

BATTLE CENTURY **G**



BATTLE CENTURY G

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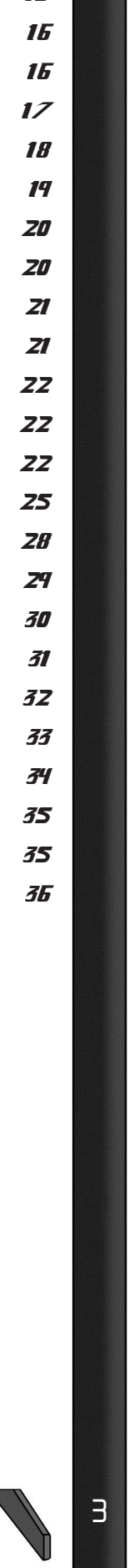
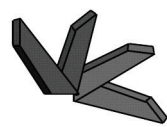
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Rules Version 1.1



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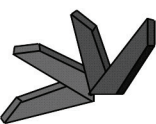


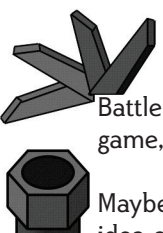
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Battle Century G is an RPG or Roleplaying Game of the anime Mecha Genre. In the following pages you will find the rules to the game, tips to get the most out of it, examples of the game in action and, hopefully, an entertaining read.

Maybe you already know what you're in for being already an avid roleplayer or mecha fanatic, maybe you have something of an idea of what those two are like. Or maybe all this is new to you and you're free of preconceptions or aren't even sure if you're going to like where this is going to take you. I'd like to think that you will.

Roleplaying Game?

You might have the impression that "Roleplaying" requires you to dress up in outlandish costumes and speak in silly accents. To put it in as few words as possible; Roleplaying Games are improvised theater with an element of chance and defined rules. You can have roleplaying and games separate, but roleplaying games by definition combine both these traits.

I make it sound simple but you must be still wondering what the heck is up with all those funny looking dice and the sheets with the numbers. Alright, let's be more specific.

Roleplaying games are much like videogames in that you have a character, called a Player Character or PC, and you will be controlling their actions to make their story.

The main treat here is that there is no limit other to what a PC can do other than your imagination. In most stories you're something of a spectator watching the characters go through a script. In a roleplaying game you are in control of everything your character does, and there is no script.

You don't need much to play a roleplaying game, just a pen and paper to take notes with, plus some dice for an element of excitement. You are not going to need to dress up the part of the characters you will impersonate, and you don't even need a board and pieces.

The action takes place in your imagination and you are in charge of narrating it, adding and taking away details much like in any conversation. As long as you have something to write with, paper to write on, at least one die, and a means of communication you can play a roleplaying game.

One of the players will take a special role, that of the GM or Genre Master, and will coordinate the game in a more general sense. Think of the GM's role like a triple combination between the banker in Monopoly, the referee of a sports match, and the director of an improvised theater session.

The GM is in charge of everything that the other players aren't directing themselves. That means they set the stage and control the actions of the rest of the world. The Genre Master is also the authority that is in charge of making sure the spirit of the rules is being followed and that everyone plays fair.

But even they don't get to dictate how the story progresses. All Players, including the Genre Master, use the rules of the game to steer how it will progress. Roleplaying Games generally employ dice to add an element of chance and make things more exciting. Battle Century G uses ten-sided dice, so make sure you own a handful of ten sided dice. You can get them at any Friendly Local Gaming Store. Just Google for one in your area.

Speaking of dice, from now on in the book you'll see that ten-sided dice will be referred to as a 'd10,' or '1d10' to specifically refer to a single die. Multiple die are referred to as '2d10' (that means two ten sided dice) or '3d10' (three of them) and so on.



Mecha Genre?

There are many types of Roleplaying Games out there, and they all do different things. Some are for adventuring within dungeons and fighting dragons, others put you in the middle of a zombie apocalypse. Battle Century G is about imitating your favorite Mecha anime and manga. The thing that makes Battle Century G stand out is that it is about Mecha or giant robots. You must have seen at least one show with Mecha elements for this book to truly speak to you.

What the heck is Mecha, you ask? Well, Wikipedia defines Mecha as the Japanese term for fictional robots and vehicles, typically combat oriented. And that's the short story. The long story is that Mecha are humanoid giant robots, piloted by one or more people. Mecha can be weapons of war between humans, ancient mechanical gods that sleep beneath the soil, or marvels of technology created to do battle with giant monsters.

But why the use of the Japanese 'Mecha' instead of the more common localized term 'Mech'? Because despite their superficial similarities, Mecha are different from Mechs! Mecha generally emphasize drama over realism, while Mechs are slightly more realistic. Duels between Mecha slowly build up to a climax of super attacks and dramatic speeches, while Mech combat is short and brutal.

That is not to say Mecha fiction *can't* be realistic. It just generally doesn't bother too much with realism. There are Mecha shows out there that are surprisingly down to earth, instead of bordering on melodramatic. But for every utilitarian bodysuit of armor, there is a galaxy sized robot. Mecha can do whatever you want, you just need to know what that is. Battle Century G gives you the robots and lets you use them as you wish.





The Rules of the Game

Battle Century G's ruleset emphasizes cinematics over realism, and smooth flow of gameplay over attention to detail. The three fundamentals of BCG are Big Heroes, Fast Pacing and Dramatic Plays.

Big Heroes means the Player Characters are badasses on par with any main character from Mecha fiction. The Fast Pacing is because battles never slow down only getting faster with each passing minute. Finally, combat revolves around making Dramatic Plays through flashy combos, secret techniques, and using weapons inventively.

You might remember I brought up dice a few paragraphs ago. That's because conflict in this game is often (but not always) resolved through dice. Whether you are gunning down giant bugs in the middle of an alien hive, having a practice fencing match with a friend, or talking your enemies into surrendering: It all works the same way.

You roll 1d10 and then check your result against the Difficulty Number (DN) of what you are trying to do. If your result is equal to or greater than the DN then your action is a Success. The act of rolling to determine the outcome of a situation is called a **Test**. You almost always want to roll high; and the higher, the better.

All Characters have different odds to succeed at different things. A soldier is better at using firearms than a surgeon, but when someone gets shot, the surgeon is who you will turn to for help. To represent this, **all characters add numbers to the result of die rolls**. The better your character is at doing something, the higher the value you add and the better the result of the Test.

Often you will have an **Advantage** or a **Disadvantage** to your Tests, these represent factors that make it easier or harder to succeed without bending the odds too much.

An **Advantage** lets you roll an additional d10 at the time of making a Test, and you then **keep the best (higher) result out of all the dice rolled**, discarding the lesser results. A **Disadvantage** works similarly, but in reverse, you **roll additional die and keep the worst (lower) result** out of the many presented. That about sums it up.

You will get a better glimpse of the game's rules as you start reading the following chapters. Don't worry if some game terms aren't explained right away, by the time you are done with the book everything should be clear. If you really want to check out a particular rule, check the glossary at the end of this chapter or the quick reference cheat pages at the very end of the book.

If you're ever confused about how the rules work, it helps to keep in mind the following three principles:

Rulings Trump Rules:

While Battle Century G is designed to be a relatively airtight rules system, it can't possibly cover for absolutely every scenario that might come up during a game. You will probably at some point find yourself in a scenario not covered in the rules, or perhaps where even the rules defy common sense! In these cases, the GM is encouraged to either make a ruling on the spot so as to uphold the spirit of the rules or to ignore the rules entirely and declare what happens instead.

To be succinct: If a Player finds a loophole in the rules that allows them to get away with something that is not fun for everyone else, the GM has authority over the manual.

Specific Trumps General:

Whenever the rules text of a character's special ability contradicts a general rule of the game, the ability wins. Most PCs will have multiple abilities in their sheets that break the rules in some way. Some are very minor, but others are the thing that can turn a weak character into a powerhouse.

A good general rule to follow is that, if a specific rule ever contradicts a general rule, the specific rule wins. If your only weapon is a sword, but you have a special ability that lets you attack from farther away than usual, then your sword has the reach of a gun or better.

Always Round Down:

There is some math in this game, you will need to halve a few numbers every now and then or to take an average of something or other. Every single time you end up with fractions, you round down to the nearest integer. Which is to say, if you need to halve 7 you don't end up with 3.5, nor with 4, but with 3 as the result.

If you ever have to halve something and add or subtract from it, you do the halving first then follow up with other operations. The exception are abilities that say they halve the final result, those are always halved at the end.





Roleplaying means different things to different people, Battle Century G has its own style that distinguishes it from the others. The game as a whole works better when you give its style a chance and change the least possible.

Battle Century is Very Good at:

- Using it as a generic, streamlined Mecha system that is easily adapted to any kind of game.
- Gameplay that emphasizes both a smooth flow of narrative and tactical gameplay.
- Balancing Character options so that all PCs are good Pilots of an equal power level.
- Simulating giant robot fiction and other, similarly styled anime or manga action stories.

Battle Century G is Less Good at:

- Detailed Mecha customization where you track a giant robot's weight, fuel consumption, and caliber of guns.
- Gameplay focusing on the Players having narrative control rather than about the actions of the characters themselves.
- Tables and charts of randomized effects and other game rules that make things difficult to predict.
- A system for standalone or One Shot adventures, more like a movie than a TV series.

What it Plays Like

Each Player will control an individual Player Character, and all of them have Mecha to ride into battle. Unlike in most fiction, there is no main character. Instead, the PCs are an ensemble cast that share the spotlight and drive the game forward in equal amounts.

That is not to say they all contribute to the story in the exact same fashion or that they all have the same role. It just means that the story of each PC is just as important as everyone else's.

The rest of the cast are known as Non Player Characters (NPCs) and are usually under the GM's control. The role of NPCs is varied, they might be family, friends, colleagues, protégées, or bosses. But NPCs are also the antagonists, taking the part of throwaway mooks, personal nemeses, and ultimate big bads.

A typical game session of Battle Century G is structured so that there is some plot, some character development, and then giant robots fight. Each individual time you and your friends meet up is called an Episode, and the sum of all Episodes together is a Season. A chain of Episodes within a Season that share one or more themes or story elements is called an Arc. Episode Arcs in Battle Century G are important to keep in mind, since in between each Arc characters get to heal from their battle wounds.

Each Episode is divided into Scenes, which work very much like those from movies, shows and plays. During a Scene characters develop or progress the plot, then proceed to the next Scene when they're done. Scenes come in two kinds: Intermissions and Operations. The former are Scenes focusing on the Pilots, while the latter are the Mecha action scenes.

Typically an Intermission Scene doesn't last more than ten to twenty minutes, so you can have multiple of them per Episode, and top it off with an Operation to end the meetup with a bang. You can have another Intermission Scene after the Operation to close it off, or you can start *in media res* (in the middle of the action) and have the Operation first.

The structure is pretty flexible, and as long as everyone has had their own fifteen minutes of fame at least once during the Episode, there's no way to do it 'wrong'.

Battle Century G switches between second and third person a lot, and will oftentimes refer to your PC as 'you,' the reader. General statements about the rules or aspects of them will use the third person, while specific talk about abilities the PCs themselves may possess will use the second person.

This is a method that most RPGs employ to help you immerse yourself in your character so that portraying them is easier, not because we think you *are* your character.

While being really into your character is a lot of fun for some, this humble game is not going to tell you how much you have to invest into it. With that said, do remember that you are to fill your PC's shoes. A little bit of investment is recommended to make things really stick.





Using This Manual

Battle Century G divides its contents into six chapters. It starts with the general rules of the game, proceeds into what PCs and NPCs can do, and finishes with a game world ready for use.

If you want to know the rules of the game and make up your own game world, read the book in order. If you care about character options first and foremost, read the middle chapters. If you want to read about the kind of setting Battle Century G supports, start with the final chapter.

The introduction is what you're reading right now and there really isn't much to say about it. Just keep in mind that there is a glossary at the end of it in case you want to check out what a specific term means.

Chapter One: Playing the Game contains the rest of the game's proper rules that everyone needs to know. In there you will find what Characters can (or cannot) do and the same for the Mecha.

Chapter Two: Writing the Character is where things start to get going, the chapter will guide you through the steps required in order to make a PC.

Chapter Three: Building the Mecha meanwhile is about creating a giant robot for your PC to ride. Your Mecha is a character in its own right, so it gets a whole chapter to itself just like Characters do.

Chapter Four: Running the Show on the other hand is for the GM to learn inside out. Other Players may read it, of course, and they will probably find it very useful indeed! It just isn't expected of them.

Chapter Five: Discovering the World gives you a few pointers for creating your own Mecha world, and describes in detail three scenarios for setting a game, all taking place in the same world and each with their own characteristics.

Here is a list of things that you will need for a session of gaming to go smoothly:

- Three to seven Players, including the GM.
- At least one ten-sided die for each person.
- Copies of the Pilot and Mecha Sheets, one for each PC.
- Pencils, an eraser, and paper to take down notes.

...While this is the optional but recommended list of things you want to have.

- A quiet place where you won't be disturbed.
- Three to five hours to play at your own pace.
- Index cards for passing each other notes.
- Snacks and drinks.

What you Should Know

The manual assumes you will be playing either using the provided world setting or one much like it. The various rules of the game provide examples that borrow content from the world presented in chapter five. Rules text sticks to generic terms such as Pilot or Mecha, but the example descriptions will refer to them as Meisters and Gears, respectively.

Here is a brief summary of the world from Chapter 5:

Humanity is in conflict against not one but two groups of mysterious beings not of this world, and not only that, but against itself as well.

At the center of it all is Gygravagnite or Element G, the energy source which powers not only the setting's mecha, but most modern technological implements.

The extraterrestrials known as the Outsiders seem to have taken an interest in this mineral, and systematically hunt down any major settlements with Gygravagnite worldwide.

The United Earth Federation and their Gear Armed Forces were no match to them, and rather than face extinction for the entire human race, they chose to help them and keep a tight leash on humanity.

Only the Revolutionary Unified Front stands up against them, thanks in no small part to the technological marvels that are the Mobile Battleship Wagner and the Soaring Dragon Fortress of Hiryu island. Both their phenomenal technology and its procurement remain mysteries.

Meanwhile, the space colonies are now threatened by the Cryptids. Cryptids are creatures that born seemingly through spontaneous means, assimilating everything around them into their ever-expanding body masses. The Clarke Foundation both studies and opposes them, with their own brand of biomechanical Gears.

If you think this bears reading before moving on, skip ahead to Chapter 5. Otherwise, this should be enough knowledge for you to understand the book's examples.

You are ready to venture forward into Battle Century G.



An Example Scene of Play

To get you in the mood for the rest of the book, here is a typical game session of GGG. Even if this book appears intimidating with all these endless pages of rules, through the rest of the book there will be examples of play made using the world setting presented in this book. In this one, the example is a simple initiation to roleplaying for one of the players and everyone warming up. There is no battle against filthy xenos or infiltration of enemy bases in this example. The PCs are simply test pilots just now being introduced to each other.

The players, their PCs and Mecha are:

- Ingham, the GM;
- Ryu, as Jeff Gons the test pilot of General Z;
- Raymond, playing Blade Farran, at the helm of the Black General;
- Maya, owner of Maria DeSir and her Gran DeSir.

Ingham: This will be your first scene all together, so let's have you three meet for the first time. Within an hour of arriving to the Far West Gygravagnite Research Institute by helicopter, in your case Jeff, or by plane as it is for you, Blade, you two are met by a bearded man in a lab coat and a woman that appears to be about your age at the airport. You've seen him in the news and heard enough to know he's the reason you are here. Professor Tetsuryuu clears his throat. "Hello, I'm Professor Tetsuryuu and I am in charge of this place. This here is Maria DeSir. She will be your acting captain and squad leader." He'll offer a handshake. Maya, introduce Maria.

Maya: I'm a tall and long haired brunette with blue eyes and dressed in casual clothes. Maria gives a small wave, "Hi," and will also extend a hand.

Raymond: Blade has tanned skin, matching almond eyes and hair, with the face of someone who is very serious by nature. He's in BDUs and is clearly well-toned. "I'm Blade Farran, pleased to meet you." He shakes Maria's hand firmly but loose enough.

Ryu: Okay, my go. Jeff is excited and a bit nervous, I guess. He's in a shirt and jeans, and is brown haired too, with short spiky hair. He'll greet the professor and captain. "I'm Jeff Gons but just call me Jeff." He'll also give Blade a hand trying to make friends.

Raymond: What is his shake like?

Ryu: Um, lax I think.

Raymond: Blade has a **strong** grip with him.

Ryu: Ow. Jeff doesn't show it but he didn't like that much.

Raymond: Good. Ingham, does that count for the development of my Theme as Rival?

Ingham: Not yet, bully him some more later and we'll see if you get points.

Raymond: Will do.

Ryu: Hey, you don't have to put it like that! And... I'm kind of new to this. Um, am I supposed to be acting when speaking in character?

Maya: You don't have to do more than speak in character to act out your PC. Don't worry if you're the shy type, though do try to loosen up! No one is going to eat you.

Raymond: Or they shouldn't. Some groups may not take kindly to those who don't know the secret handshake.

Maya: If people started biting each other during play, I'd be pretty intimidated too.

Ingham: Ahem. Professor Tetsuryuu motions towards a nearby black car, and a suit opens one of the doors for you. "Come on, I'll tell you about this island and show you around the base as we get there."

Ryu: "Oh, but we just got these." Jeff holds up a visitor's pamphlet.

Maya: Maria grins. "Those are all wrong, what we're going to show you is not in a pamphlet."



Setting Terminology

Board: The acronym for the Broad Operations Assessment and Reaction Device, and sometimes called 'AI Drone' in place of their abbreviated name: a Board is a war machine entirely controlled by a computer and supervised by an officer who oversees entire groups of them at once.

Clarke Foundation: The organization in the space colonies tasked with investigating and stopping Cryptid activity. On the surface, they produce nanomachines for medicinal purposes, but they also field Gears that are half machine and half alien monster to combat the Cryptids.

Cryptid: The unifying term for the strange creatures seen in the Far West Archipelago and now in the space colonies. Said to be behind the disappearances in Neo Easter II before the arrival of the Outsiders.

Far West Archipelago: A chain of islands that rose from the pacific in the years after the Ring of Fire Tragedy, it is currently the heart of the resistance opposing both the UEF and the Outsiders.

Gear: An abbreviation of General Enforcement Anthropomorphic Robot that replaced the original name in all but the most technical of texts. Gears are the one true mobile weapon that maximizes an individual soldier's power.

Gear Armed Forces: The UEF's primary armed forces, almost entirely consisting of Gears and support for them. It is strongest in the American continent where Boards are less prolific and most Gears are manufactured.

Glory: The UEF's next-gen line of Gears, of which only a few exist. All are assigned under a single squad to hunt down and destroy the resistance's Wagner.

Gygravagnite: Gygravagnite is a self-replicating mineral which is highly radioactive and unstable, and a crucial element to the technology in the new world. Usually called Element G or by the specific form it takes after being processed and refined, such as Type-R or Type-G.

Hiryu: A small island west of the Outsider mothership. It is the new capital of the Far West Archipelago after it seceded from the UEF, as well as the first and last defense line stopping the Outsiders from wreaking havoc on the rest of Asia and Oceania.

Meister: The name given to the pilot of a Gear to distinguish them from the operators of other combat vehicles. Some still refer to them to as pilots or drivers colloquially.

Outsiders: The Alien invasion force that wiped out most of the spacenoids and got the UEF to surrender in barely over a day. These giant monsters occasionally leave their mothership at Neo Easter II to analyze and tear apart mankind's Gygravagnite-based creations.

PsAICon: Short for Psychic AI Control. This system lets Meisters control Gears by running their own brain impulses through an AI that interprets them as inputs.

Revolutionary Unified Front: The RUF, or simply 'the Guerilla', is a group with the goal of taking down the UEF's regime and counterattacking against the Outsiders.

Ring of Fire Tragedy: The event that shook the foundations of the world in 2027. It is still unknown whether it was a natural megathrust earthquake, the consequence of an impact event, or something stranger.

Safe Zone: The cities built by the UEF to keep the civilians where they could see them and to stop them from standing up against the Outsiders.

Soaring Dragon Fortress: The base of operations for the Hiryu's guerilla efforts, producing top of the line Gears capable of standing up to individual Outsiders.

Solar Space Alliance: The primary rival of the UEF before they were decimated by the Outsiders. The few remaining colonies of the Verne cluster keep to themselves and don't meddle in the affairs of Earthnoids and Outsiders.

Subjugation: The name for the series of events involving the Battle of the 23 Hours, the surrender to the Outsiders, and the reorganization of UEF territory.

United Earth Federation: The organization that replaced the UN as a peacekeeping organization and grew in power from there. They would be the rulers of the Earth if not for the Outsiders.

Verne Military Police: The Colonies' other peacekeeping organization. They use Boards rather than Gears.

Wagner, Mobile Battleship: The world's first flying battleship, sporting such technologies unseen before such as true Antigravity, self-aware AIs, and advanced stealth technology. It is the RUF's flagship and continually battles against the GAF.



System Terminology

Action: Something a character does that takes up a considerable amount of time, spending their Turn. Actions usually require Tests. Sometimes they don't, though.

Advantage: A circumstance that gives a character better chances of success at a Test. An Advantage lets you roll an additional die and keep the better result of the two rolls.

Ally: Any other character or Unit that is friendly to yours. You may designate who is and who is not your Ally at will.

Area: Where Upgrades and Weapons are allocated to or held by a Mecha. If an Area is Maimed, all Upgrades and Weapons stored in it stop working.

Attribute: The statistics that ranks a Character or Mecha's basic features. Attributes are the foundations that the rest of the character is built on top of.

Character Points (CP): You spend CP to purchase Attributes, Skills and Traits for your PC. This represents what a character has learned, how much they have trained, and their general improvement over the course of the Episodes.

Damage: What happens to a Character or Mecha when their Defenses can't hold Enemies at bay. Taking Damage is bad. Try not to take Damage.

Defeat: Take too much Damage and you will be Defeated. Being Defeated usually means being knocked out unconscious, but it could mean anything that incapacitates your Character temporarily.

Defense: The DN that your Enemies have to beat in order to hurt your Character or Mecha.

Difficulty Number (DN): The value you check against to see whether your Test succeeds or not. A result equal to or higher than the Difficulty Number is a success, while a lower result means failure.

Disadvantage: A circumstance that makes it considerably harder for any character to perform Tests. A Disadvantage forces a character to roll twice on a Test and take the worst result of the two dice rolled.

Duel: What happens when one Unit Engages the other in close quarters combat. Units in a Duel are so close to each other that it is hard to attack either of them without harming the other by mistake.

Enemy: Any other character or Unit that opposes yours; you may designate anyone else as an Enemy at any time. Try not to be too much of a traitorous prick.

Experience Points (XP): A measure of a PC's growth as a character. A PC gains XP at the end of an Episode and for every time they gain XP they also receive the same amount of CP and MP.

Genre Master: The game's arbiter. A player with the special role of directing the supporting cast, intervening when there are rules disputes, and keeping the game flowing from one Scene to another.

Genre Theme: One of the running motifs that a PC has and develops through the course of the Episodes. Themes grant their owners Genre Points when they are roleplayed.

Genre Points: PCs and the strongest of NPCs possess Genre Points, which serve as fuel for Genre Powers during Operations. Once a Genre Point is spent, it is gone, but you refresh them at the beginning of every Episode and can temporarily earn more through roleplaying.

Genre Powers: A Genre Power is a unique and powerful ability that requires Genre Points to use. Exclusive to PCs and select few NPCs, they are some of the most powerful individual abilities in the game.

Initiative: A Character or Unit's place within a given Round's order. The highest Initiative goes first and from there it progresses down to whoever has the lowest.

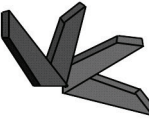
Intermission: Scenes that take place between Operations are called Intermissions. They generally do not have Mecha combat in them, though they sometimes include Mecha for other purposes.

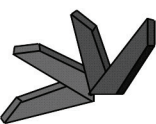
Maim: When one of the Areas belonging to the Mecha is Maimed, the Upgrades and Weapons it holds are disabled.

Match: An Intermission Scene in which characters are competing with each other, usually in a violent way. A Match will last until only one side of the conflict remains.

Mecha Points (MP): You spend MP to purchase Attributes, Upgrades and Weapons for your Mecha. These represent how a Mecha is augmented and how the Pilot gets better at using it through the course of the Episodes.

Move: The act of moving a Zone when you take your Action. Technically Movement occurs before the Action proper. That means you can get close to someone and hit them in the same Action, but if you want to hit them and move away in one Action you'll need a weapon that can attack at range.





Non-Player Character (NPC): A bit of a misnomer, since the character is controlled by the GM who is also a Player, but it is different enough from 'real' PCs to warrant a simple distinction by name.

Operation: A Scene revolving around combat between Mecha.

Player Character (PC): A character that is controlled by a player, as their avatar inside the game world.

Plot Armor: A character's security blanket. Plot Armor has three Layers, and their gradual loss from taking Damage places a character closer to Defeat. Try not to let that happen.

Power Level: A way to measure how strong a PC is in comparison to the average NPC.

Range: A weapon's effective reach, measured as Minimum and Maximum Range. A short Maximum Range means it may only be used in close combat, while a high Maximum Range could let you shoot targets beyond the horizon.

Round: The period of time that covers everyone getting a Turn going by the Initiative order. Once everyone has had a Turn, the current Round ends, Tension increases by 1, and a new Round begins.

Scene: A short time period enough to cover one plot point, or a transition between two plot points. Usually Scenes end when the PCs move from one location to another, a dramatic entrance or departure takes place, or there is a 'timeskip' between current events.

Skill: A character's theoretical and practical know-how of an individual subject. Characters trained in a Skill gain an Advantage when using it to perform Tests. Characters can be Specialists or Generalists when it comes to skills, and this will define when and how they gain an Advantage to a given Test.

Tension: A bonus to various Tests made during Matches and Operations that is equal to the number of Rounds that have transpired thus far. Tension represents battle fatigue and the escalation of violence in prolonged conflicts.

Terrain: A given section of the battlefield during an Operation, divided into Zones. Terrain sometimes has properties that help those who stand on it, or that complicate things for them.

Test: The act of rolling 1d10 plus modifiers (if any) against a given DN. This usually requires an Action.

Trait: A quality of a PC that is not part of their Attributes nor Skills. Many Traits grant Advantages to specific Tests, but several also have entirely unique abilities.

Turn: Any one character's chance to do something with their Actions during a Round, as assigned by the Initiative order. Turns are divided in Phases to help the character's controller make decisions and narrate its outcome.

Unit: Used to refer to both a Pilot and their Mecha as a single entity in the game rules.

Upgrade: A single ability possessed by a Mecha, usually bending the general rules of the game at least a little.

Weapon: The offensive counterpart to Upgrades. All Weapons grant Advantages to their use in different circumstances.

Zone: An abstraction of the distance that a Character or Mecha can Move through quickly. If your Character is inside a house, each room is a Zone. If your Mecha is running through a city, then each block is a Zone.





PLAYING THE GAME



Episodes in a Nutshell

Every time the group gets together to play is called an Episode. Episodes are divided into Intermissions (when the Pilots shine) and Operations (when the Mecha come out). Usually the GM sets the very first Intermission Scene by gathering the cast of characters with a common goal.

Perhaps the characters are supposed to undergo training together, or they might have to infiltrate Enemy territory to secure supplies, or perhaps everyone is on guard duty.

The Scene should go on until it is declared finished, usually after everyone has said they have finished what they wanted to do with it.

After this first Scene, the GM should either move them all to another common Scene for the group, or ask the Players themselves if they would like to call for a Scene. If the PCs are training together it should be the former, and if they are splitting up to infiltrate better the latter.

This can be in any order. Going clockwise from the GM's perspective is usually a good idea if there isn't a consensus on who should go first.

At some point things will begin to slow down as the Scenes come to a close. That is the cue to switch from Intermission to Operation and board the giant robots.

Before the Operation proper starts though, the players should be informed of who they are fighting and why, where and when the battle will take place, and any special conditions for victory and defeat. I recommend a short Scene for a quick briefing detailing the Operation in-character.

The Operation itself is an action Scene and is much like those that can happen during Intermissions, but it has slightly more complex and formalized rules. It does boil down to a pretty simple premise though: Where there are giant robots, they will fight.

By default an Operation ends when all enemies have been wiped out or after they retreat, however there can be other, more varied objectives that can mark a mission's success besides destruction of all enemies.

After that you might want to have one last, very short Intermission just to wrap up today's events, perhaps debriefing the Pilots and letting everyone make a closing statement of some kind.

To summarize, an Episode of Battle Century G is very much like an episode of your typical Mecha anime, but one narrated by a group. For the full experience, cracking jokes at characters being goofy and passing snacks around the table is recommended.

Scenes

Most Scenes are Intermissions, in which PCs take center stage and help progress the story forward. Mecha are nothing without their Pilot, so the Pilots get more screentime.

Scenes begin with the GM describing when and where it is taking place, but sometimes Players can be involved in setting the stage as well. If a Scene takes place in the house of a PC, the Player who controls said character should get to call the shots describing the place and who may be invited inside.

Battle Century G's Scenes are much like those from a play. After the stage has been set by the GM everyone assumes their roles as Characters and set out to roleplay them, with the GM controlling the rest of the world - the scenery, NPCs, and other such minutiae.

Scenes requested by Players might be related to the initial Scene of the Episode, but don't have to be necessarily connected. Other Players may also participate in Scenes called by Players if the GM and the other Player agree this is reasonable.

Players will have to speak in character. Which is to say, they need to be mouthpieces for their PCs and maybe do some acting or funny accents if they feel like it. Instead of saying what your character does, you should say that you do it whenever possible. And so on.

Scenes do not necessarily occur in real time. A single scene may take up to an hour of playtime but only consist of ten adrenaline-fueled minutes, or it could summarize hours of hard work with just five minutes of play time.

Scenes often have a specific purpose in mind, which basically means that everyone has gathered at that specific location to get something done. Characters might be trying to fix up their Mecha, or simply getting together for a game of poker. Scenes should have a clear goal in mind like "I want to repair my Mecha" or "Let's bet and see who wins".

Sooner or later you will need to figure out whether the characters get what they want or not. Sometimes they win, sometimes they lose, and sometimes they scrape by just enough to make things work out.

That's where the rules come in. Characters are measured in what they can do and how well they can do it through their Attributes, which are used to perform Tests.



Character Attributes

Attributes describe in very rough terms the raw talents of a character. They measure a character's physical and mental aptitudes, as well as their social standing. They are the fundamental building blocks of a character, and you add details about your character on top of them.

Attributes are measured in a scale from 0 to 10, and the higher the number the better the Attribute in question.

Fitness

Fitness measures a character's physical ability. Fitness is the Attribute you use to pull off feats of raw strength, gymnastic flexibility, and long-term endurance. Fitness makes you very good at traditional heroics like knocking out bad guys.

The character with high Fitness lives a healthy life and is probably something of an exercise nut. The character with low Fitness is likely skinny, overweight, or perhaps even physically handicapped in some way.

Intellect

Intellect handles being knowledgeable plus a dose of worldly awareness. Intellect does not correlate directly to education, as a character might just have poor book learning abilities but still have enough wits to spare to trick others.

Characters with high Intellect tend to be critical and objective, some outright believing that knowledge is power. Those with low Intellect tend to barely know enough to get by, and aren't very curious about learning new things either.

Charm

Charm helps a character perform well socially. The empathic character can tell exactly who to talk to, how to talk to them, and surprisingly has the tendency to make more friends than enemies.

The high Charm character is savvy at the social arts and the one to whom others can't help but pour their life stories. The low Charm character tends to be ignored at best and despised at worst for being a mix of brash, oblivious and annoying.

Awareness

Awareness keeps someone attuned to their surroundings, making one perceptive and memorious of small details. It also gives an empathic understanding of other people, telling the truth from lies through body language alone.

A character with high Awareness can predict and read the actions of others and is difficult to surprise. Those ungraced with a good Awareness tend to blunder into traps – both the literal and figurative type.

Willpower

Willpower is a combination of a character's toughness, composure and morale. It helps them stand their ground against things that wish they rather didn't. Willpower means pushing through adversity to get your way.

