island unblemished by the pesky humans. The area is replete with resources and lower forms for nourishment. It's an ideal place to call home. The only issue is that you're not alone in this assessment. Other mid-level constructs have stumbled upon your new stomping grounds and they seek to claim it for their own.

You're no stranger to fighting for your food but competing against multiple constructs with capabilities similar to your own will be a new type of challenge. But then the rewards you stand to gain are immense. Will you lie in wait and spring a trap on your unexpecting rivals? Perhaps you'll evade and feast on lower forms to give you a much needed edge? Maybe you'll even consider forming an alliance and using numbers to vanquish loners. Or will you take a more direct approach and square off one on one for an epic rumble in the jungle? The choice is yours.

- *The Island is steeped in death and terror but this scenario allows players the chance to explore the mysteries lurking beneath the blood-soaked soil. PC's can play as either as Weaver or Cybarian adventurers searching the Island's subterranean infrastructure for priceless relics. Consider it dungeon-crawling in the tunnels of a post-apocalyptic artificial island.*

The bio-frames are a hammer but not all problems are a nail. Some missions require the delicate touch of a Weaver. You have been tasked with entering the caves, forbidden to all but the Fellowship, and retrieving valuable relics necessary to continue evolving the art of biomancy and suppling the bio-frames. The ancient tunnels do not welcome intruders and will attempt to prevent your ingress.

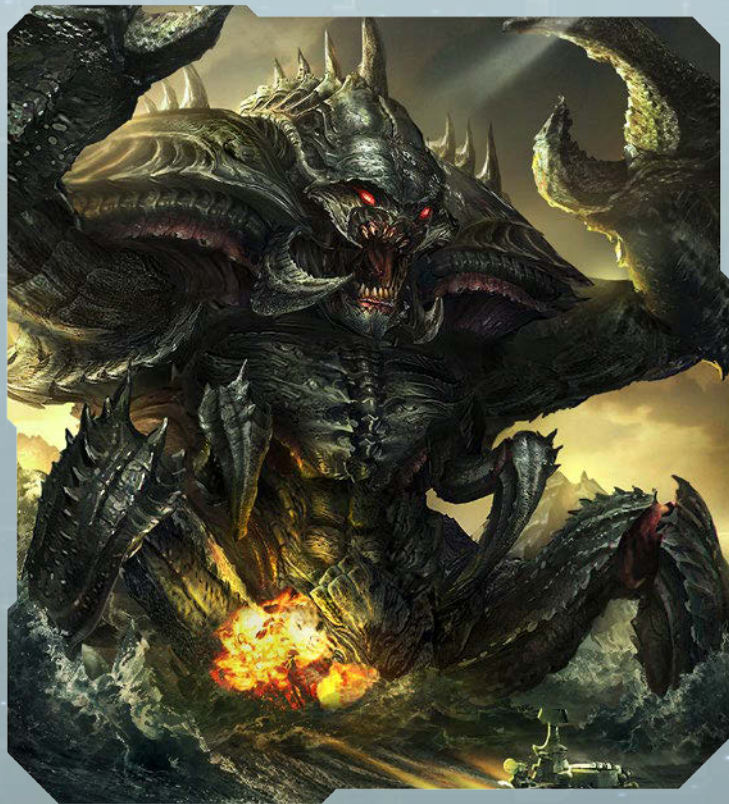
The traps and pitfalls presented by the architecture itself aren't the only dangers you will face on this adventure. You are safe from the mid to high form techno-titans but lesser constructs have been known to wander below the surface. And then there are the heretical Cybarians. If the Cybarians find the relics before you they will surely twist them to their own perverted worship of the High Architect.

Unique Setting Rule:

Kaiju or Mecha made for this setting can use any Bioform or Chassis, and count as both Mecha and Kaiju. They may select either Evolutions or Systems when building their load-outs.

New System/Evolution.

- **Bio-Frame Consumption: Passive:** Anytime you eat the body or construct of another Techno-titan, you gain one System or Evolution they have. You may use this system 3 times, and then it can no longer be used by you until you consume it again.





HYAKKI YAGYŌ

A Micro-Setting
by Richard Auffrey

Inspired By:

The *Tipsy Sensei* series, and more specifically the third novel, [Halloween Nightmare at Fenway](#).

The Hook

December 7, 2041: On the 100th anniversary of the infamous Japanese attack on Pearl Harbor, somber memorial services were held, honoring the memories of the 2403 lives lost during that surprise attack. History then repeated itself, a new Day of Infamy.

Out of the warm waters surrounding the packed naval base rose an eight-headed monstrosity, a huge reptilian creature with its scaly flesh covered in coral and kelp. It easily shredded the USS Arizona Memorial and then tore through numerous ships and submarines, the steel parting like silk beneath its massive claws. Before the base could organize a proper defense, the mysterious beast returned to the sea. Pursuit failed.

This was the first salvo in an attempt to refight World War II, to elevate Japan to a militaristic superpower and the leader of a united Asia. Who is behind this terrible threat? Will the U.S., and the rest of the world, be able to stand up against this terror? And if so, what will it take to defeat this monstrosity and the others that follow?

The Concept

During World War II, the Epidemic Prevention and Water Purification Department, located in Manchuria and better known as Unit 731, engaged in vile biological experimentation on prisoners. Most of the unwilling subjects were Chinese but the victims included soldiers from all of the Allies, from Australia to the U.S. Unit 731 operated a number of similar facilities in Manchuria and other Asian locations.

Doctor Toshio Yagi, a brilliant sociopath, and Major Zannin Iwafuku, a sadistic member of the *Kempeitai*, were involved with Unit 571, which also engaged in some limited biological experimentation, but their primary objective was much different. Their own researches dealt more with the occult, trying to create supernatural weapons to annihilate the Allies. This research was equally as abominable as they also used prisoners as subjects in their diabolical experiments.

In June 1945, near the end of the war, a localized earthquake devastated the Unit 571 facility, completely burying it beneath the ground. It is alleged that a *shugenja*, possessed of potent arcane skills, caused the earthquake to wipe out the evil. Within the facility, a ceiling collapsed, sending tons of concrete, steel and soil atop



Doctor Yagi and Major Iwafuku, killing them instantly. They died, with intense rage and frustration in their hearts.

However, those fierce emotions transformed these two men, turning them into *onryō*, vengeful ghosts. Fortunately, or at least for many years, these *onryō* were imprisoned deep beneath the ground. In 2037, a team of archaeologists accidentally freed the angry ghosts and Doctor Yagi and Major Iwafuku were shocked by what they found, disappointed at how far they felt Japan had fallen. They wanted vengeance against the U.S. for conquering Japan, and they wanted Japan to become militaristic once again, to claim all of Asia as its own. All of the former Allies of World War II were targeted as their enemies.

Continuing their occult research, Doctor Yagi eventually located the scrolls of the *Yoru Torii*, which contained instructions on how to summon the *Hyakki Yagyō*, the dreaded Night Parade of One-Hundred Demons. This spell opened a gateway to another realm, a mystical plane of terrible monsters and supernatural creatures. Dr. Yagi found ways to boost the mystical energies that fueled the spell, thus summoning even greater creatures than usual. Kaiju, out of the mists of mythical Japan, returned to our world.

Their first strike was intended to commemorate what they considered one of the high points of Japanese history, the attack on Pearl Harbor. They summoned a Kaiju that resembled the ancient legend of *Yamata no Orochi*, an eight-headed, reptilian monstrosity, and sent it to Pearl Harbor on the 100th anniversary of the attack.

There were numerous subsequent Kaiju attacks, from a wide assortment of Kaiju types, primarily against the U.S., Great Britain, and Russia. For example, the *Mukade*, a cyclopean centipede rampaged through London, collapsing Westminster Abbey and toppling Big Ben. The Financial District of New York City was engulfed in massive sheets of spider webs as it was attacked by *Tsuchigumo*, a gigantic spider and its smaller children. *Yamata no Orochi* continued attacking naval bases from the U.S. to Europe.

There were also limited attacks against other countries, including China, Korea, Australia, and even Japan. In Japan, some of the more militaristic, right-wing organizations have actually been supportive of the cause of the *onryō*, calling for Japan to arm itself, in defiance of existing treaties. It is thought that these supporters have been responsible for terrorist incidents in Japan targeted against foreigners.

Conventional weapons had only limited success against the varied Kaiju so the U.S., with scientific support from a coalition of other

countries, surged forward with weapons research. Eventually, the U.S. and their allies had success in creating the first generation of Steelnecks, huge, mechanized suits which could be controlled by a single Marine. The U.S. Marine Corps embraced this new weapon platform, and it was them who nicknamed the suits, Steelnecks, after their old moniker of Leathernecks. Officially, Steelnecks were known as Bipedal Weapon Platforms.

The Steelnecks have seen some limited, but growing, success against the Kaiju, and the technology has now been adopted by several other countries. The U.S. is working on the next generation of Steelnecks, hoping they will be even more successful. There also is a smaller coalition of scientists and scholars who have been researching more magical means of protection, though they have had little success so far.

Can the Free World defeat the Kaiju and stop the evil ghosts spurring on this war?

Sample Adventure Hooks:

I. The Rescue. Can you rescue a Sake expert who may possess valuable intelligence about the threat posed by the *onryō*? Nate Randall, from Boston, Massachusetts, is an expert in Sake, a Japanese alcohol made from rice, who is alleged to possess experience in handling supernatural threats. The Japanese authorities contacted the U.S. government, noting that they received a distress call from Mr. Randall, identifying only that he was in the Oki Islands and being hunted by several Kaiju. The U.S. sent a squad of Steelnecks to locate and retrieve Mr. Randall.

The Oki Islands, located about 43 miles north of the main island of Japan, include about 180 islands and only four of them are permanently inhabited. The islands are volcanic on origin and possess some of the oldest rocks ever found in Japan. There is an ancient legend concerning these islands about *Yofune-Nushi*, a ravenous sea serpent, which once demanded the sacrifice of a maiden once a year. Is it still around?

The Steelnecks will discover that several Kaiju are also searching for Mr. Randall and they may have to defeat those monstrosities before they can recover Mr. Randall. When the Steelnecks finally locate Mr. Randall, they will learn he doesn't want to be rescued yet. He is engaged in an archaeological dig deep in a cave on one of the small islands, seeking an ancient artifact that might help in the war against the *onryō*. Thus, the Steelnecks will need to remain, guarding Mr. Randall until he completes his dig. Who know how many more Kaiju will attack?

II. The Great Escape. What is a sixty-foot tall Oni, a demonic ogre from Japanese folklore, doing about eight miles south of Natchez, Mississippi? The Oni is headed south and its destination is unknown, though it is known there aren't any military sites in its path. It has been killing anyone who obstructs its path, destroying property randomly as it travels. A squad of Steelnecks is sent to intercept and defeat the creature before it can cause additional damage.

However, before the squad can reach the Oni, its objective seems clear. The Oni is headed to the Louisiana State Penitentiary, also known as Angola, the largest maximum security prison in the U.S. with over 6,000 inmates. If it attacks the facility, it could lead to a massive prison escape, setting forth thousands of killers, rapists and other violent offenders. Can the Steelnecks stop the Oni in time? If not, can the Steelnecks prevent the prisoners from fleeing?

As an added complication, you could have the Oni summon another Kaiju for assistance. Or if the Steelnecks succeed, they could be immediately sent to defend another maximum security prison that is being attacked.

III. Hybrid. A squad of Steelnecks vanished while on a mission trying to defend Greenland against attack. A subsequent search for the missing squad hasn't located any evidence of their fate, though there have now a few isolated sightings of alleged monstrosities which seem to be a hybrid of Steelnecks and Kaiju, a type of gigantic cyborg. The witnesses haven't been the most reliable but the idea is frightening. A new squad of Steelnecks is sent to investigate these sightings.

The Steelnecks start their search in Iceland, where after some fruitless questioning of several witnesses, they will be attacked by a few cyborg Kaiju. The squad will soon realize that though the Kaiju are being struck by their weapons, the Kaiju don't seem to be injured at all. If the Steelnecks search the area, they will hopefully find the enormous *Tanuki*, a bipedal raccoon-like creature, which is hiding nearby. The *Tanuki* is capable of creating illusions and the cyborg Kaiju are some of his creations. If confronted, the *Tanuki* will attempt to flee.

