

FATE of AMERICA



MECHA
VS KAIJU

A
Setting
for

By
Johnathan
Wright

FATE^{of} AMERICA

MUTIGIANT INSECTS TEAR THE U.S. IN HALF, AND IT'S UP TO THE CONTINENTAL RANGERS AND THE FIRST NATION DEFENSE FORCE TO HOLD THE LINE AGAINST "THEM"

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“I am become death, the destroyer of worlds.” Dr. J. Robert Oppenheimer

But what form would that death take? In Asia the nuclear genie spawned gargantuan kaiju; in China unchecked radiation turned humans into monsters; but in North America the atomic terror came in the form of the tiniest of creatures: the insects. While Japan fell victim to the radioactive experimentation of outside forces, the United States nearly destroyed itself through rampant atom bomb testing within its own heart.

At the end of WWII America had The Bomb, and everyone wanted the secret. Whether through independent research or espionage, other nations unlocked the secret of the atom, and the US rushed to unlock the secrets of thermonuclear fusion by performing hundreds of above and below ground nuclear tests during the 1950s. But while they only intended to test weapons, they were also inadvertently testing the effects of atomic mutation on biological organisms.

By the end of the 1950s the promise of the atom had turned into a nightmare, as the American heartland lie gutted by swarms of gigantic insects and reduced to a no-man’s land, inhabited only by those too hearty or headstrong to leave. Today these brave soldiers, united into the Continental Rangers and the First Nation of the American Indian Tribes, are all that stand between the rest of the “United” States and an apocalyptic swarm that could consume the nation.

Liberty from the Mutigants or Death!

Nuclear Weapons on Film

If you wish to get a feel for the paranoia of the cold war, and how it was reflected in popular culture, I suggest checking out some of the films of the time period.

- 1947: “Beginning of the End” – about the Manhattan Project
- 1951: “Five” – 4 men and 1 woman are the last survivors of an atomic war
- 1953: “The Beast from 20,000 Fathoms” – spiritual predecessor to Godzilla
- 1954: “Them” – the original giant insect movie
- 1955: “It Came from Beneath the Sea” – Ray Harryhausen’s first kaiju
- 1957: “Beginning of the End” “Deadly Mantis” “The Black Scorpion” – now the movies start to get **really** bad. Best seen as *Mystery Science Theater 3000* episodes.
- 1964: Fail Safe – What the moments before a nuclear attack might look like.
- 1964: Dr. Strangelove – a sardonic and at times slapstic take on WWII.

THE ATOMIC TIMELINE OF THE WORLD

1939. Aug.2: Albert Einstein writes the first of four letters to Pres. Franklin Delano Roosevelt regarding the viability of a nuclear weapon. He warned that Germany had stopped selling uranium ore from a mine it had captured, suggesting that they were now working on an atomic weapon. Oct.19: Pres. Roosevelt writes back to say he is convening a board to investigate the suggestion.

1942. June: The Manhattan Project is launched under the direction of Gen. Leslie Groves, Army Corps of Engineers.

1943. September: Los Alamos lab established in New Mexico.

1945. July 16: Trinity, the world's first nuclear weapon, is detonated in Jornada del Muerto (Route of the Dead Man) Valley, near Alamogordo New Mexico, with a force of 19,000 tons (19 kilotons) of TNT. Aug.6: the "Little Boy" uranium bomb is dropped on Hiroshima, Japan. **MvK:** The explosion creates the first kaiju – Kaibutsu. Aug.9: the "Fat Man" plutonium bomb is dropped on Nagasaki. **MvK:** This kills Kaibutsu. Aug.14: Japan surrenders. **MvK:** Scientific examination of kaiju remains begins.

1946. Jan: United Nations Atomic Energy Commission established. June: US unveils plans for the United Nations to establish controls on nuclear weapons, to stop their spread, and to eliminate its own stockpile. This plan is vetoed by the Soviet Union the following year. July: The Pacific Proving Grounds, a second American nuclear test site, is created at Bikini atoll, 1800 nautical miles west of Hawaii in the South Pacific. Operation Crossroads tests atomic weapons against naval and land-based military targets, as well as live animal specimens.

1947. The Armed Forces Special Weapons Project is established in the United States to oversee the military application of nuclear weapons.

1949. Apr: The North Atlantic Treaty Organization (NATO) is established to maintain the security of the North Atlantic area. Aug: Russia's Operation First Lightning (called "Joe 1" in the US) tests their first nuclear weapon.

1950. Jan: US Pres. Truman announces the development of a thermonuclear fusion bomb. Dec.1: Truman signs an executive order creating the Civil Defense Agency, and a generation grows up learning to "duck and cover" in the event of atomic attack. Dec.16: Truman declares a national emergency due to fighting in Korea. Dec.18: US Nevada Proving Grounds, a new permanent nuclear test site, is created in the Nevada desert, comprising 1,375 square miles (larger than the state of Rhode Island). Base camp is established in Mercury, NV. Other potential sites considered but rejected were Dugway Proving Ground in Utah, the White Sands Proving Ground in New Mexico, and Camp Lejeune in North Carolina.

1951. Jan.27: First nuclear detonation at the Nevada Proving Grounds. Over 100 of these tests will involve US soldiers as participants. Though worried it would affect the tourist trade, nuclear test watching becomes a popular pastime in Las Vegas.

1952. April: First live television broadcast of a nuclear test. Oct: UK Operation Hurricane detonates their first atomic bomb on islands near Australia. Nov: US Operation Ivy Mike tests the first thermonuclear fusion bomb.

1953 May: US tests a nuclear artillery cannon, capable of delivering a Hiroshima-size blast 6 miles away. These and other low-yield nuclear weapons will be deployed in Europe to counterbalance the Warsaw Pact's superior troop strength. Aug: Russian RDS-6 (called "Joe 4" in the US) tests their first thermonuclear weapon.

1954. US launch of first atomic-powered submarine. US begins testing "Pluto" nuclear-powered cruise missile, capable of flying at Mach 3 at low altitude, causing devastation through supersonic shockwaves, spreading intense radiation from its unshielded reactor, and delivering a thermonuclear device thousands of miles away. Mar: The Castle Bravo test at the Pacific Proving Grounds is the largest the US ever makes, before or since. A change in weather spreads fallout across the Marshall Islands, forcing many islands to evacuate. This sparks worldwide fears about the effects of atomic fallout.

1955. May: Warsaw Pact is established between the Soviet Union and its satellite states, similar to NATO.

1956. UK begins surface nuclear testing at Maralinga in central Australia, including the "Kittens" test, which disperses plutonium in airborne explosions.

1957. May: US Operation Plumbbob conducts 33 nuclear tests over a year's time at the Nevada Proving Grounds. May: US Congressional Joint Committee on Nuclear Energy holds hearings on the effects of radioactive fallout. Nov: UK Operation Grapple detonates their first thermonuclear bomb.

1958. US Operation Plowshare begins testing the peaceful uses of nuclear weapons. Aug: US Operation Argus detonates a nuclear device in space, proving the EMP theory. Sep: US Operation Hardtack tests 37 nuclear weapons in 60 days. Nov: US-UK-Russian moratorium begins on above-ground nuclear testing.

1960. France Operation Gerboise Bleue tests their first atomic bomb in French Polynesia.

1961. Sep.1: Russia violates moratorium on above-ground nuclear testing. Sep.5: US Pres. Kennedy orders resumption of above-ground nuclear testing. Oct: Russia detonates the Tsar Bomb, the world's largest atomic explosion at 100 megatons.

1963. US, UK, and Russia sign Limited Test Ban Treaty prohibiting the testing of nuclear weapons in the ocean, atmosphere, or outer space, but not underground.

1964. China Test #596 detonates its first atomic bomb.

1965. Russia develops the "Nuclear Explosions for the National Economy" program, similar to the US Operation Plowshare. Surface detonations create artificial lakes.

1967. China Test #6 detonates its first thermonuclear weapon.

1974. India Operation Smiling Buddha detonates an atomic bomb near the Pakistan border.

1983. Pakistan tests its first nuclear bomb.

2006. North Korea tests its first nuclear bomb.

President Truman and “The Bomb”

Operation Downfall, the planned Allied invasion of Japan, and their defense, Operation Ketsugo (決号作戦, “Codename Decisive”), would have killed millions. Two atomic bombs prevented that carnage, but what happened after that point had a great deal to do with the Commander in Chief after WWII: Harry Truman.

Truman was a veteran of the Great War and a stubborn Missouri politician. He saw the world in simple terms: the enemies of freedom had to be defeated, and this included the Cold War. When told after WWII of the awesome destructive power possible through a thermonuclear hydrogen fusion bomb, his only comment was “Well hell, why aren’t we making that?” To strengthen Europe against Communism he instituted the Marshall Plan, and sought to prevent Communist expansion in Asia by spearheading the United Nations’ activities in Korea.

It is possible that, were there another man in the White House after the fall of Japan, the nuclear history of the world would have been completely different.

THE ATOMIC HISTORY OF THE UNITED STATES

The America of Mecha vs Kaiju is a very different place, due to the effects of atomic mutation. After the initial tests in the Nevada Proving Grounds, reports began to circulate of changes in insect and wildlife. They were growing in size and becoming more aggressive. In small towns of the central US people claimed to see large shapes moving in the darkness, and would awake to find cattle mutilated.

