



# MECHA VS KAIJU

A FATE-POWERED RPG BY  
JOHNATHAN WRIGHT





M.A.F.



...|| TETSUJIN HEAVY ARMOR

SYSTEMS CHECK: OPTIMAL ::

# MECHA VS KAIJU

**BORN IN NUCLEAR FIRE**, they stride across the face of the world, unstoppable. They are the Kaiju – giant monsters that have ravaged the nation of Japan for decades. Only one force can stand against these titans of destruction – the Mecha Assault Force! The giant robots of the M.A.F. stand ready to do battle against the monstrous might of the Kaiju!

Become a fearless mecha pilot in this anime-inspired role playing game. Craft your character based on the Archetypes of Japanese comics and animation. Tailor every aspect of your own personal mecha – from the inside out – with movement for any terrain, invincible protections, and custom-designed weapons. Gamemasters will find complete rules for creating their own monstrous Kaiju, as well as an in-depth setting guide, introductory adventure, and campaign guidelines. Here you will uncover the secret history of Japan and use its wealth of story possibilities to inspire your own battles in the relentless, never-ending battle of **MECHA VS. KAIJU!**

MECHA ASSAULT FORCE –  
**IKIMASHU!!!**

POWERED BY  
**FATE**



# MECHA VS KAIJU

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In other words, feel free to incorporate these rules into your game, as long as you tell folks that I wrote them, but I keep the rights to all the story stuff.



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# INTRODUCTION





## THE FALL OF STRIKE FORCE ICHI-BAN

“YEEHAAAA!!! Surf’s up, Sarge!”

“Damn it Ace, this is a stealth mission! Making tidal waves with the Iron Striker’s jetwash is not stealthy!”

“Agreed, Sgt. Watanabi. Lt. Kasuragi, you need to dial it back, son.”

“Understood Cappy. Hey Sarge, you set a date yet?”

Capt. Fujima smiled to himself. Lt. Ace Kasuragi was the best pilot he’d ever seen, and had provided air cover to Strike Force Ichi-Ban for years, making it easy for him to forgive the young man’s motormouth ways. His smile faded as he thought of the impending wedding of Sgt. Keiko Watanabi to their engineer, Chief Yama.

“Can’t believe the chief popped the question, Sarge,” Ace continued, throttling back. “Have you set a date?”

“Are you kidding? You know how methodical Yama is. He’s practically got the whole thing orchestrated. I think all I have to do is show up and say ‘I Do.’”

“Let’s cut the chatter, you two. We are way off the books on this mission. Something happens out here, and we fall off the face of the Earth. You know what happens to spies in North Korea.”

Fujima had good reason to be nervous. Uncovering the command and control base had been a fluke. The M.A.F. relied mostly on its own Miko intelligence branch, which had successfully predicted 80% of kaiju attacks. But the report from the Japanese Self-Defense Force had been confirmed through the intelligence branch of the Anti-Kaiju Force: North Korea was planning a massive kaiju incursion into Japan. This one wasn’t going to be written off as an accident or a rouge monster – it was a full-scale attack.

The facility was not yet operational, and no kaiju had yet moved from their normal patrol areas. The Prime Minister, with dreams of international glory in his head, authorized a covert attack on the base, using the main force of the Mecha Assault Force, Strikeforce Ichi-Ban. Now twin-rotor helicopter carriers ferried Capt. Fujima’s Iron Angel and Sgt. Watanabi’s Iron Demon across the Sea of Japan, with Lt. Kasuragi scouting ahead.

Ace’s voice came across the comm, all business now. “Approaching North Korean airspace, Captain. Going to stealth mode.”

“Acknowledged, mecha carriers to stealth mode.” The roar of the rotors diminished as the mecha and their carriers went dark. “Two minutes to target.”

The command and control complex was near the coast, allowing for a rapid attack and fast escape. The Iron Striker came in low beneath radar, nearly silent thanks to her stealth mode. “Picking up N.K. air defense signals. Missiles locked, ready to knock out radar stations.”

The force was like nothing Ace had felt before, like a great hand reached out from heaven and grabbed his ship. He punched the throttle and hit afterburners. The Iron Striker shuddered with the strain, but remained suspended in its place. “Cap, Sarge, I’m not moving!”

“Have you lost power?”

“No, I’m on full afterburners, and I’m still not moving.” Ace’s radar chirped an alarm. “Damnit I got incoming!”

“We’re one minute out, Ace. Hang on.” The cross wind hit Fujima like a hurricane, knocking his carrier horizontal and nearly slamming it into the sea.

“Cap!” The impact was like nothing the Sarge had felt before. The water plume struck her mecha while only 30 feet from shore, slamming her in the back and drilling the Iron Demon down onto the sandy beach. The carrier’s chopper blades sliced into the ground and shattered, sending shrapnel wildly into the air and felling trees in the nearby jungle.

“Keiko!” Capt. Fujima had barely recovered control from the gale when a wind sheer drove his mecha carrier down into the sea. He pulled the release bar, firing the explosive bolts that supported the shoulder-mounted connectors to the helicopter carrier. The Iron Angel settled to the shallow shore and Fujima began to quickly work his legs, the myoreactive interface suit instantly transferring his movements to those of his mecha.

The ripcurl tide was like nothing he’d ever felt. The wave rushed back away from the shore like a tsunami in reverse, literally knocking the Iron Angel off its feet. The wind whipped the sand into a dust storm, diminishing vision to only a few feet. “Kei, Kei respond. I can’t see you but I’m following your transponder. I’m on my way.”

A burst of static filled the captain’s comm. unit – “Cappy...Ace...swarm of Kagerou...power failing...” – and then nothing.

“Ace? Ace! Respond!”

A waterspout backed by hurricane force winds drilled into the Iron Angel, sending it crashing to the beach. There, lying before him, Fujima saw the smoldering hulk of the Iron Demon.

“KEI!” He quickly zoomed in on the pilot compartment of the Iron Demon. Through the smoke and whipping wind he saw Keiko Watanabi, surrounded by North Korean soldiers, an officer holding a pistol to her head.

His comm. unit picked up a transmission directed at him. The voice was female, though all the soldiers surrounding Kei were men. “We have captured your companions. The pilot is injured, but will live. The female has suffered some damage, but nothing compared to what that pistol will do to you should you not immediately shut down your mecha systems and exit the machine.”



Captain Fujima could see Watanabi clearly. Though bloody he could see her cursing defiantly at the officer. Fujima knew the mission was a failure. All he could do now was protect his people.

“Cappy” Fujima keyed a sequence of numbers into a red box above his seat. The door opened, revealing a red handle. He pulled the handle and a warning blared inside. Then every system in the mecha crackled with an electric discharge, destroying anything that could be of use to an enemy. Fujima then blew the hatch on the chest of the Iron Angel and climbed out, hands above his head.

A squad of soldiers threw him to his knees as the maddened natural forces subsided into a fine rain. A woman approached holding a dainty umbrella above her, though Fujima could not be entirely sure of her gender. Though she wore an ornate lady’s kimono, her face was like a demonic statue he had once viewed at a temple. She smiled, revealing razor-sharp fangs that gleamed against the dark green of her skin.

“Capt. Fujima, welcome to North Korea. I fear your visit will be longer than anticipated. You did your duty, disabling your mecha before exiting, I see. No matter, we had little interest in the vehicles. As you have seen, our magic has rendered your mighty war machines obsolete. No, it was you that we wanted. Today, you witness a new era, Captain. Today, you witness the ascendance of the OGRE!”

The last thing Capt. Fujima remembered was the maniacal laughter of a monster filling his ears and chilling his soul.

## GAME INTRODUCTION

In this game, every giant monster movie you have ever seen, from Japanese imports like *Godzilla* to American atomic-age shockers like *Them*, is not science fiction, but rather a documentary. Those monsters are real, and governments would be fools not to plan for their eventual invasion. This game puts players at the controls of a giant robot – commonly referred to as a “mecha” – as they defend their homeland against the constant attacks of giant monsters, or “kaiju”. These pilots form an elite squad called the “Mecha Assault Force”.

*Mecha vs Kaiju* is powered by the Fate Core engine, and is both a complete setting and a toolbox for other Fate Core games. *MvK* gives you a number of new options for creating characters, build advanced mecha machines, and craft giant kaiju to send against them. It also offers an in-depth introduction to the Mecha Assault Force, which guards Japan against invasion. Finally it details the sinister forces behind these attacks and hints at other giant-monster activity around the world.

### || Origins of Mecha vs Kaiju

I grew up in the dark days before cable TV or VCRs. I spent my weekends flipping through the local UHF channels, praying I would find my favorite films: grainy, washed out, badly dubbed tickets to magical worlds called “Toho” and “Daiei” – the Japanese monster movie. I could usually count on a classic American monster movie every week, but the discovery of a *Godzilla* movie on TV was like gold. Even after my folks got cable I still checked the local stations for my favorites. In 1985 my geek dreams came true when a new *Godzilla* movie came to theatres, with promises of more to follow.

My daily cartoon intake had always involved Japanese anime. The simplistic adventures of *Speed Racer* progressed to the more mature plot and characters of *Star Blazers*. But it was the military mecha of *Macross* and *Gundam* that captivated my attention. I started watching them for the giant robot action, but was quickly moved by the drama of these soldiers and their lives. Japanese cartoons did not talk down to me the way American animation often did; anime was a respected art form there, and watching imports made me feel like a connoisseur.

### || Inspiration

It was my love of the genre that inspired me to write *Mecha vs Kaiju*. This setting captures everything I love about Japanese popular culture.



For your own inspiration I suggest the following:

**Showa-Era Godzilla:** Godzilla movies are separated into different eras based on the reign of the Japanese Emperor. The original Godzilla came out during the Showa Emperor Hirohito, so all the movies from 1956 to 1976 share this name. Though they all vary in quality, from profound to downright silly, they are all essential viewing.

**Heisei-Era Godzilla:** Starting in 1984, Toho films rebooted their Godzilla franchise with *Godzilla 1984*. This series ignored all other “kaiju eiga” (monster movies) after the original Godzilla in 1956 and reintroduced updated versions of the classic monsters. There was more emphasis on the military defenses created by humans, eventually culminating in *Mecha Godzilla* and *Mogera*.

**Godzilla vs Mechagodzilla-Tokyo S.O.S.:** This 2003 movie was the primary inspiration for the shape of the Mecha Assault Force. If you want to see how a military organization devoted to the defense of Japan against giant monsters would look like, this is another must see.

**Gundam 0079/Zeta Gundam/Gundam ZZ/Char’s Counterattack:** I can’t help it, I like the old school animation, and the original *Gundam* series’ are some of the best representations of how the military would integrate real robots onto the battlefield. Unlike the “super robots” of the early 70s, or the custom mecha of later *Gundam* series, these mecha looked like they could actually exist.

**Evangelion:** This anime series shows what life would be like living in a Japanese science-city defended by giant robots against giant monsters. It also details the affect these stresses would have on the young and inexperienced when thrust into battle with an implacable enemy.

**Pacific Rim:** Guillermo del Toro and I should have been neighbors, because we grew up with the same passions. This shows in his epic adventure of mecha pilots fighting a last-ditch battle against a monstrous enemy. *Pacific Rim* takes the concept of a mecha-based military and expands it across the world.

**Kami no Michi:** Not a multi-million dollar movie, but a simple book written by a simple man. One of the most stirring faiths in Asia is the indigenous religion of Japan, Shinto. After its exploitation during WWII, people of the west had grave misgivings about the faith. So a Shinto priest named Yukitaka Yamamoto

took it upon himself to show the west the true face of his faith. *Kami no Michi* is part biography of a holy man, part introduction to the concepts of Shinto. For anyone playing a practitioner or believer in Shinto it is an excellent read. It is available online from several sources.

## THANK YOUS

**Chris Wiler**

My first anime pusher.

**John Phillips**

My oldest friend, who first said “Kaiju on the DMZ.”

**Jim Mason**

For always being there.

**Mike Todd**

For moral support, technical support, and every-other-kind-of support.

**Robin Laws**

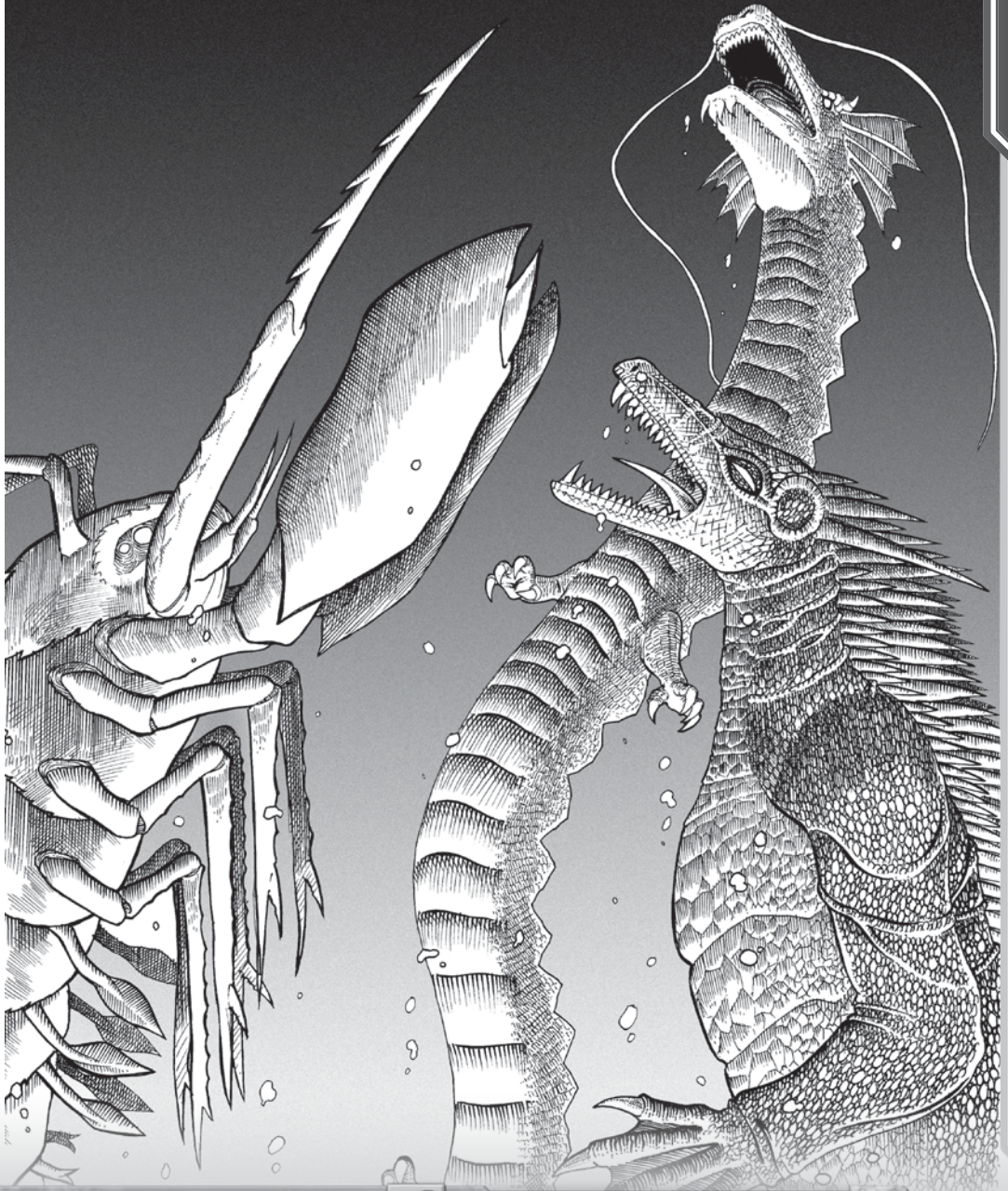
A fine RPG writer, for the campaign-as-TV-series idea.

Most especially my wife

**Christine**

With all my love.







02

# CHARACTER CREATION



## ARCHETYPE STUNT FAMILIES

Every player will choose a traditional anime archetype for their character as one of their starting Aspects. These archetypes function exactly as other Aspects, but also give players access to exclusive stunt families: a group of stunts that are related to and chain off of each other. The progression of the stunt chain is the same for each archetype: the first tier stunt provides a conditional skill bonus; the second tier grants a free Invoke of the Archetype Aspect under specific conditions; the third tier features a unique combat stunt and a stunt that allows a free Invoke of a mecha system.

Each archetype also has a pair of skills - one an interaction skill and the other more active - that are related to that archetype. While it is not necessary for you to take these as your highest skills, the skills do fit in with the theme of the Archetype, and the stunts that follow do often require these skills.

### || **Baka (Fool)**

If there is a banana peel to be slipped on, an ottoman to be tripped over, or a house of cards to be toppled, you are the one that will make it happen. People laugh at you, not with you. If you have something serious to say, it might be hard for others to take you seriously.

Yet your friendly and lovable personality endears you to everyone you meet. Maybe they don't respect you, but they sure do like you. And almost everyone underestimates you, allowing you to do and say things that others would never get away with.

*Related Skills: Provoke & Resources*

**A FOOL AND HIS MONEY:** Gain a bonus to a Resource check, either +2, +4, or +6. Then take a Resource Consequence equal to the bonus: Minor, Moderate, or Serious. You will be unable to make any Resource checks until the Consequence is recovered.

**UNDERESTIMATED** (Requires "A Fool and His Money") Most people ignore you as a threat, and that is often their downfall. Once per scene you may invoke Baka for free when someone has turned their back on you (figuratively or literally).

**CLUMSY OAF!** (Requires "Underestimated") Your apparent ineptitude is infuriating to the more competent around you, including your enemies. When you take a Physical Consequence make a Provoke Roll opposed by your enemy's Will. Add the number



of shifts of damage the consequence absorbed as a bonus to your roll. If you succeed you may Compel your enemy to turn away from you in disgust and find a more worthy foe. This can either create an advantage on your enemy or give you a chance to withdraw.

**STUMBLING TOWARDS VICTORY** (Requires “Underestimated”) Whether by fate or design your clumsy nature puts you on the path towards triumph. Once per scene you may invoke your mecha’s Movement system for free, but this must take the form of movement others will perceive as accidental.

### || **Dasaiko (Quiet/Creepy Girl/Boy)**

There’s always one, isn’t there. Alone, even in a crowded room, you sit and examine the houseplants, or an interesting bug on the ground. Few people want to get close to you, and fewer still know how. But there are wonders inside you, if only someone could break down the walls. You’ve been hurt so many times, how can you learn to trust? After being alone for so long, how can you learn to be part of the group?

*Related Skills: Empathy & Will*

**IT’S ALWAYS THE QUIET ONES:** Nobody realizes how closely you watch others and know what they are feeling, until you make a shockingly prescient observation. Gain a +2 to the first Empathy check you make each scene.

**INTERLOPER** (Requires “It’s Always the Quiet Ones”) Sometimes being a stranger is an advantage. Once per scene you may invoke Dasaiko for free when being an outsider would be an advantage.

**ALONE IN A CROWD** (Requires “Interloper”) Even when surrounded by people your solitary personality renders you almost invisible. Use Will instead of Stealth when hiding in a crowd and gain a +2 to the roll.

**OUT OF NOWHERE** (Requires “Interloper”) You are a master of catching people off guard with sudden movement. Once per scene you may invoke your mecha’s Movement aspect for free for any reason.

### || **Furyoko (Bad Girl/Boy)**

The only important thing in the world is you. Other people are there to make your life easier. Using them is what you live for, and making their lives more difficult is just one of the perks.

But no one is an island, and sooner or later you will find you need someone. After all the wicked tricks and put downs how can you face those you have wronged? Will you have the strength to ask for help?

*Related Skills: Deceive & Burglary*

**ME FIRST:** Gain a +2 to Deceive when the situation will benefit only you and no one else.

**OH, I'M SOOOO SORRY** (Requires "Me First") You love the look in their eyes when they finally figure it out. Once per scene you may invoke Furyoko for free when you reveal your true nature to someone for the first time.

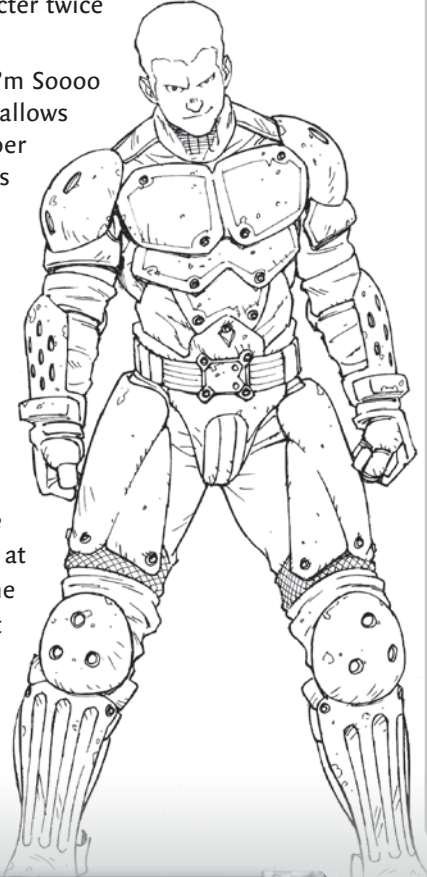
**GIMME!** (Requires "Oh, I'm Soooo Sorry") Make a Burglary check opposed by your opponent's Notice skill. If you succeed you may take one item from them without their knowledge. This can be used in combat. If you succeed with style you may replace the item with anything you currently carry. This stunt cannot be used on the same character twice per session.

**I SEE YOUR BAD SIDE** (Requires "Oh, I'm Soooo Sorry") Your mastery of deception allows you to pierce the unknown. Once per scene you may invoke your mecha's Sensor aspect for free.

**|| Hancho (Big Guy/Gal)**

There is no one bigger, louder, or tougher than you. You always stand out, which makes you the most outgoing and gregarious person in the group. Your good-natured personality often makes you the life of the party.

But it can be lonely at the top. Those that want to have a good time with you at the party usually go home with someone else. Many enjoy your company, but few confide in you. And sometimes you don't know whether to weep or scream.



*Related Skills: Contacts & Physique*

**SHOW OFF:** You can't help but be the center of attention. Gain a +2 to Contacts when your physical presence can influence the reaction of others.

**FLEX!** (Requires "Show Off") Your physicality can come in handy in many situations. Once per scene you may invoke Hancho for free when performing an action that is exclusively physical.

**BODY DISCIPLINE** (Requires "Flex!") Your devotion to physicality borders on a religion, and you can control your emotions through physical disciplines such as Yoga. You may use Physique instead of Will when defending against mental attacks and gain a +2 to the roll.

**LIKE A TANK** (Requires "Flex!") Your mecha combat style specializes in shrugging off damage. Once per scene you may invoke your mecha's Armor aspect for free for any reason.

## || **Kawaiiko (Cute Girl/Boy)**

Most people think you are the sweetest thing, but you don't think about that much, since you don't think about yourself much. Others are important, especially their emotional well-being. If someone is feeling down you are always there with a ready smile and a sympathetic shoulder to cry on.

But living for others can be a hollow, empty existence. Behind the smile and the cute face, is there anything else? At the end of the day are you giving, or are others just taking?

*Related Skills: Empathy & Notice*

**EYE ON OTHERS:** You watch over those around you more than yourself. You can use Notice instead of Contacts to create advantages dealing with other people, so long as those advantages will not directly benefit you, and gain a +2 bonus to the roll.

**KAWAII** (Requires "Eye on Others") Cute is an obsession with you. Once per scene you may invoke Kawaiiko for free when you encounter something undeniably cute.

**TALK IT OUT** (Requires "Kawaii") Yours is the best shoulder to cry on, especially when the pain is real. You can use Empathy to help yourself or others recover from either physical or mental consequences, and gain a +2 to the roll.

**ALWAYS THERE FOR YOU** (Requires “Kawaii”) There’s nobody better than you when it comes to supporting your friends. Once per scene you may invoke any mecha aspect for free when Creating an Advantage for someone else.

## || **Manzaishi (Joker)**

Everything is funny. No matter how bad it gets there’s always a bright side, and you can find it. This makes you indispensable during the dark times, when people’s spirits are at their ebb.

But ceaseless prattle and inane jokes can get tiresome, especially when others are focused on matters they think are too important to take lightly. When their patience wears out, you are the most obvious target for them to vent their frustration.

*Related Skills: Deceive & Investigate*

**A SPOONFUL OF SUGAR:** Your jokes can make it easier to conceal your motives. Gain a +2 to Deceive if you can hide your lie in a joke.

**SMILE MAKER** (Requires “A Spoonful of Sugar”) You are highly skilled at making people laugh. Once per scene you may invoke Manzaishi for free when your honest intent is to make others laugh (even at the expense of another).

**JUST ONE MORE THING...** (Requires “Smile Maker”) Your lighthearted nature belies a keen mind. Anytime you fail an Empathy roll to resist Deceive you may make a reroll using Investigate and gain a +2 to the roll.

**SHARP AS A KNIFE** (Requires “Smile Maker”) Your wits are sharp enough to help you in a conflict. You may substitute Investigate for Notice in combat.

## || **Okasan (Mother Figure)**

There are none more caring than you. When others need solace you are there, with genuine concern and non-judgmental affection. The well being of all is your main concern.

But everybody’s business inevitably becomes your business. Looking after everyone else means you feel justified in interfering in their lives, and this can cause resentment in both parties when that interference is unwanted.



*Related Skills: Empathy & Craft*

**MOTHER HEN:** You dote on those around you and it shows. Gain a +2 to Empathy when dealing with people you are taking care of or who know of your caring nature.

**UNDER THE WING** (Requires “Mother Hen”) You are very protective of those around you. Once per scene you may invoke Okasan for free when protecting others.

**CHICKEN SOUP FOR THE SOUL** (Requires “Under the Wing”) When you make something for another, you fill it with love. When you Craft something for another you may give it a permanent aspect that represents how you feel about that person at the time of its creation.

**WATCHING LIKE A HAWK** (Requires “Under the Wing”) You never take your eyes off your charges, and are ready to spring to their defense. Once per scene you may charge an enemy attacking one of your friends from anywhere on the battlefield and take the attack aimed at them.

## || Otemba (Tough Girl/Boy)

They all think you’re weak. A girl can’t box; a girl can’t play soccer; a girl can’t pitch a fastball. But you prove them wrong time and time again. You are strong enough to do anything a boy can do, tough enough to take any punishment they can dish out, and hard enough to rebuff any attempt at closeness or affection.

But can you shake the fear that others will only hurt you in the end? Is self-destruction your only goal? Can you ever learn to measure yourself against yourself alone, or will you always need others?

*Related Skills: Provoke & Physique*

**THREATENING Demeanor:** Your personality makes it clear you are a force to be reckoned with. Gain a +2 to Provoke when physical threats are implied.

**“I DON’T MAKE THREATS”** (Requires “Threatening Demeanor”) For you violence is not a threat, it’s a promise. Once per scene you may invoke Otemba for free when the threat of violence would be effective, up until actual combat begins.

**BACK IT UP** (Requires “I Don’t Make Threats”) When you make a promise you keep it, especially if it promises violence. In any

conflict in which Otemba was invoked or compelled before the fighting started you may use Physique instead of Provoke to make mental attacks to do emotional harm.

**STRENGTH OF STEEL** (Requires “I Don’t Make Threats”) You have a skill for pushing your mecha’s strength beyond its design specs. Once per scene you may invoke any mecha aspect for free when making a Physique check.

### || **Otosan (Father Figure)**

Whether young or old, you’re always there as the wise, steady rock in other people’s lives. They look up to you, as you dispense sage advice, oftentimes with a clarity far beyond your years.

But such wisdom can lead to a sense of superiority. What was once given freely can be imposed upon others, and the seat of wisdom can turn to a throne of despotism.

#### *Related Skills: Rapport & Lore*

**TOUGH BUT FAIR:** You are uncompromising but respectful toward those you are responsible for, and this is recognized by all who have cause to notice. Gain a +2 to Rapport checks with anyone who has witnessed your leadership style, such as subordinates or superiors in your chain of command.

**NATURAL AUTHORITY** (Requires “Tough but Fair”) Your leadership qualities are evident to all. Once per scene you may invoke Otosan for free when you are giving commands. This includes when you are creating Advantages through your organization and tactics.

**ALL TOGETHER NOW** (Requires “Natural Authority”) When people follow your instructions things get done. When you are leading an effort to combine skills through Teamwork you can include people who do not have a +1 in that skill, up to a number equal to your skill level. If you fail the roll only you suffer a penalty: you take full responsibility for their actions.

**FATHER KNOWS BEST** (Requires “Natural Authority”) You can draw on your lengthy experience in a crisis situation. You may substitute Fight with Lore when creating advantages or overcoming obstacles on the battlefield. Advantages created in this way gain an additional free invoke.

## || Raiburu (Rebel/Rival)

You are the antithesis of the hero. Actually you are the antithesis of everyone. If there is consensus, you are the one voice in opposition. If there is authority, you are the one that constantly questions it. If there is one person in a group most powerful/rich/good looking/popular, you instantly and instinctively set yourself in opposition to that person.

But maybe you see more than others. Perhaps you just realize the truth that the rest miss. Staying out of the herd can keep you on top of things. And you can bet that the day you actually agree with someone else's opinion, people will go along with it.

*Related Skills: Provoke & Notice*

**NEEDLE:** There's nothing better than poking at those in charge. Gain a +2 to Provoke any time you target an authority figure.

**WON'T BACK DOWN** (Requires "Needle") You stand your ground, never turn around. Once per scene you may invoke Raiburu for free when you are dealing with the outcome of your rebellious nature.

**INSOLENT EYES** (Requires "Won't Back Down") Your eyes cannot conceal your lack of respect, and your cynicism pierces through the facades of others. You may use Notice instead of Empathy when creating an advantage about a character's emotional state and gain a +2 to the roll.

**DOUBLE DOWN** (Requires "Won't Back Down") Not only do you not back down from a conflict, you up the ante. Once per scene you may invoke your mecha's Power aspect for free.

## || Shinyu (Best Friend)

Whether male or female, you are the Hero's foundation, the rock upon which they depend on. Because the Hero trusts you implicitly, others in the group will trust you as well. You might not always get the guy/girl, but you always have the respect and admiration of others.

But it can get cold in the shadows. You can grow weak living off reflected light. And many refuse to listen to a "sidekick".

*Related Skills: Rapport & Will*

**EASY TO TALK TO:** There is just something about you that everyone likes. You gain +2 to Rapport when talking with others, but this bonus is lost if you or anyone with you attempts to Provoke the subject.

**I GOT YOUR BACK** (Requires “Easy to Talk To”) You are always looking out for your friends. Once per scene you may invoke Shinyu for free to support your BFFs.

**SIDE BY SIDE:** (Requires “I Got Your Back”) When fighting alongside your best friend there is little you cannot do together! Once per scene you may apply a teamup-related aspect such as “Flanked” or “Tag-Team” on an opponent. Both you and a chosen friend gain one free invocation of the aspect.

**STAND BY ME:** (Requires “I Got Your Back”) With you at their side, people can accomplish the impossible. Once per scene when a chosen friend fails a skill check they may roll again using your Will instead of their skill with a +2 bonus.

## || Yusha (Hero)

You are the first one to volunteer when there is danger, and the last one to leave. You will never leave an innocent in harms way, even at the risk of your own life. And you will never leave a teammate behind on the battlefield, even if it means you may fall.

Of course being right much of the time often makes you think you’re right all of the time. Your bravery can sometimes border on foolhardiness. Or are your heroics just a sham to cover up a dark secret?

### *Related Skills: Contacts & Athletics*

**HEY, AREN’T YOU...:** Your heroism is known in a very limited circle (ie: Pilots of Taskforce Ichi Ban, Survivors of the SS Minnow, etc). Gain a +2 to Contacts when dealing with anyone related to that circle.

**TRUST ME, I’VE BEEN THERE** (Requires “Hey, aren’t you...”) Your experience can come in handy in other situations. Once per scene you may invoke Yusha for free when your current action is similar to your past heroism (or if you can tell a war story to explain the connection).

**SHIELD OF ACTION** (Requires “Trust Me, I’ve Been There”) If life has taught you anything, it’s how to protect those who trust you. When you use Athletics or a Mecha Control Skill to create an advantage designed to protect those around you, you may create it with two free invokes.

**THIS ONE’S MINE** (Requires “Trust Me, I’ve Been There”) For everyone there is a moment. Once per scene you may declare that an event that happens to another player happens to you instead. That player receives a Fate point from the GM.



## NEW SKILLS

### *Mecha Skills*

Throughout this book we will use the term “mecha control skill” when referring to skills specific to controlling the mecha, “mecha combat skill” when talking about skills used to attack in a mecha, and “mecha repair skill” in reference to the skill used to repair damaged mecha. There are two options for dealing with how skills relate to mecha. If you approach mecha the way they have been portrayed in other role-playing games then you may want to use individual skills related to mecha operation. However traditional Fate players may want mecha to function closer to standard Fate Core. That’s why there are two in-game options to justify your choice of skill use in mecha combat. Choose the option that feels best to you.

**MANUAL CONTROL SYSTEM:** These systems are based on physical controls used by the pilot. Any roll usually requiring Athletics uses the Mecha Piloting skill; Fight or Shoot checks are made using the Mecha Weapons skill; any Crafts checks made regarding a mecha use the Mecha Engineering skill.

**MENTAL CONTROLS:** These systems use the pilot’s thoughts to control their mecha in combat. The machine is an extension of the pilot, and any mecha skill checks are made using standard skills: Fight for melee attack and defense, Shoot for ranged attacks, Athletics for ranged defense, and Crafts for repair.

### || **Computers**

The Computers skill is used to find things out online or stored on a local computer system. It’s a counterpart to Investigate – whereas Investigate revolves around concentrated effort and in-depth scrutiny in the real world, Computers revolves around the same activity on communications networks. It is also used to operate mecha sensors and communications systems.



**Overcome:** Computer obstacles are all about retrieving information that is stored in hundreds, perhaps thousands, of computer networks: creating search algorithms and databases, accessing secured systems, and dealing with personnel monitoring those systems without being traced back to your location.

When operating mecha sensors, obstacles involve locating and identifying targets. This may require overcoming another pilot's attempt to reduce their mecha's radar image or locating a hidden target. When operating a communications system, obstacles involve dealing with natural and man-made interference.



**CREATE AN ADVANTAGE:** Like Investigate, the Computers skill is incredibly versatile in the modern world. You need only read about the degree of information the NSA has been able to accumulate about individuals to realize just how much knowledge you could glean about a target given enough time and creativity. Couple that with the growing use of Closed Circuit Cameras to monitor everything from traffic lights to bank ATMs and you begin to realize just how much information there is to be found.

On the battlefield pilots use sensors to create advantages in the same way foot soldiers use Notice. Sensors can detect terrain features that can be used defensively, or can help identify the weaknesses of opponents.

## || Mecha Engineering

This skill allows you to repair and modify mecha. It functions identically to Crafts in all other regards.

**Special:** Mecha Engineering is the skill used to remove Consequences from mecha. This action is identical to "Recovering from a Consequence" on page 164 of the Fate Core book, except you roll Mecha Engineering to overcome the level of the consequence. If you lack appropriate hanger facilities for the repairs increase the difficulty by two steps on the ladder.

## || Mecha Piloting

Mecha Piloting is used to control the movement of mecha. This skill is otherwise identical to Drive (Fate Core pg. 106).

## || Mecha Weapons

Mecha Weapons covers all forms of combat while within a mecha, from close-quarters – melee weapons or mecha hand-to-hand – to ranged weaponry. In each circumstance this skill functions identically to Fight (Fate Core pg.110) and Shoot (pg.124) respectively.

## NEW STUNTS

### || Computer Stunts

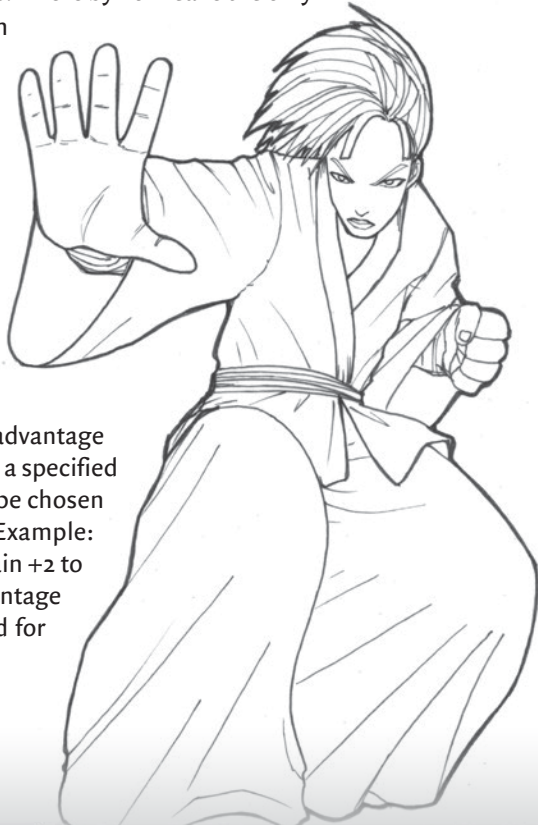
**SENSOR FOCUS:** You direct your attention to your sensor screen, to the exclusion of all else. Once per scene you may gain the “Sensor Focus” aspect as a free action. So long as that aspect remains all Computers rolls to operate sensors are made at +2. However your enemies may invoke this aspect against you once for free. Performing any action other than operating sensors removes this aspect.

