

Welcome to Nerv

For Your Eyes Only - For Your Eyes Only - For Your Eyes Only

An *Adeptus Evangelion* Primer

For obvious reasons, the best possible introduction to the world of Evangelion would be to simply watch the series itself. However, this takes times and many may simply not enjoy anime enough to watch it. But fear not! Everything you need to know to survive in the world of Evangelion has been provided for you in this booklet.

Much of what you are about to read is already contained within the Adeptus Evangelion Dark Heresy Supplement. However, said information is scattered among several chapters. For ease of use this information has been condensed and provided as the perfect quick handout for new players interested in the setting.

THE SECOND IMPACT

The Second Impact is a cataclysm which followed the "contact experiment" conducted by the Katsuragi Expedition on Adam in Antarctica on September 13, 2000. While the exact details of this experiment are unknown, it caused Adam to awaken and involved human use of the Lance of Longinus, an alien artifact recovered from beneath the Dead Sea.

When Adam awoke, he immediately recognized humanity as creations of Lilith and thus his enemy. Had he been allowed to run amok, he would have destroyed all life on Earth and rebuilt the world according to his plan: angelic life forms.

However, the Katsuragi Expedition managed to act in time and minimize the damage of their mistake. Before it could be reclaimed, they used the Lance of Longinus to reduce Adam into an embryonic state. While effective at neutralizing him, the release of energy vaporized the continent of Antarctica. Despite being at ground zero of this tremendous blast, both the embryonic Adam and the Lance of Longinus survived the explosion.

Two billion people across the world would not be so lucky. Massive tidal waves radiated out from the former continent of Antarctica, smashing entire cities to splinters and drowning virtually everything in all but the highest or most secluded areas of South America, Africa and Australia. The tsunamis even reach as far as the British Isles, and though significantly reduced by the intervening distance still cause massive devastation. Many cities in the Northern Hemisphere (Such as virtually every city on the East Coast of North America) experienced destructive flash flooding.

Even worse than the tidal waves was the shock to the planet from the explosion itself. The force of the blast shifted the Earth, slightly changing its axis. While the environmental



repercussions of this would not be felt for some time, the geological consequences were almost immediate. Mere minutes after the instant of the explosion, the stress suddenly placed on the crust and mantle from the South Pole caused Earthquakes across the globe, ranging from minor disturbances to massive catastrophes. Even worse were the frequent volcanic eruptions both during the Impact and for some months afterward. Special mention goes to the Yellowstone Caldera, which ejected some 47 cubic miles of rock and dust into the sky, which would take almost an entire decade to settle fully and plunged North America into chaos. Optimistic Geologists, however, claim that the Second Impact spared the human race a cataclysmic repeat of the last time the Yellowstone Caldera erupted by setting it off early. On its previous eruption 640,000 years previous, the Yellowstone super volcano spewed approximately 240 cubic miles of rock into the sky.

WAR

The sudden, unexpected and truly devastating nature of the Second Impact threw the world into chaos. Over two billion had died in the first nineteen hours alone, and millions more were in need of crucial aid and supplies. However, the global tectonic activity had crippled nearly every nation on Earth, and systems of government around the globe collapsed under the strain.

While many records from this time were either lost, destroyed or based on inaccurate and inconsistent data, it is clear that refugees from the worse afflicted areas fled to neighboring regions in untold numbers. For countries already only barely stable, this panicked human locust swarm was an obvious death sentence. Fighting broke out on the borders between various countries, followed by full fledged massacres.

Nowhere was this fighting more intense than on the India-Pakistan border. In an effort to force neighboring countries to provide aid, extremist remains of the Indian government threatened the use of Nuclear Weapons. Thus provoked, Pakistan launched its own Weapons of Mass Destruction in a pre-emptive strike. The resulting exchange, added on top of the previous devastation, left the subcontinent in ruins and 15 years later still virtually uninhabited. This exchange triggered violent interventions and the sparking of tensions across the world. While the former Cold War nations avoided mutually assured destruction, several cities such as London and the original Tokyo (Tokyo-1) were destroyed within the first ten days after the Second Impact.

While the use of weapons of mass destruction was curbed early on, the planet was plunged into war for months. The majority of these conflicts were a result of resource shortages and refugee crises, though pre-existing ethnic and political tensions often provided the critical spark to conflict.