Characters with high Willpower keep their head cool in the face of danger and resist blows that would have knocked out the average person. Characters with low Willpower can't stand firm in the face of horrifying alien monsters.

Resources

Resources represents how well grounded a character is from an economic and social standpoint. It does this in the form of connections, material wealth, and the general stability that modern life in a city demands.

Those of high Resources have people eager to do them favors. Low Resources means having no one to turn to in a time of need and little in the way of a Plan B after a series of unfortunate events leave you without a home and a job.



Like their Pilots, Mecha have their own Attributes. These are more limited in nature, because giant robots are fighting machines, and that is what their Attributes revolve around. Measuring how good an individual Mecha is at blowing stuff up or how fast it can fly is more important than measuring how pretty it is or what kind of fuel the engine uses.

Mecha Attributes are also measured from 0 to 10.

Might

The Attribute that gives you efficient targeting systems and raw offensive power. Might gauges just how good the Mecha is at making other Mecha explode, or how good it is at subduing them with no harm done to the pilot.

A Mecha with high Might will have an easier time landing hits on targets and punching through their armor, whether the punching is literal or figurative. Conversely, low Might makes for Mecha that should stay away from the front lines.

Guard

As the counterpart to Might, Guard makes your Mecha harder to damage through a combination of evasive maneuvers and tough armor. A Mecha with high Guard is very difficult to hurt.

With high Guard you are not just resilient, but seem invincible once you have a forcefield equipped. A low Guard Mecha should avoid being the center of Enemy attention and needs allies to provide cover for them.

Threshold

Threshold is the second half of making a giant robot that can withstand an assault. It represents how sturdy the Mecha is and how well it holds against damage after its defenses have been breached.

With a high Threshold rank, Mecha can hold their own against even the mightiest of blows with relative ease, making a sustained barrage necessary to destroy them. With a low Threshold rank, Mecha don't have much of a safety net and a single mistake could doom them to an explosive fate.

Energy

Energy is consumed every time the Mecha uses certain abilities, like energy barriers or beam weapons. Mecha will replenish their Energy reserves constantly, the Attribute just measures their total output.

With high Energy you can use all sorts of equipment and can use more of them at the same time. Poor Energy reserves will render most special equipment unusable or at least make them perform suboptimally.

Systems

Sometimes you use your Mecha for things that require a touch of precision and technical know-how, such as manipulating small objects with your huge metal hands, decoding enemy communications, or managing fire suppression systems.

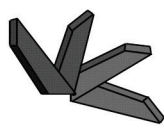
Above average Systems makes for versatile Mecha that may use support equipment competently. Below average Systems might not seem like much of a problem, but it reduces the range of many weapons and the efficiency of some upgrades.

Speed

To no one's surprise, giant robots are faster than people. The method doesn't matter, you might fly, run, or float around if you so desire, but this Attribute is what gauges it. Speed also handles the Mecha's reaction times to the pilot's commands.

High Speed is what lets Mecha break the speed of sound and draw their guns before their rivals even know they are there. Low Speed is the trademark of robots that move only slightly faster than a regular person and never get to shoot first.





Advancement

After every Episode your PC is granted a few Experience Points (XP) by the GM. XP is used to measure how much a PC grows and develops over time, improving their natural talents and learning new ones. Mecha also get stronger as the story advances, through enhancing existing equipment and installing new parts.

Whenever you gain XP you should note down the amount and add it to your XP total in your character and mecha sheets to keep track of it. That way you can check just how far your character and mecha have come.

But XP don't really do anything on their own. Instead, **when- ever you gain XP you also gain the same amount of Character Points and Mecha Points.** Character Points may be used to augment your PC's Attributes and get new Skills or Traits. Mecha Points are spent on your Mecha's Attributes and on new Upgrades or Weapons.

To put it simply, your XP can be used to power up your Pilot and your Mecha in equal measure. The process of learning new Skills, installing new Upgrades, or whatever it is you are spending your points on is entirely abstracted for simplicity's sake.

You may roleplay testing out new weaponry or practicing an art you want to learn. Or you could simply have your power-ups occur offscreen, it is up to you. Just make sure the GM has an idea of what it is you are trying to do with your character's progression, so they can guarantee your new toys will see use.

Here is a handy list to Attributes and what each value represents. These things should be easy to notice and readily observable by characters who get to know each other a little.

Rank 0: Crippled

An Attribute this low makes for a character with a noticeable handicap. They might be missing body parts, they suffer a mental illness, or something as dire.

Rank 1 or 2: Poor

The character is either impaired in that attribute or really doesn't have any scrap of natural talent. Usually they also don't care enough to put in the effort and improve either.

Rank 3 or 4: Mediocre

The character is unexceptional, and, while they're not particularly bad, they're easy pickings in a competition against someone who knows what they're doing.

Rank 5 or 6: Good

The character either has a solid natural talent or has trained themselves considerably. Their skill level is enough to stand out from the crowd.

Rank 7 or 8: Notable

The character is distinguished among peers in the same field for their abilities and likely practices them often. They are obviously exceptional, and everyone who knows them is aware of their expertise.

Rank 9 or 10: Outstanding

The character has achieved a level of capability only obtainable through impressive natural gifts *and* extensive practice. Not many ever reach this point, and those who do are usually widely recognized for it.

Rank 11 and Beyond: Legendary

The character is a genius the kind that is born once every several centuries. If put to use, such a level of ability will earn its owner a place in the history books.

If an Attribute gets to the Legendary level, it should become relevant to the story somehow - The Character is a record-breaking master of their domain after all, that should get them noticed!





Genre Themes and Genre Points

If Attributes define what the characters are like, then their Themes define what their life revolves around. Themes will give shape to a PC's wants and failings, their relationships and beliefs. They're not necessarily objectives or personality traits (though they *can* be), instead they're more like patterns, cliches, or leitmotifs that your PC will explore through the course of Episodes.

There are three types of Themes, and all Player Characters have one of each. We will check the Themes specifically later, for now we'll just go over how they work.

Whenever one of your Character's Themes complicates things for you, contributes either to character development, or advances the plot, **you are awarded a Genre Point for your efforts**. Genre Points can be used to activate special abilities during Operations called Genre Powers.

Your starting number of Genre Points each Episode is equal to your Power Level but there is no upper ceiling for how many you can stockpile, although they are reset back to your Power Level when a new Episode begins.

A PC may earn a Genre Point through roleplaying Themes on their own initiative, but situations that make Themes relevant can be instigated by the GM, other players, or come up entirely unplanned and by coincidence. Sometimes the character is not aware or agreeable to these developments, such as when confronting their biggest flaw and failing to overcome it, but the owning Player gets the points for going with it anyway.

Themes naturally change over time. A character's convictions pursued too strongly can become no different than their vices. A weakness that is solved with the help of someone else turns into a bond between them.

Other times, though, you just aren't having fun with your Themes. If you don't like how the Themes you've chosen are playing out, you can change them during the downtime between Episode Arcs -- Think it over and give them a last chance before doing the change.

Power Levels

So exactly how much stronger is a character with more XP than another? Battle Century G has six different Power Levels to measure the relative strength of characters. The general rule is that **for every 30 XP a PC earns they go up a Power Level**.

But a high Power Level also has its own special Benefits: All Characters have a number of **Genre Powers equal to their Power Level**, and at the beginning of every Episode their **starting number of Genre Points reverts to their Power Level**.

Level 0: Faceless (0-30 XP):

Who are you again? Little to nothing sets you apart from the crowds of mooks and extras, and your Mecha is nothing special either.

Level 1: Talented (31-60 XP):

You are full of potential and well on your way to making a name for yourself. You are still getting used to your Mecha, but it is clearly better than the norm.

Level 2: Heroic (61-90 XP):

You have earned a name as someone of considerable skill. Your Mecha has improved its performance considerably and, thanks to you, is now showing its true power.

Level 3: Elite (91-120 XP):

You are now a master of your domain or a true jack of all trades, with your Mecha reaching the expected peak of power. A mid-season Upgrade is imminent.

Level 4: Mythical (121-150 XP):

As a mover and shaker yourself, you are admired by allies and feared by enemies. Your Mecha is by now an early next generation model, or at least the practical equivalent.

Level 5: Godly (150+ XP):

You and your giant robot are considered utter badasses and weapons of mass destruction, capable of shutting down entire armies by yourselves.

Note that all characters start with at least 100 XP they may spend on anything. The default XP that everyone starts with does not count towards Power Levels. Level 0 is better reserved for very special types of games, and the recommended starting point for groups of new Players is Level 1. If you would like a game where the Characters are considerably better than the average person, start at Power Level 2.

Generally speaking, games should take the PCs up one or two Power Levels from the one they started in. There is no need to have the PCs reach Level 5, it is just there as an option in case you need it. Indeed, at Level 5 everyone is so powerful that the game can get a bit difficult to handle. Generally speaking, you should not go over Power Level 3 unless you know most of the game's rules by heart, otherwise there'll be too much new stuff to handle.



Tests

Battle Century G adds an element of chance to narratives in the form of dice. This keeps things exciting, since you never know for certain if you're going to succeed or fail at any given task. **Rolling dice to check how you do is called a Test.**

But here is an important rule of thumb: **Most things you do as a PC will not be Tests.** You only roll Tests when an action's outcome would have significant consequences. Only roll dice if what a PC is doing puts them in danger or someone else is trying to stop them. Cleaving robots in two with your sword is a Test, crossing the street is just a thing you narrate. Got that? Alright, moving on.

To perform a Test **you first roll 1d10 then add the corresponding Attribute to the result, then compare it against the Difficulty Number** of the task.

If your **result is equal to or higher than the Difficulty Number**, you have succeeded at what you were trying to do -- though that does not necessarily mean you got to have your cake and eat it too, you might have only just barely managed to avoid catastrophic failure.

Here is a list of example Difficulty Numbers for use with a variety of Tests. Note that these are just examples, and many Tests will have a DN that is not a multiple of 5.

DN 5 Easier in Fiction than Real Life:

Capturing the attention of a crowd, shooting blanks with a gun accurately, crafting a Molotov cocktail.

DN 10 Leave it to the Experts:

Finding shelter in the wild during winter, disarming a bomb, seducing someone for information.

DN 15 Really Impressive Stuff:

Kicking open an apartment door, distracting the big bad with a monologue of your own, infiltrating a military prison.

DN 20 Against all Odds:

Winning the olympics, restoring data from a formatted hard drive, bringing someone back from the brink of death.

Damage and Defenses

All Pilots and Mecha have a Defense sub-Attribute that protects them from harm. To strike at a Pilot or Mecha, you must beat their Defense DN with your Test.

Defense is a combination of reflexes, ability to read the moves of others, and quick thinking. For Pilots **its value is equal to Awareness plus 5**, and for Mecha it is **their Guard plus 5**.

Whenever a Test made to hurt either a Pilot or Mecha is made and it surpasses the DN, **the character in question suffers an amount of Damage equal to by how much that roll beat their Defense.**

If you only match their Defense with your result, you deal no Damage. Some abilities in the game will have special effects on striking a target, like setting them on fire or stunning them momentarily. For the purposes of these abilities, just matching their Defense with your Test is enough, even if you don't do any Damage otherwise.

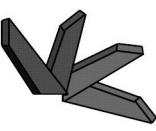
All Pilots have a Plot Armor sub-Attribute, representing how much Damage they can take before the lights go out. **Plot Armor is measured in Layers, of which every Character has three.** These slowly track Damage as it progresses from a bruise to a flesh wound to a broken bone. **Each Layer of Plot Armor can withstand an amount of Damage equal to your Willpower.**

When you take Damage you **remove a number of points from the topmost Layer**, and once it is out of points you move on to the next Layer of Plot Armor. Losing each Layer has a chance of you going down with it, getting progressively harder until the loss of the third and last Layer pretty much guarantees your defeat.

For Mecha, **the amount of Damage they can withstand is equal to their Threshold Attribute.** This works much like Plot Armor does, except they have four Threshold Levels and they lose limbs of their body instead of having a chance to be knocked out early.

The rules for both will be explained in detail later.

Damage dealt to either track is not permanent, and will heal with time, so instead of erasing your values just note down how much you have left.





Advantages and Disadvantages

Many, many things can contribute to or deteriorate your odds of success, from having a pair of extra hands helping you fix your car faster, to terrible weather making it very hard to navigate during a storm.

Having an Advantage means you can roll two dice instead of one, and keep the better of the two as the result. Multiple Advantages will all add another die to the roll, making the average results of your Tests that much better.

Having a Disadvantage means you roll two dice but keep the worse roll of the two, and they stack just like Advantages do, making Tests with multiple Disadvantages suffer terrible odds.

Should a Test be affected by both Advantages and Disadvantages at the same time, **each instance of both will cancel out until the balance is broken.**

A single circumstance generally does not add more than one Advantage or Disadvantage to a Test, but multiple sources - such as bad weather *and* having a fever - will.

Players may **trade in their Advantages for a bonus of +2** to the result. The GM **may also trade away a single Disadvantage a PC is suffering to raise the DN by 2.** Four Advantages would grant a +8, and being under three Disadvantages means the GM can up the difficulty by a total of 6, and so on.

Generally speaking, you want to use your first one or two Advantages to better your odds as extra dice, but Advantages after that should be converted into a flat bonus.

Note that when you have an Advantage you keep the *better* result, not the *highest* one. That means you can choose to keep a lower one if it would be more beneficial to you. Some rules behave differently when you roll an odd or even result, and others hurt the user if the result of the Test is too high, so getting to choose is important.

In the same fashion, and when dealing with one or more Disadvantages, should the GM think that a higher result is worse for your character they can make you take it instead of the lower one.

Tests made when you are trying to affect more than one character at once can end up with a different amount of Advantages or Disadvantages for each target. When that happens you should convert the extra Advantages or Disadvantages to a +2 bonus or a +2 DN increase.

When using abilities that set the result of rolls to a specific number, you should automatically convert Advantages and Disadvantages to flat modifiers as well.

Intermission Rules

While there are many types of Test, we'll start with those that can be used during Intermissions. They *might* be used, sometimes, during Operations, but that is the exception rather than the rule.

Skill Tests

The most common type. After describing what your PC is trying to do, the GM will assign a Difficulty Number to the task. You select an Attribute that will help the PC at the activity in question, then **roll 1d10 plus the Attribute. You gain an Advantage to the test if you are trained in an appropriate Skill,** and after the roll you **compare the result with the Difficulty Number of the task.**

If your Test result is equal to the DN or higher, then you have achieved what you sought to do. If not you will have to try again, and should that be impossible, look for another way. With that said, there might be dire consequences for failure. Depending on what you were trying to do **you may suffer the amount you missed the DN by as Damage,** so don't go around juggling knives because it is all fun and games until someone loses an eye.

Contested Tests

Contested Tests are used when you are in a direct competition against another PC or NPC but are not trying to harm each other. Racing each other or trying to win over the same audience, for example, would be Contested Tests.

In a Contested Test you both roll at the same time, and **the one who rolls the highest result is the winner.** If you were tied, you might continue Testing until the stalemate breaks.

Contested Tests do benefit from Skills, if the participants have any that are applicable. Though do note that generally you both will be using the same Attributes and Skills, you can still try to chase someone on foot while they are riding a vehicle, which both use different Skills. Advantages and Disadvantages should be granted to both participants as appropriate.

Characters involved in a Contested Test can choose to forfeit and admit their opponent as the victor at any time.





Extended Tests

Extended Tests require constant applied work or let you try time and time again to earn a better result. They are much like regular Skill Tests **except you may continue rolling after the first attempt** to reverse a misstep or just to improve your existing success.

The GM may impose a **limit on the maximum number of times you may take your chances**, or simply state that every roll takes a considerable amount of time for your character that they cannot quite afford to waste.

Extended Tests can carry dangerous consequences just like Skill Tests, and failure in those circumstances will deal Damage to you for each attempt.

Some Extended Tests are simple enough you could try your luck at them for however long you wanted to until you got them right -- Possibly bringing up the question of why would you bother with the Test in the first place. However, others take considerable more time than a Character can afford to waste with perfectionism. Here is a list of recommended time spent between the rolls of Extended Tests:

1 Minute or less (Simple):

You probably shouldn't bother rolling this unless there's a considerable chance of irreparable failure, injury or similar. Examples include picking a lock or driving a vehicle.

1 Hour (Challenging):

Tasks like these will usually take an entire day to get them just right, or you can spend a handful of hours to get the gist of it. Researching a tough subject or finding food and shelter in a forest are appropriate examples.

1 Day (Intense):

These are tasks you quite simply just can't do without spending considerable time throughout one or more weeks. This could be anything from asking around town for clues about a case to taking part in a continental rally.

1 Week (Exhausting):

By this point what you are doing is probably better handled off-screen, such as writing a best seller or building your own house from the ground up.

Characters may take extra time to improve their odds of getting things done right. **By taking double the suggested time to perform the Test, you gain an Advantage to it. By taking quadruple as long to do the Test, you instead gain two Advantages.** Taking longer than that for a single Test is just wasted effort and provides no additional benefit.

Mixed Tests

Sometimes what you're trying to do isn't so simple or straightforward to require only a single Skill, or even a single Attribute. Sometimes what you're trying to do even requires multiple different actions in quick succession.

These actions are usually unique and fairly different from each other, ranging from trying to shoot pursuers while riding a motorcycle across a chasm, to sneaking your way behind a guard and backstabbing them fatally. During those times what you use are Mixed Tests.

A Mixed Test is, quite simply, **two (or more) Tests rolled at the same time using the same dice, averaging your Ranks in the appropriate Attributes and doing the same for any Advantages or Disadvantages as well.**

The DN to beat in these instances is **that of the most difficult task of the two**. Remember that any fractions you end up with are always rounded down.

Help Tests

Help Tests take place when you try to aid a friend who is about to perform a Test of their own. Lifting someone up to help them climb a fence and being someone's wingman are both applicable examples.

For a Help Test you Test the corresponding combination of Skill and Attribute of what this help would entail, but don't compare it against the DN itself. Instead you simply try to do your best to help someone else as they contend with the task's DN with your aid.

Your friend will gain an Advantage to their own Test for each multiple of 10 that you meet with your Help Test. Granting more than one Advantage may overshadow the guy who was supposed to actually get work done.





Attribute Tests

Not everything the PCs attempt will have a Skill associated with it. This is usually the case for tasks that rely solely on a PC's innate abilities and lack any kind of formal training.

Sample Fitness Tests: Arm wrestling (DN Contested Fitness), Breaking down a wooden door (DN 10), Bending prison cell bars and lifting closed gates (DN 20)

Sample Intellect Tests: Memorizing the specs of a giant robot in a hurry (DN 10), Checking whether or not you know of an obscure piece of trivia or not (DN 15), Knowing where to go to learn more about an obscure piece of trivia (DN 5).

Sample Charm Tests: Making a good first impression (DN 5), Getting the gist of what someone is saying in another language (DN 10), Putting on your best poker face (DN Contested Awareness)

Sample Awareness Tests: Getting a quick feel for someone's disposition (DN 5), Interpreting what a piece of abstract art actually means (DN 5), Gauging distances between shooting targets (DN 5)

Sample Willpower Tests: Resisting the effects of a heavy alcoholic drink (DN 10), Keeping yourself calm after witnessing a mass murder (DN 15), Begrudgingly finishing mountains of boring paperwork in record time (DN 5).

Sample Resources Tests: Picking up or planting rumors on someone without leaving a trace (DN 10), Obtaining a highly sought original Gunboy figure in perfect condition (DN 15), Bribing someone (DN Contested Willpower Test). Most Resources Tests will cause you to suffer a Disadvantage to their own kind for the rest of the session.

Healing Tests

Your damaged Layers do not need you to tend to them, but you can still give them a hand to grow back faster.

Healing Tests are almost always done through the Medicine Skill. Before the roll you must announce the Layer of Plot Armor you intend to heal, and will only heal that Layer if you succeed. The same Layer may not be treated again by anyone until the Episode Arc is over.

You may heal the first Layer of Plot Armor on a result of 10 or more, the second with a 15 or more, and you need a 20 to heal the third.

Equipment Tests

You can temporarily obtain Equipment, as in the Traits with the same name, through the Resources Attribute. This will usually require a Scene to go and look for such goods, or at least a break in the action to give you enough time to do so.

You need a result of at least 10 to acquire Equipment with a Cost of 5, and a result of 20 to get Equipment with a Cost of 10.

Your wallet is not bottomless, though! After a successful Equipment Test, **further Resources Tests during the same Episode are at a Disadvantage.**

This temporary Equipment lasts only until the end of the current Episode. After that it breaks, you return it to the rental shop, or it just gets lost in your attic.



Matches

Matches take place when the conflict in a Scene escalates to the point that two or more characters get overtly violent with each other, usually lasting until at least one of them has been rendered unconscious or worse. A Match is subdivided in Rounds that keep track of how long the Match has taken. **Rounds are divided into Turns**, with one Turn per every character involved in the Match. **During their Turn, a Character takes an Action.** Anything of importance that happens during a Turn should be narrated by the player responsible for said event or by the GM.

Matches also introduce a new rule: **Tension**. Tension represents the dramatic rise in stakes during the ebb and flow of combat, and it does so as a **bonus to all Offensive Tests during a Match**.

Tension always starts at 1, and increases by 1 at the end of every Round, so by the second Round Tension becomes 2, and so on. **Tension is a bonus to any Tests made to harm others**, so a Tension of 5 during Round 5 adds a bonus of +5. Tension makes battles that start out slow evolve into a frenzy of super attacks over the course of time, and allows attrition to defeat an enemy that was initially invincible.

Match Structure

Step 0: Surprise

When a Character gets the jump on another, like during an ambush, there is a Surprise Round with a Tension of 0 before the Match proper begins. The attacking character gets a Turn during this Surprise Round before the defender even gets a chance to roll for Initiative, and they have an Advantage to any Offensive or Disruption Tests against those surprised. If multiple characters benefit from surprise, they go in whichever order they see fit.

Step 1: Establishing Initiative

Determine who goes first with a Mixed Awareness and Fitness Test from each participant. The result will become the Character's Initiative for this Match, and it represents how fast they can act in comparison to other characters. Once everyone's Initiatives are all rolled, order them from highest to lowest and note their order down. Allies may trade their Initiatives with each other at the beginning of a new Round if they both want to do so.

Step 2: Setting Tension

Set Tension to 1 before the beginning of the first Round. Tension rises at the end of each Round by 1. Whenever any Character performs an Offensive Test, they add the current Tension as a bonus to the roll.

Step 3: Starting the Round

Once Round 1 begins, Characters begin taking Turns following the order of Initiative from highest to lowest, and from fastest to slowest. Each Character has a chance to take an Action during their own Turn. Turns are divided into three Phases, so we'll tackle each part of a character's Turn in order.

Step 4.1: Beginning Phase

During the Beginning phase, the Player decides what their Character will do and how. They may also do things that are simple enough to not require using up a whole Turn or roll any Tests. Talking to each other, readying a firearm, and taking a few steps are good examples of things you can do in the Beginning Phase. Once the Player is done with these and has decided on their Action for the Turn, the Action Phase begins. Also any abilities activated during a Player's Turn that have a duration of one Round will end at the beginning of their next Turn.

Step 4.2: Action Phase

As part of taking their Action for the Turn, the PC may Move from one adjacent Zone to another, but the movement takes place before the rest of the Action, not after. Most Actions require you to roll Tests. When all Actions have been resolved by the rules, proceed to the End Phase.

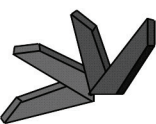
Step 4.3: End Phase

After Characters take their Actions, the effects of said Actions are to be narrated and described. When a Turn ends, the character with the next highest Initiative starts their Turn, and the sequence continues until the Round has ended.

Step 5: Ending the Round

When the Round finishes, Tension increases by 1 and the order of Initiative resets back to the first Character. You do not have to reroll everyone's Initiatives. Repeat Steps 3 through 5 as necessary until the Operation has ended.





Zones

Everything must take place somewhere. The areas where Matches take place are called Zones; a Zone is essentially a small area people can move in and out of in just a few seconds. For instance a house is broken into individual rooms and hallways, each of which is a Zone.

Zones might have an effect on the Match, in the form of Advantages (you know the place well) or Disadvantages (it is dark and you can't see anything) or a mix of both (you are wrestling an alligator underwater) though usually there are no special rules in place.

Characters may only use Offensive or Disruption Tests against other Characters in the same Zone. You can move from one Zone to another next to it as part of any Action.

Match Actions

These are the special things you can do during a Match, but they are not the *only* things you can do. If you need to do do things that don't involve trying to hurt someone else or defend yourself, you can still do those as normal.

Only Offensive Tests benefit from Tension, the ones made with the Attack and Disrupt Actions.

When using an Offensive Test you can Move towards the target or circle around them. You can also stand still, but they don't let you go backwards or otherwise increase distance between you and your target.

Attack

Sometimes things inevitably come down to violence, and that's what Offensive Tests are for. **Offensive Tests are used during Matches after Initiative has been rolled**, and are much like a Skill Test except that **the DN to beat is equal to the opponent's Defense**.

If you are lucky, talented, or both then you **inflict Damage and cause them to lose Plot Armor equal to the amount you passed their Defense DN by**.

If you just barely meet the DN, then it does not have a visible effect even though narratively speaking, any onlooker will realize it should have.

Attacks are not always physical, Plot Armor represents physical and mental health after all. A psychic assault will also cause harm. Traumatic experiences may paralyze a character with fear, make them pass out, or worse.

Buildup

You take your time to improve your next Offensive Test. Choose a target, your next Offensive Test against the chosen target **gains two Advantages**.

Even if you continue to Buildup, you will not gain benefit from it after the first time. If you take any other Action before attacking them, you lose the benefits of Buildup.

Delay

Choose any other Action and another Character's Initiative. You take your Action right after that Character's Turn. You don't need to specify how you want to use your Action, you can say you want to Attack but not who you will Attack, for instance.

Disrupt

Instead of trying to overpower your foe from the get go, you interfere with their game plan and make it harder for them to fight back. Pinning someone down or shooting to provide a friend with cover are good examples.

You make an Offensive Test as normal but you only deal half the usual Damage you would do. If you at least meet the DN, then **the Enemy suffers a Disadvantage to all Tests for a Round**.

Maneuver

You don't want to hurt anyone... Or at least not right here and right now. For the time being, you'd rather just not get hurt yourself.

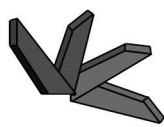
Choose an Attribute you could use to Attack in these circumstances. You increase your Defense by an amount equal to that Attribute for a Round. You may give this Defense bonus to an Ally within the same one instead of keeping it for yourself. Multiple Maneuvers do not stack together, using only the highest Defense bonus of the bunch.

Run

You pick up the pace and hustle, moving as fast as you can manage. **Move two Zones instead of just one.** You don't need to roll any Tests, and you don't have to Move in a straight line either.

If what you want is to escape from the Match you should just use a Contested Athletics (or equivalent) Test. Otherwise your pursuers can just Run themselves to keep up forever.





Damage and Defeat

Plot Armor is subdivided into three Layers. **When you take Damage, it goes to the first Layer. When a Layer cannot take any more Damage, you lose that Layer and the Layer immediately below it is the one to receive Damage afterwards, and so on.**

When losing a Layer, you must **Test Willpower against a DN of 10 for losing the first Layer, a DN of 15 for the second layer, and a DN of 20 for the third Layer. Failing any of these Tests means that you are defeated instantly.**

Should you pass your last Test, you may continue going on until you take Damage again, at which point you will have to make another DN 20 Test. Damage to your Plot Armor heals naturally over time.

The first Layer of Plot Armor restores all of its points between Scenes, the second Layer does so between Episodes, and the third Layer heals between Episode Arcs.

Proxies

Sometimes you don't take the damage, but an object in your possession does, like your car when you're being shot at during a chase scene. In these cases you do battle using Proxies. A Proxy uses your Attributes, Skills, Traits and everything else that could reasonably apply to an object under your control.

You perform the Match just as you would any other, but you don't suffer the effects of damage yourself at first, instead you have a fourth Layer of Plot Armor to represent your Proxy. Damage applies to the Proxy until its single Layer of Plot Armor is destroyed, at which point the object in question remains unusable until the end of the Episode.

Proxies may benefit from Heal Tests (though they use Skills like Craftsmanship instead of Medicine) having a DN of 5 to do so, though fixing up an individual Proxy may only be done once per Episode - More than that is asking for the items to break down for good.

Characters duking it out with their fists can fight until one restrains the other, one of them passes out, or even until death. There is no strict definition of what it means to 'defeat' someone, other than them not being able to influence the rest of the Scene. The outcome that is most reasonable, and most in line with the rules in general, is for the defeated character to be knocked out temporarily. The rules do not actually make it explicit that anyone actually dies from taking Damage in general, not even if they have already been Defeated and are at the mercy of a much greater foe.

This means that technically all characters are, technically, immortal. A PC that messes up big time will continue to live, but they will have to deal with the consequences of their actions, being injured for a long streak of Episodes.

But such a Character might not be able to move from their hospital bed, or be locked in a mental institution. This means they will require Scenes designed around them. The group will have to work with the owner of the PC in question to keep them engaged and prevent them from getting bored.

This should not be seen as a punishment handed down from the GM, but as a chance for the PC to develop and come back a stronger person - And maybe try not to make the same mistakes in the future. If playing through that sounds too boring, then consider retiring the PC temporarily (perhaps even giving them up for dead) and adopting another Character until the original returns triumphantly several episodes later. The flip side of this is that it also applies to NPCs, and unless the GM clearly shows the bad guys explicitly dying 'onscreen', they could very well be still alive and plotting their revenge as early as the next Episode.

It is inevitable that at some point that two or more characters roll the exact same Initiative and their controllers will not easily agree on which of them should go first. Make them roll another d10 and whoever has the highest result gets to move earlier, repeating the process if they are tied once more - just make sure you do not add the new results to the previous initiative rolls by mistake. If it is only two Characters then just flipping a coin to see who gets to move earlier is simple enough.

Rolling individually for every NPC can get bothersome when there are large numbers of them involved. If you want to save time, you can just roll for all NPCs at once - then modify as appropriate considering their Attributes.





Intermission Scene Example



Ingham: The results from the simulation are posted. Jeff, you're at the very bottom.

Ryu: Ouch. Oh well that can't be helped, I did lose after all.

Raymond: Blade shows up. "That was the worst I've seen this week."

Ryu: Oh here we go again. You know what, Jeff is tired from this crap: "Do you practice that charming attitude every day too or is it just a natural talent of yours?"

Raymond: "Your evasive maneuvers are those of an amateur. Your left is open with every move." He's as smug as ever.

Ryu: That does it. Jeff finally snaps and lunges at him. Initiative roll... 8, and I average Fitness and Awareness then add it to the result, yes? That makes 12.

Maya: This should be good.

Ingham: You guys show me how well you've learned the rules and handle it on your own.

Raymond: Sure. I rolled a 3, I add 6 to it but it does not matter. I guess you got the jump on me.

Ryu: I'm untrained in Combat so I take my Fitness... And I have no Advantages, right? 6 Fitness plus a roll of 3. I punch for 9, I guess.

Ingham: Remember that Tension starts at 1.

Ryu: A total of 10 it is then!

Raymond: My Defense is 11. So you're a point shy.

Ryu: Aw. Your go then. Jeff rushes in angry and throws a careless punch to Blade's face.

Ray: Blade is trained in Combat at the Master Level, though his Specialization is in swords, of which he has none on hand, so he just gets one Advantage. I rolled a 5 and a 9, keeping the better of the two, plus my 6 Fitness, and 1 Tension. All this makes a total of 16 coming at Jeff. What is his Defense?

Ryu: Just 9. Oh man, that means I took 7 to the face. Just enough to down me one Layer. Is it my go again?

Maya: You need to Test your Willpower and get at least 10, or you might lose right now.

Ryu: Ah, right. Okay, I got a 13, so I could keep going...

Raymond: Remember that this Damage to your first Layer will go away at the end of the Scene. But any further Damage taken from now on will stay for longer.

Ryu: I see. Go ahead and narrate then.

Raymond: Blade succinctly blocks Jeff's arm and gives Jeff a square, well-placed sock on the left side of the face for his trouble. "See what I'm saying? Your left is completely open."