At first these reports were not taken seriously, or were put down to human criminal activity. But that all changed in 1954, the year They attacked. The giant insects were first seen in the western desert, one group erupting out of the Nevada Proving Grounds itself, while winged queens flew west. The Nevada hive was destroyed, but months later a colony was found in the Los Angeles sewers. It took weeks for the military to exterminate them all, but that was only the beginning.

1955: giant spiders attack New Mexico; 1956: a giant squid attacks San Francisco; 1957: a giant praying mantis attacks New York; 1958: giant grasshoppers attack Kansas City. It began to seem that the natural world was up in arms, and directing its ire at the United States. While the kaiju attacks on Japan were seen as a targeted communist conspiracy, many scientists saw the “mutigiant” outbreak in America as a terrifying natural phenomenon triggered by atmospheric atomic testing. And the more people who died due to these attacks, the more adamant the military grew that they needed a strong offensive force to fight them, including even more powerful nuclear weapons.

An Explosion of Nuclear Testing

While people around the world called for a halt to nuclear testing, the US atomic energy agencies, sensing their time may be limited, began a rapid expansion of their testing. In 1957-58 alone there were 33 nuclear tests. Finally in 1958 the major nuclear powers agreed to a moratorium on above-ground nuclear testing, set to go into effect in three months time. The United States spent those months detonating 30 nuclear weapons in Nevada. It was this act of hubris that triggered the greatest disaster in American history.

As 1959 dawned the American heartland exploded. Colonies of giant ants, huge carnivorous spiders, millipedes the length of freight trains, and swarms of immense locusts all descended on Nevada, Utah, Arizona, New Mexico, Wyoming, and southern Idaho. At first only active during the daylight hours, as the weather warmed they became more and more energetic and dangerous. The military mobilized, but they were hard pressed to stop the thousands of creatures that were devouring everything in their path.



The Emptying of America's Heartland

As people evacuated, whole regions of the country were denuded of human life. Nevada was the first state to be completely depopulated, as caravans of refugees fled west towards California. The Sierra mountain range provided a natural barrier for the monsters, and Army Rangers were able to hold the line and keep the Golden State safe. Meanwhile, the insect horde spread east and south, devastating the plains of Utah, Colorado, and Wyoming, consuming half the livestock in the US.

The military tried desperately to hold the line against the onslaught, but every barricade was overcome, or worse circumvented as insects flew, bounded, and burrowed past countless defensive lines. By the summer of 1959 President Eisenhower declared a state of emergency and ordered the entire midwest of the United States evacuated of civilian personnel. To the shock of the world, the region between the Sierra mountains and the Mississippi River became the kingdom of the mutigiants.

The Holdouts

There were many who refused to go: individual farmers and ranchers swore to hold onto their land; the Mormons of Salt Lake City refused to leave their promised land; the citizens of Texas refused to give up one inch of the land their ancestors fought and died for.

American Indians in the 1950s

Since the founding of the United States, the goal of the federal government in regards to indigenous peoples has always been assimilation. This movement reached its peak just after WWII, when Congress enacted a series of “Indian termination” laws, ending the federal government’s oversight and protection of tribal lands. From their standpoint American Indians were to become normal, tax-paying members of society. From the Indian point of view this was the ultimate attempt to destroy their identity as a tribe.

The government went so far as to pass the “Indian Relocation Act” in 1956, offering to move tribal members into urban areas and provide them with vocational training. The program was quickly scuttled due to the emerging threat of giant insects. Today many see the inherent cohesion of the tribal groups as one of the best weapons against the radioactive marauders.

But as many people were leaving the Midwest, there was a specific group that was returning: the American Indian tribes, who were as determined as the Mormons and Texans to defend their ancestral land.

As winter fell scientists theorized that the insects would go into a state of hibernation, burrowing deep to avoid the cold. This would give the military a chance to prepare for a major counter-attack. But it was not to be. The radiation which had mutated the insects also kept them warm enough to remain active, and as 1959 drew to a close a desperate gamble was prepared.

Pres. Eisenhower, after agonizing weeks, authorized atomic attacks against the major hives of the insect horde. Basing his decision on the fate of the first kaiju back in 1945, both born and killed by atomic power, it was hoped that the explosive force of the Bomb would destroy the hives and give the military a chance to push back the bugs.

R-Day

January 1st, 1960: A-Day. The people of the country, and indeed the world, were glued to their radios and televisions as combat reporters observed the attacks from a distance. Las Vegas – Flagstaff – Tuscon – Ogden – Albuquerque – Colorado Springs – Wichita – all were destroyed that fateful day, but the gambit worked. The hives that had dominated those regions were also destroyed, and the military quickly moved in to finish the job.

But by Spring it was clear that they had only been partially successful. While the major hives had been destroyed, there were still dozens of smaller pockets across the Central and Southwest United States. The citizens of the United States realized that they had, not a battle, but a war to win.

Temporary defensive lines became the permanent borders of the “Central Control Region” (CCR): the Sierra Nevada mountains on the west; the “Badlands Barrier” along the northern borders of Oregon, Idaho, Utah, Colorado, and through the Dacotas; the “Missouri Wall”, running along almost 1000 miles of river to the east; and the “Red Line” along the border of Texas and Oklahoma, cutting through New Mexico and Arizona.

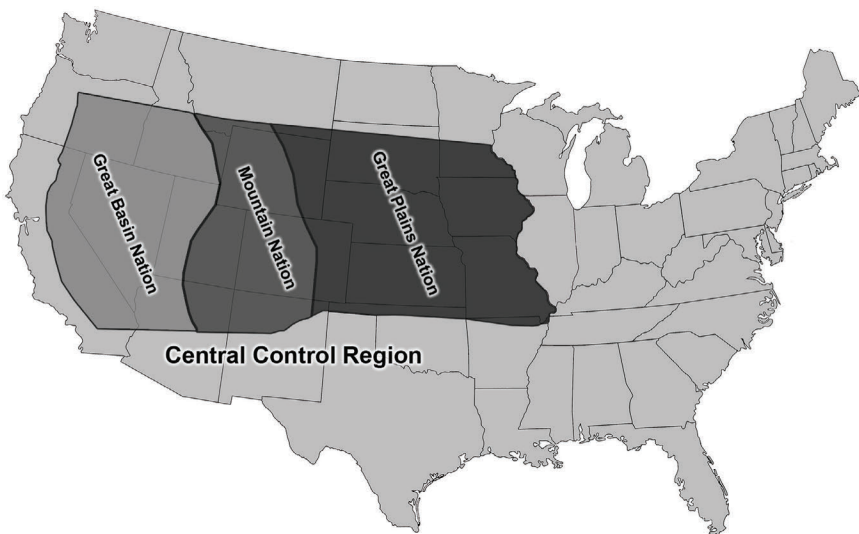


CENTRAL CONTROL REGION
We Hold the Line

As the 1960s began, the area within the CCR was officially a no-man's-land, the state governments having collapsed and the federal government disavowing all official support for civilians in the area. Unofficially, however, the battle continued: the Mormons of Salt Lake City kept their border clear of bugs, and so were spared the Bomb; the tribal lands each had their own capital, far from the bombed out ruins of previous capitals, which were likewise kept free of insect spawn; and the Texas Rangers travelled far into the CCR in surplus military jeeps, civilian trucks, and even by horseback, taking the fight to the monsters who had infested the land.

Birth of the First Nation – Rebirth of the Rangers

In 1961 newly elected President John Kennedy enacted two landmark Executive Orders. First he constituted the Texas Rangers into the core of a new Continental Rangers. Their responsibility would be to continue missions into the CCR and attempt to denude the insect population. Second he sent ambassadors to the American Indian tribes active within the CCR and formally recognized their sovereignty as the “First Nation”. This gave many within the former tribal lands something to fight for, and the First Nation Militia became a powerful ally against the insects. Legislated into law with bitter resignation, the American states within the CCR were officially disbanded, a controversial move that would cost the President his office in the election of 1964. But years later Senator John Kennedy would say that the birth of the First Nation had saved the country and righted a great wrong.



America Looks Outward

With the situation in the American Midwest stabilized, if not satisfactorily, the country looked to the world outside its borders and was shocked at the changes that had occurred in only a few years. Europe had banded together into a European Union to rebuild after the war. By the 1960s international Communism was in a shambles, after the triple blow of North Korea's kaiju attack on Japan, China's revelation that Mao conducted radioactive experiments on tens of thousands of

MECHA

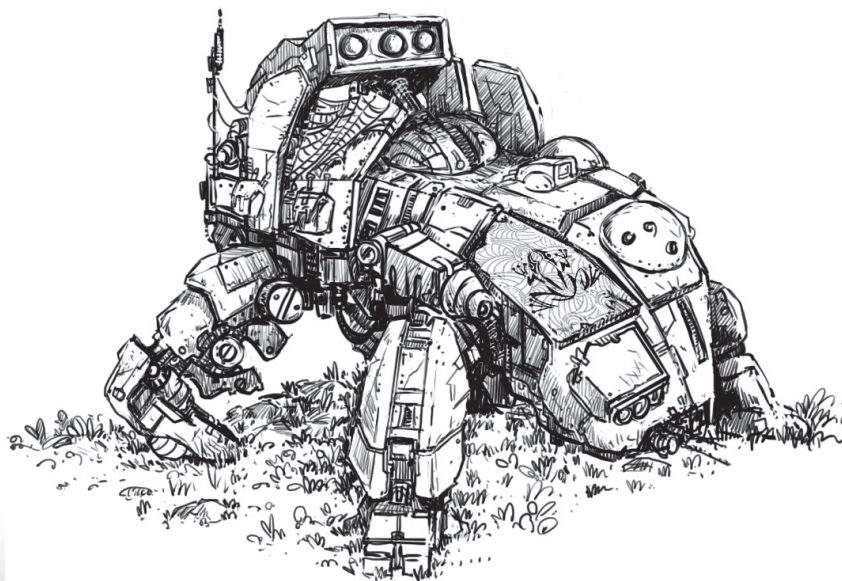
his own people, and the Soviet Union's crushing of the Hungarian revolution. Still the American election of 1964 saw the rise of ultra-conservative Barry Goldwater as President of the United States, and the country began to aggressively expand its defense structure.