In the months of combat, the devastated continents of South America and Africa seemed determined to destroyed themselves, and the first world countries were scrambling to secure and protect as much as they could. China pushed forward its borders in several directions and made key acquisitions, while the United States and Canada formed a desperate alliance. Russia reclaimed several of its satellite nations from the Cold War, though not as much territory as it had hoped due to food shortages at home that forced them to consolidate their enlarged territory rather than expand it.

In the end, the chaos seemed destined to continue and escalate back to the levels of Weapons of Mass Destruction within the year. In a desperate attempt to curb this destruction, a coalition of several European nations (notably starting with England, France and Germany) turned over their military forces to the United Nations. While only barely keeping lines of communication open between nations prior to this, the sudden increase in its military power gave the UN the might required to forcefully intervene in several out of control conflicts around the globe. Russia, having already stopped its territorial expansion and after securing the UN's guarantee that these new territories would not be touched, also joined this group. The United States, while previously opposing UN intervention in South America for nationalistic reasons, eventually admitted that with its own crises it lacked the resources to handle the South American problem on its own and joined as well.

The consolidation of these forces and others was finalized on February 14th, 2001 in the so called Valentine Treaty. This event represented an end to the general hostilities and war that defined the six months after Second Impact, though small conflicts continued for some time and certain regional conflicts sparked during those months have continued unabated ever since.

RECONSTRUCTION

However, this was not the end of the troubles caused by Second Impact. In the intervening fifteen years, only 22% of South America, 49% of Africa, and 12% of Australia have undergone anything approaching reconstruction, mostly restricted to basic humanitarian aid. India, Pakistan, and many previously civilized areas of the aforementioned continents are still all but deserted, despite the general recession of the floods that originally devastated them. South America has permanently lost large portions of Brazil and Chile to the Sea, and the nations of Paraguay



and Uruguay are entirely submerged to this day.

In other parts of the world, the damage from flash flooding and Earthquakes is all but erased. Notable instances include the reclamation of Boston, once completely flooded by the initial waves.

Unlike the flooding the volcanic activity has left lingering scars, especially in the United States Wyoming region.

However, the massive dust clouds that crippled plant growth in North America for years were only the tip of the ice berg of climate related troubles. With the shift in the Earth's axis, as well as the desalinization of the oceans resulting from the instantaneous melting of the Antarctic continent, the Earth experienced a massive climate shift. Much of Asia, notably China and Japan, has seen significant temperature increases, with Japan now appearing locked in what equated to its Pre-Impact summer weather at all times of the year. Russia as well has seen an increase of temperatures, though oddly most of Europe has seen heavier snowfall and a longer Winter than normal. Large swathes of North America experience heavy rainfall almost all year round, and Central America is quickly turning into a roasting desert.

Adam, Lilith and the Angels

Neon Genesis Evangelion has one of the densest, most widely debated plots in anime or any other medium. As such, some of the bigger concepts (such as the origin of the Angels and what their motivation is) can be hard to pin down.

Adeptus Evangelion assumes the following to be true:

In the Beginning

In the distant past, an advanced alien civilization was seeding life throughout the galaxy. They achieved this by sending powerful artificial beings to worlds where they could reshape and populate it accordingly.

There were at least two models of these progenitor beings, and possibly more. Adam was one that was sent in a massive white sphere, which crashed into what is present day Antarctica. From there, he set about preparing the world to be filled with his creations.

First Impact

But things didn't go according to plan. Another of the Progenitor's seeds was somehow knocked off course and failed to reach its planned destination. Instead, it crashed on Earth as well. This was how Lilith came to be on earth, and her vessel was the giant black sphere that would later be used by Nerv as the Geofront.

Adam and Lilith were designed to create two very different kinds of life, and neither was meant to coexist with the other. The exact details of their conflict are unknown, but in the end both of them were severely wounded. Adam returned to his sphere in Antarctica, and Lilith returned to her sphere, where they both sat in recovery for billions of years. The Lance of Longinus, a powerful tool and weapon belonging to either Adam or Lilith, was left in the Dead Sea.

During their conflict, Lilith's blood had been spilt and infected the Earth's oceans, creating the primordial soup that gave rise to all life on Earth.