Ryu: Okay, this doesn't look like I'll last long enough to turn it around. How about we negotiate?

Raymond: ...How so?

Ryu: Blade doesn't beat up Jeff senseless, and Jeff listens to what Blade has to say... But! Only so that he can beat him at his own game.

Raymond: Heh, that is good enough for me.

Ryu: Well then, Jeff falls on his butt and shoots a glare at Blade. Then jumps up and tries to hit Blade once more because he clearly did not get the message the first time.

Raymond: Blade is going to hold and restrain him, then push him down to the ground again. "You don't know your own limitations! All you know how to do is charge and go for a direct attack." Having said his piece, he turns to leave. "Idiots that fight carelessly will only slow the rest of us down."

Ryu: Frustrated and disappointed that he can't even get out of his lock, Jeff is going to lie there and think about this for a while.

Raymond: Blade has nothing more to say so he takes his leave.

Maya: Nice! Don't you think they deserve a reward for this, Ingham?

Ingham: Indeed. One of Blade's themes is 'Jerk Rival', isn't it? That certainly fits. Gain a Genre Point, Ray.



Operation Rules

Operations are like Matches that involve giant robots, but with a few special rules of their own. **The term Unit refers to both Pilot and Mecha as one entity during Operations. Player Character Units are usually Allies. All Units that are Allies with each other are collectively called a Squad.**

Mecha are superior to regular characters in almost every way. They can cover multiple Zones per Turn whereas the Pilot can hardly do one in that timeframe, they withstand attacks that would more or less vaporize a regular person, and are generally in a league of their own. This is why they, for the most part, operate on rules that are similar but separate to those of the PCs. **A Pilot's Attributes, Skills and Traits have no bearing on Operations**, the grand majority of the time only their Genre Powers will be relevant.

Step 0: Choosing Equipment

Units with Combinations or Alternate Forms must choose how they will deploy. This step does not always apply, and it takes place before the Operation proper begins, hence it is "Step 0".

Step 1: Establishing Initiative

Determine who goes first by **having each Unit Test Speed**, and use the result is the **Unit's Initiative**. **The highest Initiative number goes first, with the order of play progressing to the next highest number and so on.** Units may freely trade their Initiative results with friendlies at the beginning of a new Round.

Step 2: Entering Formation

At the start of an Operation each Unit enters formation, if there is a Base Unit it deploys first, usually at the edge of the battlefield. Other than Base Units, which always receive priority, the Unit that takes its turn first is also the first to enter formation, the same is true for the second Unit, and so on until all Units have taken their place. Squads with a Base Unit may either deploy a number of Zones away from their Base Unit no higher than their Speed or dock inside of it. If there is no Base Unit, each side usually starts at the edge of the battlefield.

Step 3: Setting Tension

Set Tension to 1 before the beginning of the first Round. **Tension rises at the end of each Round by 1.** Whenever a Character performs an Offensive Action that necessitates a Test, **they add the current Tension as a bonus to Might Tests.**

Step 4: Starting the Round

Once Round 1 begins, the Initiative Order proceeds from highest to lowest, giving each Character an Action during their own Turns. Turns are divided into three Phases, so we'll tackle each part of a character's Turn in order.

Step 5.1: Beginning Phase

During the Beginning phase, the Unit refreshes all Energy spent and decides how they will act this turn. This means they decide what they will do and how. They may also use abilities that do not require an Action to be performed, such as the use of Setup Genre Powers. Once the Player is done using abilities and has decided on their Action for the Turn, the phase ends and the Action Phase begins. A Unit with multiple abilities that do things 'at the beginning of a Turn' can choose the order in which they happen. Also any abilities activated during a Player's Turn that have a duration of one Round will end at the beginning of their next Turn.

Step 5.2: Action Phase

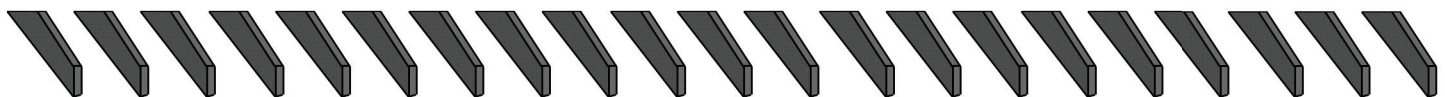
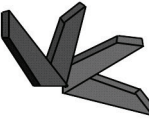
As part of taking their Action for the Turn, the PC may Move a number of Zones equal to their Speed Attribute before the Action proper takes place, but not afterwards. Actions generally require Tests, and after resolving the Test you are to proceed to the End Phase.

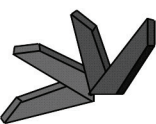
Step 5.3: End Phase

The Player and GM describe and narrate what has taken place during the Turn. When a Turn ends, the character next in the Initiative order starts their own Turn, and the sequence continues until the Round has ended.

Step 6: Ending the Round

When the Round finishes, Tension increases by 1 and the order of Initiative resets back to the first Unit. You do not have to reroll everyone's Initiatives. Repeat Steps 4 through 6 as necessary until the Operation has ended.





Zones and Ranges

Actions vary greatly on how much time they should reasonably take and there is no arbitrary time limit of how long a Turn lasts. Assume that generally a Turn takes somewhere between 5 to 10 seconds and that a whole Round is somewhere between 30 seconds to one minute.

Likewise, taking an Action is an abstraction. Taking a single Action to attack with a sidearm does not mean the gun fires only once, just that you will deal Damage once by the rules.

You should feel free to describe that one sidearm attack as using several shots, or leading your enemy in a specific direction then nailing them with the last bullet, or emptying all of your ammo at them then spending the rest of the Round reloading. Do whatever you want through the narration as long as you don't change what happens within the rules, and it makes enough sense.

The listed Actions are not by any means a definitive list of the things anyone is limited to doing, just the ones with support from the rules. Actions with less impact than these are possible. Examples include taking a few steps to look around, switching a held Weapon for one in its holster, and of course, talking.

Talking does not require the use of an Action, nor is there a limit to when you may talk - it can be at any point during your Turn or during another's. As always, however, please exercise common sense and try not to engage in a ten minute long discussion about the finer points of Roman politics in the middle of battle.

In the same way, just because most guns in the game don't have a stated amount of supplied ammo, it does not mean that they may be fired for hours and hours on end. The rules of the game are guidelines for fair play and for what might make a better experience, they are not the physics of the game world and you should never treat them as such.

Battle Century G abstracts distances and treats all Mecha as if they were roughly the same size. Very large or very small Mecha are represented through flavorful distribution of Attributes. For example, a small and fast Mecha would have high Guard and Speed but low Threshold and Might.

But back to terrain and movement. Every meaningful lot of Terrain during an Operation is a **Zone**, a designated area with no clearly defined range - it can represent a whole city block or the insides of a warehouse. It only needs to be a distance your Mecha could reasonably cover to strike at someone in melee in a few seconds. This means you do not have to actually measure specific distances in meters.

You *can* do it, but it works better if you leave it to the imagination. If you want to use a map such as a Chess or Hex board, each square or hex is a Zone. If you want to treat them like a fixed distance you should use a number easy to remember, like making each Zone ten square meters or something like that.

Unlike their Pilots, Mecha can move farther than a single Zone every Turn, and Mecha Weapons can strike at targets in Zones reaching far beyond the one they're standing in. A Mecha's movement speed is measured by their Speed, while the reach of their Weapons depends on the Weapon itself and sometimes on the Mecha's Systems.

Mecha can provide cover for each other. This means Weapons **may not target through Zones occupied by Enemies to reach other enemies behind them** (but they can target through Zones occupied by Allies - those just get out of the way). You must make your way around them or try to break through enemy lines by moving into the same Zone as the Unit providing cover, or past it.

Multiple Mecha can occupy the same Zone with no noticeable effects other than being very close to each other.



Actions

There are many types of Actions and most of them are available to everyone, the ones restricted to specific equipment are described later in the corresponding section listing all Mecha abilities.

You can only take one Action per Turn. **As part of any Action you may Move a number of Zones equal to your Speed before the rest of its effects.**

Offensive Actions

These are the bread and butter of Mecha combat. Whenever the rules reference attacking someone, they are talking about these, all of which involve a Might Test - except Aiming, that one does not count as an attack. When attacking you can only pick targets within your Weapon's Range. **Offensive Actions only let you Move towards the target or to circle around them, they don't let you go backwards or otherwise increase distance between you two.** Offensive Actions may also be used without making any Movement as well.

Only Offensive Actions benefit from Tension.

Attack

To Attack you **Test Might against the target's Defense** (or the Defenses of all targets, when you are using something like a Blast weapon). If you pass, then you **deal the amount that exceeds the DN as Damage**, causing the Enemy to lose that much Threshold.

Aim

You take your time to make your next attack more precise. Choose a Weapon and a target, your next Offensive Action **gains an Advantage to the Might Test** with the chosen Weapon against that target.

If you continue to take Aim, you will not gain further benefits after the first Aim Action. If the target ever becomes invalid for the chosen Weapon before you make your shot, or you take any Action that is not to continue aiming before the shot is made, then the benefits of Aiming are lost.

Assist

You make someone else's job easier by distracting and meddling with a common foe. Choose a target and an Ally, then **attack the target at a Disadvantage.**

Your chosen **Ally gains an Advantage** to their own Might Tests against that target for a Round. If you would not be able to Attack the target with said Weapon, or you would not need to make a Test to do so, you can't Assist with it either.

Weapons with the Blast, Burst or Line abilities cannot Assist.

Suppress

You disrupt the opponent's plan of action by drowning them in covering fire, entering a grapple to pin them down, or otherwise using a Weapon in a non-standard way to provide support rather than going in for the kill. **Attack an Enemy, halving the final amount of Damage you would have dealt.** Suppression attacks are never at risk of hurting a friendly Unit that is in a Duel.

If you pass the Might Test, the Enemy will be impaired with **one Disadvantage to all their Offensive Tests for a Round.** Additionally, should the **Enemy Move with their next Action, they take the other half of the Damage you would have dealt to them.**

Should you inflict enough Damage to Maim an Area, **you choose which Area is Maimed.** If this would Destroy the Enemy, **you may also choose to spare them and disable their Core instead.**

Engage

You choose one Enemy and attempt to single them out from the battle at large to have a Duel with them. You must **Attack using a Weapon from Range 0**, which is to say, while in the same Zone as the target. You may Move in position first and Engage with the same Action.

Whether you actually deal Damage to them or not, **both of you are now engaged in a Duel.** You may not Engage a Base Unit unless you are a Base Unit yourself.

Units in a Duel are locked at range 0 and may not Move with their Actions normally. At the beginning of their Turn they may make a Contested Speed Test against their opponent. The winner gets to Move both participants in a direction of their choice for a number of Zones equal to the lowest Speed between either of them.

Anyone who tries to attack either of both engaged Units will have to Test Might against both of them at once, like when using a Blast Weapon. If the result of the roll is an odd number they hit their Ally, but an even result lets them hit their Enemy. If the Might Test fails against one duelist but not the other, then the one with the lower Defense is the victim.

Attacking any other target than the one you are locked in a duel with will give your opponent a free Offensive Action against you. Weapons with the Blast, Burst or Line abilities cannot Engage, but they can be used during a Duel and will not trigger an extra attack from your Duel rival as long as they are the target of the attack.

Butting into the Duel is impossible - there is just too much going on. The only way to help break up the Duel is to destroy one of the participants. Similarly, the only way to break out of a Duel is to Disengage or to see that your opponent is destroyed.



Utility Actions let you Move in any direction. Mecha can do a lot more things than the handful of options presented here, but these are the ones you are more likely to need rules for.

Boost

You accelerate as much as possible in one direction, ideal for charging and pulling back. **Move two times your Speed with this Action instead of the regular movement rate.** Boost does not require you to Move in a straight line.

Maneuver

You make yourself a hard target by taking cover, releasing chaff, or launching dummy balloons similar to your Mecha. **Choose one of Systems or Speed. You increase your Defense by an amount equal to that Attribute for a Round.** You may give this Defense bonus to an Ally within 1 Zone of Range from you instead of keeping it for yourself. Multiple Maneuvers do not stack together, using only the highest Defense bonus of the bunch, and Docked Units may not Maneuver for others at all.

Delay

Choose any other Action and another different Unit's Initiative. You take your Action right after that Unit's turn. You don't need to specify how you want to use your Action, you can say you want to Attack but not say which Weapon you will use, for instance. Delaying counts as an Offensive Action if you use it to take an Offensive Action.

Disengage

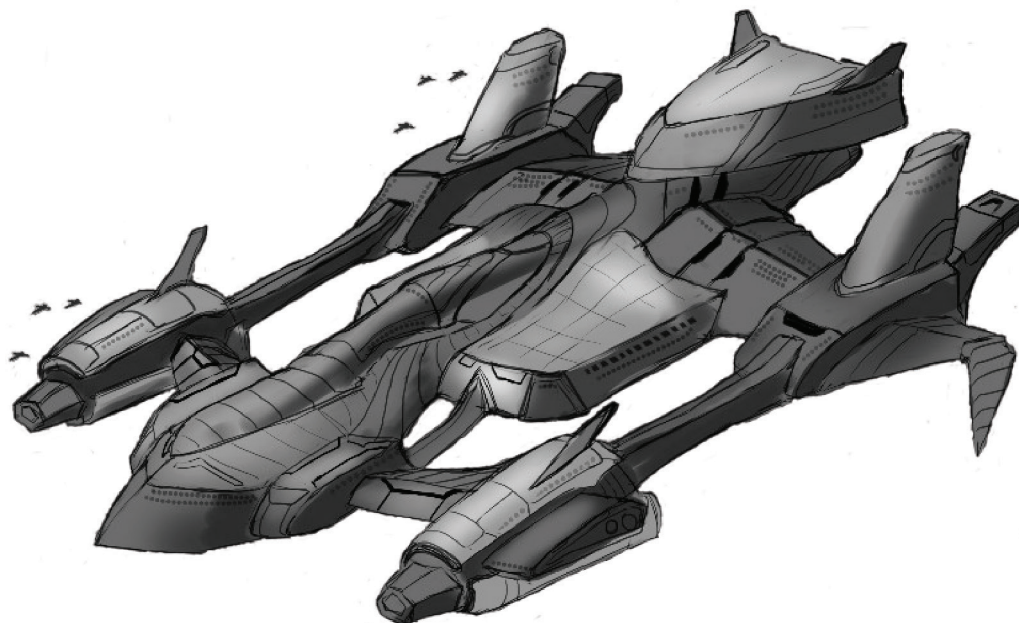
You can escape from a Duel you're in and return to the main battle, **moving your Speed away in a direction of your choice.**

No Tests are required, but this still uses your Action for the turn, making for a stalling tactic at best against a foe bent on engaging you one to one, unless you have friends to watch your back.

Dock

If your Squad has a Base Unit within Move Distance, you may dock inside it. You may redeploy as a normal Action afterwards coming out within a Zone of the Base. Units will move with the base wherever it goes and they cannot be attacked or damaged until the base has been defeated.

A Docked Unit can expose itself and take Actions, even Offensive Actions, without having to undock first. If they do, they still cannot be targeted but are now vulnerable to Blasts, Bursts, Lines and Extreme Terrain for a Round. Even if they choose not to expose themselves again with their Action afterwards, they will trigger Extreme Terrain at the beginning of their next Turn.



Damage and Maiming

A success with your Might Test will inflict Damage much in the same way that Offensive Tests do during Intermissions. And a Mecha's Threshold works close to how Plot Armor does for the Pilot. **Mecha have four Levels of Threshold**, whereas Pilots have three Layers of Plot Armor.

All Damage that reduces the defender's Threshold down one Level will Maim one of the defender's Areas, disabling any Upgrades and Weapons installed there. The affected Area is dependent of the total amount of Damage that was dealt, where **an odd number of Damage will Maim an Area of the defender's choice**, and **a total that is even will Maim an Area of the attacker's choice**.

Areas that have already been Maimed cannot be chosen twice. In the case that a single instance of Damage would take down multiple Levels of Threshold, the defender and attacker alternate who gets to choose.

When the Damage that causes a Maim is inflicted by the environment or by the damaged Unit themselves, then they choose the Area that will be Maimed.

However, like any good protagonist, they will fight more fiercely the closer they are to defeat. **The first time that a PC loses an individual Level of Threshold during an Operation, they gain a Genre Point.**

When a Mecha loses all four Levels of Threshold and has all of its non-Core Areas Maimed, it is destroyed, and the Core ejects immediately. All Damage taken is repaired away between Operations and Maimed Areas are likewise restored to normal function.

The Core

The Core is what holds the Mecha's critical systems, such as the very Pilot riding it. Generally the Core is a cockpit with jets installed, but the smaller Mecha have a suit of powered armor instead.

Cores lack all Upgrades, even Internal ones, and the Pilot should retreat on the double after ejection because it offers minimum protection from enemies.

The ejected Core still has Attributes, but they are all halved. It has no Threshold and no Weapons. All Damage dealt to the Core is also dealt to the Pilot.

A Pilot may choose to Eject at any time before their Action during their Turn, placing themselves 1 Zone away from their Mecha's location. A Mecha without a Pilot can still operate with its most basic AI, keeping half of its original Attributes, but is automatically disabled the moment it takes a single point of Damage.

Grunt Mecha always fail to eject and their Pilots explode violently with their robots. In the case of a Pilotless Mecha such as an AI Unit or a giant monster there is no Core and they are completely destroyed.

The only way to spare AIs and Monsters would be with the Suppress Action, in which case the creature (or robot) is incapacitated and will not be a threat any further unless somehow repaired or healed.

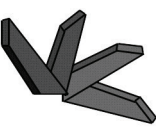
So what, exactly, does it mean that an area is "Maimed"? The gist of it is that the Area has been damaged in such a way that anything installed there can no longer be used – But does not actually represent the limb being chopped off.

The idea is that anything installed on the Legs can be rendered nonfunctional, but does not make the Mecha topple over and remain a useless piece of scrap metal for the rest of the Operation. If it did that, every battle would devolve into shooting each other's feet and that would get old fast. In the same fashion the Torso can be crippled without the entire thing blowing up automatically.

With that said, you can go with the loss of entire limbs if it works for you -- Gears powered by Gygravagnite can hover in the air for short periods of time when they lose their legs, so that option is fine if you go with the game world in Chapter 6.

This description is usually up to the person who makes the choice of which Area to lose, but must take into account any previous descriptions from the other Player. You tried to parry a blade and it cut off your Mecha's fingers, you tried to jump out of the way of an explosion and it caught your legs, you ducked under the giant energy beam but weren't fast enough to save the head. Some descriptions will be more obvious than others, be creative.

When you lose one of your Areas you will want to sacrifice one that will not be of much use for the rest of the fight, and when you Maim an opponent you should go for the most threatening or important Area. The narration will often make this obvious, like when your opponent shoots lasers from their eyes or tries to crush you with a giant claw. In cases where it is not so evident, you can either guess or use a Genre Power to peek at the enemy rules.



Operations must take place somewhere, and every locale is different: from flat featureless plains to floors made of lava.

Being able to take advantage of the Terrain can change the outcome of a battle before anyone even realizes how important it is, so make sure that you know where it is you are going to be deployed and how it affects your Unit.

There are five default types of Terrain, and through modifying and combining them, more can be made.

Plain

The most basic and simple kind of battlefield. Plain Terrain ranges from everyday meadows and outer space to outright Boss Platforms™. It is best described by its own lack of benefits or hindrances. Plain Terrain has no special rules.

Difficult

Rocky and uneven hills, deserts that clog your Mecha's joints with sand and strong currents that leave your giant robot waist deep in water. These are all good examples of Difficult Terrain, known for how much it complicates the lives of those trying to cross it. **Units Halve their Speed while they are within Difficult Terrain.** This means that for each Zone of Difficult Terrain you attempt to cross, you have to spend two units of movement instead of one.

Defensive

Defensive Terrain is distinguished by having a lot of cover for Units, making it comparable to the Mecha equivalent of war trenches. Examples of Defensive Terrain are most urban settings, deep jungles, and asteroid fields. **Defensive Terrain protects Units in it with a Disadvantage against all Might Tests against them.**

Extreme

Extreme Terrain covers a variety of hazardous environs that are deadly to both people and giant robots. Examples of Extreme Terrain include magnetism storms and erupting volcanoes. A Unit that **begins or ends a Turn within Extreme Terrain must Test either Systems or Speed against a DN of 10 plus the current Tension. Should they fail the Test, they then take the amount they failed it by as Damage.** If they begin *and* end a Turn within Extreme Terrain, each instance threatens them separately.

Impassable

The fifth basic type of Terrain represents things like skyscrapers or asteroids, things that you can use as cover but sometimes are also in the way. **You may not move or shoot through Zones of Impassable Terrain.** Most battlefields have Impassable Terrain around the edges. **If you would ever be forced to move against Impassable Terrain, the movement halts and you take Damage as if you had crashed into another Unit.**

These aren't the only kinds of Terrain you can use, indeed there are as many with an amount of special qualities as large as your imagination allows. A particular battle could take place very deep underwater, where everyone suffers more Damage from pressure the further they advance and Beam Weapons suffer a Disadvantage, all this in addition to the rules for Difficult Terrain.

Maybe you want to have an aerial battle instead, Units would need flight capability or to stay Docked within a flying Base Unit through all of it. It is up to the GM how complex they want to get. When using custom Terrain the GM should state how it interacts with abilities that depend on Terrain like Antigravity and if Systems or Speed Tests can do anything to mitigate any debilitating conditions.

3D environments such as underwater and outer space deserve particular mention, as they can get really bothersome to manage, particularly if you use maps instead of the abstract Zone method since 2D maps obviously don't handle elevation or depth well.

To help with this, you should define an arbitrary height as the 'ground' level, and Units positioned above or below relative to that altitude should have a 1d10 next to them to set how many Zones away they are from it. You can even use dice of different colors to help mark those who are higher or lower than the ground level.

Units that are directly above or below another can be trickier, you can squeeze whatever you are using as a token in the same spot easy enough, but, when multiple Units start to do that, things can get messy fast, so for the sake of simplicity try not to let it get that far.

Likewise, you could make it so that Antigravity and their ilk enable a Unit to move upwards, instead of using the abstracted rules for bypassing defensive formations and the disregarding of ground-level terrain.

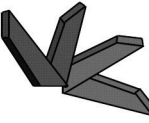
If you choose to use 3d movement as part of your Terrain in areas like space or underwater, you should likewise allow it to let you ignore enemy defensive formations in the same way Antigravity does.

The abstract method is presented as the default because it is faster to play with and most Units really have no use for being higher than a single Zone away from the battlefield.

Should a Unit fall back down to ground level from high up in the sky, they suffer 1 Damage per Zone they were above ground level beyond the first.

A fair warning: Crying for 'realism' as an excuse to snipe from way up in the sky is simply bad form. Don't do that.





Characters vs Mecha

The entire point of having Mecha is that trying to match them in power without one of your own is a futile effort. After all, if you didn't need your own giant robot to take out another, the game would not revolve around them.

Using Advantages and Disadvantages is not enough to cover just how overwhelming a Mecha-scale enemy is when you don't have your own. **Mecha trying to shoot hapless humans have it easy**, they Attack as normal but **any Damage they would deal to a Pilot-scale target is doubled**. Characters also make an Offensive Test as normal to strike at Mecha, but **any Damage a Character would do to Mecha is halved**, and furthermore **Deathblows have no effect on Mecha at all**.

As you can see, the only hope for Characters lies in not getting hit at all, but Tension will make that race a hard one to win. They should aim to blitz Mecha into submission, or run away and hide before Tension bonuses make that impossible.

End of Operation

By default an Operation ends when one team has had all of its Units (or its Base Unit) destroyed or Retreat. There can be other, more varied objectives that can mark a mission's success besides destruction of all enemies though. But those are up to the GM.

Players can also end a mission prematurely by retreating (because they think they are going to lose or for some other reason) through Live Another Day or Boosting away until they reach the edge of the battlefield.

In fact, escaping from combat is not difficult at all. PCs can choose between losing face retreating or fighting to the very end. But the same goes for any NPC with Genre Points and high defensive Attributes.

Skirmishes should build up until there is too much at stake for either side to retreat. But it does mean that there should be another incentive for victory other than survival. If your only real objective is to live through today's encounter, then all you have to do to "win" is retreat at the beginning! Ideally a battle would have meaningful consequences whether PCs win or lose.

Let's say you do not want to do any of these obviously useful things like "Firing Missiles" or "Taking Cover" and instead you want to do something fancier. Something like rescuing civilians, retrieving an escape pod, or even picking up a disabled Mecha. For the most part those things should be Utility Actions, perhaps making use of a Might or Systems Test if necessary, but in general shouldn't be too hard.

But things can always get more complicated. Such as, for instance, when a PC wants enemies to drop their weapons and stop fighting. Obviously, this cannot just be a thing you solve through just a simple Test (if you could do that, why bother fighting at all?) but it should remain possible for the characters that really, really want to spare someone else's life without having to beat them into submission first.

Persuading Enemies to stand down and stop fighting (or to retreat before they are shot down) is a Utility Action with a DN of 20. You gain an Advantage for each Power Level you have over theirs, but also suffer a Disadvantage for each Level of Threshold they have intact. Only one Enemy may be affected per Test and it may only be attempted once per Enemy - the group as a whole only get one shot at talking any of them out of a battle, so make it count.

Some Enemies, like alien monsters and AIs, simply cannot be convinced out of a fight. Named NPCs with their own motivations can either be easier to pacify or outright impossible to reach, depending on circumstances.





Operation Turn Example

Ingham: And the General Z crumbles in defeat, Jeff is down for the count. Looks like it is up to Maria now. The Outsider turns to face the last Gear standing.

Maya: Maria takes a step back defensively and checks on Jeff's vitals.

Ingham: Jeff's passed out but he'll make it. The Core ejected before the machine started to go down in flames.

Ryu: Aw man... I'm going to be stuck in the hospital for a while, aren't I?

Ray: You should have retreated when I told you to do so.

Maya: "Command, how long until Black General is up and running again?"

Ingham: They patch you to the technicians "The armor is no good, it can't take another hit..." And the next thing you hear is frantic yelling from the bridge "The Outsider's Gravagne Field is at 10%, Type-G fluctuations are stabilizing!"

Ray: That Absolute Barrier is going to be hard to crack if you let it refresh. Blade slams a fist at one of the monitors in his cockpit "Damn it!"

Ingham: Your boss tells you as much. "Maria... You have to finish it. Now."

Maya: "Easier said than done..." Maria grimaces and... Okay, let me think for a bit, the Gran DeSir isn't very strong offensively so this is a bit of a problem.

Ingham: Take your time.

Ryu: Why don't you grab a big finisher with Mid-Scene Upgrade?

Raymond: True. Techniques have double Tension, one of those might just do the trick right now.

Maya: Hmm... Okay, Ingham, Remember how I was going to get the Gran a Zweihander next Arc? I figure I'll just grab it right now.

Ingham: Sure thing. Ask for it in-character.

Maya: "Command... Requesting the Double Crescent!"

Ingham: "It is not complete, Maria, we haven't figured how to keep the vibro-blades from shattering using a weapon of that size yet!"

Maya: "If today is our lucky day, they'll shatter inside the body of that thing, Sir."

Ingham: "Very well. Launch one of the Skysplicers with the Double Crescent, immediately!"

Maya: Maria boosts upwards to catch the giant weapon dropped from the delivery plane. The Double Crescent is big, almost as long as the Gran itself is tall, with two blades shaped like a crescent moon on each end. The Mecha plummets downwards at the enemy!

Ingham: Roll your Might.

Maya: Double Tension, right? I got a 8, plus my 4 Might, we have 12, and this is Round 7 so... Doubling that adds up to 26! How does he like that?

Ingham: Dealt 10 Damage to be exact, and that's more than enough to take out its entire last Level of Threshold. The weakened field can't stop the giant weapon from cutting into the Outsider's chest and carving all the way through. The blades shatter, as promised, at the same time the top half of the dead monster falls inert to the ground.

Maya: "Now this is one prototype that made the cut."

Raymond: That was awful.

Ingham: I should dock you XP for that.

Maya: You know you love it.

Ryu: I was useful!



It has been a long time since then, so I don't remember all of what I should. I regret that. But I couldn't risk writing this down then. At the time, I was a young man. I just wanted an opportunity to make my name somewhere, and get away from the whole mess with my life and livelihood intact. I had always hoped that some day, somehow it would come out on its own. But it never happened.

So I'll tell you myself. Because it's been too damn long, and if they want to kill me they can get in line with Cancer. When I die, this shouldn't die with me.

My aunt on my father's side was Henrietta Tallman. That name doesn't mean much anymore, but in her day she was an accomplished physicist and metallurgist. She had published a paper on theoretical high-energy environments, and the equally theoretical materials they could create. I never read it.

But when the biggest discovery of the century happened, she got a phone call and was off to the FWA. My father had been an honest man, but not a very successful one. Henrietta's position on the Gygravagnite research team pulled our whole family up out of the gutter. I guess I owe her for that, even if I was too young to remember.

And then it was 2045, and she was gone. It was all so sudden, and my father didn't take it well. But we had been left well off, and benefited greatly from her will. Years later, I graduated with a degree in African Studies and set out into the world. There was some property down in the United Pacific, just outside of Manila, that had passed on to us in Henrietta's will. We had used it as a vacation home once or twice, and father had always been looking for a reason not to sell it. So I moved into it in the sixties, and started looking for work there.

That was when we found the safe. We had been in the house maybe three times since my aunt died. It was very well hidden. I only found it by accident when I was setting rat traps, four months after I moved in. And what was inside was raw Element G. It goes without saying, I thought of how valuable it was. Not about the risk involved, or what had happened to the man it was named after.

The real problem was the book. My Aunt's journal. I thought that it might contain some stale but important research notes, taken from one of the original researchers firsthand. I thought that this might be worth just as much as the Gygravagnite, maybe more to the right buyer. I was right. God, I wish I wasn't.

I read the journal. More skimmed than read, I should say. I was looking for parts related to her Gygravagnite research, to make sure there was something worth selling in it. I was a dumb kid who didn't have the physics or metallurgy background to understand half of the stuff she talked about.

But I remember enough of it. I remember that one of her friends at the research labs was a Russian Neurosurgeon. I wish I had written down the name. Started with an R, I think. I had thought it strange that a Neurosurgeon had been called in to study rocks. I remember reading that my aunt's friends had disproved the meteor impact that everyone thinks caused the Ring of Fire Tragedy. Something to do with distribution patterns. It worries me that people still don't know about that.

The strangest part was the last entry. I know what you think when you hear that, like it's going to end with her stopping mid-sentence and with there being blood on the page. There is nothing like that.

But she talks about Gygravagnite being... wave something. It knows when you are looking at it, and how you are looking at it, and it changes. It changes based on how you feel when you look at it, even. I didn't believe a word of it. I thought the journal was worthless. If I had gotten half a chance, I might have even thrown it away.

But then the suits came. It only took them maybe five hours after I finally opened the safe. They showed up, told me that the contents of that safe were a matter of national security and made it clear that I was never to think of it again.

I was scared. Even now, the timing seems just so damn strange. That stuff had been sitting in that house for years, and they had never come for it. But the moment I opened it up, it's like they knew. Which makes me sound like a crazy old man, but it's what I believe.

I tried to go back to my normal routine but the fact that they came for the book made me think that it might not be so bogus after all. I couldn't shake the feeling that someone was watching me, or going through my house when I was not home.

I didn't feel safe anymore, so I started looking for someplace else. And the more I looked, the more it hit me what the contents of my Aunt's journal really meant. How much the government was really keeping from us. I didn't feel safe on Earth anymore, so I sold the house and moved up to space the first chance I got.

A lot of people wanted on to the space colonies in those days, but I managed to buy my way up to a management position in Lagrange 3, and then the SSA happened, and things went on from there. To say I got lucky is an understatement.

Looking back, I feel guilty for keeping this all to myself up until now. Looking back on everything that has happened in the last 20 years, and all the lives that have been lost, I can't help but feel that maybe if I had told the world what I knew sooner things might have gone differently. I just wish I knew more to tell.