Rebirth of the Arsenal of Democracy

As the giant insect populations increased, so too did the technology being used against them. After the success in Japan of Metaru Jaianto, their giant remote-controlled robot, the Continental Rangers developed their own all-terrain weapons platforms – Armored Combat AuTomatons, or ArmorCATs. At first just walking jeeps, designed to take the Rangers deep into enemy hives, the CATs developed into robust machines of war, with the decidedly American flavor that made them more like walking tanks than humanoid mecha. Later, man-size servo suits would turn an individual soldier into a one-man army corp.

As America began to flex its technological muscles once more, Russia began to do so as well, devoting more of its national resources from exporting Communism to building rockets and automata of its own. In 1964 President Goldwater made a national pledge to put a permanent base in orbit around the Earth, to serve as a staging point to reach the moon and beyond. The technology race that followed continued into 1984, when newly elected President Reagan called for an orbiting death ray, a submersible aircraft carrier, and a giant robot called U.S.Arsenal.

Today, for all the prestige projects launched by the government, America is still a country at war with an internal enemy. Unwilling to pollute themselves with atomic fallout or biological contamination, the people of the United States depend on the Continental Rangers to wage and win their man-to-mutigiant battle within the Central Control Region. Now united with the First Nation Militia and the Saints of Salt Lake City, the Rangers fight tirelessly to defend the borders of the new United States from the encroaching contagion of the mutigiants.



ALLIES

The Continental Rangers

In 1959, during the early days of the mutagiant invasion, as swarms of the monsters streamed southward towards warmer climates, leaders of the United States Army and National Guard gathered around a map and drew a red line along the 37th parallel – the northern borders Arizona, New Mexico, and Oklahoma, vowing that the creatures would not pass. Along this thousand mile front they arrayed the bulk of their military might: tanks, mortars, rockets, and jets. They fought like furies, but in the end the sheer weight of numbers overwhelmed most of their locations. The one area that was never overrun was the eastern edge of the defense line, where the combined might of the Oklahoma National Guard and the Texas Rangers held the giant insects back. From this bloody incident the Continental Rangers were born.

Today the CR operates out of a heavily defended command and control center at Aurora Station, in the Rocky Mountains near the ruins of Denver. From here they coordinate with hundreds of Ranger units operating within the Central Control Region, monitoring mutagiant activity and maintaining constant low-level warfare to keep the monster population low.

Rangers live on the physical and spiritual edges of American society. They pull long patrols in dangerous territory, and when they return to base they are still isolated from everyone who is not a Ranger. This forges a strong, some say unbreakable, bond between people who have seen things no one else will ever understand.

Organization Extra: The Rangers

Permissions: An aspect must reflect residence within the CCR or some kind of military service.

Cost: Military Specialty. Rangers are the best there is at what they do. You must have at least a Good (+3) in one of the following skills: Crafts, Drive, Fight, Lore, Notice, Physique, Shoot, Stealth

Stunts: Sisters and Brothers. When you are a Ranger there is always someone who has your back. Once per session you may call on a fellow Ranger for help. They will use one of the skills assigned to the organization in place of your own skill. Next session you will have to perform a service for that Ranger or the Ranger organization in return.

The Rangers Aspects: Best There Is at What We Do; The Line is Drawn; Living on the Edge. Skills: Great (+4) Notice; Good (+3) Contacts, Shoot; Fair (+2) Fight, Resources, Stealth



Continental Rangers
Original Logo
(napkin drawing '61)

Colonel Randolph Raymond



The Commandant of the Colonial Rangers is Col. Randolph Raymond, “Randy” to his few close friends. Raymond came up through the ranks of the CR’s ArmorCAT brigade, and still considers himself a man who leads from the front. He is respected by his men for his experience and judgment, but is personally distant, keeping few friends except those remaining first generation Rangers still on active duty, a sadly diminishing circle of friends.

Ray is famous for his ability to think around impossible situations, what the squadies on his first CAT called “Warp-Speed Thinking”, in part due to his fondness for Star Trek. Ray’s nerdiness is one of the qualities that endears him to his men. For all his cool and professional exterior, he is still at heart a young soldier doing his best to defend his country to the best of his ability.

High Concept: Old Soldiers Never Die

Trouble: Eternal Outsider

Skills: Superb +5 Lore; Great +4 Drive, Provoke; Good +3 Investigate, Notice, Will; Fair +2 Contacts, Deceive, Resources, Shoot

Warp-Speed Thinking (stunt tree)

You have brought logic to a level of expertise unparalleled in modern times. In the same way the olympic athlete perfects their sport, you have perfected the process of thought.

Activation: You begin deeper thinking by activating your prior knowledge, using one skill to inform your performance of another. Once per scene you may use a skill to create an advantage. Instead of creating an aspect you create a boost and may immediately use it to roll a different skill check. If you succeed with style the bonus from this advantage is worth +3 instead of +2.

Mnemonic (requires “Activation”): You have an outstanding memory. Once per scene you may “remember” a raw skill check (not counting Aspects or Boosts). You may use this result for any other use of that skill this scene. Each time you use the result in this way reduce the result by 2.

Metacognition (requires “Mnemonic”): You are able to think clearly about your own thinking, observing your thought process objectively. This makes it much easier to detect flaws in your reason and to correct them. Once per scene when you make a skill check you may attempt it a second time, taking the roll you prefer. Any aspects invoked previously still provide their bonus.

The First Nation

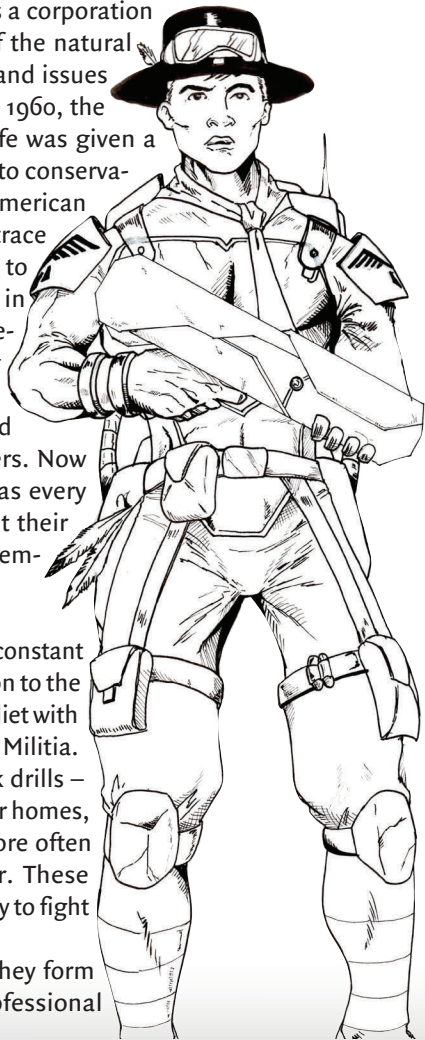
Officially named the “First Nation Native Regional Corporation”, this is the political body of American Indians living within the Central Control Region of the American heartland. The First Nation comprises three major geographic areas: the Great Basin, making up what was once Nevada, and parts of Eastern California, Western Utah, Northern Arizona, and Southern Oregon and Idaho; the Mountain Nation, encompassing most of Wyoming and Colorado; and the Great Plains, comprising Nebraska, Iowa, Kansas, and Missouri. Within the First Nation are a number of Tribal Associations, comprising the major tribal groups native to the region, such as the Shoshoni, Navajo, and Apache of the Great Basin; the Ute and Paiute of the Mountain Nation; and the Comanche, Pawnee, Cheyenne, and Sioux of the Great Plains.

If the name of the organization sounds more like a business than a political body that is by design. The First Nation is a corporation which controls tribal land, makes use of the natural resources located there, collects profits and issues dividends to its shareholders. Created in 1960, the ostensibly Socialistic nature of native life was given a patina of capitalism to make it palatable to conservative politicians. Upon its creation every American Indian living in these areas, or who could trace their lineage to the area and was willing to relocate, was issued 100 shares of stock in the First Nation Corporation. This arrangement gave legal recognition to something that had existed for centuries: American Indians lived off their land and considered themselves caretakers rather than owners. Now this concept was given lawful backing, as every “shareholder” of the First Nation made it their duty to protect the land for the sake of themselves and their families.