The Road to Second Impact

At some point in early human history, mankind came into possession of the knowledge of the Angels. Either a result of precognition or the discovered knowledge of the great Progenitor race that sent Adam and Lilith in the first place, there was written a manuscript detailing the events of Second and Third Impact, and how they might be brought about. This secret was hidden as part of the Dead Sea Scrolls, a part that an organization known as SEELE made sure was never revealed to the world.

SEELE later recovered the Lance of Longinus and funded the ill fated Katsuragi Expedition to find and study the dormant Adam. After they had the information they desired, SEELE provided the Expedition with the Lance for a "Contact Experiment".

The result was Second Impact. Adam awoke, in the form of a Giant of Light, and recognized humanity as the creation of his enemy. Had he been left unchecked, humanity would not have survived. The Katsuragi Expedition, in a desperate ploy to minimize the damage, used the Lance of Longinus to reduce Adam to embryonic form. The resulting explosion vaporized Antarctica.

The explosion also scattered, or even created, the Cores that would eventually give rise to the Angels. It would take them roughly 15 years to develop.

Felling Angels

Killing Angels has three primary steps.

Step One: Breaching the A.T. Field

An A.T. Field represents the ultimate defense. As long as it is active, even weapons of mass destruction are of little threat.

All Angels have A.T. Fields, and many have A.T. Fields of incredible strength. Anyone meaning harm to an Angel must first find a way to breach this defense, either through neutralizing it with your own A.T. Field or through powerful Positron weaponry.

Step Two: Disabling the Angel

While not technically a required step, failing to do so will make step three incredibly hard. Even with its A.T. Field breached, an Angel is nothing to be underestimated. They often have powers and attacks that cut through armor like paper, or they simply attack your mind directly.

There is no guaranteed way to disable an Angel other than to simply destroy its ability to move through massive damage. This will not be easy. Usually, inflicting enough critical damage on the head or body can render the Angel immobile. However, if the Core is not destroyed soon after, the Angel may become active again or the core will attempt to shed the body and flee.

Also important to remember is that each Angel has 1 fate point. They may spend this fate point just like a player can, and burn it to survive just like a player can. This means that even with an exceptionally lucky shot with a powerful weapon to the right body part, the Angel still cannot be killed in a single hit. Angels will often burn their fate point to survive after their head or body has been critically damaged to the point of defeat, resetting all wound totals to a minimum of 0.

Step Three: Destroy the Core

Virtually all Angels have a red, spherical Core somewhere in their body. This represents what very well may be the only vital organ it has, the rest being entirely expendable. Destroying the Core is the only way to kill it, and even that is dangerous as many Angels run the risk of exploding violently in their death throes.

Cores have their own wound total, and given their often exposed nature it is possible to kill an Angel by aiming for the Core and attacking it directly. The Angel will not make this easy

for you, but it can be done and is the recommended way to assault an Angel. If an Angel has been defeated by massive damage to its head or body, but the core still survives, the Angel is physically incapacitated but is still fully capable of using its A.T. Field and A.T. Field powers. For certain Angels, this leaves it a method of escape that the Core might use to attempt to flee the battle. If the Core successfully escapes, expect a more powerful version of that Angel to strike after it has had several months to regenerate its body.

EVANGELIONS

An Evangelion is an unrivaled fighting machine that is as much a product of conspiracy and deceit as it is science and engineering. Created by the secret organization SEELE through its puppet organization NERV, the Evangelions are a mix of Angel and human DNA that have been partially lobotomized and cybernetically enhanced and restrained.

Evangelions are all humanoid in shape, but of a vastly alien biology and a monstrous appearance even with the armor covering. They also have a number of important primary systems beyond simple locomotion and fighting.

Entry Plug

The entry plugs are long, cylindrical structures with rounded ends which contain the cockpits for the Evangelions. A pilot enters a plug through a hatch in its center; once the hatch is sealed, the plug is filled with LCL (a yellow-tinted, translucent liquid used to mentally link a pilot with the Evangelion and supply oxygen directly to the lungs when breathed). Each Eva has a socket in a cervical vertebra in its upper spine, covered by a retractable plate; the entry plug is inserted into this socket, the hatch closes, and pilot control of the Eva is established. The plugs are heavily armored and equipped with parachutes and rockets to aid in escape from a badly damaged Evangelion (see “Defeat” in Chapter 5 of *Adeptus Evangelion*).