**SENSOR SUPREMACY:** You are expert at using even the most basic sensor systems to your advantage. You may replace Notice with Computers when piloting a mecha. This includes determining turn order.

### || Martial Arts

Martial Arts are a staple of anime and manga, and the styles are so varied they can (and have) inspired entire game systems on their own. For this reason MvK offers a template for martial arts, which you can customize with unique names and quirks. This is by no means the only way to make kung-fu characters in Fate, but it will suffice for the single “martial artist” on a team. To gain permission to take these stunts you should have an aspect that reflects your martial arts training.

**Marking a Target:** Your opening move in combat is to read your opponent for their strengths and weaknesses, or to perform a maneuver which puts them at a disadvantage. You gain a +2 to a specific skill to create an advantage on an opponent when performing a specified action. The skill and action must be chosen at the time you take this stunt. Example: “Wars are Won in the Temples: gain +2 to Provoke when you create an advantage on an opponent you have studied for at least one scene previously.”



**The Exchange:** (requires “Marking a Target”) The root of martial arts is the combat Exchange. You are exceptional at one aspect of combat: attacking, defending, disarming, damaging objects, etc. This is your signature move, and should be described with an imaginative name. Identify a specific combat action. When you perform this action you gain one of two abilities: 1) +2 to Fight when using either Attack or Defend, or 2) Add the Attack or Defend action to a skill which does not have it. For example, “Scything the Wheat: Gain +2 to attack with Fight when surrounded by more than two opponents” or “Robot Fighter: When striking mechanical targets you may use your Physique skill to Attack.”

**Martial Mastery:** (Requires “The Exchange”) Mastering a martial art means more than just striking harder than anyone else. Knowing when and how to strike are just as important. When performing a specific action, you may place a specific situational aspect with a free invoke on either the scene or a target. The aspect and whether it affects the scene or a target must be determined when you take the stunt. For example, “Chi Quake: When you strike the ground with your staff you may place the ‘Chi Quake’ aspect on the scene with a free invoke.”

## || Mecha Engineering

**With My Own Two Hands:** You build and modify the systems of your own mecha, and know them better than anyone else. Gain a +2 to Overcome checks when using any system you built or modified in game using this skill.

## || Mecha Pilot

**Eye in the Sky:** You know how to use your mecha’s height advantage to survey the battlefield. You may use your mecha control skill instead of Notice to be aware of combat conditions and to determine turn order.

**Fearless Pilot:** Your cool focus prevents you from making piloting errors on the battlefield. Once per scene, you may reroll a failed mecha control skill check.

**Mecha Ace:** You are a skilled mecha pilot, and as such may roll your mecha control skill instead of Mecha Weapons to perform melee attacks in combat.

**Mecha Gunner:** You target your mecha’s weapons by putting



your machine in optimal firing position rather than through mastery of the weapons themselves. You may use your mecha control skill to make ranged attacks in combat.

**Speed Machine:** You are at your best when pushing your mecha to its limits. Gain a +2 to your mecha control skill when your mecha is moving at top speed.

## || Mecha Weapons

**Repulsing Attack:** When you succeed with style on a mecha attack skill check you may choose to reduce the value of your hit by one in order to move your opponent one sector, provided there are no situational aspects impeding this movement.

**Target Finesse:** You are an expert at using mecha targeting systems. Gain +2 to create advantages with Mecha Weapons when aiming.

**Two Weapon Wielder:** When you have two mecha weapon systems you may increase the damage of the strongest weapon by +1 shift. The target must be within range of both weapons.



## THE SUPERNATURAL

Japan is a nation following two diametrically opposed paths: one pushes towards a gleaming future, where post-human culture enables people to perform miracles daily; the other reaches into a distant past of tradition, respect, and legend, where the miracles are rare but infinitely more potent. The two paths toward supernatural power—the psychic and the spiritual—mirror this opposition.

I have nothing but the utmost respect for the faith of all cultures. I incorporated the concepts of Shinto, the Kami, and the Oni into the setting because many anime and manga series do so. To do justice to this living religion I have gone to an excellent source – “Kami no Michi”, written by Shinto Shinshoku Yukitaka Yamamoto, which explains both his faith and his life as a priest. Anyone wishing to delve into the deeper mysteries and mythological origins of the *Mecha vs Kaiju* setting are encouraged to read this book.

### || Psychics

The human mind is evolving at an accelerated rate. In the past 100 years, mankind has gone from flying a few hundred feet in a glorified bicycle, to launching probes beyond our solar system. These feats were not accomplished through magic, but through will. Man decided it would fly, and it flew. A challenge to reach the moon was made, and met. The spirit of man pushes back the boundaries of reality, reshaping it as it pleases. That is the essence of the psychic.

Psychics manipulate the mind, body, and physical world through the power of their will. They can read the human heart, explore the physical world, and influence the forces of nature, all simply because they wish it. A psychic is born, not made, but some uncover their potential late in life, after pursuing other ventures. The mind is slippery, and reveals itself only reluctantly. The psychic’s gift is to catch the spirit of man and expose its secrets.

The psychic mind is open to influences most people never encounter. They are open to the voices of spirits, allowing them access to a world hitherto unknown by anyone outside the Shinto priesthood. Kami often seek out a psychic when priests are unavailable. Entreaties can be made to Kami by psychics, though they are usually closer to business deals than religious ceremonies.

Another strong influence on the psychic is the presence of kaiju. Psychics can feel the savage emotions of the kaiju—in fact, they are hard pressed to shut them out. It overwhelms their own inherent spiritual defense and fills them with a sickness of the soul. Some have learned to refine this sense into a kind of kaiju radar, able to track the mysterious beasts wherever they travel.

For this reason, the Anti-Kaiju Force cherishes the few psychics they find. They hide them away in secure bases and severely limit their contact with the outside world. Thus, many psychics that seek to combat the kaiju directly keep their skills a secret and attempt to find service in the M.A.F. The Mecha Assault Force does not pamper its psychics, but puts them right out on the front lines where they can do the most good. They use their skills to the utmost to ensure that when a mecha encounters a kaiju, the good guys win.

**Roleplaying a Psychic:** Psychics understand human nature at its core, and as such Empathy is the skill used to activate psychic powers.

## || Power of the Spirits

Shinto is the indigenous religion of Japan. Before Buddha brought the concept of Zen, or the teachings of Confucius were adopted by the emperor, Shinto taught that everything in the world had a spirit, called a “Kami.” The Kami were divine, no matter how simple or mean their source. From stones on the ground to the mountains above, each contained a living soul that could be contacted, respected, and even entreated for service.

The rituals of honoring and communing with these spirits became the basis for the Shinto religion. Shinto teaches man to honor nature in all its specific forms. In this way they also honor the specific Kami connected to that form, and gain their favor. In return, the Kami helps man to succeed and prosper.

The Kami do not care what other beliefs man has, and so Shinto has existed harmoniously alongside every other religion and philosophy for over 5,000 years. Today, with the existence of Japan threatened by the kaiju, the Kami are taking action. When the very mountains can be crushed by monstrous fists, then those mountains must act, and the Kami have called on their agents to do so: the Shinto priesthood, and their young progeny.

The priests of Shinto, along with their sons and daughters, have



been called into battle with the kaiju, and each has answered that call in different ways. Some content themselves with simple prayer services during attacks. Others hold specific ceremonies to bolster the Kami in hopes that they might do direct battle with the mysterious beasts. Many in the younger generation take more direct action, honing their mystic abilities to serve as a direct counter to the assaults of the kaiju. This has led some to enter the Self-Defense Force in order to become part of the M.A.F.

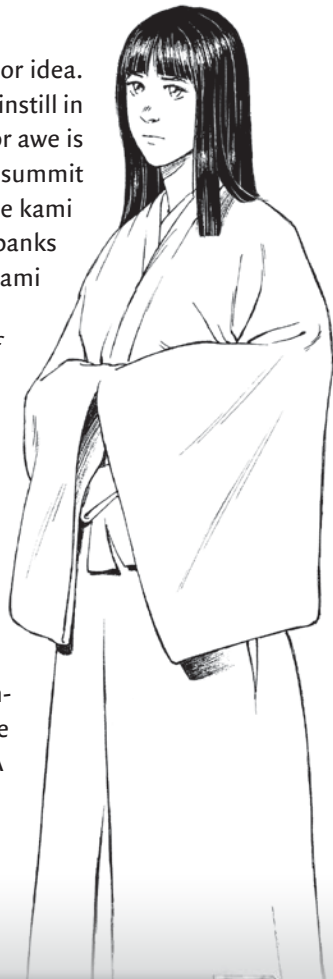
**Roleplaying a Shinto Adherent:** You don't have to roleplay an actual priest, but your character's High Concept must have a mystical or religious element. Dealing with spirits requires great knowledge of rituals and magical locations, and as such Lore is the skill used to activate your supernatural powers.

## || The Kami

The Kami are spirits residing within a place or idea. Anything in the world, or beyond it, that can instill in human beings a sense of divinity, mystery, or awe is home to a kami. The peace one feels at the summit of a majestic mountain is the influence of the kami that lives there. The passions aroused at the banks of a raging river are also reflections of the kami present.

The kami are not only manifestations of the physical world. Great ideas and beliefs, such as alternate religions or belief systems, also have a kami. When one feels a sense of awe and wonder, whether caused by the sight of a volcano in Hawaii, a butterfly in Brasil, or a swell of patriotic pride at a national monument, then that person feels the touch of a related kami.

In the presence of a kami, an adept with the appropriate abilities can make contact and even entreat the spirit for aid. The power of the kami depends on its location. A small, beautiful stream would have a weak, mild water kami. A great mountain would be home to a mighty earth kami.



The power of the kami can change as the nature of the place or idea it inhabits changes. Thousands of years ago the kami of computers was barely alive, extent in only the abacus and a few Greek astronomical instruments. Today the computer kami is vastly powerful, with offspring and relatives in abundance.

See page 106 for information on creating kami.

### || **The Oni**

Kami are not the only spirits at work on Earth. Since its creation the world has been a battleground between the spirits of nature and a malevolent force from beyond our dimension: the Oni. Called demons and devils in the west, the Oni seek to tear a doorway into our world. To do this they offer great power to those weak enough or selfish enough or just plain evil enough to take it. Their only price is that the users cause as much chaos through the exercise of that power as they can.

See page 106 for more information on creating Oni.

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## SUPERNATURAL EXTRAS

The world of *Mecha vs Kaiju* is not a heavily magical one, but there is magic in it. For this reason magic is more expensive to use than other Fate settings. To increase the level of magic without changing this system you may increase the level of Refresh for characters or reduce the cost of using these powers.

Each of the following extras cost one point of Refresh. You must have an appropriate High Concept in order to have permission to take any of these Extras.

### || **Commune / Meditate**

Whether you gain supernatural power from an internal or external source, the means of accessing that power is similar.

Spiritualists contact a non-physical entity, such as a Kami or an Oni. This can only be done when an appropriate opportunity presents itself: you may commune with a specific Kami where it dwells; one would contact the Oni at a site of great evil, tragedy, or chaos. You may also prepare a shrine for Communing with a specific entity by succeeding at a Superb Lore skill check (+5 or better). Psychics meditate to put themselves in a heightened sense of awareness. In essence psychics commune with themselves, or that inner spark that is the source of

their power. To reach this state psychics must either travel to a place of power (often the same places a spiritualist would travel to) or succeed at a Superb Empathy skill check (+5 or better) to put themselves in the correct frame of mind.

If you are a spiritualist, spend a Fate point when you arrive at the place of power to establish contact. From there you may speak to the entity as you would any other character, and they will provide you with whatever help you can convince them to offer. This usually takes the form of a Blessing, a scene Aspect you can invoke to do extraordinary things. Invoking a Blessing can allow you to perform super-human physical or mental feats, or even adding Attack and Defend actions to skills that usually do not possess them (such as Will). Players and GMs should decide together what is an appropriate limit to the Blessing of the Kami or Oni.

If you are a psychic this process is similar, except that spending a Fate Point will Empower you with psychic energy. The Empower aspect has the same abilities and limitations as a Blessing from the Kami.

### || **Danger Sense**

You have a supernatural sense of when and where danger will strike. You may use Empathy/Lore to detect an ambush and to determine turn order in an exchange.

### || **Empathic Scan / Soul Sight**

You can use the Empathy skill without the need for interpersonal contact. Spiritualists can gain the same insights through Lore. To do this you must be able to see and hear the target, though you need not be physically present. You may also use this power if you are in Telepathic communication with the target.

### || **Healing**

You can use your supernatural power to heal yourself or others. You may use Empathy or Lore to Overcome physical or mental Consequences and begin Recovery. This requires no special location or circumstances. You may use this ability on yourself with no penalty. If you spend a Fate point you may reduce a physical or mental consequence by one level: Severe to Moderate, Moderate to Mild, or Mild to none.

### || **Invocation (requires “Commune / Meditate”)**

You may Invoke a spiritual Blessing or psychic Empowerment aspect



to do damage. If you are a spiritualist you make an attack using the elemental force of the entity you contacted. If you are a psychic your Invocation takes the form of Psychic or Telekinetic force. Invocation allows you to use Will in place of either the Fight or Shoot skill. If an Invocation fails, the gamemaster gets to place a situational aspect on the scene representing collateral damage caused by your power going out of control. You may self-compel this collateral damage aspect to generate Fate points.

### || **Mystic Shield**

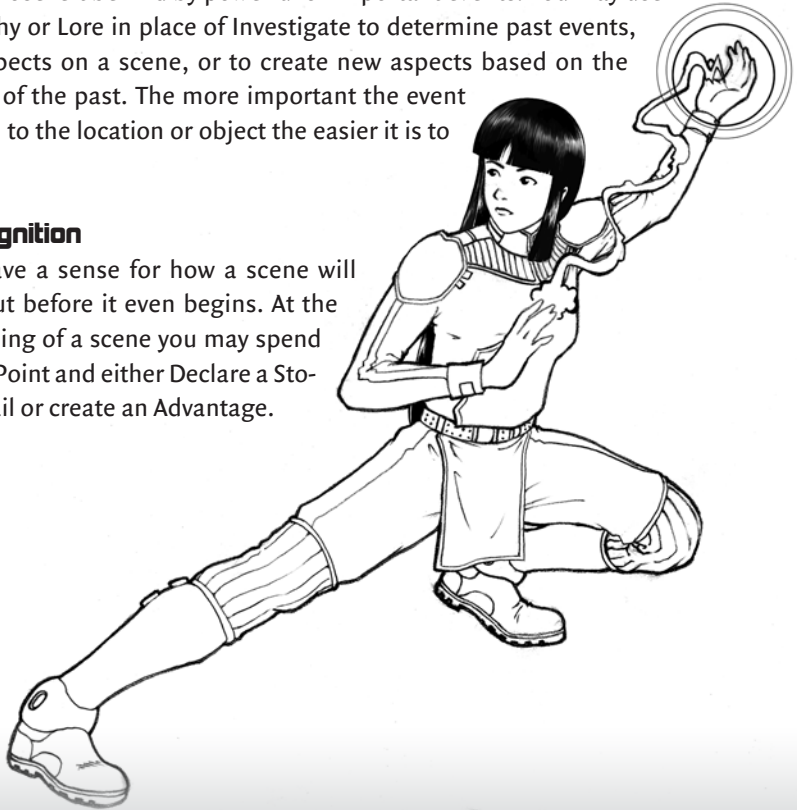
Your mystic powers can protect you, so long as your spirit is strong. Every exchange you may use Empathy/Lore to defend against Fight and Shoot attacks, so long as you begin that exchange with at least one Fate point.

### || **Psychometry**

You instantly read the emotional imprint of a location or object, especially those left behind by powerful or important events. You may use Empathy or Lore in place of Investigate to determine past events, the aspects on a scene, or to create new aspects based on the events of the past. The more important the event related to the location or object the easier it is to detect.

### || **Precognition**

You have a sense for how a scene will play out before it even begins. At the beginning of a scene you may spend a Fate Point and either Declare a Story Detail or create an Advantage.



**|| Manhunter (requires “Telepathy”)**

You may locate people using Telepathy. If you have already scanned them you may use Empathy or Lore in place of Investigate to find their location. If you have never scanned them you may spend a Fate point to make the attempt. Telepaths are also sensitive to the disruptive impulses of the minds of kaiju. By spending a Fate point you may attempt to find the location of a kaiju.

**|| Mystic/Psychic Rage**

You are filled with anger and find it difficult to control your supernatural abilities. You may use Provoke instead of Empathy or Lore when making supernatural skill checks. Attacks and creating combat advantages are easy for you – add +1 to these skill checks. But non-combat psychic abilities suffer a -1 penalty. Your Rage can also be invoked by you or compelled against you.

**|| Summon Kami (requires “Commune”)**

You can summon a kami, the spirit of a particular area. See page 106 for rules on creating kami.

**|| Telepathy**

You may speak with others by projecting your thoughts, as well as sense the minds of other creatures. By spending a Fate point you may communicate with anyone you have met face-to-face, no matter the distance.

**|| Truthsayer**

You always know if a target is lying, provided their Deceive skill is equal to or lower than your Empathy.

M.A.F.  
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MECHA

03

# MECHA ASSAULT FORCE



## TIMELINE OF THE MECHA ASSAULT FORCE

The Mecha Assault Force, of M.A.F., is the first line of defense for the Japanese islands from attacks by the giant monsters that threaten it. For as long as the island nation has had a self-defense force, there has been a dedicated core of soldiers who pit themselves against the most devastating natural force on Earth. What follows is a brief history of the M.A.F. and details on their current deployment of mecha.

M.A.F. history uses the same “era names” as other calendars in Japan, based on the life and reign of the current emperor. The first kaiju appeared during the reign of the Showa emperor Hirohito, and is thus called the Showa era, lasting from 1945 to 1983. The next great kaiju era was the Heisei, lasting from 1984 to 1999. Due to the radically different nature of kaiju attacks in recent years, a third “Millennium” era began in 2000.

### || Showa Era (1945-1983)

The creation of the Mecha Assault Force is directly tied to the closing events of WWII. Here is a brief timeline of the important mecha and kaiju related events of the modern era.

**1945:** The first kaiju, Kaibutsu, is created by a freak mutation of atomic radiation. The Japanese military believes it is a terror weapon of the United States. The Emperor orders the military to immediately surrender and beg the U.S. to stop “Its monster.” The Japanese army lures Kaibutsu to the sacred city of Nagasaki, where a second atomic bomb destroys it.

**1945-48:** US and Japanese scientists study the remains of the kaiju, but are unable to discern its origins. Dr. Surakowa and Prof. Rampo Kyari are lead Japanese researchers on the project. The government denies the existence of the kaiju, maintaining the cover story that it was only the bomb that caused the Japanese surrender.

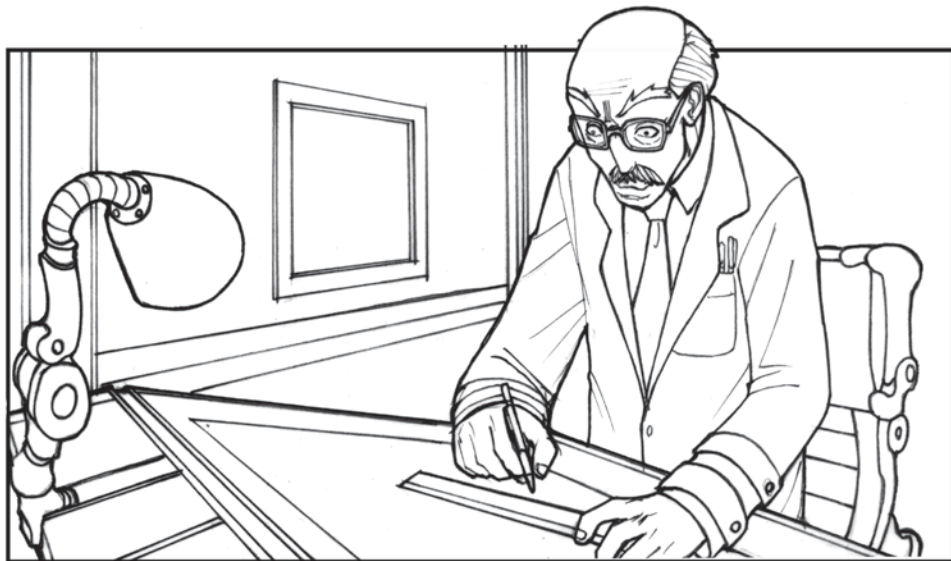
**1948:** Kaiju research notes and samples of genetic material are stolen by communist agents and sent to the newly formed North Korea.

**1950:** During the Korean conflict a new incarnation of the kaiju Kaibutsu is unleashed upon American Marines in the battle of the Chosin reservoir. This leads to the Finland Accord that limits kaiju to defensive weapons used only within a nation’s own borders.



**1950:** The knowledge that kaiju truly exist has a chilling effect on the Japanese populous. Many turn to religion for solace, while others seek the protection of new military technology. Many begin calling for a military force that can protect the islands from these new threats.

Prof. Rampo has a vision of the universe as a whole and spends weeks in hospital. He will spend years trying to put into words the image he saw in that one moment.



**1953:** Dr. Surakowa, working on his own, discovers a chemical means of destroying the kaiju. Unfortunately it would have an equally devastating effect on mankind. As a man of peace who fears the introduction of new terror weapons, he keeps this chemical process a secret.

**1954:** Kaibutsu returns, this time attacking the nation of Japan and devastating Tokyo. Surakowa is persuaded to use his chemical weapon on the creature, but only after first destroying his research, and then killing himself after killing the kaiju.

The Japanese Self Defense Force is formed. Its first act is to create the Anti-Kaiju Force (A.K.F.), a group founded to develop technology and tactics to use against the great beasts. The military turns to Prof. Rampo Kyari to head Research and Development for the A.K.F.

**1957:** Senshueki, a flying reptilian kaiju, appears as the first radical monstrous mutation. It is a product of rapid evolution produced in a matter of years rather than eons.

**1958:** Yowai appears, born from a weaker strain of kaiju meant to emulate the great Kaibutsu, but failing miserably. They are produced as “foot soldiers” that can be bred as quickly as they die.

**1959:** Kameyuu, a colossal sea turtle, terrorizes sea lanes. This marks the first attack by the Underwater Shogunate of Mu, a campaign which will last for nearly 20 years.

**1960:** Prof. Rampo discovers Zeta particles, a sub-atomic element that interacts with Gravitons. By stimulating Zeta particles, he produces areas of intense gravity, which can be projected as weapons of devastating power with little to no dangerous by-products. He calls his weapons GAZERS (Gravity Amplification by Zeta Emission Recovery). Gazer technology requires vast amounts of power, so cannons must be trucked into a position and hooked into a city’s power grid directly.

**1961:** Senshuga first sighted over Korean air space, and identified as the first insect kaiju. It is later learned that N.K. scientists worked for months to find a breed of moth amongst the thousands of varieties that would respond to kaiju mutation.

**1962:** Yamazaru, one of the great gargantua kaiju, appears in northern Japan. Tank mounted Gazer weapons harass and chase it across the big island of Honshu. They are too slow to deliver the killing blow before the creature’s regenerative powers return it to health. That same year Navy destroyers drive Kameyuu out of the Sea of Japan. Prof. Rampo suggests a faster, more maneuverable weapons platform: a humanoid robot that could function like a walking battleship. He calls his design a “mecha.”

**1963:** Ti-Lung, resembling a Chinese Dragon, attacks shipping in international waters. Though originally believed to be another Mu kaiju, Ti-lung is eventually tracked back to North Korea, a creation honoring their northern neighbor China. A formal protest is lodged and North Korean is ordered to operate the creature only within their territorial waters. It disappears after sinking the U.S. Naval vessel Pueblo.

**1964:** “Metaru Jaianto,” the first remote-controlled humanoid robot, is fielded. Designed as a special support weapon capable of following kaiju into regions inaccessible to Gazer tanks, Metaru captures the imagination of the country. It is seen as a way

of fighting the kaiju on their own level, and becomes a beloved symbol of the technological prowess of the country.

Iseijin appears, called the “Space Monster” by some due to its alien nature, and denied by the North Korean government as their creation.

Kadougura, a terrifying robot, repeatedly menaces cities in Japan, but is consistently defeated by Metaru. The only clue to the robot’s origin is the emblem of the Imperial Chrysanthemum on its chest, formerly reserved only for battleships of the Imperial Japanese Navy.

#### ADMIRAL KIMAGURA VS JAPAN

Above the waves of WWII, the Imperial Japanese Navy ruled the seas. Under the command of Admiral Yamamoto, the island nation created an interconnected defense network designed to make Japan impregnable. Beneath the waves, however, was another story, where strange creatures and mysterious forces worked against the nation.

The master submariner of the Imperial Navy was Admiral Kimagura, a driven man wholly devoted to the service of the Emperor: he did not fight for his nation, he fought for the incarnate god that ruled it. At the end of WWII Admiral Kimagura and his crew disappeared, but strange shipping attacks and kidnappings of scientists began. In the 1960s the truth behind these events became clear.

Admiral Kimagura returned, unleashing a personal menagerie of technological terrors upon Japan, each emblazoned with the Chrysanthemum device of the Showa Emperor found at the prow of every Imperial Navy vessel. His battle against what he considered the “corrupted excrement” of a once-proud nation continued until a power arose that threatened to destroy, not just Japan but the Emperor himself.

**1965:** Sanshuseki, a flying, 2 headed “iseijin” kaiju, appears as the most powerful creature yet recorded.

Rappagon, a burrowing kaiju with a fiery horn, appears around the mountains of Fuji.

“Metaru Fever” grips the country, as the robot becomes a pop-culture phenomenon. With new kaiju appearing Metaru is used as a front-line weapon, and military planners begin to see

the potential of battlefield robots. Prof. Rampo sees the limitations of radio-controlled robots, however, and begins designing a piloted mecha. The A.K.F. creates a new arm: the Mecha Assault Force.

Mysterious shipping accidents are rumored to be caused by a giant submarine.

**1967:** The first manned mecha is fielded, the “Senkanbuku” (battleship warrior). Because Gazer weapons still require vast amounts of power, the diesel-powered Senkanbuku is armed with 16-inch naval guns. A five-man crew operates the vehicle. Over the next 8 years advances in computer technology allow all non-combat tasks on board mecha to be handled through either on-board or remote computers, reducing the crew requirement to a single pilot or a pilot and navigator.

**1969:** A rash of new kaiju attack across the world, sparking rumors that the source of many of these creatures must be some place outside North Korea. Ebitenshu, a giant crustacean kaiju, patrols Korea’s shores after the mysterious disappearance of Tilung. Kamakira, a monstrous Praying Mantis, proves impossible to control, and begins a slow flight around the world. Spiga, a Giant Spider, is reported in the mountains of Japan. Ijimekko, another weak, fast produced kaiju, begins to appear in conflicts outside Asia. Randomizu appears, the so-called Tr Amphibian Monster, an apparent relation to Sanshuseki.

Classified documents reveal the existence of the Underwater Shogunate of Mu, a hidden nation waging a secret war against the surface world.

Sightings of the giant submarine Paragon are confirmed, under the command of Admiral Kimagura, formerly of the Imperial Navy.

#### UNDERWATER SHOGUNATE OF MU

After shipping attacks cripple Japanese trade, a terrorist group called the “Underwater Shogunate of Mu” claims responsibility. What followed is a campaign of terror pitting all aspects of the Japanese Self-Defense Force, the Anti-Kaiju Force, the Mecha Assault Force, and the phantom navy of Admiral Kimagura against an army of alchemically bred kaiju, flying submarines, and samurai mermen. The battles rage for years until the Muans are finally put down in a climactic battle on the island of Okinawa.



**1971:** Hedokoku, a kaiju similar to the original Iseijin, attacks the United States.

**1972:** Gaishukun, an apparent mix of kaiju and mechanical parts, becomes the first recorded bionic monster.

**1973:** Megaro, a borrowing bipedal beetle kaiju, ravages the Japanese countryside.

As a world-wide energy crisis looms, Prof. Rampo perfects fuel-cell technology that makes Gazer weapons portable. The first gazer-armed mecha is designed. Named after the Shinto god of fire, Kagutsuchi is created partly as a prestige project showcasing Japan's vast technological innovations.

**1974:** Oumanou, a gargantuan kaiju appears in Okinawa. Bearing a striking resemblance to a foo-dog temple guardian, reports state that it drives off an attack by the mighty Kaibutsu without doing harm to the populace.

**1975:** Okkanaisaurus, a Muan kaiju, appears in Japan's eastern waters, the last new kaiju to be seen during the Showa era.

**1976:** Kagutsuchi makes its first public appearance on the 20th anniversary of Japan's first victory over the kaiju. The mecha's chest-mounted gazer cannon functions flawlessly, and it's design harkens back to the samurai armor of ancient Japan. It fights a definitive battle against Okkanaisaurus, destroying the Kaiju and breaking the Mu campaign against the surface world.

**1977-1979:** Kaiju attacks dwindle.

**1980:** The first year without a single kaiju attack.

**1981:** No kaiju are seen on the Korean Demilitarized Zone. Military analysts suspect that the genetic stock of the original kaiju cells may be spent, making the breeding of new kaiju impossible.

**1982:** The M.A.F. is put on indefinite stand-down. A.K.F. funding is slashed 60%. Prof. Rampo designs a simple, modular mecha design that can be reconfigured based on mission requirement. Mecha are given the official name designate "Jin" (man), with Rampo's first system called the "Tetsujin" (Iron Man).

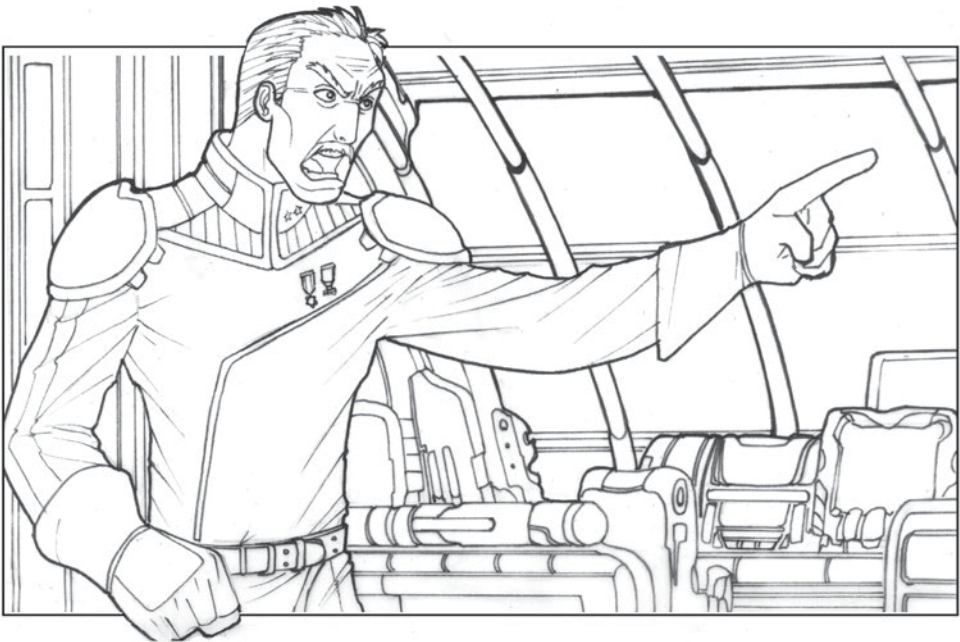
**1983:** The M.A.F. base outside Tokyo is mothballed. Staff is re-assigned.

## || Heisei Era (1984 - 1999)

### CULT OF THE BEAST GODS

Over the years fear of the Kaiju turned to fascination for the so-called “Kaijutaku,” or “Monster Superfan.” For others, fear turned to awe and reverence. While the kaijutaku sought to understand the monsters, other groups attributed supernatural powers to the Kaiju, seeing their great physical ability as proof of their divine qualities. The most popular of these was the “Suuhei Kedamono Tenshu,” or “Cult of the Beast Gods,” founded by a former kaijutaku known only as “Pateren.”

The Cult of the Beast God is a natural outgrowth of humanity’s need to find meaning and purpose in the terrible things that happen to them. Since they can’t explain why the kaiju come, nor why “God” would allow them to wreak such havoc, it is only logical to assume that the kaiju are gods themselves, and should be supplicated in hopes of assuaging their great anger.



**1984:** The original kaiju, Kaibutsu, returns to lay waste to Tokyo. The A.K.F. is woefully understaffed and ill-equipped to deal with this sudden attack. Prof. Rampo creates an ultrasonic device to lure the kaiju into the Mt. Mihara volcano on Oshima island. The body is never recovered, and Kaibutsu returns frequently over the next decades.

**1985:** The A.K.F. and the M.A.F. undergo a radical boost in funding and personnel. The first generation Tetsujin mecha are produced, just in time to stop a massive incursion that earns the name “Kaiju Summer.” For the first time the M.A.F. fields multiple mecha at once, a strategy it will utilize to great success over the next 30 years.

**1986:** Both America and Russia pressure North Korea to tighten its control of kaiju. The United Nations orders North Korea to pay Japan reparations for the damage done in the kaiju attacks of 1985.

**1989:** Saibutsu, the colossal mutant plant, is the first new kaiju to be seen in almost 15 years. Scientists suspect it is naturally occurring, and that kaiju are now mutating naturally.

**1992:** Roc-u, a large, fast growing black bird, begins its migration around the world.

Smaller creatures – large mutant kaiju parasites – begin to appear in conjunction with kaiju attacks. To combat this smaller threat the M.A.F. fields a power-armor unit to protect civilians and police urban areas during kaiju attacks.

**1994:** A rash of violent behavior and suicides is linked to a youth gang called “Ogre.” No organizing force can be identified, and the group is written off as petty malcontents.

**1996:** After the Aum Shinrikyo cult attacks, the government takes a second look at “Ogre.” More and more violent acts are traced to the group, and a pattern of belief emerges that convinces those in power that Ogre is a dangerous cult.

**1997:** A greatly empowered Kaibutsu returns and devastates an entire Tetsujin group. Prof. Rampo begins designing the massive “Yamajin” (mountain man) mecha. This is the last great attack of the gos.

## || Millennium Era (2000+)

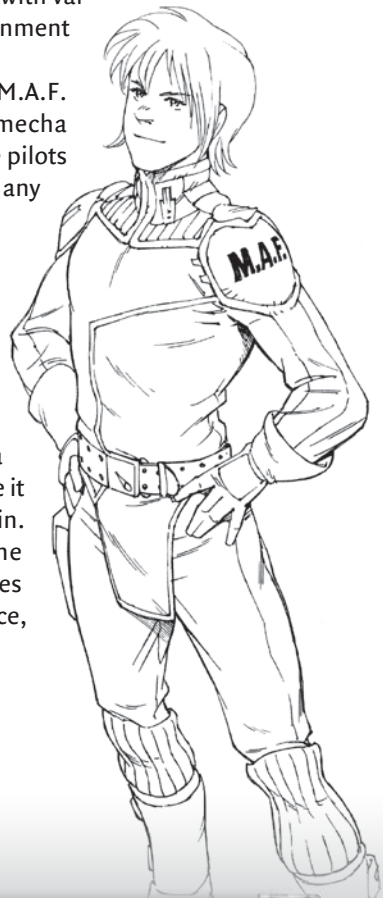
Starting in the year 2000 kaiju attacks increase. While the improved Anti-Kaiju Force is able to keep most attacks out of the interior, the shores of Japan's islands become a battleground. A new threat surfaces in the form of mysterious ground units seen operating simultaneously with kaiju attacks. These sightings are difficult to prove as the individuals disappear almost immediately.

Suspicious activity escalates to terrorist action as A.K.F. power-armor squads encounter soldiers disguised in ninja shokuzo uniforms planting explosives during kaiju battles. These "ninjas" eventually succeed in crippling a mecha unit during a key battle. Eventually tattoos found on dead ninja insurgents suggest a connection with the Ogre cult. No conclusive link is made, and there is much resistance to investigations due to the group's powerful connections with various zaibatsu corporations and government officials.

To streamline operations, the M.A.F. focuses their budget on a single mecha squad: Taskforce Ichi-Ban. These ace pilots are able to be transported quickly to any location in Japan to meet any threat.

**201x:** Early in this year Japanese intelligence uncovers convincing proof that North Korea is planning a massive kaiju assault on both South Korea and Japan. Afraid of tipping off their foes, Taskforce Ichi-Ban covertly enters North Korea in hopes of stopping the threat before it starts. They are never heard from again.

Desperate for mecha pilots, the M.A.F. draws a new pool of candidates from the A.K.F., the Self-Defense Force, and even talented civilians.