The First Nation Militia

The people of the First Nation live with the constant threat of Mutagiant attack. This, in addition to the common practice of supplementing their diet with hunting, gives the First Nation a powerful Militia. Every citizen has practiced mutant attack drills – mustering in pre-arranged zones near their homes, in squads of friends and families who more often than not live, work, and fight together. These squads are motivated by love of community to fight hard in defense of all they hold dear.

Some hold this bond so tightly that they form “War Parties”, organized groups of professional



soldiers supported by a community, but trained and outfitted by the First Nation itself. Each Party is provided equipment and vehicles and given a patrol area around their community to monitor. Minor threats are handled by individual Parties, but in the event of a major incursion each War Party has access to a helicopter to rapidly reinforce other communities nearby.

The First Nation Militia has no centralized command and control, and they see this as a strength. Independent and self-sufficient, each War Party adapts to the chaotic events that are a part of everyday life within the CCR. Each militia group has a name and symbol, such as Thunderbirds, Broken Arrows, Eagle Feathers, etc.

One concession the militia has made to the concept of a uniform military is the adoption of designations for combat specialties. Rather than terms such as “airborne” or “sniper”, the First Nation Militia uses animals representing both the spirit and the skills of their chosen specialty.

Native American Insect Spirits

Like all natural creatures, insects have a spirit. Called a “kami” in Japan, such as the Ant Kami or the Spider Kami, the spirit of each insect genus has a different individual name within the various Native American tribes and nations. For example, the spider spirit of the Sioux is “Iktomi”, a trickster, while to the Navajo “Na ashje’ii ‘Asdzáá” is a benefactor of human kind.


These spirits are often related to individual insects, which in various stories are often seen as being weak and humble. But hives and swarms of insects are often seen as negative and destructive. In this way all insects have positive and negative characteristics. In Fate terms these can be represented by positive and negative Aspects:

- Ants: Serve the Colony/Mindlessly Follow Orders
- Bees: Part the Cycle of Life/Slave to the Hive
- Cricket: Overcome Any Obstacle/Devour Everything (Locust)

Just as the kaiju of Japan are closely related to the battle between the divine heavenly Kami and the demonic Oni, so too are mutigiants involved with the nature spirits of America. For those who follow these spirits the giant insects are at turns abominations of science and the vengeance of the natural world. And either or both supernatural concepts can have a place in your campaign.

If you are looking for a resolution or “cure” to the mutigiant problem within your campaign then Native American spirits would be one way to do it; the idea of using religion and mysticism to solve a problem created by science is a tried and true storytelling device. There are many options for bringing the spirit world into your campaign:

- Insect spirits are generally good, but have been pushed into lashing out against the world of man. They recognize humans and have communicated with mystics for centuries. Players could become ambassadors to these spirits, slowly winning them over to their side.
- Insect spirits are utterly alien and nearly impossible to communicate with. Humans have been at war with these spirits for centuries, and the legends of many tribes are allegorical tales of these life-or-death struggles.

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- Invoking the ancestors of the numerous tribes which have returned to the CCR has numerous powerful effects, both in terms of magical firepower and cultural awareness. Magical blessings become strong defenses for communities, as the ancestors of each family living there contribute a portion of their power to form a protective ward. Ancient warriors lend their strength to war parties who seek to do battle with the enemies of the community.
 - Those who value the gains made by the First Nation over the past 60 years seek to use the insect spirits as a means of influencing or even controlling the mutigants, reinforcing their holdings and eventually moving against the rest of the United States.

Existing Supernatural rules (MvK pg.27) would be a powerful addition to any of these plotlines.

Salt Lake City

Salt Lake City, Utah was a burgeoning metropolis in 1958, with a vibrant urban center and the beginnings of a suburban community. With the Mormon temple at its center, the city radiated outward, surrounded on three sides by Oquirrh and Wasatch mountains, and on the fourth by the Great Salt Lake. Though accessible by two major interstates, a railroad hub, and an international airport, its location in a valley, beside a perennial body of water, would become a godsend during the giant insect attacks of 1959.

As the residents of the American heartland fled the onslaught of the mutagants, the people of Salt Lake City went into action. Having long practiced emergency drills in the event of communist attack, and being well-versed with handling natural disasters, the Mormons and their gentile neighbors were well prepared for the summer of terror which fell upon them. During the 1950s Utah had the highest number of defense contracts in the country, and many of these facilities were moved to Salt Lake City when their owners evacuated. Over the years the city would reimburse every corporation for the equipment they confiscated. Infrastructure improvements that were underway in the 1950s, such as a new airport and water treatment systems, were quickly reworked with an eye towards the physical defense of the city.

These decisions were made quickly thanks to the intervention of “The Triumverate”: David O. McKay, president of the Mormon church; Gus Backman, head of the Chamber of Commerce; and John Fitzpatrick, publisher of the Salt Lake Tribune. These leaders represented the fundamentalist Mormon, inactive Mormon, and non-Mormon communities, and throughout the crisis they operated a benign dictatorship that saw the people of Salt Lake City turn their home into a fortress.

Every able-bodied man and woman was trained in weapons and defense. Ordinance confiscated from the Utah National Guard was moved into place. Wood and corrugated steel walls surrounded the city, replaced later by concrete. When the inevitable attack came, in the form of enormous beetles crossing the mountains, Salt Lake City became one of the few communities to drive off the monstrous invaders, and in doing so became a symbol to the country. Supplies poured in as “The Saints” vowed to stand against the Mutagants – a vow they hold to today.

The Saints

The Salt Lake City Defense Force, known locally and throughout the world as “The Saints”, is a military force made up of every able-bodied person living in Salt Lake City. Service is mandatory, and physical conditioning begins at a young age. Young adults study all the vital areas of the city, familiarizing themselves with how their city functions. Conscription occurs during the summer of the 18th year, where students usually graduate high school and move into barracks a week later. Over the next 6 weeks the conscripts undergo rigorous military training and then serve a 3 year tour. Knowing that such service is coming, young people often direct their studies towards a branch of the Saints they hope to serve in.

Salt Lake City has become the second most powerful stronghold in the Central Control Region, next to Aurora Station, and a brigade of Continental Rangers is on permanent station at the city airport. Saints who wish to take the fight to the Mutagiants are allowed to serve their 3 year tour as a Ranger.

Organization Extra: The Saints

Permission: An aspect must reflect living within Salt Lake City or membership in the Mormon church.

Cost: One of your combat skills must be at least Good (+3).

Stunts: You gain access to the Weapon Master stunt tree. The saints are trained to strike first in combat and to stand up against overwhelming odds. Cowboys called it Gunslinging; Samurai called it Iaido; the Saints call it Weapon Mastery.

- **The Path is Clear:** Once you have chosen to attack your mind clears itself of doubt, and you act without thinking. You may use either Fight or Shoot to determine initiative. You must make a Fight/Shoot skill check that round.
- **The Way to the Enemy** (requires “The Path is Clear”): Whether there is one before you or a hundred, all will taste your metal. Spend a Fate Point and make an attack roll. This roll is applied to every target within range.
- **The Beginning and the End** (requires “The Way to the Enemy”): You become so focused on the attack that it is the only thing you can see or do. When you spend a Fate Point to activate “Way to the Enemy” you win initiative for that round. If your opponent is also a Weapon Master then make an opposed Notice check. You may take no other action this round except your single attack roll.



Military Stunt Trees

Whether Ranger, Saint, or Native American, most characters in the CCR have military training, and the following stunt trees represent various military specialties. Although Saints and Continental Rangers use different unit designations for each job than the First Nation, their skill set is identical.

Continental Rangers Stalker; First Nation Elk

You are expert at moving silently and creating ambushes against your foes.

- **Disappear:** You know how to remove yourself from the sight of another. When you are in the presence of only one viewer (including a single camera) you may use Provoke to Overcome their Notice skill. If you succeed you may immediately make a Stealth check to vanish from sight.
- **Blindsided** (requires “Disappear”): If you succeed with style when overcoming a single target’s Notice check you may place the “Blindsided” aspect on them with a free invoke. The target must make a Fair (+2) Notice check to remove this aspect.
- **Hunter Hunted** (requires “Blindsided”): You may use Stealth to attack any target that has failed a Notice check against you.

Continental Ranger Airborne; 1st Nation Crow

Altitude is your ally. Your expert eye can take in an entire battlefield in moments and guide others to victory.

- **Tuck and Roll:** The most important lesson of an airborne soldier is how to land. When making an Athletics roll to resist falling damage, add +2 to the roll. Crows are considered to have Armor Value +1 against falling damage.
- **Overwatch** (Requires “Tuck and Roll”): Crows are master scouts of the air. When they have viewed an area from above, either from an aerial vehicle, parachute, or an elevated position on land, they can make tactical observations and either use them themselves or transmit them to others. In these circumstances Airborne Crows can replace Investigate with Notice to Overcome or Create an Advantage.
- **Battlefield Secrets** (Requires “Overwatch”): Airborne can uncover things about the battlefield that are unknown even to those who may live in the area. When they have viewed an area from above, either from an aerial vehicle, parachute, or an elevated position on land, they can spend a Fate point to Declare three story details.

Continental Ranger Commander; 1st Nation War Chief

You are a leader, pushing your squad to their limits and maintaining unit integrity through your own force of will.