Unique Setting Rule:

New Pilot Trait.

- **Steelneck:** You may reroll any single roll once per session. If you are not within sight of another Steelneck, this reroll has Disadvantage.



MECHA CHEF

A Micro-Setting
by Richard Auffrey

Inspired By:

The television cooking show, *Iron Chef*.

The Hook

October 10, 2023: When the cyclopean starships appeared in the skies, there was great panic across the world. What would the aliens want? Would they be benevolent or aggressive? It didn't take long for the aliens to make their singular desire clear. They only wanted food and were willing to trade their advanced technology for it. However, they had very particular tastes and it wouldn't be easy to cater to their gustatory needs.

The aliens, who called themselves the Rhabnala, were forty to fifty feet tall, with massive appetites. They had determined that the Earth was home to Gargantua, huge Kaiju, which were either located in the most isolated regions of the world or engaged in deep hibernation. The Rhabnala, who had found such creatures on other worlds, craved the flesh of Gargantua and wanted the people of Earth to prepare them dishes using these monsters as the primary ingredient.

The Rhabnala made a proposal, that the people of Earth engage in cooking competitions in an attempt to please them. If the people of Earth were successful, the aliens would reward the Earth with beneficial technology. However, the people of Earth would need to hunt the Gargantua before being able to use them as a food source. To do so, the Rhabnala gave Earth the technology to create giant Mecha.

Thus began the hottest and most popular television show in history, Mecha Chef.

The Concept

The basic format of Mecha Chef pits four skilled chefs against each other, each trying to make the best dishes using the flesh of Gargantua. Each competition is divided into two parts: The Hunt and The Dish. This basic format is flexible and numerous variants are possible, especially to engage the continued interest of the viewing public who always crave something different.

As the rewards are generous, highly advanced and beneficial technology, Mecha Chef is supported by nearly every government around the world. The primary opposition to Mecha Chef is PETOG, People for the Ethical Treatment Of Gargantua. They allege that Gargantua should not be hunted, eaten or used for entertainment purposes. They also allege that Gargantua may even possess a higher level of sentience than most other creatures.

Jockey Creation

Jockeys are created per the usual Mecha & Monsters rules with a couple exceptions. First, all Jockeys must also be trained chefs. Second, you may take a Pilot Trait as usual or instead take a special Chef Trait.

Chef Traits

- **Born to Cook:** During any one Phase of The Dish, if your roll would fail, you may retest it. This may only be used once per hour.
- **Celebrity Chef:** You may test with Advantage during any one Phase of The Dish. This may only be used once per hour.
- **Natural With a Knife:** When using your knife skills to cut meat, vegetables, fruits or other foods (During Phase 2 of The Dish), you may test with Advantage.
- **Creative Cook:** When creating a recipe (During Phase 1 of The Dish), you may test with Advantage.
- **Artistic Bent:** When composing the presentation of a dish (During Phase 5 of The Dish), you may test with Advantage.

Mecha Creation

Mecha are created per the usual Mecha & Monsters rules with a single exception. All Mecha must use one of their Weapon Systems to select either **Big Glow Sword** or **Retractable Sword**.

The Hunt

For each competition, the Rhabnala selects the terrain for the Gargantua hunt and then seeds that area with a certain number and types of Gargantua. The Mecha Chefs will then have a certain period of time to hunt and kill those Gargantua. The chef who makes the killing blow for a Gargantua is awarded that Gargantua. If a Mecha Chef fails to kill any Gargantua, then they are eliminated from that competition before the cooking even begins.

Certain Gargantua will provide an Advantage or Disadvantage (determined by the Gamemaster) in The Dish portion of the competition. For example, a Gargantua might be especially tough and stringy, so provides a Disadvantage when cooking it as an Entrée during Phase 3 of The Dish. Another Kaiju might be especially tender, providing an Advantage during Phase 3 of The Dish. Certain Mecha Sensor Systems will be able to determine whether a specific Gargantua provides an Advantage or Disadvantage.

Gargantua include not only animal-based creatures but also plant-based Gargantua. Think of a cross between Godzilla & a Turnip or Ghidorah & an Eggplant. Or a huge, mobile Venus Fly Trap. During some competitions, there may be two Hunts, the first against an animal-based Gargantua and the second against a plant-based Gargantua.

During The Hunt, Mecha Chefs are not permitted to attack each other. However, you can host special competitions where Mecha Chefs are allowed to attack each other during the Hunt.

The Dish:

Once the Mecha Chefs have killed the Gargantua, they now need to prepare, cook and serve dishes made from them. A limited pantry will be made available to the chefs, especially for preparing side dishes. Each Jockey has the ability to make a Cooking Test with 2d6.

The Dish segment is broken down into five Phases, and a Cooking Test is necessary during each Phase. Once all five Phases are complete, each Mecha Chef adds up their total number of Successes. Whoever has the most Successes, wins the competition. In the case of a tie, each Jockey will engage in another Cooking Test (and possibility additional Tests), until one Jockey earns more Successes.

The five Phases include:

1. Create a Recipe;
2. Prepare your ingredients, including cutting up the Gargantua;
3. Cook your entrée;
4. Cook your side dish; and
5. Plate your dish.

Variations

All sorts of variations for this competition are possible. For example, you can vary the number of participating Mecha Chefs, the length of time for The Hunt, or create themed Hunts, such as a plant-based Gargantua-Only Hunt.



MONDAY NIGHT BRUTALUS

A Micro-Setting
by Rob Wieland

A History of Brutalus

In the ancient traditions of the Xanthan Collective, civilized spacefaring species rarely went to war. Worlds ready to come to blows instead selected a lone champion to fight for their side of the argument. The pair was sent to an uninhabited world chosen by the other members of the Collective to do mortal battle. Whichever champion returned from the world resolved the conflict for the species in question. Humanity's membership in the Collective was the biggest step in their growth as citizens of the galaxy. But they were too used to fighting wars and found their tiny primate bodies far outclassed whenever a species would file a challenge.

Humanity turned its massive solar factories to remedying this problem. They wanted not just a massive machine of war that could stand up to the massive, deadly beasts chosen by the other members of the Xanthan Collective but a symbol of pride and the importance of belonging in the organization. The CHAMP suit, built to resemble a gigantic, armored version of the human body, soon became the weapon of choice for humanity in these showdowns.

The machine proved to be successful but also costly. Only the largest companies had the resources to build the suits, train the pilots and repair the damages to both after a successful defense. The time and expense to maintain the suits during years of peace also brought a drag on the bottom line. So the corporates did what they do best; they turned the CHAMP training process into entertainment, broadcasting young Jockeys vying for the honor to represent all of humanity should the call come from the Xanthan Collective through mock battles. They sold toys, memchip experiences and toured the colonies with the jocks to make their names even before they faced off against a massive xeniform opponent. And, most importantly, they gave the combat a name: Brutalus.

Initially, Brutalus fights were simple CHAMP suit battles fought in deep space to minimize casualties but the audiences grew hungry for spectacle and storylines. Producers were happy to oblige by finding their own uninhabited planets and touring the galaxy with live CHAMP suit exhibitions. It also focused on Jockeys that had personalities as big as their CHAMP suits. The ones who could trash talk as well as they could pilot soon vaulted to the top of the Brutalus rankings. It wasn't long before those ranking were crashed by aliens looking to make a name (and money) by taking down the brash battlers of Brutalus. These xenofighters opened up the sport to alien audiences despite rumblings that the coverage was biased toward humanity.

The major difference between Brutalus fights and battles between Xanthan Champions is the non-lethal nature of the bout. Most Brutalus fights are CHAMP suit vs CHAMP suit. If a participant's suit goes dead, they can either signal their loss through their support team or wait until 30 seconds have passed without movement from their suit. When Brutalus matches happen between a CHAMP suit and a xenofighter, the xenofighter might either signal a surrender or stay motionless for the same period of time. When a challenger is given a challenge, they may chose anyone on the roster two slots above or below them. The challenged, upon acceptance, gets first choice of any environment or rules of engagement. The challenger then makes sets one of their own rules. The time between the challenge and the first is usually about a month, though challenges made at the top of an episode foguth by the end are not unheard of.

Weekly battles happen aboard the massive arena ship Tetrates. The ship travels around the galaxy with luxury accommodation for those who can afford it as well as cheap seats for colonists who want to see the battles with their own eyes. The central sphere of the ship is a configurable arena made to match the different environments required by challenges. The ship is also wired for cameras that watch the jocks every hour of every day for footage they can use to make feuds between Jockeys extra juicy.

Brutalus has four divisions, each one matching a specific size of CHAMP suit. The champion of each division is considered a potential Xanthan Champion, so they rarely battle during the weekly shows unless they issue a challenge. Their titles are up for grabs on Landfall events, so they must still fight occasionally. On the occasion where a Brutalus Champion is defeated by a xenofighter, the first and second ranked fighters in the division face off to see who takes the mantle. Champions who lose their titles in Brutalus fights are sent to the bottom of the rankings to climb their way back up to the top. This method causes some friction with the xenofighters because they can't hold a title, so they often take it out on Jockeys during battle. Battles between different suits are often fought as tag team or triple team matches, where suits of different sizes mix and match against each other.

The first half of the weekly show filled with challenges, interviews and analysis of the upcoming battles and the second half is filled with the battles set from previous weeks. Every two months, Landfall specials occur where the ship lands on a planet and all the Brutalus matches take place on that world. These matches tend to be more unpredictable because they are out of the controlled confines of the arena ship. But, because they command a higher price from

viewers, they also mean bigger Jockey paydays, so most are willing to take a risk on surviving a CHAMP suit fight on a volcanic world or other exotic location.

Recently, someone has been breaking into Brutalus broadcasts and making claims that the fights are not what they seem. The pirate broadcasts show raw footage where bitter rivals on the battlefield are laughing and joking together, suggests that some xenofighters are being paid to fall down for padding the standings and that one or two Jockeys that have left on “leaves of absence” were quietly dismissed rather than bring the sport down with charges of cheating. The origin of these broadcasts is as yet unknown, and their legitimacy is also obscured. Some think it’s a disgruntled Jockey trying to get revenge for being kicked out of Brutalus getting revenge. Other thing its a xenofighter upset that aliens can’t hold titles in the sport trying to shake up the upper management. Others think that it’s all part of the show, setting up a new “invasion” faction to freshen up storylines.

BRUTALUS CHAMPIONS

Striker Champion - Shinobi Stiletto

This distinctive black and red CHAMP suit rose to the top of the Striker division piloted by Sarah Miyamoto. Monica is very quiet and reserved during interviews and challenges, but when she decloaks her mecha just before a vicious strike, she unleashes a streak of profanity that causes the broadcast team to sweat bullets. Despite this (or perhaps, because of it) Sarah has a huge following among children and her corporate sponsor makes much of its revenue by licensing her cartoon, *Sarah’s MegaMechaPals* to bring in additional merchandise money outside of the usual action figures and VR experiences.

Structure: 6

Fuel: 10

Chassis System: Agile Dodge - **Passive:** Whenever the Striker is hit by a Ranged attack, they may roll a Test at Disadvantage. If they succeed, they negate all damage from the attack. This does not stack with the Evade action.

Other Systems:

- **Holographic Emitters:** A hard light disguise, allowing you to disguise your mecha as another mecha or artificial object up to twice as large. **Action:** Make a Test. If you succeed, your next attack Test gains Advantage.

- **Main Cannon:** A reliable long-range weapon is mounted on your Mecha. **Action:** Make a ranged Attack action. This Attack deals 2 damage. If you fire on an immobile target, this attack has Advantage.
- **Retractable Sword:** A large retractable blade or energy sword extends from one of your Mecha's limbs. **Action:** Perform a melee Attack action. This attack deals 2 damage if it hits, and ignores anything that reduces damage (but the attack can still be Evaded).
- **Cloaking:** A light-bending field that makes your mecha almost invisible. **Passive:** When you Hide during combat, you Test with Advantage.
- **Stealth Engines:** Engines which have no detectable exhaust. **Action:** Spend 2 Fuel. You may Test to Hide without taking an action this turn.
- **Flight Engines:** A variety of technology allows your mecha to fly. **Passive:** You may move vertically instead of simply horizontally.