BATTLE CRAFT



Character Name
Concept

Name
Electron

Name

Jack of all Trades
Common Sense

Effect

Learn one Skill
Ask GM advice

Name

Genius

Effect

Use Int with any Skill

⚡ Powers

Name

Speed

Effect

Try Again	Reaction	Reroll Test with 1 Advantage
Not so Fast	Reaction	Protect Ally with 2 Disadvantages
Synchro Attack	Setup	Combination Attack!
Knowledge is Power	Reaction	Learn rules of 1 Enemy
Live Another Day	Reaction	Flee from battle
Mid-Scene Upgrade	Reaction	Buy Upgrade or Weapon in advance
My Pain is your Pain	Reaction	Attacker takes 1/2 damage dealt

WRITING THE CHARACTER



Character Creation Outline

Your PC is built of a combination of both things that make them powerful and things that make them fun to roleplay. The recommended order to create a character below tries to streamline the process as much as possible. Feel free to ignore it, or to retrace your steps in the middle of it until you feel satisfied with what you've got.

Check with your fellow Players and GM every now and then while creating your character to make sure it fits the game they intend to run. Make some changes if you think it would be necessary, and do not hesitate to ask any of them for help if you are unsure of how a rule works or if your ideas are good.

Step 1: Concept

The first thing you need to figure out is what kind of Character you'd like to Roleplay. Just a short sentence will do. You can decide on who they really are as you go along.

Step 2: Character Points

Your PC has 100 Character Points (CP) which you can spend to assign Attributes or purchase Skills and Traits. Skills and Traits build upon the base Attributes, being less general and more specific about what they represent. Don't forget to calculate the Character's Defense and Plot Armor after doing this too.

Step 3: Genre Themes and Powers

Go a little bit deeper into who the character is and what you want to do with them during the game, by selecting one Theme for each category: a Reason, a Typecast, and a Bane. Roleplaying these Themes will grant you Genre Points. You can use the Genre Points gained during play to become much stronger during battle, breaking stalemates in your favor and saving allies from the brink of death.

Step 4: Power Level Adjustments

If your Power Level is above 1 then you have extra CP to spend on more Attributes, Skills or Traits. The amount of CP available is your Power Level times 30.

Step 5: Finishing Touches

Write everything down in your character sheet. This section also has a questionnaire for you to provide your PC a number of little quirks and perks. These may not have an impact on the rules of the game but help shape them as a human being.

Character Concept

Unless you are the GM, to play Battle Century G you will need to create a Player Character. All Player Characters pilot Mecha. Perhaps you pilot for honor, duty, or love. Maybe your aptitude is the result of your endurance, psychic powers, or enhanced genes. The reasons don't matter: Your character will sortie to participate in Mecha combat.

Before all the rules comes the PC's Concept, a single phrase describing the core of your character. This phrase needs to describe who they are and what they do. Good examples are "Royal Secret Agent" and also "Charismatic Antihero." Don't get lyrical or go overboard with details, but don't make it too simplistic either. For example, a Concept of "Genius" is just as bad as "Fifteen Year Old Girl With a Physics Ph.D that Always Wears Blue, has Blue Hair, uses Blue Lipstick, and Laughs Way Too Loud at her own Jokes." Instead of all that nonsense, use something like: "Eccentric Girl Genius."

Since PCs are all Pilots, they don't need to make piloting part of their concept. Only include piloting in the phrase if you want it to be a very important part of what makes the character unique, such as "Cocky Ace Pilot" or "Carefree Mecha Repairman."

Above all, it has to be a concept that you want to play with for a while and won't regret later. All PCs grow and change over time but you will be playing with yours as-is for a while, so put some thought into it for your own sake.

A Concept can be spot-on or somewhat open-ended. Both have their own pros and cons so don't feel bad if yours looks like it is too short or too long, just avoid making it too much like the 'bad' examples from above.

PC concepts are not a science - it does not even have an impact on your PC's performance. Concepts exists to help you focus your creative energies and gives the GM and other players a hint of what to expect from your PC.

If you're stumped for Concepts, take a look at the following list of examples. Don't just use them as they are, but instead take them as inspiration and give them your own twists until you find something you are satisfied with:

- | | | |
|---------------------------|------------------------|---------------------------|
| -Cocky Ace Pilot | -Aristocratic War Hero | -Military Brat |
| -Aloof Big Brother | -Eccentric Girl Genius | -Optimistic Young Prodigy |
| -Carefree Mecha Repairman | -Charismatic Antihero | -Captain Mom |
| -The Strongest Cyborg | -Everyday Salaryman | -Android Ninja Maid |
| -Dutiful Modern Samurai | -Grizzled Veteran | -Angry Space Marine |

Ingham: Everyone, your Concepts. Ryu, Go.

Ryu: A defining phrase, alright... Um, Pilot of the Strongest Super Robot!

Raymond: I'm fairly certain you need something better than that.

Ingham: I'll allow it.

Raymond: ...Really?

Ingham: Having the world's most powerful Mecha does not make a character perfect, it will attract the attention of groups that are much stronger in union and just because the Mecha is considered powerful it does not mean the Pilot himself can draw out its full power.

Ryu: Alright!

Ingham: In exchange, I want you to think about why he would have this Mecha, how he uses it, and how it affects his daily life.

Ryu: Alright, can do.

Ingham: Raymond?

Raymond: Veteran Super Soldier.

Maya: That was fast.

Ingham: Elaborate further.

Raymond: He was trained from childhood to pilot a special Gear built for the purpose of fighting the Outsiders and has been doing so for years.

Ingham: Good, Maya?

Maya: Bear with me here, but I'm thinking a Runaway Space Princess.

Ingham: I am bearing with you here.

Raymond: I expected better from you.

Ryu: You guys are so judgmental.

Maya: The Outsiders destroyed several space colonies, and one of them happened to be ruled by an aristocratic nobility. My character was trusted with the machine said to be the protector of the royal bloodline before being sent to Earth as everything went in flames. She doesn't really like fighting but understands she has to. Does it sound better now?

Ryu: See? Maya does not disappoint when it comes to this stuff.

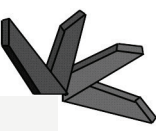
Ingham: I like it, I presume that was the quick version of the story and that you can write me ten pages if I ask.

Maya: You saw right through me.

Ingham: Good, we'll make use of the rest later. A word of advice for other GMs, encourage your players to flesh out their characters and work with them to find them a place in your game. If something doesn't sound like it will fit, don't say "No" instead say "Yes, but-" and include a catch you can use to make it work.

Raymond: ...Are you talking to yourself?

Ingham: That will remain a mystery of the ages. We are moving on from this subject.



Characters can do anything, but not everything, and each thing they can do has a price in Character Points (CP). **All Player Characters have 100 Character Points to spend improving themselves.** Creating a Character who is average in all matters costs just a few points, but an invincible superhuman needs a lot of CP. **You can spend your CP on three things: Attributes, Skills and Traits.** This chapter will teach you all there is to know about those. Don't worry if you end up with leftover CP, you can spend it later during the course of the game but they don't count towards your Power Level.

The Four Templates

If you're just starting out or want to make the process faster you can use one of the four templates in this page: The brash youngster full of potential, the smartass who works better alone, the team sweetheart that keeps the group together, and the mentor figure hardened by years of experience.

The templates are worth 100 CP in Attributes, Skills and Traits combined. Each one of them a different stereotype that serves as a foundation for more complex characters. You can use them as presented, as a base you can modify, or as an example to guide you. The Skills and Traits themselves will be defined a few pages later, though their names should give you a good idea of what they do. To modify them you can swap one of their Attributes with another from the same template, trading numbers around until you get something that works for your character. You can also swap their written Skills or Traits for others that have the same CP cost.

Note that these templates do not take Power Levels into account. If your Power Level is of at least 1 you'll need to spend some CP yourself. Remember that each Power Level is another 30 Character Points.

The Prodigy

You have a happy-go-lucky optimistic approach to life that makes you you easy to get along with. You're not one to back down from a challenge or afraid from getting your hands dirty. Some say that you're impulsive and irresponsible, but you like to think that you're a free spirit that works best under pressure.

Fitness	Intellect	Charm
6	3	4
Awareness	Willpower	Resources
3	6	3

Skills: Athletics, Combat.
Traits: Hard Work and Guts.

The Ace

You are a critical thinker with a knack for learning things quickly and a need to learn even more, thanks to your love for perfection. Your goals are ambitious, because there is nothing you cannot do if you set your mind to it. Now if only you could add those mysterious so-called 'people skills' to your ever expanding toolset you'd be *perfect*.

Fitness	Intellect	Charm
3	7	2
Awareness	Willpower	Resources
5	5	2

Skills: Electronics, Sciences.
Traits: Genius.

The Coordinator

You are a person of profound idealism, of unbreakable faith and a mind set towards the deeper matters of life. Life is a journey, and you are both its sojourner and a guide for those that find themselves astray. Sometimes you come across as naive or overly sensitive, but you are intrinsically positive and genuinely like people. And people like you for that.

Fitness	Intellect	Charm
2	4	6
Awareness	Willpower	Resources
3	4	4

Skills: Diplomacy, Presence.
Traits: Attractive, Leadership

The Professional

Your hard work and dedication makes you an asset to any team. You are demanding from others, but only because you understand that doing so is your role to play. With a strong sense of duty and resolute convictions, you often butt heads with those that don't care about authority and the greater good as much as you do.

Fitness	Intellect	Charm
4	4	4
Awareness	Willpower	Resources
4	4	4

Skills: Humanities, Investigation.
Traits: Common Sense, Danger Instinct, Jack of all Trades.



Attributes

After picking a Concept, it is time to assign Attributes. Your PC may not start as The Very Best At Everything, so you will have to prioritize some Attributes over others. It should be easy as long as you know your PC's strongest and weakest points. Or you can have a character who is decent at everything but they're just not the best at anything either.

Attributes start at Rank 0, but you can increase their Rank by spending CP. But one point does not mean one Attribute, otherwise you could start with 10's in all six. Instead, **each Attribute starts at 0 and to increase its Rank you must spend a number of Character Points equal to the Rank your Attribute will reach.** This means that increasing your Fitness from 0 to 1 costs one Character Point, and it is two Character Points to go from 1 to 2, and so on. And because to get a 2 there you must first earn a 1, the total cost in Character Points is of 3.

Rank	1	2	3	4	5	6	7	8	9	10
Cost	1	3	6	10	15	21	28	36	45	55

Costs get progressively more expensive because being average at most things is easier than being really, really good at any one thing. Having one or more Attributes at 11 or higher is possible but prohibitively pricey and not recommended unless you are sure that you know what you are doing.

You can have one or more Attributes at 0, but that means the character is handicapped in some way. But it does let you play more unique character concepts, such as a brilliant scientist who happens to be blind. If you want characters with big strengths and big weaknesses, there you go.

For your convenience here is a quick reminder of what each Attribute does:

Fitness:

Fitness is useful for circumstances that need raw strength, quick reflexes and physical endurance. With Fitness you can climb trees, drive a motorcycle, and break down doors. Fitness is the primary Attribute used to fight other Characters and contributes to your Initiative during Matches.

Intellect:

Intellect is the Attribute for circumstances that need training in one or more technical skills as well as broad knowledge of theoretical sciences. With Intellect you can hack computers, perform first aid, and decode ciphered messages. Intellect is important because it governs a lot of Skills.

Charm:

Charm is the Attribute that lets you make friends and influence people. With Charm you can give rousing speeches and earn the trust of someone you've just met. Charm is an important Attribute because it lets you talk your way out of problematic situations before they get violent.

Awareness:

Awareness is useful for Scenes that need sharp senses as well as instincts. With Awareness you can spot someone tailing you, investigate a crime scene, and notice someone is lying. Awareness is a key defensive Attribute because it adds to your Defense and to your Initiative.

Willpower:

Willpower is used in instances that require patience and sheer stubbornness. With Willpower you can keep your head cool while you're being shot at or face to face with a giant monster. Willpower is not just the source of your Plot Armor, it lets you keep going after you've lost it.

Resources:

Resources handles assets external to your character like money, contacts and status. With Resources you can get other people to do your work for you or even let your money do the talking. Resources can substitute for other Attributes in the right circumstances, making it very useful.



Skills are the combination of the knowledge and training in a character has in a specific field. They are more narrow in focus than Attributes and define expertise with more personality. The way Skills work is rather simple, when you make a Test belonging to something covered by one of your Skills **you gain an Advantage to said Test.**

A Specialist Skill is just like a regular one, but it works only for a single subject within the Skill's portfolio. **Specialists only gain an Advantage when using that skill's chosen Specialization**, receiving no benefit from it otherwise. You can be trained in the General or the Specialist version of the same Skill, but not in both. **Learning the ins and outs of any one Skill and training to be a Generalist costs you 10 CP, while training as a Specialist only costs you 5 CP.**

The Resources Attribute is the only one with no Skills. This is because it can be used to replace nearly any Skill you do not have, as long as you have enough money, friends, or political power to back it up.

In Rules terms this means **you can Test Resources in place of another Attribute and Skill combination** to have someone else do your work, but **being successful will inflict a Disadvantage to all further Resource Tests for that same Episode.** Resources alone can only get you so far. Money runs dry and friends have problems of their own.

The use of Resources depends on having enough time to actually go look for help or to call for it. Some urgencies might place a Disadvantage to the Test, while others make the use of Resources outright impossible. You can use Resources in place of Craftsmanship to have someone else fix your car during the weekend, but you cannot use it to defuse a bomb that is about to go off.

Reading Skills

All Skills are written in the same format. For your reading convenience, here is everything you should know about their descriptions.

Skill Name

Immediately below the name is a brief summary of what the Skill is about, what it can be used for, and what kind of Characters would find it useful.

The second paragraph details the Attributes you usually would Test when using the Skill in question.

Possible Specializations: A few examples of how you may Specialize with this Skill. Specializations are not limited to the presented ones, they are just examples.

Possible Advantages: Example circumstances during which your Character would have an easier time, gaining an Advantage to the Test.

Possible Disadvantages: As above but reversed, describing circumstances in which you've got it harder and thus suffer a Disadvantage.

Sample Tests: A few typical (and sometimes not-so typical) appropriate Skill Tests, including the Difficulty Numbers and type of Test necessary. There are near infinite uses for every Skill though, these are just a demonstration.

One aspect of Mecha fiction - and most fiction in general - that does not often agree with reality is the portrayal of skillsets in both theoretical and practical knowledge.

In fiction, most Characters are masters of their fields to a ridiculous degree. A person who is "good at sports" will be good at all of them at once, the brightest member of the team is an omni-scientist who can juggle most types of applied and theoretical sciences, and someone with contacts will have a network that can conjure favors like they're magic.

Sometimes this kind of thing is closer to reality. Soldiers are not taught how to fire a gun without ever touching on how unarmed combat works, for example. In most cases though, this is not how real skillsets work. A chef is not a master of demolitions, the tech support guy is not necessarily a hacker, and a chessmaster should not be commanding real armies.

Battle Century G leaves you to choose how you want to go about things. You may keep the generalist approach and enjoy all the benefits of the game's broadly defined Skills *or* you may choose to use Specializations for a lower CP cost, but have a harder time when you're not using your specialty.



General Skills

Athletics

Encompassing one's physical fitness and training of the body, Athletics applies to all those situations in which a strength and endurance are both required. Characters trained in Athletics can get away from assassins climbing fences, long-distance jumping from one rooftop to the next, or just plain outrunning everyone.

Athletics Tests use the **Fitness** Attribute unless the Test is about theoretical knowledge instead, which use **Intellect**.

Possible Specializations: Acrobatics, Climbing, Parkour, Running, Swimming.

Possible Advantages: Stimulants, high performance bike, playing on your 'home turf.'

Possible Disadvantages: Trying to climb a sheer slope, running around debris, swimming against the current.

Sample Tests: Jumping from one rooftop to another (DN 10), a foot chase (DN Contested Athletics), crossing the English Channel (DN 15).

Craftsmanship

The common Skill for painters, masons and engineers. Those with this Craftsmanship are able to create and repair physical objects, knowing how to tackle larger projects like those of architecture or engineering. Craftsmanship Tests are usually Extended.

Craftsmanship requires **Charm** when used to create a work of art, uses **Intellect** when planning more complex projects, and **Fitness** when you're just otherwise working with your hands to fix or craft something.

Possible Specializations: Carpentry, Chemistry, Cooking, Demolitions, Poetry.

Possible Advantages: Quality ingredients, a reference library, specialized equipment.

Possible Disadvantages: Distracting noises, an improvised work area, terrible base materials.

Sample Tests: Building a tree house (DN 10), engineering a deep space probe (DN 15), winning a Pulitzer (DN 20).

Combat

Combat represents brute strength, well-honed marksmanship, and practical knowledge of strategy and tactics. Two people engaged in a fistcuff will use Combat to determine the winner, but so will two generals trying to control their troops more effectively than the other.

Fighting benefits from **Fitness** rather than **Intellect**, while the more strategic uses of Combat will use the latter instead.

Possible Specializations: Chess, Gentlemen's Duels, Revolvers, Strategy, Swordsmanship.

Possible Advantages: Being on stimulants, attacking from surprise, attacking from the high ground.

Possible Disadvantages: Taking on someone armed while unarmed, shooting targets under cover, fighting with one-hand behind your back.

Sample Tests: Attacking another with a physical weapon (DN Defense), engaging another in a chess duel (DN Contested Combat), breaking down a rotting wooden door (DN 5).

Deception

The art of bluffing, encompassing fast-talk, convincing lies, and a fair degree of acting skill. Note that putting up an act that doesn't actually do anything but get other people's attention is the domain of the Presence skill instead.

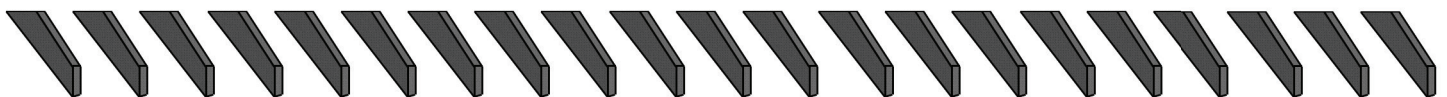
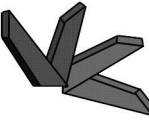
Deception generally uses **Charm**, though **Intellect** can apply in the case of more technically elaborate and impersonal scams such as forgery.

Possible Specializations: Bluffing, Disguises, Forgery, Intimidation, Seduction.

Possible Advantages: Victim is desperate for what you have to offer, impersonating your identical twin, conning someone full of themselves.

Possible Disadvantages: Your face was on the news recently as that of the culprit, faking an accent in a language you barely know, trying to fool a wide audience.

Sample Tests: Convincing a guard that you just forgot your ID, running a pyramid scheme scam, empty threats and intimidatory bluffs (All DN Contested Awareness).





Diplomacy

Diplomacy expresses a sincere desire to win someone over. It can be used to calm down an angry person, rally a crowd to follow your lead, or seduce someone you fancy, but the interest in doing so must be genuine. Because Diplomacy has the interests of both parties in mind, you should only require a Contested Willpower Test when the other party stubbornly refuses changing their views against all logic. Failing the Willpower Test does not necessarily mean they are convinced, they could just be giving up the discussion temporarily because now they are mad.

Diplomacy almost always uses **Charm**, though **Intellect** may be used to drone on about exactly why you are right. You may also use **Fitness** to physically intimidate others, for their own good of course. The first alternative is harder to pull off, however, and the second is just as likely to cause you additional trouble rather than help.

Possible Specializations: Etiquette, Hagglng, Intimidation, Peace Talks, Seduction.

Possible Advantages: Target is easily bribed or blackmailed, the other person trusts or fears you.

Possible Disadvantages: Trying to sweet talk multiple people at once, convincing someone who dislikes you, terribly inappropriate clothing.

Sample Tests: Getting a few free drinks from someone you just met, making an emotional appeal to the jury, negotiating for a cease-fire (All DN Contested Willpower).

Finesse

Employing flexibility and hand-eye coordination over muscle power and resilience, Finesse is the Skill for pickpocketing and juggling small objects or for walking on a tightrope.

Finesse always is paired with the **Fitness** Attribute since slipping out of manacles or picking a lock demands more physical dexterity than anything else.

Possible Specializations: Balance, Escapism, Juggling, Lock-picking, Pickpocketing.

Possible Advantages: An object easy to palm, quality breaking and entering tools, target is distracted.

Possible Disadvantages: Handling large objects, restrictive clothing, watchful paranoid eyes on object of choice.

Sample Tests: Diving for cover when a firebreaks out (DN 5), cautiously stealing a purse (DN Contested Awareness) cracking open a state of the art safe (DN 15).

Electronics

This Skill distinguishes those who know how to use electronic gadgets of all sorts. You may use Electronics as a replacement for other Skills when a computer could do all the work for you. This will almost always take more time than if you did so yourself, though.

Unless you're using electronic equipment to communicate with someone else - in which case you would Test **Charm** - Electronics is an **Intellect** based Skill.

Possible Specializations: Artificial Intelligence, Communications, Computer Hardware, Hacking, Military Technology.

Possible Advantages: Access to a supercomputer, task is easily automated, excellent internet connection.

Possible Disadvantages: Computer is old or otherwise sub-par, the task is tedious and the computer easily screws it up if left on its own, slow internet connection.

Sample Tests: Looking up simple information (DN 5), hacking a system that another is guarding (DN Contested Electronics), programming your own personal assistant NPC (DN 20).

Humanities

The social and behavioural sciences -- Those that study people. Humanities as a Skill is used to research a subject, appraise an antique, and similar tasks that require broad knowledge of such subjects. Training in Humanities does not necessarily make a character older, they just know more. Humanities is only for theoretical knowledge, for example a therapist needs real people skills to go with their book learning, such as Diplomacy.

Humanities will use the **Intellect** Attribute for all Tests.

Possible Specializations: Archeology, Economics, History, Law, Psychology.

Possible Advantages: Access to a government database, campus library, or a custom internet search engine.

Possible Disadvantages: Trying to research an unusually obscure topic, uncooperative client or patient, identifying an object in very poor condition.

Sample Tests: Identifying a Picasso original (DN 5), figuring out whether a case has a legal standing or not (DN 5), deciphering an ancient text (DN 15).



Investigation

The investigator gathers information and filters what is true or useful from that which is false or background noise. You may use Investigation to notice a secret passage in the creepy mansion, or to bar-hop and ask if people have seen a missing child. Investigation takes time and is about trial and error, where Diplomacy is more straightforward.

Investigation uses **Awareness** at all times, since it is less about finding new information (which you obtain through other Skills) and it is more about interpreting details over a period of time.

Possible Specializations: Contact Calling, Crime Scenes, Dream Analysis, Interrogation, Puzzles & Riddles.

Possible Advantages: Unrestricted access to area, gear and databases, a team to help you notice things or bounce ideas off of.

Possible Disadvantages: Subjects are unwilling to aid you, looking for impossibly small objects or clues, dealing with planted evidence.

Sample Tests: Fishing for information from your contacts (DN 5), following a paper trail (DN 10), reading the body language of a captive enemy (DN Contested Deception).

Medicine

The old and proud tradition of keeping other people alive and in good health. Medicine also comes with knowledge about the capabilities and limitations of the human body and mind. The most obvious and common use of Medicine is to diagnose and treat illnesses whether they are physical or mental, but you can also combine it with Craftsmanship to do pharmacy work.

Medicine needs **Intellect** in both its theoretical and practical applications.

Possible Specializations: Diagnostics, Forensics, Pharmaceuticals, Psychotherapy, Veterinary.

Possible Advantages: Helpful assistants, Stable and cooperative patient, Access to family medical histories.

Possible Disadvantages: Treating a patient who is in critical condition, uncooperative, or with multiple contradicting symptoms.

Sample Tests: Diagnosing a patient (DN 5), First aid (DN 10), Eye surgery (DN 15).

Presence

Sometimes all you want is to make sure you get people's attention, and Presence does exactly that. When you want to impress others with a performance of song, fast talk, or to make sure people are listening to the elaborate speech you wrote, you use Presence.

Presence draws from **Charm** the grand majority of the time. **Intellect** applies when trying to confuse people with jargon or buzzwords. **Fitness** can also apply to do performances with athletic tricks, often paired with Finesse.

Possible Specializations: Carousing, Greek Drama, Playing the Guitar, Speeches, Technobabble.

Possible Advantages: Rehearsed previously, appreciative public, plenty of money to make merry with others.

Possible Disadvantages: Terrible ambience, poor quality microphones or other such equipment, unfriendly public.

Sample Tests: Telling a very good joke (DN 5), Distracting others through fast talk (DN Contested Awareness), performing a very difficult musical piece (DN 15).

Sciences

The scientist is a character who pursues one or more of the "hard sciences". This Skill corresponds to activities like solving a mathematical problem, identifying a rare breed of animal, and reciting the table of elements by memory. Much like with Humanities, Sciences is not necessarily indicative of an older character, though it does cause more eye rolling when given to young characters.

Sciences will use the **Intellect** Attribute for all Tests barring the most exceptional and unlikely of circumstances

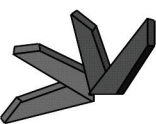
Possible Specializations: Astronomy, Biology, Chemistry, Mathematics, Physics.

Possible Advantages: Supercomputer on request, Quiet working space, Lots of reference material.

Possible Disadvantages: Subject matter of research is obscure, Analyzing a sample in poor condition or contaminated, Dealing with impossible geometry the human mind cannot comprehend.

Sample Tests: Identifying a strange animal (DN 5), Accurately predicting the weather for the next day (DN 10), Figuring out if and when a meteorite is going to make impact (DN 20),





Stealth

The stealthy character excels both at not being seen *and* at hiding in plain sight. Stealth can be used to camouflage or hide yourself, but also to shadow someone while concealing your presence in a crowd. But before you ask, a character with Stealth cannot just disappear from view without actually hiding first.

Stealth is a **Fitness** based Skill, for obvious reasons, and it would require an unusual scenario for that to change. Often Stealth is used in Mixed Tests, along with the action that is attempted to be taken stealthily.

Possible Specializations: Camouflage, Crowds, Shadowing, Silent Movement, Smuggling small objects.

Possible Advantages: Poor lighting, distracted target, soundless environment such as a vacuum.

Possible Disadvantages: Distinguishing clothes, noisy equipment such as body armor, paranoid target.

Sample Tests: Sneaking up on someone (DN Contested Awareness), concealing a gun (DN 5), concealing a gun from a check (DN Contested Awareness).

Survival

Survival is a broad skillset representing the ability to fend for yourself without many of the commodities of modern life. This can cover a wide set of subjects, from knowing what to eat and where to sleep, to guessing the weather for the day, and even staying on the good side of wild beasts.

Survival is usually related to **Intellect**, though if it is used to pacify animals will use **Charm**.

Possible Specializations: Animal Handling, Foraging, Hunting, Meteorology, Navigation.

Possible Advantages: Domesticated animals, camping equipment, personal in-depth knowledge of the area.

Possible Disadvantages: Hungry or scared animals, no equipment whatsoever, unknown area.

Sample Tests: Scavenging food and water (DN 10), getting animals to ignore you (DN 10), using the sky to find the way (5).

Vehicles

This Skill is for operating all sorts of vehicles that *aren't* giant robots. Not only can you sail, fly or drive, but may also perform maintenance on your machines.

Vehicles depends on **Fitness** when you are operating the machines to move around, and **Intellect** when you are working in your garage or equivalent.

Possible Specializations: Helicopters, Motorcycles, Planes, Sailboats, Tanks.

Possible Advantages: A top of the line vehicle, luxury or otherwise high quality tools.

Possible Disadvantages: Driving through rocky terrain, toolbox is incomplete or tools are in poor condition.

Sample Tests: Tailing, escaping, or being in pursuit of one or more vehicles (DN Contested Vehicles).

Other Skills

If you want something different from the Skills in the list, then you may make up your own and discuss with the GM what areas of expertise this new Skill would cover. Some branches of Sciences or Humanities that do not have an obvious skill for their applied use could merit being their own Skill. Professions using Craftsmanship, Athletics or Survival could also be good candidates.

Keep in mind not all custom Skills are viable in every game. A Skill to represent your talent as an attorney is not going to be very useful in a game about guerilla warfare without some creative thinking. And just to keep things sane, try not to make more than one custom Skill for a Character.

For the purposes of piloting giant robots no Skill is needed. Piloting ability is integrated into the statistics of the Mecha itself.

Battle Century G wants to represent the Mecha Genre as a whole and there are a myriad of ways in which you can control Mecha. The rules separate a character's talents during Intermissions and Operations, and it is up to you to define what makes you a good Pilot.



Miracle Skills

Miracles are more or less superpowers. They can be anything from ESP to mutant powers to nanomachines powered by your blood. With them you can change the environment, your own body, and even the minds of others. Their effects range from the subtle pull of gravity to the fiery brutality of pyrokinesis.

But of course, power comes at a price. Miracles have a side effect harmful to the user, from a painful headache after trying to read someone's thoughts to your own act of pyrokinesis exploding in your face.

Miracles work like Skills do, with an exception. **Each use of a Miracle will deal Damage to your Plot Armor by 1 plus another point of Damage per each multiple of 5 you meet with the result of your Test.**

Miracles are more open ended and broad in what they can do than most Skills. **You may purchase Miracles with CP the same way you do Skills, but a Specialization costs 10 CP and generalist mastery of a Miracle is 20 PP.**

The effects of Miracle Skills take an Action to manifest and require another Action every Turn if they are to be maintained at length. Unless otherwise noted, if you are using a Miracle Skill, you cannot be using a mundane one in the same Test.

Unlike with regular Skills, if you are not trained in a Miracle, you may not use them at all. You either have superpowers or you don't, there is no middle ground.

Electricity

The Electricity Miracle has both subtlety and raw power. It can recharge a cell phone and operate a computer with a thought, and of course it can zap bad guys left and right. All these uses require the target to be within line of sight.

Electricity uses **Fitness** to throw lightning bolts all over the place, and **Intellect** the rest of the time. It may also be used in combination with the Electronics Skill.

Possible Specializations: Fitness Tests, Electronics Tests, Other Intellect Tests.

Possible Advantages: Cooperative weather, High-conductivity materials, Anything that would make an Electronics Test easier.

Possible Disadvantages: Target is surrounded with lightning rods, Low-conductivity materials, Anything that would make an Electronics Test harder.

Sample Tests: Recharging a cell phone battery (DN 5), Shooting a lightning bolt from your fingertips at someone else (DN Defense), Charging the local atmosphere with a few hours of lightning (DN 15).

Force

Similar to the psychic power known as Telekinesis, the Force Miracle controls kinetic forces between objects, and essentially controls local gravity. Force may be used to call a weapon to your hand, pin someone against a wall, or even to temporarily fly. Force affects targets within your line of sight.

Force has multiple uses, the subtler approaches will use **Intellect**, while throwing objects or people around needs **Fitness** to aim all that kinetic energy properly.

Possible Specializations: Fitness Tests, Intellect Tests.

Possible Advantages: Local gravity is in your favor, subject is cooperative, object is very light or has little mass.

Possible Disadvantages: Local gravity is working against you, trying to reflect bullets back to their source, object is heavy or has a large mass.

Sample Tests: Gently moving an object or willing person your size in a single direction (DN 5), Flying freely at your normal speed (DN 10), Lifting someone off the ground and throwing them against the wall (DN Defense).

Fortune

Fortune is the ability to manipulate the threads of fate through good or ill luck. It is a subtle power, making the user seem to have an uncanny intuition for who to ask for assistance or where to look for Macguffins. The blessings of Fortune let you find exactly who or what you need at the perfect time. You will discover rare items on a garage sale, catch people when they would be most desperate to owe you a favor, and run into your biggest fans whom you never even knew until just now.

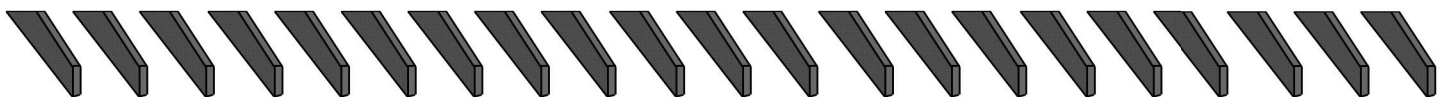
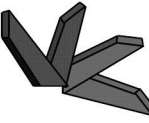
Fortune will **enhance Resources Tests with an Advantage** and makes it a Miracle Test. It does not take an Action to activate. A success earned through Fortune does not make further Resources Tests made during the same Episode to suffer any Disadvantages.