## MECHA OF THE M.A.F.

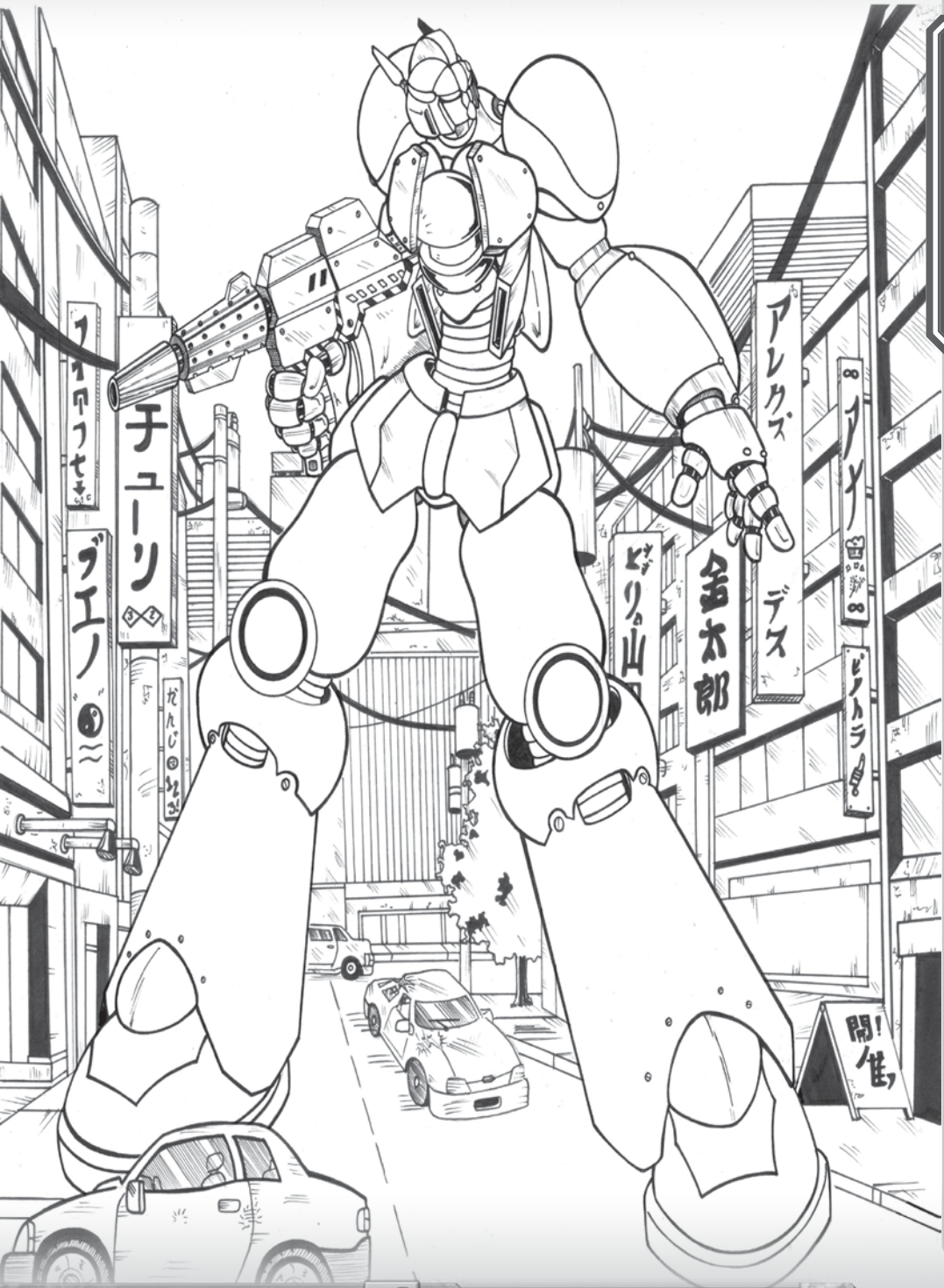
The Mecha Assault Force is of course famous for its robots. Since the 1960s giant mobile weapons platforms have defended Japan against the attacks of the monstrous kaiju. From the first lumbering diesel-powered mechanicals firing naval guns, to today's advanced fuel cell systems powering devastating energy weapons, the vehicles of the M.A.F. have undergone a number of incarnations.

Naming conventions for the Japanese Self Defense Force use a root word for each kind of vehicle. For example aircraft carriers all contain the word "kaze" (wind) in their name. Mecha, due to their anthropomorphic design, all contain the root word "Jin", or "Man."

### || Current Deployment of M.A.F. Mecha

The basic mecha design is the "Tetsujin" (iron man) line, founded on a rugged inner frame that can be modified to the specifications of individual pilots. The previous M.A.F. team, Taskforce Ichi-Ban, had worked together for several years, and had substantially customized their mecha. These vehicles were lost along with the entire team on a recent mission, and current mecha are merely bare-bones systems. These Tetsujin are outfitted in two modes: light and heavy. The light unit has a low-yield, rapid fire gaze emitter, great speed and high maneuverability. This is the standard training mecha for all pilot candidates, due to its additional levels of computer control, which also allow it to effectively engage in melee combat. Tetsujin heavy is an armored goliath equipped with super-charged gaze cannons capable of leveling a city block. The heavy is more than able to withstand the attacks of most kaiju currently fielded by enemy nations.

For urban engagements where firepower must be balanced with accessibility, there is the Takajin (tall man), a much smaller power-armor unit, boasting firepower equal to a mainline tank. Currently a lighter power-armor suit called the Senyojin (elf man) is under testing, useful in countering man-sized, close quarters threats that are becoming more common in urban environments. Power armor pilots wear a myo-reactive interface suit (called an "iSuit" thanks to popular consumer electronics) that allows their vehicle to respond to direct human interaction.



MECHA ASSAULT FORCE

04

# MECHA-RELATED RULES





## MECHA-RELATED RULES

### || **Group Mecha Control**

Many popular mecha series feature a single mecha controlled by a group. There are many options to simulate this: the pilot is the character with the highest mecha control skill, while others operate weapons and other systems; other characters create Advantages usable by the gunners or pilot; characters use the Teamwork action (Fate Core pg. 174); players tradeoff between Teamwork actions and stacking advantages each round; different players pilot the mecha on different turns. As in all things, use the method that works best for your group.

### || **Player Damage in Mecha Combat**

Some anime series take their mecha combat very seriously. Pilots can be hurt or killed in combat, even when their mecha are not completely destroyed. To model this, you can allow players to be injured when their mecha take damage. Instead of the mecha taking stress, the pilot can take a consequence equal to the amount of stress the mecha would have taken. These consequences can still be invoked by the enemy that caused them, even if they are giant-sized. Note that this damage cannot take out a pilot directly, since it does not affect their Stress Boxes.

### || **Scale in Combat**

In the default setting, there are two scales in *Mecha vs Kaiju*: Human and Giant. Human scale weapons, from knives to supersonic attack fighters, cannot affect giant monsters or giant robots. The Anti-Kaiju Force has a selection of weapons capable of damaging or at least slowing down the monsters, but the only sure-fire way to stop a kaiju is with a mecha – preferably a squad of them. However if you prefer more variety in the scale of your game there are optional rules for varying sizes of combatants, allowing humans to share a battlefield with even the largest of monsters (see optional Size rules on page 70).

### || **Speed**

While a character's skill determines how fast they can travel in an exchange, the Speed attribute determines how fast something can safely travel for an extended period of time. For ease of play these speeds are abstracted into a Speed Scale: Human, Auto, Helicopter, Jet, and Rocket.



It is possible to travel one level faster than your Speed, but doing so for a Scene would cause a Minor consequence. Long-term travel then will eventually cause sufficient Consequences to take you or your vehicle out. If it is appropriate you may want to grant a bonus to a character moving at a different Speed, equal to +1 for every difference on the scale. Default speed for mecha and kaiju is Auto speed.

### || **Stress**

All mecha have 2 Stress Boxes and 3 Consequences, just like any other character. These can be increased through mecha armor options. In addition the optional Size and Superstructure rules will increase the amount of stress mecha can take. The important thing to remember is that increasing stress boxes increases the length of combat.

### || **Zones vs Sectors**

Even the fastest human is much slower than giants. Therefore the areas they move through are much larger. Areas for human movement are called Zones. For Giant-size combatants these much larger areas are called Sectors. For vehicles and monsters, Sectors function exactly like Zones for humans.

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## MECHA DESIGN SYSTEM

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### SYSTEM COMPLEXITY

At its core the Mecha Construction system is an extension of Fate Core. Mecha design can be as simple as character design, with the robot's most important attributes represented by Aspects. But if you have played other giant robot games you may prefer a greater degree of control over the design of your mecha. That's why the design system for both mecha and kaiju is built like a toolbox, allowing you to decide for yourself how complex or simple your game will be.

Many players like to begin their *MuK* campaigns with a simple aspect-only mecha design and then add elements and new rules as they become accustomed to the system. The elements of the mecha design system are presented in such a way as to make adding new mecha systems, options, and rules as easy as possible.

### Tetsujin Sho (Iron Man Light)

**ASPECT ONLY DESIGN**

**Design Philosophy:** Go-Getter

**Glitch:** Last Year's Model

**Systems:** Joubattai Gazer Emitter, Jump Jets

**CONSTRUCTION POINT OPTION** (CP TOTAL 6)

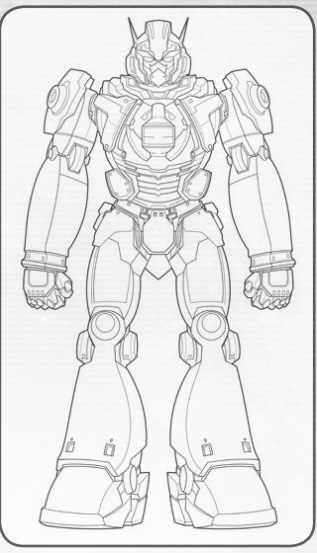
**Digital Control System:** Modern computer controls have unlocked the full potential of mecha, allowing them to do remarkable things on the battlefield never thought possible. Create Advantage +2. 1CP

**Joubattai Gazer Emitter:** This mecha-size energy pistol is the standard training weapon MAF pilots. Stunts: Accurate, Aspect: "Like an old friend". 2CP

**Jump Jets:** You are able to leap over obstacles. You may invoke Jump Jets to move normally, regardless of situational aspects limiting movement. 1CP

**Speed Boost:** You move two sectors for free in a conflict without rolling, instead of one, provided there are no situation aspects restricting movement. 1CP

**Nitro:** Your mecha can put on a sudden burst of power, enabling you to take two dice actions in one round. Gain the aspect "Strained Power Plant" until you can Overcome it with a Fair mecha repair roll. 1CP



### Tetsujin Omoi (Iron Man Heavy)

**ASPECT ONLY DESIGN**

**Design Philosophy:** Last One Standing

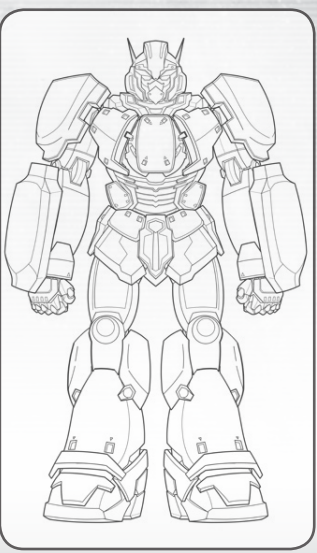
**Glitch:** Over-Engineered

**Systems:** Karite Gazer Scythe, Gasshiri Heavy Armor

**CONSTRUCTION POINT OPTION** (CP TOTAL 6)

**Karite Gazer Scythe:** This massive melee weapon sports a devastating energy blade. Stunts: Charger, Reach, Two-Handed. 3CP

**Gasshiri Armor:** The heaviest standard armor available, this system is just tough. Stunts: Auto-Repair, Cumbersome, Deflection. 3CP



## MECHA ASPECTS

Anyone familiar with cars knows that every vehicle has its own personality, and this is doubly true for highly advanced pieces of machinery like mecha. Just like your player character, each mecha has its own High Concept, called its “Design Philosophy”. For example a mecha may be designed as the “First line of defense”, or a “Mobile Weapons Platform”, or even “Twice as fast as a Kaiju”. But this complexity lends itself to troubles, and as such every mecha has a “Glitch”, such as “Bleeding-edge tech”, or “Rescued from the scrap heap”. Just like any other character aspect, a mecha’s Design Philosophy can be invoked and its Glitch can be compelled.

Every mecha has a number of systems that enable it to function, which are also represented as aspects. As a machine of war, every mecha will have one Offensive and one Defensive system. The names of each of these systems are also aspects: your mecha may be armed with a “Doragon Plasma Torch” or the “Kometo Auto-Gazer”; it may be defended with a “Hoplite Guard” system or “Gasshiri Heavy Armor”. In addition mecha have other systems which are vital to success on the battlefield: Movement, Navigation/Sensors, Piloting, Power, and Superstructure. When first designing your mecha create an aspect for one of these systems, such as “Oracle Sensor Suite” or “Dragonfly Jumpjets”.

These five aspects are what separate one mecha from another. Whether custom built by an aged mechanical genius or factory constructed from an assembly line, every mecha can, and should, be a unique expression of its pilot. Every time you reach a Significant Milestone you may add a new Aspect.

### || Optional: Mecha System Stunts

#### CONSTRUCTION POINTS

There are many more options available to mecha than just the choice of aspects. Each aspect represents a mecha system, and these systems can be improved with stunts. The choice of which mecha stunts will be available at the start of the game is one that should be made by the group. Some may want to start slow, adding new options when a Benchmark is reached. Others may want to try out the entire toy box at once and see what happens. As with all things in Fate Core, the choice is yours.

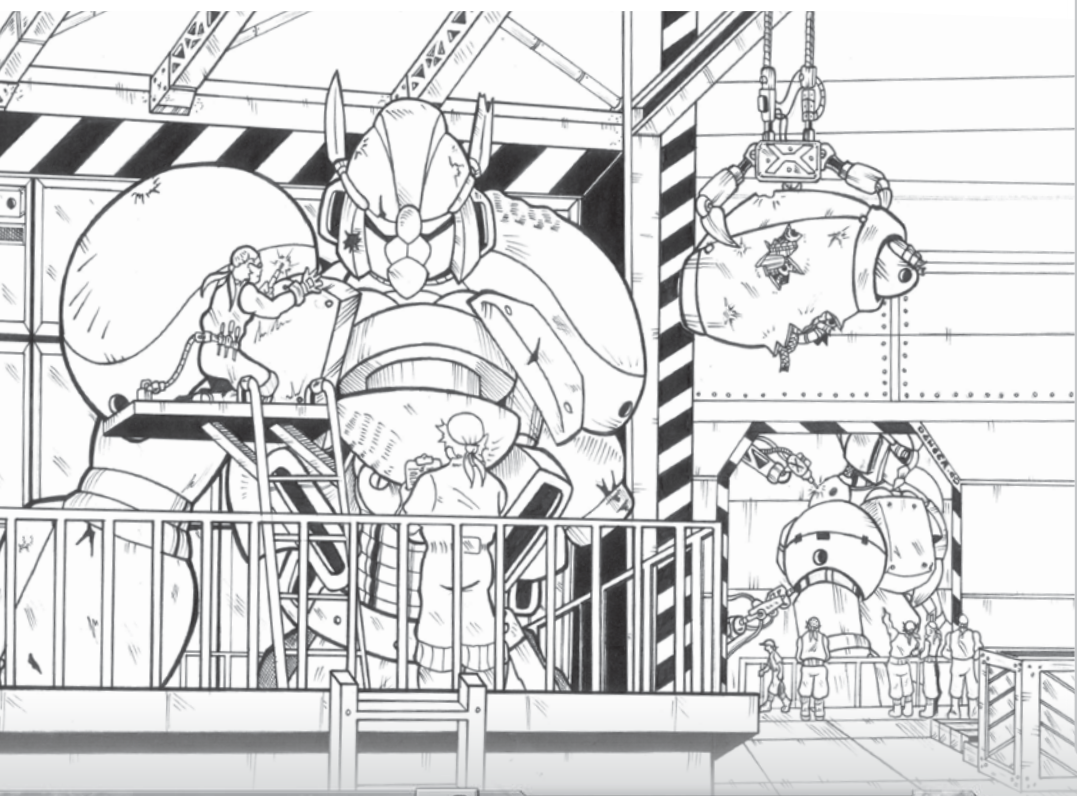


In order to balance mecha construction every system you add costs Construction Points (CP). In Fate Core terms, one CP is the equivalent of a single stunt. In this way adding a 1CP system to a mecha is the same as adding a stunt to a character. Think of a mecha's total Construction Points as its Refresh rating.

For this reason your decision about how many CP to give at the beginning of your campaign is an important one. Too few and you limit your player's ability to customize their mecha. Too many and your players may be overpowered. Look at the sample mecha provided for guidance. Remember you can and should increase a mecha's CP during player Advancement.

If you are playing in your first *Mecha vs Kaiju* game you may want to have the group members create their starter mecha without looking at cost first. When they are finished count the CP cost of each mecha, average the amount, and give each player that amount of CP to modify their machine.

Just remember: the gamemaster's kaiju budget is determined by the group's mecha cost. The stronger your mecha, the stronger the kaiju become!





## MECHA WEAPON SYSTEMS

As stated above, mecha are machines of war, and as such their weapons and armor are their most important systems. For this reason the first improvement many players wish to make to their mecha is its weapon. Many mecha in anime series feature a “signature weapon”, and these rules can easily allow you to create one. That weapon’s name is an Aspect that can be Invoked or Compelled. You can call your weapon whatever you want. There is no inherent advantage between a flame thrower and an electro blade, however if the damage type would give you a benefit against an enemy you may Invoke the weapon’s name to take advantage of that weakness. For example if you are fighting a frost kaiju that is weak against fire you may invoke your flame thrower. If you construct a weapon its name takes the place of the Weapon aspect discussed above.

Whether ranged or melee, mecha weapons are built the same way. Every +1 Weapon Value costs 1CP. Each of the following mecha stunts also costs 1CP. You may combine as many stunts as you want into a single weapon system. You do not have to use every stunt effect on every attack.

### WEAPON AND ARMOR VALUE CAP

It is relatively inexpensive to increase Weapon and Armor Value, which can very quickly lead to an arms race where damage becomes inflated. You may want to consider preventing WV and AV increases for starting players, and then limiting those bonuses to one +1 bonus per Significant Milestone. This has the added advantage of encouraging experimentation with other mecha systems and weapon stunts, especially those that increase WV at a cost.

Those stunts marked with a **+** have advantages that stage up depending on the level of Consequence you deal or are willing to inflict on yourself. You may want to consider capping these stunts to one level per major Milestone, to ensure lower level mecha are not overpowered.

### ADJUSTING THE EFFECT OF CP

The default *MvK* campaign assumes that each mecha system is as important as any other. However mecha system cost is a dial that can be adjusted. For example in modern combat it is easier to destroy than to protect. For this reason you may want to increase the affect of Weapon Value to +2WV for every 1CP, while keeping armor at 1CP per +1AV. Or you may want to encourage the use of electronic warfare, in which case increase the bonuses granted by electronics and sensor systems.

## || Weapon Stunts

**Accurate:** Some weapons are designed to hit no matter how many distractions are on the battlefield. Once per scene, when your target invokes a scene aspect that causes your attack to miss, you may invoke Accurate for free.

**Alternate Form:** You can spend a Fate point and completely reconfigure your weapon. Add up the CP cost of the weapon (-1 for the cost of Alternate Form). You may use these points to create a new weapon. Your weapon retains this form until you spend another Fate point to reconfigure it. Reconfiguring your weapon takes a standard action.

**Ammo:** Your weapon uses an external ammo supply. Once per scene you may declare that a missed attack instead hits with +2 shifts. Your weapon gains the “Out of Ammo” aspect and cannot be used. This aspect must be overcome with a mecha control skill check before the weapon can be used again.

**Area:** This weapon strikes all targets in a sector. Make one attack roll. The attack is applied to each target, which must defend against this attack as if it were the sole target. Reduce damage by -2 shifts. If the attack does no damage the attacker gains a Boost instead.

**Cone:** (prerequisite “Area”) This weapon may affect 2 additional sectors. These sectors must be either in a straight line or adjacent to the attacker’s sector. This does not increase the range of the weapon.

**Explosive Area:** (prerequisite “Cone”) This attack affects the target sector and all 8 adjacent sectors. This does not increase the range of the weapon, but it may be used in conjunction with other stunts that do increase range.

**Aspect:** This weapon has an aspect, in addition to its name, which can be invoked for free once per scene. This aspect can also be invoked or compelled as normal.

**Autofire:** This weapon fires constantly, making it possible to spray an entire area with fire. Make an attack against all targets in a sector. Any target hit is tagged with the aspect “Pinned Down”. If a target with this aspect attacks a teammate they may invoke “Pinned Down” when they defend against that attack at no charge. The “Pinned Down” aspect goes away if you miss them or are no longer attacking them.

**Burn Out:** This is a weapon of last resort, as it focuses all the mecha's power into a single attack. This weapon stunt has no cost. Instead add 1CP worth of stunts to this weapon for every mecha system you have (other weapons, defenses, movement, sensors, etc). This power allows you to ignore any limitations on Weapon Value. You may use this weapon once per scene. After attacking with this weapon your mecha receives the aspect "Burned Out" and is unable to move or attack the round after using this weapon. You also lose access to all other mecha systems. Attacks made against your mecha can only be defended with dice rolls. You may not use your own skills or any mecha system. You may still invoke any aspects you wish. On the following turn you may attempt to overcome Burned Out with a successful mecha repair skill check. The target for this check is +1 for each mecha system shut down. If you fail your mecha is still unable to function. You may reduce the target number to your Craft check by recovering only some of your mecha systems. However you will be unable to function until all systems are back online. For example: a mecha has a total of 6 mecha systems. They install a *Chrysanthemum Gazer Array*, with a WV: 5 and Extended Area. To recover after using this attack the pilot must succeed at a Craft Target number: 6. They could attempt to make two Craft checks at target 3, three checks at target 2, or any other combination to reach 6.

**Burst:** This weapon fires a barrage of projectiles at a single target. Increase Weapon Value by +2. However such attacks are less accurate. Reduce your attack roll by -1 shift. If this attack Ties it is instead treated as a miss.

**⊕ Compel Consequences:** This is a catch-all category for a weapon that forces a victim to take a specific consequence instead of damage. This acts like a compel. Once per scene when you successfully hit, you may offer a Fate Point to the target. If they take the point then they agree to take the consequence. The consequence should be related to your weapon's aspects and must be chosen at the time this stunt is taken. The target may choose instead to avoid taking the consequence by giving you a Fate Point instead, in which case they take the stress damage normally. Cost: Mild Consequence: 1CP, Moderate Consequence: 2CP, Severe consequence: 3CP.

**Charger:** This weapon is best used after closing in with a target. If you successfully attack a target after taking a move action towards them increase the Weapon Value by +2.

**Damage Modulation:** You are able to vary the damage form of this weapon to take advantage of weaknesses within your enemy. For example if the target is a “Beast from the Frozen Tundra” this weapon can be set to produce heat or fire attacks. No other elements of this weapon are affected. Using this stunt does not require an action.

**Entangle:** When you attack with this weapon, in addition to doing damage, you may tag your target with the Aspect “Entangled”. This aspect may be invoked to negate the movement of the target, in addition to the normal effects of an invoke. If you succeed with style you receive a free invoke of “Entangled” instead of a boost.

**⊕ Extended Range:** This weapon can strike targets further away than most ranged weapons. Increase the weapons range by 1 sector.

**Guided:** This weapon uses advanced sensors, under your guidance, to strike its target. You may use your Computer skill instead of your normal attack skill when using this weapon.

**Homing:** This weapon follows its target until it hits. If you miss with a Homing weapon make a second attack roll. If your target is a vehicle the pilot defends with their Computer skill. If the target is living they defend with their Deceive skill. If you succeed you tag your target with the Aspect “Homing In”. If you succeed with style you receive a free invoke of “Homing In” instead of a boost.

**Indirect Fire/Ricocheted:** This weapon’s attacks are designed to bounce off or avoid surfaces and strike from unexpected directions. Spend a Fate point and choose any three setting aspects. These aspects cannot be invoked to defend against this weapon for the remainder of the scene.

**Long Range:** This weapon is specifically designed to strike targets at great distances. Increase the range of this weapon to 6 sectors. The weapon cannot be used to attack a target 1 or 2 sectors away.

**Ongoing:** The target hit by this attack is tagged with the aspect “Ongoing Damage”. To overcome this advantage the target must make a Physique check. If you succeed with style you receive a free invoke of “Ongoing Damage” instead of a boost.



**Overload:** Your weapon draws a dangerous amount of energy from your mecha's power plant. Spend a Fate point and declare one die to be your "Overload Die" for the scene. When an Overload Die rolls a [+] add +2 shifts to damage. The following round all mecha-related actions are at -1 due to energy drain. This penalty disappears the following round. You may add additional Overload Dice at a cost of 1CP per die. The effects of each die, both positive and negative, are cumulative. For example rolling pluses on three Overload Dice would add +6 shifts to damage and reduce all mecha-related actions by -3 for one round.

**Penetrating:** This weapon is designed to ignore a target's defenses. Once per scene, when your target invokes a personal aspect that causes your attack to miss, you may invoke Penetrating for free.

**Reach:** This melee weapon can attack targets one sector away.

**Scatter:** This weapon spreads its damage over a wide area, making it easy to hit but doing less damage the farther away the target is. You gain a +2 to hit but reduce damage by -1 shift for each sector the attack enters.

**Self Targeting:** This weapon has a built in AI that controls its attack. Any relevant skill roll is made at Fair ability. The AI can attack every other round. This is in addition to your own actions.

**Sharpshooter:** This weapon is designed to strike its target, regardless of any inherent advantages it has. Spend a Fate point and declare any three character aspects. These aspects cannot be invoked to defend against this weapon.

**Specialized:** This weapon is especially effective against a specific type of opponent. Identify a kind of target: robots, cold blooded, flying, inanimate objects, etc. Increase the Weapon Value by +2 against such targets.

**Two-Handed:** This massive melee weapon is devastating but unwieldy. Increase Weapon Value by +2. However such attacks are less accurate. Reduce your attack roll by -1 shift. If this attack Ties it is instead treated as a miss.

**Unstable:** You may add 2CP worth of stunts. Every time you attack reduce the damage/effect -1 shift for duration of the scene.

## || Sample Weapons

These are examples of mecha weapon systems. None have an inherent Weapon Value, so they may be used at any Milestone.

**Chiri Rocket Launcher:** This shoulder or chest mounted launcher fires a swarm of guided mini-missiles at a target. Stunts: Ammo, Guided, Indirect Fire. 3CP

**Chrysanthemum Gazer Array:** This ultimate weapon creates a massive dome of Gazer energy that surrounds the mecha with destructive power. Just be sure to kill everything when you use it. Stunts: Burnout (3CP for Extended Area, all other CP towards WV).

**Doragon Plasma Thrower:** This squat projector superheats matter and launches it into a compact ball of destructive fire. Stunts: Cone, Ongoing. 3CP

**Gunryo Recoiless Rifle:** This weapon uses a massive helical magazine to store a variety of projectiles, making it ideal for use against unknown targets. Stunts: Damage Modulation, Sharpshooter. 2CP



**Joubattai Gazer Emitter:** This mecha-size energy pistol is the standard training weapon MAF pilots. Stunts: Accurate, Aspect: “Like an old friend”. 2CP

**Karite Gazer Scythe:** This massive melee weapon sports a devastating energy blade. Stunts: Charger, Reach, Two-Handed. 3CP

**Kataki Electro Scimitar:** This bladed weapon is sheathed in electricity. Stunts: Overload Level 2, Penetrating. 3CP

**Kometto Auto Gazer:** This high-powered rifle does mass damage but can only be controlled by the best pilots. Stunts: Auto-fire, Burst. 2CP

**Korona Microwave Beam:** The high-powered microwaves put out by this dish-like projector are especially effective against targets with a high concentration of water. Stunts: Scatter, Specialized: Aquatic. 2CP

**Kurohyou Claws:** Your mecha’s hands are sheathed in high-tensile metal claws. Stunts: Aspect “Speed of the Panther”. 1CP

**Puma Flechette Turret:** This small attack pod has a built in AI and launches a flurry of razor sharp metal shards at enemies. Stunts: Scatter, Self Targeting. 2CP

**Rakurai Shock Rod:** This blunt rod is sheathed in a powerful electrical current. Stunts: Compel Consequence Moderate. 2CP

**Renda Chaingun:** This massive cannon can fill the area in front of a mecha with a hurricane of damage. Stunts: Cone, Extended Range. 3CP

**Rongushotto Mass Driver:** This longarm is as big as the mecha that use it. It uses a magnetic field to launch metal slugs half way across a city with devastating effect. Stunts: Accurate, Long Range, Penetrating. 3CP

**Suneku Power Whip:** This appears to be nothing more than a bundle of sturdy cables until it crackles with enough energy to power a small city. Stunts: Damage Modulation, Entangle, Reach. 3CP

## MECHA ARMOR SYSTEMS

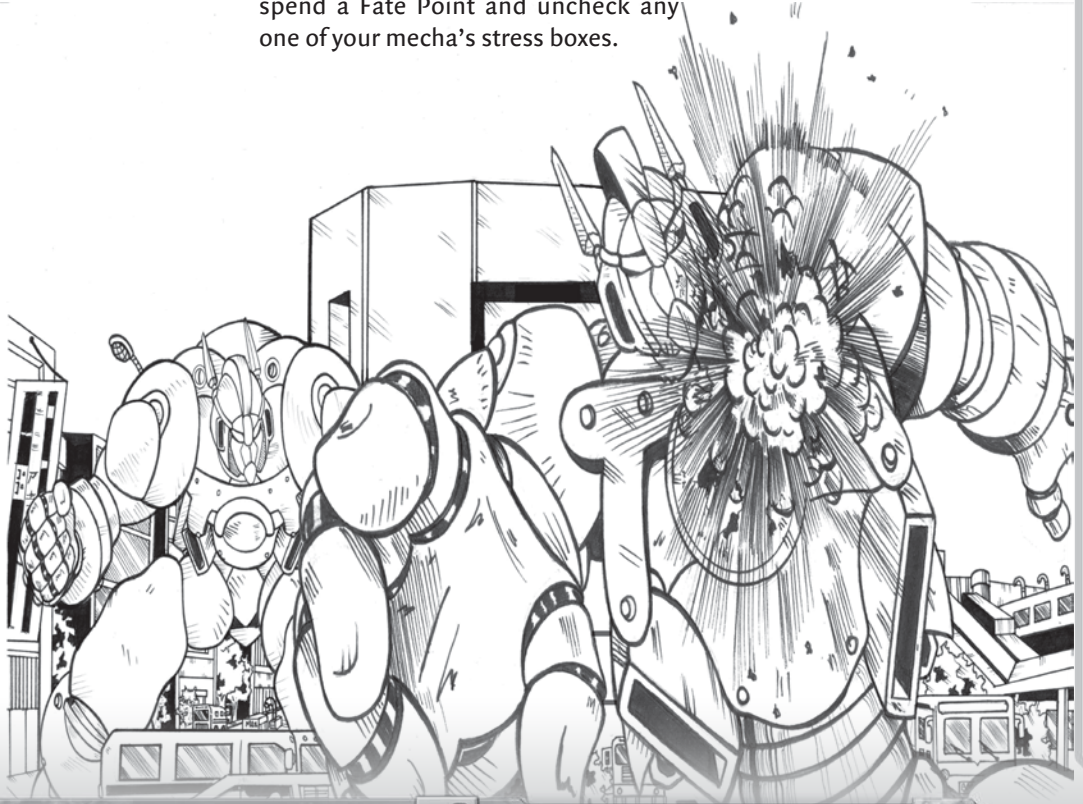
Armor systems are built the same way as weapon systems. You may buy +1 Armor Value for 1CP (remember Armor Value caps apply). Armor Value reduces the damage shifts of a successful hit by an amount equal to the Armor Value. If you hit, but the target's AV reduces the shift value to 0 or below, you get a Boost to use on your target instead of doing harm.

### || Armor Stunts

**Ablative Armor:** Whenever your mecha takes a mild physical consequence, you can choose to instead damage its armor. Reduce all defensive roles by -1. This reduction must be repaired in the same manner as a mild consequence.

**Aspect:** This armor has an aspect, in addition to its name, which can be invoked for free once per scene. This aspect can also be invoked or compelled as normal.

**Auto Repair System:** Your mecha is capable of repairing a limited amount of damage during combat. Once per scene you may spend a Fate Point and uncheck any one of your mecha's stress boxes.





**Barricade:** Your mecha is designed to be nearly impregnable when you choose it to be. Gain +2 to defend when you take the Full Defense action.

**Camouflage:** Your mecha is covered in hexagonal plates which can be colored, heated, or cooled to mask it from detection. You may use your Stealth skill as normal against those trying to locate you, so long as you can narrate how the environment is conducive to your mecha hiding.

**Cumbersome:** Increase Armor Value by +2. This armor is bulky and makes movement difficult. If a situation aspect makes moving from one zone to another difficult, increase the difficulty of the Overcome check by +2. This mecha may not move more than one sector per round for any reason. This does not affect forced movement.

**Deflection:** Your mecha has a means of deflecting ranged attacks away. Increase your Armor Value by +2 against such attacks.

**Reflection:** (requires Deflection) You have fine control over your deflector system and can reflect damage back at your attacker. If you succeed with style when defending against ranged attacks your attacker takes 2 shifts of damage instead of you gaining a boost.

⊕ **Refraction:** (requires Deflection) You are able to turn received damage into opportunity. Once per scene, when you take a Consequence, you may place a situational aspect on your attacker. This aspect receives free invokes based on the consequence you give yourself: 1 for a Mild; 2 for a Moderate; 3 for a Severe.

⊕ **Extra Consequences:** Your mecha can survive devastating blows that would crush lesser vehicles. You may add an additional Mild Consequence for 1CP, a Moderate Consequence for 2CP, or a Severe Consequence for 3CP.

**Extra Stress Box:** You may add an additional stress box to your mecha at a cost equal to the amount of stress the box absorbs -2. For example you may add a number 3 stress box for 1CP. You must increase the amount of stress boxes in the correct order. You cannot, for example, take a 5 stress box before you have a 4.

**Fortified:** Your armor is strengthened against devastating damage. Once per scene you may reduce the level of a Consequence before recording it: Severe to Moderate, Moderate to Mild, or Mild to no damage. The attacker still receives a free invoke of any Consequences recorded.

⊕ **Hardened:** Increase the amount of stress your mecha's first Stress Box can absorb by one. Each time you take this stunt you may increase the damage of the next Stress Box by one. For example 3 levels of Hardened would allow your first three Stress Boxes to absorb 2, 3, and 4 points of damage, respectively.

⊕ **Impervious:** This armor is so powerful it limits the maximum number of shifts of stress you can take from a successful attack. One level of Impervious limits damage to 6 shifts of damage. Every level of Impervious reduces the maximum damage you can receive in a single attack by one. For example 4 levels of Impervious would only allow 2 shifts of damage to affect you in any exchange.

**Resistant:** This armor is designed to resist a particular type of damage (fire, acid, etc) chosen when you take this armor stunt. Add +2 to your Armor Value against damage of this kind.

**Shield:** Shields add +1 to Armor Value. You can Invoke a shield to absorb a single mild consequence. Doing so destroys the shield, and it can only be repaired out of combat.

**Shield Wall:** (requires Shield) Your shield is massive, large enough to cover both you and another target. Once per scene either you or another character in the same sector as you may invoke Shield Wall for free.

**Triggered Defense:** You have a defensive system that can be triggered when you are attacked. This defense is built the same way you would build a weapon system, +1CP for the cost of Triggered Defense. When you succeed with style on a defensive roll you may make an attack with your triggered defense system.

## || Sample Armor Systems

**Koutetsu:** The "commando" armor is a lightweight system designed to allow fast mecha to stalk rogue kaiju on the ground without their noticing. Stunts: Aspect "Light on its feet", Camouflage. 2CP

**Odoshi:** This is designed as an armor sub-system, reinforcing the mecha between its superstructure and armor layers. Stunts: Extra Consequence-Mild, Hardened, Resistant-Fire. 3CP

**Tazer Shield:** This shield was designed for a mecha pilot whose goal was containing a kaiju in a particular area to minimize the damage to a city. Stunts: Shield, Triggered Defense-Compel Consequence: Mild. 2CP

**Gasshiri:** The heaviest standard armor, this system is just tough. Stunts: Auto-Repair, Cumbersome, Deflection. 3CP

## OTHER MECHA SYSTEMS

While most mecha will have customized weapons and defenses, the systems that follow offer additional options on the battlefield.

### || **Combiner**

One of the classic tropes of mecha fiction is the robot team that combines into a much larger robot. Such a mecha system has been used by the M.A.F. – most successfully by the legendary “Task Force Ichban”. In order for the mecha to combine two prerequisites must be met: first, each mecha must be equipped with a Combiner System, which costs 1CP for each mecha; secondly, and most importantly, each pilot must pay a Fate point to activate it. Also each mecha must still be functioning in order to combine – if any mecha has been taken out then the others cannot combine.

When multiple mecha combine they create a completely new vehicle, built with a pool of CP equal to a single player’s starting CP +1 for each player. This new mecha is undamaged, except that the highest stress box of damage any combining mecha has taken is also filled on the new mecha. It also must be at least one size category larger than the largest combining mecha (if you are using Size rules).



### || **Control Systems**

The choice of whether to use normal character skills or specific mecha-related skills when piloting is one normally made at the campaign

level (see page 22). However you may wish to make the choice of control system a personal one for players. There is an inherent advantage to Mental Controls: pilots do not have to devote skill points to mecha-related skills, and will be able to fight just as good outside their mecha as inside. To offset this advantage Mental Controls should cost 3CP, while Physical Controls that require specific mecha skills would be free.

## || Advanced Control Systems

Regardless of which skills pilots use to control their mecha, they require control systems in order to do it. There are three actions affected by mecha control systems: the ability to Create Advantages and to defend against their creation on you, the capacity to Defend against ranged attacks, and Turn Order in combat. Some mecha control systems are designed to make these actions easier. For every 1CP you spend on advanced control systems, you gain 2 points worth of bonuses to apply to any of these three actions. You may apply all points to a single action or spread them out as you wish. Bonuses are capped at a maximum of +2 per Significant Milestone.