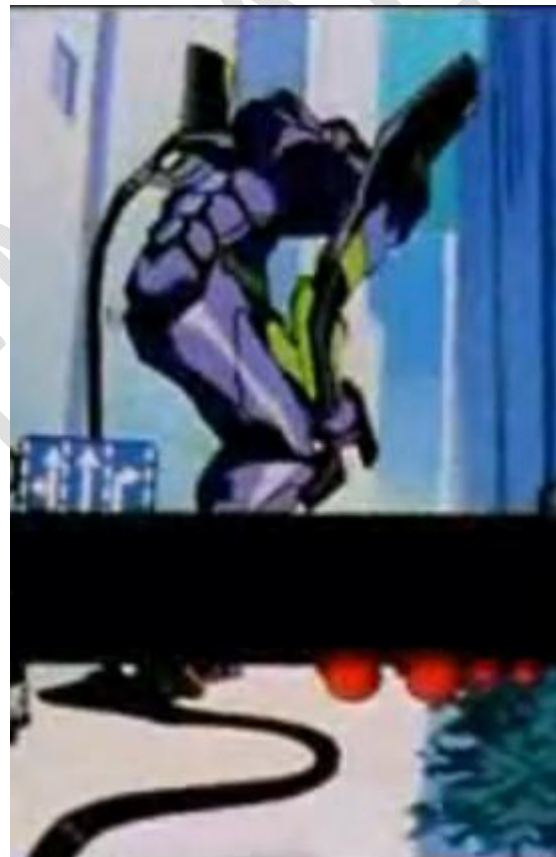
Control from within the entry plugs for activation of the Evas usually consists of voice-commands in conjunction with mental thought, although this is usually done remotely by Nerv personnel. Apparatuses found within the entry plug include two distinctly designed hand-triggers which are used for simple, but delicate, finger movements, such as using firearms. The screens that show the external environment surround the pilot and are picked up by cameras mounted on

the Eva's head, and from the eyes of the Eva itself. They also display other information, and are apparently three-dimensional projections. Smaller images can be superimposed over the environmental views for communication between pilots and/or the command station in Central Dogma.

The pilots must be able to "synchronize" with their Evas in order to control them. To aid in this, pilots wear the distinctive uniform of their position: the plug suit. The plug suit is a form-fitting full body garment which the Eva pilots wear to aid in synchronization with their Evas. The suits are normally baggy but shrink to conform to the pilot's body through a mechanism housed in the wrists of the suits. The suits contain devices which help monitor the pilot's status and give medical aid, such as defibrillation or CPR. No two suits are alike: each suit bears its corresponding Eva's numerical designation on the chest and back and is roughly color-coordinated with that Eva. Pilots also wear A10 nerve clips, brain-computer interface devices worn by Eva pilots on their heads in order to better establish a direct mental link with their Evangelion.