Possible Specializations: Equipment Tests, Other Tests.

Possible Advantages: As regular Resources Tests.

Possible Disadvantages: As regular Resources Tests.

Sample Tests: As regular Resources Tests.





Matter

Through this Miracle a character is able to manipulate solid objects with a touch. They can be anything from complex metallic alloys to a raw chunk of uranium. Doors can be reinforced, swords can be sharpened... And yet turning lead into gold remains impossible. As a general rule doing anything to objects that are large, complex or huge in mass will be ludicrously difficult to achieve. Matter may only reshape things, it cannot create something out of nothing.

Intellect will let you improve anything of solid substance, break it down or reshape it. It can add an Advantage to uses of the Craftsmanship Skill and reduce the required time for Extended Tests by one category (from one Week to one Day to one Hour to one Minute to Instantaneous) at the cost of one Disadvantage per tier you'd like to decrease. Matter has no effect on living beings, at most it only works on dead tissue, and if you use it on anything electronic the object will break.

Possible Specializations: Craftsmanship Tests, Other Tests.

Possible Advantages: Object to be transformed is similar in function and origin to the one you desire, Object you are trying to break is very light, of simple structure, or has little mass.

Possible Disadvantages: Transforming one object into another that shares little or nothing with it, Trying to break an object that is heavy, of complex structure, or with a large mass.

Sample Tests: Granting any one item an Advantage to all tests made with it for a Scene (DN 5), Breaking down reinforced steel (DN 15), Anything that you could use Craftsmanship for.



Phantasm

You possess the power to craft illusions and mirages that can be just as convincing as the real thing. You must concentrate and visualize what you want - or don't want - others to perceive. Your illusions are no more or less than implanting sensory perception into the victim so thoroughly that the effects might as well be real. Phantasms may be projected within your line of sight.

Phantasm Tests make use of **Awareness** and need to beat the Defense of onlookers to be believable. At the cost of suffering a Disadvantage, Phantasm may be used as a mental attack, crafting an illusion so realistic others will feel it real (like shooting someone with an illusory gun) and they will suffer Damage like with any Offensive Test. **You can also use it defensively, this way you take a Maneuver Action (using Awareness) that inflicts a Disadvantage to anyone who attacks you for each multiple of 5 met with the result.**

Possible Specializations: Offensive Tests, Defensive Tests, Other Tests.

Possible Advantages: Appropriate environment, victim is in a suggestive state, user spends considerable time visualizing the phantasm before manifestation.

Possible Disadvantages: Unbelievable conditions, victim suspects something is wrong, user has difficulty concentrating.

Sample Tests: Imitating another's looks and voice, changing the writing on a letter (Both DN Defense), creating an illusory copy of you to act as a decoy (Special, see above).



Phasing

You can turn yourself partially insubstantial to pass through solid objects like a ghost. This means you can walk through walls or let speeding cars go through you without harm. While in this state you can effectively make yourself nearly immune to anything that threatens you. You can choose which parts of you are substantial and which ones aren't too, so you won't fall through the floor or suffer other side effects.

Phasing requires a **Fitness** Test. No matter the result you can always choose to let things affect you as normal while this Miracle is active. **Defending yourself via Phasing is a Maneuver Action (using Fitness) but then you Test Fitness to inflict a Disadvantage to anyone who attacks you for each multiple of 5 met with the result.** You cannot protect allies with a Maneuver enhanced through Phasing.

Possible Specializations: Defensive Tests, Other Tests.

Possible Advantages: Substance is very small, very soft, or not a solid.

Possible Disadvantages: Substance is very hard, a composite material, or moving at fast speeds.

Sample Tests: Passing through objects (DN 10), defending yourself from enemy attacks (Special, see above).



Probing

The most basic use of this Miracle is reading the minds of people and communicating with them telepathically. But it can also manipulate others with the art of suggestion, playing the role of the whispering devil sitting on their shoulder. You must have line of sight with the subject.

You can send telepathic messages in the form of a voice, text or images through **Charm**. The next type of Test is one of **Awareness** versus a Willpower Test from the subject to read their surface thoughts. Finally, you may also Test **Charm** against Contested Willpower to plant thoughts inside someone's head. Repeated failed attempts, unsubtle questions, and generally suspicious uses of this Miracle will provoke suspicion on the subject, and once they become paranoid they will start to look for someone to blame. You better be sure they will think it is your fault whether there is any actual evidence to their claims or just a gut feeling.

Possible Specializations: Telepathy, Mind Reading, Suggestion.

Possible Advantages: Subject is unconscious, has good reason to do what you are suggesting or to think about what you want to ask them.

Possible Disadvantages: Subject is very focused on the task at hand, decidedly against the suggestion, or even of exploring a question.

Sample Tests: Reading another's mood, finding out what accomplishment another person is most proud of, giving a sleeping victim nightmares (All DN Contested Willpower).

Sight

Your Extra Sensory Perception provides you with subtle clues about specific things and warns you of impending danger, but it does so in odd manners. Perhaps you feel a certain pressure from important people, or you can hear the ringing of a bell when something is threatening you, or maybe information comes to you during lucid dreams.

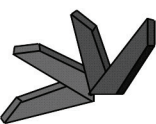
Sight adds an Advantage to **any Awareness Test** and makes it a Miracle Test. It does not take an Action to activate.

Possible Specializations: Investigation Tests, other Awareness Tests.

Possible Advantages: None.

Possible Disadvantages: None.

Sample Tests: As Help Tests.



Somatics

Somatics strengthens your body with superhuman power for a few moments. With it you will punch holes into concrete, outrun vehicles, and shoot targets blind.

The use of Somatics adds an Advantage to **any Fitness Test**, and makes it a Miracle Test. It does not take an Action to activate.

Possible Specializations: Offensive Tests, other Fitness Tests.

Possible Advantages: None.

Possible Disadvantages: None.

Sample Tests: As Help Tests.

Raymond: You want your character to have at least one of Combat, Diplomacy, Electronics and Investigation. While you can get by without having most Skills, doing so without these is considerably harder. Other Skills handy to have around include Deception, Medicine, Stealth and Vehicles.

Maya: The latter are slightly less universally useful than the former, but supplement them very well. Ideally there should be someone in the group trained in one of each of the above. Teamwork makes everyone's life easier! but you have to be careful with relying on your team too much, they will not be always there to help you out.

Ingham: My motto is "Divide and conquer."

Raymond: You also want to generalize and not Specialize, because you get a lot more bang for your buck that way.

Maya: And when there is no PC in the group that can get the job done, having a PC with a decent Resources Attribute can help find an NPC who does.

Ryu: I wish you'd let me shoot lightning bolts. Or fireballs. Or straight up force blasts.

Ingham: We've talked about this. In this particular game you are heroes, but not *super* heroes.

Raymond: Right, Miracles are a whole different issue. If they're allowed, then Probing, Matter and Somatics all are very versatile while having a tremendous impact. Phantasm, Force and Electricity can also do a lot with very little, but are more prone to failure or require a more sustained effort to get the job done.

Ryu: If I write you a ten page essay explaining how my character is psychic like I'm sure Maya did can I at least have Temperature?

Maya: I have no idea what you are talking about.

Ingham: Let me clarify. You will not *start* with superhuman abilities, but after some experiments with Outsider bits you might get a chance-

Ryu: Ooooooh.

Ingham: -for a price.

Maya: You say it like it is supposed to not make it sound even more fun.

Temperature

This Miracle controls the unseen thermal forces around your person, but does so according to your mood. If you are calm, it is easier to make the environment cooler and if you are excited, then heat proves simpler to generate. You need to be within an environment with oxygen in order to use this power, and it will not work even in a partial vacuum.

For as long as you are in proper conditions, you may use **Charm** to influence your surroundings, generally no further than your current Zone. This Skill can burn or freeze others, but it will require the environment to provide a bonfire or windy frost to draw power from. Attempting an Offensive Test in an improper environment will be at a Disadvantage. You may create these conditions on your own, but you need to stop maintaining the effects to make your attack, effectively using them up.

Possible Specializations: Cold, Heat.

Possible Advantages: A suitable environment (a sub zero room or one on fire), being in the proper emotional state (soothing or violent) or affecting materials that react easily to temperature (nitrogen or flammables) according to the desired effect.

Possible Disadvantages: Improper environment, emotional state, or materials for the effect you are trying to achieve.

Sample Tests: Making people feel uncomfortably hot or cold (DN 10), creating the conditions for an Offensive Temperature Test (DN 15), creating a bridge of ice to cross a lake or melting a steel door (DN 15).

A few select Miracles have multiple Specializations, but many only have one. That doesn't mean you can only Specialize one way, it means you should come up with Specializations of your own instead.

Most Miracle Specializations are based on their function. Because they are effects-based, they let you use a Miracle only for utility or combat or some other use depending on what suits your character more.

A character with a focus on Intellect can use Electricity with a specialization on Electronics while one with Fitness is more interested in using it to zap enemies with lightning bolts.

There is one major exception to this: Temperature. By default, the Temperature Miracle has Cold and Heat as options to specialize in, which are source-based and not effects-based.

The reason for this is because it makes more thematic sense to divide Temperature users into fire and ice. Feel free to use "Offensive Tests" as a Specialization instead.



Traits

Further down the customization spectrum you have Traits, representing the PC's natural gifts, personality, or lifestyle. Because some Traits are more useful than others, they have varying CP Costs. **You will find each Trait's CP Cost in parentheses under its name.**

Traits are separated into various categories. The first few you'll see here are General Traits. Later you'll find special Traits with their own rules like Equipment and Deathblows. Some Traits are meant to be used with certain Skills, and cannot be used without being trained in them. If you are only trained in a Specialized version of the Skill, it must be a relevant one to its use.

Certain Traits say (Specialist) next to their names, these are very similar to Specialized Skills in that you have to choose a topic of the options presented (or come up with your own). **These Traits may be taken multiple times**, but every time you must choose a different Specialization.

Reading Traits

Like with Skills (and nearly all abilities in the game), Traits share a similar written format. There are many types of Traits, and some will have slight differences here and there, which will be noted in their description.

Trait Name

The Trait's Type (And Cost)

Effect: What the Trait does in rules terms is listed in regular text. Depending on their Type, some Traits also carry additional rules not listed here. General Traits don't have any specific rules to themselves.

What the Trait represents within the narrative is italicized below its rules text. Feel free to play around with the suggestions here and change them to your liking, as long as what you end up with still makes sense with the rules.

General Traits

Animal Person

General Trait (5)

Effect: All Charm and Awareness Tests gain two Advantages when dealing with animals friendly to humans and a single Advantage otherwise.

You understand and read animal behavior exceptionally well. This makes handling domesticated (or domesticable) animals a simple task, turning you into an ideal animal trainer. With that said, trying to make friends with a swarm of angry wasps is still a terrible idea.

Common Sense

General Trait (5)

Effect: Once per Episode the GM may discreetly inform you that you are about to act on an idea that is not very well thought-out or give you a clue as to where you should go next if you are stumped for ideas. You should probably pay attention when they do that.

You are fortunate enough to possess that which is the most uncommon of all senses. You question things that other people take for granted and make well-grounded decisions thinking with your feet firmly on the ground.

Danger Instinct

General Trait (5)

Effect: You gain an Advantage to Awareness Tests made to Contest someone else's use of the Deception or Stealth Skills. *Better safe than sorry. Some call it gut instinct, others call it attention to detail, and while there are those that would go as far as to call it paranoia, you don't really care what it's called as long as it continues to keep you in one piece. Remember your mantra: better safe than sorry.*

Entertainer (Specialist)

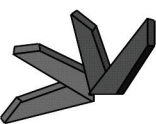
General Trait (5)

Effect: You gain an Advantage during Craftsmanship, Humanities or Presence Tests about the subject of your chosen type of entertainment.

You are an artist at heart. You can make others experience the full range of emotions between thrill, joy, sadness and fear. Sometimes, you even inspire nothing short of awe.

Possible Specializations: Beethoven, Ice Skating, Landscaping, Murder Mysteries, Stand-Up Comedy.





Gamer (Specialist)

General Trait (5)

Effect: This Trait gives you an Advantage when experience with your obsession of choice would be beneficial. Such as when you're indulging in your hobby.

You're just good enough at playing chess, poker or trading card games to make a living from tournaments, but your talents could be useful elsewhere. Who can say when the President is going to need someone in their cabinet well versed in the strengths and weaknesses of the Manticore?

Possible Specializations: Aegis of the Old Ones, Chess, Go, Super Gear Wars, Texas Hold'em.

Gumshoe

General Trait (5)

Effect: Once per Episode you may turn a failed Humanities, Investigation or Sciences Test into a success.

You always find any information that you need. Or at least, enough clues to point you in the right direction. Maybe you don't get it right out of the gate, but you try hard and that always leaves you with something.

Ingenious

General Trait (5)

Effect: Once per Episode you may gain two Advantages to the use of a Skill that is being applied in a way that is inventive or off the wall.

Creative does not even begin to describe you. You are always doing things that no one else would even consider, because coming up with new solutions to old problems is its own brand of fun!

Intimidating

General Trait (5)

Effect: Attempts to make people afraid of you (generally with the Diplomacy or Deception Skills) are at Advantage.

You're scary. There is something in the way you look at people, and the tone of your voice can send chills down their spines.

Jaded

General Trait (5)

Effect: Once per Episode you may turn a failed Willpower Tests made to resist being frightened or revulsed into a success.

You are largely desensitized to things that others would find shocking or worse, and you've probably had more than your fair share of awful circumstances. Cynicism and a nihilistic outlook on life are complementary to this ability but not at all obligatory.

Make Do

General Trait (5)

Effect: You may negate up to one Disadvantage from Tests using improper tools or no tools at all.

You are used to working without all that fancy expensive equipment and can make the best of what you've got, and are better suited to improvising than most.

Polyglot

General Trait (5)

Effect: When presented with a Language other than your mother one for the first time, do a DN 10 Intellect Test. If you pass, you are fluent in that language. This does not work with languages that are supposedly dead or alien.

Though the world at large still uses the English Language, the benefits of being able to speak multiple languages in the age of information should not be underestimated.

Sphere of Influence (Specialist)

General Trait (5)

Effect: Resources Tests made to pull strings or deal with people of the chosen area are at an Advantage.

You have a history with people coming from a certain background or with a specific line of work, and your influence extends further there. They might be friends, associates, or just people you have dirt on. It doesn't matter.

Possible Specializations: Weapons Black Market, High Society, Prosecutor's Office, Pharmaceutical Companies, Professional Translators.

Superior Immune System

General Trait (5)

Effect: Once per Episode you may turn a failed Willpower Tests made to resist diseases or drugs into a success.

You don't remember when was the last time you caught a cold and you're pretty sure you've never had a hangover.

Weapon Expertise (Specialist)

General Trait (5)

Effect: When performing a test relating to knowledge of or combat using the chosen weapon, you gain an Advantage.

There is a single category of weapons that you are a guru in, and you know everything there is to know about their craft, maintenance, use and history.

Possible Specializations: AK-47, Composite Longbow, Chemical Explosives, Katana and Wakizashi, Revolvers.



Attractive

General Trait (10)

Effect: You are at an Advantage when using Diplomacy, Deception or Presence with someone who could be attracted to your character.

A really good fashion sense and a charming personality compliment your natural good looks. Whether you like it or not, people are drawn to you.

Comrade

General Trait (10)

Effect: You know a friendly NPC created using the rules for Rival NPCs - They are like any PC but without Themes.

Comrades represent recurring, named characters willing to help out a PC, like friends, acquaintances and contacts. Allies are not part of the main group for a reason: They have their own motives and lives, and for every time that they lend you their help they will expect you to give them a hand in turn. They may or may not have their own Mecha, and thus Genre Powers, and both you and the GM should sit down and discuss their Attributes, Skills and Traits. Comrades of your Comrades have no loyalty to you and designing them is entirely up to the GM.

Genius

General Trait (10)

Effect: You may substitute any other Attribute with Intellect for the purposes of a Test, and if successful you may not use this Trait again during the same Episode.

There is no limit to what your cunning is capable of. Through inventiveness and careful analysis, you can quickly find novel approaches to old tasks, allowing you to get the most job done with the least amount of effort.

Hard Work and Guts

General Trait (10)

Effect: Once per Episode you may choose to ignore any and all Disadvantages you would suffer for a single Test.

The power of human determination is a marvel to behold. You are at your best under the worst pressure, and rising to meet a challenge when most wouldn't. It is not that you are invulnerable, but instead you choose to continue fighting.

Living Database

General Trait (10)

Effect: If your character could reasonably have been exposed to some factoid or experienced something in the past that you as the Player don't know about or remember yourself, the GM should refresh your memory about it.

Your memory is a thing of wonder that has been further cultivated by extensive learning. Obscure names, dates and other minutiae rarely escape you and you are able to recall events with near-photographic detail.

I was Here all Along

General Trait (10)

Effect: Once per Episode you may Test either Stealth or Deception against a DN of 15 to reveal that you were present in a Scene that did not include you. You were either in hiding or disguised as an unassuming background character as appropriate to the Test in question.

You are sneaky, everywhere yet nowhere, and generally in places someone else wishes you rather weren't.

Jack of all Trades

General Trait (10)

Effect: Once per Episode you may choose a single Skill and gain training in it until the end of the current Scene.

Maybe you're an exceptionally curious person, a voracious seeker of knowledge, or you've had enough part time jobs you know a little bit of everything. Odds are it is a combination of the three.

Leadership

General Trait (10)

Effect: You may Test Charm and Presence once per Episode to grant a number of other Characters up to your Power Level an Advantage to all Tests until the end of the current Scene, plus another for each multiple of 10 you meet with the Test. Multiple uses of Leadership by different Characters will not stack together, only the highest result will be used.

People look up to you. You can inspire and motivate others even if they barely know you. Maybe you've got a gift for words and a magnetic personality, or maybe you're just plain terrifying and people are more afraid of disappointing you than losing their lives.

Psychic Power

General Trait (10)

Effect: You reduce all Damage taken from using your Miracle Skills by half.

Miracle users are already scary enough, but the ones that have strengthened and honed their talents further - through science, discipline, or stranger means - are closer to monsters than human beings.

Spirit of Steel

General Trait (10)

Effect: You may substitute any other Attribute with Willpower for the purposes of a Test, and if successful you may not use this Trait again during the same Episode.

If you don't succeed at first, try again harder. If it hurts, you get up again and ask for seconds. There is nothing to look forward to but victory, because failure is not an option.



Managing inventories is a task so slow that it is even a chore in computer games, where all it takes is a few clicks. Imagine how much of a chore it can be if the PCs have to go out and restock supplies every Episode, managing their money and making sure the bills don't go unpaid. Worse, when it comes to buying mundane items, which computer or house or cell phone model should you go for?

These are valid concerns in real life, but they will also rarely affect the game meaningfully. On the other hand the futuristic gadgets, weaponry and vehicles of science fiction are pretty cool. Battle Century G won't make you track down the boring stuff, just the cool toys.

A PC with a stable income is assumed to have a dignified way of life, enough to cover their basic needs and splurge on a few luxuries here and there. Unless it is relevant to the plot that they are in financial trouble, they should always have money for food, medicine and the electricity bill.

All tools with similar roles are assumed to be the same for the purposes of the game's rules. All cars drive the same and all guns shoot the same.

A Character trained in a Skill is assumed to have what they need to do their jobs. A nurse should have access to at least a first aid kit, a computer technician to their laptop, and a stunt driver should have one or more things to drive. In case of doubt, address with your GM just what your PC has on hand or can request.

Anything else that you want to have, especially if it would get you out of a jam, requires a Resources Test to see if you either have it on hand or if you can buy it.

Otherwise, the rules here deal with Equipment that is special enough to be worth purchasing it as a Trait. Equipment may also be obtained through roleplaying and creative means such as Resources or borrowing it from an Ally, but it goes away at the end of the Episode. It stops working, goes missing, has to be legally returned to its owner, or something to that effect. **Unless you have purchased your Equipment as a Trait, it is not going to be a permanent feature.** If you do purchase Equipment with CP and the item is consumed on use, breaks down, or has become otherwise useless, it can be replaced with a new one (or repaired back to function) between Episodes.

Multiple Equipment Traits that grant Advantages to the same Skill do not stack. You can still benefit from other secondary effects, but you only get Advantages to Skill Tests from one of them at a time.

Body Suit

Equipment Trait (5)

Effect: You are immune to the harmful effects of vacuums, poison gases and radiation. The Body Suit will also impair any attempts to physically harm you with a Disadvantage, and grants an Advantage to Willpower Tests made when resisting extreme temperatures.

The Body Suit is the name given to the smaller and more practical versions of astronaut suits used these days by workers in the SSA. These are sealed and will protect the wearer from the dangers they face while working outside the colony itself. The Body Suit provides 12 hours' worth of air supply and the obligatory waste disposal system that you need to work in space for any length of time.

Ether Drive (Specialist)

Equipment Trait (5)

Effect: Choose a Miracle Skill and one Specialization when you take this Trait. You may use said Miracle's Specialization, though without any Advantages to Tests. The Ether Drive will act as a Proxy taking the Damage in your stead.

After endless testing, the Clarke Foundation has found a way to weaponize the harvested organs of Cryptids. They will not admit what the items are, but their origin is obvious to anyone who has dealt with the original creature in the past. Its not like they put much effort in trying to disguise alien eyes as 'experimental lenses' anyway.

Possible Specializations: Force (Offensive Tests), Phantasm (Invisibility), Somatics (Healing), Temperature (Offensive Tests: Fire), Temperature (Disruption Tests: Freezing)

Masterwork Tool (Specialist)

Equipment Trait (5)

Effect: Choose a General Skill when you take this Trait. All Tests made to perform the chosen Skill with this item on hand are at an Advantage.

You are usually considered to have what you need to use your Skills, but it is possible to acquire inherently superior equipment that makes things so much easier.

Possible Specializations: Performance-enhancing drugs (Athletics), Damascus Sword (Combat), Surveillance Bugs (Investigation), First Aid Kit (Medicine), Survival Kit (Survival).

Backup Bodies

Equipment Trait (10)

Effect: Once per Episode Arc you may wipe all Damage to your Plot Armor in between Scenes, or devoting a Scene specifically to doing so. If you died, this creates a clone of yourself from before you got hurt.

A highly experimental and morally shady device nicknamed 'The Cloneforge' by Clarke technicians. Eligible operatives are installed with a memory chip that records their digitized DNA, knowledge bases and personalities. This data can be used to restore a dead or missing Operative to life with a copy of their original body. Through weekly data dumps, valuable Operatives can be restored to life even if their chips are lost. All backups think that they are the original, unless the original chip containing memories of their death is used. A Cloneforge is not actually all that difficult to use, it can even be set to create a new backup using stored memory chip data should the user fail to come back after a while. Provided you have a sufficiently large basement and ludicrous amounts of money to pay the preposterous power bills, you could have your own - not that the Foundation would willingly allow it.

Flight Pack

Equipment Trait (10)

Effect: Once per Episode you can fly with complete freedom of movement until the end of the current Scene. You fly at the same speed you can move on the ground and can reach an altitude of up to 1 Zone from ground level.

A winged jetpack that lets you move in three dimensions without requiring a running start or the favor of the winds. Verne's Military Police uses the Icarus-Class suits of power armor with these installed.

Miniature Chemical Weapon

Equipment Trait (10)

Effect: Activate this item to make everyone within the Zone Test Willpower against a DN of 20. Should they fail the Test, they then take the amount they failed it by as Damage. If they don't escape the Zone before a Round passes, they will have to Test again. You can throw this and immediately flee in the same Action. The gas lasts a Scene.

One of the most dangerous and illegal things a character could carry on themselves. These Miniaturized and super-concentrated breakable orbs pack enough nerve gas to kill an entire apartment room in seconds. The containers are small enough to fit within an earring, a watch, or other similar innocuous object. Anybody who is not careful when buying -let alone using -this will be paid a visit by a number of very nice people dressed in black.

Personal Facility (Specialist)

Equipment Trait (10)

Effect: Choose two General Skills when you take this Trait. For as long as you are within this Facility, any Tests related to the task it was designed to facilitate involving said Skills gain two Advantages.

Now you too can have your own office staffed with competent assistants or secret basement laboratory. You are free to design what this Facility is for and what it contains, within reason. Skull-shaped fortresses are rarely available.

Possible Specializations: Library (Humanities and Sciences), Workshop (Craftsmanship and Vehicles), Artificial Intelligence Research Laboratory (Electronics and Investigation).

Range Booster (Specialist)

Equipment Trait (10)

Effect: Choose a Skill you can use to make Offensive Tests when you take this Trait. You can now make Offensive Tests against targets up to two Zones away from you. If you have another piece of Equipment to boost the corresponding Skill, both are combined into a single item.

Bringing a gun to a knife fight might tarnish your reputation but it might also save your life.

Possible Specializations: Sniper Scope (Combat), Drone Control System (Vehicles), Psychowave Amplifier (Miracles)

Superior Proxy (Specialist)

Equipment Trait (10)

Effect: Choose a General Skill when you take this Trait. This Proxy is applicable when using the chosen Skill. A Superior Proxy also grants an Advantage to all Tests using it and imparts a Disadvantage to all Tests trying to damage it.

You've got a toy that is waaay better than the norm. Maybe it is a highly customized motorcycle with integrated weapons, a suit of powered armor. Maybe it is an AI Sidekick inside an USB drive who does all the hacking and snooping into other people's files you could ever need.

Possible Specializations: Combat Armor (Combat), Hacking Laptop (Electronics), Battle Tank (Vehicles)



How a Character fights is not really all that important to the game's rules. You can use a gun, or whack people with a war fan, or use electric yo-yos and it all means the same thing. Most of the time, anyway. Deathblows are the thing that spices up combat, they are special techniques that add unique effects to the results your regular Combat Test. **Before rolling an Offensive Test, you may call out a Deathblow to grant the Test in question its effects.** Deathblows usually apply to Combat Tests, but you can make use of them with anything that intends to take out someone else's Plot Armor.

A Deathblow represents you putting extra effort into your assault to make it more effective. It can be anything from deciding you want to unload your whole cartridge at once to chucking your melee weapons at some poor sap. The first time you use an individual Deathblow during an Episode, it works normally. **After their first use, the Test suffers a Disadvantage for each time the Deathblow was used that Episode.** You may apply multiple Deathblows to one Test, but Disadvantages will stack. Mecha are immune to Deathblows, they just have no effect on giant robots.

Called Shot

Deathblow Trait (5)

Effect: Passing the Offensive Test inflicts that Enemy a Disadvantage to all Tests for a Round.

Hit them where it hurts and make it harder for them to hit you back. Blow that sword off their hands, sweep their legs to knock them down, or throw sand in their eyes.

Distraction Move

Deathblow Trait (5)

Effect: Passing this Offensive Tests will grant your Allies an Advantage to all further Offensive Tests against the same Enemy for a Round.

Nets, chains, and flashbangs all are good ways to serve as both a distraction and enabler for others.

Finishing Blow

Deathblow Trait (5)

Effect: If your Offensive Test would force the Enemy to Test Willpower in order to avoid defeat, they suffer a Disadvantage to said Test for each Layer of Plot Armor they've lost.

You strike vital areas with the intent to end the battle right now. This turns otherwise debilitating blows into lethal ones.

Forbidden Secret Art

Deathblow Trait (10)

Effect: Passing this Offensive Test will deal the Enemy an additional amount of Damage equal to the current Tension.

A favorite of swordmasters worldwide. No combat style is complete without a move so lethal it causes foes to collapse just when they thought they survived the worst.

Sweeping Assault

Deathblow Trait (10)

Effect: Your Offensive Test may target all Enemies in the same Zone instead of just one.

You attack multiple enemies at once, switching your rifle into the good old spray n' pray mode, or maybe you get fed up of playing nice and resort to explosives.

True Strike

Deathblow Trait (10)

Effect: Your Offensive Test does not suffer from any Disadvantages that would apply from internal or external reasons, except those from repeating your Deathblows.

You have learned to focus your mind's eye, using your sixth sense to find an opening where the other five can't.

Maya: Traits are a great way to spice up a character, expanding who they are as a person and what they can do through the rules. Many of them are really cheap so there's little to lose in getting them just to broaden your character's horizons, even if they won't come into play as often as some Skills do.

Raymond: Deathblows can be used with Miracles. Characters with no Fitness can still wipe the floor with their enemies through Charm with Temperature and Awareness with Phantasm.

Maya: If you're not sure you can keep track of everything that is going on or want the GM to offer you a tip every now and then, Common Sense and Living Database can make your life a lot easier. Gumshoe can do the same, though its scope is limited to Investigation Tests.

Ryu: I... I need Spirit of Steel. And Hard Work and Guts.

Raymond: The Traits with a Cost of 10 CP tend to turn around the outcomes of Scenes on their own. They are worth their weight in gold, so don't hesitate to take them if they look like they belong with your Character.

Ingham: Comrade deserves a special mention here. All PCs are expected to have NPCs they are on a good relationship with, because that is half the point of the Resources Attribute, but they might not always be there to help you out. What makes Comrades special is that they will not die, betray you, or be removed from the game without your consent. In essence, you are purchasing them with CP as an insurance policy.

Maya: The trio of Jaded, Danger Sense, and Superior Immune System can go for long periods of time without seeing use, because you don't control when that would happen. As a general rule, Traits about *doing* things are more useful than Traits about things *happening* to you.

Raymond: Both Weapon Expertise and Masterwork Tool work fantastically together, giving you a +4 to your Might Tests when you've got your special Weapon with you. I intend to do this with Blade, and to eventually have all Deathblows.

Ryu: Sounds like you're your own Bushido Warriors scenario.



Anomalies

In a similar vein to Miracles, Anomalies are Traits for those characters who can do things that should by all means be impossible. Unlike other Traits, Anomalies do not cost any CP, but they have a hefty downside to them.

Cyborg

Anomaly Trait (0)

Effect: You are immune to damage from of vacuums, and most toxins or illnesses. plus you do not need to eat or sleep - though doing so does helps you keep your sanity. You suffer a Disadvantage to the use of Charm with any Test, as well as to any Awareness Test made to contest Diplomacy or Deceit. *Despite being part machine, you pass off as a regular human pretty well. You have a solid edge over regular fleshfolk as far as survivability is concerned. Unfortunately, your augmentations have the unintended side effect of making you both less able to connect to others, and more vulnerable to emotional manipulation.*

Nightmare

Anomaly Trait (0)

Effect: As an Action, you may make an Offensive Charm and Presence Test against the Defense of any number of characters in your presence. Any one character may not be affected by this more than once per Episode Arc. Any uses of Charm for purposes other than intimidation are at a Disadvantage. *There is something terrifying about you, a combination of unsightly deformities and being really creepy. Whatever the reason, you can strike fear into the hearts of children and adults alike. All it takes is a very suggestive look, but flashing a smile with two rows of pointy teeth will work too, should you have those.*

Undying

Anomaly Trait (0)

Effect: At the end of a Scene in which you took Damage past your first Layer of Plot Armor, you are fully healed back to normal. But for each Layer beyond the first healed this way you suffer a Disadvantage to all Tests for the rest of the Episode.

You are more than just difficult to put down, coming back from the dead and regenerating all your wounds within minutes of them happening. Sadly, this is an extremely painful process, and the bigger the wounds you have to heal the more you will wish that you didn't have this 'gift'.

Technobane

Anomaly Trait (0)

Effect: Once per Episode you may disable any modern piece of machinery or electronics no larger than yourself in your presence, causing it to malfunction or outright breaking it for the duration of a Scene. All Tests using the Electronics or Vehicles Skills, or those involving Equipment Traits are at a Disadvantage.

Gygravagnite reacts to your presence, and it does not like you. Simple modern appliances tend to malfunction around you, and you have a small degree of control over your 'power'. You can release the Element G equivalent of a short-lived EMP by concentrating on doing so. Thankfully, you do not have any effect on anything bigger than yourself, such as a Gear.