- **Forced March:** You instill intense determination in your troops, allowing them to push beyond their physical limits by leaning on your resolution. Once per scene you may replace the Physique skill of one or more of your party with your Will score when they attempt Overcome rolls representing feats of endurance.
- **By Your Command** (Requires “Forced March”): You are the commander of a war party, and they remember your instructions and orders even when you are not near. You may designate up to 6 individuals as your squad. At any time you

may give your “squadies” an order and one of your Fate points. You may also narrate the squad’s memory of your past instructions and give them a Fate point if you are not physically present.

- **Spread the Risk** (Requires “By Your Command”): Your primary focus on the battlefield is the safety of your squad. When your squaddies are within 2 zones of you or another member you provide one additional Mild Consequence that any member can use. This Consequence cannot be invoked by the attacker.

Continental Ranger Scout; 1st Nation Wolf

The wilderness is your ally. You listen and it tells you things no one else can hear.

- **Survival**: You are a wilderness warrior. You gain +2 to Lore when performing activities designed to keep you and your squad mates alive in the wild, including finding your way.
- **Overland Mastery** (Requires “Survival”): Rangers can always find enough food and water for themselves without spending a Fate point, even in extreme situations. Roll a Lore check for Survival. The result is the number of other people for whom you can find food and water. In addition you suffer no increased difficulty due to a lack of tools.
- **Scent the Prey** (Requires “Overland Mastery”) Rangers are never surprised. They always have a split-second warning of danger.

Continental Ranger Infantry; First Nation Bison

You are an expert in the use of heavy weapons, and provide high caliber, high damage, long-range support to your squad. You also have the strength to carry these heavy weapons over long distances and use them effectively in combat.

- **Heavy Load**: You are strong enough to march all day while hauling heavy burdens. You gain +2 to Overcome or Create Advantage rolls with Physique that involve lifting great weights.
- **Field Repairs** (Requires “Heavy Load”): Your weapons are as complicated to maintain as they are vital to operations. You may use Shoot instead of Craft when repairing or modifying your weapons. Your ability to care for your equipment and that of your squad is respected by those in your supply chain. Once per adventure you may replace Resources with Shoot to gain special equipment.
- **Suppressing Fire** (Requires “Field Repairs”): You are an expert in using fully automatic assault weapons in support of your squad. Make an attack against all targets in a sector. Any target hit is tagged with the aspect “Pinned Down”. If a squad member is attacked by a target with this aspect they receive a free invoke of “Pinned Down”. The “Pinned Down” aspect goes away if you miss them or are no longer attacking them.
- **Indirect Fire** (Requires “Field Repairs”) You are an expert in using high-damage explosive weapon systems, such as mortars, rockets, and portable missile systems. In your hands such weapons can be used between 3 and 5 zones away. They are ineffective at closer range. You may target everyone within a zone with such a weapon. Roll once and apply the result to each target. Each target must make an independent Athletics check to dodge

AS A CAMPAIGN

There are many ways to craft this setting information into a campaign. These are just a few ideas.

Greenhorns

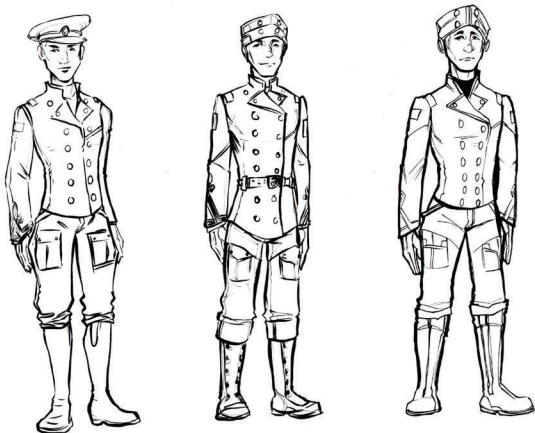
You are all new to the Continental Rangers. Some have travelled from the east as volunteers. Others were assigned through various government organizations. Still others are locals, living in the CCR and joining up to help defend their home. Typically Greenhorns are taken on a 6-week tour of the 3 services: Rangers, First Nation, and Saints. While doing so this group grows closer and trains with all manner of equipment, such as servo suits and CATs. While on tour they may uncover unexpected criminal activity, such as underground trade in mutant insect parts, smuggling contraband into or out of the CCR, or the theft of native artifacts. By the time their tour is over this group will be ready to serve and will be granted the title “Ranger”. They will also have seen the dark underside of the CCR, and have an idea of what kinds of threats they may well seek to oppose.

This plot line could be easily adapted to a group of Mecha Assault pilots from Japan acting in an exchange capacity.

B-Day

For years the government has sought to use insecticide to destroy the mutants. However doing so would defoliate the Midwest and kill all animal life. For the sake of future generations, and those still living in the region, this plan has never been executed.

Now rogue elements within the United States Military, humiliated at their inability to reunite the country, and at being prevented from using the weapons at their disposal, are embarking on a campaign to retake the CCR, using deadly poisons. They will engage in small test runs, which the players can uncover when they discover whole hives filled with dead Mutagiants. Widespread use of such poisons would harm or even kill thousands within the CCR, and it would require mind, body, and will to uncover the conspiracy.



Continental Ranger Uniforms
Uniforms of CR officers, warrant officers, and enlisted.

POINTS OF DIVERGENCE

The 1950s is the breaking point between the world of “Mecha vs Kaiju” and our own. It was a time of international threat and deep paranoia. In our world the threat of nuclear annihilation hung over civilization for decades. In the MvK world the kaiju of the east and the mutant insects of the west were enough to inspire nations to set such weapons aside. The outcome of such a choice could have been hot wars instead of cold, where armies did not fear clashing over influence and resources, except that America turned inward at this critical time, while simultaneously Communist countries unleashed nuclear mutations upon the world, destroying their credibility and eliminating the Soviet Union’s ability to export its philosophy. A solidified European Union quickly formed, establishing a 3-way balance of power in a world without superpowers.

When the United States finally flexed its muscles it was within its own sphere of influence, exporting its culture south and building the Organization of American States into a powerful economic force through agriculture and manufacturing – the Pan-American Union.

Final Broadcast of Veteran Newscaster Walter Cronkite, 1980

As always people come to one at the end of their career and ask “What was the most influential moment you ever covered.” There are so many: the end of the Korean war; the collapse of the Communist party in the former Soviet Union under President Hart; the final television address of Senator Kennedy, then our 35th President, announcing he would not seek nor would he accept his party’s nomination for another term as president. But the most influential event, the one that caused all those others, was the rise of the mutagiants, the rise of the kaiju.

In America no other event has had a greater influence on our lives: no war destroyed as much property, and no political movement altered the landscape of our country like the invasion of the mutagiants and the creation of the Central Control Region. In Asia no event has every united the people like the kaiju have against North Korea or the Million Mutant Militia have against China. In Europe no event has ever shown the callousness of Communism like Khrushchev’s acceptance of those monsters, an act which doomed his political movement to repudiation and ignominy.

We can only imagine what our world would look like were it not in constant danger of kaiju attack. Would we have taken to space earlier than the 1970s? Would we already have a colony on Mars rather than a mere wheel in space and gas station on the moon? Would the technology that brought us mechanical weapons against monsters be turned instead towards flying cars and unlimited energy? We can only wonder.

And so it was with the coming of the Kaiju that the world changed, both here in America and across the world. The changes they wrought will never be undone, but I hope...I pray I live to see the day when they will change the world no more. And that’s the way it is.

AMERICAN MECHA

From a technology standpoint, the United States took a page out of Japan's book in their battle against the kaiju, developing their own mecha called Armored Combat AuTomatics, or ArmorCATs, walking tanks capable of taking the fight to the mutants. But the American vision of the rugged individual and the lone soldier would also inspire the military to develop powered Servo Suits, granting a single soldier the firepower of a battalion.

Scale

Servo Suits, man-sized wearable power armor, are of vital importance to the Continental Rangers. They give these meager, over-stretched troops the power of a tank. And that's a good thing, since most mutigiants tower over them. Because of this "Fate of America" uses the Scale rules found on page 70 of the "Mecha vs Kaiju" rulebook. Soldiers in Servo Suits are Human size. Mutigiants range from Human to Towering size, and receive the benefits of "Size as a Static Bonus" on MvK page 72. This also applies to the larger Armor CATs.

When adapting existing mecha and kaiju for use in this campaign be sure to take this into account.

Paragon: Servo Suit



This heavy combat suit is usually issued only in anticipation of extreme hazards. It can be reconfigured with alternate weapon packages

Design Philosophy: Heavy Hitter

Glitch: No Fan of the Cold **Size:** Human **CP:** 9

Stress Boxes: 3 **Armor Value:** 2

Overbore: This miniature railgun uses steel slugs that can be forged from scavenged scrap in the field.

- **Accurate:** Once per scene, when your target invokes a scene aspect that causes your attack to miss, you may invoke Accurate for free.

- **Ammo:** 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.

- **Burst:** 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.

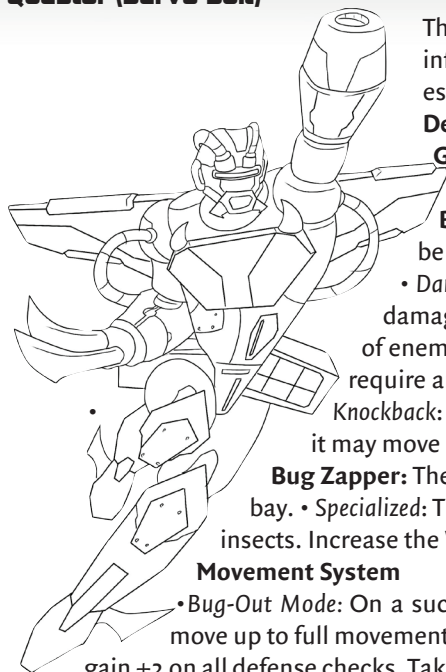
Six Pack: A shoulder-mounted mini-missile pack.