Scout Champion - Phoenix Remus

Malik Bradley's place atop the Scout Champion tier came out of the literal ashes of his brother's CHAMP suit. Reuben Bradley was called as a Xanthan Champion during his reign over the Knight tier and was defeated. Malik sought out the wreckage of *Romulus Nova* (the breastplate of which he now uses as a shield) and rebuilt it himself as a smaller, faster scout suit. Malik often uses his position at champion to challenge xenofighters as revenge for the death of his brother. He's currently campaigning backstage with his corporate sponsors to let him challenge the bigger xenofighters one on one so he won't have to share the glory when he defeats one.

Structure: 8

Fuel: 8

Chassis System: Adaptable Build - **Passive:** Scouts gain 1 extra system when building their chassis.

Other Systems:

- **Interior Scanners:** A high-resolution electrical scanning system that is sensitive enough to locate biological nervous systems and electronic handheld devices, allowing the mecha to intelligently reroute power when it takes damage. **Action:** Make a Test with Disadvantage. If you succeed, you may choose one System or Evolution and your target may not use it until your next turn.
- **Plasma Cannons:** Rapid-firing melty guns. **Action:** Make two ranged attack Tests, the second one being at Disadvantage. If the

first Test is successful, it deals 1 damage. If the second test is successful, it deals 1 damage. If both tests were successful, the second test deals 2 damage instead of 1.

- **Titanium Shield:** You wield a massive shield on one arm of your Mecha. You can use this to protect yourself and prevent damage. **Passive:** Any attack action against you deals 1 less damage (minimum 1). This system costs both a Weapons and Defense system slot.
- **Repair Drones:** Robots which assist in repair tasks. **Action:** Spend 3 Fuel. Restore 2 Structure to either your Mecha or an adjacent Mecha.
- **Fuel Tanks:** Massive reservoirs of fuel. **Passive:** Permanently increase your mecha's Fuel by 4.
- **Power Core:** An energy-dense reactor that can be used as a makeshift explosive. **Action:** Spend 1 or more Fuel and roll a Test. If you succeed, deal 1 damage per Fuel spent, to every enemy and ally in the encounter. Any non-reinforced buildings within 1 kilometer of your Mecha are leveled or catch fire. Using this action disables your Mecha for the rest of the Fight.

Knight Champion - Jericho Valentine

Win or lose, Caleb St. Pierre always has something to say. The Knight Champion is the original Brutalus division and Caleb reminds his opponents of that fact at every moment. The galactic press runs itself ragged chasing after gossip of this brash pilot, but when the time comes to battle in the arena, Caleb delivers the goods. His ego manifests after the end of the battle, once he's finished an opponent with the charge cannon that's come to be known at the Posterizer. Caleb poses with the immobile mecha to further his opponent's defeat, such as shaking its hand or riding it like a horse.

Structure: 10

Fuel: 6

Chassis System: Buffered Shielding - **Passive:** When a Knight is hit, they may disable one system to ignore the damage. The disabled system can no longer be used until the Bruiser has a chance to repair.

Other Systems:

- **Jamming Array:** A sophisticated sensor array that can jam enemy communications. **Passive:** Spend 3 Fuel to give an opponent Disadvantage on a Test before they Test.
- **Charge Cannon:** **Action:** Spend 2 Fuel. If you take no other actions this turn, you may make a ranged attack Test with Disadvantage. If you succeed, deal 6 damage to your target.

This system can not benefit from the Focus Action or be used in consecutive rounds.

- **BGS (Big Glowly Sword):** A giant sword that your mecha wields in one hand. **Action:** Make a melee attack Test that deals 3 damage.
- **Swarm Missiles:** A ridiculous number of independently seeking missiles. **Action:** Make 6 ranged attack Tests at Disadvantage. If all 6 Tests succeed, deal 1 extra Damage.
- **Multi-phase Shield:** Several force field emitters allow for fine manipulation of everything around your mecha. **Passive:** If you are attacked by Ranged attacks, reduce the total damage by 1. (minimum 1)
- **Microfusion Reactor:** A high-yield reactor that packs a punch. **Action:** Deal 2 damage to every enemy in the encounter and 1 damage to your Mecha and every friendly. Any non-reinforced buildings within 1 kilometer of your Mecha are leveled or catch fire. Using this action disables this system for the rest of the mission.

Titan Champion - Oracle Ursine

Rosslyn Tow spends most of her interview segments knitting while talking and looking more she's ready to hand out cookies than a beatdown from a massive CHAMP suit. Rosslyn's been behind the controls of Oracle Ursine since Brutalus first began and she's one of a handful of Jockeys that returned to the show after serving her duty as Xanthan Champion. She seems genuinely pleased to be here and most of the other Jockeys (and even a few xenofighters) respect her as a mentor and mother figure. She shares that respect with anyone who faces here and knits special hats for those who defeat her that are worn with great pride.

Structure: 12

Fuel: 4

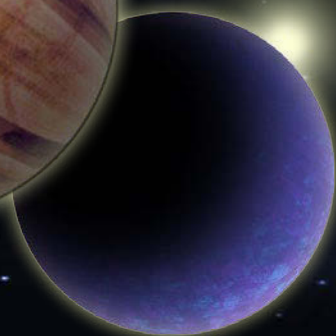
Chassis System: Immoveable - **Passive:** No system or attack will physically move a Titan, unless it is from another Titan or a Colossus.

Other Systems:

- **Long-Range Scanners:** Sensitive scanners that can detect enemy mechas from light-years away. **Passive:** When you Search, you Test with Advantage.
- **Armor Piercing Axe:** A massive axe designed to cleave enemies. **Action:** Make three Melee Attack Tests with Disadvantage. Each successful test deals 1 damage. This damage can not be reduced.

- **BGS (Big Glow Sword):** A giant sword that your mecha wields in one hand. **Action:** Make a melee attack Test that deals 3 damage.
- **Automatic Cannon:** Your Mecha has multiple automatic weapons and plenty of ammunition. **Action:** Perform two ranged Attack actions against the same Target.
- **Warforged:** This mecha is built to be a mobile weapons platform. **Passive:** You gain 2 additional Weapons systems, but lose 1 Defense System.
- **Repair Drones:** Robots which assist in repair tasks. **Action:** Spend 3 Fuel. Restore 2 Structure to either your Mecha or an adjacent Mecha.
- **Armor Plating:** Thick armor plating covers your mecha protecting you from damage and shock. **Passive:** Any melee attack against you deals 1 less damage. (minimum 1)
- **Emergency Power:** Redundant power systems that are resistant to damage. **Passive:** When you would be reduced to 0 Structure, spend 3 Fuel. You instead are reduced to 3 Structure (effectively repairing 3).





VIOLENCE MONOPOLY

A Micro-Setting
by Robert Denton III

Inspired By:

Robot Jox, Dominion Tank Police, Starship Troopers, Appleseed

“The hallmark of a strong government is the monopoly on violence.”

Welcome To The Force

I see you crossed the picket line, miss. Good! Can't let those bleeding hearts dissuade you. They'd all be gooey red bubble-gum on the heel of some colossal space-frog if it wasn't for us. That's the irony in all this.

I'll be giving your first tour. Chief's a little busy right now. Election year. City hall's breathing down her neck, but what else is new?

Ah yeah, those are the tanks. The showstoppers. You think they're impressive, wait until you see the platypus! Those tumblers just roll on under the water, no worries about corrosion or air circulation or nothin'. Budget depending, we'll be able to take the fight to the kaiju ourselves!

...Giant robot suits? Where'd you hear that? You've been watching too many Earth cartoons, kid. Look up “cube-square law” and start from there.

Giant robots. Hah. You sound like the geeks back in the lab.

Tanks do the job well enough. For everything else we have the Tilt-Rotes, Cicadas, and other toys for our dopes-on-a-ropes. Not sure what the chief has in mind for you yet. There's some kind of secret project or somethin' where she's assigning new recruits. Might be where you end up.

I know that glitter-eye look. Can't wait to start, huh? Me neither, but before you hop in one of these beauts, we'd better scrape up on your history. You see...

...

...That's the alarm. Another attack. Looks like you get a trial by fire. Lucky you.

Put this on and hop in. I'll explain on the way.

And pay attention. I'll bet you learn something they didn't show you in that fancy knife-and-fork school...

Origins of the MMA

The effects of the asteroid Charley's impact on terraformed Mars was not as destructive as simulations predicted. But there were consequences: tidal waves rocked densely-populated cities, and freed debris broke the atmosphere and entered martian orbit,

eventually raining down across the planet. Although essential personnel evacuated in time, like government officials and megacorp CEOs, they only represented 1% of the total colonial population. Within fourteen minutes Earth knew of the disaster that befell their martian colonies, but any Terran relief would take nine months to arrive. Beneath the suspended dust cloud blotting the sky, in the smoking ruins of their homes and lives, the colonists asked who was to blame. They received no satisfying answers.

Thus it was in the midst of planet-wide civil uprisings and coups that, from the center of the asteroid's crater, the spacefaring kaiju rose from the Martian Ocean and began an assault on the colonial shore.

The creatures' size defied that of the asteroid, a hunk of space rock estimated at only 1850 feet across. The leading theory supposed it carried a clutch of eggs that survived the impact, hatching in a deep-sea climate that favored the amphibious kaiju's development. Extreme theories that the beasts were sentient were promptly discarded. There was no pattern to their attacks, seemingly no goal other than to forage and destroy anything smaller than themselves. Those few attempts to communicate were met with disaster.

Facing this crisis, all civil unrest ceased. Without the aid of the distant Earth, the Martian colonies unanimously voted to unite under a single military government until such a time as the kaiju threat was eradicated. A series of laws were swiftly passed, granting the New United Mars (NUM) all budgetary discretion across the planet and the power to deputize willing citizens into a strike force to fight the massive beasts. Thus the Martian Mobile Army was born.

Where We Are Now

Decades after the MMA's formation, kaiju attacks are still a regular occurrence, but far less than before these measures were taken. New advancements in technology allow for direct mind link interfacing with tanks, massive tilt-rotor aircraft, and the latest development, a cicada-shaped robotic "suit" for harassing the smaller kaiju. Without the MMA, Mars would have fallen to the beasts a long time ago.

The people don't dispute this fact. They just don't like them.

The first mass public demonstration against oppressive NUM policy resulted in the first MMA deployment against the people of Mars. Loopholes in the law allows governments to use the MMA as a SWAT force to keep the peace. The hope was that the mere threat of overwhelming force would keep protestors in line and silence opposition. What actually happened was escalation.

Now, deploying the MMA as peace-keeping forces is a regular occurrence. City budgets include “tank-based collateral damage” in so-called “Oopsie Funds,” as unintentional artillery destruction is considered basically unavoidable in suppressing the people. Combined with corporate sponsorship, a might-makes-right attitude, terrible PR, and a tendency to overreact to every threat with enough force to sunder moons (and to be fair, they did sunder Phobos that one time), the MMA is generally reviled by the populace.

If it were not for the kaiju threat, surely they would have been disbanded a long time ago...

The Mobile Martian Army

The MMA is a deputized military police of New United Mars. It operates with two goals: protect the martian colonies from the kaiju threat, and maintain social order. It is this second goal that has the MMA at odds with most of the populace, who have come to see them as the strong arm of corporate fascists. There’s a prevailing notion that giant battle tanks and flying fortresses should not be deployed as SWAT forces against martian citizens, and the collateral damage and perceived ineptitude of its leaders doesn’t help matters. The truth is that the MMA was never intended to be deployed as a peacekeeping force. But the loophole in the law existed, they were deployed to deter a massive protest, someone called NUM’s bluff, and now we’re here.

As deputized military police, they are not official law enforcement and were never conceived to be in perpetual operation. While the MMA present a front of a highly organized, disciplined, and trained military, in reality they’re an understaffed, undertrained, seat-of-pants operation, with all the subtlety and grace of a pair of chainsaw nunchucks.

MMA officers are usually drafted from mercenaries and ex-military with criminal records, but in theory anyone could serve the MMA, from scientists to black-hat hackers to fallen hardball athletes. Only a handful have actual police education, and it’s fair to say MMA recruiters target the truly desperate. Due to the nature of the kaiju threat, structured training is minimal. The MMA does not discriminate and recruits from all genders, races, and orientations; the typical recruit is young, inexperienced, flippant, and often disenfranchised. Their operational culture is one that glorifies machismo and a “tough guy” attitude. Intellectual culture is frowned upon, unless it centers around mechas and martial theory (a working understanding of geometry is required for all tank and artillery gunners). The Earth film “Mad Max” is incorporated into the training manual. It’s a ragtag bunch by any measurement.