Wild

Anomaly Trait (0)

Effect: You gain an Advantage to all Awareness Tests and uses of the Survival Skill in the wild. You may speak with Earth animals, translating sounds they make into simple and short sentences in your head - think "Master is angry" or "Timmy fell down the well". This grants you an Advantage to interactions with them. All Tests using either of Intellect or Resources that don't fit the previously mentioned criteria are at a Disadvantage.

Ever since the first Cryptid sightings, there have been reports of 'wild childs' in some of the lesser populated islands of the Far West. They are said to have an uncanny ability to survive in the wild, in spite of radiation, and communicate with the little wildlife that remains in the area.

Miracles and Anomalies may or may not be allowed depending on the game's setting. A gritty war drama would not be much of one with characters who can fly, regrow missing limbs, and read enemy thoughts.

More than that, they should be true to their names and be rare things outside of the norm. Rare and unique superpowers stop being special when every PC and NPC has them, after all.

All being said, they do have a place in the Mecha Genre. The provided game world setting in Chapter 5 has a few hooks to include psychics and mutants in your game too.



Choosing Genre Themes

Now that you know what your character is like and what they can do from spending all that CP, you need to take a step back. Look at who they are, who they have been until now, and who they want to be in the future - or who they don't want to be. Through the following section you will need to figure out what defines your character, their wants and failings, their relationships and beliefs.

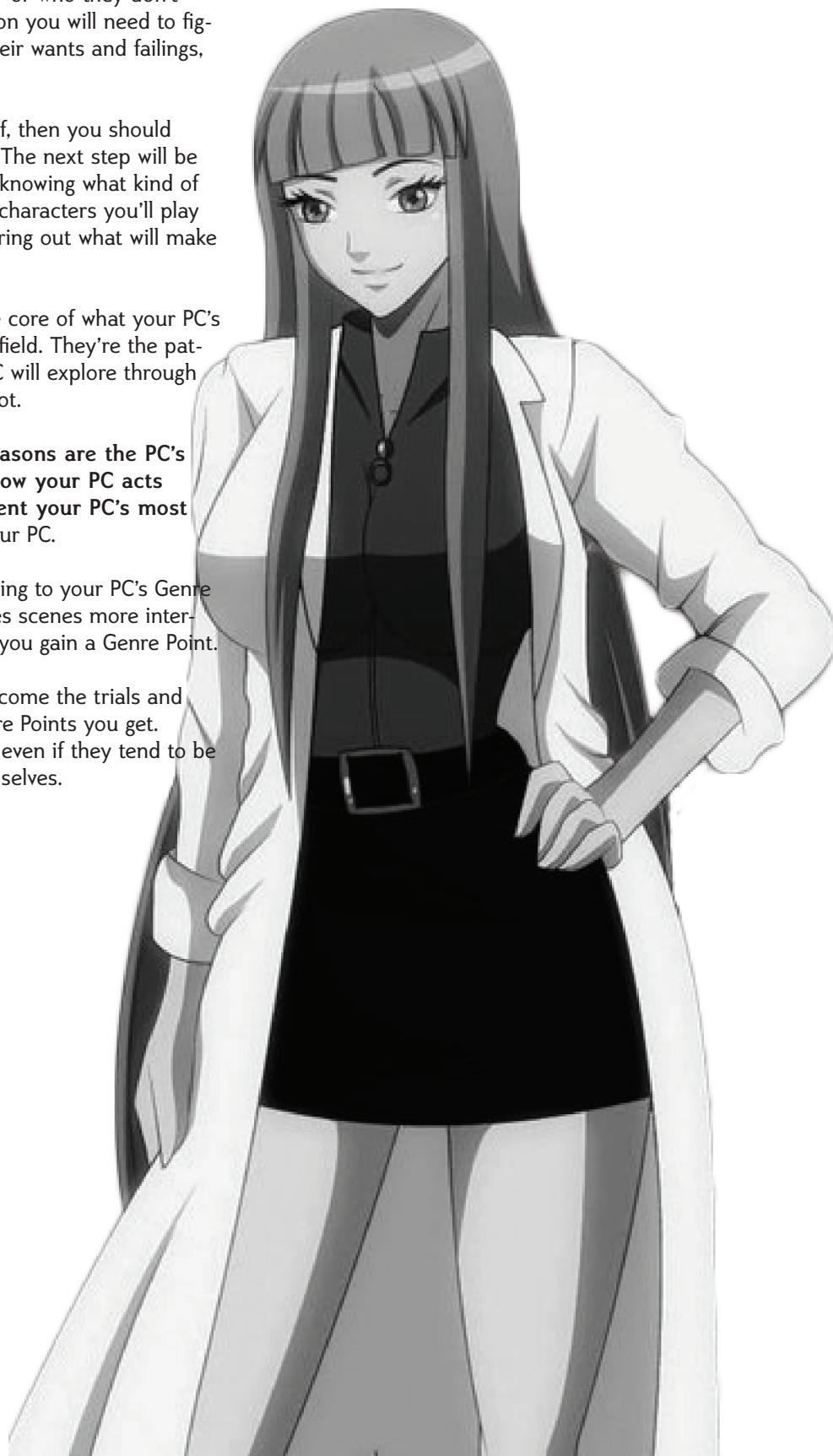
If you're making a character by yourself, then you should consider halting the process right now. The next step will be at the very least difficult to do without knowing what kind of game you will be in and what group of characters you'll play with. A lot of the fun in this step is figuring out what will make for the most fun group dynamics.

Genre Themes, or just Themes, are the core of what your PC's life revolves around when off the battlefield. They're the patterns, cliches, or leitmotifs that your PC will explore through the course of the Season, willingly or not.

Genre Themes come in three kinds: **Reasons** are the PC's personal motivation, **Typescasts** are how your PC acts within their group, and **Banes** represent your PC's most fatal flaw. You need one of each for your PC.

Whenever you roleplay in a way according to your PC's Genre Themes and it advances the plot, makes scenes more interesting, or doing so puts you in trouble you gain a Genre Point.

The more a character struggles to overcome the trials and tribulations in their way, the more Genre Points you get. Themes are a treat for you, the Player, even if they tend to be a complication for the Characters themselves.



Genre Reason

Every hero has their quest, every champion has their cause, and every PC has their Reason. PCs must have something that they care deeply about and strive hard to preserve, maintain, or change.

A Reason is the thing that comes to mind when things look bleak and makes PCs grit their teeth and stand up one last time to keep fighting. Maybe they fight for Love, maybe it is for Money, maybe even for Kittens.

Point is, a PC has something that keeps them going and drives them forward. It can be a tangible goal (To avenge their family) or something abstract like a personal code (To uphold the truth over all else)

Discuss your idea for a Reason with the GM and make sure it has a place in the game. A PC will earn Genre Points from their Reason generally through their own actions in standing up for what they believe in. Or failing to stand up if it is one of the less honorable Reasons.

Ingham: Ryu. Tell me what your character cares about and what does he want to do.

Ryu: Fighting the aliens.

Ingham: I need more than that.

Ryu: Er, I'm not really sure...

Raymond: Right after he warned you to think about things.

Maya: Come on, it isn't all that difficult. How did he get the most powerful super robot?

Ryu: Um, it was a birthday present...?

Raymond: I can't believe this.

Ingham: From who?

Ryu: His... grandfather? Who was a genius super scientist.

Ingham: And where is his grandfather now?

Ryu: ...The aliens got him? The robot was the last gift he had for his grandson.

Ingham: So why does your character pilot, aside from just fighting the aliens?

Ryu: Because the robot is a memory of his grandpa that he wants to keep with him and use to protect people.

Ingham: Now that is better. Your go, Raymond.

Raymond: He's a soldier, he follows orders.

Ingham: It needs to be something he cares about deeply. Does he care about his duty that much?

Raymond: Yes.

Ingham: Then we will work with that. Maya.

Maya: Yes, she would like to return to and rebuild her homeland, the colonies in Lagrange 2.

Ingham: As I thought. Ideally, Reasons are tied to the game's primary objective and the defeat of the group's common enemies, but have potential for situations where conflicts of interest take place between the cast of PCs.

Example Reasons

Here are a few Reasons to use as a starting point, they are pretty simple and require only one word. They also include how they might develop and earn their owner Genre Points in the course of play.

Justice:

You act out of a deep personal sense of what is right and wrong. This may entail making a few enemies out of people you have no need to cross, resisting generous offers to look the other way, or even getting into trouble with your superiors or peers for following your convictions.

When Jill learned that Bob had been selling her Mecha's spare parts on the side, she walked up to him with every intention in the world to beat him up. She changed her mind after learning that he was doing so to afford expensive medication for his family, deciding to keep quiet about this matter to her superiors instead.

Curiosity:

Your inquisitiveness overwhelms your sense of self preservation, leading you often into danger. This can range from walking into every obvious trap the GM ever lays to toying with things until they break.

Husni had a living alien brain and needed a computer powerful enough to upload it to. He eyed HQ's mainframe and bit his lip. What is the worst that could happen?

Vengeance:

You are seeking revenge against another - a person or a group - that has slighted you. You would gladly walk into a trap if it gives you a chance to settle the score, your own well-being is a secondary matter to making things even.

His best friend was dead because of her, and Tonah swore he would never forgive the woman. He sacrificed the only chance the team had to parley with the imperial army, and fired the first shot.

Duty:

You firmly believe in your faction and what they stand for, and are honorbound to prioritize their best interests. Examples range from defending their name, to standing up for them against bad odds and even willingly taking the fall for them as a sacrificial pawn,

Yamato had given up his family, his name, and his heart to the General and The Cause. Now the man he so looked up to asked of Subject Z to give his life in an impossible mission. Yamato's heart had doubts, but Subject Z accepted.

Typecasts are what a PC brings to their Squad. The role they play in the team. The components that make up the dynamics of the group as a whole.

Is the PC friendly to and attentive of allies? Would they rather be left alone? Do they assertively establish themselves as de facto leaders and demand respect?

The Typecast can be a general attitude with the entire group ("I am your leader") or a specific relationship with one member of the group (Being in love with another PC).

Consult with the other Players to see whether the Theme will be effective or not. As long as a Theme causes interesting things to happen, you still get a Genre Point. They don't need to have happy endings, either.

Raymond: My character is very proud and will demand to be acknowledged as the better soldier. Failing to meet his standards will earn you his ire.

Maya: I was thinking the princess would be older than the rest and would see you two as little brothers to try and keep in a tight leash.

Raymond: That should be amusing to see.

Ryu: ...Really, my character's rival is a jerk and the chick is a nag?

Maya: Would that be a problem?

Ryu: ...No, I think it is just like anime. I guess I'll play a hotblooded guy who just wants to be treated with respect

Ingham: Not enough yet, I want something that can lead to conflict between the characters.

Ryu: How do I do that?

Raymond: Do we need to explain every little thing? Should I make a chart detailing every little step of the way to roleplaying an interesting character?

Ryu: What the hell's your problem? Did you take an extra dose of jackass pills this morning?

Raymond: ...There you go, that's how.

Ryu: ...Oh.

Ingham: Proof of Concept.

Ryu: Yeah yeah I get it, har har.

Ingham: Typecasts are a form of social contract between the group, though usually the characters themselves don't agree on the terms of exchange proper. You are looking for a balance of agreeability and annoyance between everyone when they're together.

Raymond: Honest enmity or devoted friendship are okay, but it is better if the relationships develop over time because that's what gives the most Genre Points.

Ryu: If that's what you're doing does that mean you're roleplaying a Tsundere?

Raymond: Soon... Deer?

Maya: And now I have my next fanfic.

Ingham: It is funny because it is true.

Example Typecasts

Typecasts are difficult to get right on your own. The given examples focus on only one side of the relationship and don't quite show how other PCs would react to them, which is often the most fun part.

Authority:

You are - or think you are - a born leader, and will direct this troupe of unruly jerks to success even if it is the last thing you do. Chances are that you adopt a bossy tone with the rest of the PCs, and tell them what they should be doing more often than they'd like.

After that terrible display of teamwork in the last live training exercise, Dominique would not let them have a day off. Early in the morning, she was banging on everyone's doors so they would all have a few additional simulator rounds.

Rivalry:

You feel an intense rivalry for a certain other PC, and foiling her plans while proving your superiority makes every day that much more enjoyable. This may be a real feud or one that you play up for your own entertainment.

Sandro was showing off his maneuvering skills in front of Soledad again. Carlos would not let this stand, even if his Fighter form was still in testing and it could end up with him going down in a blaze of stupidity.

Love:

You are quite simply charmed by the PC next door, with all the corn that implies - and will act like a complete idiot for their sake. You can misunderstand their words and actions, overreacting accordingly, or be a reasonable human being and deal with the troubles of commitment.

Altair was dumber than a bag full of bricks, but they didn't make their vows for show. If his 'brilliant plan' was to raise a ruckus and draw the ire of the Mother Hive, then Vega would go with him and help buy time for the others. He is not getting rid of her, whether he likes it or not.

Greenhorn:

You are the new kid on the block and will try waaaay too hard to impress everyone else so they stop seeing you as a rookie.

When Mamoru offered to be of assistance in any way necessary, Tatsuya figured he could use someone eager to do all the paperwork in his stead. Poor Mamoru thinks that this will surely get him recommended for a promotion. His hard work HAS to be recognized, right?

Genre Bane

Achilles' Heel is more infamous than Achilles' own deeds. Much like Achilles himself, all PCs too have a fatal flaw that threatens to be their end. This is their Bane.

A Bane can be a flaw of character (Drinking addict) a medical condition (Terminally ill), or an external factor (Hated by the repair teams). Keep in mind that this is something you want brought up, so choose a Bane you are comfortable roleplaying a number of times.

Consider what you think The PC's worst problem could be, and maybe even think about what is the worst ending their story could have, then discuss it with your GM to agree on how they will make your PC's life that much harder.

Since Banes are generally brought up by the GM and not the player, whatever the Bane is, it should get the better of the PC whenever it comes up during an important situation. If it does not, the PC does not get a Genre Point. By the same logic, the Bane should only come into the story when it would be meaningful. Otherwise it is just a repetitive annoyance and it is less fun to roleplay.

Ryu: Do I *need* to have a Bane?

Raymond: If you don't, you miss out on Genre Points, and that makes you weaker than not having it.

Maya: If you feel it will make your pilot vulnerable and lose control of what they can do, then remember that heroes rise to the challenge after falling down and shine their brightest when it is dark.

Ryu: I guess you're right, I'm just not sure... oh, I know. What if his drawback is that he is *too good*?

Raymond: ...This is preposterous.

Ryu: No wait. Like, he's too brave and doesn't back down from a challenge to prove himself or his grandpa's work. That's good, right?

Maya: That works well with everyone's Typecasts.

Ingham: Yes. It is approved, Ryu.

Raymond: Hmm, okay. As I've already mentioned, my character has an attitude, but this is because he doesn't really know any other way to deal with people.

Maya: So you're tying your Typecast to your Bane?

Raymond: You could see it that way, I suppose.

Ingham: You will have to roleplay that twice as hard to make them both worth those Genre Points.

Raymond: That's okay with me.

Ingham: Very well. Maya, your go.

Maya: My character is idealistic despite her age and a bit naive, she doesn't want to hurt other people.

Ingham: Good, good. Banes are meant to put the PCs between a rock and a hard place so make sure they are actually bad in practice and not just theory. With that said, don't have them constantly pop up if they're not going to be giving away any Genre for the trouble they cause.

Example Banes

Banes might seem like a nuisance you have to deal with at first, but they are deceptively fun to play with. Once you embrace them, they can open up all sorts of doors making things more interesting. Here are a few simple Banes to use as inspiration.

Phobia:

You suffer from a crippling phobia that turns you into a gibbering cowardly mess. It can be a common like being afraid of spiders, or something more unique like the ocean itself. Either way expect to battle a giant robot spider or to be shot down and drift along with the waves waiting for rescue.

Ever since the incident in the space station, Jediah has not been fond of places where they can't hear you scream. The operation to strike at the orbital laser requires the squadron to be sent out into space, but Jediah requested to stay behind and defend the base from the inevitable retaliation.

Prejudice:

You lack tolerance for a certain group of people and treat them with contempt, even when you know it isn't in your best interests to do so. You are not subtle about it either, and anyone who is open minded will probably be at odds with you on principle when said group is involved.

As a member of the spacenoid elite, Finnegan would not breathe the same air as the barbaric earthnoids. Telling the Hiryu envoys this to their face earned him getting thrown into solitary confinement for a month.

Angry:

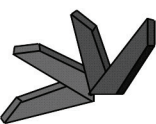
You have a short fuse and a tendency to break out into fits of anger at the smallest of provocations. At the very least, you really want to insult whomever has offended you to their face, and possibly more.

Akane hijacked Serena's communications channel just to call her a monkey face, goading her with some rude gestures from her Mecha while at it. This was an obvious trap to separate Serena from the group. And Serena being Serena, it worked.

Shy:

You are socially anxious and tend to withdraw from interacting with groups of people. This may lead to the rest of the group probably running over you and your own voice not being heard, often to your own detriment.

Everybody hates escort missions, so when command asked for volunteers pretty much the entire team stepped aside and left it up to Parvin. Sighing internally, she just said yes.



Here are a few ideas to get you started on fancy ways to spice up narration when you're about to use Genre Powers

Cutscene: Your attack stands out because you narrate it in down to every detail, from how your bullets pierce the enemy's own in mid-air to the sequence of punches you deal and combining multiple weapons into one attack for a particularly flashy move. Don't forget the speed lines in the background.

Technobabble: You explain, with all the pseudoscience and made up words necessary, exactly why your super move is incredible and no one could possibly have seen it coming. Sometimes it is okay to tell rather than show.

Flashback: You build up your badassery by remembering at that exact moment a particular training lesson, emotive moment, or other such memory that could be that extra oomph to overcome a greater foe.

New Move: You did not wish for it to come to this, but it has, and now you must unveil the forbidden secrets of your Mecha. Alternatively, you come up with a new way to use your old weaponry that the Enemy just cannot escape because they cannot improvise like you do.

Rousing Speech: There is too much at stake to let hardships overpower you. And you are going to make sure those that would like to stop you know why it is not going to work. Feel free to elaborate about the meaning of love, courage, hard work, memories, songs, or whatever it is that fancies you best as a leitmotif.

One Liner: Anything you do is automatically more awesome if it is accompanied by a catchphrase, witty retort, or bad pun. If you've got the advantage then you may also engage in more traditional trash talking. But that is a thing that suits villains more; You don't want to be caught saying that your rival is ten years too early to defeat you, no?

Choosing Genre Powers

Genre Powers are some of your character's most powerful abilities, and they are fueled by Genre Points. The use of a Genre Power is a tilt in the balance of the fight, such as an improvised new technique to overcome enemy defenses, a hidden shield that stopped what would have been a lethal blow, or even a dramatic speech that encourages battered allies to rise and keep fighting.

Genre Powers come in two types, each of which may be used at different times. **Setup Powers can only be used during your own Turn and before you take your Action**, while **Reaction Powers can be used any time**. Reaction Powers may be used in response to an enemy's Actions or even to Powers, and take effect before the thing to which you are responding. Some are so powerful and represent tricks so difficult to pull off that you can only use them once per Operation.

All Genre Powers require you to spend one of your Genre Points to activate them. Remember that **you start the each Episode with a number of Genre Points equal to your Power Level**.

All PCs **have the six Default Genre Powers, plus you can pick and choose a number of additional Genre Powers equal to your Power Level when you create a Character**. These bonus Powers can be from any of the three Power Categories.

You can't take a Power multiple times unless it is marked with (Specialist) next to the name. If you make a different choice each time, you can have multiple versions of that Power, similarly to Specialist Traits.

Reading Powers

All Powers follow an identical template, because there are not many rules to them other than their speed and Effect.

Power Name

Power Type

Effect: This block of text defines what happens when you use the Power in question.

Each Power has an example of how to narrate their use. You should go ahead and use them however you wish, though. Just remember to make them cinematic!



Default Powers

These are the Powers that every PC gets for free, and they're some of the most useful. Make sure you familiarize yourself with them and keep them in mind at all times, because they will save you more often than you imagine.

Knowledge is Power

Reaction Power

Effect: Choose one Enemy. You learn that Enemy's Attributes, Upgrades, Weapons and Genre Powers.

The enemy's new mobile weapon was tearing through their defense lines. But Hilda knew she recognized the pattern in that barrier. "It is a Friction Field, of course! Everyone, use your Beam Sabers!"

Live Another Day

Reaction Power

Effect: You automatically retreat from the battlefield. This prevents any Damage that would have been dealt to you if used as a response to an attack.

All the sensors were in the red, things didn't look good and Matt knew he had to bail out or die. The Penderecki hid behind an abandoned building and detonated all it had left, toppling the building and halting the pursuers' advance. When the dust settled, he was long gone.

Mid-Scene Upgrade

Reaction Power

Effect: Gain a new Upgrade or Weapon, you must pay its MP Cost at the earliest opportunity after the Operation ends. Setting aside your current MP for a later purchase if necessary. If you would not be able to make the purchase in the future, for whichever reason, the GM may rule that you cannot gain that Upgrade or Weapon.

The engineers said it wasn't ready, but Darren's hand reaches for the small switch of the experimental anti-air weaponry. The formation of enemy Majesty planes never saw it coming.

Not so Fast

Reaction Power

Effect: Force an Enemy's Might Test against an Ally of yours to be rerolled inflicting it with two Disadvantages, keeping the new result. This may not be used on Tests that attack you, even if you are just one of multiple targets. You can use this Power once per Test.

A split second before the Justice struck Owen's cockpit, it was knocked off balance by swift kick to its metallic gut. Sia got there in the nick of time to save the day, her Gear proudly standing defiant between the enemy and her friend.

Synchro Attack

Setup Power

Effect: Choose at least one willing Ally to make a combination attack with, you gain two Advantages to your next Offensive Action for each Ally that helps you out this way. This uses up an Action and a Genre Point from every other participant and everyone must Delay their Actions until they can actually attack at the same time. Units may participate in one Synchro Attack per Operation.

"SYNCHRONISE CHRONOMETERS!" Charlie bellowed. "Check!" Came three replies. "SYNCHRONISE DRIFT SPEED!" "Check!" The dull throb of altitude thrusters firing nearby within the vacuum sounded as well. "SYNCHRONISE OBJECTIVE!" "DELTA FORMATION!"

Try Again

Reaction Power

Effect: Reroll one of your Might Tests gaining an Advantage to it, keeping the new result. You can use this Power once per Test.

Takashi thrusts with the Gran Sword, but the Outsider simply moves aside, eager to punish Takashi's mistake That's when the thrusters in the arm of the Gear kick in and transform the sword thrust into a mighty side swing. The monster was cut in half by the waist.



Champion Powers make the user an offensive and defensive powerhouse, and are thus useful to pretty much all PCs. A good number of them are so powerful they may only be used once per Operation, so don't plan to rely too much on them and consider diversifying a little into other Power types.

Believe in Myself

Reaction Power

Effect: Restore 5 points to your Threshold and treat all Maimed Areas as normal for three Rounds. You can use this Power once per Operation.

Sarah's gear stands back up again. Its one intact arm stuffs the loose cabling back inside the hole in its hull. "Impossible!" Says her mechanic. "There's no way Kagutsuchi can continue functioning after that kind of damage, it should be out of power!" Sarah just laughed, making a dash for her enemy once again, "I told you, it runs on guts!"

I Cannot be Defeated

Reaction Power

Effect: The next time that you would be destroyed during this Operation, you remain functional with a Threshold of 1 instead. You can use this Power once per Round and against any source of Damage except Techniques.

The Sunbuster got hit by several kilotons worth in missiles, but mere seconds after the blast, the Gear was walking through the flames like nothing happened. "I told you, you cannot touch the sun!" Sunbuster was engulfed in fire once again, but this time by its own power creating a blazing pillar reaching all the way to the clouds. "My burning flames of justice shall purge the world of your evil!"

I'm Breaking Through

Reaction Power

Effect: Your current Offensive Action is immune to the effects of Active Defenses.

Mahzun thrust his G-Lance one more time against the giant monster's Gravagne Field. Just like last time, his strike was stopped cold against a wall of repulsive force, but now he was prepared. "TAKE THIS! MAHZUN SPECIAL!" he overloaded the weapon, redirecting more power to it than it was made to hold. The tip of the weapon exploded inside the field, scorching the face of the Cryptid with green flames.

My Defense is Impregnable

Reaction Power

Effect: Halve the next instance of Damage you would take.

You can use this Power once per Operation.

Both Gears crashed into each other, breaking into pieces. Everyone sighed in relief at last, now that the psychopath was out... That's when they heard her Meister laughing and shouting over a public channel "I haven't had this much fun in years!" as if it was nothing. Slowly, the pieces of the giant robot started to pull themselves together.

My Style is Impetuous

Setup Power

Effect: Treat Tension as if it were 4 points higher for your next Offensive Action. You can use this Power once per Operation.

Thomas was forced to admit, as the enormous tentacle immobilized him one more time, that there was a certain something about the alien thing. A sheer singlemindedness so simple and chaotic in its ways that even his well-honed senses were defenseless against it.

Signature Weapon (Specialist)

Setup Power

Effect: Choose any one of your Weapons when you take this Power. Activate Signature Weapon to make your next Offensive Action using the chosen Weapon immune to the effects of Active Defenses and increase the result of its Might Test by 5.

You can use this Power once per Operation, but if you have multiple Signature Weapons each can be used once.

"FINAL ATTACK, SKULL COLLECTOR!" The Demiurge violently tore off the head of the alien monster, and impaled it along the other 49 on its crystalline back. "YESSS, I AM THE BEST AT SKULLS!"

Trickster Powers

Trickster Genre Powers are a toolbox for special circumstances where you just need a very specific effect that is completely outside the reach of other Characters. They might not seem like much at times, but they can prove vital in overcoming unexpected complications.

Come at Me Bro

Setup Power

Effect: For the next three Rounds, when an Enemy within 5 Zones from you makes an Offensive Test against another Ally, you may Attack that individual Enemy once after their own Action has finished. If an Ally uses this Power while your own is active, the effects of their Power replace yours.

Miguel's Gear planted himself in front of the group. With a metal hand, it pointed at the enemy squad and made a throat slitting motion. These goons would surely fall for the trick, buying the Wagner some time... Now he only had to hang in there.

Gotta go Fast

Setup Power

Effect: You or an Ally may Move an additional 5 Zones with their next Action this Round. You can use this Power once per Round.

"Hey, hey, hey!" Jason quipped, speeding past the defense lines and throwing the enemy formation into chaos "I'll show you why they call me the Metal Sonic Boom!"

My Pain is your Pain

Reaction Power

Effect: The next time an Enemy would deal Damage to you this Round, you deal half that much Damage back to them. You can use this Power once per Operation.

Hassan's heavy weapons were out of ammo, and the Outsider was still standing strong. He drew his sword and made a suicidal rush against the giant monster. A giant tentacle pierced his Gear through the chest, but Hassan just chuckled "Gotcha!" he pulled from the limb and drew the beast closer, so he could cut off its head.

Take One for the Team

Reaction Power

Effect: You may have the next instance of Damage that would be dealt to an Ally within a number of Zones equal to or lower than your Speed be dealt to you in their place instead. After that, all Offensive Actions made against the chosen Ally suffer a Disadvantage to their Might Tests for a Round.

Shin was nervous to say the least, the waves of enemies just kept coming and there was no sign of reinforcements arriving in the immediate future. He gulped, "We might die here." But Reina would have none of that. "You will not die." Shin blinked and turned to look at her resolute face in the comm screen, as she spoke, "I will protect you."

The Tacticool Approach

Setup Power

Effect: If your Systems is higher than your Might or your Guard, you may replace one or both with your Systems for a Round.

They both knew there was no way their flimsy weapons would overwhelm the Cryptid's forcefield, but Jo kept typing madly as a dutiful operator "I am done redirecting all power to the Helix Cannon." Harry gulped in response "So this is it. Win big or go home." his trigger finger sweaty and itchy. Jo just chuckled "My suggestion? Hold on to your butt."

Trump Card

Setup Power

Effect: Choose any two Weapons you don't already own. You gain the chosen Weapons until end of Operation and they cannot be Maimed by Enemy Attacks. You can use this Power once per Operation.

"Give up, you're out of ammunition and surrounded, be reasonable!" The enemy shouted. "NO, I REFUSE!" Came the reply from the silver-coloured Gear. It flew into the air and began bombarding its enemies with a rain of fireballs. "I TOTALLY HAVE ICE MISSILES TOO!"



Tactician Powers help you control how the battle is going. They keep friends in top fighting condition and weaken your foes to make them easy pickings. You can mess with the battle plan of enemy forces, disable special abilities or just turn the tide by empowering your weakened friends.

Can't let you do That

Reaction Power

Effect: Any one Enemy loses the benefit of Tension to their Might Tests for a Round. You can use this Power once per Operation.

Brandon shot several pods from his Mecha that latched to the enemy and he pushed an ominous button. No one exploded. Instead the injected computer virus caused something that no one had seen for years - The legendary Blue Screen of Death.

Don't Give Up

Setup Power

Effect: Restore your Threshold or that of an Ally by an amount equal to your Systems. You can use this Power once per Operation.

"Listen, to the will of those sleeping under the soil, to the voices of those lost in the sea, to the dying wish of those who became stars in the sky. The time has come to bring this dream of freedom to fruition. Rise, young men and women of Hiryu, and become legends!"

Mind Over Matter

Reaction Power

Effect: You and all Allies within 5 Zones treat halved Attributes as normal for one Round. Mind over Matter will also stop effects that halve your available Energy, even if the base Attribute itself remains untouched.

The Cryptids netted another ally with their labyrinthine restraints, capturing the Paladin much like a spider would web a fly. Russell drawled "You know what I call people who rely on all this fancy bullshit instead of giving their enemy a good scrap?" After a short wait, he spilled the punchline: "Cowards." With a flex of their synthmuscles, he and his comrades broke free.

This is my Battlefield

Setup Power

Effect: Choose one type of Terrain (other than Plain) when you take this Power. Activate it to turn a Blast (1) area of Zones into that type of Terrain for three Rounds. If you create Im-passable Terrain below other Units, they will get pushed out of the way in a direction of your choice. You can use this Power once per Operation.

Lulu's team was outnumbered and slowly being pushed back by the GAF's surprise attack. What they did not suspect was that the entire battlefield was mined beforehand and ready to detonate at a moment's notice. She gave the order to blow them up and cackled to herself, this was so much more fun than chess!

You are Going Down

Setup Power

Effect: Choose one Enemy. All attacks against that Enemy from Units within 5 Zones of you gain an Advantage to their Might Tests for one Round. This includes your own attacks. You can use this Power once per Operation.

"The enemy took out the auxiliary plates to reduce energy consumption and amplify their shield. I am running interference on their barriers, everyone aim for the abdomen!"

You can do Better than That

Reaction Power

Effect: You turn a failed Might Test of yours or an Ally is an automatic success, using the current Tension as the amount it bypassed the target's Defense. This ignores Advantages and Disadvantages entirely, but not modifiers to Tension. You can use this Power once per Operation.

"Adjust your laser focus for 300m engagement." "Oh I leave the targeting corrections to the computer." "Well now I'm your copilot, and I am telling you that you should adjust them. " "...Yes dear"

Ryu: So when I use a Synchro Attack you guys only need to spend Points and an Action, right? You don't need to be at a specific range or have to like, use up ammo or whatever.

Ingham: Correct. It is one of the strongest abilities in the game for that reason, growing in power with each PC that contributes to it.

Raymond: Champion Powers are the next best thing, all being very powerful. The other categories of Powers are also good, but not as straightforward. Of the rest, the ones with the most raw power would be My Pain is your Pain, Trump Card, Don't Give Up and You are Going Down.

Maya: Remember that Genre Powers are the only abilities that your Pilot brings to Operations. Everything else depends on their Mecha. You only have a handful of Powers to pick at best, so make them count!

Ryu: Come at me Bro and Take one for the Team sound pretty strong too. Are they worth my first Power slots?

Raymond: Yes, but it makes you better at helping others than straight up fighting.

Ryu: Like Not so Fast and some of the Tactician Powers.