## || Sample Control Systems

**Mechanical:** Some pilots believe that simple mechanical controls help them feel the ground under their feet, connecting them better to their opponents. Create Advantage +1, Defend+1. 1CP

**Digital:** Modern computer controls have unlocked the full potential of mecha, allowing them to do remarkable things on the battlefield never thought possible. Create Advantage +2. 1CP

**Neural Net Interface:** Your nervous system is connected directly to your mecha, allowing you to pilot it as if it were a second skin. Create Advantage +1, Defend +1, Turn Order +2. 2CP

**Organic:** Mecha Assault Force legend claims that there exist organic computer systems capable of increasing the effectiveness of any pilot. If such a thing did exist its use would be fraught with peril, as such a system would have to like and respect the pilot it was entrusted to serve. However its advantages would be great indeed. Create Advantage +2, Defend +2, Turn Order +2. 3CP

## || Copilot

Any mecha can be easily retrofitted with a copilot seat. This allows players to take advantage of the Group Mecha Control” option (see Pg.47).



## MOVEMENT SYSTEMS

Kaiju find numerous ways to invade, and their mecha opponents must be ready to match them on their home territory. Each of these movement systems allows the mecha to move through a given area naturally, preventing the GM from giving you a negative Aspect for being in an alien environment. However aspects can be placed on you by other players or enemies as normal.

**Aquatic System:** Your mecha can travel quickly either on top of or beneath the sea. You can quickly travel from place to place and use your mecha control skill to Create Advantages dealing with water movement. This does not limit your ability to fight on the land.

**Submariner:** (requires Aquatic System) Your mecha is specially designed for subsea warfare, making it able to make full use of the advantages and drawbacks of fighting in such a place. Gain +2 to Create Advantages dealing with movement or concealment while under water.

**Burrowing System:** Your mecha can travel just as quickly underground as it can above. You leave no tunnel behind you as you travel, and must be extremely careful if you use this system in cities, with their complex webs of underground pipes. Gain a +2 to Stealth while burrowing.

**Flight System:** Your mecha can fly at “Jet” speeds. Out of combat you can quickly travel from place to place. In combat you can use your mecha control skill to Create Advantages dealing with flight. This does not limit your ability to fight on the land. While flying in combat you must always take a movement action to remain aloft. If you are ever unable to move then your mecha lands at the end of your round. If you are more than one sector up you must make a successful mecha control roll to land safely.

**Supersonic:** (requires Flight System) Your mecha can fly at “Rocket” speed, breaking the sound barrier. By triggering a burst of speed you can Attack with your mecha control skill, targeting everyone in your sector.

**Hover:** (requires Flight System) You have extremely fine control of your mecha’s flight system, allowing you to hover in mid air and travel at slower speeds than normal. You also no longer need to take movement actions to stay aloft in combat. Your rolls to create flight-based Advantages are made at +2.

**Jump Jets:** You are able to leap over obstacles. You may invoke Jump Jets to move normally, regardless of situational aspects limiting movement.

**Death From Above:** (requires Jump Jets) Your jump jet system is designed to position your mecha in an ideal position to attack. Gain +2 to your roll to create a jump-based advantage in combat, but all aspects created this way disappear at the end of your next turn.

**Hover Boost:** (requires Death from Above) You can boost the output of your jump jets to allow you to hover in mid air. When you create an advantage with Death From Above you may move into the sector either above or adjacent to your current one as a free action. “DFA” advantages remain so long as you are in the air.

**Speed Boost:** You move two sectors for free in a conflict without rolling, instead of one, provided there are no situation aspects restricting movement. The mecha’s overland speed increases one step (see “Speed” Pg.47).

**Turbo Boost:** (requires Speed Boost) Your mecha is incredibly fast. +2 to create advantage or overcome actions related to movement.

**Turbo Strike:** (requires Turbo Boost) You know how to use your speed to best advantage in combat. Gain a +2 to melee attack whenever you move at least two sectors unopposed.

**Zeta Boost:** (requires Turbo Boost) Your mecha is astonishingly fast. You may move one sector, make an attack, then move one additional sector, provided that you are not bound by any situation aspects restricting movement.

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## POWER SYSTEMS

One of the most fundamental ways to tinker with your mecha is to alter the energy output of its power plant. This is also one of the most dangerous changes you can make, as the Power System is the heart of your mecha, and mistakes made here can have catastrophic effects on the battlefield.

**Nitro:** Your mecha can put on a sudden burst of power. Once per scene you may take two dice actions in one exchange. Afterwards, gain the aspect “Strained Power Plant” until you can Overcome it with a Fair mecha repair roll.

**Overclock:** You mecha can deliberately increase its power output to dangerous levels. Spend a Fate point and declare one mecha control die to be your “Overclock Die” for the scene. When an Overclock Die rolls a [+] on a non-combat roll add +2 shifts to the result. The following round all mecha-related actions are at -1 due to energy drain. This penalty disappears the following round. You may add additional Overclock Dice at a cost of 1CP per die. The effects of each die, both positive and negative, are cumulative.

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## TACTICAL SYSTEMS

One of the greatest advantages of piloting one of the most advanced combat machines is not the big guns but rather the advanced battlefield computing power that you can harness. In the right hands, a powerful computer can be more devastating than the largest gazer rifle.

**Active Sensor Suite:** You are able to sweep the battlefield quickly using advanced sensors. You may use Computers instead of Notice to be aware of combat conditions.

**Bio Detectors:** You are always able to find biological organisms. Gain a +2 anytime you are trying to locate a living thing that is hiding. In addition you are always aware of the location of living things not actively trying to hide and can compensate for them in combat. Multiple living opponents never get a teamwork bonus when attacking you.

**Heuristic Processor:** This system anticipates changes in the battlefield and helps you adapt to them. Every other round gain a +2 to initiative roles. Or, if you use the option of rolling one initiative at the beginning of combat, gain a +1 to that roll.

**Holographic Target Aversion:** You cover your mecha in a hologram, making you appear as another mecha and confusing your enemies. Invoke the HTA system when a target within 2 sectors suffers an attack. When you do, redirect the attack to yourself.

**Laser Painter:** This system paints a target with invisible lasers, making it easier for other weapon systems to strike. Use your action to tag a target with the boost “Painted” with two free invokes.

**Scanner Array:** It is impossible to anticipate every situation on the battlefield. That is why this highly sensitive array of instruments can be quickly programmed to seek out anything you

might need to find. Spend an action calibrating the scanner. The following round gain a +2 to one of the following actions: use Computers to create a non-combat Advantage or use Computers to Overcome in a non-physical situation.

**Tactical Computer:** (Requires “Scanner Array”) This system uses the delicate instruments of the Scanner Array as its eyes and ears in order to make split-second decisions on the battlefield. Once per scene you may gain a +2 to one of the following actions: use a combat skill to create an Advantage; use a combat skill to Overcome an obstacle; use a combat skill to Attack in a specific situation; use a combat skill to Defend in a specific situation.

**Oracuru System:** This system is so accurate at reading the trajectory of projectiles and aiding in your defense pilots call it the “Oracle”. Add +2 shifts to your defense roll when dodging projectiles.

**Satellite Navigation:** You are linked into the world’s navigational satellites. You gain a +2 to your mecha control skill when travelling to a new location and a +2 to Create Advantages dealing with travel.

**Sonar:** You are able to attack regardless of lighting conditions. So long as Sonar is active your mecha cannot be blinded.

**Target Analyzer:** This system is designed to identify the strengths and weaknesses of your opponent. Gain +2 to Empathy checks to determine the aspects of a living enemy.

**AI Analysis:** (requires “Target Analyzer”) You have an artificial intelligence system dedicated to analyzing your opponent. You may use Computers instead of Empathy for determining the aspects of a living enemy.

**Auger Circuit:** (requires “Target Analyzer”) This subsystem anticipates the responses of your enemy, making it more difficult for opponents to turn the tables on you. When someone defends against your attack roll, and they succeed with style, they receive no benefit from it.

**Omphalos Circuit:** (requires “Target Analyzer”) This subsystem maximizes the efficiency of your attack. Any time you invoke an opponent’s aspect in a physical fight, you get an additional +1 on the roll.

**Targeting Computer:** This system turns a good shot into a great shot. Once per scene when you succeed on an attack roll you succeed with style instead.



**Testudo Circuit:** Like the Roman legions of old, your squad works together to defend one another. When you share a sector with an ally who also has this system you gain a +2 to defend against melee attacks.

**Wingman Circuit:** You are tactically linked to another mecha. Declare who is your wingman when combat begins. Once per scene when you are in the same sector as your wingman you may create the aspect Flanked on an opponent, and gain one free invocation of the aspect. Note that the opponent need not be in that same sector with you.

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## VARIFORM

This mecha can alter its form, sometimes radically. This system costs 3CP, although if you are running a campaign where every mecha is variform the cost can be ignored. The new mecha form is built out of a pool equal to the cost of the base mecha. This new form must also have the variform option.

A variform mecha may change its size up to one level up or down and assume shapes that enable it to disguise its nature. “Variform” becomes an aspect of the mecha, and if this aspect is compelled or suppressed it is possible to trap a mecha in its current form until the system is repaired.

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## OPTIONAL RULES

A good mecha pilot likes nothing better than getting “under the hood” and tinkering with their machine. Some players feel the same way about their RPGs. If you are looking for granularity in your mecha design system the following rules can add interesting options to your game.

### || Power Rating

Power systems are designed to allow a mecha to operate at peak efficiency in normal combat conditions. But combat is rarely a matter of standing still and firing weapons; for the mecha pilot it often involves overcoming the battlefield chaos inherent in kaiju combat. Making mecha control rolls to *Overcome* obstacles is inherently taxing to mecha systems. If you fail an *Overcome* action you may suffer Power Loss (see below).

Advanced power plants incorporate capacitors or additional fuel cells that store power for such emergencies, or feature auto repair

functions that can restore full power without operator intervention. These systems are represented by a Power Rating score. If you fail an Overcome action by an amount greater than your power plant's Power Rating you suffer Power Loss. You may increase your power plant's Power Rating by +1 for 1CP each.

## || Power Loss

Power Loss is based on how badly you failed your Overcome roll. If you failed by 2 or less you suffer Minor Power Loss. Lose access to one Mecha Aspect and gain the "Power Loss" aspect with a free invoke any enemy can use against you. If you failed by 3 or more you suffer Serious Power Loss. You must shut down one mecha system until it can be repaired. The target number for your repair check is equal to your Overcome target number minus your result. For example, if your Overcome target number was 5 and you rolled a 2, your repair target would be 3.

## || Heat

One of the most popular tropes in mecha RPGs is the combat trade off that occurs due to heat buildup during combat. Weapons produce heat – the more powerful the weapon, the more heat built up. Logical mecha design would always allow for enough heat dissipation, but this is expensive in the real-world, and not at all dramatic in game terms. In tactical games it is much more entertaining to constantly balance damage output with heat buildup. Heat can be a factor an *MvK* game if all players agree.

This option uses the mecha's Power Rating to determine how much energy a mecha can put out in a round. This functions in the reverse of the Power Loss rules above: anytime you attack compare the total Outcome of your attack roll with your Power Rating. If your attack roll is higher than your Power Rating you Overheat. If the result is 1 or 2 over your Rating you lose access to one Aspect of your mecha. If your result is 3 or more over your Rating that weapon system shuts down until it is re-activated. The target number for your repair check is equal to your attack roll minus your Power Rating. For example, if rolled a 6 and your Power Rating was 4, your repair target would be 2. A solution to this problem is to use weapons with the "Ammo" stunt. These do not draw from the mecha's power plant, and thus cannot cause a system Overheat.

Games using heat invariably have higher Power Ratings. You may want to consider reducing the cost to 2 points of Power Rating for every CP.

## SIZE

In the default setting for *Mecha vs Kaiju* humans have no power whatsoever against the kaiju. Guns, tanks, bombs – they're like toys to these monsters. This is why humans wrap themselves in tons of mechanized armor to stand against the kaiju. (See “Scale in Combat” pg.47).

But there are stories to be told about humans on the kaiju battlefield. The Anti-Kaiju Force existed long before the Mecha Assault Force, and they can be found in the midst of every kaiju attack, harassing the monsters and supporting the mecha. Nefarious humans can attempt to fight against mecha pilots for their own twisted purposes. If you wish to have human-size combatants affect the outcome of mecha or kaiju battles directly you can assign a Size to everything on the battlefield.

Size represents the difference in scale between humans and those creatures and vehicles that are much larger. These rules apply equally to mecha and kaiju alike. There are several options for using Size in *Mecha vs Kaiju*.

### || Size as an Aspect

The simplest way to represent Size is through a scale of six size aspects: Human, Monstrous, Towering, Gargantuan, Titanic, and Astronomical. The Size aspect could be both invoked and compelled for a variety of reasons. Larger attackers could invoke it to hit harder, while smaller defenders could invoke it to sneak away. And always GMs can find interesting ways to compel Size.

## There are six sizes: Human, Monstrous, Towering, Gargantuan, Titanic, and Astronomical.

### Overcoming Size Using Create Advantage

In this option, it is *nearly* impossible for human-size targets to affect mecha or kaiju. However if it is narratively appropriate you may allow humans to create advantages that will allow them to. For example a population trying to prevent a kaiju from stomping through their city could boost the output of their power plant to supercharge the electricity through their power lines, creating the advantage “Mega Electric Fence”, allowing them to Provoke the kaiju into moving around the city. The Opposition level for creating this advantage is the opponent's Size (or 3 if you are not using Size). For example in the above example if a

Gargantuan kaiju were approaching the city, the power plant technicians would have to roll to Create an Advantage against Opposition of 4.

You may wish to limit how large a target can be affected. Movies will usually never allow humans to affect a target larger than “Towering” size. By the same token very large creatures in this option are unable to directly attack humans, though many people die due to collateral damage. With this option, you can attack or otherwise affect a target that is up to two Sizes larger than you, provided you have created an advantage on it. A target three Sizes larger than you ignores any attempt to affect it. The reverse is also true: an attacker three Sizes larger cannot directly target you.

#### EXAMPLES OF SIZE

Anything below 8', including lean, skin-tight “Hard Suit” power armor, is Human scale. Classic power armor, such as that found in the Patlabor anime, is Monstrous scale. Mecha are at least Towering, as are weaker kaiju. Most kaiju are at least Gargantuan, and the oldest and strongest are often Titanic. Only the most legendary kaiju grow to Astronomical size.

#### SIZE AND GODZILLA

When Godzilla first appeared in 1956 he was “Towering” size. Vehicles such as tanks could not affect him, until he was electrocuted by high tension power lines, creating an advantage of “Stunned and Weakened”. He was able to directly attack people by stomping on them or derailing trains. By the 1960s Godzilla had grown to Gargantuan size, and while he could still crush tanker cars under foot, he could no longer target individual humans. By the Millennium era the now Titanic size Godzilla ignored all but the most devastating attacks.

### || Size as Dice Substitution

Some players do not like arbitrary rules, such as “kaiju are too strong to be affected by humans”. Yet these creatures are still monstrously powerful and easily capable of taking out smaller opponents. A simple way of modeling this difference is borrowed from the “Strange Fate” setting. Substitute one Fate die with a regular d6 for every step up in Size between the two combatants. For example a Gargantuan kaiju attacking a Towering mecha would roll 3dF and 1d6 to get their result.



This option could be simplified to apply to all combatants equally, if you prefer. You could substitute one Fate die with a regular d6 for every step up in size above Human. Using this option a Gargantuan mecha would always roll 1dF and 3d6. An Astronomical kaiju would roll 5d6. Note that this method will make battles between targets of equal size very unpredictable.

### || Size as Static Bonus

The entire reason mecha and kaiju are nearly impossible for humans to damage is because, as something gets bigger it also gets stronger and tougher. The Static Bonus option expands this to its logical conclusion. For each scale step above human, add the following benefits:

- Increase Physique checks by +1
- Increase Weapon Value by +1 shift
- Increase Armor Rating by +1 shift

The result is that opponents of equal size will have no net change in their attributes, but even the smallest kaiju will be a lethal threat to any normal human. The increase in Physique also increases the number of stress boxes and consequences. One side effect of this is to make combats longer. If you chose to use this option you should make the purchase of additional Stress Boxes level capped, or eliminate it entirely.

	HUMAN	MONSTROUS	TOWERING	GARGANTUAN	TITANIC	ASTRONOMICAL
<b>Height Max</b>	7'	20'	150'	350'	500'	Unlimited
<b>Physique</b>	No Bonus	+1 to roll +1 stress	+2 to roll +1 stress	+3 to roll +2 stress	+4 to roll +2 stress	+5 to roll, +2 stress, 1 Mild Consequence
<b>Weapon &amp; Armor Value</b>	+0 shifts	+1 shifts	+2 shifts	+3 shifts	+4 shifts	+5 shifts
<b>CP Cost</b>	0	3	5	8	10	13

## || Superstructure Static Bonus

In this option, in addition to choosing a mecha's Size you also determine its strength and ability to take physical strain, represented by its Superstructure rating. Heavier mecha can also mount more weapon and armor systems.

	BASE PHYSIQUE	BASE STRESS BOXES	TOTAL WEAPONS/ ARMOR	COST
Light	2	1	2	3 CP
Medium	4	2	3	6 CP
Heavy	6	3	4	8 CP



J.M.A.F.  
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MECHA

05

# GAMEMASTER'S SECTION



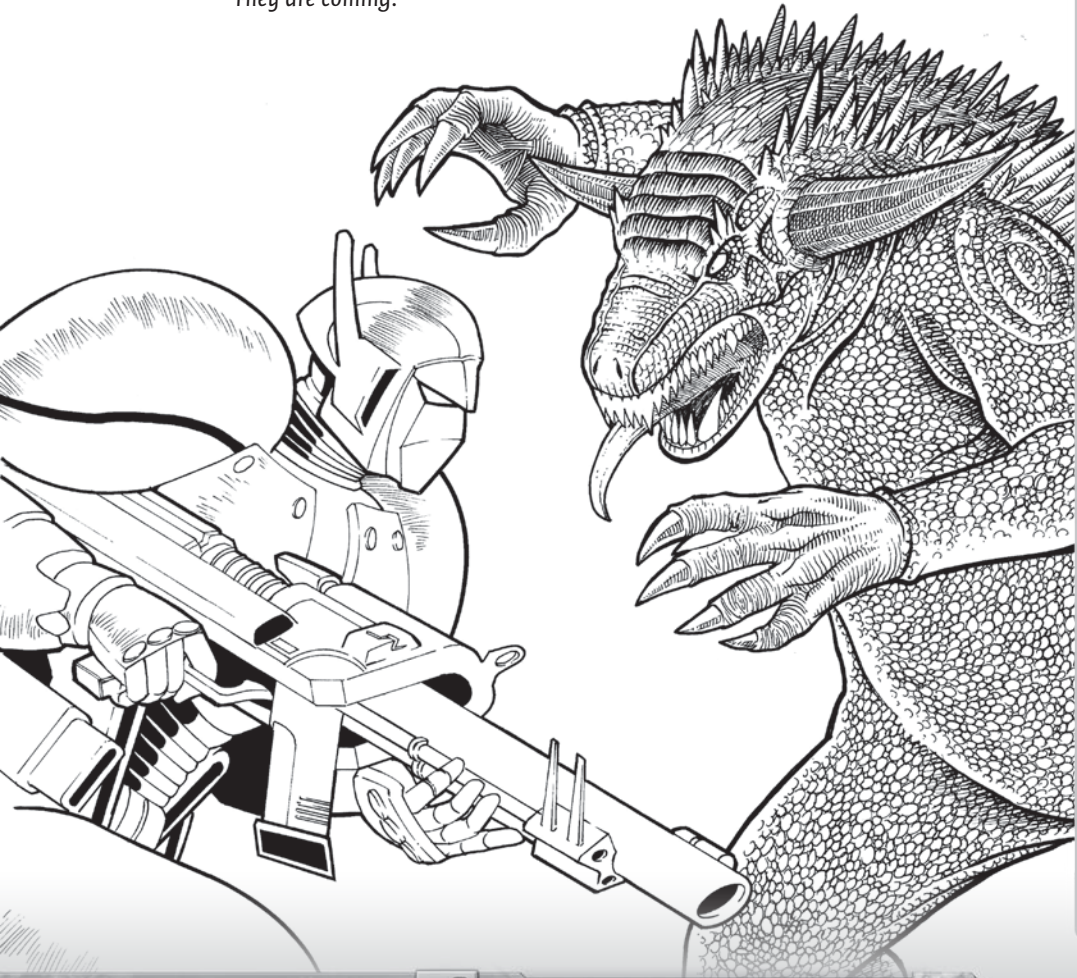


## RISE OF THE OGRE

The creature stood behind the young North Korean radar officer, and it took all the soldier's courage to not stare up into its yellow eyes. Kim Zou had never before seen such a creature: almost two and half meters high, and almost a meter and a half wide at the tattooed shoulders, its green flesh accentuated by the glow of the radar. He found that if he looked at the beast's reflection in the glass screen of his equipment, it seemed less real. He could almost convince himself that it was the elaborate makeup of a monster movie, rather than a walking nightmare standing right next to him.

The young man swallowed and made his report, as he had every five minutes for the past two hours. "All screens clear."

He could almost feel the wind the creature created as it inhaled deeply through its wide nostrils. The words seemed to echo through its barrel chest: "They are coming."





"There's nothing on the sensors." Forgetting himself for a moment, the young officer looked up and met the creature's jaundiced eyes, chilling him to his very soul. It sneered in disgust as it looked down at him.

"Your sensors are weak, and your faith in them shows your weakness. They are coming. I can smell it in the wind." The creature looked as if it may move to strike Kim in order to prove its point, but was interrupted by another approaching.

She wore a long ceremonial kimono, and covered her head with a parasol, even in the moonless night. Kim was thankful for that darkness, for he wished to see her face even less than the creature behind him. There was a beauty in her green skin and razor-sharp fangs – the beauty of a shark or cheetah, the beauty of a perfect killing machine. Around her were three others, all similar in looks.

"Children, time for you medicine." She dangled four small bottles tied up with brightly colored thread, as if they were a child's presents.

"Is this really gonna work?" the tattooed creature asked.

"The formula for these elixirs was whispered to me by the Oni themselves during the ecstasy of murder. They are brewed with love, and desire, and a will to power. They will grant you all the strength to bring down our enemies."

"We will use the power of their own precious kami to destroy their servants," said one of the lesser creatures.

"I have masked the spirit of the kaiju," said another. "They are hungry, and desire feeding."

The tattoos of the great beast's right arm glowed an electric blue. "They are here."

"Then let us not disappoint them." Her smile revealed a forest of fangs. "Ogres, for the glory of the Oni – and our mutual pleasure – DESTROY THE MECHA ASSAULT FORCE!"

## IMPORTANT KAIJU IN HISTORY

### || Excerpts from The Big Book of Kaiju

When the first kaiju, Kaibutsu, appeared in Japan at the end of WWII, there were many reactions. Some thought it was heavenly retribution for waging war. Others agreed it was a punishment from the gods, but for losing the war. Scientists believed it was a random spontaneous mutation caused by the atomic bomb. And there are still some survivors of those days that say it was a weapon sent by the United States military.

Whatever the origin of Kaibutsu, its birth signaled the beginning of a new age on Earth, one where humanity was no longer at the top of the food chain. Today kaiju fall upon the land like a force of nature, and like the typhoon or the earthquake we have learned to adapt. Just as scientists study natural disasters to learn how to better deal with them and survive their uncontrolled fury, we – the authors of “Jinteki Kaiju” (“The Big Book of Kaiju”) – study these dangerous beasts.

In the spirit of the Jinteki Kaiju, embracing open discussion and the free flow of information, this section draws from a database open for comment by anyone with relevant information. Non-relevant posts were removed, but no information was censored or edited. Initial posts are made by senior members of the Jinteki Kaiju, with others presenting their insights as they see fit.

### || Kaibutsu

◀◀ SHIGAKKA ▶▶ The Original. The Nightmare. The American Devil. The Death that Walks. Kaibutsu was the first kaiju, and his arrival marked the end of one war and the beginning of another.

Theories abound about the origin of the first kaiju. I will leave others to discuss the possibilities, and hold my comments to historical fact. Kaibutsu appeared in Hiroshima on August 6th, 1945 – moments after the detonation of the atomic bomb. It raged across the already devastated city, then began a winding course south. The military lured the creature off the main island and towards the city of Nagasaki. It took the power of a second atomic weapon to defeat the creature.

Japanese and American scientists studied the irradiated genetic material, but learned little. How North Korean researchers could unlock the secrets of the kaiju – or indeed how they got hold of the genetic material at all – is a mystery that persists to this day. What is obvious

is that they rapidly developed the technology to grow the kaiju cells into full, and lethal, organisms.

The first attack of the new North Korean Kaibutsu was against the invading American military, with devastating results. After the war the creature patrolled the Demilitarized Zone between North and South Korea, along with other kaiju. Nobody knows why, but Kaibutsu left the mainland sometime in early 1954 and prowled the waters outside Japan. Later that year it attacked the city of Tokyo, demolishing entire neighborhoods.

The method of Kaibutsu's destruction is still unknown, but in a sense it was never truly destroyed. New and lethal versions of the monster have risen to terrorize the nation over the past fifty years. Early attacks seemed motivated by simple animal drives, but as kaiju attacks reached a peak in the 1970s Kaibutsu demonstrated a cunning, almost supernatural, instinct. And then it disappeared for almost ten years.

The Heisei era of kaiju history began with a second devastating Kaibutsu attack on Tokyo, almost 30 years to the day after its first reign of terror. The kaiju was immensely strong and vastly more powerful. Over the next 20 years Kaibutsu and others returned again and again, each one stronger than they had ever been. As the Millenium era continues, the original kaiju shows no signs of weakening, or abating its thirst for destruction.

◀◀ **CAPT. SPAWDING** ▶▶ As part of my M.A.F. training I naturally study the battle of the Chosin Reservoir. The American Marines push too close to China and Mao unleashes his so-called "Million Mutant Army." It was never anywhere close to that number, but it pushed back the Americans. As they head south the yanks move through the Chosin Reservoir. For those not in the know, the Chosin Reservoir is a hydro-electric installation in North Korea, which probably explains why they chose that as the site for their kaiju creation facility.

The Americans get caught in a vicious pincer move when the North Korean army attacks. With the Chinese mutants to the north and the North Korean regulars to the south, the Marines are trapped in a pocket. And that's when the Koreans unleash Kaibutsu. The monster was barely an infant, but it tore through the defensive lines like they weren't even there. Remember, at this point nobody outside Japan has ever seen a kaiju alive, and damn few had seen one dead. Seeing that



beast on the battlefield...well it was described in some interviews with vets as the “Wrath of God.”

What’s amazing is that, when the Americans proposed to outlaw battlefield kaiju, they got very little argument from China or the Soviet Union. From declassified reports it’s clear that both Communist countries were very nervous about giant monsters on their doorstep, and





used considerable influence on North Korea to make sure that kaiju were never fielded on THEIR borders.

#### KAIBUTSU

**Motivation:** King of the Monsters

**Instinct:** Fight the Toughest Opponent

**Skills:** Physique +6, Fight +5, Provoke+5, Athletics +4, Notice +4, Will +4

**Attack Forms:** Atomic Breath (Blast, Alternate Attack: Physique, Blow Through), Cry of the King (Roar, Mighty Roar)

**Defense Forms:** Indestructible (Bug Stomp, Bug Proof, Absorb-Lightning, Absorb-Radiation, Regeneration, Deathless, Strength at the Base)

**Stress:** Physical 5, Mental 4

**Consequences:** Mild x2

MP Total: 12

#### || Sanshuseki

◀◀ SHIGAKKA ▶▶ Since this iseijin kaiju's appearance in the late 60s, Sanshuseki has earned a number of names: the Flying Terror, the King of Fear, the Twin-Faces of Evil. Sanshuseki has only appeared on Earth four times, but each time it has left behind total devastation. Melbourne, Hong Kong, Osaka – all destroyed in kaiju conflicts with Sanshuseki. More than the damage caused by the great beast itself is the affect of its battles with other kaiju.

Sanshuseki is the only alien life form whose arrival was captured on video. A team of astronauts working on the Goddard Wheel space station in 1965 recorded a near collision with what they believed to be a meteor. The impact of so large and heavy an object would normally have caused widespread devastation, however it is believed that some aspect of Sanshuseki's natural flight ability slowed its fall. It left a crater in the Australian outback 200 feet deep – a fraction of what a meteor that size would cause.

In two days the creature struck Melbourne, devastating the city. It then flew north to Osaka, where it systematically leveled a one square mile area of the city, leading many to conclude the beast possessed some strange form of reasoning. It finally struck at Hong Kong, where

it was finally encountered by both Kaibutsu and Senshuga. No matter how many times the original kaiju and the giant moth accidentally ran into or struck one another in the ensuing melee, they never turned their bestial rage away from their alien opponent.

To date there has never been a time when Sanshuseki has appeared that it has not led to a conflict with other kaiju. The creature seems to enrage all other monsters around it, causing them to move towards it and attack. Though their battles have caused devastation, the only



force that has successfully resisted Sanshuseki and driven it off is the combined might of other kaiju.

◀◀ **CAPT. SPAWDING** ▶▶ This is incredibly frustrating. The Mecha Assault Force and the Anti-Kaiju Force have thrown their entire strength against Sanshuseki, along with entire battalions of Self-Defense Force troops. They never made a dent. Worse, we lost good soldiers in the engagements.

After its first rampage, when we realized the enraging effect the alien had on terrestrial kaiju, we took a page from North Korea's play book by luring kaiju into Sanshuseki's area of influence and letting them do the fighting for us. It's galling to make mercenaries of these monsters, but there seems to be little else that can stop it. After Sanshuseki's first three attacks destroyed cities, the last one took place in a rural area of Hokkaido.

We lost a year's crop of soy beans, but only 6 lives. I call that a fair exchange. However we certainly didn't make heroes of these monsters – they're weapons, and we used them as such.

◀◀ **RINEN** ▶▶ Sanshuseki offers a tantalizing opportunity for us, if we can find a way to make use of it. As many people have noted, the means of controlling kaiju is unknown. North Korea's methods are some of the most heavily guarded secrets in the world, but we do know that different kaiju have different leashes. Depending on what species the kaiju is built from, it could respond to sound, sight, even pheromones: always different.

But so far EVERY kaiju that gets within a hundred miles of Sanshuseki has rushed towards it to attack. It's the one thing in the world that garners the same reaction in every kaiju on the planet. If we could unlock the secret of that alien monster's bad attitude we could have a method of controlling ALL kaiju.

Think about it: a distant island, far from humanity, where every kaiju would feel compelled to go due to some instinctual drive. It would be better than a prison: it would hold them, and they'd have no desire to ever leave.

**SANSHUSEKI****Motivation:** Twin Faces of Evil**Instinct:** Level the Area**Skills:** Fight +6, Physique +5, Shoot +5, Athletics +4, Notice +4, Provoke +4, Will +3**Attack Forms:** Cosmic Lightning (Blast, Area-Cone, Knockback, Ranged Knockback)**Defense Forms:** Alien Physiology (Calamity, Crown of Menace, Never Broken)**Other Mutations:** Twin Faces (Two-Faced, Multi-Headed: 2 actions, Ceaseless Attack, Multi-Attack, Multi-Limbed-Constricting Heads: when Sanshuseki succeeds with style on a Fight check it may place the “Constricted” on its target with a free invoke)**Stress:** Physical 4, Mental 3**Consequences:** Unbroken -8, 2 sets of Collateral Consequences  
MP Total: 12**|| Kameyuu**

◀◀ **SHIGAKKA** ▶▶ The appearance of Kameyuu in 1959 signaled the beginning of 15 years of hostilities with an ancient, immensely powerful civilization, although no one realized it at the time. Shipping in the South Pacific ground to a halt after the sinking of almost a dozen transports and fishing trawlers. While reports from surviving seamen claimed to see a “floating island” that forced the ships to run aground, no evidence was found for many weeks. Finally, after a taskforce of naval vessels began a concentrated patrol of the area, they came under attack by a massive sea turtle that came to be known as Kameyuu.

For over a month the beast harassed the navy, making landfall frequently to destroy villages and towns. Kameyuu’s shell was impregnable to conventional weapons, and the kaiju’s ability to electrify it caused massive injuries to sailors in steel warships. When it moved north towards the big island of Honshu the nescient Anti-Kaiju Force made ready to defend the border.

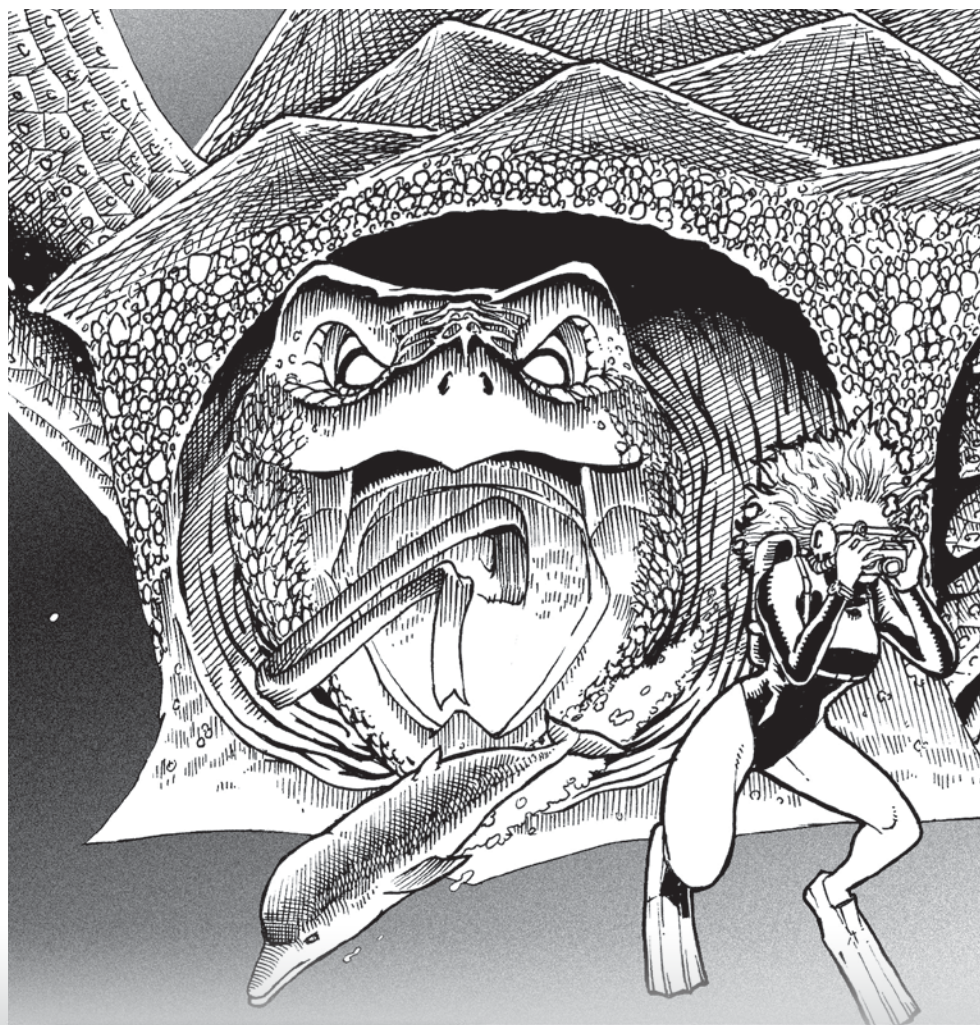
Prof. Rampo Kyari, creator of the GAZER, unleashed another experimental weapon that froze Kameyuu in Tokyo harbor. The great iceberg was towed far north, where the kaiju within was incarcerated



for years. During that time the attacks were tracked to an ancient force known as the "Underwater Shogunate of Mu," which had waged secret war against Imperial Japan during WWII.

Kameyuu was the first wave of a new campaign against the nation of Japan. Other kaiju followed, but the great turtle always returned to take the battle to the surface world.

◀◀ SAISHI ▶▶ It should be noted that Kameyuu was an unwitting pawn, usually under the thrall of the dark priests of Mu. The great ocean tortoises were of immense help during the war with the Undersea Shogunate, and they consider the kaiju as the living spirit of their race. Though I mourn the casualties of our war with Mu, I am thankful that Kameyuu was not among them.





◀◀ **CAPT. SPAWDING** ▶▶ Personally I'd be much more secure if this electrified swimming tank was rotting at the bottom of the seas it lives in. But since no conventional weapons can pierce its shell and it seems impervious to biological attack it looks like we're stuck with the monster. At least it's not being directed by the Shogunate anymore.

◀◀ **T. M. MATSUMOTO** ▶▶ Kameyuu saved me in 1968. I had climbed up a lighthouse to get a better look at a naval engagement against Muan forces. The building was struck with a mortar and I was almost knocked to the ground. I landed on Kameyuu's back and he paused long enough for me to climb off. Ever since that day I've always felt that great turtle was a friend.

◀◀ **THOMASU** ▶▶ Shut up, Timmy!