The MMA is divided into various departments that operate in tandem. As a SWAT force, the MMA does not engage in actual police work, but rather are called in at moments of crisis. At the head is HQ, which calls the shots and answers to NUM's various branches. Alongside works "Labbies," which research and catalogs the kaiju and develop new means of eradicating them. Beneath HQ are the three main branches. "Tank Jocks" are the ground forces, operating the tanks and artillery that provide the MMA's main punch. Friendly rivals of the tank division are the "Air Jocks," who operate the flying fortresses and tilt-rotor aircraft. The third and newest of the branches are the Mobile Sappers (or "Mob-Saps"), special forces created to harry kaiju, rescue hostages, and accomplish other specialized tasks.

Tools of the Trade:

Just a few samples of the MMA's arsenal:

Lev-Tanks: Using oscillating electromagnetic fields and hydrogen fuel cells, Lev-Tanks are capable of basic levitation and a decent cruising speed. Just be sure to land and deploy the grapple-treads before firing the main turret. Usually the tank requires a three-man command of gunner, driver, and spotter, but some compact versions don't even need drivers! An adapted version of this mecha is the Platypus, a tank capable of underwater travel.

Flying Fortress: What the MMA refers to as a "flying fortress" is actually a highly-sophisticated oversized tilt-rotor aircraft capable of carrying an entire squadron. Thanks to advanced solar panels and hydrogen backup cells, the Flying Fortress can theoretically remain in the air indefinitely. This queen of the skies comes equipped with a hangar large enough for tactical helicopters, several anti-kaiju weapon upgrades, and an officer's lounge fine enough to make any tank jock jealous.

Cicadas: Named as much for their appearance as the chirping sound of their meta-heated steam launchers, the Cicada is a mechanized armor suit that resembles a leaping insect. The wearer dons the tight-fitting armor and "sits" in a position similar to a sport bike and "plugs in" via a neural interface that converts thoughts into commands. The suit possesses a number of harrying weapons including flash-bangs, HESH clips, and scramblers, but the trademark system is its leaping and landing ability. External jets use highly-pressurized water vapor to provide lift, and the built-in cricket legs instinctively soften landings on virtually any surface.

Sample Hooks:

With the above as background, a GM can approach this setting from many directions. Here are a few examples:

INFILTRATION

The MMA recruits from all walks of life, but they prefer misfits and the desperate. With public opinion flagging, it wouldn't be long before some like-minded individuals decided to take things down the from the inside.

When your players roll characters, randomly determine a few of them to be secret infiltrators of the MMA. They can be private citizens trying to topple corrupt military police, Internal Affairs operatives from Earth attempting to uncover signs of corruption and misconduct, hirelings of super-criminal gangs who want a mole on the inside, or just someone with a vendetta. Their goal ultimately is the forced disbanding of the MMA and the fracturing of NIM. Don't tell the players who is working for whom. Let them try to figure it out by themselves.

Hook characters together. Get them involved in one-another's lives. Unite them with rivalries and friendships. After the first significant battle with kaiju, ensure that they owe one-another their lives. Show them that all their problems are similar, as are their hopes and dreams. They're goofy and lovable, flawed but charming, just playing the cards they're dealt. Blur the lines. Maybe they'll even forget all about the concept of an infiltrator.

Then, test alliances. Remind them that the NIM is a corrupt system after all, suppressing the people. An order comes from outside. Can they betray their friends, or will they come to see the MMA as a necessary evil? Are the PCs still the fists of a totalitarian regime, or are they also victims of a bad system?

What happens if the infiltrator is uncovered? After all, forgiveness is not in the manual...

CONSPIRACY

In many ways, NIM owes a lot to the kaiju threat. Everything was falling apart in civil uprisings until the kaiju attacked. That gave the NIM the authority to take over the martian colonies and enforce a monopoly on violence. Without the kaiju threat, there would be no need for NIM. Pressure from Earth and colonial organizations would force NIM to disband and return autonomy to the mars colonies.

How fortunate for them that, all these decades later, the kaiju threat is still active...

The truth you don't tell the players, a truth they gradually come to realize, is that the kaiju were defeated a long time ago. Humans are masters at wiping out species, after all. But foreseeing that this would ultimately lead to a ceding of power, NIM officials cooperated with bio-technology megacorps to create clones of the original kaiju. Now and again, they orchestrate new attacks on martian shores, attacks that the MMA must then clean up. It keeps the populace in constant fear and the NIM in power.

After many sessions of kaiju battles, players uncover something odd in the desiccated remains. One piece of evidence leads to another, but NIM officials quickly confiscate kaiju corpses. For "research." Suspicious? Nah.

When players eventually learn the truth, force them to make a choice. Do they expose the NIM, taking responsibility for their part in orchestrating a complete takeover of mars? Or do they keep the secret? After all, without the NIM, there is mass uprising, civil upheaval, social collapse... absolute chaos. Can they trust that humanity will dedicate itself to peace after the disbanding of the NIM? Or is the only way to ensure social order to perpetuate an elaborate lie... and a monopoly on violence?

Unique Setting Rule:

New Vehicle

Flying Fortress

Description: Tilt-rotor aircraft capable of carrying an entire squadron. Advanced solar panels and hydrogen backup cells, can theoretically remain in the air indefinitely.

Structure: 3

Attacks: Missiles and Machine Guns (ranged attacks only)

Traits: Flying, Anti-Colossal Weapons

Basic Systems: Machine Gun (Ranged), Missile Batteries (Ranged)

Advanced Systems: Rapid Fire Lasers (Ranged), Swarm Missiles (Ranged)

Special 1: Troop Carrier – Passengers can enter or exit a Flying Fortress as a free action from any adjacent square, even during the vehicle's movement. However, they will likely be in the air upon exiting, so make sure you have chutes or appropriate vehicles.



CITIES ON THE RUN

A Micro-Setting
by Steve Diamond

Possible Themes

Detective, Noire, Survival, Self-Aware A.I., Horror, Adventure, Post-Apocalyptic

Inspired By:

The Hungry City Chronicles by Philip Reeve, Pacific Rim, Macross, Mad Max, Raymond Chandler, Ghost in the Shell, “Integration” by Steve Diamond

The Concept

The concept for this setting comes from the overall world created in Steve Diamond’s short story, “Integration” that is contained in the anthology, Mech: Age of Steel. In this world, the kaiju have already invaded and crushed humanity. The last remnants of humanity live inside giant mechs that are constantly on the move.

Known as Ragnarok Class Mobile Cities, these massive mechs were built knowing stationary cities would be destroyed with ease by the invading kaiju—or nidhogg, as they are often called. Cities cannibalized all their materials to create cities that could flee, and as a last resort, fight back.

PC’s can tackle this setting in a number of different ways. Want to tell a detective story set inside one of these mobile communities? Easily done—the claustrophobic interiors of the Mobile Cities make for terrific, moody, noire game-play. Maybe you want to play as the crew of a Mobile City scavenging for parts to keep your mech working? Fantastic...but what if that means hunting down other Mobile Cities...or that you are being hunted? Awesome. Or perhaps you want to hunt down some of the kaiju, even though you may be dooming thousands of innocents living inside the city that is also your greatest weapon. Of course, you could also play in a scenario where your Mobile City becomes self-aware...nothing bad could possibly happen in this case, right?

Right?

Setting Fluff:

The wreckage is everywhere.

I can see it strewn across miles and miles. Steel beams. The remains of an arm. The head is three miles to the west, cracked open like an egg. At the center of the trail of debris is the core of the Mobile City Los Angeles. Small nidhogg—no bigger than Class Two’s, though they still would appear as massive dragon-like creatures to any human on the ground—swarm the skeletal structure like vultures.

Through the eyes of the mech I command—the Ragnarok Class Mobile City San Antonio—I zoom in enough to confirm what I fear: the nidhogg are rooting in the core—the city—with their snouts full of teeth, pulling out human corpses for food. The corpses are the lucky ones. The living pulled from the wreckage have it much worse.

I zoom out. I've had my fill of the scene.

“Orders, Captain?”

What does my crew expect? They know the score. We are running dangerously low on supplies, and while the destruction of the Los Angeles is tragic...it is also a windfall we are in desperate need of. But that would mean fighting off the nidhogg I can see. And I know these little ones didn't take down a Mobile City.

Where is the big one?

“Captain? Orders?”

What do I do?

“Captain?”



Notes from the personal journal of Captain McKinney, Captain of the Mobile City San Antonio.

We lost.

The kaiju—or nidhogg, if we are being “proper” in this wasteland we used to call Earth—came in small sizes at first. We held them back. We fought them off. We killed them. We celebrated.

But they kept coming. They kept getting bigger.

Soon, living in a city was a liability. Those walls we built to keep the monsters out suddenly kept us all contained. Human in cities suddenly understood what animals felt like that were being kept in a pen, and being raise for food.

So we killed our cities and used the corpses of steel and cable and electronics to build new cities. Cities that could run. We built our Mobile Cities to keep us safe, and to fight the kaiju that chased us. But we soon learned that fighting was about the same as suicide. Even when we “won,” the damage would be so bad that we may as well have lost. Outside we flee. We hide—as best as a mech our size can hide, anyway.

And we are still cities with internal politics, worries, struggles, crimes, and the occasional small victory.

But yeah...we lost.



What are the nidhogg?

The term, “nidhogg,” originates from a long-forgotten scientist with an obsession for Norse mythology. Or maybe the scientist was actually from one of those Scandinavian countries...it’s hard to say. Especially since those countries don’t exist anymore.

They all look like giant lizards of some variety. Draconic, even. They range from the size of a mansion—not that those exists anymore, either—which is a Class One, all the way up to a Class Seven. Class Seven’s are like walking mountains. There was a rumor floating around about a Class Eight that spent its time in the oceans, but I find that hard to believe.

What are Ragnarok Class Mobile Cities? Well, to whomever reads this, it’s the thing you are riding in. You know, the one thing keeping you from becoming a meal to the lizards? Unless, of course, you find this on the ground amidst a pile of wreckage. Then, RCMC’s are nice bit of failed history to reflect on before you, yourself, get eaten.

Sorry. I suppose I’ve become cynical.

RCMC's are giant mechs that keep us alive, prolonging our meager existence. They keep us mobile. They can fight, though I prefer we never did that.

The question I ask myself every morning is this: what happens when—not if—our RCMC fails?

Sample Adventure Hooks:

Each one of these hooks have the same goals: To make the player characters central to the unfolding story, to create a vehicle for interpersonal drama and mystery, and to reinforce the themes of the setting, be they adventure, horror or some mix of the two. The secondary goal is to challenge the players to make difficult choices.

1. *The name of the game here is survival. Placing the PC's in positions where they are either piloting a giant mech, or are in charge of keeping it running, this scenario can feel very post-apocalyptic. Almost Mad Max...but you know, with mechs and kaiju.*

The kaiju were supposed to be gone by now. We were supposed to have fought them off, or watched them starve to death.

But they are still here, and the only one starving is you.

Oh, and that wiring that you keep repairing and re-splicing? It has one more splice left before you need to replace it with supplies you don't have.

You know that it's bad to wish bad stuff on other people, but it would prolong the lives of everyone in the mech if you happened across the remains of a fallen Mobile City.

Or...or maybe...or maybe you could convince the Captain that hunting down a smaller city would be appropriate.

2. *Maybe you are a horror fan? If so, you are awesome. Your taste is beyond question. This scenario is based on the story, "Integration," by Steve Diamond. What if your giant Mobile City became self-aware? This giant robot is keeping you alive...but for how long? How long until it decides you are a parasite? Or, maybe it decides it like the PC's more than anyone else, and wants you around forever and ever...at the expense of every other living thing on board...*

Living in a Mobile City has its perks, but a majority of the time you spend your days going from mundane task to mundane task. Your food is rationed. Your power usage is rationed. Your water is rationed. Sometimes even your air is rationed if the Mobile City submerges to hide from wandering kaiju.

Rumors are floating around about people disappearing, which is impossible, since there are only so many places to go inside a giant mech. Odd power dips and surges plague the Mobile City... and if you didn't know any better, you'd say that certain people are always experiencing the outages, and others always experience the an oddly high amount of power.