- **Ammo** • **Area:** This weapon strikes all targets in a

sector. Make one attack roll. The attack is applied to each target. Reduce damage by -2 shifts. If the attack does no damage the attacker gains a Boost instead.

- **Indirect Fire:** 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.

Questar (Servo Suit)



This light, high-speed suit was created to infiltrate insect hives, scout the area, and escape quickly

Design Philosophy: Fast as Lightning

Glitch: Lightweight **Size:** Human

Stress Boxes: 2 **CP:** 6

Blast Arm: Questar's range weapon can be reconfigured for any situation.

- **Damage Modulation:** You are able to vary the damage form of this weapon to take advantage of enemy weaknesses. Using this stunt does not require an action.

- **Knockback:** Anytime this weapon succeeds with style it may move its target back up to 2 sectors.

- **Bug Zapper:** These claws are designed to keep insects at bay.

- **Specialized:** This weapon is especially effective against insects. Increase the Weapon Value by +2 against them.

Movement System

- **Bug-Out Mode:** On a successful Athletics defense, immediately move up to full movement. On the next exchange forgo action and gain +2 on all defense checks. Take a normal movement for that exchange.
- **Jump Jets:** You are able to leap over obstacles. You may invoke Jump Jets to move normally, regardless of situational aspects limiting movement.
- **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 to Automobile speed.

Flagstaff-Class (ArmorCAT)

ArmorCAT models are named after cities lost during A-Day. The Flagstaff class is one of the true workhorses of the Continental Rangers: small and rugged enough to be easily maintained, yet big enough to make a difference when the time comes.

Design Philosophy: Built to Last

Glitch: Top-Heavy

Size: Towering **Physique Checks:** +2

Stress Boxes: 1, 2, 3

CP: 6

Rail Cannon: Magnets accelerate a watermelon-size steel slug to hypersonic speed. WV +3

- **Long Range:** Increase the range of this weapon to 6 sectors. The weapon cannot be used to attack a target 1 or 2 sectors away.
- **Overload:** Spend a Fate point and declare 2 dice to be your "Overload Dice" for the scene. When an Overload Die rolls a [+] add +2 shifts to damage. The following round all mecha actions are at -1 due to energy drain. This penalty disappears the following round.

Point Defense Guns: These small machine guns are designed for infantry support. They can be used by either passengers or crew. WV +2

- **Autofire:** 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.

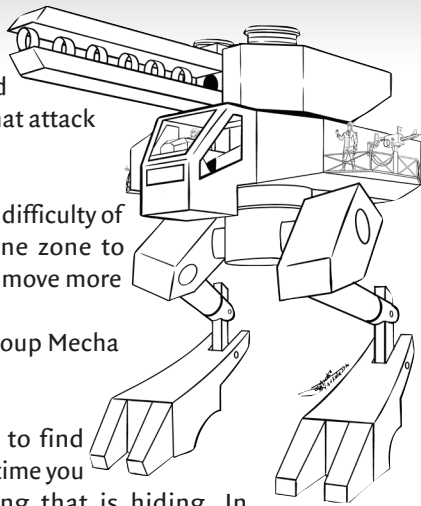
Armor: AV +2

- **Cumbersome:** Increase the Overcome difficulty of situation aspects moving from one zone to another by +2. This mecha may not move more than one sector per round.

Copilot: Crewmembers may use the Group Mecha Control option (see MvK pg.47).

Sensor Array

- **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.
- **Scanner:** 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.
- **Target Analyzer:** Gain +2 to Empathy checks to determine the aspects of a living enemy, or +2 to Craft checks to determine the aspects of a mechanical enemy.



U.S.Arsenal (ArmorCAT)

Designed in the 1980s, inspired by then President Reagan, U.S.Arsenal is 30 stories of nuclear-powered devastation. Too expensive to actually use in combat, it nevertheless remains ready for action, a powerful symbol of American might.

Design Philosophy: Homeland Defender

Glitch: State of the Art for 1984

Size: Gargantuan

Physique Checks: +3

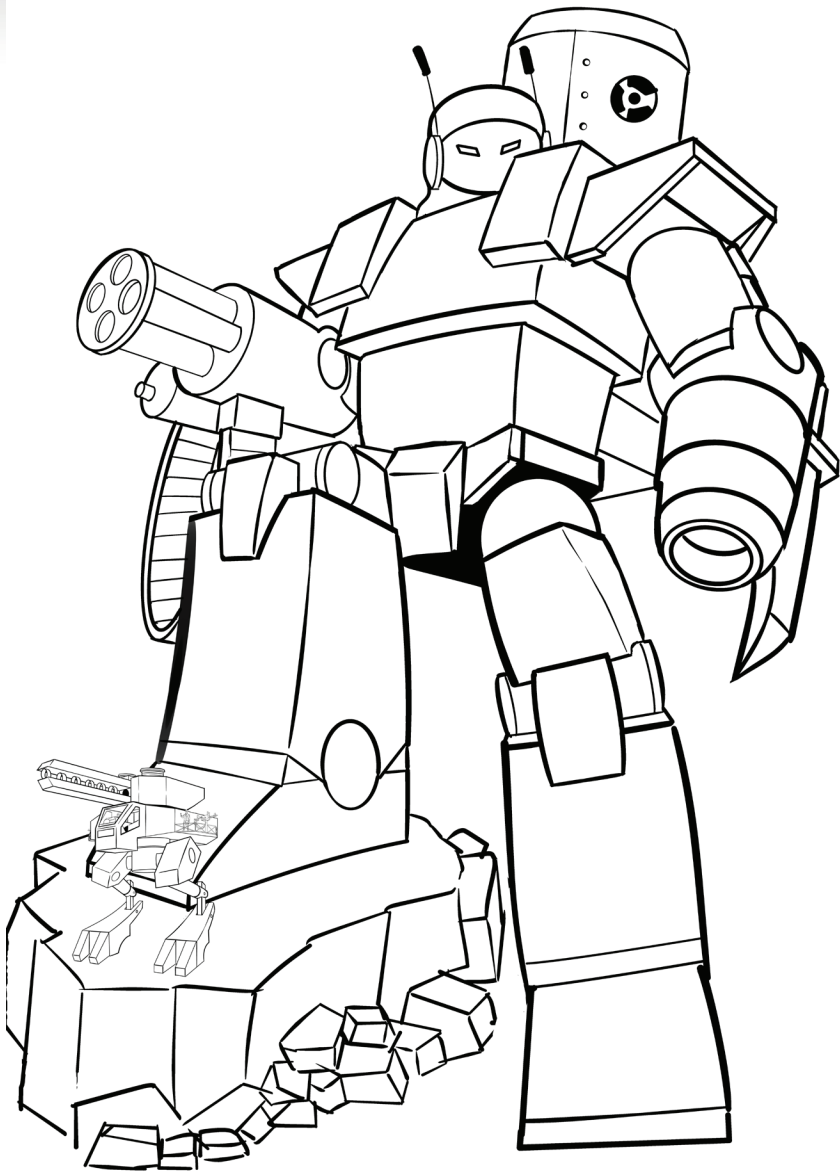
CP: 36

Stress Boxes: 2, 3, 4, 5

Consequences: 2 Minor, 2 Moderate, 1 Severe

Atom Cannon: This massive energy cannon draws power from the ArmorCAT's atomic generator and projects it at variable wavelengths, making it possible to simulate a variety of energy forms. WV 5

- **Area - Cone - Explosive Area - Extended Range:** This weapon can strike targets 3 sectors away. This weapon attacks the sector in front of it and then a 3X3 sector square beyond that. This weapon strikes all targets in affected sectors. 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.
- **Damage Modulation:** This weapon's energy form may be varied to take advantage of weaknesses of an enemy. No other elements of this weapon are affected.



- **Overload:** This weapon draws a dangerous amount of energy from the mecha's power plant. Spend a Fate point. All four dice are "Overload Dice" for the scene. When an Overload Die rolls a [+] add +2 shifts to damage. This effect is cumulative. The following round all mecha-related actions are at -1 for each [+] rolled due to energy drain. This penalty disappears the round after that.

Chain Gun of Chain Guns: Sixteen 50mm chain guns are synched into a single weapon, with four guns in each barrel, pouring massive conventional firepower onto the battlefield. WV 3

- **Ammo:** This weapon uses an external ammo supply. Once per scene declare that a missed attack instead hits with +2 shifts. The 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.
- **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.

Marine Mega K-Bar: This salute to the Marines is over 20 feet of hardened tungsten steel, laser-honed to razor sharpness. WV 4

- **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.

P.R.I.S.M. Bomb: This stands for “Presidential Response Initiative Signa Majoris”, which is the code designation for the 1 megaton thermonuclear weapon strapped to USArsenal’s back. In the event of an overwhelming attack the President can authorize the ArmorCAT’s pilot to detonate the weapon. Everything within a 1.5 miles would be vaporized, with serious devastation reaching out to 10 miles.