Ingham: Exactly.

Ryu: That's alright then. What I'm getting from this is that the strongest strategy here is teamwork.

Ingham: That's a good attitude to have. The strongest enemies you'll face in the game are almost impossible to beat if you take them on individually.

For particularly dramatic Scenes where the PCs really want things to go their way, the six default Genre Powers can translate their effects to Intermissions using the following guidelines below.

These are guidelines for special circumstances where the "rule of cool" should trump the normal rules. Battle Century G is at its best when the rules for Pilots and Mecha don't intersect too much.

Knowledge is Power: Pick up a general description of a single NPC's statline. No specific details need to be given, but it should be clear which Attributes they favor, how high they rate, and any important Skills or Traits.

Live Another Day: This can be used to both jump into a Scene you weren't previously participating in or to escape from one by pulling the equivalent of a ninja smokebomb trick. The explanation must make sense, though

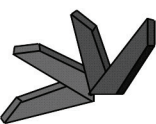
Mid-Scene Upgrade: Pick up a new Skill or Trait, then pay for it later. It can be a talent or item you always had but have been hiding from others, or something you actually do obtain Mid-Scene.

Not so Fast!: Can be used against any Test that would hurt or affect one of your friends. Still only once per Test though.

Synchro Attack - You gain two Advantages to a single Test for each ally that helps you out by spending their own Actions and also a Point.

Try Again: Works for any kind of Test, and is therefore universally useful. Only once per Test.





What are the Character's Gender and Age? Do they look and act the part?

What are the Character's Height and Weight? Are they below average, above, or just in the middle?

What is the Character's ethnicity? How stereotypical are they physically and in personality?

How does the Character look? Are they attractive? What is their color of hair, eyes and skin?

How does the Character carry themselves? Are they confident, unassuming, or perhaps attention-loving?

What is the Character's social standing? Are they wealthy and envied? Poor but deeply respected?

What did the Character do for a living before being recruited? Do they still work it? Were they good at it?

How educated and savvy is the Character? Do they have a Ph.D or street smarts?

What was it like for them to grow up? What was their family situation? Did they have many friends, few, any at all?

Is the Character religious? Are they into philosophical metaphysics? Do they like to come across as 'deep'?

Is the Character politically minded or do they leave that to someone else? Would they like the status quo to change?

What does the Character do in their spare time? Do they have a hobby or are they workaholics?

Is the Character a social butterfly or more introspectively minded? If they're in the middle, how is the balance?

Does the Character respect tradition and the letter of the law? Do they believe that right and wrong are immutable?

Is the Character imaginative and insightful? Do they help others realize their potential or do they help themselves?

Power Level Adjustments

Characters of Power Level 1 and higher start with extra Character Points to spend. The bonus equals 30 CP times the Character's Power Level. That means an additional 30 CP at Power Level 1, 90 CP at Power Level 3, and so on.

You can spend these points on Attributes (using the rules found after the Attribute templates) or get more Skills and Traits. The choice is yours, but don't forget to note down this bonus CP so you don't lose track of your Power Level.

Roleplaying Details

A PC is more than a collection of numbers. They are people with their own strengths and frailties, their own endearing and annoying quirks. With this in mind, you should strive to make them feel like they are three dimensional characters.

The most crucial of these details is your Character's name, after which come other factors such as age, ethnicity, height, favorite food, and whatever else you feel could ever be relevant. If you are confident in your ability to improvise, leave most of these details blank and come up with them on the spot later on during the middle of gaming session.

Talk with your fellow Players and see if there's any way in which you can use each other's ideas to build up a team that works well together. Then feel free to go back and change your Attributes, Themes, Powers, and whatever else you want to change after having this conversation.

The Character Sheet

You should write down everything important about your PC in a printed out photocopy of the Character Sheet at the end of the book. Fill in the spaces with your Attributes, Themes, Powers and so forth as necessary.

The Character Sheet will be there to remind you of what your PC can do when you're stumped. It is also useful to keep track of numbers, like Damage you've taken or how much XP you've earned.

It has enough space for a good number of Skills and Traits as well as a short description of what they do. You don't have to get into details, just note down the basics. Note down any Specializations for your Skills or Traits as well, since those are kind of important.

There is an example of how to create a PC and a Character Sheet all filled out in the next pair of pages. Refer to it if you think you are not entirely sure how one or more steps of the process work, or if you just need check on how to keep track of something. That's what it is there for!



Example of Character Creation

Violet wants to play in the game that Ingham is running. She settles with him that her character's concept is going to be Professor Tetsuryuu's Daughter, named Michiko. She was always a capable test pilot, but didn't join them earlier because the Professor kept trying to stop her.

Before spending any of her 100 CP, Violet asks Ingham what the existing PCs are like. The group so far has the bases covered pretty well, with Jeff and Blade as the tough athletes and Maria as the tactical and more sociable one. Violet will give Michiko 6 Intellect and Awareness, 4 Charm and Willpower, then 2 Fitness and Resources. A semblance of a personality forms in Violet's head - Michiko is going to be the well-learned straight man... Or woman, as the case may be. This cost her 68 CP, so she will have to add a few more points to that if she does not want to have leftover points.

She decides to complement this side of her personality with some Science and Electronics, but doesn't quite know whether to Specialize or not so she moves on to Traits. A cursory read through the selection of Traits makes three of them stand out in her eyes: Common Sense, Jack of all Trades, and Genius. Ingham brings Comrade to her attention, figuring that she could use her relationship with Tetsuryuu to her benefit. Violet argues that Michiko isn't the kind of person to resort to nepotism, and that the Professor would try to make her get out of the robot rather than help her anyway.

Back to Michiko's choice of Traits, they cost 25 CP total, so she can't get all of them if she also wants to have some Skills. Fortunately, Ingham informs her that the characters are at a Power Level of 1. That means Violet has 30 more CP to spend on anything she wants.

Violet finally trains her PC as follows: She takes Electronics and Sciences at the generalist levels for 10 CP each, then she spends the 25 on her Traits of choice. With 17 CP left, she decides she'll bump Intellect yet again to make her the most intelligent member of the team at Rank 7, and improve her resilience and charisma with 5 Charm and Willpower.

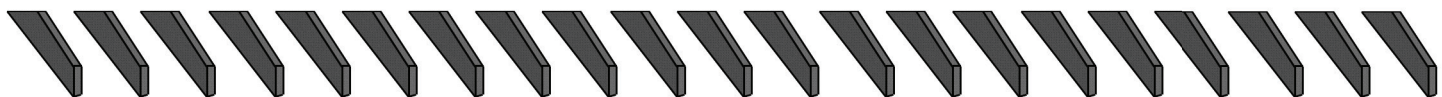
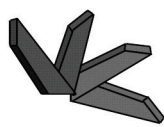
Since Michiko is done in regards to spending CP, Violet will calculate her Defenses and Plot Armor now. Her Awareness is 6, plus 5 that makes her Defense a 11. Michiko's Willpower is 5, so every Layer of Plot Armor can take up to 5 points of Damage for a total of 15 before she is out.

Choosing Themes is comparatively faster, she has to get three and exactly one of each category. Her choices are Knowledge, Independence and Pride. Violet decides Michiko was going to be one of the scientists in her father's institute but she changed her mind the moment she saw the destruction the Outsiders were capable of with her own eyes.

Michiko still yearns to know more about the function of the Outsiders, and she would definitely know more if she had stuck for a few more years of university, but she is too conceited to go back on her word. The core of Michiko's story will be about questing to learn more about the enemy, to get the Professor to stop meddling in her business, and trying not to bite off more than she can chew out of stubbornness.

Ingham tells Violet that she'll score Genre Points when either Michiko's desire to know more, to not have to rely on her father's influence, or to not go back on her word add some conflict to a Scene or help advance the plot.

Finally, Violet has to choose one Genre Power for Michiko. She is a fighter, but she relies more on her smarts than raw power, so Michiko goes for My Pain is your Pain because it suits her style. Violet already figured out most of Michiko's details on the way, so she has no need for the questionnaire.



BATTLE CENTURY G

Character Name	Michiko Tetsuryuu	Power Level	1
Concept	Professor's Daughter	Character Points	0/30

Attributes				Themes	
Fitness	2	Awareness	6	Reason	Knowledge
Intellect	7	Willpower	5	Typecast	Independence
Charm	5	Resources	2	Bane	Pride

Status				
Defense	+ Layer 1	+ Layer 2	+ Layer 3	Genre
11	5/5	5/5	5/5	1

Skills			
Name	Specialization	Name	Specialization
Electronics	-	Sciences	-

Traits			
Name	Effect	Name	Effect
Jack of all Trades	Learn one Skill	Genius	Use Int with any Skill
Common Sense	Ask GM advice		

Powers		
Name	Speed	Effect
Try Again	Reaction	Reroll Test with 1 Advantage
Not so Fast	Reaction	Protect Ally with 2 Disadvantages
Synchro Attack	Setup	Combination Attack!
Knowledge is Power	Reaction	Learn rules of 1 Enemy
Live Another Day	Reaction	Flee from battle
Mid-Scene Upgrade	Reaction	Buy Upgrade or Weapon in advance
My Pain is your Pain	Reaction	Attacker takes half Damage dealt

In one of the many islands dotting the Far West Archipelago is a testing facility for new technologies in the war effort, the Gygravagnite Research Institute. It is one dark and stormy night about the otherwise relatively quiet peace of the enclave that is this scientific fortress. Maria DeSir made her way through a dimly lit hallway and punched a code into the keypad at the end.

The blast doors opened with the puff of cryogenic gas exiting the containment chamber, and a chill went down her spine, but she did not enter. She simply stood there, for seconds that seemed like an eternity. Then she said out loud, "it is rude to spy on others, Jeff."

The younger man left his hiding spot behind a corner, rubbing the back of his neck "...Sorry, Chief." Maria simply crossed her arms, clearly awaiting an explanation. It took a while until her stern gaze forced some words out of her bumbling subordinate.

"...Um, you dropped this." An old and rugged envelope, unopened, addressed to one Ruby Heinlein. Maria stepped forward and took it from his hands, swiftly but not forcefully.

"Thank you." While her tone was anything but scornful, it was evident she was expecting more than just that out of him, but if she had to stand for another tense silence before he continued it would be the death of her. "You know who the Heinleins are?"

"The aristocrats that used to govern a considerable part of the Space Colonies?" He risked, omitting the rumors about them being psychics, transhumans, or something more sinister altogether.

"And what do you make of me being in possession of this ten year old envelope?" She waved it around and flicked it in front of Jeff, pointing at the date.

"...That you're some kind of... Space princess?" This was starting to sound like a horribly clichéd or contrived plot, he just wasn't sure which one it was. Thus he decided to bet on both for the time being.

“Atta boy.” At that she simply turned to enter the mysterious room, leaving a confused Jeff behind. She did not close the door on him.

Naturally, the rookie sprinted behind to catch up before the blast doors locked him outside “H-hey Chief! What’s this all about?”

She led him across a metallic catwalk over a shaft neither of them could see the bottom (or top) of. “The Professor.” she explained, to which Jeff understandably blinked in confused response. Maria did not turn around “The Professor was a friend of our family, and my father gave him this letter, detailing that when I was ready I should see what they both have been constructing down here.”

This sounded rather personal, and made Jeff start to feel self-conscious “I... Should probably leave you to see this for yourself, shouldn’t I?” Of course, he was curious too, and thus he was not going to leave unless she asked him to.

“It is fine.” She said “I already know what is down here. I didn’t drop the letter, Jeff. I threw it, I already knew all of this.” Maria halted her walk and turned her face upwards. Jeff did the same, wondering what it was that caught her eyes.

Whatever it was, it made his mind start racing “Hey Chief.”

“Yeah?”

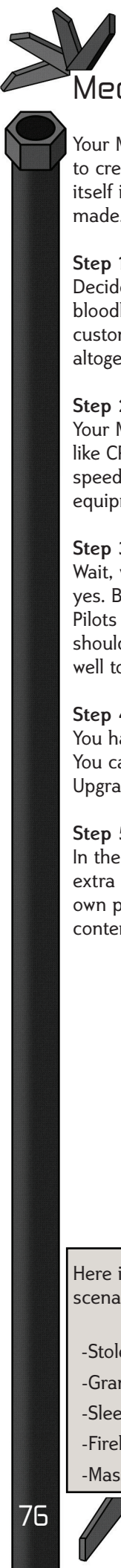
“Are you going to come out and say you can read minds and see the future any moment now? Because I am about to hit my limit for dramatic reveals today and could use a breather.”

“Judging by this, there are people betting on it.”

What they saw had the power to let a human be a God or a Devil.



BUILDING THE MECHA



Mecha Construction Summary

Your Mecha, being an extension of your PC, is much simpler to create on a conceptual level. The customization process itself is more complex though, and there's more choices to be made.

Step 1: Concept

Decide whether your Mecha is an heirloom that protects the bloodline, an ancient magical robot from a lost civilization, a custom version of a mass-produced robot, or something else altogether.

Step 2: Mecha Points

Your Mecha has 100 Mecha Points (MP) that are used much like CP. You will decide with them whether your giant robot is speedy and fragile or slow and resilient, then grant it special equipment like forcefields and missile launchers.

Step 3: Genre Powers

Wait, what? Genre Powers are part of the previous chapter, yes. But they have more of an impact on Mecha than on the Pilots themselves. Now that you have your giant robot you should take another look at them and make sure they work well together.

Step 4: Power Level Adjustments

You have 30 more MP to spend for each Power Level above 0. You can use this to enhance Attributes or to gain even more Upgrades and Weapons.

Step 5: Finishing Touches

In the same way that PCs get their own questionnaire for extra depth, Mecha have one for you to truly make them your own personal machine and fine-tune them to your heart's content.

Mecha for Everyone

Your Character needs a Mecha of their own, otherwise it is kind of pointless to be playing a Mecha game in the first place. The process to create Mecha is mostly about how you want them to fight. We won't be paying much attention to the technical details, because this is a game about giant robots duking it out and not an engineering simulator.

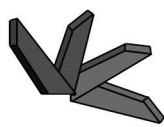
What this means is that the *how* and *why* of Mecha does not matter as much as the *what*. You can justify and flavor your Mecha's gigantic energy weapon as an enormous shoulder mounted positron cannon, eye beams, or even a gun that shoots a lightshow of rainbow lasers.

In other words, Mecha Construction is more about the game's rules and mechanics - If you pardon the pun. You can make your Mecha as distinctive with its technical or æsthetic details as you want. There are examples in the descriptions of each ability to help you out with that.

Much like with the piloting character, the place to start with when creating your Mecha is the concept, and it works pretty much the same. Anything ranging from "Sleeping God Encased in Armor" to "Old Piece of Junk in the Hangar" works. Just keep in mind they're all going to be equal in power, so by the time the former awakens to full power, the latter will have been upgraded to stand toe to toe with it.

Here is a list of ideas for you to make your own Mecha. Most are generic enough that they can be adapted to most campaign scenarios, and should be compatible with the setting presented later in the book:

- | | | |
|--------------------------------|--------------------------------|---------------------------------------|
| -Stolen Military Prototype | -Windmill with Arms and Legs | -Built in a Cave with a Box of Scraps |
| -Grandpa's Masterpiece | -Transforming Sports Car | -Old Piece of Junk in the Hangar |
| -Sleeping God Encased in Armor | -Docile Newborn Giant Alien | -Regenerating Nanomachine Monster |
| -Firebreathing Mecha Dragon | -Mecha Knight with Mecha Horse | -Mecha Avatar of a Virtual J-Pop Idol |
| -Mass Produced Police Mecha | -Heavy Artillery Unit | -The Guardian of the Moon |



Mecha Points

Much like with the Character, you can create a Mecha to your liking. The process is exactly the same as the one for the pilot, but using Mecha Points (MP) instead of Character Points. You get 100 MP to spend on Attributes, Upgrades and Weapons all three of which are explained in this same chapter. Remember that if you end up with leftover MP you can still spend them later during the game, they just won't count towards your Power Level.

The Four Templates

Mecha also have their own templates you can use as a workhorse. All are worth 100 MP, just like those for Characters, but they have a little more variety and present more defined combat roles. You can customize them in the same way you could customize the Character templates, use them without changing anything, or just ignore them altogether and make your own giant robot from scratch.

And of course, the examples ignore Power Levels completely, only spending the base 100 MP that all Mecha receive. Each Power Level is 30 Mecha Points that you have to spend yourself.

Eagle

Eagle types are light and made not to last, but to strike fast and hard. An Eagle Mecha does not have much in the way of toughness, but it is difficult enough to hit to compensate, and speedy enough to outpace the average foe. Just make sure to stay out of the sights of enemy snipers.

Might	Guard	Threshold
5	5	3
Energy	Systems	Speed
2	4	6

Upgrades: Overbooster, Reversible Thrusters.
Weapons: Assault Rifle, Beam Saber.

Controller

Controller-class Mecha are support types, prioritizing utility over offense. This type is preferred for Mecha that avoid the front line entirely since they don't have a lot of ways to defend themselves. They excel at enhancing their allies and clearing waves of weak Enemies.

Might	Guard	Threshold
0	4	4
Energy	Systems	Speed
5	5	4

Upgrades: Commander Type, Early Warning and Control, Assisted Targeting, Support Fire, Airstrike.
Weapons: None.

Destroyer

Destroyers are larger and bulkier than most, and they can pack bigger and better weapons that way. They are easy to hit, but hit hard themselves too. They move very slowly, but their weapons reach far and their forcefields can keep them safe until the targets are in range.

Might	Guard	Threshold
7	4	5
Energy	Systems	Speed
5	3	3

Upgrades: Absolute Barrier.
Weapons: Rail Bazooka, Sniper Rifle.

Shield

Shields are Mecha capable of withstanding enemy fire like no other, made to protect the rest of their team like the name suggests. Their armor is hard to pierce through and even then they have a very large damage buffer to get through before being in any real danger.

Might	Guard	Threshold
4	6	6
Energy	Systems	Speed
2	4	4

Upgrades: Shielding Aura.
Weapons: Arm Guardian, Zweihander, Riot Weapon.





Mecha Attributes are assigned exactly the same way you do Character Attributes, the only difference is that the Attributes themselves are different. To refresh your memory, all Mecha Attributes start at Rank 0, but you can increase them with MP.

Rank	1	2	3	4	5	6	7	8	9	10
Cost	1	3	6	10	15	21	28	36	45	55

Your Mecha's first Guard increase will boost the Attribute from 0 to 1 for a cost of 1 MP. Enhancing their Energy from 0 to 4 will cost 10 MP because you have to pay for four individual increases of 1, 2, 3 and 4 MP.

You can try to take Mecha Attributes to Rank 11 and beyond if you want to, but much like with Character Attributes it will be very costly and probably not worth the sacrifice. An Attribute at 0 represents a glaring weak point in the Mecha, either as a design flaw or as a calculated risk. Certain Mecha might not need any Might or Energy at all, while others could get by with low Systems or Speed. Having no Guard or Threshold is suicidal though. Don't do that.

And here you can reference what each Mecha Attribute is good for in case you need it:

Might:

Might is a pretty straightforward Attribute: You use it to shoot your Weapons. You could also use it to lift fallen buildings or to carry a friendly deactivated Mecha. It is a crucial Attribute if you intend to attack anyone with missiles, beam sabers, laser cannons or any other direct method.

Guard:

Guard is part of what makes your Defense. You are never going to roll a Guard Test, but it is an extremely important Attribute. Without any Guard you will be suffering more Damage and will suffer it more often.

Threshold:

Threshold is your other defensive Attribute, being entirely the foundation of your four Threshold Levels. Threshold is never rolled during Tests either, but it is still of utmost importance to all Mecha. With low Threshold you will explode after being hit once or twice.

Energy:

Energy is the most versatile of Mecha Attributes, but also the one that does the least on its own. You have to buy Upgrades and Weapons that require Energy in order to make any use of it.. All spent Energy regenerates back to full at the beginning of your Turn.

Systems:

Systems is the most subtle Mecha Attribute, intended for use with support-oriented Upgrades, Weapons and Actions. With Systems you can extend the reach of weapons, repair your Allies in the battlefield, and call for support from NPCs.

Speed:

Speed does what its name says. It determines your Initiative and how many Zones you can Move with your Actions. Without a decent Speed Attribute you cannot chase down Enemies who keep their distance and will always go last in the Initiative Order.

Raymond: If you are making your own array of Attributes, keep in mind that the three most important ones are Might, Guard and Threshold. The rest are secondary to those, since they're the ones that let you engage in combat and survive.

Ryu: So if I were to sacrifice Attributes somewhere, I should be picking from Energy, Systems, or Speed. Got it.

Maya: Even if you do make a character who doesn't need some Attributes early on, you will probably want to increase them eventually to around 4 or 5 as the game progresses. They all are very useful.

Raymond: And remember that the DN to beat when attacking a Mecha is equal to its Guard plus 5, not just Guard.

Ryu: Alright. I figure my safest bet is to leave most things at 4, but I'll lose 2 points of Systems and 1 in Speed to increase my Guard by 2, since I want to protect the rest of the group.



Areas

Mecha are a lot more resilient than people. They can lose one or more limbs and keep fighting, then spend a few days at the workshop and return good as new. In fact Mecha do get beat up and lose functionality of their equipment quite often during battle. Bullets pierce a joint and the limb begins to malfunction. Sensors are burnt out rendering guns that relied on them unusable. And of course sometimes a giant beam sword chops off your arms and legs. It just happens.

The Upgrades and Weapons of Mecha are very similar to the Skills and Traits of Pilots, but there is one key difference: **Most Upgrades and Weapons must be allocated to one of your unit's External Areas** (The Mecha's Torso, Arms, Head or Legs) and **should that Area be Maimed as a result of Damage, any Upgrades and Weapons equipped there will stop to function for the remainder of the Operation**. If you restore enough lost Threshold to bring you back to a previous Level, the corresponding Area is restored to normal.

There is also a fifth Area, called the Core, which is a little different because **the Core is Internal and thus cannot be Maimed**. Internal Upgrades always go in the Core, while External Upgrades can't be placed there.

Lastly, **some Upgrades and Weapons are labeled as Separate**. These **don't go into any Areas**, and represent a myriad of things that your Mecha does not carry themselves. Sometimes they're sidekicks, sometimes they're autonomous Weapons, sometimes they're backpacks that represent a whole new External Area.

When allocating External Upgrades and Weapons, you are free to place them wherever you wish. You should try to distribute them somewhat evenly and not place everything in one Area, or a lucky shot that takes it out can leave you naked.

Core

The Core is the cockpit of the Mecha, functioning as both the brain and heart of the mechanical body. Many of the more powerful Upgrades can only be allocated to the Core, but no Weapons may be installed on it.

Head

Serving thematically as a secondary Core of sorts, the Head is usually for utility systems, like sensors or jammers. It is also a good location for cool but impractical weapons like eye beams or mouth flamethrowers.

Torso

This Area often carries the bulk of the Mecha's defensive Upgrades, like forcefields and thrusters. These tend to be rather large and make sense here rather than anywhere else. Certain Weapons also fit this criteria, being mounted into the chest or shoulders.

Arms

Like a soldier needs hands to use its equipment, Mecha need Arms to use most of their stuff. Although Weapons can be equipped anywhere, the Arms are the only place where a lot of them actually make sense.

Legs

The Legs are unsung heroes of mobility without the prestige that most other Areas get. Many veterans favor them to carry spare caches of ammo or other emergency supplies, while mounting an extra gun or drill there just in case.

Battle Century G is an effects-based game. This means it is easy to 'reskin' most of the fancy abilities of Mecha. To 'reskin' something is to change its narrative qualities, but leave the rules aspects intact. You can turn a Rocket Punch into a giant boomerang. Since they both more or less do the same thing and the rules make sense for both, this works out fine.

Reskinning does not change the rules of the game at all, so you should go ahead and do it as much as you want.

Upgrades and Weapons aren't the only things you can reskin though. Areas can be interpreted differently as well, which is crucial to make sense of Mecha with forms that aren't entirely humanoid.

The example Mecha later in the book do things like having a Left Arm and Right Arm Areas, or Wings instead of a Head, and so on. Play around with the descriptions of Areas until you get something that you like.

Because Pilot Attributes, Skills and Traits don't influence directly Mecha performance, you're free to make any kind of Character without worrying that they will not be a good pilot.

Does this mean you can theoretically play an Intellect 2 Character who operates a Systems 8 Mecha? Yes it does. If you think you can make the idea work, go for it. It is your responsibility to make a Character who is cohesive and immersive.

Battle Century G gives you the freedom to play any concept you can imagine. Use it wisely.





Upgrades

Upgrades distinguish Mecha further in various ways. They represent all sorts of technology, from flight capability to forcefields to AI system enhancements.

Mecha **Upgrades will be marked as either Internal or External Upgrades**, designating whether they must go in the Core or if you have to choose another Area to place them in, respectively. Much like Traits, Upgrades have their MP Costs next to their type in parentheses. Just like with most abilities, you can only have multiple instances of the same Upgrade if they are tagged as (Specialist) Upgrades and if you make a different choice with each new purchase.

Reading Upgrades

The grand majority of Upgrades stick to the template below. The ones that don't will explain the significance of any disparities in their own entries.

Upgrade Name

Type of the Upgrade (And Cost)

Effect: Between the type and the flavor text goes what the Upgrade does in rules terms. Some offer passive abilities that are 'always on', but many require you to spend Energy to use them.

Finally you get at least one example of what the Upgrade can represent in the fiction. All specific examples are taken from the world setting provided in chapter 5.

There are no rules for Mecha size. In fact, there's nothing in the book that outright tells you the size an individual mecha should have aside from a few implications here and there.

The assumption is that most Mecha will have a similar enough size that the distinction does not matter. Many shows don't really keep the size of their Mecha consistent and it works well enough for them.

But if you do care about the height of your giant robots, here are a few guidelines for the size of Mecha using the four templates from a few pages ago.

Eagle: 10 or less meters (32 or less feet)

Controller: 11 to 50 meters (36 to 98 feet)

Destroyer: 51 to 100 meters (167 to 328 feet)

Shield: 101 or more meters (331 or more feet)

If you're not using any of the four examples, just compare the Attributes of your Mecha to the templates and pick the one that looks closest.

General Upgrades

Commander Type

Internal Upgrade (10)

Effect: At the beginning of your Turn you may spend 1 Energy to use a single Support Upgrade you own without having to spend an Action.

You've got a special neural interface for a more precise and faster manipulation of all AI Units directly under your command.

Early Warning and Control

Internal Upgrade (10)

Effect: When you use a Support Upgrade with a Cost of 5 you may spend 4 Energy to restore said Upgrade after use.

The Early Warning and Control links your Mecha to the rest of your team, feeding you information on everything they can detect. An onboard AI processes and relays this information to give your squadmates battlefield support and improve their performance.

Expert Support

Internal Upgrade (10)

Effect: You may always Attack Enemies in the middle of a Duel without running the risk of hitting your Ally as long as it is with a Weapon that hits single targets. When using any area of effect Weapon, you may choose any Zones within their area of influence to be safe from the attack and from any secondary effects the Weapon may carry.

Your Mecha is equipped with the cutting edge in targeting systems. This makes you the very best there is when it comes to providing support fire.

Slippery Chassis

Internal Upgrade (10)

Effect: You don't need to Disengage to move away from a Duel, and don't take Damage when you Move after being Suppressed.

Your body type has superior mobility and is small enough to make stealth possible as a giant robot. This makes you ideal candidate for reconnaissance duty and covert operations in general.

Stealth Field

Internal Upgrade (10)

Effect: When Maneuvering any Might Tests against you suffer two Disadvantages unless the attack is made with Weapons that have the Blast, Burst or Line abilities.

An array of intelligent Gygravagnite emitters that block all known methods of detection outside of the naked senses. Maintaining this field takes a lot of effort and energy from the user, but that is the price of being untouchable.



Artillery Frame

Internal Upgrade (15)

Effect: All your Blast, Burst and Line Weapons gain an Advantage to their Might Tests and you increase the radius of your Blasts by 1 additional Zone. This includes your Blast effects from Powers or Upgrades.

You pack bigger weapons than everyone else. Beams are wider, missiles make bigger explosions, and you chew through magazines like candy.

Assistant (Specialist)

Internal Upgrade (15)

Effect: You gain a Subpilot, who grants you any one Genre Power from the available lists to your character and another Genre Point to use during Operations.

You get a second pair of hands to help you out in the battlefield. The know-how and support from this subpilot will improve your Gear's efficiency beyond what you could manage on your own.

Duelist Model

Internal Upgrade (15)

Effect: When an Enemy uses the Disengage Action to get away from you, you get a free Offensive Action using a Melee Weapon against them. Your Melee Weapons gain an Advantage to Might Tests.

Your Mecha was engineered to corner foes and force them to face you, punishing all that dare turn their backs on you with extreme prejudice.

Integrated Weapons

Internal Upgrade (15)

Effect: You may use your Weapons even if the Area they were allocated to has been Maimed.

Your Weapons are integrated to the Mecha's frame. Cannons are mounted to the shoulders, blades attached to the hands and knees. You are now effectively immune to disarming.

Sniper Model

Internal Upgrade (15)

Effect: Increase the Maximum Range of your Long Range Shooting Weapons by twice your Systems instead of just your Systems. All your Shooting Weapons gain an Advantage to Might Tests against targets at Range 1 or higher.

Equipped with very expensive and sensitive targeting systems, your Mecha could hit a target beyond the horizon with enough force for strategic bombing of key targets.

Experimental Reactor

Internal Upgrade (20)

Effect: Your Beam Weapons have their base Energy cost (but not the Boost cost) reduced to 0 and gain an Advantage to all Might Tests.

Your Mecha has a greater energy output, maximizing the efficiency of Element G for maximum destructive power.

Guardian of Steel

Internal Upgrade (20)

Effect: When Maneuvering you may spend 5 Energy to share the Defense bonus with any Allies within 1 Zone. You do not have to give up your benefits from Maneuvering to share them this way.

Your Gear is enhanced and optimized to protect your team. This can be in the form of large clouds of chaff, or as something more complex like projecting multiple holograms in the form of your allies.

Invincible Alloy

Internal Upgrade (20)

Effect: At the beginning of your Turn you may spend 2 Energy to ignore the effects of Maiming for a Round. The first time that you would be destroyed during an Operation, you remain functional with a Threshold of 1 instead. This works against any source of Damage except Techniques.

Your giant robot dons a new composite alloy of Element G, reinforced to withstand the rigors of battle better than most others. Even your internals are reinforced, making your equipment that much harder to disable.

Superior Morphing

Internal Upgrade (20)

Effect: You may switch between equipment Frames at the beginning of your Turn instead of using an Action, and may Transform for 1 Energy instead of 2. When you purchase this Upgrade, make two sets of Features, External Upgrades or Weapons with a total cost of 10 MP for each set. Assign each set to a different Form, but all in the same Areas. The Cost in MP of these sets is already paid by this Upgrade.

Your internal framework has been modified to allow for faster and more versatile changes between equipment. Your jets can turn into cannons and your wheels into shields.

The Beast

Internal Upgrade (20)

Effect: Your Default Weapons don't suffer an innate Disadvantage to their use and gain an Advantage to Might Tests for each Level of Threshold you are missing. After attacking with a Default Weapon, you might spend 2 Energy to make your attack immune to the effects of Active Defenses.

In place of giant robots, some organizations chose to tame giant monsters. They eschew most equipment, relying on their natural weapons instead, and are at their fiercest when cornered.



Active Defenses



Active Defenses give your unit a chance to evade or shrug off attacks that should have by all regards hurt them, at the cost of Energy. Only one Active Defense may be used at a time.

Absorbing Armor (Specialist)

External Upgrade (5)

Effect: Choose one of Melee, Shooting, Beam or non-Beam when you take this Upgrade. In response to the results of an Enemy Might Test against you using a Weapon of the chosen type, you may spend 1 Energy to increase your Defense by 3 against it, and if that is enough to block all the Damage you would have taken from the Might Test it costs no Energy instead.

Gygravagnite can be used to strengthen composite alloys without the need of a real forcefield, being more efficient on energy reserves than the real thing. A neat side effect is how the rapid energy fluctuations through the length of the body will make even the dullest of giant robots look fabulously colorful.