Umbilical Cable

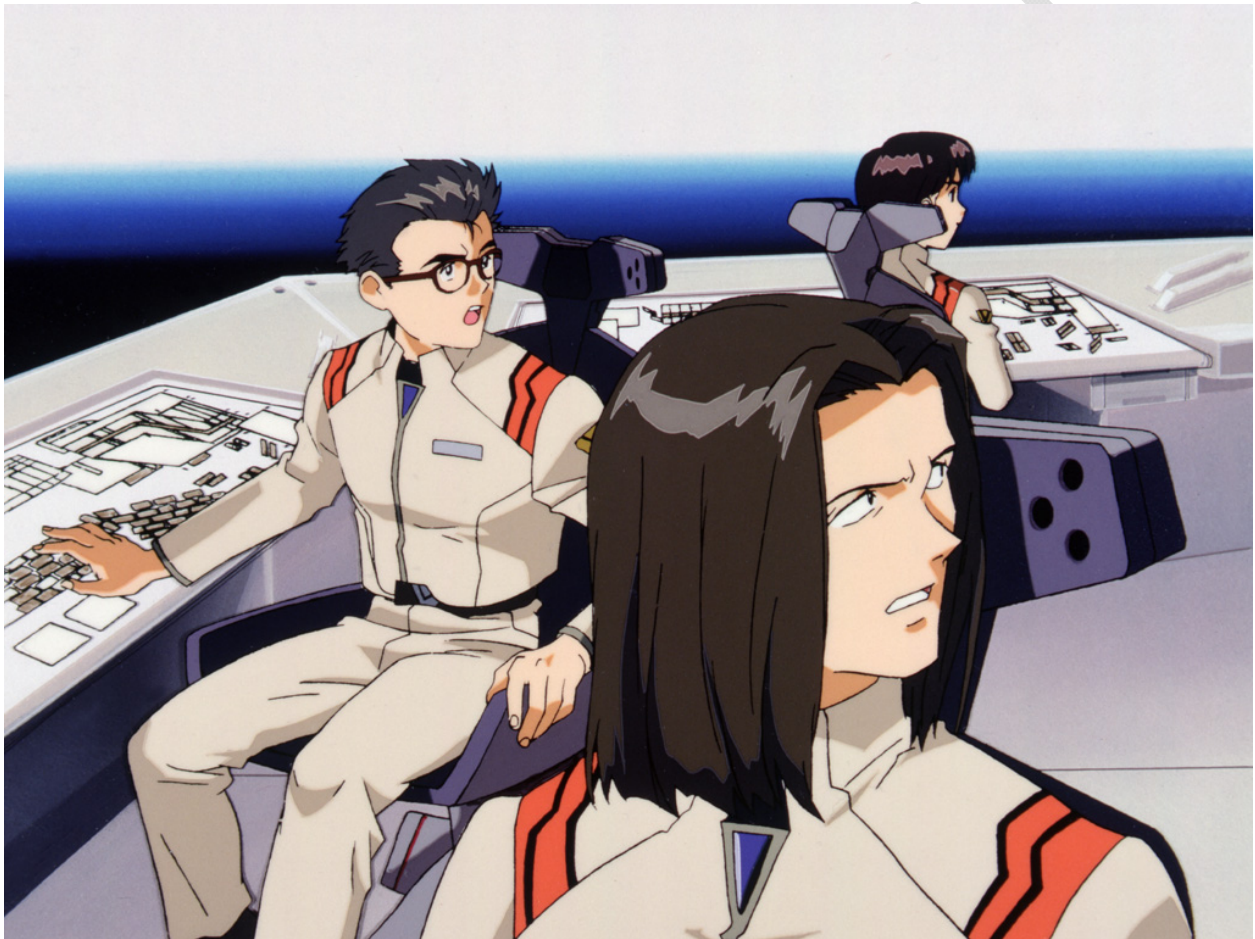
Evangelions have a massive energy requirement, so much so that for functions beyond pilot life support, their internal batteries' charge only lasts for a maximum of 5 rounds. To deploy Evas for longer periods of time, power cables referred to as "umbilical cables" are inserted into the Evas' backs. Spools containing umbilical cables are located throughout the Base of Operations, so if an Eva extends the cable to its maximum length, it can switch to another one. Evas are capable of reaching behind themselves to attach a new umbilical cable without external help. When Evas are deployed to areas other than the Base of Operations, portable sets of umbilical cables are brought along to connect them to an external power supply. Evas can be voluntarily disconnected from their umbilical cables to provide greater mobility, albeit knowing that they will only have 5 rounds of power. If an umbilical cable is severed during battle, the end plugged into the Eva's back will automatically eject from the Eva so as not to hinder its movements. The plugs located at the tips of umbilical cables contain small thruster rockets; when ejected, the thruster rockets fire just before hitting the ground, to lessen the damage both to the plug itself as well as to whatever is on the ground when the plug hits.



Nerv

Nerv is a paramilitary special agency nominally under the control of the United Nations. Nerv's official purpose is to lead the defense of mankind against the Angels, to stop them from initiating a Third Impact after the destruction that was wrought by Adam during Second Impact in 2000, through use of the Evangelions, which they constructed.

Officially, Nerv is a private organization under the direct supervision of the United Nations, being granted limited authority over local administration, and, to an extent, United Nations



military forces. However, Nerv is essentially an independent organization from the United Nations apart from matters of funding. As a result of conventional military forces' inability to defeat Angels, the effort to defeat them is often left at the discretion of Nerv's highest ranking personnel without direct external interference. Nerv is capable of guarding its own position through whatever means necessary, including sabotaging a rival defense contractor's prototype combat robot, "Jet Alone".

Nerv's origins lie in the research organization known as Gehirn, which was renamed and reorganized into "Nerv" in 2010 after its headquarters at Tokyo-3 and the Magi supercomputers

were completed. Unlike Gehirn, whose existence was officially a secret (with the UN Artificial Evolution Laboratory serving as a front), Nerv is semi-public.