It's almost as if the Mobile City is playing favorites. But that's crazy... unless it isn't. What if the Mobile City is deciding who is important? What if it is deciding who is expendable?

3. *How about something different? How about running a little detective noire story? You have a giant Mobile City—basically an NPC in its own right—with its own developing society and quirks. Narrow corridors. Black Markets. Murder. There is a city inside the mech after all, and someone has to investigate the crimes that happen inside...*

In the back-corridors of the merchant level, the woman's corpse is discovered. Stabbed. Strangled. The steam from the pipes seems to circle around her, like her soul doesn't quite know what to do about the situation.

The corridors are like narrow alleys, your shoulders almost brushing the pipe-strewn walls on either side.

This is the fourth killing like this over the last two months. Regular. Every two weeks. All the women are beautiful. Dark hair. Long, long legs. Fit, though pretty much everyone is fit these days from the mandatory shifts doing manual labor. It's a type.

The killer has a type.

People have enough to worry about these days. Shortages in everything. The monsters outside the mech looking for a meal. This city needs a killer like it needs a complete loss of power.

And this is your city. You investigate the back rooms. The illegal markets. The people that manage to somehow stow-away on board from other Mobile Cities. The drugs. And now this.

It's your city. You love it, regardless of the flaws. You'll protect it with your last breath.

'Cause that's the job.



SECOND WAR OF THE WORLDS

A Micro-Setting
by Stewart Wieck

Possible Themes

Abduction, Man Versus Himself, Man Versus Nature, Monster as Hero, Post-Apocalypse, Revenge, Survival

Inspired By:

The Incredible Hulk, Space Giants (Ambassador Magma), H.G. Wells, Orson Welles, World of Darkness RPG (and the conceit of playing the monster)

The Concept

Great interest in all things celestial fired the imaginations of the people of Earth in 1910 as they anticipated the return of Halley's Comet that would achieve perihelion in April. It was with great delight then that the world's populace greeted the unexpected Great Daylight Comet in January. As that dazzling celestial event faded, the public prepared for a date in May when the Earth would pass through the tail of Halley's Comet. New technologies revealed that the comet's tail was cyanogenic, and crackpots, quacks, and even a few respected voices warned of death by poison gas. Anti-comet pills and gas masks became the remedies of the day.

What happened next scarcely gave anyone time to wonder if January's celestial event had been a comet at all, or whether perhaps it had been a probe for a spacefaring race. What at first was reported as deadly avalanches in the United States and Canada in early March 1910 became instead the end of the world.

Completely undetected and unexpected, enormous mechanized invaders overran every populated corner of the planet with apocalyptic force and pitiless decisiveness. Generally man-shaped, the robotic invaders towered ten, twenty, fifty, one-hundred and as much as three-hundred feet tall. They scurried and pounded their way across all the land masses of Earth in less than 48 hours and mankind was dethroned... but not defeated.

The population of the planet was enslaved, killed, or worst of all, transported off-planet for an unknown but surely nefarious purpose. An unknown number of holdouts and survivors were scattered about the wasted landscape, hiding in remote wilderness, dark caves and ruined cities. From these locations they struck in guerrilla raids attempting to destabilize the aliens' control of their world, but they accomplished little other than sustaining their lives by claiming meager supplies.

Their time was surely running out.

Then, on May 19th, when the number of free humans had become vanishingly small, the Earth passed through the tail of Halley's Comet. The few humans who were still aware of the purported danger despite their desperate circumstances could only weep that the mechanized invaders would be unaffected by the cyanogen that would do the invader's job of killing the remaining biological natives. This handful donned gas masks and took anti-comet pills where available and prepared for the worst.

Earth hurtled through the comet's path, but instead of poisoning the humans, the celestial gases changed them. Some humans, wherever they sought to hide, were altered by the exposure to the celestial gases. A small percentage of people — the Exposed — can now transform into powerful if hideous man-sized monsters capable of surviving almost any deprivation, including lack of food, water and even oxygen.

The celestial gas permeated the Earth's atmosphere, eventually becoming trapped in some interior spaces like vaulted ceilings of train stations and inside church bells, even changing phases of matter and collecting in pools of viscous, slightly luminescent liquid in underground reservoirs. Worse for the invaders are the rare handful of the Exposed who breathe or drink these remnants of the celestial cocktail to induce an unbelievable transformation — they grow to gigantic proportions and gain unexplainable powers, like eyes that shoot heat rays or voices that create building-shattering sonic waves.

These *Harukukaiju* are the last hope for humanity.

Setting Fluff:

Herbert slumped onto the front pew inside the shattered church where he and a handful of others had found refuge for many weeks. The orderly rows were in shambles and Herbert's vast bulk almost caused this one to teeter. The others were gone now, but he and Betty circled back to make their final stand.

"I can't go any further," he muttered, though there was little suggestion of exhaustion in the cavern-deep voice that emerged from the thick, muscled body that no one who knew Herbert as a decorated professor of history would recognize. Now an enormous green-scaled creature more gorilla than man, Herbert clutched at a gaping wound on his side.

"I removed the shell, but I think there's shrapnel still in there," he said toward cracked and crumbling ceiling. "You should flee. I'll keep them busy here as long as possible."

Dust suspended in the still air of the church spun in myriad vortexes as a slender shape descended to land at Herbert's side.

"Oh, it does look pretty bad," said Betty, leaning close.

She gently touched the wound with a clawed digit that was at the midpoint of a flag-sized batwing, the patagium slack between the other digits that framed her wing as she held her arm at rest near her body. Her large eyes were rimmed by a lightly blue-furred face and she looked upon her friend with a genuine concern not at all evident when they were first thrown together two months ago when the aliens overran this New England countryside.

Herbert chuckled.

"What?" asked Betty, pulling away in uncertainty.

"It's nothing," he said, grunting in pain as he held his side. "Sorry. I didn't intend to embarrass you. Those cotton-balls at the ends of your antennae are endlessly amusing."

"Even now!" Betty asked sharply.

"Especially now," he explained. "Now, hurry. Get out of here."

Herbert pushed himself to his feet, knocking the pew over in the effort. Domino-like, several rows of them clattered to the ground. He took a deep breath and flexed his enormous muscles.

"I can still pound holes in a one or two of the tin-heads."

Betty's long tail flashed and there was a sharp, whip-like crack.

"No," she said firmly. "This isn't over. There are only three of them, and they have our friends."

"Only three," Herbert repeated. "It's why I said I could take one or two with me. But of that third one! He's more than twice the hight of anything we've seen before. I punched its toe, and even with these muscles... nothing. Barely a dent."

Betty sprang to the air, wings beating silently as she hovered.

"Then you'd better put that Harvard brain to use and come up with something fast."

Then she was gone, shooting upward, briefly hugging her wings to her body to slip through a crevasse in the roof of the church.

"Wait! Stop!" Herbert called.

But she didn't slow, didn't stop. And then she was gone. Almost immediately, Herbert heard the pop and whistle of rocket fire. The mecha were already here. He listened for a moment and heard the rocket whiz past and explode some distance away. That meant they missed. This time.

The big scaled gorilla rubbed at his jaw and panted. Looking around, he favored his wound as he limped to the baptismal font.

“Forgive me,” he said under his breath as he bent to take a sip.

“Just something to refresh me,” he assured the Heavens.

But Herbert pulled up short. The water in the basin glowed slightly, like the air that morning when the Earth passed through the tail of Halley’s Comet. As he examined the water, concentric rings formed from the shock of the footsteps of the mechanized giant that lumbered toward the church. The liquid didn’t react as water should and when Herbert dabbed it with a meaty finger he felt that it was thick and slightly sticky. A small glowing glob clung to his fingertip.

Almost hypnotized, he watched the circles form and spread and fade. Then he shrugged his shoulders.

“Forgive me,” he said again, then he wrenched the basin loose and used it like a bowl to take great gulps of the viscous liquid. Betty would be forced to leave him behind if he were dying of poison!

Herbert replaced the drained basin and wiped his snaggletoothed mouth with a tree-trunk arm. Suddenly, his muscle convulsed as though shot through with lightning.

“No!” he yelled. “Not yet.”

Concerned the poison acted too quickly, Herbert turned to hurry from the church and rejoin the battle beside Betty.

After only a few steps, though, it was evident that the strange liquid wasn’t weakening him. Quite the contrary, as his nerves lit up like electrical rails, Herbert felt a rush of energy one-hundred times stronger than after the comet was near.

One-thousand times stronger!

Then he ran, but he couldn’t get out of the church fast enough. Herbert’s head demolished the lintel as he stepped outside. He looked up at Betty where she circled, avoiding the rockets fired by the smaller mecha, hoping to deplete their ammunition. She didn’t descend, but she grew closer nonetheless as Herbert’s size doubled and redoubled until the awestruck bat-woman sought refuge behind a gargantuan Herbert. The rocket clattered and exploded on his chest and arms like so many mosquitoes.

Herbert smiled as he turned and prepared to meet the metallic invader eye-to-eye!



Sample Story Arc:

A campaign based in the Second War of the Worlds setting can follow the complete story arc of the alien invasion and the subsequent “exposure” of the humans to the celestial gases in the tail of Halley’s Comet. Such a series of adventures is outlined below. In this plan, the players might create humans of Earth in 1910 without any knowledge whatsoever of coming events, though you might pique their interest in an early game session with information about April’s arrival of Halley’s Comet. Then, if your game begins in January with the surprise Great Daylight Comet (also a real world event), the players will especially be eyeing that April 10th perihelion and think that they have plenty of time to prepare for whatever’s coming!

Many adventures are possible within each stage of the greater story arc outlined below. Multiple stories in the Invasion portion could involve not just the characters’ situations when the giant mecha aliens land, but the character’s attempts to reach the friends and family from whom they’ve been separated.

Of course, you may also start the campaign at any point along the story arc and decide (or not) to play some prior scenes as flashbacks. For example, begin the game on May 19th when Earth passes through the comet’s tail, but every other session flashback to prior events to establish what the characters are fighting for now that they’ve become Exposed.

1. Invasion

Perhaps after a session of “a day in the life” of the 1910 protagonists, the end of the world arrives. How it unfolds depends on the identity of the characters, but you might stage them in a setting that affords them a possibility of resisting. That is, before they realize all hope is lost and their only chance is to seek refuge, probably in a network of caves that goes undetected (for a time) by the invaders or perhaps metaphorically in the smashed out shell of the largest building around, a place of worship.

There are automobiles on the streets in 1910 United States (and elsewhere!), and these can be used to crash into smaller mecha. Cable cars and other electric wire and line options provide additional means to briefly fight back. When slightly larger met arrive, characters might turn to trains, or maybe they can bring down water towers. Perhaps they experience a significant victory against an enormous fifty-foot mecha. And then one twice that size arrives and the characters must accept the truth of their situation!

2. Survival

How can the characters survive in a world overshadowed by mechanized overlords? They will need to undertake dangerous missions for food and supplies, including medical supplies for serious injuries sustained by the handful of other survivors who have found refuge alongside them.

It's during this cycle of stories that the characters may gather intelligence to see what exactly is happening to their planet and fellow humans. If it wasn't clear during the Invasion stories, now is when they see that the mecha invaders are not killing everyone. A large number of people are being kept in cells or concentration camp-like enclosures. Some among these humans appear to be carefully selected and transported away for at first unknown purposes.

Any of these people can be rescued, especially if there are some who have a personal connection to a character. One character's entire family has been pulled aside and chained in a cell where there are shackles for one more prisoner. How do the invaders know that the character is still alive, and why do they want the entire family? Or one young man, a best friend of a character, is pulled from a camp and undergoes a painful examination process before he's shipped out of the city on a specially-marked transport. Do the characters try to save the young man from the hideous experiments, or do they follow the transport to investigate the invaders' plans?

3. Exposure

Earth passes through the tail of Halley's Comet on May 19, 1910. Non-scientist characters might be reminded of this leading up to this day, perhaps by concerned survivors, while scientific-minded characters can form their own opinion of the various quackery and pseudo-science that was voiced in the months prior to the invasion.

Either way, double-trouble looms for the characters on the morning of the 19th when their hiding place is discovered by probes or small scout robot that flushes the humans into the open. Outside, the characters are faced with a contingent of mecha they cannot possibly overcome with the equipment that have stockpiled. And then... exposure. Earth passes through the celestial brew on the tail of Halley's Comet and the characters are transformed.