**KAMEYUU****Motivation:** My only friend is the Sea**Instinct:** Punish Despoilers**Skills:** Physique +6, Will +5, Athletics +5, Fight +4, Shoot +4, Notice +4, Provoke +3**Attack Forms:** Elemental Sacs (Blast, Damage Modulation, Scatter)**Defense Forms:** Impenetrable Shell (Durable, Immunity: Water-based attacks, Special Defense: Physique against blunt/hand-to-hand attacks, Spiked Body, Unyielding)**Other Mutations:** Master of the Sea (Aquatic, Blood in the Water, Blind Sight)**Stress:** Physical 6, Mental 5**Consequences:** Mild Physical x2, Mild Mental X2

MP Total: 11

**|| Hedokoku**

◀◀ SAISHI ▶▶ When the kaiju first appeared on our world in numbers there were some who said it was a judgment against humanity, that the great spirits of the Earth had turned their backs on us for the great harm we had done to the planet. I can assure you all with absolute certainty that the kami and other spirits of the Earth have not given up on us. But that does not mean that there are not angry spirits in the world that seek to destroy humanity.

Such a creature was first born in one of the new kaiju creation facilities in the central planes of North Korea. This kaiju was designed to live off of the waste materials of the industrial age. Its creators hoped to create a destructive engine that would continually fuel itself on the refuse of the very people it was designed to kill. What they did create was a monster of near-limitless evil.

The appearance of the so-called “Scum Beast” coincided with a huge upsurge in spiritual attacks in the 1970s. It was inevitable that a spirit attack would eventually occur during a kaiju attack. A mighty and vengeful spirit attacked the temple district of Seagaia – an auspicious name if there ever was one – as the Scum Monster attacked the port. The spirit was beaten and nearly destroyed, but as it was driven out it found a hiding place within the kaiju.



It quickly took over the body of this great beast, mutating and corrupting it until it had nearly taken on the winged, manta-like form of the spirit. When it returned it had changed into Hedokoku, a beast that fed on physical and spiritual corruption. It took the might of the mecha combined with the power of the temples to drive off Hedokoku, an event which began my interest in kaiju.

◀◀ FUSHIGI ▶▶ I always wondered why a Shinto priest was so curious about kaiju.

◀◀ SHIMON ▶▶ Yea, but do you really believe that a ghost could join with a kaiju? Even assuming ghosts are real, it seems pretty farfetched.

◀◀ EKISAITO ▶▶ How else do you explain its power to change its shape? Show me another kaiju that can do that!

◀◀ PATERAN ▶▶ What I find farfetched is that so many still refuse to see the inherent spiritual power of the kaiju. Look to the threads on kaiju biology and see how little we know about how these mighty crea-





tures work. There is no scientific reason why the kaiju should live, and yet they do. What powers these monsters?

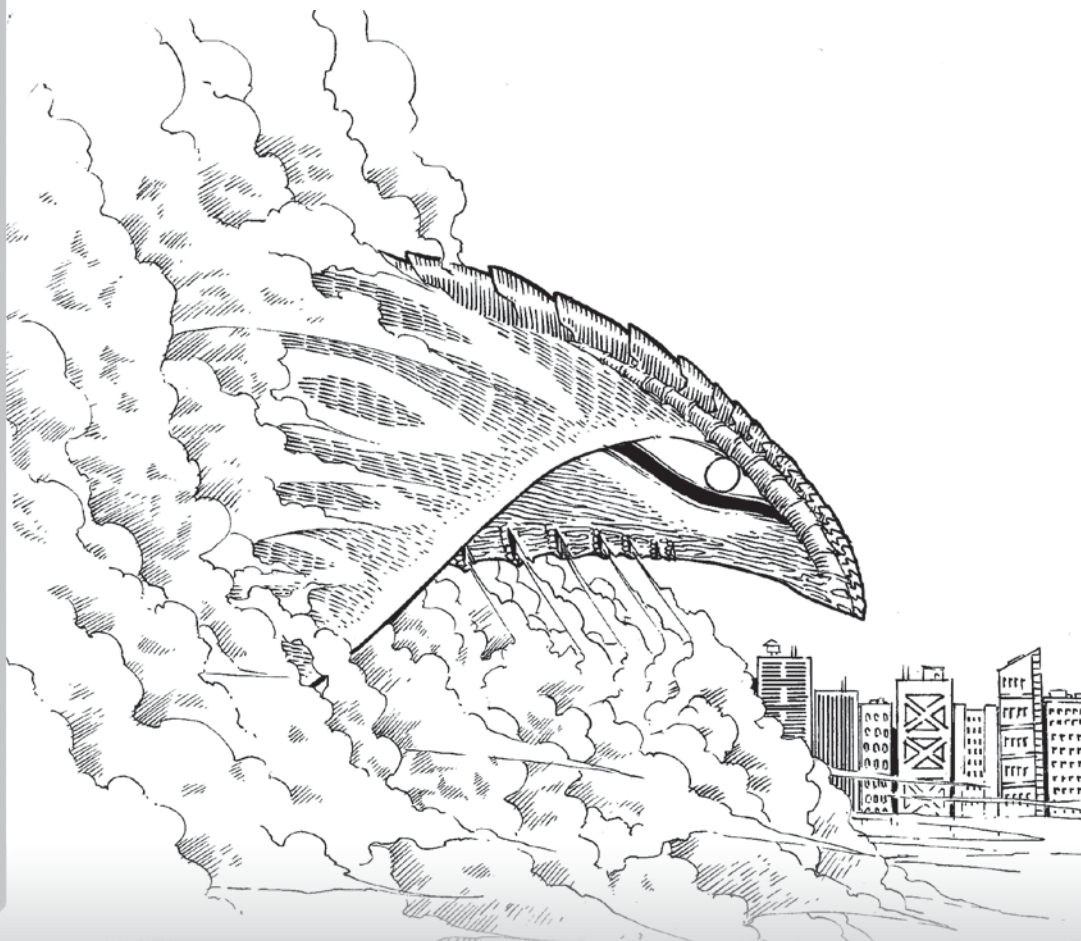
It is the spirit world which provides the motive force for the kaiju. You cannot combat a spirit with a gun. You cannot destroy the kaiju. Repent, pay homage to the great kaiju, prostrate yourself before them and they will spare you.

◀◀ GUNSOU ▶▶ I know we encourage open dialog here, but that guy REALLY gets on my nerves.

◀◀ SAISHI ▶▶ You are wise to be wary of Pateran's organization, but his beliefs are not without foundation. You have yet to hear a full explanation of the birth of these creatures. The origins of the kaiju lie as much in spirit as science.

◀◀ SHIMON ▶▶ And you know this how?

◀◀ SAISHI ▶▶ All I can say is it comes from a very high authority.



**HEDOKOKU****Motivation:** Corruption Triumphant**Instinct:** Poison the World**Skills:** Physique +6, Athletics +5, Will +5, Fight +4, Notice +4, Provoke +4**Attack Forms:** Dark Blight (Alternate Attack: Physique, Area, Poison, Ongoing, Disease, Damaging Aspect)**Defense Forms:** Heart of Corruption (Reactive Defense: Poison, Reactive Strike, Shield of Fear)**Other Mutations:** Transmute**Stress:** Physical 5, Mental 4**Consequences:** Mild x2

MP Total: 10

**FLYING HEDOKOKU****Attack Forms:** Dark Blight (Alternate Attack: Physique, Area, Cone, Explosive, Poison, Ongoing, Disease)**Other Mutations:** Flight, Gallup, Transmute**NEW RULE: COLLATERAL CONSEQUENCES**

As the principal antagonists of this game, the kaiju have inherent advantages which make these singular creatures a challenge for an entire team. One of them is their set of Collateral Consequences.

It happens in every giant monster movie: the kaiju suffers a devastating attack and reels back, demolishing a building as it falls. In *Mecha vs Kaiju*, this collateral damage is not a byproduct but rather a defense mechanism. Every kaiju encounter has Mild, Moderate, and Severe Collateral Consequences the creature can use. Whenever a kaiju takes damage they may take a Collateral Consequence to reduce the damage. This Consequence becomes an aspect on the scene, which can be invoked by anyone who spends a Fate point. Because the damage was not suffered by the kaiju the attacker does not get a free invoke of the aspect.

For example, a kaiju struck by a low-powered gazer pistol may stumble instead of taking damage, causing a “leaking gas main”, and

this Mild Collateral Consequence becomes an Aspect on the scene. You are encouraged to build on this collateral damage, perhaps sparking a “Flashpoint” when a Moderate Collateral Consequence is taken, leading to a “Blazing Inferno” when the Severe Consequence is used.

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## KAIJU CREATION

The world of *Mecha vs Kaiju* is identical to our own, with one difference: the presence of giant monsters. These creatures put even the dinosaurs of our distant past to shame, capable of toppling the mightiest buildings or crushing the strongest materials that man can build. Even though these are monsters with special abilities, they are designed like the mecha that fight them, using the character creation rules of Fate Core as a starting point. However, to make kaiju truly unique and challenging, they also use elements from the Fate System Toolkit.

### || Motivation and Instinct Aspect

For all their power, kaiju are simple creatures at their core. Rather than having complex concepts and troubles, kaiju are directed by simple Motivations that provoke their base Instincts. For example one of the first battles between two kaiju occurred when a gargantuan primate kaiju attacked a lumber company. It was determined that the kaiju was motivated by a need to “Defend the Green”, which caused it to instinctively “Destroy those who kill the trees”. Another gargantuan primate arrived on the scene and attacked the first kaiju. For some reason that kaiju was motivated to “Destroy its Brother”, which lead it to instinctively “Protect the Lumber Workers”.

The first step in creating a kaiju is to determine its Motivation. This is a fundamental part of the creature, every bit as important to it as a character’s High Concept, and will rarely change. However the way monsters act on this Motivation is an instinctual response based on the current situation. Therefore the kaiju’s Instinct will usually be different from scene to scene.

### || Mutation Aspects

Whether created by science, sorcery, or alchemy, the kaiju are mutations – normal creatures twisted and empowered into engines of carnage. Every kaiju has three “Mutation Aspects”, representing their remarkable destructive abilities. One Mutation Aspect represents their

Attack Form. Some can fire “Atomic Breath” from their jaws, while others deliver a “Shocking Slash” with every blow. Kaiju also have a Defense Form, representing their amazing capacity to resist damage; they may have an “Impregnable Shell” or “Deathless Regeneration”. The third Aspect represents some other ability that makes the kaiju stand out from others, such as “Spinning Flight” or “Tail Swipe”.

## || Skills

A single kaiju is meant to challenge a team of mecha pilots. One way they are able to do this is by having a higher skill base than their opponents. The kaiju skill cap is two higher than the current player skill cap. For example, the starting Skill Cap is 4. Therefore the starting kaiju Skill Cap is 6. Determine the kaiju’s capstone skill, then create a skill pyramid as normal. If there is more than one kaiju in an encounter reduce their skill cap by one.

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## OPTIONAL: MUTATION STUNTS

### MUTATION POINTS

Just as mecha have Construction Points, gamemasters have Mutation Points (MP) to create their opposition. Kaiju should be built from a pool of MP equal to twice the CP amount of a standard player mecha, plus 1MP for each player. If you are not using CP for mecha construction then give the kaiju an amount of MP equal to double the number of players. After all, the kaiju must have an edge over their opposition. This pool can go into making a single powerful kaiju or multiple weaker ones.

Kaiju have access to all the stunts available to mecha, although the source of their abilities is usually biological rather than technological. Stunts that require a “mecha control skill” would use the kaiju’s Athletics, while those requiring a “mecha weapons skill” check would use the kaiju’s Fight or Shoot. The cost for these stunts is the same for Kaiju, except they pay in MP rather than CP. For example, each point of Weapon or Armor Value for a kaiju would cost 1MP.

Kaiju have access to Mutation Stunts that offer different – and often more powerful – options. In addition, many of the stunts in the Fate Core book would also be appropriate for kaiju. No matter the source, additional stunts costs 1MP.



## || Attack Forms

**Alternate Attack:** This attack form uses a skill other than Fight or Shoot as its base. For example a Tail Swipe attack might use Physique, representing the kaiju's raw strength over combat skill.

**Alternate Defense:** This attack form is defended with a skill other than Fight or Athletics. However the target must first have a specific aspect placed on it. For example a Suffocation attack could require resisting with Physique after a "Strangling" aspect was placed on the target.





**Blast:** This kaiju has a ranged attack it can unleash on a target. It may attack targets up to 2 sectors away using the Shoot skill.

**Blood in the Water:** When this kaiju hurts something it doesn't stop. When invoking a consequence it caused, increase the kaiju's damage by +2WV.

**Blow Through:** This kaiju's attacks are strong enough to strike many targets at a time. Once per conflict, when the kaiju inflicts a physical consequence on an opponent it may also inflict a 2-point physical hit on another opponent in the same sector.



**Bug Stomp:** This kaiju's attacks against human targets are devastating. It may always attack human-size targets or vehicles, and always deals one additional stress on a successful physical hit.

**Bug Proof:** (Requires Bug Stomp) No matter how many humans fight, this kaiju shakes off their attacks. Whenever it is attacked by a mob, opponents do not get a teamwork bonus when attacking this kaiju.

**Ceaseless Attack:** When this kaiju succeeds with style, it may reduce the result by one and make another attack against the same target. It may do this up to three times.

**Counter Attack:** Anyone in melee combat who inflicts a consequence on this kaiju will suffer an immediate melee attack in return. This attack does not count as the kaiju's action.

**Crippling:** Once per scene, when a kaiju creates an aspect on its target, that aspect cannot be removed through normal means. Against biological targets, this aspect must be healed like a Mild Consequence. If the target is artificial the aspect must be repaired.

**Critical Strike:** This kaiju is capable of wrecking terrible damage on a target when it strikes true. When the kaiju succeeds with style it creates an advantage on its target, such as "Burning" or "Shocked". This advantage must be chosen when the attack form is purchased.

**Damaging Aspect:** When this attack hits, instead of doing damage, the kaiju may place a specific aspect on the target, such as "Witch Fire" or "Corrosive Acid". If the attack hits a target that already has this aspect the target takes one additional physical stress. If the kaiju ties with this attack it causes the damage rather than gaining a Boost.

**Darkness:** The kaiju can take its action filling its sector or an adjacent sector with Darkness. To see anyone in the sector requires a Notice overcome action with a difficulty equal to the kaiju's Physique.

**Doomsday:** This kaiju saves its most terrifying attack for its final act. When the kaiju is taken out it detonates, affecting every target in its sector and all adjacent sectors. The attack rating is based on the kaiju's highest skill. For example a kaiju with a 6 Athletics would make a strength 6 attack on all targets in the area.

**Drain:** The blows from this kaiju drain its target's ability to fight. When the kaiju hits with this attack the target gains the Aspect "Weakened" with a free invoke.

**Deadly Drain:** (requires “Drain”) The kaiju may inflict one physical stress the first exchange they are Weakened, then another every two exchanges. The kaiju does not need to attack to do this additional damage.

**Vampiric Drain:** (requires “Drain”) When the kaiju Weakens a target it receives the “Energized” boost.

**Soul Drain:** (requires “Vampiric Drain”) When the kaiju Weakens a target that target loses a Fate point. If it has no Fate points it receives a mild Mental consequence “Soul Drained”. If it is a mecha then the pilot receives this consequence.

**Dual Strike:** This kaiju receives a decisive advantage from having multiple attack forms. If a kaiju has more than one attack form it may increase the stress inflicted by an attack by one. Example: a kaiju with Evisceration Strike and Burning Gaze would be able to add fire to its strike, doing an additional point of stress.

**Enraged:** When this kaiju is harmed it only makes it madder. When the kaiju takes a Consequence it also gains the aspect “Enraged” with a free invoke.

**Empowering Rage:** (requires “Enraged” and one other rage stunt) While this kaiju is “Enraged” they gain +2WV to either their melee and ranged attacks. This stunt can be taken twice to gain bonuses to both attack forms.

**Berserker Rage:** When the kaiju suffers a physical Consequence, it can invoke that consequence for free on its next attack. If it suffers multiple physical Consequences in a single exchange, it gets a free invocation for each.

**Berserker Tactics:** The kaiju can use its surroundings to advantage. When the kaiju creates a Collateral Consequence, it can invoke that consequence for free on its next attack. If it creates multiple Collateral Consequences in a single exchange, it gets a free invocation for each.

**Rage Focus:** (requires “Enraged”) This kaiju can focus its rage into action. Once per scene when a kaiju with the “Enraged” aspect takes a physical consequence it may add the value of that consequence to a result in the next exchange against the opponent that inflicted the consequence.

**Raging Charge:** (requires “Enraged”) When a kaiju has the “Enraged” aspect it can make a full move, based on Athletics, and attack in the same exchange.



**Raging Trample:** (requires “Raging Charge”) The kaiju may use Physique to make up to two physical attacks while “Enraged”.

**Towering Rage:** (requires “Enraged”) Blind anger helps this kaiju ignore damage it would normally have to avoid. A kaiju with the “Enraged” aspect may use Physique instead of Athletics to resist ranged attacks.

**Gaze:** Just looking at this kaiju causes mental pain. The first time an attacker targets the kaiju, they must Defend against a Will attack from the monster with their own Will. If they fail they take Mental Stress.

**Abyssal Gaze:** (requires “Gaze”) The pain of looking at this kaiju continues indefinitely. An attacker who has suffered Mental Stress from a kaiju’s Gaze attack must attempt a Will overcome to attack that kaiju, with a target equal to the kaiju’s Will skill. If the attacker fails it takes one point of Mental Stress.

**Ground Pounder:** When this kaiju strikes the ground the affects are felt everywhere. The kaiju makes a Physique check against all targets in a sector opposed by their targets’ Athletics. If it succeeds it creates the advantage “Staggered” on them. If it succeeds with style against any targets it gets a free invoke on them.

**Ground Devastation:** The kaiju can do damage with their Ground Pounder attack. Once per scene when they hit with a Ground Pounder attack, one of the kaiju’s targets takes shifts of damage instead of receiving an aspect.

**Block Buster:** This kaiju can affect its sector and the 8 sectors around it with a Ground Pounder Attack.

**Ground Zero:** In addition to affecting enemies, the kaiju’s Ground Pounder attack destroys buildings, creating the aspect “Demolished” in every sector affected.

**Hurl:** This kaiju can attack targets up to 2 sectors away by hurling pieces of debris at them. Substitute Shoot with Athletics for ranged attacks.

**Hurl Enemy:** This kaiju’s expertise and prodigious strength allow it to throw an enemy as if it were a stone. If a kaiju has placed a “Grappled” or similar aspect on an enemy they may invoke it to throw that enemy up to two sectors. Make a Physique check opposed by the target’s Athletics. If the kaiju

succeeds the enemy crashes prone to the ground, taking the difference in rolls as shifts of damage. If the enemy succeeds it lands in the sector on its feet, taking no damage.

**Knockback:** Anytime this kaiju succeeds with style in a Fight check it may move its target back up to 2 sectors.

**Close:** (Requires “Knockback”) When a kaiju forces its target to move back it can close in on it, moving one sector as long as there are no aspects impeding its movement.

**Pounce:** (Requires “Close”) When a kaiju forces its target to move back it can move two sectors closer. This movement is unaffected by aspects on the scene impeding its movement. Its next attack against that target is made at a +2.

**Knockdown:** The kaiju’s target ends its forced movement on the ground. The target gains the Aspect “Knockdown” with a free invoke.

**Ranged Knockback:** The kaiju’s Knockback applies to any ranged attack as well.

**Multi-Attack:** This kaiju can use two of its attack forms in the same exchange, but must do so against different targets.

**Improved Multi-Attack:** The kaiju can use all of its attack forms in one exchange, but must attack different targets.

**Piercing Strike:** This kaiju can unerringly strike a vital point on its enemy. Once per scene the kaiju can force a target to use a Consequence of equal value instead of a Stress box. If that Consequence is full the attacker cannot use this ability.

**Poison:** When this attack succeeds with style the kaiju creates the Aspect “Poisoned” on the target with a free invoke instead of a boost. A mecha pilot can be Poisoned through contamination of their life-support system.

**Ongoing Poison:** Anyone with the “Poisoned” aspect will continue to be attacked until it is overcome by a Physique check. The attack skill is based on the kaiju’s Physique, as is the difficulty to overcome the aspect. If the victim is still in combat with the kaiju when they make their Physique check then the roll is opposed.

**Disease:** In addition to being immediately Poisoned, anyone who takes damage from this attack gains a disease As-

pect named after the disease. This disease Aspect persists, and is cured in the same way as a Serious Consequence. Every day the victim is attacked by the Disease. The attack skill is based on the kaiju's Physique, as is the difficulty to overcome the disease. All limitations for recovering from a damage Consequence apply to recovering from a disease.

**Psychic Attack:** The kaiju can launch ranged attacks with Will instead of Shoot.

**Rending Strike:** Once per scene, when the kaiju causes its target to take a consequence, it can force the target to use the next higher consequence. For example, if the kaiju's target is taking a Moderate Consequence, it can Rend the target for a Severe Consequence instead.

**Roar:** This kaiju's roar is utterly terrifying. Once per scene the kaiju can make a Provoke attack against all targets within 2 sectors.

**Mighty Roar:** This kaiju's roar affects everyone, no matter how far away. Once per scene the kaiju can make Provoke attack against all targets that can hear it. This takes the place of the "Roar" attack.

**Nightmare Roar:** This kaiju's roar is not easily forgotten, and haunts the dreams of its victims. The kaiju's Roar attack fills the target's Severe Mental Consequence with the aspect "Nightmare Fuel", regardless of how much or how little mental damage the target has taken. If the target already has its Severe Mental Consequence full it gains a 2<sup>nd</sup> Severe Consequence and is taken out. This second consequence can only be healed after the first. The difficulty to recover from this damage is increased by +2.

**Signature Maneuver:** This kaiju has perfected a particular combat move. When the kaiju creates that specific advantage on an opponent, such as "Claw of the Beast" or "Covered in Goo", it gains one free invoke of the aspect.

**Signature Attack:** When the kaiju succeeds with style on an attack it can tag the target with its signature maneuver with a free invoke instead of receiving a boost.

**Signature Defense:** When the kaiju succeeds with style on a defense it can tag the attacker with its signature maneuver with a free invoke instead of receiving a boost.

**Strike Back:** When the kaiju succeeds with style on defense against a melee attack, the opponent takes a 2-shift hit instead of the kaiju taking a boost.

**Targeting Aspect:** This attack affects every opponent with a specific Aspect. For example a kaiju's flame breath could be focused on those targets with the "Fire Weakness" aspect. The attack will affect the target no matter how far away they are.

**Vicious Comeback:** This kaiju can respond to avoiding an attack with a savage repost. When it succeeds in a defensive Fight roll, the kaiju gains +1 on its next attack against the opponent who tried to hit it. If it succeeds with style on its defense roll, gain +2.

**Vicious Surprise:** The speed of the kaiju's defense leaves its opponent off balance. When it succeeds in a defensive Fight roll, the kaiju places a boost on its opponent, such as Overextended or Off-Balance. If it succeeds with style on its defense roll, the kaiju receives a two invokes on the boost.

**Vicious Speed:** The kaiju is so fast its enemy consistently misses it and strikes the area around it. When the kaiju dodges a blow with Fighting its opponent instead attacks the map, causing collateral damage. The kaiju gains one free invoke of any Scene Aspect, or two free invokes if it succeed with style.

### || Defense Forms

**Absorption:** This kaiju gains power by absorbing a specific element, such as Fire or Radiation, chosen when the power is gained. When it is struck by an attack using this element it gains a Boost based on the elemental attack, such as "Burning Aura" or "Atomic Might". Once per scene the kaiju may invoke a scene aspect related to its absorption power for free.

**Body Over Mind:** The kaiju's physiology allows it to control its emotions through physical discipline. It may use Physique instead of Will when defending against mental attacks

**Calamity:** This kaiju brings utter devastation to any place it walks. The kaiju gains a -8 collateral consequence.

**Crown of Menace:** This kaiju is simply too terrifying to be attacked. Until it makes a physical attack in a scene, characters with a Will lower than Good (+3) simply cannot attack it. Those with sufficient Will to attack still flinch on their first attack, though, suffering a -2 to the attack.



**Durable:** The kaiju gains an additional stress box. The cost of each new box increases by 1, so the first new box costs 1MP, the second 2MP, and so on.

**Frightening Will:** This kaiju understands exactly how scary it is, and uses that to protect itself. The kaiju uses Provoke instead of Will to defend against Provoke attacks.

**Immunity:** It is very difficult to affect this kaiju with a particular kind of damage. The nature of the immunity must be narrowly defined, such as “Fire Attacks” or “Grappling Maneuvers”. Attacks of this kind cannot be invoked when attacking the kaiju, nor can advantages be created on it with this kind of power. The kaiju may invoke their immunity if attacked by a weapon with an affect they are immune to.

**Immunity Reflection:** The kaiju can reflect back attacks it is immune to. If it succeeds with style on a defense roll against such an attack reverse the roles: the kaiju is now the attacker. It does not get a Boost. Keep the dice rolls and calculate the results. The new defender includes any armor or defenses in this calculation and may invoke aspects to defend itself as normal.

**Instinctive Healing:** This kaiju is so at ease with its own instincts that it actually benefits by being confronted with them. When the kaiju’s Instinct Aspect is invoked it may immediately clear a Mild Consequence.

**Mind of Steel:** Supernatural mental influence is useless against the kaiju’s fortress-like mind. The kaiju gains +2 to defend against mental attacks

**Never Broken:** The kaiju gains a -8 physical consequence which recovers in the same way a -2 consequence does.

**Reactive Defense:** This kaiju can automatically create an advantage on anyone closing to attack before they can reach it. Before the attacker rolls dice the kaiju can Create an Advantage on it. This advantage and the skill used to create it must be clearly defined when this stunt is taken.

**Reactive Strike:** This kaiju can automatically attack anyone closing to attack before they can reach it. This attack is based on the kaiju’s raw Fight skill with no additional attack forms. This does not count as the kaiju’s action for the turn. This cannot be used in the same exchange as Reactive Defense.

**Regeneration:** Once per scene the kaiju may reduce the level of

a Consequence one step (Severe to Moderate, Moderate to Mild) or eliminate a Mild consequence.

**Deathless:** The kaiju's regeneration does not stop after it is taken out. Once per session the GM may spend a Fate point. The kaiju removes its Severe Consequence and rejoins the battle.

**Shield of Fear:** Those who would seek to probe the minds of the kaiju should beware, for they are as terrifying in thought as they are in deed. Anyone attempting mental contact or mentally attacking the kaiju will afterwards suffer a Mental attack from the kaiju's Provoke skill.

**Specialized Defense:** The kaiju defends against a particular kind of attack with a skill other than Fight or Athletics. The attack and defense skill must be specified when this stunt is gained. For example a kaiju with an Indestructible Carapace may use Physique to defend against blade or piercing attacks.

**Spiked Body:** This kaiju's body is covered in spikes, granting a +1 to defend with Fight. If it succeeds with style defending itself the kaiju inflicts 1 point of stress on its attacker.

**Strength at the Base:** When the kaiju takes stress and that box is already checked, it may check off the next lowest box instead of the next highest. If there are none lower it must check off one higher as usual.

**Stand Fast:** This kaiju's spirit is strong enough to empower its body. The kaiju can ignore the effects of one consequence. The wound cannot be invoked by the kaiju or compelled by enemies.

**Unyielding:** This kaiju's will keeps it going during the most dire of circumstances. Each time it takes physical damage it may instead take double the amount of stress as mental damage.

## || Movement

**Aquatic:** This kaiju is just as comfortable at the depths of the ocean as on land. +2 to Create advantage or Overcome actions with Athletics used to move in the water. The kaiju is able to breath and move normally underwater.

**Climbing:** This kaiju can climb as easily as anyone else walks. The kaiju's movement is not hindered by vertical surfaces.

**Flight:** Through wings or some other process this kaiju can fly. The kaiju can move as easily in the air as it can on the ground,

as well as hover in place. It uses Physique instead of Athletics for any skill checks. The kaiju's speed is not affected.

**Gallup:** This kaiju is capable of great speed. It moves two sectors in a conflict without rolling, instead of one, as long as there are no aspects impeding its movement.

**Leaping/Teleportation:** This kaiju can travel great distances without touching the ground. In place of its movement and dice action, the kaiju can move a number of sectors equal to its Athletics (in the case of Leaping) or Will (in the case of Teleportation), so long as it has no aspects on it hindering its movement. The kaiju must end its turn on a solid surface.

**Improved Leaping/Teleportation:** The kaiju can roll to overcome an aspect hindering its movement before leaping or teleporting.

**Advanced Leaping/Teleporting:** The kaiju may leap or teleport as a movement action.

**Slither:** This kaiju always finds a way through. Scene aspects that affect moving from one sector to another have no affect on this kaiju.

**Unstoppable:** (requires one other movement stunt) It is nearly impossible to prevent this kaiju from moving. The kaiju may use Physique rather than Athletics to move from one sector to another.

## || Other Mutations

**Batter Down:** Kaiju are excellent not only at overcoming obstacles but at destroying them! It gains +2 to Athletics and Physique for overcoming obstacles. If the kaiju succeeds with style the obstacle is removed from the scene.

**Blind Sight:** This kaiju does not need vision to target and defend itself from its enemies. It suffers no negative affect from being in complete darkness or from similar aspects.

**Brood:** This kaiju is not alone. It has a host of smaller creatures at its command that act as another singular kaiju. This brood has a name and an aspect. This aspect can be invoked by the kaiju like any other. The brood acts at the same point in the initiative order as the kaiju. It has either Fight or Shoot at one half the level of the kaiju (round up). PCs can Create an Advantage to shut down the brood's aspect. If all the brood's aspects are shut

down the kaiju loses access to its attacks and aspects. The kaiju can sacrifice the brood to prevent taking a Mild Consequence.

**Mighty Brood:** The kaiju's brood has two aspects and a Fight or Shoot skill equal to the kaiju's skill.

**Danger Sense:** This kaiju gains a +2 to detect an ambush. No scene aspects may be invoked or compelled to affect this roll, although personal aspects may be invoked or compelled as normal.

**Insubstantial:** This kaiju is not entirely corporeal. It can move normally regardless of aspects which limit its movement and can even move through solid objects, though it must end its turn outside such an object. It gains +2 to Create Advantage actions dealing with defense or movement, but is -2 to make physical attacks.

**Totally Insubstantial:** The kaiju gains a +2 to defense and overcome actions related to physical attacks and actions. It cannot make physical attacks itself.

**Keen Sense:** This kaiju has a particularly acute sense. Choose a physical sense (e.g. sight, hearing, touch, taste, smell). The kaiju gains +2 to defend or overcome with Notice when that sense is the primary one being used.

**Extraordinary Sense:** The kaiju can see and hear things not normally detectable by common senses. Name a superior sense, such as "Ghost Site" or "Vibration Detection". This sense is an aspect which can be invoked to detect the kaiju's environment when it would normally be impossible to do so.

**Replacement Sense:** The kaiju has an unusual sense that allows it to target opponents without sight. It uses a skill other than Notice to detect, such as Physique to feel things through its body, or Shoot to identify its surroundings by emitting energy.

**Healing:** Once per scene the kaiju may reduce the level of another living creature's Consequence one step (Severe to Moderate, Moderate to Mild) or eliminate a Mild consequence.

**Multi-Limbed:** This kaiju has more than two arms, granting them a bonus to a specific action. Some examples are "Four Armed: gain +2 to creating Grappling aspects on targets" or "Tail: use Physique to knock down opponents".



**Sacrificial Spirit:** Even a kaiju understands that sometimes sacrifice is necessary for success. The kaiju fills a mental stress box and gains a bonus to its next die roll equal to the level of the stress box.

**Sacrificial Body:** The kaiju fills a physical consequence slot with the aspect “Sacrificed” and gains a bonus to all die rolls equal to the level of the consequence until the beginning of its next action.

**Stretching/Tentacles:** The range of this kaiju’s melee attacks is 2 sectors.

**Swarm:** This kaiju’s body is in the form of millions of tiny creatures. A swarm can attack all targets in its sector as one action, making separate rolls for each target.

**Terrifying:** This kaiju instills terror in those around it. +2 to create advantages that frighten others using Provoke.

**Aura of Terror:** Those close enough to attack this kaiju find themselves shaken to their core. The first time an opponent comes within 2 sectors of this kaiju it automatically makes an opposed Provoke check. If it succeeds the opponent gains the “Terrified” aspect, though not with a free invoke.

**Terrifying Visage:** The affects of the kaiju’s Aura of Terror apply to anyone seeing the kaiju. This include those viewing extended video footage of the kaiju in action.

**The Advantage of Size:** This kaiju takes no penalty – and grants no bonus – for being outnumbered.

**Transmute:** This kaiju can transform into an alternate form. This alternate form must have the same Motivation and Instinct Aspects, but all other aspects and stunts may be different. This alternate form is built on the same number of MP.

**Two-Faced:** This kaiju has multiple and redundant sensory organs, such as the compound eyes of a spider, or the olfactory and vomeronasal systems of the dog. It gains a +2 to Notice checks.

**Multi-Headed:** This kaiju literally has more than one head. This stunt can be taken multiple times. Each head can take an action in an exchange. This includes attacking, creating advantages, or teaming up with other heads to attack a single target. The kaiju may sacrifice one of its heads to absorb the equivalent of a Mild physical consequence.

**VERY LARGE KAIJU (VLK)**

Some kaiju are monstrosly huge, even by giant monster standards, taking up multiple sectors. VLKs are built like a group of smaller kaiju that must be independently fought and defeated. A VLK is built with a standard MP pool. Each sector of the kaiju is designed like a separate creature, sharing one brain, all with the same Motivation Aspect. However, because each sector can have a specialized purpose, they may each have a different Instinct Aspect.

Each of these parts must be destroyed before the VLK can be defeated. Every time a part is destroyed it activates a “Destruction Stunt”. This stunt may be a reflex action, such as an attack that lashes out defensively, or some kind of transformation, like an octopus whose attacks become stronger as it no longer needs to focus on extra limbs.

For example the plant kaiju, Kobaseijin, has a huge central stalk, innumerable tentacles, and a massive toothed maw. The Stalk can be counted on to create advantages for the other sectors of the creature, while the Tentacles – split into 3 sectors for ease of the encounter – would create “Grappled” aspects on multiple targets. This leaves the Maw to either focus bite attacks on a single target or to spray acidic sap on all targets with the “Grappled” aspect. In order to defeat the monster its Tentacles must first be destroyed and then its Maw before the Stalk can be cut. As the Tentacles are destroyed the Maw becomes stronger, gaining +1 to all attacks. When the Maw is defeated, the Stalk manifests an explosive flight power, conceding the fight so that it might grow anew and return even stronger.

**|| Kaiju Fortitude**

If you are using the “Superstructure” option for Mecha you must use a similar option called “Fortitude” for kaiju.

	BASE PHYSIQUE	BASE STRESS BOXES	COST
<b>Light</b>	2	1	3 MP
<b>Medium</b>	4	2	6 MP
<b>Heavy</b>	6	2	8 MP

## KAMI & ONI CREATION

The Kami are the living embodiment of a natural location, and as such can seem as monstrous to human eyes as the greatest monster. Oni are creatures of malevolent spirit clothed in flesh. Therefore PCs or NPCs skilled in Commune may use kaiju creation rules to create the physical manifestation of these spirits. Difficulty for the Commune check is based on the power of the location where the attempt to contact is being made. The more powerful the location the easier the check.

For example contacting the spirit of Fujisama, Father of Mountains – the kami of Mr. Fuji – would be easy (a Fair result of better), for his home is one of the strongest places of power in the world. A mass grave in the hinterland of North Korea would also make for an ideal location to summon an oni. These places can be difficult to get to, bringing with them a whole series of complications for would-be summoners.

However, contacting the kami of a coffee shop would be difficult (perhaps a Great or even Superb result), since the kami is weak and the location is not inherently magical. There are powerful kami related to cities, such as the iconic Tokyo Radio Tower. Places of great emotion are located in cities as well, such as schools, hospitals, or even stock exchanges. All of these locations can yield a kami or oni of unique insight and ability.

The difference between the difficulty and the PCs roll is the kami or oni's Strength. For example, a popular internet cafe may have a difficulty of 4. If a psychic rolls an Empathy check of 6 they are able to summon a kami with a strength of 2. Its Strength represents both the skill cap and the number of points it has to purchase powers and abilities. This cost is the same as for kaiju creation. Again, the more powerful the location, the more powerful the kami or oni summoned.

Gamemasters should determine a High Concept and a Trouble for the summoned creature based on the location of its summoning.





GAMEMASTER'S SECTION



J.M.A.F.  
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MECHA

06

# SECRET HISTORY OF JAPAN



**Note:** The following chapter contains background information on the hidden mysteries of the Mecha Assault Force setting, and is intended for gamemaster eyes only. If you plan on playing in a Mecha vs Kaiju campaign it is advised that you read no further.

### **GODS IN CONFLICT: KAMI VS ONI**

Throughout Japanese history, a secret battle raged between the forces of light and darkness. The Kami were spirits, gods, forces of nature. The Oni were devils dwelling outside our reality, seeking footholds here since before the age of man. The Kami struggled to hold the Oni back by using humans as their tools of war.

The distinguished heavenly kami, the Kotoamatsukami, comprised the greatest powers of the spirit world, dwelling in the Higher Celestial Plane. They empowered human agents, teaching them magical techniques and rituals that formed the basis of the Shinto religion. To support their human followers, the sun goddess Amaterasu sent her own grandson, Ninigi-no-Mikoto, bodily to do battle with the Oni-spawned beasts of the Earth. Being a man, this Kami took a wife and sired a bloodline that would eventually rule all of Japan beginning with Jimmu Tenno, the first Emperor.