Cloak of Freedom: USArsenal’s outer casing is built of a nigh-invulnerable space-age metal. It has an Armor Value of +5, but 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.

- **Auto Repair System:** This mecha is capable of repairing a limited amount of damage during combat. Once per scene spend a Fate Point and uncheck any one of the mecha’s stress boxes.
- **Extra Consequences:** This mecha can survive devastating blows that would crush lesser vehicles. USArsenal has an additional Mild Consequence and Moderate Consequence. **Extra Stress Box:** It has a level 3 and 4 Stress Box.
- **Fortified:** This armor is strengthened against devastating damage. Once per scene 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:** Each of its Stress Boxes can absorb an additional point of stress.

Copilot: USArsenal usually goes into combat with a Pilot, Gunner, Electronic Warfare officer, and Mechanic. The crew are allowed to take advantage of the “Group Mecha Control” option (MvK Pg.47).

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

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 to Overcome in a non-physical situation.

MECHA STUNTS

ArmorCAT design emphasizes survivability over maneuverability. CATs won't be climbing mountains or leaping chasms, but they will keep moving in the bitterest cold or most oppressive heat, and its armor will stand up to a giant dragonfly's pincers or a gargantuan termite's acid.

All ArmorCATs have the Cumbersome (1CP) Armor stunt. 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.

Auto-Defense: When you succeed with style on a defend action against an opponent's Fight roll, you automatically trigger a defensive system that attaches a situation aspect on your opponent with a free invoke, instead of just a boost. For example, a "Dazer" might feed an electric charge through the mecha's armor, attaching the Dazed aspect on the attacker.

Ejection System: If your mecha is taken out in combat, you may spend a Fate point to concede instead. You may still collect Fate points for conceding. You may re-enter play in the subsequent scene. You take no physical stress, however you suffer a minor consequence to reflect the dangers you defied.

Life Support System: ArmorCATs are designed for long patrols in hostile terrains. In addition to having full food service and water purification systems, CATs with life support grant each crew member +2 to overcome or defend with Physique against hunger, thirst, poison, or weather-related aspects. This benefit only extends to the regular crew and not to passengers.

Reactive Armor-Offensive: Reactive armor is standard on many tanks. Designed to detonate outward upon a ballistic impact, reactive armor deflects explosions. But when fighting up close with mutant monsters, some pilots found their reactive armor could be used as a weapon. This system has been modified to immediately counter attack when triggered, at the cost of additional damage to the mecha. These modifications are frowned on by most militaries, for obvious reasons. Once per conflict, when you take physical stress, you may choose to incur either an additional point of stress or a physical consequence. If you take an extra point of stress you may create a situation aspect on your opponent. If you take an extra Consequence you gain a number of free invocations of the aspect based on its severity: two for a minor consequence, three for moderate, or four for severe. The aspect cannot be removed until these free invocations are used. Removing the aspect afterwards requires an appropriate action at Fair (+2) difficulty.

Target Analyzer: [Update] 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, or +2 to Craft checks to determine the aspects of a mechanical enemy.

AI Analysis: [Update] (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 an enemy.

Servo Suit Stunts

The number one advantage of servo suits over ArmorCATs is their maneuverability. They are fast and agile, giving soldiers the ability to move into and out of areas they normally would not have access to.

All-Terrain: You suffer no increased difficulty to Athletics due to naturally occurring scene aspects such as snowdrifts, loose soil, or shifting sand.

Evasion: You have an amazing ability to remain unharmed when caught within the blast radius of an explosion. +2 to defend with Athletics against area attacks.

Bug-Out Mode: Power Armor units train to move in and out quickly, and some Servo Suits are designed to compliment this tactic. On a successful defense with Athletics, you may immediately move up to your full movement. On the next exchange you forgo your action and gain +2 on all defense checks. You may also take your normal movement for that exchange.

Collision Avoidance: +2 to defend with Athletics for the first exchange after you become aware of a threat.

Gyro Boost: As an action activate this system and roll Athletics against Fair (+2) opposition. If you succeed, you may run on vertical surfaces and leap unlikely distances without making rolls to do so. You automatically succeed at climbing and jumping checks so long as you have enough movement to move above or past the obstacle. If you succeed with style, you may instead gain these benefits for the rest of the scene.

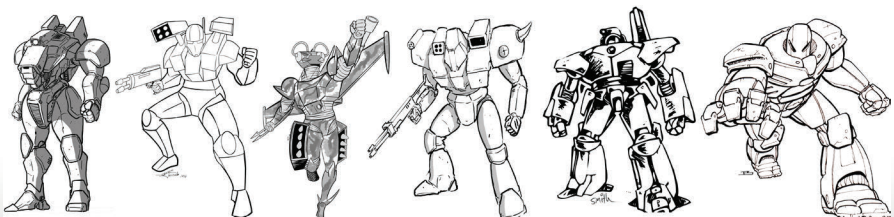
Power Assist: Servo Suits can do more than just carry their own weight; they can often allow their wearers to do truly remarkable things. Gain +2 to Physique checks when trying to accomplish something through brute strength.

Power Break: (Requires “Power Assist”) The high-powered servos in this suit make it much easier to break things. You may make attacks against inanimate targets using Physique instead of Fight.

Power Override: (requires “Power Assist”) When necessary, a servo suit can allow a wearer to do the impossible, but at a cost. You may automatically overcome a Physique obstacle, even if you’ve already rolled for it, provided you’re trying to accomplish something through brute strength. You gain the aspect “Servo Burn Out” and lose the benefit of Power Assist. This aspect may be recovered with Craft.

Power Through: (Requires “Power Assist”) Some servo suits use their increased strength rather than their agility to aid in moving through difficult areas. You may use Physique rather than Athletics to move between zones.

Shock Absorbers: Like a cat, you are able to fall from great heights without excessive harm. When making an Athletics roll to resist falling damage, add +2 to the roll. You have Armor Value +1 against falling damage.



THE MUTIGIANTS

The Hive (Adventure Fractal)

An insect hive can be fought as a single enemy using an “Adventure Fractal”. The adventure fractal is simply a means of monitoring adventure progress. The fractal negates the need for individual monster stat blocks and, in the case of the Hive, reinforces the idea that the players are fighting a single, organic creature.

The adventure is written as a single opponent, with Aspects, Skills, Stunts, and Vitals (Stress & Consequences). Players “fight” each scene of the adventure by narrating their actions and making appropriate skill checks opposed by the adventure’s skills over a series of exchanges. When they succeed players put Stress on the scene. When a player succeeds greatly the scene may need to take a Consequence. On the other hand player failure in a scene can cause them stress (even if it is not a combat scene). When a scene is Taken Out or Concedes the obstacle that was in the players’ way is removed and they proceed to the next scene.

High Concept: All Will Serve the Hive

Goal: Live Long and Prosper

Overhanging Trouble: Digging into geothermal pocket

Aspect: Surprise Steam Explosions

Skills (player skills it opposes)

- Combat +6 (Fight, Shoot, defense portion of Athletics)
- Exploration +4 (Athletics, Investigation, Notice, Physique, Stealth)
- Interaction +4 (Contacts, Deceit, Empathy, Provoke, Rapport, Resources, Will)
- Lore +2 (Lore)

Scene 1: Getting Into the Hive

Aspects: Impenetrable Exterior, Soldiers on Guard

Notes: “Getting In” entails getting past the outer layers of the hive and into the areas where there is no active opposition. This means the scene can continue long after the players get past the guards at the front door.

Scene 2: Searching for the Queen

Aspects: Dark and cramped, Labyrinth of Chambers

Notes: Players find numerous drones going about their assigned tasks inside the hive. If they are cautious they may be ignored, but if their actions directly interfere with this work they will be immediately attacked by soldiers protecting the hive.

Scene 3: Battle in the Egg Chamber

Aspects: Her Horrific Majesty, Eggs all over the place

Notes: The queen is far larger than human size, and her communications with her drones and soldiers have told her a great deal about the players. She gains a +1 to all rolls for this scene. The scene ends with a climactic breach of the geothermal pocket, leading to steam explosions and the beginning of hive collapse.

Scene 4: Escape the Collapsing Hive

Aspects: Scalding Death Trap, Insect Panic

Notes: At this point the scene is actively trying to kill the players. They must dodge falling debris and withstand boiling steam as they try to find their way out. Spend a Fate point when attacking. All players must resist the result of that Combat roll.



Example of Play: Getting Into the Hive

In this scene players are trying to enter the hive. Getting through the outer walls would be difficult at best. Players would have to figure a way through with drills or acid, using opposed Lore checks, but the GM could invoke “Impenetrable Exterior” at any time, and there would still be soldier patrols inside and out. They could fight their way in, but defending the front door is what the hive does best. It has a high Combat skill and the GM could invoke Soldiers on Guard. Smart players could suppress that aspect using a diversion to draw the soldiers away with an opposed Interaction check, and then sneak in with an opposed Exploration check.

Each successful player roll imposes Stress on the scene. When the scene is Taken Out or Concedes the players have penetrated far enough into the hive that there is no longer active opposition and they can begin “Searching for the Queen”.

The Hive (Bughunt Edition)

The Hive encounter can also work as a traditional combat setpiece, with players plowing through armies of insects and the GM making copious usage of Teamwork on the part of the bugs. Because they are stated out, the bugs take advantage of Size bonuses. These are factored into all insect statblocks.