They're only roughly man-sized for now, but they still gain remarkable physical abilities and perhaps an extraordinary ability each as well. One character may transform and gain wings, another antennae that produce a small jolt of lightning, and a third diamond-sharp nails capable of tearing through the armor of the invaders. In this 11th hour, they've been saved.

Further adventures during this portion of the story might see the characters attempting to turn the tables on the invaders. They may try to rescue more than just a handful of prisoners. Maybe they can reach an important prisoner who can help them understand their exposure, or captured humans who also display this ability to transform and could fight alongside the characters.

These adventures can feature more than mere survival. Characters can now dismantle the machines the invaders are constructing at a sprawling electrical station, or perhaps they can even battle their way into a command center where they can shut down an entire battalion of mecha or stop the construction of new robotic soldiers.

All of this until the invaders respond in kind and reveal that 100-foot mecha are not the limit of their forces. Truly gigantic 300-foot mecha respond to the threat posed by the characters.

4. Extreme Exposure

On the run from the most dangerous force the invaders can mobilize, the characters are not safe anywhere. All obstacles are crushed. Any sympathizers are disintegrated. Supplies are low and hiding places revealed. Wherever it is that the characters make their final stand, that is the place where they will suddenly stand tallest. Literally.

At wit's end and with no place left to run, the characters are holed up preparing for the inevitable assault when they find a cache of the celestial cocktail left behind by the comet's tail. Find a way to make the moment memorable. The substance is in luminescent ribbons of gas floating in a new cavern into which the characters tumble after a giant mech's fist pounds the wall. Or it's dripped from the shattered ceiling above into the baptismal font in the the church where they've prayed for (and receive) a miracle.

The urgency of the moment inspires them to expose themselves to this stuff once again. Upon doing so, they immediately feel the change coming. If they're below ground, then they'd better find the surface soon. If inside the crumbling shell of a building also housing other desperate humans, then they'd likewise better find open air. The moment they achieve that space they grow and grow and grow, shattering belief as they soar to hundreds of feet tall. Tall enough to rival the greatest of the mecha deployed against them.

The minor abilities revealed when man-sized are likewise redoubled. Wings can now unleash gale force winds. Lightning blasts now overwhelm smaller mechas. And enormous claws allow them to shear away the fearsome weapons and appendages of the greatest mecha.

The battle for Earth has finally been joined.

5. Cyanogenic Addiction

The character's capacity of finally stand up to the full force of the invaders is a pivotal moment in human history, but this effort is entirely dependent on the supply of Cyanogenic Material (or CM, which for those who don't wish to linger on the poisonous nature of the stuff can also be short for Comet Material). In addition, while the ability to transform into a powerful creature taller than almost anything made by man (at the time) is surely intoxicating, as a wrinkle in the story arc you might offer that CM is also physically addicting.

This stage of the story is concerned primarily with the characters securing a supply of CM and then taking significant action against the invaders. The scale of their counter-offensive can be whatever you and they mutual decide is interesting. Perhaps it's a regional effort that nevertheless gets the attention of Earth's overlords, or perhaps you and the players wish an even grander story about rescuing Earth itself. This means defeating one or more command centers around the globe.

At some point, though, the invaders might connect the dots between the characters and CM and seek to collect (and destroy?) all of it. As the supply dwindles, the character's attacks must concentrate on recovering CM. Amidst all of this, if CM is physically addicting, then that offers very different sorts of story opportunities.

6. Captured

Ultimately, even if the characters free Earth from the shackles of the invaders and rescues thousands or even millions of imprisoned people, the fate of the humans transported off-planet becomes an issue. Unless they're given the means to transport themselves, the characters can launch this ultimate rescue by first being captured themselves.

Once in the clutches of the invaders, who surely wish to analyze and dissect the troublesome humans now capable of an incredible biological feat, the characters are shipped off Earth. What do the characters learn? What is the nefarious purpose to which the humans are subjected? Perhaps the truth is that the invaders, so capable at creating technological weaponry and soldiers, themselves need biological material to perpetuate themselves. Or maybe they need host bodies. Or maybe they don't trust the mecha even among themselves so they need biological slaves.

Alternately, the characters are caught short of CM and captured without a plan. How do they respond once the darkest secrets at the root of the invasion are revealed to them?

7. Confront the Masters

Whether the masterminds behind the powerful mecha army are also made of space-age metals or they are frail biological creatures, the Earth might not ever be free if the aliens are not defeated. If you wish to fully embrace the more pulp elements of this entire story arc, then it's obvious how the story ends!

The captured characters are allowed to expose themselves to CM and they're set loose... in a giant arena where they will battle for the pleasure of the overlords who have replicated the exposure to CM in a dozen other species they've previously conquered. The victorious species will be freed!

The ultimate battle won't be against mecha, but against alien kaiju who all seek freedom for their enslaved people. Do the characters battle for Earth only, or do they seek an opportunity to turn the tables on the overlords and free the entire galaxy! Either way, it's an incredible destiny for people like a professor from Boston or a New Orleans singer of previously little consequence on the blue and white marble called Earth.

Unique Setting Rule:

New Pilot Trait.

- **Cyanogenic Addict:** Once per session the GM can force you to make one roll at Disadvantage. If you gain a sufficient supply of "CM" (work the GM to gauge if you have), you may instead make two rolls at Advantage this session.



PREGENERATED CHARACTER

MECHA Paladin Siege **CHASSIS** Knight-Class

STRUCTURE /14 **FUEL** / 6

CHASSIS SYSTEM Buffered Shielding

MECHANICS Disable a system to ignore damage.

JOCKEY INFO

Jockey Name: Jean-Baptiste du Cryst

Jockey HP: 6

Jockey Trait: Leader - Once per session, you may select one Ally to reroll a failed Test if you give them advice or encouragement.

BASIC SYSTEMS

BASIC WEAPONS

All mecha have a basic means of self-defense.

Action: Make a Basic Melee or Basic Ranged Attack Test. Deal 1 damage.

HEAVY LIFTING

All mecha are capable of lifting a few tons.

Action: Test at Disadvantage to slam into an enemy or throw something heavy at them. If you succeed, you may move them 120 yards away.

OBSTACLE AVOIDANCE

Passive: Your Mecha's movement does as little damage as possible to structures and creatures smaller than your mecha. If an effect "throws" you, this system does not apply.

OTHER SYSTEMS

SYSTEM NAME Long Range Scanners

TYPE   

PASSIVE **ACTION**

DESCRIPTION/MECHANICS

Search with Advantage.

SYSTEM NAME Big Glowly Sword

TYPE   

PASSIVE **ACTION**

DESCRIPTION/MECHANICS

Make a melee attack Test that deals 1 damage. If you miss, your target can only attack you with Ranged weapons next turn.

SYSTEM NAME Automatic Cannon

TYPE   

PASSIVE **ACTION**

DESCRIPTION/MECHANICS

Perform two ranged Attack actions against the same Target.

SYSTEM NAME Titanium Shield

TYPE  

PASSIVE **ACTION**

DESCRIPTION/MECHANICS

Any attack action against you deals 1 less damage (minimum 1).

SYSTEM NAME Reinforced Materials

TYPE  

PASSIVE **ACTION**

DESCRIPTION/MECHANICS

+4 Structure permanently.

SYSTEM NAME Bodyguard Protocol

TYPE   

PASSIVE **ACTION**

DESCRIPTION/MECHANICS

If it is not your turn and an ally would take damage, spend Fuel equal to that damage. You move adjacent to that ally, and the damage is applied to you as though you'd been hit by the attack.

SYSTEM NAME

TYPE  

PASSIVE **ACTION**

DESCRIPTION/MECHANICS

SYSTEM NAME

TYPE  

PASSIVE **ACTION**

DESCRIPTION/MECHANICS

PRE-GENERATED CHARACTER

MECHA Bastion Gallant

CHASSIS Titan-Class

STRUCTURE /16

FUEL / 8

CHASSIS SYSTEM Immoveable

MECHANICS No system or attack will physically move a Titan, unless it is from another Titan or a Colossus.

JOCKEY INFO

Jockey Name: Floyd Buckley

Jockey HP: 6

Jockey Trait: Lucky - You may invoke your extraordinary luck and reroll a single roll.

BASIC SYSTEMS

BASIC WEAPONS

All mecha have a basic means of self-defense.

Action: Make a Basic Melee or Basic Ranged Attack Test. Deal 1 damage.

HEAVY LIFTING

All mecha are capable of lifting a few tons.

Action: Test at Disadvantage to slam into an enemy or throw something heavy at them. If you succeed, you may move them 120 yards away.

OBSTACLE AVOIDANCE

Passive: Your Mecha's movement does as little damage as possible to structures and creatures smaller than your mecha. If an effect "throws" you, this system does not apply.

OTHER SYSTEMS

SYSTEM NAME Jamming Array

TYPE

PASSIVE **ACTION**

DESCRIPTION/MECHANICS

Spend 3 Fuel to give an opponent Disadvantage on a Test before they Test.

SYSTEM NAME Antimatter Missiles

TYPE

PASSIVE **ACTION**

DESCRIPTION/MECHANICS

Spend 2 Fuel. Make a ranged attack Test with Disadvantage. If you succeed, you deal 1d6 damage to a target.

SYSTEM NAME Swarm Missiles

TYPE

PASSIVE **ACTION**

DESCRIPTION/MECHANICS

Make 6 ranged attack Tests at Disadvantage. If all 6 Tests succeed, deal 1 extra Damage.

SYSTEM NAME Charge Cannon

TYPE

PASSIVE **ACTION**

DESCRIPTION/MECHANICS

Spend 2 Fuel. If this is your lone action this turn, make a ranged attack Test with Disadvantage. If you succeed, deal 6 damage. No Focus allowed, cannot use twice in a row.

SYSTEM NAME Armor Plating

TYPE

PASSIVE **ACTION**

DESCRIPTION/MECHANICS

Any melee attack against you deals 1 less damage (minimum 1).

SYSTEM NAME Reinforced Materials

TYPE

PASSIVE **ACTION**

DESCRIPTION/MECHANICS

+4 Structure permanently.

SYSTEM NAME Multi-phase Shield

TYPE

PASSIVE **ACTION**

DESCRIPTION/MECHANICS

Any ranged attack against you deals 1 less damage (minimum 1).

SYSTEM NAME Fuel Tanks

TYPE

PASSIVE **ACTION**

DESCRIPTION/MECHANICS

+4 Fuel permanently.

PREGENERATED CHARACTER

MECHA Kishi-Roiyaru **CHASSIS** Striker-Class

STRUCTURE / 6 **FUEL** / 10

CHASSIS SYSTEM Agile Dodge

MECHANICS When a Ranged attack hits you, you may Test at Disadvantage. If successful, negate all damage from the attack. You cannot Evade and Agile Dodge against the same attack.

JOCKEY INFO

Jockey Name: Tatchikoma

Jockey HP: 6

Jockey Trait: Wrathful - If you are in a mecha and if you make a successful Melee attack, you may increase the damage you deal by +1.

BASIC SYSTEMS

BASIC WEAPONS

All mecha have a basic means of self-defense.

Action: Make a Basic Melee or Basic Ranged Attack Test. Deal 1 damage.

HEAVY LIFTING

All mecha are capable of lifting a few tons.

Action: Test at Disadvantage to slam into an enemy or throw something heavy at them. If you succeed, you may move them 120 yards away.

OBSTACLE AVOIDANCE

Passive: Your Mecha's movement does as little damage as possible to structures and creatures smaller than your mecha. If an effect "throws" you, this system does not apply.

OTHER SYSTEMS

SYSTEM NAME Holographic Emitters

TYPE

PASSIVE **ACTION**

DESCRIPTION/MECHANICS

Make a Test. If you succeed, your next attack Test gains Advantage.

SYSTEM NAME Armor Piercing Axe

TYPE

PASSIVE **ACTION**

DESCRIPTION/MECHANICS

Make three Melee Attack Tests with Disadvantage. Each successful test deals 1 damage that cannot be reduced.

SYSTEM NAME Automatic Cannon

TYPE

PASSIVE **ACTION**

DESCRIPTION/MECHANICS

Perform two ranged Attack actions against the same Target.