Not to be outdone or outflanked, the Oni also bred with human captives, spawning an awful race of Ogres, who made war against humans from that day on. Humanity's defenders were great warriors that upheld a strict code of honor – the Samurai – and those that revered the Kami and drew strength from their spiritual power – the priests of Shinto. After centuries of war humanity at last smashed the great Ogre armies: but only because the Oni stopped supporting the monsters. Unbeknownst to either side, the devils had found new servitors – within the weak heart of humanity itself.

In the great Ogre war, humanity used righteous, highly trained agents as long range scouts, undercover operatives, and - if need be - assassins. Over the years the training of these agents was codified into the Ryu teachings of the mysterious and deadly Ninja. Tragically, during their lengthy missions in Ogre controlled lands, some fell under the sway of the Oni and brought back their secret worship like a disease in the body. There it grew and festered in darkness.

## THE UNDERSEA SHOGUNATE OF MU

The war against the Oni was not the only great battle against dark forces beyond our ken. In the southern hemisphere of the region now called the Pacific Ocean, a mighty island continent stood. Western nations have called this mythic land Atlantis, but its true name was the continent of Mu. For thousands of years the Muans fought the Oni alongside the Japanese, but sorcerers there sought to use the oni's dark magic themselves.

After the devils fled, the Muans continued their dark practices, until they drew the attention of the Black Lord of Seas, Dagon – a being every bit as powerful and corrupt as the oni. Their worship and adoration of Dagon became a danger to the world, and those who had fought against the Oni united once more, toppling the oryhalcyon metal towers of Mu and sinking the continent to the bottom of the sea. The ruins of this mythic land would lie dormant for eons, until found by exiled descendants of those who destroyed it.

In the 12th century CE the ruling clan of Japan, the Heike, were fighting for their survival against a rival clan, the Genji – recounted in one of the most famous stories of ancient Japan, The Tale of the Heike. The Heike Emperor of Japan, Antoku, was only seven years old, though his grandmother, the Empress Dowager Kiyomori, held actual power. The Genji asserted a superior ancestral claim to the throne, sparking a civil war that lasted over five years.

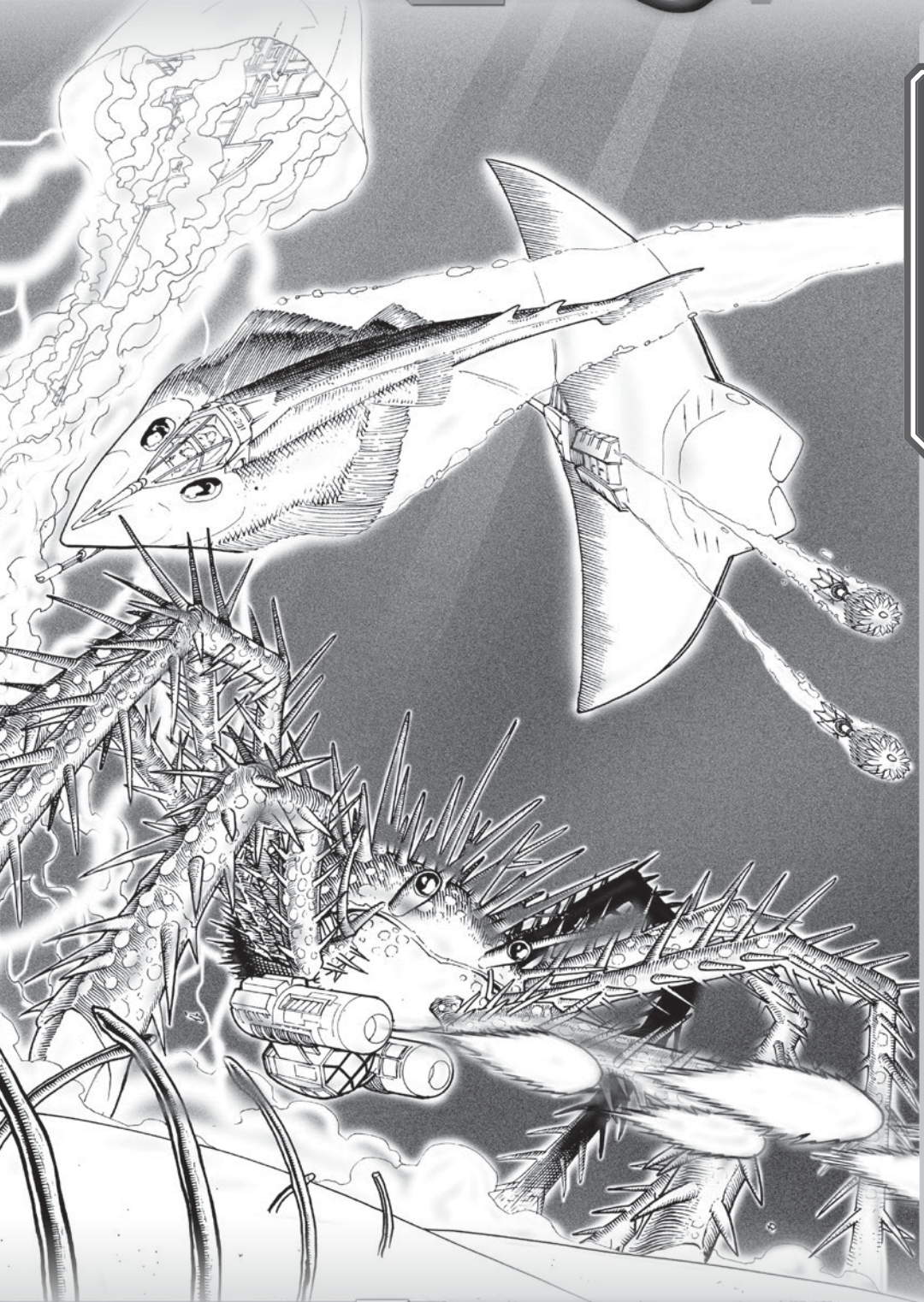
The climactic sea battle occurred at Dan-no-ura in the Shimonoseki Strait off the southern tip of Honshu on April 24th in the year 1185. Outnumbered and outmaneuvered, the noble Heike samurai threw themselves into the ocean rather than suffer the dishonor of capture. Lady Kiyomori fled with Antoku in a fishing boat, vowing that the Genji would not take the young Emperor.

At her bidding the child put his tiny hands together and recited the Nambutsu, a prayer to the Amitabha Buddha. The lady Kiyomori took him in her arms, and together they sank beneath the waves; her final words “In the depths of the ocean is our capital.”

Legends hold that the Heike warriors still walk the bottom of the sea in the form of crabs, with shells that bare the scowling face of samurai. These stories are of course not true. The crabs are not the samurai themselves – they are the spies of the Undersea Shogunate of Mu.

When Emperor Antoku prayed to the Buddha, his prayer was heard, though he was too young to give voice to his hope. That was left to the





SECRET HISTORY OF JAPAN



Empress Dowager, who claimed the ocean as the Heike's capital. In that moment the Heike found they could breathe water as easy as air. The samurai, too, were transformed, along with the ladies of the court and the army's camp followers.

They swam for weeks, out deep into the Pacific, and there found the remnants of the sunken nation of Mu. They excavated the ruins for months, finally establishing a new colony on the site of an ancient temple. Over the years these new Muans unlocked many secrets of the ancient race, including the alchemical creation of oryhalcyon, which they used to build a new gleaming city beneath the sea.

But there were darker secrets lurking in Mu, and later generations – burning with a desire for vengeance on the Genji that twisted into a hatred for all surface dwellers – rediscovered the promise of power left by Dagon, the dark master of the sea. The Muans began to worship Dagon, and he in turn granted them vast power.

They began to watch their old homeland, Japan, through the Heiki crabs that bore the faces of the samurai. They also subjugated other underwater races and rebuilt the glory of Mu on the backs of slaves. Though lacking the technological prowess found on the surface, the Muans made up for this through magic and alchemical mutation, creating fabulous underwater beasts to work and fight for them. All they needed was an opportunity to take their war to the surface world.

#### WORLD WAR MU

During WWII Japan fought a two-front war, though the second conflict was a secret to all, especially the United States. Even as the Japanese Navy controlled the surface of the Pacific Ocean at the beginning of 1942, it was already fighting a life-or-death struggle beneath the waves. The Undersea Shogunate of Mu had chosen this moment to move against its ancient progenitors.

Though the Japanese Navy had mighty ships of steel, the Muans had alchemically-created leviathan at their command and an army of trained underwater samurai. Though poorly adapted to the land, the Muans were mighty, physically capable of existing under the most tortuous conditions on earth.

When Japan was no longer a threat to the seas, the Muans made preparations to take their war to the surface – plans which would come to fruition thirty years later.

## JAPANESE HISTORY PRIOR TO WORLD WAR II

In 1603, the Japanese Emperor granted supreme political power in the nation to the Tokugawa shogunate (military dictatorship). This ushered in a long period of isolation from foreign influence in order to secure its power. For 250 years this policy enabled Japan to enjoy stability and a flowering of its indigenous culture. This period has been celebrated and elaborated on in numerous films, books and graphic novels.

By the mid 19th century, however, the old system was breaking down. The Samurai nobility was financially dependent on the growing middle class, and the government was growing unable to maintain order in the face of inflation and numerous natural disasters. Russia and the European powers were making demands for trade, but it was America's Admiral Perry who forced open several Japanese ports with the Treaty of Kanagawa in 1854. What followed was a period of intensive modernization and industrialization that saw a further weakening of the government, as the middle classes grew rich on foreign trade.

At last, with the Shogunate unable to wield effective political or military power, the power of Emperor Meiji was restored. But the nation of Japan had been irrevocably changed by contact with the west. It was operating as a subjugated territory of America, an intolerable state that only changed when the government enacted radical economic and military reforms. Though successful in modernizing the nation, they also alienated powerful conservative political forces, especially the remnants of the Samurai class.

These conservative powers gained influence as Japan became a democratic state. Even though the Emperor was technical head of the government and military, industrialists and Samurai created a powerful ruling clique of elder statesmen known as the "Genro" within the Japanese Parliament, or "Diet." (DEE-eh)

Conflicts in Korea between China and Japan led to the Sino-Japanese War in 1894-95. Japan defeated China, received Taiwan, but was forced by Russia, France and Germany to return other territories. The so-called Triple Intervention caused the Japanese army and navy to intensify their rearmament.

New conflicts in Korea and Manchuria, this time between Russia and Japan, led to the Russo-Japanese War in 1904-05. The Japanese army also won this war, gaining territory and, at long last, some measure of international respect. Japan further increased its influence on

Korea and annexed her completely in 1910. In Japan, the war successes caused nationalism to increase even more, and other Asian nations also started to develop national self confidence. During the era of the weak emperor Taisho (1912-26), the political power shifted from the Genro to more democratic elements within the Diet.

In the First World War, Japan joined the Allied powers, but played only a minor role in fighting German colonial forces in East Asia. At the Paris Peace Conference of 1919, Japan's proposal of amending a "racial equality clause" to the covenant of the League of Nations was rejected by the United States, Britain and Australia. Arrogance and racial discrimination towards the Japanese had plagued Japanese-Western relations since the forced opening of the country in the 1800s, and were again a major factor for the deterioration of relations in the decades preceding World War 2. In 1924, for example, the US Congress passed the Exclusion Act that prohibited further immigration from Japan.

After WW1, Japan's economic situation worsened. The Great Kanto Earthquake of 1923 and the world wide depression of 1929 intensified the crisis. During the 1930s, the military established almost complete control over the government; many political enemies were assassinated, and communists persecuted. Indoctrination and censorship in education and media were further intensified. Army and navy officers soon occupied most important offices, including that of the prime minister.

Earlier, Japan had followed the example of Western nations and forced China into unequal economical and political treaties. Furthermore, Japan's influence over Manchuria had been steadily growing since the end of the Russo-Japanese war. When the Chinese Nationalists began to seriously challenge Japan's position in Manchuria in 1931, the Kwantung Army (Japanese armed forces in China) occupied it. In the following year, "Manchukuo" was declared an independent state, controlled by the Kwantung Army through a puppet government headed by Henry Pu Yi, the "Last Emperor." In the same year, the Japanese air force bombarded Shanghai in order to protect Japanese residents from anti-Japanese movements.

In 1933, Japan withdrew from the League of Nations due to heavy criticism for its actions in China. In July 1937, the second Sino-Japanese War broke out, when a small incident was made into a full scale military action by the Kwantung army, acting independently from the

more moderate government. The Japanese forces succeeded in occupying almost the whole coast of China and committed severe war atrocities on the Chinese population, especially during the fall of the capital Nanking. However, the Chinese government never surrendered completely, and the war continued on a lower scale until 1945.

In 1940, Japan occupied French Indochina (Vietnam) upon agreement with the French Vichy government, and joined the Axis powers of Germany and Italy. These actions intensified Japan's conflict with the United States and Great Britain, which reacted with an oil boycott. The resulting oil shortage and failures to solve the conflict diplomatically lead to Japan's capture of the oil rich Dutch East Indies (Indonesia) and attacks on the US and Great Britain at the end of 1941.

### || **Japan's Modernization and Corruption**

Since the end of the first Ogre war, the great Ninja clans had grown corrupt in their worship of the Oni, gaining wealth and influence through their master's dark power. This concerned the Kami, yet their priests were more worried about the loss of influence in the face of other "competing" beliefs like Buddhism, Confucianism, and Christianity. The Genro, too, sought to downplay western concepts and ideas. They saw Shinto as the force they needed to focus the belief of the people: it was totally indigenous, and it exalted the position of the Emperor to divine status. Any order given by the government, so long as it bore the signature of the Emperor, was by definition the will of God.

To further reinforce their standing in the country the Shinto priesthood insinuated itself in the military, an act that grounded the priesthood in Earthly matters, and further alienated the Kami from their children. The last straw was the priests' use of their spiritual power to bless weapons and make prayers for success in war. This power saw Japan stride from victory to victory in the early parts of WWII. But by 1942 the Kami had turned their backs on humanity, and the tide of the war turned. This was when the Oni struck.

### || **Kempetai: The Modern Face of the Ninja**

Once, the ninja had been the spies and assassins of the Shogun. During WWII the military looked again to their historic shadow warriors, as they recruited from the ancient ninja families to form the Kempetai, the Japanese Secret Service. Functioning in the same way as the Gestapo in Germany, the Kempetai spied on, tortured, and assassinated



anyone they thought disloyal to the Emperor. But there was a much darker secret to their activities.

For years the Ninja families had kept alive other traditions besides the secrets of assassination. Oni worship had been maintained as well, and the demonic creatures sought entry into our world, working their will through loyal followers found in the Ninja clans. At last these human servitors were in a position to subvert the power of the Shinto priesthood and bring their diabolical masters bodily into the world.

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## WWII: DESPERATE MEASURES

The victories of the early war were due as much to the spirit of the Japanese soldier as to strategy and technology. Shinto priests ensured the blessings of the Kami as Japan marched from one victory to another. But such power required spiritual purity to wield, and by 1942 the corruption of the Kempetai had darkened the will of the Japanese government and her people. The Rape of Nanking had only been the start of the depredations of the Kempetai, and as they grew in power the Kami grew more and more distant.

After the defeat of the Japanese Navy at Midway in 1942, the United States military began a relentless march toward the island nation, and it was evident that the Kami had turned their backs on Japan. As U.S. Marines retook and liberated island after island, the Japanese military leadership became more and more desperate. In 1944 the United States military was close enough to begin massive bombing of Japan proper, and the government became willing to do anything in order to survive.

### || A Beast is Born

The Kempetai recognized their opportunity and suggested a bold move: as the Kami were no longer answering their prayers, they could contact another spiritual force that was more than willing to do battle for them – the Oni. In spring 1945 the US invaded Okinawa, and the desperate military leadership saw no other way to prevent defeat. They ordered the Shinto priesthood and the Kempetai to request the aid of the Oni in driving away the American invaders.

Though most priests refused, there were some weak-willed enough to agree. Preparations were made at the gates of a temple in the holy city of Hiroshima. The ceremony began at 8am August 6th, 1945.



Fifteen minutes later air raid sirens sounded, as the first Oni stepped through the gate. Moments later, before the Oni could be controlled or even bargained with, the first nuclear weapon used against a human population exploded within sight of the shrine. No one could know that another weapon was born at that same moment.

Official documents indicate that American ultimatums sent to the government went unanswered. In reality the Japanese government contacted America by the end of that day, begging them to stop the horrible creature they had dropped on their country. No one in the US could know what had happened.

The Hiroshima Oni, summoned but unbound, was running loose. Worse, it had been bathed in atomic rays and grown to monstrous size. The Japanese military was powerless to stop the “mysterious beast” or “Kaiju,” and could only harass the creature and keep it following them. They moved south, luring the creature off the big island of Honshu and onto the smaller island of Kyushu. In a southern city another Shinto priest, Tzusumi, moved by a vision from the kami, was opening a very different kind of gate: a gate to the High Celestial Plane. The date was August 9th, and the city was Nagasaki.

In a coordinated attack with the United States, the Japanese army opened fire on the giant beast as the gateway formed and a blast of heavenly light assaulted the creature. Finally an American B-29 flew overhead, a second atomic bomb its only cargo. The combined might of the Kami and nuclear fission was enough to defeat the creature, and an exhausted Japan gladly admitted defeat to the United States. They had lost the war, but regained the respect of their spiritual guardians.

## || Atomic Monsters

America was not the only power seeking to harness atomic energy in the early part of the century. Japan attempted to match the west militarily through the development of nuclear power. After annexing Korea in 1910, Japanese scientists discovered vast uranium deposits along the banks of the Yalu River. Under the pretext of a massive hydro-electric program, the Japanese built a military installation powered by damming the river and creating the Chosin Reservoir.

During WWII Japanese scientists strived to turn their rich supply of uranium ore into a viable weapon. After years of struggle and setback, a crude nuclear device was ready for testing in late 1944. Due to security concerns the device was sailed into the Sea of Okhotsk, above the

northern island of Hokkaido. On December 7, 1944 the world's first atomic bomb was detonated, with disappointing results.

The bomb's damage was far less than promised and Japanese scientists returned to North Korea to resume their experiments. They worked hard to beat the inevitable tide of war, but in the end the scientists ran out of time. An efficient battlefield weapon was still months from completion when the birth of the kaiju brought about the end of the war.

After the fall of the Japanese empire, the Chosin facility remained secret, falling under the control of first Russia and then North Korean. Russia used the knowledge found at the Chosin Installation to create their own nuclear device. North Korea used the facility itself to create the other great terror weapon of the 20th century.

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## KAIJU OF NORTH KOREA

From the early 20th century, Korea was a colony of Japan, and suffered much under its brutal occupation. The Kempetai controlled it from the early 1930s, and the Ninja clans within the secret police used it as a foothold for their Oni masters. They infiltrated agents in every strata of Korean life, ensuring that no matter what happened in the future they would be in a position to influence events.

After WWII Russia occupied the northern half of Korea. In an effort to stem the growing tide of Soviet expansion, the U.S. created two occupation zones - North and South Korea - at the 38th Parallel. Russia installed a Stalinist government in North Korea, with Kim Il Sung as leader.

Born in Pyongyang and growing up in Manchuria, Sung fought the Japanese as a Communist guerilla. He spent five years in the Soviet Union before his selection as leader of North Korea. Obsessed with the self-reliance of his country, Sung looked for ways of making North Korea strong and secure. Though the Japanese had left their nuclear facilities behind, Sung knew through stolen intelligence that it was not "the bomb" that had defeated the Japanese - it was the kaiju. He was determined to have that power for himself, and for that he would need spies.

Working from positions of authority in Korea, the ninja conceived of a diabolical plan: if they could not bring their Oni masters into our world, they could bring to life the closest thing they had - the Kai-



ju. They took the name of their devil master's former champions, the Ogres, and under the guise of North Korean spies, left to retrieve samples of the demonic Kaiju by infiltrating their own mother nation.

While the Democratic People's Republic of Korea claimed jurisdiction over the entire province in 1948, their "spies" returned with scientific data and biological specimens of the Original Kaiju. Taking the material to the secret Chosin Installation, they begin to create a monster of their own. The leader of the project was from an ancient ninja clan, dedicated to bringing the power of the Oni back to Earth

The Chosin beast grew at a remarkable rate, and by late 1950 was well over 40' tall. The Korean Conflict was in full bloom and United States troops were pushing the armies of North Korea up towards the Chinese border. At that point the Chinese attacked, unleashing not only their massive human army, but also forces of Mao's "Million Mutant Militia", a force of grotesque mutants bred since before WWII.

American forces fled south towards the Chosin Reservoir, and there in the bitter cold met the great reborn kaiju, Kaibutsu, who handed them their greatest defeat in history. After the Korean War international law was altered to limit the use of Kaiju on the battlefield to strictly defensive purposes. From that day to the present the demilitarized zone between North and South Korea has been patrolled by Kaiju.

## || **Ogre Ninja Sect: An Alliance of Shadow**

After smuggling the kaiju genetic material to North Korea, the Ogre spies were "ordered" to stay and continue espionage activities against Japan. In reality the tiny communist country was only a tool of the shadowy warriors. The Ogre sect became the new heart of the Ninja clans, just as the Kempetai had been during WWII. And the mind that kept that heart beating was Rei Asukawa.

Asukawa traced his lineage back to the ninja clans of the old shogun period, and was a powerful member of the Japanese Kempetai during WWII, personally responsible for horrible atrocities while commanding a Philippine prison camp. After the war Asukawa disappeared, only to resurface in the boardrooms of many powerful zaibatsu corporations during the economic miracle that rebuilt Japan. His martial and military skills were now directed at economic development, and Asukawa became a wealthy and influential man, as well as a vital link between the Ogre infiltrators and the rich and powerful of Japanese culture.

This ninja master oversaw the delicate fabric of alliances between the ninja clans – many of whom had long-standing grudges against one another reaching back centuries – and the newly arrived Ogre ninja sect. Under his guidance the Ogre ninja married and bred a second generation, indoctrinated from birth in the goals and ideals of the ninja and in the worship of the Oni. This new generation would grow up in a world much different than their parents, however, for Japan was living under the shadow of a monstrous, unstoppable threat.



## GIANT MONSTERS RAVAGE TOKYO

In early 1954, one year after the end of the Korean War, Japanese shipping came under attack. The cause was a mystery until the destruction of an island fishing village in northern Japan revealed that Kaibutsu, the beast of Chosin, had escaped from the Korean DMZ. For unknown reasons it swam around the island nation, making landfall not in the west, which would be closer, but on the east coast in Tokyo, where it nearly destroyed the entire city in a single night. Only the use of a one-of-a-kind super-science device managed to kill the beast.

Recognizing the threat that lurked just across the Sea of Japan, the Self-Defense Force was established that same year with the support of

the United States, who saw the Kaiju as only another aspect of the cold war. But the Shinto priesthood, which had remained silent since their shame over the Oni incident nearly 10 years before, suspected a much more diabolical motive to the attacks.

Though created through human science, the origins of the Kaiju were the Oni, and the priests recognized their dark influence in the beast's attack. They began to track the movements of the Kaiju using powerful divinations. The taint of the Oni proved easy to detect, and the next Kaiju attack a year later had a day's warning. Yet the government was reticent to take the advice of the Shinto priesthood – until their predictions proved true.

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## DEFENDERS OF JAPAN

With the appearance of kaiju on their shores, and the threat of more to come, the Japanese government knew they had to create a force that could defend them. With the permission of the United States government, the “Anti-Kaiju Force” was created. The A.K.F. developed many weapons, such as Heat Rays, Drill Missiles, and GAZER beams, but nothing was as successful as the machines of the “Mecha Assault Force.” The M.A.F. originally used remote-controlled robots, but response times were too slow, even with the advent of voice-activated control. Only piloted mecha could stand a chance against the Kaiju. In the 40+ years since, the M.A.F. has defended the island nation against the depredations of mad monsters and kept the people of Japan safe.

Because the creation of the kaiju was tied closely to Shinto – and the failure of the priesthood to act with purity during WWII – true followers of the kami felt an obligation to combat the kaiju; they were, in fact, specially skilled at divining the creatures' location and intent due to the kaiju's demonic origins. For this reason a specialized corps of priests was organized within the Mecha Assault Force, a closely guarded secret due to the strict separation between religion and the military constitutionally mandated after WWII. Many credit the early response capability of the M.A.F. to its all-female intelligence bureau. Few realize that this branch is comprised entirely of Mikos, Shinto priestesses capable of healing, magical defense and divination.

The connection between the M.A.F. and Shinto has grown deep, from the stylized Torii gates at the entrance of every base (serving the same defensive function as the gates of a Shinto shrine) to the kami-dana – personal Shinto shrines that dot the base's interior. Any-

one able to perceive magical effects would very easily notice the heavy magical wards in place at an M.A.F. base. But magic ability is not necessary to notice the other Shinto rituals practiced on M.A.F. bases, such as the Omikuji (looking lottery) that occurs before missions to discern success or failure, the hanging of an Ema tablet by a mission leader with a prayer for success in an important task, the sprinkling of ritual saki on Mecha before combat, and even the post-combat showers taken by pilots – a form of ritual purification (though many pilots do not realize this).

## || The Undersea Shogunate Returns

In the late 1960s Japanese shipping came under attack by mysterious, never-before-seen kaiju. Ships of other nations were ignored, even when they were close by. Though the naval arm of the Self Defense Force, working with the A.K.F., provided some protection, the situation looked dire as the new decade dawned.

What no one could know was that the Undersea Shogunate of Mu had launched a full scale attack on the surface world. Two factions fought for dominance – Imperials who served the Heike emperor and worshiped the sea god, Dagon, and the Shogun's forces, that fought under the banner of a kaiju sea serpent called Ti-Lung. These political squabbles hindered the Muans' war efforts, but in 1973 they launched what would be their final campaign and seized control of the island of Okinawa.

In a climactic battle the Shogun himself took the field, grown to gargantuan size, along with Ti-Lung and an army of samurai bred for surface combat. Mecha of the M.A.F. did battle with the Shogun and destroyed him, while advanced submarines of the A.K.F. destroyed Ti-Lung. Defeated both on land and sea, the Muans returned to their underwater city for good.

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## NINJA GENERATION THREE: BORN IN SHADOW

By the 1970s and 80s the second generation Ogre ninja had infiltrated the one area that few Ninja had ever entered: the powerful families outside the traditional ninja clans. Other ninja clans were influential in their own right, but closed to outsiders. The Ogre ninja stepped out of these traditional circles into new areas of business and political influence. Alliances through marriage brought even greater influence to



the Ogre Ninja, and guaranteed that their next generation of children would hold the reigns of power for the entire nation.

While the other ninja clans maintained their status at all levels of society, low to high, the third Ogre ninja generation was born into a world of wealth and power. Because of their proximity to family members who knew nothing of the ninja and its plans, these children were indoctrinated with utmost care. Rather than taught directly of their ancient pact with the Oni, the children were subtly influenced through nursery rhymes and primers to distrust the spirits of Shinto and to follow the secretive ways of the ninja.

Throughout this period, Rei Asukawa, still physically vital, remained head of the Ogre ninja. In the 1990s he retired from his business practices to return to his old love: the martial arts. Forming a secret dojo deep in the mountains of the north, Asukawa took it upon himself to personally train the young and vibrant third generation of Ogre Ninja agents, and to inculcate within them a burning desire to change the face of the world in the name of their Oni masters.

The 3rd generation took this to heart, and as a new millennium dawned, the Japanese underground culture began to speak of a group that pushed at the boundaries of society. It was said this group could inspire others to act wildly, causing outbursts of violence and destruction. The name spoken in hushed tones was “Ogre.”

Asukawa recognized the hand of the young ninja in these activities, and though he chided them for using the secret name of their sect, he admired the generation’s spirit to take action and their ability to manipulate others. He developed a program that would focus the 3rd gen’s talents, increase the Ogre ninja’s influence in society, and reinforce the power of their Oni masters. And it all derived from a single idea: if people could worship gods and spirits that they could not see, how easy would it be to get them to worship the Kaiju, who constantly threatened their nation.

## || **Cult of the Beast God**

At the turn of the millennium Japanese intelligence agencies became aware of an organization calling itself Kedamono Tenshu Suuhai, “The Cult of the Beast God.” The shadowy group preached in its public discourse that the kaiju were gods, blessed with unlimited power and, thus, unlimited wisdom. The group was formed by a former kaiju otaku (super fan) known only as “Pateran,” who claimed to have had a mystic expe-

rience during the “Kaiju Summer” of the mid-eighties, where a dozen kaiju attacked over the course of two months. Pateran taught that people should seek to appease the wrath of the kaiju through prayer and offerings, just as their ancestors had sought to appease the kami centuries before. As kaiju attacks increased, so too did the ranks of the Cult.

Created from the fertile imagination of Rei Asukawa, the doctrine of the Cult was actually thinly veiled Oni worship, through the demonically inspired proxy of the kaiju. Asukawa set up one of the most charismatic of the Ogre ninja’s 3rd gen as the cult leader “Pateran,” and used the full power of the ninja’s social contacts to spread the word. Soon people from all ranks of society were members of the Cult, praying to the destroyers not to destroy them.

Every cult requires secrets, known only to those who have achieved a high-enough level of initiation. The hidden doctrine of the Cult of the Beast god contained just such a dark secret, to be revealed only to the most enlightened – that the Kaiju, for all their power, were not the actual “Beast Gods.” There were other creatures, dwelling on our world eons passed, possessing secrets beyond imagining: the devil-blooded Ogres.

By perverting legends and folklore, the Cult painted the Ogres as demigods, ruling over an ancient Earth through demonically-granted might. They also taught that the spirits of the Earth grew arrogant and rose up against their masters, destroying the Ogres and setting themselves up as gods. But the greatest secret was also the most tempting.

The Ogres were not destroyed, but rather transformed into humans. The blood of the Ogres still flowed and remained vital in a few select individuals. There were ways of uncovering who had Ogre blood – and invariably these people were the highest ranking members of the Cult. The higher a person’s status in the ranks of the believers, the closer they drew to the divine might of the Ogre – and naturally status derived from expensive genetic testing programs sponsored by the Cult.

As the new millennium blossomed into an era of unparalleled chaos, Rei Asukawa held influence over vast areas of Japan’s cultural landscape. He owned stock in every major corporation, controlled individuals from all strata of society through the Cult of the Beast God, and had an army of assassins committing acts of industrial espionage, extortion, and outright terrorism at his whim. It was at this point, at the height of his power, Asukawa realized that the fickle eye of his Oni masters had turned away from him, and back to the ancient power he had incorporated into his religion.

## OGRES OF THE ONI: ANCIENT THREAT REBORN

Their near-success in Hiroshima, after eons of waiting, awakened the Oni's ambitions. With forces evenly matched against ninja and soldier, kaiju and mecha, the Oni sought to tip the balance in their favor by resurrecting their ancient servitors. Viewing the ninja as failures, they once more granted power to their terrestrial minions, the Ogres they had bred in ages past. Asukawa could not know how close his "secret ogre doctrine" was to the truth.

The ogres had truly never left the world. When the Oni turned their backs on them, later generations of Ogre reverted more and more to their human roots, until there was little to distinguish them from anyone else, and the memory of their true heritage was forgotten. But this dark power only waited to be triggered by the devilish will of the Oni. By exerting their dark power through the wisps of Ogre-blood still extant in a handful of individuals, the devils returned their soldiers to the fight in the form of hideous mutations, transforming "normal" humans into corrupt Ogres.

Urban legends of mutant babies circulated as citizens of small mountain towns began to report "monster" attacks at the dawn of the millennium. They were not taken seriously, and tabloid photos of the strange hulking beast were dismissed as computer fakery. But the hidden heart of the Cult of the Beast God saw it as a sign that their true ogre lineage would finally be realized.

Upon their return the Ogres secretly established contact with the Oni's ninja servants. Still weak and unsure of their place in the world, the reborn Ogres found places of safety and power there, and readied themselves to once more make war on the world. All of which left Rei Asukawa, for the first time, unsure of his position or his future.

It was clear to him that the Oni had turned their favor away from the ninja, and the thought burned within him. For generations uncounted the shadow warriors had fought in the name of their devilish masters, infiltrated every aspect of society, committed hideous atrocities, all in order to turn the people's will towards veneration of the Oni. But with an army in his right hand and a fanatical religion at his left, Asukawa found himself in the position of subordinate, taking orders (divinely inspired, allegedly) from the lips of monsters.

## OGRES: MONSTER OR NINJA?

There are several different usages of the term “Ogre” in the MvK universe. Sometimes it refers to the ninja spies that infiltrated Japan through North Korea in the 1950s. Other times it refers to the humanoid monsters empowered by the Oni to combat the followers of the Kami. It may also refer to the underground cult of kaiju worshipers. Though it may seem confusing at times, this can be a very useful story element.

Ambiguity is a powerful tool, both in the hands of the player’s enemies and in the gamemaster’s hands. There are a number of ways the players can uncover hints to the conspiracy organized against them. Because of the early activities of the ninja’s 3rd Gen, connections were made between acts of terrorism and the name “Ogre.” This put the Ogre name on terrorist watch lists in Japan and other countries. Shinto practitioners would be aware of the ancient legends of the ogres. Those familiar with popular culture may hear of cult members acting on the cult’s behalf. The conflicting appearances of the “ogre” name may lead some to discredit any usage of the word, while for others it will suggest the true breadth of the conspiracy.





## || The Power of the Ogres

The one thing Asukawa could not deny was that these monsters walked in the power of the Oni. Magic flowed freely through them, allowing a trio of powerful Ogres – Mahout Sukai, Ougon Jutsu, and Tenma – to recover the lost magical arts of Alchemy, Diabolism, and Sorcery.

To the human initiates of the Cult of the Beast God, these powerful creatures were walking proof that the dogma was true. The ogre blood of these humans had activated, and if they believed hard enough it could happen to them. They swore themselves to serve the ogres without question, believing that they too would be reborn in the pure image of their masters after death.

To Rei Asukawa such blind loyalty was dangerous, unless it could be directed at him. With that in mind he set loyal scientists to work creating a treatment to turn humans into ogres – his ogres. If he could give the Cultists the transformation they craved, Asukawa knew these true believers would pledge their souls to him, souls which he in turn could use to curry favor with the Oni he still served.

## || Kaiju Control: Ultimate Power Realized

Though the newly-reborn Ogres had Oni-powered magic at their command, there was another source of Oni might that Rei Asukawa could tap: the living devils, the Kaiju. Through their North Korean connection, the ninja could release a kaiju at any time. But being able to unleash a force of nature was not enough – he had to be able to control it.

The North Koreans had a number of control methods. Keeping the creatures well fed also kept them docile, even if it starved their population. Psychics could reach out and manipulate the bestial minds, though these individuals were rare commodities due to North Korea's lack of spiritual outlets. The particular brain patterns of a psychic could be mimicked, however, and single commands transmitted to the kaiju.

Transmitters sending out a particular mental signal served as homing beacons, keeping a kaiju in a specific location. This technology could also be used to lure kaiju away and draw them to a specific area. This was Asukawa's secret, his weapon that could bring Japan to its knees, and deliver it in toto to his Oni masters.

Such a feat would set Rei Asukawa and his followers as masters of the island nation, and possibly the world. But these plans were not unknown to the reborn Ogres. Their divinations had uncovered these

plots, and motivated them to create plots of their own. The forces working for the oni were vast, but disjointed. If they could unite, however, they would be more than enough to topple the island nation of Japan.

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## CURRENT CRISIS

Those that follow the depredations of giant monsters have long felt there was some kind of intelligence behind the kaiju attacks of recent years. The changing complexion of their rampages led to a new era in kaiju history: the “Millenium.” Though publicly denying these allegations, the government is well aware that the nature of kaiju attacks has changed.

The Miko intelligence group of the Mecha Assault Force suspected some unseen force manipulating kaiju events. Forces both spiritual and physical pointed to a buildup of kaiju and support personnel at a point in North Korea near the demilitarized zone. Believing this to be the command and control point of recent kaiju attacks, Strikeforce Ichiban staged a lightning raid on the site in hopes of disrupting the point. Thanks to the reborn Ogres, they never returned.

Rei Asukawa saw this as a simple, obvious display of power. He knew the best and brightest of the M.A.F. could be taken at any time. Instead the aging ninja master focused on bold steps, which he was certain would ensure the success of his brethren over the monstrous ogres. Ironically, those same humanoid monsters held the key to his victory.

With genetic material stolen from the Ogres themselves, scientists discovered a breakthrough in gene therapy, allowing Asukawa to grant the loyal followers of the Beast God their ultimate wish: to become Ogres themselves. The process, though expensive and painful, was successful in over two thirds of the attempts – at least by Asukawa’s standards. Most of those who survived were mutated beyond all recognition, turning them into living weapons.

As the campaign begins, Rei Asukawa prepares the launch his grand campaign. He has elite ninja assassins, scientifically created Ogres, and a wide variety of criminal enterprises: all the pieces he needs for a final victory over the hated Kami. If he can destroy the M.A.F., it will be the final act in currying favor back from the Oni and putting the nation of Japan at the feet of his devilish masters.

J.M.A.F.  
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MECHA

07

# CAMPAIGN SCENARIOS



Scenarios in *Mecha vs Kaiju* are inspired by movies, anime, and television series. These often begin with an initial scene that sets the stage and introduces the characters. The following script introduces the characters to one another and lays out the basics of the setting for everyone. Parts in the script are assigned based on a character's Archetype. Feel free to customize the script based on your own group and their Aspects. The script gives background information on the scenarios and leads into an exciting situation to start things off right.