Drones: Aspect “We Hear and Obey” Size: Human; Physique +2, Notice +1; Stress: No stress boxes—a one shift hit is enough to take them out

Soldiers: Aspect “I Will Die for Her” Size: Monstrous; Fight +3, Notice +2, Athletics & Physique +1; WV +1, AV +1, Stress: Three stress boxes—a four shift hit is enough to take them out



The Hive Queen

The Queen is built using standard kaiju-construction rules.

Aspects: “Come, my pretties”, “Intollerant of Defiance”, “Empress of Terror”

Fantastic +6 Provoke; Superb +5 Notice, Physique; Great +4 Fight, Shoot, Athletics

Stress Boxes: 4

Consequences: 2 Minor, Moderate, Severe

Size: Towering

Mutation Points: 4

Blast: The Queen has a ranged attack it can unleash on a target. It may attack targets up to 2 zones away using the Shoot skill.

Brood: The Queen is never alone. She has a host of smaller “Children” at her command that act as another singular kaiju. The Children have the aspect “Born to Serve”, which the Queen can invoke like any other. The brood has a +4 Fight and acts at the same point in the initiative order as the Queen. PCs can Create an Advantage to shut down the brood’s aspect, at which point the Queen loses access to its attacks and aspects. She can sacrifice the brood to prevent taking a Mild Consequence.

Poison: When this attack succeeds with style the Queen creates the Aspect “Poisoned” on the target with a free invoke instead of a boost.

Roar: This Queen’s screech is utterly terrifying. Once per scene she can make a Provoke attack against all targets within 2 zones.

The Swarm (large size enemies)

Swarms are massive groups of a single mutigiant species. They are countless in number and cannot be effectively fought one-on-one. There are a number of ways to simulate a swarm attack:

TONS of Individual Insect NPCs

Large groups of weak enemies use the rules for Faceless NPCs (Fate Core pg. 215). Individual insects can use Teamwork to attack individual players. They are countless, so these groups could theoretically be as large and as numerous as you wish to make them. While one insect group within the swarm createa environmental Aspects on the scene, several others can attack the players. It is logical that only so many insects could attack an individual at any one time.

The important thing to remember about these NPC groups is that their purpose is not to fight the players (if you wanted to you could easily overwhelm them). For purposes of the story, they are there as a regional threat, capable of devouring an entire harvest in a night. For players, they are individually-weak targets, great for those times they are in the mood to scythe through massive amounts of minions.

The key to stopping the swarm is understanding WHY it swarms (the Motivation aspect). For this reason it should be particularly difficult to uncover. GMs are encouraged to make players unravel this Motivation in layers, slowly peeling away the behavior until they can understand it and use it against the swarm.

For example, a swarm of mutigiant locusts the size of pit bulls may be motivated by “Overcrowded and Angry”. The players could uncover this while fighting the individual members of the swarm. They could then devise a means of dispersing the swarm by luring it away with food or physically moving the locusts away from one another, allowing distance to calm them.

Insect Clusters as Individual Kaiju



A cluster of 20-30 mutigiants fighting together can appear as a single kaiju, built using standard kaiju construction rules. If featuring more than 3 Clusters you may want to use the “Swarm Kaiju” rules. The story purpose of Insect Clusters is to provide a challenge to players, something that could potentially overwhelm them.

Swarm Kaiju

Normally when more than one kaiju is on the battlefield they are built from the same pool of points, with a skill cap one higher than the current player skill cap. However large numbers of kaiju can be represented as a Swarm. Decide

how many kaiju are in the swarm. Divide the MP pool by the number of kaiju. This is your MP budget for each kaiju. Build one kaiju using this budget. All Swarm kaiju have the same attributes. The Swarm Kaiju’s skill cap will be based on the total number in the group: for 2 kaiju the skill cap equals player skill cap +1; for 3-4 kaiju the skill cap equals the player skill cap; for 5-8 kaiju the skill cap equals player skill cap -1.

Giant Locust Swarm Cluster

Motivation: Overcrowded and Angry

Instinct: Make Room!

Skills: Cap. Fight; Cap.-1 Athletics, Notice; Cap.-2 Lore, Physique, Will

Stress Boxes: 2+Physique Bonus

Consequences: Minor, Moderate, Severe + Physique Bonus

Size: Human

Mutation Points: Varies depending on the number of clusters.

If there are 5-8 kaiju they all have the following:

Flight: The insects fly using wings. They can move as easily in the air as they can on the ground, as well as hover in place. They use Physique instead of Athletics for any skill checks. Their speed is not affected.

If there are only 3-4 kaiju add the following:

Bite: Weapon Value +1

If there are only 2 kaiju add the following:

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.

A single Very Large Monster (VLM)

A Swarm can be represented using the rules for VLMs (Fate System Toolkit Pg. 158). The Swarm appears in 3 different zones: Physical Form, Mobility, and Hunger. Players must fight each zone of the Swarm simultaneously, with the GM switching between each group like a disaster movie, ratcheting up the tension.

Physical Form represents the countless clusters of individual insects that make up the swarm. This must be dealt with in order to destroy the Swarm itself. But it's not enough to kill all the insects in one area, because the Swarm has Mobility. If the swarm's "body" is destroyed in this area it will simply move to another unless the individual insects can be grounded in some way. But assuming the physical Swarm can be grounded and destroyed it could still return if the conditions that created it are not dealt with. Therefore the players must destroy the Swarm's Hunger, it's desire to feed. This is where understanding the swarm's Motivation and Instinct will be most important.

In story terms, the team must separate, with some keeping the Physical Form at bay, while others search for ways to eliminate the Swarm's Mobility and end its Hunger. In game terms, this means players using their skills to "attack" each zone, using their own ingenuity to narrate how they overcome each part of the Swarm.

But everyone is in danger in this fight. Even Mobility and Hunger get to "attack". Players hit by these zones should suffer Mental Stress and various consequences that will make their job harder. For example, when a player tracking the movement of the Swarm is attacked by the Mobility zone they might suffer a Consequence such as "Destroyed Radar Equipment". Those hit while seeking to end the Swarm's Hunger may find it now threatens to destroy a "Small but heavily occupied town". These Consequences can be Invoked by the Swarm just like any other.

As each part of the Swarm is defeated it increases the danger by activating a Disaster Stunt. This stunt affects everyone in that zone and places a new Aspect on the scene.

Swarm

Motivation: Overcrowded and Angry **Instinct:** Make Room!

Physical Form

Player Skill Cap+1: Fight; Cap: Athletics, Notice

Swarm Form: A swarm is incredibly difficult to damage. If you tie with an enemy when they attack you they do not gain a boost; it is a clean miss.

Disaster Stunt – Carcass Rain: When the Swarm's Physical Form is destroyed giant insects rain from the sky. The form makes a Fight attack against everyone in the zone at +2. The Swarm receives a Fate Point.

Hunger

Player Skill Cap+1: Physique; Cap: Deceive, Lore

Ravenous Strength: The hungrier the Swarm is the stronger it gets. This zone may use Physique instead of any other skills to resist player actions.

Disaster Stunt – But at what cost? When the Swarm's Hunger is broken the environmental damage ends, but the psychological toll is still felt. The form makes a Physique attack against everyone in the zone at +2. Everyone must resist with Will. The Swarm receives a Fate Point.

Mobility (flying)

Player Skill Cap+1: Athletics; Cap: Burglary, Provoke

Unhindered Movement: There is nowhere the Swarm can't move through or get into. When you create advantages using Athletics related to moving from one area to another you get one additional Invoke for free. When you create advantages using Burglary related to breaking into buildings you get one additional Invoke for free.

Disaster Stunt – Stand and Fight: When the Swarm can no longer move it becomes much more fierce. Add +1 to all skill checks.

Alpha Predators

One of the most dangerous creatures in nature is the individual hunter: the Tarantula, the Scorpion, etc. Top of the food chain, these monstrous, titanic beasts are capable of destroying whole towns. Build them like normal kaiju, using the “Size as Static Bonus” rules (MvK pg.72).

The Black Scorpion

Motivation: Silent Killer

Instinct: Watch and Wait

Size: Monstrous (Physique Rolls +1)

Stress: 5

Consequences: 2 Minor, Moderate, Severe

Mutation Points: 12

Fantastic +6: Fight; Superb +5: Athletics, Notice, Physique, Athletics

Great +4: Provoke, Stealth

Arachnid Horror

- Claws: Weapon Value +1 (+2 with Size bonus)
- Bug Stomp: The Scorpion'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.
- Camouflage: It is capable of burying itself in the ground in order to hide. It may use its Stealth skill as normal against those trying to locate it, so long as it remains motionless.
- Climbing: It can climb as easily as anyone else walks. Its movement is not hindered by vertical surfaces.
- Multi-Legged: It gains +2 to Overcome checks related to movement and remaining upright.
- Speed Boost: You move two zones for free in a conflict without rolling, instead of one, provided there are no situation aspects restricting movement. The kaiju's overland speed increases one step (see “Speed” MvK Pg.47).

Poison Stinger

- Multi-Attack: This Scorpion can use its two attack forms in the same exchange, but must do so against different targets.
- Piercing Strike: Once per scene when it strikes it 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 it 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.