SYSTEM NAME Repair Drones

TYPE

PASSIVE **ACTION**

DESCRIPTION/MECHANICS

Spend 3 Fuel. Restore 2 Structure to either this or an adjacent Mecha.

SYSTEM NAME Flight Engines

TYPE

PASSIVE **ACTION**

DESCRIPTION/MECHANICS

You may move vertically instead of simply horizontally.

SYSTEM NAME Emergency Power

TYPE

PASSIVE **ACTION**

DESCRIPTION/MECHANICS

When you would be reduced to 0 Structure, spend 3 Fuel. You instead are reduced to 3 Structure.

SYSTEM NAME

TYPE

PASSIVE **ACTION**

DESCRIPTION/MECHANICS

SYSTEM NAME

TYPE

PASSIVE **ACTION**

DESCRIPTION/MECHANICS

PRE-GENERATED CHARACTER

MECHA Jiàn Courageous **CHASSIS** Scout-Class

STRUCTURE / 8 **FUEL** / 8

CHASSIS SYSTEM Adaptable Build

MECHANICS Scouts gain 1 extra system when building their chassis (this is already reflected below).

JOCKEY INFO

Jockey Name: Hato

Jockey HP: 6

Jockey Trait: Celebrity - If it relates to getting resources, gear or favors, you may test with Advantage.

BASIC SYSTEMS

BASIC WEAPONS

All mecha have a basic means of self-defense.

Action: Make a Basic Melee or Basic Ranged Attack Test. Deal 1 damage.

HEAVY LIFTING

All mecha are capable of lifting a few tons.

Action: Test at Disadvantage to slam into an enemy or throw something heavy at them. If you succeed, you may move them 120 yards away.

OBSTACLE AVOIDANCE

Passive: Your Mecha's movement does as little damage as possible to structures and creatures smaller than your mecha. If an effect "throws" you, this system does not apply.

OTHER SYSTEMS

SYSTEM NAME Retractable Sword

TYPE

PASSIVE **ACTION**

DESCRIPTION/MECHANICS

Perform a melee Attack action. This attack deals 2 damage if it hits, and the damage cannot be reduced (but can still be Evaded).

SYSTEM NAME Rapid Fire Lasers

TYPE

PASSIVE **ACTION**

DESCRIPTION/MECHANICS

Perform up to three ranged Attack actions with Disadvantage. For each one that hits, you may make an extra ranged Attack action with Disadvantage (with the same benefit).

SYSTEM NAME Electro-fists

TYPE

PASSIVE **ACTION**

DESCRIPTION/MECHANICS

Make 2 melee attack Tests at Disadvantage. Each deals 1 damage. If both hit, you may throw the target.

SYSTEM NAME Mining Shields

TYPE

PASSIVE **ACTION**

DESCRIPTION/MECHANICS

If you are attacked by a Test that makes multiple rolls, reduce the total damage taken after all rolls by 1. (Minimum 1)

SYSTEM NAME Cloaking

TYPE

PASSIVE **ACTION**

DESCRIPTION/MECHANICS

When you Hide during combat, you Test with Advantage.

SYSTEM NAME Stealth Engines

TYPE

PASSIVE **ACTION**

DESCRIPTION/MECHANICS

Spend 2 Fuel. You may Test to Hide without taking an action this turn.

SYSTEM NAME Interior Scanners

TYPE

PASSIVE **ACTION**

DESCRIPTION/MECHANICS

Make a Test with Disadvantage. If you succeed, choose one System or Evolution. Your target may not use it until your next turn.

SYSTEM NAME

TYPE

PASSIVE **ACTION**

DESCRIPTION/MECHANICS

PREGENERATED CHARACTER

MECHA Chaandee Talavaar

CHASSIS Knight-Class

STRUCTURE /14 **FUEL** / 6

CHASSIS SYSTEM Buffered Shielding

MECHANICS Disable a system to ignore damage.

JOCKEY INFO

Jockey Name: Balraj

Jockey HP: 6

Jockey Trait: Driven - If you have less than 3 Structure, you may ignore Disadvantage for the roll or if you have 1 Structure, you may ignore Disadvantage and gain Advantage.

BASIC SYSTEMS

BASIC WEAPONS

All mecha have a basic means of self-defense.

Action: Make a Basic Melee or Basic Ranged Attack Test. Deal 1 damage.

HEAVY LIFTING

All mecha are capable of lifting a few tons.

Action: Test at Disadvantage to slam into an enemy or throw something heavy at them. If you succeed, you may move them 120 yards away.

OBSTACLE AVOIDANCE

Passive: Your Mecha's movement does as little damage as possible to structures and creatures smaller than your mecha. If an effect "throws" you, this system does not apply.

OTHER SYSTEMS

SYSTEM NAME Long Range Scanners

TYPE    

PASSIVE **ACTION**

DESCRIPTION/MECHANICS

Search with Advantage.

SYSTEM NAME Big Glowly Sword

TYPE    

PASSIVE **ACTION**

DESCRIPTION/MECHANICS

Make a melee attack Test that deals 1 damage. If you miss, your target can only attack you with Ranged weapons next turn.

SYSTEM NAME Main Cannon


TYPE    

PASSIVE **ACTION**

DESCRIPTION/MECHANICS

Make a ranged Attack action. This Attack deals 2 damage. If you fire on an immobile target, this attack has Advantage.

SYSTEM NAME Titanium Shield

TYPE    

PASSIVE **ACTION**

DESCRIPTION/MECHANICS

Any attack action against you deals 1 less damage (minimum 1).

SYSTEM NAME Reinforced Materials

TYPE    

PASSIVE **ACTION**

DESCRIPTION/MECHANICS

+4 Structure permanently.

SYSTEM NAME Bodyguard Protocol

TYPE    

PASSIVE **ACTION**

DESCRIPTION/MECHANICS

If it is not your turn and an ally would take damage, spend Fuel equal to that damage. You move adjacent to that ally, and the damage is applied to you as though you'd been hit by the attack.

SYSTEM NAME

TYPE    

PASSIVE **ACTION**

DESCRIPTION/MECHANICS

SYSTEM NAME

TYPE    

PASSIVE **ACTION**

DESCRIPTION/MECHANICS

PRE-GENERATED CHARACTER

MECHA La Honora de Espana

CHASSIS Knight-Class

STRUCTURE /10 **FUEL** / 6

CHASSIS SYSTEM Buffered Shielding

MECHANICS Disable a system to ignore damage.

JOCKEY INFO

Jockey Name: Rodrigo Santiago

Jockey HP: 6

Jockey Trait:

Knight of the Round Table - If you are the last man standing or facing an enemy alone, you may gain Advantage on the roll.

BASIC SYSTEMS

BASIC WEAPONS

All mecha have a basic means of self-defense.

Action: Make a Basic Melee or Basic Ranged Attack Test. Deal 1 damage.

HEAVY LIFTING

All mecha are capable of lifting a few tons.

Action: Test at Disadvantage to slam into an enemy or throw something heavy at them. If you succeed, you may move them 120 yards away.

OBSTACLE AVOIDANCE

Passive: Your Mecha's movement does as little damage as possible to structures and creatures smaller than your mecha. If an effect "throws" you, this system does not apply.

OTHER SYSTEMS

SYSTEM NAME Jamming Array

TYPE

PASSIVE **ACTION**

DESCRIPTION/MECHANICS

Spend 3 Fuel to give an opponent Disadvantage on a Test before they Test.

SYSTEM NAME Warforged

TYPE

PASSIVE **ACTION**

DESCRIPTION/MECHANICS

You gain 2 additional Weapons systems, but lose 1 Defense System. (This is already reflected in this profile.)

SYSTEM NAME Main Cannon

TYPE

PASSIVE **ACTION**

DESCRIPTION/MECHANICS

Make a ranged Attack action. This Attack deals 2 damage. If you fire on an immobile target, this attack has Advantage.

SYSTEM NAME Swarm Missiles

TYPE

PASSIVE **ACTION**

DESCRIPTION/MECHANICS

Make 6 ranged attack Tests at Disadvantage. If all 6 Tests succeed, deal 1 extra Damage.

SYSTEM NAME EMP Mines

TYPE

PASSIVE **ACTION**

DESCRIPTION/MECHANICS

Make a ranged or melee attack Test against a target with electronics. If you succeed, choose one system, and your target can not use it until your next turn.

SYSTEM NAME Rapid Fire Lasers

TYPE

PASSIVE **ACTION**

DESCRIPTION/MECHANICS

Perform up to three ranged Attack actions with Disadvantage. For each one that hits, you may make an extra ranged Attack action with Disadvantage (with the same benefit).

SYSTEM NAME Multi-phase Shield

TYPE

PASSIVE **ACTION**

DESCRIPTION/MECHANICS

Any ranged attack against you deals 1 less damage (minimum 1).

SYSTEM NAME Power Core

TYPE

PASSIVE **ACTION**

DESCRIPTION/MECHANICS

Spend 1 or more Fuel and roll a Test. If you succeed, deal 1 damage per Fuel spent to every enemy and ally in the encounter. Levels non-reinforced buildings within 1 kilometer. Using this action disables your Mecha for the rest of the Fight.

KAIJU NAME LYKAOS

BIOFORM Bakemono

HEALTH /16 **ENERGY** /6

BIOFORM EVOLUTION Evolutionary Advantage

MECHANICS **Passive:** Bakemono gain 1 extra Evolution when building their Bioform.

KAIJU PORTRAIT



ORIGIN TRAIT

BORN OF THE UNENDING

BASIC EVOLUTIONS

BASIC WEAPONS

All kaiju have a basic means of self-defense.

Action: Make a Basic Melee or Basic Ranged Attack Test. Deal 1 damage.

HEAVY LIFTING

All kaiju are capable of lifting a few tons.

Action: Test at Disadvantage to slam into an enemy or throw something heavy at them. If you succeed, you may move them 120 yards away.

ENVIRONMENTAL HEALING

Passive: During character creation, select an "energy" type. If your Kaiju spends an action to eat an item that conducts, moves, or channels that energy, the Kaiju immediately gets to roll 6 Tests at Disadvantage, healing 1 Health for each successful Test.

OTHER EVOLUTIONS

Pheromones

TYPE

PASSIVE **ACTION**

DESCRIPTION/MECHANICS

Make a Test. If it's successful, your next attack this round can only be Evaded if the Target spends 1 Fuel or Energy.

Red Atomic Breath

TYPE

PASSIVE **ACTION**

DESCRIPTION/MECHANICS

This action takes both your actions for the turn. Spend 2 Energy. Make a Ranged attack at Disadvantage. If successful, deal the target 6 damage. This system can not benefit from the Focus Action or be used in consecutive rounds.

Meaty Fists

TYPE

PASSIVE **ACTION**

DESCRIPTION/MECHANICS

Make 2 melee attack Tests at Disadvantage. Each deals 1 damage. If both hit, you may "throw" your target. Spend 1 or more Energy. You may throw the target you hit 60 yards for each Energy you spend as part of this action.

Massive Evolution

TYPE

PASSIVE **ACTION**

DESCRIPTION/MECHANICS

(+5 Health)

Rapid Healing

TYPE

PASSIVE **ACTION**

DESCRIPTION/MECHANICS

Make a Test. If successful, restore 3 Health to your Kaiju. Each Health restored requires you to spend 1 Energy.

Powerful Lunge

TYPE

PASSIVE **ACTION**

DESCRIPTION/MECHANICS

Spend 2 Energy. The Kaiju may move and make an attack action with Disadvantage as part of this action. If this Evolution is used more than once a turn, the Kaiju takes 4 damage that can't be reduced.

Energy Reserves

TYPE

PASSIVE **ACTION**

DESCRIPTION/MECHANICS

(+4 Energy)

TYPE

PASSIVE **ACTION**

DESCRIPTION/MECHANICS

KAIJU NAME CAR'MAT

BIOFORM Daikaiju

HEALTH /12 **ENERGY** /4

BIOFORM EVOLUTION Unstoppable Mountain

MECHANICS **Passive:** Spend 2 Energy before rolling to gain Advantage on that roll.

KAIJU PORTRAIT



ORIGIN TRAIT

BORN OF THE COLD

BASIC EVOLUTIONS

BASIC WEAPONS

All kaiju have a basic means of self-defense.

Action: Make a Basic Melee or Basic Ranged Attack Test. Deal 1 damage.