Internal Organization

Nerv globally employs many thousands of people, including scientists, technicians, paramilitary security forces, and support staff.

The standard uniform for Nerv personnel is a khaki uniform with triangular patches at the shoulders. Personnel in command positions wear a monotone tonic. All Nerv personnel have a triangular clip over their uniform's left breast which denotes rank.

Tactical

Headed by: Nerv Operations Director

The Tactical Operations branch is responsible for coordinating the Evangelions in actual combat, as well as directing Nerv's conventional security forces and defense grid in battle against the Angels.

Nerv's internal security forces are tasked with defending the organization from terrorist attacks and other small-scale conventional threats: Nerv was intended to fight the Angels, not other humans. As a result, Nerv is actually ill-equipped to repulse a frontal assault by conventional human military forces. Security staff wear khaki uniforms like those of the operating staff, as well as red berets. They normally carry either MP5 or Uzi submachine guns.

Technical

The Technical division is Nerv's science branch, responsible for the research and development of the Evangelions, as well as their maintenance and repair. It also analyzes scientific data obtained about the Angels, attempting to gain greater insight into them to aid the Tactical division in defeating the Angels.

Each Nerv facility hosts a large corps of mechanics, electricians and other staff dedicated to maintenance, repair and construction. The standard tech uniform consists of orange coveralls and a cap.

Those involved in actual research and development and Eva testing wear the standard khaki Nerv uniforms.

Other divisions

- **Intelligence:** Information collection and analysis are handled by the black-suited agents of the Nerv Department of Security Intelligence, as are the surveillance and protection of key personnel.
- **Public Relations:** Nerv has its own PR subsection, which handles propaganda and media blackouts directed towards the general public to control information about the Angels and Evangelions.

Base of Operations

What you are defending from an Angel attack is your Base of Operations. Be it a fortified city, a military installation, the last best hope for humanity or even just the place you call home, your Base of Operations is from where your Evangelion's sortie and where the Angels seem determined to strike.

Nerv headquarters (Nerv HQ) is Nerv's massive, sprawling primary base built in the subterranean GeoFront cavern under your designated Base of Operations (a geographic location your GM decides at the beginning of the Campaign). It is the command center for all of Nerv's operations across the globe. The original trio of Magi supercomputers is used to run Nerv HQ. The Evangelions were researched and developed here, and some of them were also built in the Geofront as well (though many were outsourced to other Nerv branches for construction). The base itself is a labyrinthine complex housing multiple facilities for command and control, scientific research, and the repair, maintenance and deployment of Evangelions. Nerv HQ is where all active Evangelions and their pilots are based, and it is from Nerv HQ that they are sortied.

The Magi Supercomputers

The Magi Supercomputer System is the most advanced supercomputer design to date. Each system is made up of three separate Supercomputers, and at the core of each of the three is a vat-grown human brain that serves as a part of the machine's CPU. Using an advanced Personality Transplant Operating System, each of the three machines is imprinted with a different analytical style and perspective. This grants each of the Magi not only the supercomputing power of a machine,



but the ability to reason and develop a course of action all on its own and then compare it to the plans of the other two machines to develop the most efficient and successful plan possible. Numerous safeguards exist to prevent even one of the Magi from taking any course of action that has not been approved by its human operators.

In the series, the Magi of the Tokyo-3 facility are the first Magi Supercomputer system ever developed, and the Personality Transfer OS used the thought patterns of its creator in three different functions: herself as a Scientist, herself as a Mother, and herself as a Woman. These Magi were named Melchior, Balthasar and Caspar, respectively.

While fans of the series may decide to keep this setup for their own games, it is not required. Names for the Magi may be given as the GM wishes (so long as they remain consistent) and such setups for the Personality Transfer OS may change as well, such as using the minds of different people (instead of different aspects of the same person) for different machines.

Whatever the setup, each branch of Nerv is guaranteed to have one Magi Supercomputer System. While it is used frequently in the background to handle many of Nerv's systems, both the players and the GM may make use of the Magi as both a resource and as a plot device. Benevolent GMs may use the Magi as a means of providing information to the players, or flash a warning message about the poor choice of their current plan of action. Groups with an Operations Director should be encouraged to make use of the Magi as a consultant for their plans, though difficult problems can take some time to compute.