## SCENARIO 1: THE CALLING

For their own reasons, the player characters have been recruited into the Mecha Assault Force. They are being picked up at a public place for transport to a nearby airbase. But someone has betrayed the group and they are ambushed by deadly ninja.

*Japan is in an uproar. Only last week a kaiju attacked a small fishing village off the coast of the southern island of Kyushu. It was there for hours, and only A.K.F. jet fighters appeared to harass it. The M.A.F. never arrived, causing rumors to circulate that something is wrong.*

*The rumors are true. Two months ago the entire Mecha Assault Force went missing while on a secret mission in North Korea, and is presumed dead. This has caused a huge shakeup at the the M.A.F. The organization's first priority is to get pilots, which has caused them to recruit far and wide. This scenario details the recruitment and training of the new Mecha Assault Force.*

The following scenarios may seem somewhat scripted – especially considering it begins with a script – but this is intentional. “Calling” is laid out like the pilot of a TV series. It assumes that players know nothing about the specifics of the *MvK* universe, except that giant monsters regularly attack Japan and are driven off by giant robots. It serves as an introduction to all aspects of the setting.

There are moments when you will be asked to relate, in character, some of the hidden history of the setting. We will only mention what kind of information to impart to the characters. It is up to you to decide if the character speaking tells the whole truth or has another agenda with the PCs.



The conceit of this first session is that the M.A.F. is reaching outside its normal circle of recruits due to the dire emergency they find themselves in. Players are free to make characters with no military connections, but they must make characters that would be good candidates for mecha piloting. If they are making an idol singer, they had also better be able to program a computer! You may want to give characters with military experience more in-depth information.

#### SCENARIO 1: "CALLING" INTERNAL MONOLOGUE SCRIPT:

**Narrator:** A group of young men and women walk through the mass of humanity swarming the streets of Tokyo's Takadanobaba district. Though none of them know it, they all share the same destination, and an appointment that will change their lives. Each is lost in their own reverie, and thinks on the events about to unfold.

**Rebel/Tough Girl:** Finally, I've been accepted as a candidate for the Mecha Assault Force. About time someone recognized my talent. They only take pilot candidates once every two or three years. I'm probably the only person in the country they're looking at. Wait till they get a load of my fast moves!

**Fool/Joker:** For January in Tokyo, the weather is pretty mild. Of course it was pretty bad for that fishing village that got flattened by a kaiju. That was definitely NOT funny. That thing stayed there for over 2 hours. Why did it take so long for the Anti-Kaiju Force fighters to drive it off? And for that matter why didn't the M.A.F. move on it?

**Father Figure/Hero:** Hmm...the message said to take the train to the Baba neighborhood of Tokyo. Man, with 3 rail lines coming in here it's like an ocean of people. My contact said to meet her at the "Renoir" coffee shop at gam. Must be high security, since this meeting requires passwords. Let me make sure I remember: she'll say "Ichimasu" (Let's Go), and then I give the counter sign, "Let's Rock." She must like American music. It's funny that she sent a second message adding a another counter sign for her to say. I wonder what "Rock and Roll, Ace-u" means?

**Bad Girl/Big Guy:** Yea, "Rock and Roll!" That's the ticket. Those big mecha machines are walking rock and roll. Or would that

be rolling rock and roll? No, that'd be a tank. Better get a seat and wait. Good thing most people get up and leave a table when I sit down. Wonder why that is? Ah well, lemme just push on through here.

**Bad Girl/Soldier:** *Wow*, it's crowded in here. That big jerk almost spilled my coffee. Looks like every salaryman in a four block radius is in this place. At least the windows are big and wide. I'll slide up to table and try their brew. <spits> Damn, this stuff tastes like it came out of an engine block!

**Cute Girl/Mother Figure:** How nice, the waitresses bring green tea at no charge. That is fortunate, since the coffee is not very good. I wonder if they need help cleaning their machine.

**Best Friend/Hero:** Wonder what my contact's name means, "L.T." Maybe she's a mecha pilot. It'd be great to have an ace pilot show me the ropes. I can just picture us, me and L.T. running down the street in our mecha, chasing down a big scaly beastie, and BLAM! we take him out with two shots from our gazer cannons. Yea, this is gonna be great!

**Creepy Girl/Fool:** Those Salarymen look as happy to be here as I do, and as eager to get going as well. Way too crowded here for my taste. Nothing like being all alone in a crowded room. Story of my life. Oh well, at least in the M.A.F. I can be part of something bigger than myself. Of course that wouldn't be hard.

**Narrator:** A mysterious and beautiful young woman approaches one of the tables. She has a kind face, but bears a determined air.

**Mysterious Woman:** (Addressing the Father Figure/Hero) My apologies for being late. Let's collect the rest and be off. Ichimasu!

**Father Figure/Hero:** Oh, uh...Let's Rock!

**Narrator:** The beautiful young woman turns and heads towards another table, without saying another word.

**Hero/Soldier:** Wait a minute, where's the second password. Something's wrong. And she's walking towards someone else at another table. What's going on here? Got to think of something fast.

**“STARTER” HEROES**

The players are in over their heads, and they don't even know it. The fate of all Japan is about to be set on their shoulders, and they are completely unprepared for it. There are several ways to reinforce this. First, players are completely untrained in mecha combat skills. If your campaign uses separate skills for mecha combat then the players cannot begin with them. If they use normal skills in mecha combat then give players a blanket -2 to all combat and control rolls until after their first real kaiju combat at the end of Scenario 2.

Another option that players have found interesting is to begin play with a smaller skill pyramid, with a maximum skill level of +3 and only eight skills. The conceit is that these characters have yet to be tested, and as such they have not yet reached their full potential. Players would gain a +4 skill and an additional skill for all lower levels at the end of Scenarios 2. You may still want to limit Mecha skills to +2 until Scenarios 3 to reinforce the idea that they are still very much trainees.

Once the players have read through the script to Scenarios 1 have them decide if they follow the Mysterious Woman or not. If nobody causes problems as play begins she will calmly walk them all to a stretch limo where they will be driven in style and comfort to a nearby gravel pit. There she will inform them that they are entering the Mecha Assault Force base via a secret entrance at the bottom of the pit. As they leave the car and approach the wall of the pit call for Notice Checks against a single opposed check of Stealth +3. Any characters who succeed will not be surprised as *ninja burst out of hidden holes in the gravel ground and attack*. There are 3 ninja for every character.

If any of the Heroes do anything in the coffee shop other than follow the mysterious woman to her car she will call out “TAKE THEM!” At this point the air is filled with the sound of whipping fabric as half the salarymen in the coffee shop throw off their disguises, revealing Ninja dressed in the traditional shokuzu uniform.

Regardless of where the battle takes place, there are 3 ninja for every hero and a second set of 3 in reserve. Their goal is to capture the PCs and drag them outside to a waiting vehicle, but they are not above using their swords and taking the chance that they kill them. Round one they will attack individually. If they fail to hit, or if the PCs manage



to take out 2 of the 3 ninja, then they will regroup the following round and use teamwork. Anyone not engaged in a group will use teamwork to create the advantage “Sky full of Shuriken” with as many free invokes for their comrades as they can.

The mysterious woman will only observe at first – especially the most attractive male opponent. She will join in if things go badly for the ninja, attacking that male opponent, and will disappear if taken out – two facts that will have important consequences in the campaign to come! If the PCs are doing very well add two groups of ninja.





**› The Tea Shop Aspects**

*Savage Salarymen*  
*Boiling Hot Tea*  
*Suddenly Ninjas!*

**› The Gravel Pit Aspects**

*"I don't like sand"*  
*"Coarse and rough and irritating"*  
*"It gets in everything"*

**NINJA (AVERAGE)**

Aspect: Faceless Minion

Skills: Fight +1, Athletics +1

Stress Boxes: None – one hit takes them out

**THE MYSTERIOUS WOMAN (GOOD)**

Aspects: Boundless Determination, Only Following Orders

Skills: Fight +3, Athletics +2,

Stress: 2 Stress Boxes

Whether they fight in the coffee shop or the gravel pit, if the team is getting beaten too badly Lt. Jasmine Kasuragi arrives with an M.A.F. strike force. Otherwise she arrives just in time to clean up the mess. The mysterious woman disappears and Lt. Kasuragi gives the proper code sequence. The group is piled into an SUV and begins driving.

**Characters refresh their Fate points at the end of each of these scenes.**

## ISHIRO AIRBASE

*“I’m Lt. Kasuragi, Mecha-Assault Force. I’m your liaison. I thought someone might have intercepted one of my transmissions to you guys, which is why I sent the second password. You all did a passable job defending yourselves, but you’re gonna need to do better than that if you’re gonna be mecha jockies.”*

*She snorts at the thought of it, as you head towards a non-descript military installation outside of Tokyo, Ishiro airbase. The base has an unusual gate, not metal or stone but wood, and you recognize the traditional Torii gates of a Shinto shrine. You reach the motorpool, but do not leave your car. Instead the entire floor of the building drops down hundreds of feet into a vast hangar. And standing there on great scaffolds are the giant robots themselves; the TETSUJIN! Your hearts race at the thought that you may soon have a chance to pilot one of these awesome vehicles.*

Show pictures of the Tetsujin mecha. Give players a chance to interact at this point, playing tourist and talking in character. When they’ve had a sufficient chance to “ooo” and “ahhh,” introduce the General. Gen. Geretsu is strait-up Toshiro Mifune. His voice is deep and authoritative, and he prides himself on never having lied to any of the people under his command.

The General informs the players that they are now members of the Mecha Assault Force. However he also must tell them that they are the entire M.A.F. at this point. He tells them that Strike Force Ichi-Ban was lost behind North Korean lines a month before while attempting to stop a kaiju invasion that it seems now was never going to happen. “Treachery is nothing new from North Korea,” he says, and goes on to tell the players what he knows of the true history of the kaiju: that the Hiroshima kaiju was a random mutation; how Japan surrendered and allowed a second nuclear bomb to be dropped on Nagasaki; how kaiju research and genetic material was stolen by the North Koreans and used to create Kaibutsu and all other kaiju.

The current threat is twofold: the kaiju and ninja, and they are woefully unprepared for both at this point. The one name they have associated with the ninja is “Ogre”. They have been spotted over the past year in the same location as kaiju attacks. What connection they have is unknown, but the General is convinced the ninja are putting themselves in direct conflict with the M.A.F.

When the player's have had a chance to ask Gen. Geretsu some questions he leaves the group to the tender mercies of Lt. Kasuragi and her awesome training montage! "Awright, let's get one thing straight. I don't like any of you. You may have been hot stuff wherever you came from, but as of this moment you are Worms. You got no arms, you got no legs, you can't walk, and you sure as hell can't shoot. You worms are gonna have to learn everything all over again, so get used to the idea. Another thing: you'll hear officers and techs calling me 'L.T.' They've earned that right, you haven't even started, so the name is Lt. Kasuragi or Sir. And if I'm in my power armor, you may address me as God. Now downstairs and suit up!"

Lt. Kassuragi jogs you downstairs into the "Pilot Ready Room." Each of you has a technician that helps each of you suit up. (show a pictures of the armored warrior) "These are myoreactive interface suits – iSuits. They transmit bio-feedback data through the sensors. We can monitor every aspect of your health and well-being, even after a kaiju swallows you whole. Be dressed and on deck in five!"

Allow some more characterization and horseplay, before the Lt. Kasuragi chimes in again.

"Well now at least you LOOK like pilots...barely. But you're still worms that need to learn how to walk. So let's get started." She leads you out into the hanger, and there you get your first close-in view of the mecha. The machines tower over you on great scaffolds with dozens of technicians climbing, welding, adjusting and modifying the vehicles. "There you are, folks: Tetsujin Sekkos, bottom of the barrel. That's all we've got for right now. We'll train on the Tetsujins set on simulator mode. Report to the Chief, he'll brief you on the basics. And don't worry, this is just training." You definitely don't like the look on her face as she heads off towards the far end of the hanger.

#### "TRAINING" MECHA

In keeping with the "Newbie" flavor of this first scenarios, you may wish to limit the character's mecha somewhat. Players should be allowed to design their own mecha, but with the idea that this is not their ideal machine. This is what they have been assigned, and it is by no means the cream of the crop. These are standard assembly line mecha. You may want to add an additional Glitch to each one, such as "Training Model" or "Untested".

#### THE POWER ARMOR OPTION

Another option for the team's organization is for some of the group to pilot power armor. In this scenario the M.A.F. is in even worse dire straits, and cannot provide mecha for each pilot. Those players who are interested can instead join Lt. Kasuragi as ground support. Although this sounds unexciting, the changing nature of the kaiju conflict will make it much more likely that smaller combatants will become an important factor. For the ninja are taking a direct part in kaiju combats.

*As you approach the Tetsujin mecha, you see a mountain of a man hoisting a large piston over his head walk towards you. "Afternoon, you must be the new pilots. About time they got some brains to move my babies. They get cranky if they don't get to go out and play every few days." You realize the man is talking about the mecha as if they were his children, as he hands off the piston to three subordinates who grunt and wheeze trying to carry it. "I'm Chief Yama, and these are my babies. You take good care of them, and they'll take care of you. Now, let's introduce you."*

PCs spend over two hours learning the basics of mecha movement, weapons, and other systems. Chief Yama is as jovial as Lt. Kasuragi is cold. Then they are taken to their own mecha, where a ground crew





helps them into the pilot compartment, straps them down, and closes the cockpit. They are in total darkness for a moment, until crystal displays built into the compartment walls activate and they can see their immediate surroundings. However, the view is much taller than before – they are seeing through the sensors of their towering mecha.

The gravelly voice of Lt. Kasuragi comes over your com units. “Awright, time for your first steps, worms. But since we can’t afford to damage these machines through your stupidity, we’re starting in simulation mode. Stand by.” The display whites out, to be replaced by a desert landscape. You see your fellow pilots standing near you in their machines. You also realize that you are in total control of your mecha’s movement – something you have never before done in your life!

**Make a Mecha Piloting check with a difficulty of zero (0). Unless a character has made other arrangements with the GM, everyone should have +0 in the skill. If they succeed in the roll they are able to stand. Anyone who makes a +1 result should have their Trouble or Glitch compelled to ensure that some fall down for dramatic effect.**

You can almost hear the look on Lt. Kasuragi’s face. “That’s why you’re worms. All you do is crawl on the ground.” She addresses the rest of you. “Don’t get cocky. You guys haven’t even tried walking yet. Awright, let’s get you used to the controls.” Over the next two hours you familiarize yourself with the basic systems of the mecha – moving, engaging in target practice, etc. By the time you’re finished both your bodies and your brains feel battered and bruised.

If you are running a short session this would be a good time for a short skirmish. Kasuragi is just the sort to drop a simulated Kaibutsu right in the middle of the group. You can find its statblock in the Kaiju chapter. End the session with the upcoming cliffhanger: a kaiju is en route to Tokyo, and the trainees must take to the field!

If you plan on running the full kaiju battle this session then just ask players to self-Compel their Troubles by explaining some of the stupid things they think their characters would have done while practicing. Let them enjoy narrating their trips and falls and let them earn a Fate point for it. This will help remind them that, at any time, they may self-Compel to earn a Fate point (what a friend once called “Shooting myself in the foot so I can shoot straight at the bad guy”). If they are clever enough to ask they can set their comm units to speak privately to one another, without the Lt.’s knowledge (so they think).

When the simulation ends the players are sweating and sore and Lt. Kasuragi is on the hanger floor. She looks ready to scream at you all once more, when a young female officer comes up and hands her a tablet.

Characters with magic capabilities may make an appropriate skill check. On a +2 or better they sense a strong pull coming from this young woman. Her face seems placid, but there is a striking quality about it. A patch on her uniform identifies her as “Lt. Fuchida, M.A.F. Intelligence.” The players will not know this, but she is a Miko, a Shinto spiritualist, and the secret to the M.A.F.’s kaiju detection system.

Lt. Kasuragi reads the pad, then cries “WHAT?!? Are they crazy? Control, get me M.A.F. Actual!” Anyone with military training knows that “M.A.F. Actual” would be the actual officer in charge of the M.A.F. Battalion, Gen. Geretsu. The Lt. talks with him for over a minute, and though the player’s can’t hear their conversation, it’s clear she’s very disturbed as she gesticulates wildly, knocking over a workbench in the process. Finally she seems to sag as if accepting something terrible.

She turns to the players, adjusts her communications headset, and her voice fills the hanger. “Training time is over, worms. Intelligence



reports a flying kaiju coming in off the east, making a bee line for Tokyo. The A.K.F. is spread thin over the entire country covering the loss of our pilots. There's a fighter squad that can engage and harass, but there's too great a threat to life and property to let them handle it alone. We're deploying. Get yourselves ready."

The next five minutes are a blur of controlled chaos as the technicians load the players back into their mecha and make the war machines ready for launch. Everyone's faces are worried and unsure – they know none of the pilots are ready for this, and they fear losing another team. Among them the players see a crimson suit of sleek power armor stride across the hanger, and the head of Lt. Kasuragi sticking out the top.

*You all see, in the chaos of the pre-flight checks, three young women come out onto the top gantry near the head of the mecha dressed in white and red robes, holding silk-wrapped bottles in their hands. They climb onto the catwalks and pour the contents of the bottles on top of each mecha. Somehow, amidst the stress and tension of the moment, you are seized with a sense of calm and purpose. For all your inexperience, you feel confident that you can meet the challenge before you.*

**Each player receives a boost: "Blessing of the Miko". Do not explain what it means, only that they can use this boost at any time. Again, characters with magic capabilities can make appropriate skill checks to identify this as a magical blessing granted by the Kami.**

Suddenly, the platforms upon which your mecha stand slowly climb to the surface of the base. As you rise the voice of Gen. Garetsu comes over your coms. "Pilots of the Mecha Assault Force, I know this is a difficult time. You are being asked to do the impossible: go into combat, untrained and unprepared, with vehicle and weapons untested in the field of battle. I tell you this because I want you to know that I will never lie to you. I will tell you precisely your situation, because you deserve to know.

"And I will tell you something else. I selected each of you because I knew you were capable of this task. You are the best that Japan has to offer. You are the hope of this nation, and I know you will not let her down. Tens of thousands of lives depend on what you do this night, and I do not doubt you will succeed. Follow Lt. Kasuragi; she will not lead you astray. Good luck, and good hunting."

You reach the surface. Already you can see the lights of the great city dimming and the sirens cutting through the night air in anticipation of the attack. Lt. Kasuragi steps off the platform first. "Awright, it's time to see if you worms can walk. Mecha-Assault Force, ICHIMASU!"

### MINOR MILESTONE LIMITATIONS

At this point characters have reached a minor milestone. They may make any modifications listed on page 256 of the Fate Core book except they may not add skill points to mecha combat skills (and still suffer a -2 to mecha combat if you are using that option).

## SCENARIO 2: BATTLE CRY

The players will be airlifted into the city by twin-rotor helicopters that latch onto their shoulders and quickly fly them to pre-established landing pads. Once there they will have to contend with a flying kaiju and its brood of hatchlings.

*You are flown to the docs near Tokyo bay. The area is in chaos. Warehouses burn, a container ship lies on its side beside the docks, and sailors flee another ship as the sides of its hull shake and ripple. At least three of the massive cranes used to offload ships have been toppled into a pile. Sitting atop it, pulling the metal apart and rearranging it, is a massive black bird – a Roc-u, with an 80 foot wingspan.*

Players can take a round to make Notice rolls or Computers to use the mecha's sensors. You can determine how much information to give players based on their roll. The Roc-u is making a nest out of the metal from the cranes. The shaking from the ship is caused by dozens of man-size baby Rocs pounding and tearing their way out of the ship with their razor-sharp beaks. And hidden among the chaos are ninja, ready to oppose the Mecha Assault Force. To locate the ninja the player's Notice is opposed by a Sneak check of +3. Or you may just want to surprise the group with Ninja at an inopportune moment. If you do this give each player a Fate point to compensate for the fact that they were not given the option of finding them.

As the helicopter carriers drop down they detach the mecha and let them drop about 20 feet. Normally this would be done at high speed as part of a well-practiced maneuver. The mecha are designed for this,



and as such the difficulty is only 2. However since the PCs still have not had a chance to take the Mecha Pilot skill it will be a challenge. If they succeed they may act normally as combat begins. If they fail they will have to take their movement action standing.

### › Battle at the Docs Aspects

*Nesting Instinct*

*Fly the Kaiju Skies*

*Hidden Enemy*

#### ROC-U

**Motivation:** Protect the Hatchlings

**Instinct:** Kill the enemy closest to the hatchlings

**Skills:** Athletics +6, Notice +5, Provoke +5, Fight +4, Physique +4, Will +4

**Attack Forms:** Hurricane Winds (Alternate Attack: Mecha control skill, Blast)

**Other Aspects:** Mother Hen (Brood, Flight, Enraged: will also trigger if her Brood takes a consequence, Raging Charge)

**Brood:** Hatchlings, Aspect: Ravenous, Fight +2

**Stress:** Physical 4, Mental 4

MP Total: 6

#### NINJA

**Aspect:** A Monster's Friend

Sneak +3, Athletics +2, Fight +1

**Stress:** Against mecha, one shift hit is enough to take them out. Against human-size targets, 2 Stress Boxes.

The goal of the kaiju is to be reunited with her hatchlings, who were transported here as eggs on a ship. The eggs hatched when the ship docked and the hungry hatchlings are tearing their way out of the ship to feed. The ninja's goal is to support the kaiju in causing as much chaos as it can by creating advantages for it. They will also create obstacles for the mecha pilots. If power armor troops are present they will attack. There will be 3 ninja for each PC in power armor.

### **Optional: Power Armor Crowd Control**

If there are players who want to play in power armor, they will run with Lt. Kasuragi. The Senyojin suits are transported in an armored all-terrain carrier to the same location as the mecha. Since they require less launch time the armor arrives at the same time as the mecha. Lt. Kasuragi orders the team to direct civilians to the shelters and to keep an eye out for looters or “anything out of the ordinary.” If asked for further details or instructions she will harshly order them to “think for themselves.”

Although she doesn't tell the players, she knows that for the past year the mysterious group “Ogre” has assaulted M.A.F. units during kaiju battles. Sometimes they plant bombs to try and damage mecha, other times they try to cause civilian casualties. The Lt. is worried that the attack on the pilots earlier that day and these terrorist acts during kaiju raids may be connected. However, unlike her superior, Kasuragi likes to keep her suspicions to herself.

While civilians are still heading into shelters the kaiju flies overhead, leaving gusts of wind in its wake that shake the windows and walls of the warehouses. People begin to panic, pushing each other as they scramble to get inside. Challenges for the power armor troops will be getting panicked civilians to their shelters (either Provoke or physical force), rescuing citizens trapped under rubble from the combat, and trying to counter the ninja who seek to oppose the mechas' attacks on the kaiju.

### **Hidden Enemy**

Just as Lt. Kasuragi surmised, these ninja are members of a clan called the Ogre. They will use Sneak to either hide or disguise themselves as normal citizens, trying to move into a position where they can create an advantage for the kaiju or an obstacle for the mecha. Each round one of the ninja will support the kaiju and another will oppose a mecha. They keep mobile in order to take advantage of whatever situation may occur. There are twelve total moving in four groups of three. If power armor troops are present the Ninja use swarm tactics, with three of them teaming up against one of the M.A.F.

Another ninja is present, one who never moves from the shadows. The Mysterious Woman is here, keeping a close eye on the man who almost defeated her.

## WHEN DOES IT END?

The battle ends when the kaiju's Brood is defeated and it is out of Consequences. At that point it will concede and flee at super-sonic speed. The Ninja will attempt to leave as well using Stealth. They will make their way towards the kaiju "nest" and attempt to remove a device hidden in a metal case. If they are followed they will instead attempt to leave rather than lead the M.A.F. to their secret.

The all-clear signal is given in Tokyo, and citizens begin to leave their shelters and get on with their lives. The police take over crowd control and the mecha are returned to base on their carriers. Before they leave, however, the team does see a large group of citizens cheering them.

The team walks the gangplanks across to the "Pilot Ready Room." This walkway has not been used since the loss of Strike Force Ichi-Ban, and the technicians and other personnel will look on the players with pride. Make notes of every mistake the characters make in combat. During the team's debriefing Lt. Kasuragi brings up every single flub, and makes frequent comparisons between the heroes and Strike Force Ichi-Ban, "The REAL mecha jockies!" However Gen. Geretsu will come in before they are dismissed and say, "You had a difficult task. The kaiju was driven off. The population was protected. You did your jobs. The people of Japan thank you." And with that he dismisses you.

When the pilots return to the hanger deck Yama and the technicians are there for the "Greening" ceremony. They cover the pilots in green paint and hoist them up on their shoulders to celebrate their first victory. The ceremony dates back to the first kaiju battle when the mecha returned covered in green kaiju blood. Technicians will refer to them as "Greens," and for the moment even Lt. Kasuragi is smiling.

At this point players have reached a true turning point in their lives, and a Significant Milestone (Fate Core pg. 258). If you used the "Starter Heroes" option then all characters gain access to a full pyramid of skills. In addition to normal skill changes, players may take one Mecha Combat skill at +2 and any others at +1. If you are playing with the Construction Points option each player also gets 2 CP.

## MILESTONES AND MECHA/KAIJU IMPROVEMENT

As players improve, so to do their mecha. And as the mecha gets tougher, the kaiju must as well. Players get an additional Construction Point at every Minor Milestone, which increases the amount of Mutation Points the GM has to make kaiju. At every Significant Milestone players may increase their attack or defense cap by +1.

As the campaign progresses the scenario summaries will indicate what kind of Milestone each “episode” represents.

## “I WANT TO TALK TO THE KAIJU.”

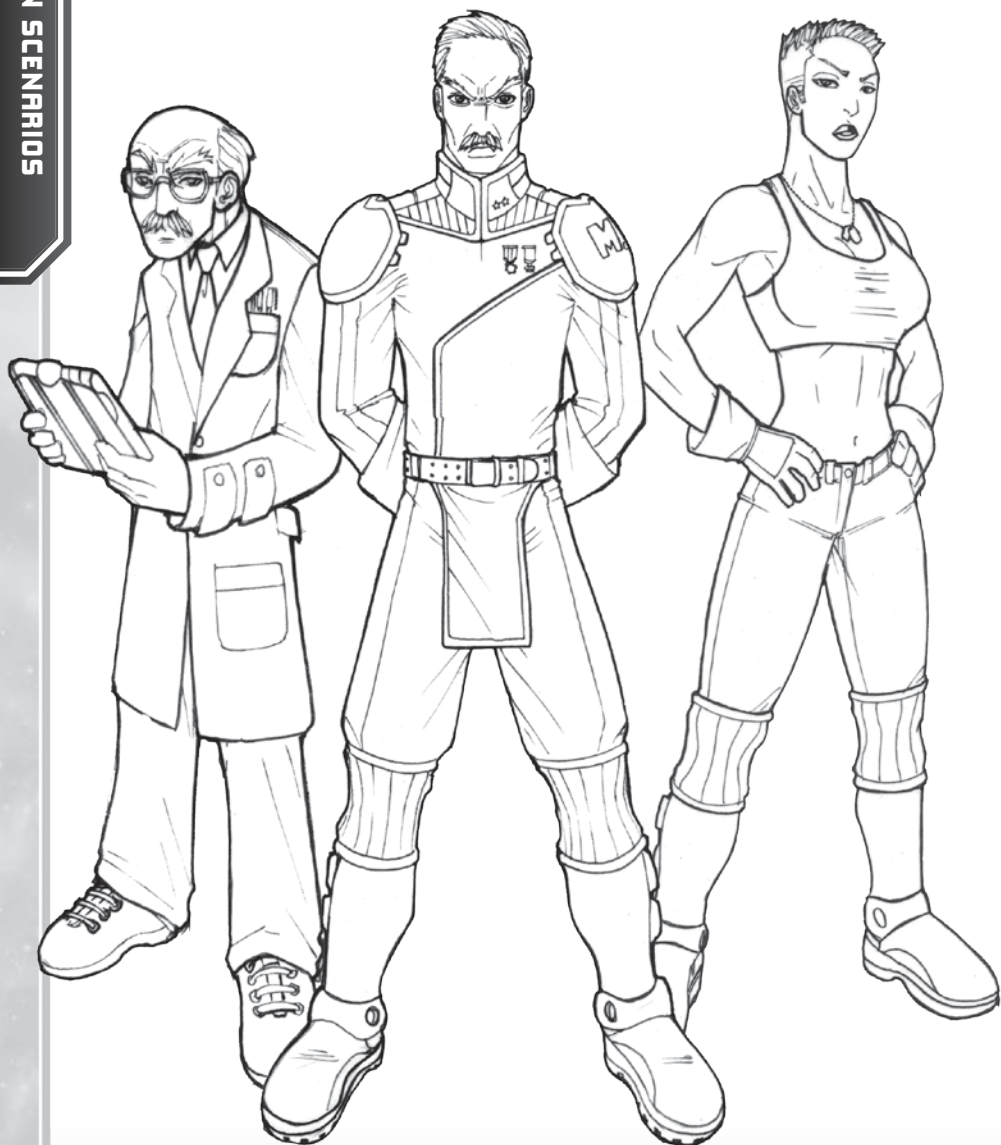
One of the most important things to remember about the Fate system is that there is never only one solution to a problem. Violence is the answer in movies because they have an hour and a half to resolve their problem. Anime and manga series, however, can take an entire episode/issue to deal with a single exchange of a complex challenge. Both resolutions are valid. In the scenario above the kaiju was summoned to this location by a device, and its behavior was then modified by introducing its brood, triggering a protective mother reaction.

These are all motivations that players can come to understand and even sympathize with. There is great dramatic value in a campaign that seeks to undo the manipulation exercised by others to control the kaiju. Players may even decide they want to “liberate” the kaiju and use their control systems to isolate them on an island, like in many of the Godzilla movies. The scenarios that follow can still serve as a valid template for such a campaign. They are simply a series of maneuvers taken by the Ogre ninja and others in their attempt to destroy the M.A.F. How the players decide to oppose these plots is ultimately their choice – as it should be.



## GAMEMASTER CHARACTERS

The following are recurring characters in the campaign. If you ever need to use them in combat assume that each has all four Archetype Stunts, in addition to any listed here.



## || Major General Geretsu Hideo

The base commander is a stern man with a cold demeanor that hides great guilt at having sent the previous M.A.F. team into what he knew was nearly certain death. He will do everything in his power to ensure that does not happen again to the current team. By the same token he will remain distant from them, to ensure that if he must send them to their deaths he will not be affected as deeply.

**Aspects:** Carrying the Weight of the World, Walls protect and isolate, Tough but fair

**Archetype:** Otosan

**Skills:** Fantastic (+6) Contacts; Superb (+5) Rapport, Lore; Great (+4) Deceive, mecha pilot & combat skills

## || Lt. Jasmine Kasuragi

The sister of Ace Kasuragi, an M.A.F. pilot now missing in action, Jasmine is the base training officer. She is bitterly resentful that a new team is being brought in while, as she puts it, “Jack-squat-nada is being done to find my brother!” She will ride the team mercilessly, harping on every mistake. Kasuragi’s great physical strength derives from a secret government super-soldier program, which requires her to take regular boosters to prevent her body from consuming itself. However the drugs aren’t working as well as they once did, and she must take stronger and stronger doses.

**Aspects:** Rage gives me an edge, Living in the past, Soldier first

**Archetype:** Otemba

**Skills:** Superb (+5) Physique; Great (+4) Provoke, Fight; Good (+3) Athletics, Mecha combat and pilot skills; Fair (+2) Notice

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### LT. KASURAGI’S MECHA: THE MIDNIGHT SWORD

Kasuragi pilots a one-of-a-kind experimental “hard suit” – a human sized suit of power armor.

Design Philosophy: Skin Tight and Rock Hard

Glitch: Did it really need high heels?

Weapon System: Knuckle Duster: These are explosive bolts built into the gauntlets of the armor. Whenever Kasuragi attacks she can trigger one of these bolts just before she strikes. Stunts: Ammo, Charger, Penetrating. 3CP

**Mecha Armor: Hard Suit:** This next-generation weapon system fuses armor plating directly to a mio-reactive iSuit. Stunts: Ablative, Fortified, Stress Boxes 2. 4CP

**Neural Net Interface:** Your nervous system is connected directly to your mecha, allowing you to pilot it as if it were a second skin. Create Advantage +1, Defend +2, Turn Order +1. 2CP (+3CP if there is a cost for mental controls).

**Jump Jets:** 1CP

**Total Cost:** 10CP

### || **Prof. Rampo Kyari**

As a child Prof. Rampo Kyari studied zen and seriously considered a life in a monastery. Yet he could not escape the siren call of science. Some say this spiritual aspect has granted him an innate understanding of Einstein's universal field theory, but the mathematics do not yet exist for him to express it. So far all he can do is tease out bits of technology decades ahead of their time. Over the years he has turned gravity into guns, created walking battleships, and filled batteries with liquid sun atoms. One day he hopes to bring his vision of the future to the world. In the meantime he looks after the Mecha Assault Force as if it were his family, which often puts him at odds with Gen. Geretsu.

**Aspects:** I have seen beyond the infinite, Born too early, SCIENCE!

**Archetype:** Okasan

**Skills:** Fantastic (+6) Lore; Superb (+5) Empathy, Craft

### || **Lt. Fuchida Shukke**

Shukke is the daughter of a Shinto priest and was raised in a temple. Her family taught her to serve and respect the Kami as a Miko; a priestess. From an early age she heard the Kami's voice whispering in her ear, guiding her towards the path of truth and honor. The temple was all she wanted in life, but after its destruction in a kaiju attack she heard another call: to take action against the monsters by joining the M.A.F. Her natural affinity with spirits made her ideal for the Intelligence division, using kami spies to uncover hidden kaiju threats to Japan. Today Lt. Fuchida is one of the main points of contact between M.A.F. pilots and the all-female intelligence branch, coincidentally called "Mikos."

Aspects: Dances with Kami, Cold and Distant, Always Watching

Archetype: Dasaiko

Skills: Great (+4) Lore; Good (+3) Will, Empathy; Fair (+2) Craft, Investigate, Notice

Extras: Commune, Empathic Scan, Telepathy

### MIKOS: SECRET WEAPON OF THE M.A.F.

The most important thing the defenders of Japan can have is time: time to get people to safety; time to get troops in place to defend cities; time to mobilize mecha onto the field. In the 50s and 60s this was incredibly difficult, until the Shinto priesthood stepped out of their self-imposed silence and dedicated their order to undoing the damage caused by their fall from grace during WWII. Ever since then they have sought supernaturally sensitive individuals and encouraged them to join the Anti-Kaiju or Mecha Assault Forces.

These organizations have means of expanding the senses of sensitives to cover the entire country and the surrounding seas. But such vigilance is difficult, and some burn out quickly. That is why the M.A.F. specializes in the use of Mikos, girls trained since a young age to serve in Shinto temples. This training has taught them discipline, spiritual strength, and an understanding of the importance of sacrifice. Since this policy was put in place the physical and mental health of the M.A.F. sensitives has vastly improved, as has their ability to detect the kaiju before they make landfall.

### || Engineering Chief Surakowa Yama

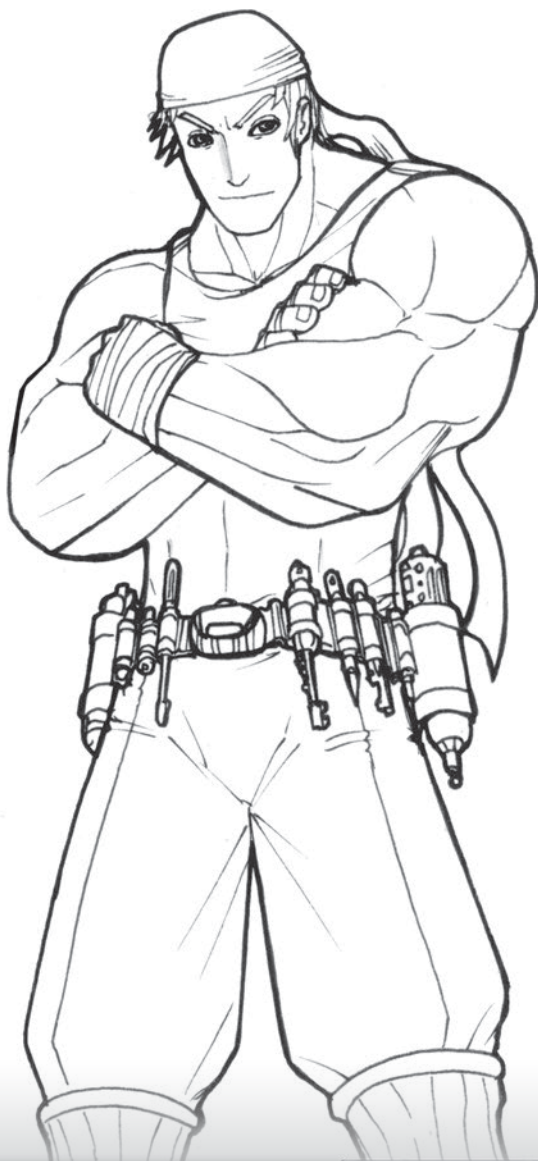
Though physically strong and more than capable of putting a man down in a fight, Yama was born into a world of cogs and circuit boards, and is considered by many to be the first third-generation member of the Mecha Assault Force. As grandnephew to Dr. Surakowa, first hero of Japan's war with the kaiju, Yama grew up with stories about his famous progenitor, and would often visit with his granduncle's colleague, Prof. Rampo. His father joined the Anti-Kaiju Force as a mechanic and Yama joined the M.A.F. after graduating from university. He proposed to Sgt. Keiko Watanabe after a lengthy courtship, but lost her on the last mission of Task Force Ichi-ban.