HEAVY LIFTING

All kaiju are capable of lifting a few tons.

Action: Test at Disadvantage to slam into an enemy or throw something heavy at them. If you succeed, you may move them 120 yards away.

ENVIRONMENTAL HEALING

Passive: During character creation, select an "energy" type. If your Kaiju spends an action to eat an item that conducts, moves, or channels that energy, the Kaiju immediately gets to roll 6 Tests at Disadvantage, healing 1 Health for each successful Test.

OTHER EVOLUTIONS

Echo-location

TYPE

PASSIVE **ACTION**

DESCRIPTION/MECHANICS

You make Tests for Searching at Advantage.

Vicious Chomp

TYPE

PASSIVE **ACTION**

DESCRIPTION/MECHANICS

Make a Melee attack Test. If successful, you can spend your next action to deal 1 more damage automatically.

Gouging Talons

TYPE

PASSIVE **ACTION**

DESCRIPTION/MECHANICS

Make a melee Attack action. This Attack deals 1 damage that can't be reduced. If you attack an immobile target, this attack has Advantage.

Armored Plating

TYPE

PASSIVE **ACTION**

DESCRIPTION/MECHANICS

Any melee attack against you deals 1 less damage. (minimum 1)

Carapace

TYPE

PASSIVE **ACTION**

DESCRIPTION/MECHANICS

If you are attacked by Ranged attacks, reduce the total damage by 1. (minimum 1)

Layered Plating

TYPE

PASSIVE **ACTION**

DESCRIPTION/MECHANICS

If you are attacked by a Test that makes multiple rolls, reduce the total damage taken after all rolls by 1. (Minimum 1)

Broodmother

TYPE

PASSIVE **ACTION**

DESCRIPTION/MECHANICS

If an ally would be damaged, spend Energy equal to the damage they'd take. You move adjacent to them, and the damage is directed against you as though you'd been originally hit.

TYPE

PASSIVE **ACTION**

DESCRIPTION/MECHANICS

KAIJU NAME MORAMA ONI

BIOFORM Mokin

HEALTH /12 **ENERGY** /6

BIOFORM EVOLUTION Lightning Reflexes

MECHANICS **Passive:** Whenever the Mokin takes an Evade action, they Test with 2d6 instead of Disadvantage.

KAIJU PORTRAIT



ORIGIN TRAIT

BORN OF THE BROOD

BASIC EVOLUTIONS

BASIC WEAPONS

All kaiju have a basic means of self-defense.

Action: Make a Basic Melee or Basic Ranged Attack Test. Deal 1 damage.

HEAVY LIFTING

All kaiju are capable of lifting a few tons.

Action: Test at Disadvantage to slam into an enemy or throw something heavy at them. If you succeed, you may move them 120 yards away.

ENVIRONMENTAL HEALING

Passive: During character creation, select an "energy" type. If your Kaiju spends an action to eat an item that conducts, moves, or channels that energy, the Kaiju immediately gets to roll 6 Tests at Disadvantage, healing 1 Health for each successful Test.

OTHER EVOLUTIONS

Echo-location

TYPE

PASSIVE **ACTION**

DESCRIPTION/MECHANICS

You make Tests for Searching at Advantage.

Extra Limbs

TYPE

PASSIVE **ACTION**

DESCRIPTION/MECHANICS

You gain 2 more Weapons Evolutions but lose 1 Defense Evolution.

Spore Missiles

TYPE

PASSIVE **ACTION**

DESCRIPTION/MECHANICS

Make 6 ranged attack Tests at Disadvantage. For every two that hit, deal 1 damage. If all 6 Tests succeed, deal 1 extra Damage.

Blue Atomic Breath

TYPE

PASSIVE **ACTION**

DESCRIPTION/MECHANICS

Perform up to three ranged Attack actions with Disadvantage, but they must all be against different targets.

Bio-Electric Discharge

TYPE

PASSIVE **ACTION**

DESCRIPTION/MECHANICS

Make a ranged or melee attack Test against a target with electronics. If you succeed, choose one system, and your target can not use it until your next turn.

Gouging Talons

TYPE

PASSIVE **ACTION**

DESCRIPTION/MECHANICS

Make a melee Attack action. This Attack deals 1 damage that can't be reduced. If you attack an immobile target, this attack has Advantage.

Adaptive Camouflage

TYPE

PASSIVE **ACTION**

DESCRIPTION/MECHANICS

You Test with Advantage for Stealth Tests.

Wings

TYPE

PASSIVE **ACTION**

DESCRIPTION/MECHANICS

You may move vertically instead of simply horizontally.

KAIJU NAME UCHU KYOFU

BIOFORM Oni

HEALTH /10 **ENERGY** /10

BIOFORM EVOLUTION Reflexive Movement

MECHANICS **Passive:** If an Oni is hit, they may spend one Energy per point of damage they would have taken. After the Energy is spent, they take no damage.

KAIJU PORTRAIT



ORIGIN TRAIT

BORN OF STONE

BASIC EVOLUTIONS

BASIC WEAPONS

All kaiju have a basic means of self-defense.

Action: Make a Basic Melee or Basic Ranged Attack Test. Deal 1 damage.

HEAVY LIFTING

All kaiju are capable of lifting a few tons.

Action: Test at Disadvantage to slam into an enemy or throw something heavy at them. If you succeed, you may move them 120 yards away.

ENVIRONMENTAL HEALING

Passive: During character creation, select an "energy" type. If your Kaiju spends an action to eat an item that conducts, moves, or channels that energy, the Kaiju immediately gets to roll 6 Tests at Disadvantage, healing 1 Health for each successful Test.

OTHER EVOLUTIONS

Regeneration

TYPE
PASSIVE **ACTION**

DESCRIPTION/MECHANICS

Make a Test. The first non-attack Test you'd make with Disadvantage is instead made with 2d6. This effect lasts until the start of your next turn.

Lashing Tentacles

TYPE
PASSIVE **ACTION**

DESCRIPTION/MECHANICS

You can make 3 Melee attack Tests at Disadvantage. Each deals 1 damage. If all three hit, your target gains Disadvantage on their next roll.

Energy Breath

TYPE
PASSIVE **ACTION**

DESCRIPTION/MECHANICS

Make a ranged Attack action. This Attack deals 2 damage. If you fire on an immobile target, this attack has Advantage.

Massive Sinews

TYPE
PASSIVE **ACTION**

DESCRIPTION/MECHANICS

Spend 3 Energy, and make a melee attack Test with Disadvantage. If you succeed, deal 4 damage to your target.

Nuclear Hardened Hide

TYPE
PASSIVE **ACTION**

DESCRIPTION/MECHANICS

Any attack against you deals 1 less damage (minimum 1).

Energy Reserves

TYPE
PASSIVE **ACTION**

DESCRIPTION/MECHANICS

(+4 Energy)

TYPE
PASSIVE **ACTION**

DESCRIPTION/MECHANICS

TYPE
PASSIVE **ACTION**

DESCRIPTION/MECHANICS

KAIJU NAME KAZAN THE UNQUENCHABLE

BIOFORM Daikaiju

HEALTH /17 **ENERGY** /1

BIOFORM EVOLUTION Unstoppable Mountain

MECHANICS **Passive:** Spend 2 Energy before rolling to gain Advantage on that roll.

KAIJU PORTRAIT



ORIGIN TRAIT

BORN OF FIRE

BASIC EVOLUTIONS

BASIC WEAPONS

All kaiju have a basic means of self-defense.

Action: Make a Basic Melee or Basic Ranged Attack Test. Deal 1 damage.

HEAVY LIFTING

All kaiju are capable of lifting a few tons.

Action: Test at Disadvantage to slam into an enemy or throw something heavy at them. If you succeed, you may move them 120 yards away.

ENVIRONMENTAL HEALING

Passive: During character creation, select an "energy" type. If your Kaiju spends an action to eat an item that conducts, moves, or channels that energy, the Kaiju immediately gets to roll 6 Tests at Disadvantage, healing 1 Health for each successful Test.

OTHER EVOLUTIONS

Feral Attacks

TYPE

PASSIVE **ACTION**

DESCRIPTION/MECHANICS

When you make your next attack Test against a target who took damage from you last turn, you deal +1 damage and suffer 1 damage.

Vicious Chomp

TYPE

PASSIVE **ACTION**

DESCRIPTION/MECHANICS

Make a Melee attack Test. If successful, you can spend your next action to deal 1 more damage automatically.

Gouging Talons

TYPE

PASSIVE **ACTION**

DESCRIPTION/MECHANICS

Make a melee Attack action. This Attack deals 1 damage that can't be reduced. If you attack an immobile target, this attack has Advantage.

Massive Sinews

TYPE

PASSIVE **ACTION**

DESCRIPTION/MECHANICS

Spend 3 Energy, and make a melee attack Test with Disadvantage. If you succeed, deal 4 damage to your target.

Armored Plating

TYPE

PASSIVE **ACTION**

DESCRIPTION/MECHANICS

Any melee attack against you deals 1 less damage. (minimum 1)

Carapace

TYPE

PASSIVE **ACTION**

DESCRIPTION/MECHANICS

If you are attacked by Ranged attacks, reduce the total damage by 1. (minimum 1)

Powerful Lunge

TYPE

PASSIVE **ACTION**

DESCRIPTION/MECHANICS

Spend 2 Energy. The Kaiju may move and make an attack action with Disadvantage as part of this action. If this Evolution is used more than once a turn, the Kaiju takes 4 damage that can't be reduced.

TYPE

PASSIVE **ACTION**

DESCRIPTION/MECHANICS

KAIJU NAME SEIBUTSU HAKKO THE DECEIVER

BIOFORM Bakemono

HEALTH / 8 **ENERGY** / 8

BIOFORM EVOLUTION Evolutionary Advantage

MECHANICS **Passive:** Bakemono gain 1 extra Evolution when building their Bioform.

KAIJU PORTRAIT



ORIGIN TRAIT

BORN OF WILL

BASIC EVOLUTIONS

BASIC WEAPONS

All kaiju have a basic means of self-defense.

Action: Make a Basic Melee or Basic Ranged Attack Test. Deal 1 damage.

HEAVY LIFTING

All kaiju are capable of lifting a few tons.

Action: Test at Disadvantage to slam into an enemy or throw something heavy at them. If you succeed, you may move them 120 yards away.

ENVIRONMENTAL HEALING

Passive: During character creation, select an "energy" type. If your Kaiju spends an action to eat an item that conducts, moves, or channels that energy, the Kaiju immediately gets to roll 6 Tests at Disadvantage, healing 1 Health for each successful Test.

OTHER EVOLUTIONS

Echo-location

TYPE

PASSIVE **ACTION**

DESCRIPTION/MECHANICS

You make Tests for Searching at Advantage.

Bio-Electric Discharge

TYPE

PASSIVE **ACTION**

DESCRIPTION/MECHANICS

Make a ranged or melee attack Test against a target with electronics. If you succeed, choose one system, and your target can not use it until your next turn.

Serpentine Tail

TYPE

PASSIVE **ACTION**

DESCRIPTION/MECHANICS

Make a melee attack Test. If you succeed, deal 1 damage, your target can only attack you with melee attacks next turn.

Reactive Evolution

TYPE

PASSIVE **ACTION**

DESCRIPTION/MECHANICS

You start with one fewer Weapon & Defense Evolution. The first time each combat you are affected by a Weapon Evolution or System, you gain that system for the rest of the combat. The first time each combat you are affected by a Defense Evolution or System, you gain that system for the rest of the combat.

Quiet Steps

TYPE

PASSIVE **ACTION**

DESCRIPTION/MECHANICS

Make a Test at disadvantage. If successful, you are not detected while moving, and can move to a place gain some level of Advantage. This allows you to move with Adaptive Camouflage.

TYPE

PASSIVE **ACTION**

DESCRIPTION/MECHANICS

TYPE

PASSIVE **ACTION**

DESCRIPTION/MECHANICS

TYPE

PASSIVE **ACTION**

DESCRIPTION/MECHANICS





Tiny Frontiers: Mecha and Monsters is the first expansion to the science fiction role-playing game, **Tiny Frontiers**. Utilizing the minimalist, swift and flexible ruleset of **Tiny Frontiers**, you take on the role of jockeys who pilot massive robots, defending the world and cities of man from threats, giant aliens or monsters and much more!

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