**Aspects:** No job is too big, Running from the past, Right tool for the right job

**Archetype:** Hanzo

**Skills:** Superb (+5) Mecha Engineering (he may be the only character in the game with this skill); Great (+4) Contacts, Physique; Good (+3) Resources



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## THE CAMPAIGN CONTINUES

Because of its source material, *Mecha vs Kaiju* stand-alone games are designed like movies, while campaigns are designed like television series. What follows is an M.A.F. campaign laid out like the first season of a television series. The preceding scenarios constitute the “pilot mini-series”, while those that follow represent the remainder of the season, leading up to the climactic season finale. Later campaigns could continue this storyline using a new enemy, or feature an entirely new group of heroes.

Setting up a campaign inspired by an episodic TV series is slightly different than the established Fate Core campaign time. In TV a “story arc” would be the same term as “campaign” in Fate – a story that carries throughout the season, from beginning to end, in a natural progression. TV episodes are equivalent to Fate Scenarios. These alternate between those that serve this arc of the season, those that provide spotlight for individual characters, and those that can stand alone. The Mecha Assault Force “series” is laid out in this same way. Roughly half the episodes deal with the M.A.F. opposing the ever more dangerous machinations of Ogre. The other half mostly deal with characters of a particular archetype or one with similar aspects. And of course many episodes feature a conflict between giant robots and giant monsters.

Note that some episodes may be shorter than a single session, while others may stretch over multiple sessions.

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## ADVERSARIES

Heroes rarely meet the leaders of the opposition in their first outing. The leaders of this conspiracy are masters of stealth and subterfuge, using their skills and magical powers to deceive and control from behind the scenes. Eventually the heroes will upset their plans enough to require these villains to step forth and take an active role in the hero’s downfall, but such revelations should be planned carefully, with clues planted over the course of many game sessions.

**|| Rei Asukawa**

Rei Asukawa has been many things in his long life: soldier, general, slave-master, businessman, prophet. But one thing remains at the core of his being – he is a ninja. Born into an ancient ninja family, Asukawa was consecrated from birth to the service of the devilish Oni. Though his father was master of the clan, young Asukawa had to earn his posi-



tion through fierce training, deep meditation, and total commitment to his clan.

During WWII he joined the Kempetai, serving first in Korea and the Philippines before returning to Japan. After Japan's defeat, Asukawa resolutely turned his energies from politics to business, recognizing that industrial might would be the key to Japan's future. He burrowed deep into Japan's most powerful families, laying plots that would take decades to bare fruit.

To the public, Rei Asukawa is the aged archon of a business dynasty that helped speed Japan to recovery after WWII. To the various ninja clans and criminal elements he is a shadowy power broker to whom all pay their respects, and to whom many pay tribute for the honor of practicing their illicit activities. But only a few within the Ogre ninja clan know his true face: a demon worshiper, who has worked since childhood to bring about the ascendancy of the Oni and the destruction of the Kami. Though not responsible for the creation of the kaiju, it was Asukawa who arranged the theft of their genetic material and who fashioned the demonic mutations into weapons of mass destruction to unleash on Japan and the world.

But today Rei Asukawa – still dangerous at nearly 100 years old – is in a three way power struggle between the new generation of Ogre ninja, who are more interested in sowing chaos than the careful acquisition of power, and the “True Ogres”, reborn from the blood of the Oni, who see themselves as the rightful heirs to the demonic power Asukawa covets.

**Aspects:** Ruthless Grandmaster of Corruption, Blinded by the Long Game, Age and Treachery

**Skills:** Legendary (+8) Deceive; Epic (+7) Contacts, Provoke; Fantastic (+6) Rapport, Resources, Will; Superb (+5) Burglary, Empathy, Investigate, Lore; Great (+4) Physical combat skills

**Stunts:** Grandmaster of Shadows: Spend a Fate point and Asukawa can use Deceive for all attack and defend rolls. This applies in all challenges – physical, mental, financial, political. He attacks from nowhere and disappears just as quickly, using a dozen layers of cutouts and middle men, and no one ever knows he was responsible. The only way to get him to attack out in the open is to Provoke him into doing so, which will shut down his access to this ability for a scene. However anyone doing this will likely see with their own eyes the terrible power of the master of the Ogre ninja clan.



**THE TRUE OGRES**

The word “Ogre” has become synonymous with monstrous evil, and with good reason. For centuries these monsters sowed terror and reaped destruction in the service of their Oni masters. But, unable to win the final victory against the forces of the Kami, they were abandoned and their blood diluted through interbreeding with humans.

Those days had faded into legend, such that the ninja sought to use the “ogre” name as a symbol for their new clan. Their grandchildren would take the “ogre” name as well in creating their sinister “Cult of the Beast God.” Yet the blood of the true ogres still lingered in a select few individuals. When the oni granted them a portion of their power, this dark blood awoke, and the True Ogres walked the world once more.

**|| Mahout Sukai**

Mahout Sukai found her selfish dreams of limitless power realized as her quickened mind flooded with the racial memory of a thousand alchemists. Cloaked in robes of illusion, she used her newly acquired knowledge of alchemy and enchanting to bewitch the minds and twist the souls of her upper-class friends, creating a dark coven of the wealthy and powerful every bit as influential as that organized by the ninja sect that shared her name. Her vanity persists even though her human visage has been destroyed, and she always travels with a parasol to protect her devilish face from the sun.

**Aspects:** Bottled Power, Vain and Vindictive, A Potion for Every Occasion

**Skills:** Superb (+5) Lore; Great (+4) Deceive, Resources; Good (+3) Contacts, Crafts, Will

**Stunt:** Alchemy: Mahout can create nearly any kind of Advantage on individuals using Lore by giving them one of her potions. She may do this as many times as she wishes during a round. Each time increase the difficulty of the roll by +2. If she ever fails to create an advantage she cannot access Alchemy again in that scene without spending a Fate point.

**Stunt:** Illusion: Mahout can use Deceive to create illusions that seem completely real to the senses. Her main use for this is as

a form of disguise (though she always maintains the affectation of an umbrella or walking stick). She can also make illusory attacks. These are defended with Will, though players will think they are defending with Athletics, and will cause Mental stress, though players will think that it is Physical.



## || Ougon Jutsu

The theories of physicist Ougon Jutsu were always thought to be nearly magical, but the discovery of his devilish lineage brought him the power of true magic. His concepts of alternate dimensions proved true when the Oni showed him the key to opening doorways to the underworld, allowing soldiers of darkness to enter here and do battle with the servants of the kami. With new insights stretching beyond mere science, Jutsu sees the day when the world of man and oni are one, with him in command.

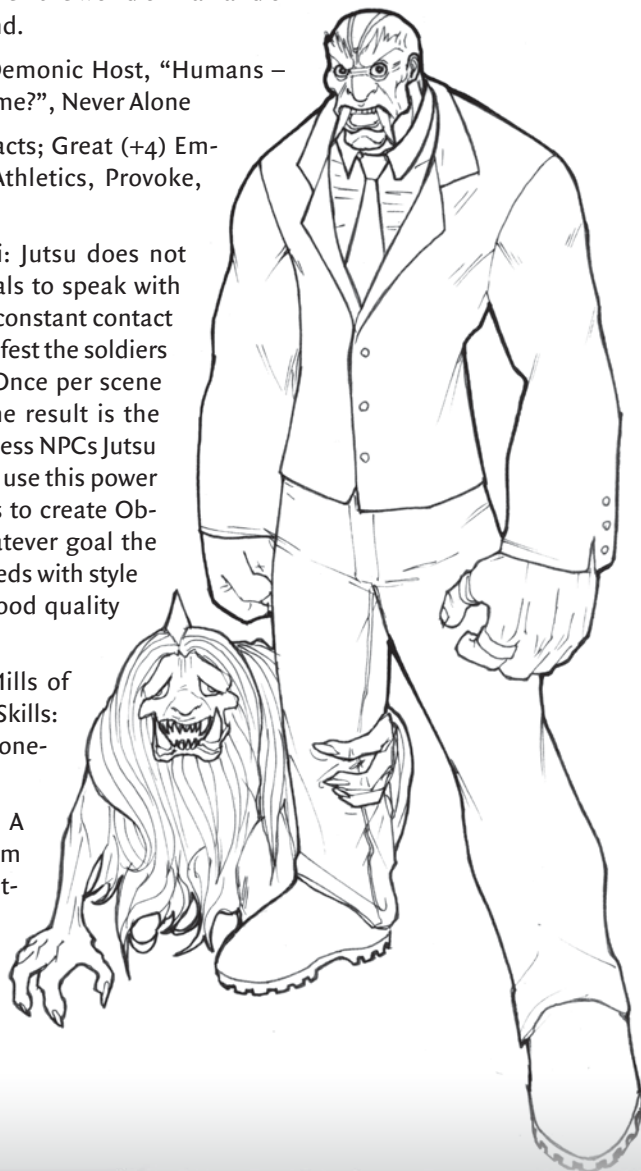
**Aspects:** Leader of the Demonic Host, “Humans – what can they do to stop me?”, Never Alone

**Skills:** Superb (+5) Contacts; Great (+4) Empathy, Will; Good (+3) Athletics, Provoke, Stealth

**Stunt:** One with the Oni: Jutsu does not require complicated rituals to speak with the dark powers. He is in constant contact with the Oni and can manifest the soldiers of hell upon command. Once per scene make a Contacts roll. The result is the number of Average Nameless NPCs Jutsu can summon. He can also use this power in non-combat situations to create Obstacles in the way of whatever goal the PCs may have. If he succeeds with style one of these may be a Good quality leader.

**Example:** Grist for the Mills of Hell (Aspect: Born to Die, Skills: Fight, Athletics, Stress: None-one shift takes them out)

**Stunt:** Demon Blades: A dozen daggers appear from nowhere and surround Jutsu, floating in the air. He may use these daggers to attack, rolling Will in place of Fight or Shoot.



## || Tenma

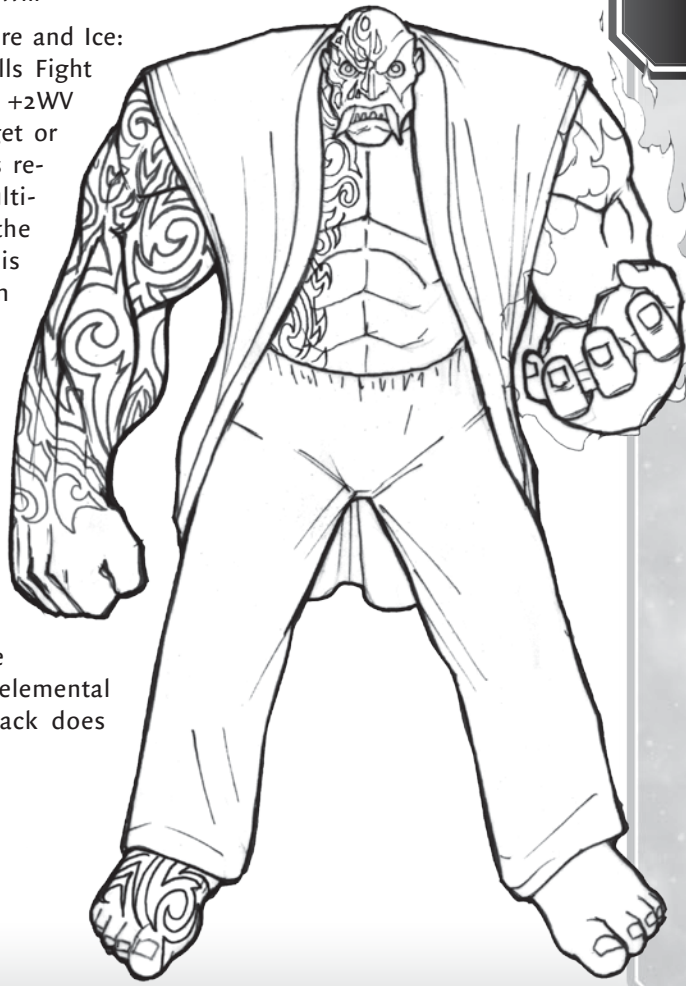
The moment his body began to mutate and change with the power of devilish forces, the homeless transient Tenma heard the whispers of the Oni and the spirit world. As he grew in size he also grew in magical power. Having spent his life on the streets, exposed to the elements, Tenma now found he could control the elements and bend them to his will. It gives him great joy to use the power of the kami against their servants, for they never once aided him in his time of need.

**Aspects:** Force of Nature, Vengeance Above All, It is better to be feared

**Skills:** Superb (+5) Provoke; Great (+4) Fight, Physique Good (+3) Burglary, Stealth, Will

**Stunt:** Fists of Fire and Ice:  
When Tenma rolls Fight he gains either +2WV against one target or +2 to spread his result among multiple targets in the same zone. This includes when rolling to create advantages.

**Stunt:** Revenge of the Elements:  
When Tenma spends a Fate point he may make a Provoke attack against anyone tagged with an elemental Aspect. This attack does Physical damage.





## CAMPAIGN SECRETS

There are a number of secrets to uncover in this campaign. Some things happen in the world of *Mecha vs Kaiju* that are beyond the hero's ability to effect, at least at first. Other things happen in secret. Still others occurred before the heroes even joined the M.A.F. In order to pace the campaign and prepare for the appropriate moment to reveal these secrets, it is vital for the Gamemaster to keep these key points in mind.

### || **The Insidious Plot of the Ninja Master:**

Asukawa knows that he has lost the favor of his Oni masters. They no longer trust him and his ninja minions to deliver the nation of Japan to them. It is this reason that they have restored those of the Ogre bloodline to power. If he is to win back the trust of his devilish masters he must show them he can deliver what they need: the souls of the Japanese.

His first tool is the various control mechanisms used to guide the kaiju to Japan. He uses these to destabilize the nation and to make the citizens doubt their faith in the kami spirits that are supposed to protect them. If enough people lose faith in traditional religion they will turn to his second tool of control.

The "Suuhai Kedamono Tenshu," or "Cult of the Beast Gods," preaches the divinity of the kaiju. Secretly, they teach that the Ogres were once masters of the world. Using the power of the oni and modern science, they transform the faithful who can afford it (and survive the procedure) into the semblance of ogres, with prodigious physical strength and magical artifacts, granting them inordinate earthly power.

The final step in the cultist's transformation is to pledge themselves, body and soul, to the Oni. In this way Rei Asukawa plans to win back the favor of his masters – one soul at a time.

### || **The Fate of Strike Force Ichi-Ban:**

Nobody in Japan knows what really happened on that fateful night when Strike force Ichi-Ban, the preeminent mecha pilots in the world, disappeared while attempting to infiltrate North Korea. Audio and video feeds died, spy satellites lost contact, and even magical scrying was somehow blocked. They disappeared without a trace, leaving Japan dangerously exposed for months.

But the team did not die. Captured by North Koreans, imprisoned by the True Ogres, the team broke under the strain of physical and



magical torture. Now they work against Japan and the Mecha Assault Force, using their knowledge to further the cause of the True Ogres.

While Capt. Fujima and Sgt. Watanabe work in North Korea, Lt. Ace Kasuragi has returned home in disguise to put the most insidious part of the True Ogre's plan into operation: subverting the M.A.F. from within.

### || The Mole

When the Mecha Assault Force brought together its best crop of pilot candidates, they were beset by ninja and almost killed. Somebody revealed the plans for that secret rendezvous to a hidden enemy, and nearly ruined Japan's hope for security. Such an action would normally be treason, except that the mole within the M.A.F. acts out of love and misplaced patriotism.

One month ago Lt. Jasmine Kasuragi found her brother waiting for her in her apartment. He apologized for his disappearance, but claimed he was acting under orders. Using documents forged by Ogre sympathizers within the Japanese Self-Defense Force, Ace Kasuragi convinced his sister he was a deep cover operative searching for a mole within the M.A.F. He needed her help to find the traitor, and she happily volunteered to help. After all, he was her brother.

Ever since then Jasmine has been feeding Ace information about the M.A.F.'s operations. The fact that their activities seem to be disrupted with growing regularity only serves to further convince Jasmine that her brother is right, and that there is a spy in the force.



## SCENARIOS 1-4

Like the first few episodes of a TV series, the initial story arc in the M.A.F. series introduces the new heroes of the campaign to the threats and conspiracies of the *Mecha vs Kaiju* universe.

### BECOMING AN “ACE”

It is possible for a player to progress from a know-nothing to a Mecha Ace over the course of this campaign, and in a fairly short period of time. Say they have Mecha Pilot at +2. Every Minor Milestone they can switch this with a skill one level higher. In two scenarios the player could have maximized that skill. If they want to be a true mecha master they will want to improve their skill past the skill cap (see Fate Core Rulebook pg. 260). This can be done when the players reach a Major Milestone. You may want to suggest they keep enough skill advancement to buy a skill that is +1 over the skill cap when that event occurs. For example, a player has Mecha Piloting at +4. If they bank 5 points of skill advancement they can improve this skill to +5 and then improve one skill at each lower value.

**Scenario 3 “Voices”** (arc) The team meets Prof. Rampo Kyari, designer of the Tetsujin mecha. An aged man with wild white hair, he explains that the site of the last battle has been sealed off and is being investigated by the Anti-Kaiju Force. He wants the team to examine the scene of the battle and see what they can uncover.

The team discovers a sealed metal box – some kind of transmitter. Any supernatural characters will detect a strange mental sensation coming from the box. At this point the team is attacked by Ogre Ninja led by The Mysterious Woman, determined to get the transmitter. A battle ensues, with victory dependant on who has possession of the transmitter.

Upon their return Lt. Kasuragi will fault them, either for losing the transmitter or for taking too long in finding it and disrupting her training schedule. The scenario ends with Cmdr. Geretsu informing the team that their all-female intelligence service – the Mikos – have detected another transmission like the one they detected before in a nearby city. The team deploys

in their mecha to attempt to head off the kaiju attack. One question the heroes may ask is how the M.A.F. intelligence unit detected a mental transmission. **Minor Milestone**

**Scenario 4 “The Long Night”** (stand alone) It’s a knock-down, drag-out fight between the M.A.F. and a powerful kaiju with extraordinary healing abilities. The kaiju may prove too much for the team, but a Challenge may result in either weakening the monster or finding and moving the transmitter to drive the beast away. **Minor Milestone**

## || Scenarios 5-8

This arc gives the heroes more insight into the main conflicts of the campaign: the Ninja, the True Ogres, and the spiritual threat of the Oni.

**Scenario 5 “Deadliest”** (arc) Examining the technology of the transmitter reveals connections to a designer. As the players realize that the designer is a member of the Cult of the Beast God, the female ninja from the first episodes returns to spy on the new MAF pilots. She focuses on one pilot in particular, smitten by his attitude or good looks. When the team investigates a ninja strike team attacks them, led by The Deadliest; she will not have the heart to kill the pilot if given the chance, and this will infuriate her. **Significant Milestone**

**Scenario 6 “Stone Heart”** (spotlight on the supernatural) The team has come to the attention of the Cult of the Beast God, who respond with observations of their own. Every day a homeless boy walks along the front gate of the MAF base looking for food, and often kicking a stone. The boy is actually a vicious young Ogre ninja, and the stone is a small kami that spies on the gate of the M.A.F. bases. The boy lives at a nearby rock quarry where he has enchanted the kami of the place. Supernatural characters, or the one with the highest Empathy, will feel a pull towards this boy, but will be unable to break his hold on the kami, who will defend him in the form of a huge stone monster. **Minor Milestone**

**Scenario 7 “Haze”** (spotlight on Hero archetype) A raging forest fire, industrial pollution, and unfortunate weather combine to cause a lethal haze to engulf the city. Friends of the spotlight character are lost outside the city and in danger, while Ogre agents use the opportunity for espionage. When they are about to be stopped by the team Hedokoku flies over and the players must scramble to save the city. **Minor Milestone**



**Scenario 8 “Faces of Evil”** (arc) While continuing their investigations, the players have their first encounter with a True Ogre – Mahout Sukai. There are many ways to run afoul of her: while investigating the growing mystery, the players upset one of the member of her vast web of corrupt wealthy contacts; a government official involved with the M.A.F. disappears, and he is found to be a member of the Cult of the Beast God; strange chemicals are found associated with these people – the leftover residue of Sukai’s alchemy. They also discover that valuable intelligence was transferred to a mysterious woman – the Deadliest. Now both she and Sukai are watching the players. They may notice the Deadliest, though her only wish now is to watch and protect the man she covets. Players may also notice several women following them carrying umbrellas. These are all Sukai in illusory disguise. **Significant Milestone**

## || Scenarios 9-12

The players come into their own as heroes both in and out of the mecha cockpit. Light is shed on the mystery of the Ogre conspiracy, as the insidious evil of the ninja draws closer to the group.

**Scenario 9 “Regrets”** (arc) While following up on the “Cult of the Beast Gods” the heroes discover that many of their members have disappeared from sight, quitting jobs and saying goodbye to their families. They discover one such member called her family in hysterics, begging for help. When they find her she is in hiding, horribly deformed and mentally unhinged. In her babbling delirium she drops important clues to the Ogre plot; nothing clear, but enough to whet the heroes’ curiosity. The Deadliest ninja returns, this time with a group of ogres – one for each hero. They fight the players (with the Deadliest this time trying to capture her man) while another group of ninja take the deformed girl away. Whether the heroes rescue her or not, she is in no condition to give them anything more than vague hints about what is happening. **Minor Milestone**

**Scenario 10 “Restless Spirits”** (spotlight on the supernatural) The last kaiju battle caused damage at a Shinto shrine, causing unrest in the spirit world. A supernatural character or, if there are none, the miko Lt. Fuchida, must restore the temple and calm the restless spirits. While the non-magical heroes fight the animated furniture, the adepts work to calm the restless spirits. The players learn something important: spirits and the Kami become upset when kaiju are near. **Minor Milestone**

**Scenario 11 “Womb of Corruption”** (arc) Using captured information and divination by the Mikos, M.A.F. intelligence has discovered what they believe is the transformation facility, where loyal members of the “Cult of the Beast Gods” are turned into powerful ogres. The heroes infiltrate with an eye to destroying the facility.

They discover wards filled with caged and bound people, horribly mutated. They find evidence that only one in five people that undergo the procedure can make the transition. Others are hideous freaks that die outright. They may find evidence that the building is owned (through many fronts) by Rei Asukawa.

As they explore Tenma arrives, having just discovered the facility himself. He plans to destroy the building and all the subjects within, as payment for Asukawa’s attempt to subvert the True Ogre’s place in the favor of the Oni. The group’s battle against Tenma will be their first taste of the true threat of the Ogre organization. **Significant Milestone**

**Scenario 12 “Love Troubles”** (spotlight on any character) A beautiful girl/handsome boy takes an interest in one of the team members. Their gift to the hero, a silver bracelet, causes the Aspect “Bad Luck” (which should be frequently invoked over the course of the scenario – especially if there happened to be a kaiju battle that day). Meanwhile The Deadliest will arrange to meet her obsession on friendly terms. She is torn between loyalty and emotion.

It turns out the suitor has family members in the Cult of the Beast God. Gen. Geretsu sees this suitor as a security risk and forbids the hero from seeing them anymore. Though the suitor is innocent, their uncle is in fact a 2nd generation Ogre ninja who has lured that side of the family into the Cult. Depending on how the hero plays this they may have a valuable window into the secretive world of the Cult – or a new host of enemies.

**Minor Milestone**

### || Scenarios 13-18

Investigating heroes have uncovered the ninja’s plots, as well as suggestions of the greater Oni threat. Now they must find out as much as they can in the time they have, while evading the threats that grow ever closer.

**Scenario 13 “Stir the Tiles”** (arc) Tired of merely stumbling on information, MAF intelligence is sending the heroes undercover to infiltrate an Ogre-controlled Mah Jong parlor. Each hero

takes a cover identity as small time hoods, patrons, newly hired waitresses and busboys, etc. They realize that the Ogres have taken over many of the criminal activities of the Yakuza, as well as hidden passages that honeycomb Tokyo, allowing the ninja to infiltrate every corner of society. The team realizes how deeply Ogre influence goes. Here they may also find further ties with Rei Asukawa. **Minor Milestone**

**Scenario 14 “Old Guard”** (stand-alone) The hero’s mecha has been fitted with co-pilot seats in preparation for an accelerated pilot-readiness program. At the same time the heroes meet a group of three old men, the remaining original crew of Senkanbuku, the first piloted mecha. They ask if they can get a tour of the new base, and spend time reminiscing with Prof. Rampo. A kaiju attacks, but three of the mecha are not yet ready: they’re systems are not all slaved to a single pilot chair, and they will need co-pilots to fully function. The three old guard must serve as co-pilots. A good choice for which hero gets which co-pilot would be the one that most respects the old guard, the one that most dislikes the old guard, and a character that one of the old guard has made lewd and suggestive remarks to all game. It would be extra fitting to have one of them die heroically in the battle, sacrificing his life to save one of the young heroes. **Minor Milestone**

**Scenario 15 “Born to Battle”** (Spotlight on Lt. Kasuragi) Kasuragi has been extra irritable lately, almost violent. At the same time the heroes hear that an experimental “super-soldier” formula has been stolen from the base. Usage of this formula would cause irritability and violent outbursts, making Lt. Kasuragi the prime suspect.

The heroes can follow her to a seedy part of an outlying industrial park, or they can stumble on this operation due to their recent undercover work. Regardless, they discover a high-powered ultimate fighting cage match ring has set up business. Kasuragi has been secretly fighting in these matches for months, ever since her brother died. If confronted, she will admit that she has been testing the super-soldier formula for months, and thus would have no reason to steal it.

The star attraction of the arena are the “monster matches” arranged by the arena master, Ougon Jutsu. Unknown to the combatants, he is spicing up the matches with minor oni, and using the blood spilled in the arena for magical rituals performed in his temple beneath the cage.

Kasuragi suspects someone in the fighting group may have found a way onto the base. Together they find the person that snuck onto the base, and discover that they were given the uniforms, passes, and codes needed to enter the base by an inside person they did not know: a mole.

The story climaxes with a knockdown dragout between the heroes and Kasuragi against the warriors and spectators of the match. **Significant Milestone**

**Scenario 16 “Kaijutaku”** (stand-alone) After a particularly difficult kaiju battle the heroes are sent to the site to look for anything unusual, as they did in episode 3. They find a group of young men inside the cordon picking through the rubble. Far from being dangerous, they are “Kaijutaku,” super fans of giant monsters, looking for souvenirs of the battle, taking measurements, and writing reports they will post online. They spend time critiquing the team on their performance and giving them pointers. A heavily armored kaiju attacks and the heroes hurry back to base. Their weapons have little effect on the monster, but the otaku have an idea. Risking their lives and rushing into the battle zone, they point out the creature’s weak point just in the nick of time. **Minor Milestone**

**Scenario 17 “Pretty Poison”** (arc) The existence of a mole in the MAF becomes clear as one of the heroes is poisoned while on the base. A lockdown follows, as the search for the mole begins. Meanwhile The Deadliest is secretly on site, but is not responsible. Far from it, she tried to sneak in and stop the poisoning. The poisoned hero gets weaker and people become nervous, pointing fingers at those for whom they have personal grudges. As tensions reach a peak a large kaiju incursion begins and all heroes must take to their mecha, including the poisoned hero. It’s a knockdown drag-out, as each hero must fight one-on-one with a kaiju. And The Deadliest will find her loyalties tested as never before. **Minor Milestone**

**Scenario 18 “Endurance”** (arc) The heroes have been fighting nearly non-stop, with almost daily incursions by kaiju. Their mecha is showing wear and tear (place this aspect on each mecha), the heroes nerves are frayed (place this aspect on each PC), and everything they dislike about each other should be emphasized.

In the midst of this the Prime Minister is paying a visit and Gen. Geretsu wants everything in top condition. The Deadliest ninja returns to the object of her obsession, warning that an



attack is imminent. She tells him there are factions within Ogre, and even different breeds of Ogre. All worship the Oni, but they do not all work together. Her master would love to see the coming attack fail.

Impatient to destroy the MAF the True Ogres attack the base, masking their approach with magic. The heroes must first fight the ogres hand to hand, and then fight the kaiju they unleash upon the base. Victory here will reveal important intelligence about the Ogre organization, and point the finger at Rei Asukawa, much to the horror of the Prime Minister, who has taken many campaign contributions to the upstanding citizen.

## || Scenarios 19-23

The final mysteries are revealed as the heroes face the true enemy and fight against treachery and overwhelming odds to stop the Ogres and save Japan from an apocalyptic end!

**Scenario 19 “Legends Never Die”** (arc) While battling Ogre out in the open, the players gain valuable intelligence: Strikeforce Ichi-ban is alive, and being held on an island in the Pacific Ocean. This greatly confuses Lt. Kasuragi, who believes that Ichi-ban has been working secretly against Ogre. If this is true then revealing the truth would blow their cover. If it is not true, and she has somehow been tricked, then she is the very mole feeding information about the MAF to the enemy. **Minor Milestone**

She convinces Gen. Geretsu to allow her to join the heroes on their rescue mission. The heroes are flown to the island, where they must fight swimming and flying kaiju to get close. After struggling through waves of monsters they finally reach the prison camp, only to find Strikeforce Ichi-ban free, in their mecha and ready to fight. **Minor Milestone**

**Scenario 20 “Legends Die”** (arc) Under the influence of North Korean mind control and enchanted by the True Ogres, Strikeforce Ichi-Ban battles the players. The challenge is great: defeat the best mecha pilots in the world, with the most advanced weapons, without killing them, then get them off an island swarming with kaiju. **Significant Milestone**

**Scenario 21 “Downfall”** (Arc) Using evidence uncovered in their previous missions, the MAF begins raiding “Cult of the Beast God” temples, freezing their assets, and openly attacking Ogre strongholds. They battle many ninja, but Rei Asukawa is nowhere to be found. The Deadliest returns, leading a host of 3rd

generation Ogre ninja, saying she knows where her master is, but will not tell unless she is defeated in single combat by the one she has chosen. She can no longer live with the pain of both loving the hero and serving her master, and will die from her wounds after revealing what she knows. **Major Milestone**

**Scenario 22 “The Terrible Vengeance of Rei Asukawa”** (arc) The ninja grandmaster uses the kaiju control systems to summon an army of monsters to Tokyo. He plans to sacrifice the city to his Oni masters once and for all, and only the M.A.F. stands in his way. **Major Milestone**

**Scenario 23 “Kaiju Apocalypse”** (Finale) The kaiju incursion strikes, and if the players have defeated the Ogres then they just might have a chance to save Japan.



# ARIGATOU

THE NATION OF JAPAN GRATEFULLY ACKNOWLEDGES THE  
HEROIC EFFORTS OF THE MECHA ASSAULT FORCE

## **MAF Command Staff**

Randy Wright

## **MAF Major**

John Phillips  
My Lovely Wife, Christine  
Joseph Dane  
Julie Dinkins  
Barbara & CJ  
Bill Garrett

## **MAF Captain**

Russell Fisher  
Violin Josh  
Jessica  
Morgan Weeks  
Jim Cox

## **MAF Callsign "Lucky"**

Rob Hanz  
Rachel  
Kanoan James Sherwood  
Michael K Wilson & Vicki Laurence  
Jim Waters  
Richard Libera  
Adam Diran  
Walter Manbeck  
Linda Robinett  
Bryan K. Borgman  
Mark "Saundby" Graybill  
Brent Sturdevant  
John Cmar  
Jim Long  
Mark Moore  
Scott McIntosh  
Jared Kenjamin Fattmann  
Keith Houin of "The Science  
Fiction Show"  
Brandon

## **MAF Callsign "Ace"**

Franklin Hamilton  
W. Mark Woodhouse  
David Phillips  
Mike Garcia  
Brian Browne  
Chris "Warcabbit" Hare  
Neil Dagleish  
Seandemonium  
Benjamin "Sundance" Chee  
Jesse Morgan  
Andrew Wilson  
Corey "Kenhito" Davidson  
Dave Png  
Kelly Brainard  
Jon Shelky  
Rachel Tevlin  
Joshua Ramsey  
Lloyd Rasmussen  
Christian Hampson  
Samwise Crider  
Dalassa  
Joshua Reubens  
Gabriel Chia  
Kitka  
Tom Idleman  
James Husem  
Joseph Oliveira  
David "Doc Blue" Wendt  
Nick Clements  
David Terhune  
Nicola Urbinati  
Jack Gulick  
Bryan Barnes  
Gary Anastasio  
Lon Woods  
Cameron Verkaik

### **MAF Callsign "Techno"**

Selene O'Rourke  
Star Eagle  
1d4cast James  
Jon Forbing  
Corbett Kirkley  
Benjamin "Black Lotus" Welke  
Phillip Bailey

### **MAF Callsign "Doc"**

Robert Lyster  
Black Light  
Adam Rajski  
Jim Liebich  
Joseph Sullivan  
David "Brock" Brockley  
Twisted Gnome  
G.Hartman  
Eric Austin  
Jason F. Broadley  
John Hayholt  
Jay Pierce  
Isaac Edwin Forbing  
Judd M. Goswick  
David Sagers  
Stephanie Bryant  
John Rogers  
Jason Richards  
Aaron Mandujan  
Static Cat  
Guy McLimore  
Betrayero01  
David Wolf  
Huston Todd  
Jamie Wheeler  
H.M. "Dain" Lybarger  
Mike Bogan

C.A.V.E.  
Bob Huss  
DSVelez  
Budd Dwyer  
Timothy S. Brannan  
Dave Van Domelen  
Rich "Ultra-Man" Palij  
Eric C. Magnuson  
Jeff G  
Derek Shuck  
Daniele DiRubbo  
Matthew Broome  
Jaime Robertson  
Curtis Hay  
Joe O'Niel

### **Mecha Assault Force Members**

Carl LaFong  
Jim Ryan  
Annamarie Mathias Jennings  
Star Fitzgerald  
Amy Mayo

### **MAF Retailers**

Barry Osser  
Phillip Tirapelle



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# MECHA VS KATA

CHARACTER SHEET

## ID

Name

Refresh

Description

## ASPECTS

High Concept

Trouble

Archetype

## SKILLS

Superb (+5)

Great (+4)

Good (+3)

Fair (+2)

Average (+1)

## EXTRAS & STUNTS

## MECHA

Name

Design Philosophy

Glitch

Notes

Weapon Systems

Armor Systems

Other Systems

## PHYSICAL STRESS

1 2 3 4 5 6

## CONSEQUENCES

2 Mild

4 Moderate

6 Severe

## CONSEQUENCES

2 Mild

4 Moderate

6 Severe

## PHYSICAL STRESS

1 2 3 4

## MENTAL STRESS

1 2 3 4

## Instructions

Create your mecha's aspects (pg.50). If you are not using optional rules your mecha is finished!

Create your mecha's weapon (pg.52) or chose one from existing systems.

Create your mecha's armor (pg.59) or chose one from existing systems.

If you have Construction Points left you may purchase additional mecha systems.

If you are using the Size option (pg.70) purchase your mecha's size and note the modifiers in the appropriate box.

If you are using the Superstructure option (pg.73) purchase your mecha's superstructure and note the modifiers in the appropriate box.

If you are using the Power option (pg.68) purchase your mecha's Power Rating.

Note the total amount of Construction Points at the bottom, then fill in your mecha's total Physique score and bonus, total Stress Boxes, and total Consequences.

## ID

Name

Description

## ASPECTS

Design Philosophy

Glitch

Mecha Systems

Other

Weapons

Armor



## PHYSICAL STRESS

1	2	3	4	5	6
---	---	---	---	---	---

Physique Score +  
Strength Bonus

Power Rating

## CONSEQUENCES

2	Mild	2	Mild
---	------	---	------

4 Moderate

6 Severe

## OTHER

Options

Size

Height

Physique Roll +

Stress Boxes

WVAV Bonus

TOTAL CP COST

Superstructure

Physique

Stress Boxes

Weapons/Armor

Power Rating

--

# MECHA VS KAIJU

KAIJU DESIGN SHEET

## Instructions

Create your kaiju's aspects (pg.90).

Create your kaiju's Attack Form (pg.92).

Create your kaiju's Defense Form (pg.99).

Create your kaiju's other Mutations (pg.102).

Choose Skills (pg.97). Write the skill rating in the small box. Remember that the kaiju's Skill Cap is +2 higher than the player's. If the kaiju are in a group then each kaiju's Skill Cap is +1 higher.

If you are using the Size option (pg.70) purchase your kaiju's size and note the modifiers in the appropriate box.

If mecha are using the Superstructure option then the kaiju must use the Fortitude option (pg.105). Note Fortitude modifiers in the appropriate box.

Note the total amount of Mutation Points at the bottom, then fill in your Kaiju's total Physique score and bonus, total Stress Boxes, and total Consequences.

### ID

Name	
Description	

### ASPECTS

Motivation	
Instinct	
Mutations	
Attack Forms	
Defense Forms	
Other Mutations	

### SKILLS

Superb (+7)			
Great (+6)			
Good (+5)			
Fair (+4)			
Average (+3)			

### PHYSICAL STRESS

2	3	4	5
6	7	8	9
10			

Physique Score + Strength Bonus

### CONSEQUENCES

2	Mild
4	Moderate
6	Severe

### OTHER

Options						
Size	Height	Physique Roll +	Stress Boxes	Stress Boxes	Stress Boxes	Stress Boxes
	Fortitude	Physique				
						TOTAL MP COST