Custom Defense (Specialist)

External Upgrade (5)

Effect: Choose one of Melee, Shooting, Beam or non-Beam when you take this Upgrade. In response to the results of an Enemy Might Test against you using a Weapon of the chosen type, you may spend 1 Energy to increase your Defense by 3 against it, or 2 Energy to increase your Defense by 5 against it instead.

You can equip a variety of defensive mechanisms. Examples include attaching small forcefields to your arms as shields, nanomachine bubbles that stop or slow down high velocity physical weapons, and a variety of chaff dispensers or jamming devices. You just need to know what it is you want to be protected from.

Reactive Booster

External Upgrade (5)

Effect: In response to the results of an Enemy Might Test against you, you may spend 1 Energy to increase your Defense by an amount equal to half your Speed against it.

Reactive Boosters read specific patterns and automatically move the Gear in response to even the fastest of attacks. Custom variants include CQC footwork and anti-missile cartwheels, among others.

Absolute Barrier

External Upgrade (10)

Effect: At the beginning of your Turn you may spend any amount of Energy to create a shield that blocks an amount of Damage equal to twice the amount of Energy spent and lasts one Round. An active Absolute Barrier means you can't use other Active Defenses.

An extremely powerful barrier that repels things through a constant series of violent explosions. It blocks nearly everything you can throw at it this way, while glowing like it is on fire. The Gravnage Field is one of Hiryu's most famous successes, and the UEF would love to get their hands on its technology.

Electronic Cloaking System

External Upgrade (10)

Effect: In response to the results of an Enemy Might Test against you, you may spend 2 Energy to increase your Defense by an amount equal to your Systems against it. The Electronic Cloaking System does not work against Weapons with the Blast, Burst or Line abilities.

An advanced array of rapidly oscillating lasers used to foil most conventional sensing equipment, from infrared to common optics. This proves to be a much better idea on paper than it is in practice, as giant robots still leave giant footprints and produce tremendous noise, but it is a great help for emergency evasive maneuvers.

Shielding Aura

External Upgrade (10)

Effect: In response to the results of an Enemy Might Test against you, you may spend 1 Energy to increase your Defense by 3 against it. You may also use this Upgrade to protect an Ally within a number of Zones equal to your Systems. This will not stack with Active Defenses of said Allies.

The Clarke Foundation's biomechanical Gears produce their own innate forcefields from their Organic Energy. Adaptable and easy to sustain, they can even be extended remotely to shield a friend in need. Too bad no human scientist can claim them as their own work.



Restoration

Restoration Upgrades enable your unit to support others in the battlefield by performing quick repairs and handing off extra ammunition during a battle.

You may use Restoration Upgrades a number of times equal to your Systems per Operation. This limitation is for all Restoration Upgrades you own as a whole, not for each of them individually.

Jury Rig

External Upgrade (10)

Effect: As a Utility Action, you may spend any amount of Energy to restore that much Threshold to yourself or to any one Ally within 5 Zones.

You carry a dispenser of fast-repair nanomachines and enough metaphorical (or literal) duct tape to keep allies from falling apart.

Regenerative

External Upgrade (10)

Effect: At the beginning of your Turn you may spend any amount of Energy to restore that much Threshold to yourself. This Upgrade uses two of your available Restorations per Operation instead of just one.

Your Gear integrates all sorts of nanomachines into its own frame, letting it draw from them to repair as necessary. This is much faster than others who have to lug equipment around, though of course it cannot protect allies.

Resupply

External Upgrade (10)

Effect: As a Utility Action, you may restock any number of One Shot Weapons or Support Upgrades that have been spent, spending that many of your available Restorations per Operation instead of just one. You may use Resupply on yourself or an Ally within 5 Zones, but all Weapons and Upgrades must belong to the same Unit.

You have a comically big backpack with all the supplies you and your team could ever need to keep their weapons functional. It does not slow you down much, but it does stick out like a sore thumb so be careful to not letting it get caught in the crossfire.

Mobility

Mobility Upgrades enhance your... well, your mobility. They let you bypass difficult environmental conditions, move around in ways you normally wouldn't be able to, or just bump up your speed considerably.

Antigravity

External Upgrade (10)

Effect: At the beginning of your Turn, you may spend 2 Energy to ignore the effects of Terrain in your Zone and be able to shoot through a Zone occupied by an Enemy to reach another behind it as if they weren't there. These benefits last for a Round. This Upgrade has no effect underwater or in space. *Even though many Gears can jump inordinarily high or carry Long Range Weapons to make up the difference, the ability to fly and move in three dimensions provides a lot of advantages that can easily turn the tide of a battle. Do not underestimate it.*

Overbooster

External Upgrade (10)

Effect: At the beginning of your Turn, you may spend 1 Energy to Move up to 3 extra Zones with your next Action this Round, or 2 Energy Move up to 5 extra Zones instead.

Originally part of the Helios Project and meant to help with travel times for space exploration and colonization, but repurposed for war since then. The Overbooster improves acceleration times considerably for any Gear that installs it, and in any kind of environment - not just space.

Reversible Thrusters

External Upgrade (10)

Effect: Anytime you take an Offensive Action, you may Move backwards during it. The target must remain within a valid range after moving.

These let you move at full speed to get away from the enemy without having to turn your back on them.



Support Upgrades represent helping hands that are separate from your own Mecha, yet they are under your control. Supports can come in the form of remote operated weapons, sidekick Mecha buddies or more traditional mechanized forces.

Each Support Upgrade may be used as an Utility Action once per Operation, with an effective range in Zones equal to your Systems. Artillery Frame and Expert Support can be applied to the use of Support Upgrades. The use of a Support Upgrade is considered an Utility Action even when used to damage or otherwise harm Enemies. You can Resupply them, but that will cost precious Actions, so use them with forethought.

Assisted Targeting

Separate Upgrade (5)

Effect: You or an Ally gain the benefits of the Aim Action to their next Offensive Action this Round.

With some help from your friends on the sidelines working the supercomputers, you can mark and track targets in a fraction of the time it would usually take for you to pull it off.

Overcharge

Separate Upgrade (5)

Effect: Increase the Energy available to yourself or an Ally by 4 during their next Turn. Multiple Overcharges on the same Unit do not stack.

The Overcharger looks like a lightning gun that would make Tesla proud, but actually shoots a stream of nanobots carrying Gygravagnite crystals. These crystals will essentially overclock a Gear temporarily, making it run at 200% power for a very brief period of time.

Support Fire

Separate Upgrade (5)

Effect: You can grant the Crippling ability to one of your Weapons or that of an ally for their next Offensive Action.

Your sidekicks aren't all that great at shooting down enemies. But they are pretty good at providing cover fire and flanking the foes you've got covered.

Supply Delivery

Separate Upgrade (5)

Effect: You or an Ally restock a single One Shot Weapon that has been spent during this Operation.

You can request supplies in the middle of a battle. Planes can drop crates full of ammo, VTOLs deliver replacement guns to your giant robot hands, and sometimes cannons just plain shoot spare parts at you.

Surprise Minefield

Separate Upgrade (5)

Effect: A single Zone turns into Extreme Terrain for a Round.

Just look at them, with that confident stride of assumed superiority. They have the numbers on their side, but they don't have the brains that you do. Soon enough that confident stride will be the last they ever walked.

Airstrike

Separate Upgrade (10)

Effect: All Units within a target area the size of a Blast (3) suffer an amount of Damage equal half your Systems.

A heavy bombardment run on a designated area with a specially prepared payload. There is just so much firepower spread out that forcefields are essentially useless against it.

Electromagnetic Detonator

Separate Upgrade (10)

Effect: One Enemy has their available Energy halved and will suffer 2 points of Damage per Energy point they spend for a Round.

Most Gears these days are shielded from electromagnetic pulses, and trying to disable them that way is usually a fruitless effort. But that does not mean they are immune, and a well-placed EMP can still ruin their battle plan.

Ensnaring Trap

Separate Upgrade (10)

Effect: One Enemy has their Guard and Speed halved for a Round. If they are using Anti-Gravity or another ability that grants them flight, it stops working for that duration as well.

The overconfident always walk into their doom. The problem is that they usually don't stay there waiting for it to come and get them. Enter this entrapment system, thinly disguised as part of the background, webbing down and trapping foes with wires made of reinforced Element G. With any luck it will hold them in place just long enough to fall prey to whatever other devious ploy you have in mind.

Fire at Will

Separate Upgrade (10)

Effect: One Enemy Tests Speed against a DN of 10 plus your Systems and if they fail suffer the amount that they missed the DN by as Damage.

Friendly battleships, VTOLs, and tanks are no replacement for giant robots, but their sheer volume of fire should not be underestimated.

Jamming Barrage

Separate Upgrade (10)

Effect: All Units within a target area the size of a Blast (3) have their Might halved for a Round.

A series of missiles that explode into a short lived cloud of particles that confuse the targeting systems of all enemies in the vicinity, causing them to be unable to distinguish friend from foe temporarily.



Extra Areas

Extra Areas don't benefit your unit directly but instead provide you with additional space for External Upgrades and Weapons. The main draw of Extra Areas is that your Enemy cannot Maim them and thus everything they hold is safe.

Expansion Pack

Separate Upgrade (20)

Effect: An Expansion Pack is a separate Area that can hold up to 30 MP in External Upgrades or Weapons and it cannot be Maimed by Enemy attacks. Whenever you would be destroyed during an Operation, you can purge your Expansion Pack and remain functional with a Threshold of 1 instead. Doing so will render the Pack and its contents unusable for the rest of the Operation. Purging works against any source of Damage except Techniques.

A set of external armor or a giant backpack with its own equipment. These effectively provide an extra limb of sorts, and should you ever be pushed to the limit, you can even eject it in the way of an incoming attack to soften the blow.

Secret Equipment

Separate Upgrade (20)

Effect: When you purchase this Upgrade make a set of External Upgrades or Weapons worth 30 MP in total. You can use these Upgrades and Weapons only when Tension is of 5 or higher, but they cannot be Maimed by Enemy attacks. The Cost in MP of the set is already paid by this Upgrade. *Your Mecha has a very advanced AI and is something of a black box, to the point that it seemingly has a will of its own. A good portion of its equipment is hidden and locked away from use until the AI determines the battle has gone for long enough and needs to end now.*

Alternate Forms

Alternate Forms let you shuffle your Attributes around at your convenience, making you a lot more versatile than other Mecha. All Alternate Forms with the same owner still count as one Unit. You may only have one type of Alternate Form, not both.

Frame

Internal Upgrade (5)

Effect: Choose two of Might, Guard, Systems or Speed when you take this Upgrade. You switch the value of the chosen Attributes around when you Equip this Frame. You may equip or unequip this Frame before deployment or as an Action while Docked inside your Base.

You have modular equipment that you can switch around between missions to sport a stronger or sleeker build when it is necessary to do so.

Transformation

Internal Upgrade (10)

Effect: Choose two of Might, Guard, Systems or Speed when you take this Upgrade. You switch the value of the chosen Attributes around when you Transform. You may switch back and forth from this Transformation at the beginning of your Turn by spending 2 Energy or as an Action.

Your Mecha is a transformer, going from flying robot to a faster plane form, retaining all your equipment and abilities between forms.

To get the most bang for your buck when using Alternate Forms you want to grab Superior Morphing and give at least one of your Alternate Forms a Feature.

Features are a couple of pages later, but they represent things like plane, animal or maritime Mecha for a cost of 0 MP, and instead have a downside like not being able to move on land. They are a match made in heaven with Alternate Forms, since you can just turn them 'on' when you need them and off when they would get in the way.

By default you can only have two forms, but you can obtain more by spending extra MP. You basically just buy multiples of the same Alternate Form and choose one of them to be the Default one. When you switch Attributes around, you are always using those of the Default Form as a baseline.

If you have Superior Morphing, then your extra Transformations also benefit from the 10 MP granted by that Upgrade, but you will have to spend another 5 MP to grant bonus Frames this extra MP.

This is entirely a balance mechanism so that Mecha with many Frames don't end up receiving 'free' MP from Superior Morphing, since it would be spending 5 MP to earn 10 MP with each new Frame.





Combination



This is the Upgrade line that enables multiple PC Mecha to crash together in a way that defies normal science to make a Mecha stronger than the sum of its parts. Combined Units may even be capable of switching between multiple forms, as many as the number of individual Mecha that made it.

Combination Upgrades are meant for PC Units that want to join together. If a character would like to have an NPC buddy, they should use Assistants instead.

When purchasing Combinations you need to designate the friendly Units you want to combine with. All Units must purchase the same type of Combination to be compatible together. While Combined, all the Units are treated as one and the same.

Combiners usually deploy to battle precombined and may not decombine into their individual component parts until the Operation is over.

Super Combination

Internal Upgrade (10)

Effect: All components must choose one of them to be the Lead Unit when they take this Upgrade. All Subpilots then choose one of the four External Areas belonging to the Lead. After Combination, the lead Unit gains all the Upgrades and Weapons of the other components, assigning the External ones to their chosen Area. The Attributes of the Combined Unit are the averaged values of all the components together. When an External Area of the combined Unit is Maimed, the Lead Unit loses Upgrades and Weapons held there as normal but it does not lose a Subpilot or recalculate its Attributes. *Parts of these Mecha have been designed from the start to create something greater than the sum of its parts after combination. With each part of the body having assigned its own pilot, there is no greater manifestation of teamwork.*

Unison Combination

Internal Upgrade (10)

Effect: After Combination the new Unit has a number of forms equal to its number of component Mecha, with each one having a different component as the Lead Unit. Each of these forms has the External Upgrades, Weapons, Might, Guard, Systems and Speed of the current Lead. Its Internal Upgrades, Threshold and Energy are shared, using the average values of all the components together. All Pilots of a Unison Combiner may freely share their Genre Points with each other and do not need to spend Actions to participate in Synchro Attacks with each other.

Multiple Mecha designed from the start as compatible with each other can crash together in an orgy of steel and speed lines. This combined Mecha has multiple forms that rapidly switch between each other, allowing every participant a chance at being the one in control.

PCs that become Subpilots can still take Actions during their Turns, but they can only be Utility Actions and the Subpilot may not Move the Unit along with it. They will have to Boost if they want to make any Movement at all. Actions from specific Upgrades like Restoration or Support Upgrades may be used this way, whether they belong to the Unit in the lead or to a component.

Pilots of Unison Combiners may give up the chance to take the lead during their own Turn to instead act as Subpilots for the current form, without transforming the Mecha to their corresponding form.

Note that because you are now a single Unit, the Pilot in the lead does benefit from Genre Powers that you use as a Subpilot to power yourself up. You may be the same Unit, but you are still different Pilots, so Powers with a limited number of uses are counted separately for each Pilot.

This is only for PC Subpilots, NPC Subpilots are just Assistants. This is both because they are less skilled than PCs, and because a single PC should not be able to essentially have two or more Turns each Round.

Combining in the middle of an Operation takes an Action from only one of the participants but needs them all to be within a Zone from at least one of the other components.

Should any of the combining Units have taken Damage or spent Energy before Combination, the Combined Unit has the average available Energy and remaining Threshold of all the Units that just combined. For other abilities spent, things work differently for Super Combination and Unison Combination

Unison Combination: Each form has its own other separate resources. A Subpilot that assists the lead Unit with their Restoration Upgrades will use up their own rather than those belonging to the lead Unit, if they would have any.

Super Combination: Anything spent by the components other than the Lead is restored. This means Restoration Upgrades, One Shot and Technique Weapons are treated as if they had not been used at all. On the other hand, resources lost or spent by the Lead Unit will carry over to the combined form. The Combined Unit may have multiples of the same Upgrade or Weapon, but they are redundant backups and don't provide twice the benefit. Restoration Upgrades may still only be used a number of times equal to their averaged Systems no matter how many extra copies you've got, and will use up the Combiner's shared Energy.



Features

Mecha are assumed to be bipedal humanoids that work somewhat like giant suits of powered armor. But Mecha has so much more to offer. Features let you represent other things, such as giant spaceships and animal Mecha. They are unique abilities with both an upside and a downside, like Anomalies, and like them cost no MP.

Keep in mind some Features make sense when combined, such as Extreme Fortification and Terrain Specialist. A lot of the time though, combining Features together doesn't quite make sense, but there is nothing stopping you from doing so if you can think of a cool enough justification.

Some Features might be available to take as temporary equipment in a manner similar to Frames through the Mid-Scene Upgrade Genre Power for that one Operation.

Base Unit

Internal Upgrade (0)

Effect: Any allied Unit within Move Distance may choose to Dock inside you as an Action. They may redeploy outside with another Action, launching a single Zone away from you. If you are ever destroyed, your Squad is defeated. Base Units cannot Engage in or be Engaged into a duel.

Congratulations, every one of your enemies is going to try and shoot you down. You are the VIP. Try to be careful.

Extreme Fortification

Internal Upgrade (0)

Effect: You halve all Damage you would usually take from any source that isn't a Might Test, but your available Energy is halved. This also works for abilities that are a secondary effect of using a Weapon but separate from the Might Test itself. *You are reinforced internally and externally, at the price of having to use smaller and less powerful energy reactors. Through this method, you can survive in the most inhospitable places known to mankind and weather some pretty heavy attacks as a bonus. Just mind your reserves.*

Flyer

Internal Upgrade (0)

Effect: You ignore the effects of Terrain in your Zone and can shoot through a Zone occupied by an Enemy to reach another behind it as if they weren't there, but neither provide cover for your Allies nor can they provide cover for you. You may not Move as part of your Actions while underwater or after being forced to land.

You are capable of atmospheric flight, but it is the only way you can get around. This can be used to represent any method of flight as long as it is the only way the machine is capable of moving.

Power Suit

Internal Upgrade (0)

Effect: This Unit does not lose any abilities allocated to its Areas from Maiming. Instead each Area lost to damage halves one of your Attributes. Losing the Head halves your Systems, the Torso halves your Guard, the Arms halve your Might and the Legs your Speed.

Instead of a giant robot you have a suit of mechanized armor. It is powerful enough to stand up to the big kids, but it is much more susceptible to direct hits.

Terrain Specialist

Internal Upgrade (0)

Effect: Choose one of underwater, space, or land when you take this Feature. While you are in said environment you gain the benefit of Defensive Terrain, ignore the effects of Difficult Terrain, and may shoot through a Zone occupied by an Enemy to reach another behind it as if they weren't there. Other environments count as Difficult Terrain for you.

A lot of machines derived from the technology that is used for Gears are not humanoid. You can find anything from mecha mermen to fearsome beastly robots resembling mammals or arthropods, adapted for ground combat.

The full rules for Docking inside your Base Unit are in the first chapter of the book as an Utility Action available to PCs.

Often PCs and NPCs will find themselves fighting to defend their flagship or base of operations from others. No one *needs* to take on the role of playing a Base Unit. Getting attacked by most enemies isn't really that fun, so no one is required to do it. But if they do want it, the option is there.

Should a Base Unit get destroyed, the consequences should be dire. Don't just end the game though, that simply isn't fun at all. What happens when a Base is destroyed should be up to the group to decide, since the destruction of a Base has potential for plenty of ramifications on the story at large.

Such an event will likely be a turning point for your game. It is a great opportunity to introduce more dramatic elements to the story and make roleplaying more intense instead of having everyone die.

If a Base Unit retreats from the battlefield (probably because it had to use Live Another Day) then the rest of the Squad should follow behind to protect it and have one Round to end the Operation before they have to consider themselves defeated and must run away.

Bases are usually ships, so they do not have the usual Areas common to Mecha, instead they have a Bridge in place of the Core, the Antenna takes the place of the Head, the Hull is used as the Torso, the Turrets section is the equivalent of the Arms, and then you have the Stern as the Legs Area.



Ingham: All General Upgrades serve different purposes and represent different types of Mecha, in turn leading you to pick other Upgrades that work well with them or help you represent a specific type of giant robot.

Ryu: Yeah. The guy with the big guns is also good at providing support fire and the gal who can do repairs in the middle of battle is better at boosting attacks. This makes sense.

Raymond: Most Mecha with at least an average amount of Energy will want to have one Active Defense. If you take one of the Specialist types, you might as well get its counterpart later.

Ryu: If I start with say, protection from Melee, then I can get protection from Shooting later. That sounds pretty good.

Maya: Or you can just grab an Absolute Barrier and call it a day. It is costly, but it gets the job done.

Ryu: The DN to hit me is only 5 plus my Guard Attribute, while Tension keeps rising Every Round... It seems that I'll need a barrier to mitigate how hard it is to weather Damage as the battle goes on.

Raymond: Electronic Cloaking System will often have a stronger effect against multiple Enemies, but will not work against area Weapons. Reactive Booster is a weaker alternative that costs less MP and Energy, but works against Blasts.

Maya: Shielding Aura is a bit weak but it is always nice to have a shield that you can share with allies in a pinch.

Ryu: The Restoration and Mobility lines look like they're made to emphasise Systems and Speed respectively.

Ingham: There's a little bit of Energy there too, but the primary line of Upgrades that make you want to have Energy are the various Active Defenses.

Raymond: Yes. Restoration is only going to work well if your Systems are at least average. Of the four, Regenerative in particular would be a fine replacement for Active Defenses if you don't need to use any other Restoration Upgrades.

Maya: Resupply is very good if you have a lot of Supports to choose from. A Commander Type can use a Support at the beginning of their Turn and Resupply it with their Action. That's what I do!

Raymond: Of the Mobility Upgrades the most useful is by far Antigravity. The others all have their uses, Antigravity just happens to be universally useful. Overbooster is second, because while the effect is pretty solid not everyone can afford to spare Energy on extra Speed.

Ingham: Reversible Thrusters and Slippery Chassis both work to similar ends. If you want one, you are likely to also want the other. Reversible Thrusters is external though, so a lucky enemy strike can disable it.

Ryu: My Speed is not very good, so if I don't enhance it or get any Weapons with a good Range...

Ingham: Enemies with that combo will run circles around you, yes.

Maya: There is that evil grin again.

Ingham: My motto is "Know your Enemies."

Ryu: You said your motto was "Divide and Conquer."

Ingham: I have a lot of mottos.

Maya: He's just showing off that he reads books.

Raymond: Moving on... If there is a Commander in the group you should leave the Supports to them. Otherwise, it is nice to have one or two for the sheer utility value they provide. Similarly, Assistants give you a wider range of options to use your Genre Points with, increasing the odds you'll have the right answer when you need it.

Ryu: And Expansion Pack looks like it is where you want to store your best stuff.

Maya: Transformations and Frames are at their best when you attach Features to them through Superior Morphing. That way you can adapt to multiple types of Terrain on the fly, or shield yourself from things like Airstrikes and Extreme Terrain.

Ryu: Anyway, I was waiting for us to get to this next part... We are making a Combiner, right guys?

Raymond: I'm not becoming one with you, ask Maya instead.

Ryu: Awww... Come on!

Maya: You don't have to sound so disappointed, you know.

Ryu: I was just saying it would be cool. I wasn't like, rejecting you, or anything.

Maya: Maybe you only want to combine with Ray?

Raymond: Guys. *Focus.*

Ryu: I'm starting to feel like the sidekick comedy relief character.

Ingham: Combination Upgrades require everyone to be on board with them from the start. They also involve a bit more of bookkeeping and coordination, since there's numbers to average. You might even need separate Mecha Sheets for the pre and post-combination versions.

Maya: Or you can just always deploy already Combined.

Raymond: Thank you. Keep in mind that if you intend to use Restoration Upgrades as a Subpilot, the only Systems Attribute that matters is that of the combined Unit, even if it is your own shared Systems Attribute and you have spent several uses before combining.

Ingham: I recommend not to touch Combiners until you have more experience with the system.



Weapons

All giant robots need appropriately-sized implements of death and destruction, from giant cannons to giant swords to energy versions of those two. **You start with the two Default Weapons for free. All Weapons purchased with MP must be allocated to any of the four External Areas.** You may not own multiples of the same Weapon.

What Weapons do is spice up your Might Tests with special abilities, like granting Advantages or increasing the Range in Zones you can reach.

Every Weapon is unique, but they all share certain qualities. All Weapons are at the very least Melee or Shooting, because they're either meant for use at close or long range. Then there's the other qualities that show up often, like Beam, Blast or Technique, which Weapons may or may not have. All Weapon abilities are described on the next page. Some Weapons have unnamed unique abilities unique to them. These will be described in the Effect section of the Weapon in question.

Reading Weapons

Because all Weapons cost 5 you only really need to pay attention to their Type and Effect lines. Many Weapons are a bit like Skills in that they get an Advantage when used during certain conditions. Most of them have additional, more specific benefits, along with some kind of drawback to compensate for it. You can use one Weapon per Offensive Action.

Weapon Name

The Weapon's Type (And Cost).

Effect: What the Weapon does when you use it. Named abilities go before the rest of the rules text, but the grand majority of Weapons have more rules beyond those.

A typical description of the Weapon in narrative terms. Most examples are generic enough to fit in any setting with giant robots, but some of them stick to the setting in this book.

Default Weapons

The two default Weapons are rather bad, suffering from a Disadvantage that makes them strictly worse than ones purchased with MP. Their one upside is that their immunity to Maiming means they are available for use at all times.

CQC

Melee Weapon (0)

Effect: This Weapon suffers an innate Disadvantage to its use, but cannot be disabled through Maiming.

Mecha often carry small weapons like daggers as a last-ditch measure. Others mount small blades and drills into the frame to give your unit something to use when all other options are out. Even Mecha that cannot punch or kick can still ram themselves into the enemy as a last resort.

Vulcans

Shooting Weapon (0)

Effect: This Weapon suffers an innate Disadvantage to its use, but cannot be disabled through Maiming.

Most giant robots these days come with a variety of ranged weapons integrated into the frame. Even those who don't can improvise by picking up vehicles or even buildings to toss. Necessity is the mother of invention, after all.

Some abilities and rules have different effects depending on whether you roll an odd or even number (or the amount of Damage dealt in the case of Maiming) and it might be a bit difficult to commit these bits to memory.

Think of it this way: If you are on the offense, you want to get evens, and if you are on defense you want your attacker to get odds.

Are you using an Overheating Weapon against a target in a Duel? Then an even result guarantees you hit the Enemy without the gun exploding in your face. Did an Enemy just hit you with an Unreliable Weapon? Then an odd result means you take reduced Damage and, should the Damage be enough to remove a Threshold Level, you also choose which Area is Maimed.

Or try this mnemonic: **Even if the attacker is making the hit, it'd be odd if the defender just stood there.** Repeat this to yourself as often as you need.

Most Active Defenses increase your Defense by odd numbers like 3 and 5, letting you turn an even total of Damage into an odd total. When the Damage dealt to you would be even you can both reduce the Damage dealt and be the one to choose the Maimed Area. When the Damage would be odds you get to choose whether you want reduced Damage or picking the Area to sacrifice.

Keep in mind that this only applies against Might Tests. Most Active Defenses are useless against abilities that cause direct Damage like Extreme Terrain or Airstrike. Only Absolute Barrier can stop those.





Basic Weapon Abilities



Melee

Cold weapons in giant robot form. their name is something of a misnomer, because plenty of them can be used to strike foes at a distance, like the Rocket Punch. **Melee Weapons gain an Advantage when used to Engage in a Duel or against a target that is in one.** They have a **minimum Range of 0** and a **Maximum Range of 1**.

Shooting

Encompassing all sorts of firearms as well as missile launchers and artillery devices, Shooting Weapons are the best at striking from a distance taking a moment to adjust your sights. These Weapons have a **Minimum Range of 0** and a **Maximum Range of 5**. When using the Aim Action with a Shooting Weapon, it gains an additional Advantage to the Might Test.

Beam (Boost X)

The energy-based equivalent of either of the above, Beam Weapons can be laser cannons or blades made of heated particles. All **Beam Weapons cost 1 point of Energy to use and can be Boosted by spending an optional Energy cost between parentheses.** When you **Boost a Beam Weapon** it gains an Advantage to its Might Test. Sometimes, Boosting them also grants another special ability. You can Boost a Beam Weapon once per Action.

Other Weapon Abilities

Blast (X)

Some Weapons make really big explosions. Some Weapons make really big explosions. **Blast Weapons target an individual Zone or an Enemy. They make a single Might Test against all units within X Zones from the target.** Blasts do not differentiate between friend or foe, but will not cause you to attack yourself should you be within their blast radius. You still have to deal with any potential secondary effects.

Burst

Burst Weapons have a long and wide reach around the user. They **target an individual Zone or an Enemy. They make a single Might Test against all units within Range in a circle around you as far as they can reach.** You can attack targets within your same Zone with them, but will not attack yourself. Unlike Blasts or Lines, Bursts don't attack Allies positioned within the area of effect.

Crippling

These Weapons add insult to injury restraining the enemy on hit or are outright designed to damage their internal systems. **Crippling Weapons always have the benefits of the Suppress Action but without the penalty to Damage.** Instead, if the Enemy chooses to Move, they will suffer Damage equal to the distance Moved.

Line

These are short range crowd control tools, like shotguns or flamethrowers. **Line Weapons target an individual Zone or an Enemy. They make a single Might Test against all units in a line extending from you towards the target until the end of Weapon's Range.** Lines do not differentiate between friend or foe and attack enemies within the same Zone as you too, but will not attack you.

Long Range

Long Range Weapons strike much farther than others. **Increase the Weapon's Maximum Range by an amount equal to your Systems beyond the norm for other Melee or Shooting Weapons.** When you take the Aim Action with one of these Weapons, their **Maximum Range increases by an additional 5 Zones.**

Technique

Techniques are special attacks that are stronger, but are difficult to pull off and push the machine to its limits. Mecha simply cannot handle using them often at full power, and most Enemies will see them coming after the first time they fell for it. **The first time you use a Technique during an Operation, it gains double the benefit from Tension to its Might Test. All Techniques used beyond the first will treat Tension as 0 until the Operation is over.**

One Shot

Many Weapons have limited uses. Maybe they chew through ammo too fast or perhaps they break on use. **One Shot Weapons may be only fired once per Operation.**

Slow

This Weapon cannot be fired continuously, maybe it is a thrown weapon that takes a while to return or it just reloads very slowly. **A Slow Weapon can only be fired once every two Rounds.** That means it cannot be used two Turns in a row, but may alternate firing between every other Turn.

Overheating

The gun is unstable. It will not explode, but its harmful radiation will interfere with your fragile systems. **If you keep a die roll that results in an odd number when using this Weapon, you take an amount of Damage yourself equal to the current Tension after using it.**

Unreliable

This Weapon is inaccurate, prone to misfiring, or jams more often than you'd like. **If you keep a die roll that results in an odd number when using this Weapon, you lose the benefit of Tension to the Might Test.**



Equippable Melee Weapons

Arm Guardian

Melee Weapon (5)

Effect: Passing the Might Test with this Weapon increases your Defense by 3 against any Might Tests from the Enemy you just attacked for a Round.

A giant shoulder guard with pointy ends might not sound like much. It is pretty useful for pointmen trying to draw the heat away from the rest of their team, though.

Boosted Lance

Melee Weapon (5)

Effect: Passing the Might Test with this Weapon while charging in a straight line deals that Enemy an additional amount of Damage equal to half the amount of Zones you Moved during the same Offensive Action. You may keep going in the same direction if you have any remaining Zones of movement left and it adds to the Damage dealt. If you end the charge in the same Zone as the Enemy you may Engage them. Boosted Lance cannot be used to escape from a Duel.

This rocket-powered lance with a detachable, explosive tip is a favorite of high-speed shock troops all over the world. Ideal for hit and run tactics, or just for pretend-jousting.

Chainblade

Melee Weapon (5)

Effect: Unreliable. Passing the Might Test with this Weapon deals that Enemy an additional amount of Damage equal to the current Tension.

Giant chainsaws are clumsy and jam in the middle of the action way too often. And yet, they are terrifyingly devastating when everything works out just fine, making this a weapon favored most often by those who feel lucky or simply have no idea what they're doing.

Stun Rod

Melee Weapon (5)

Effect: This Weapon inflicts an additional Disadvantage when using the Suppress Action.

Employed by Hiryu Gears to subdue Outsiders, rather than to kill them. Multiple units equipped with Stun Rods can render the fearsome giant monsters largely ineffectual.

Dueling Blade

Melee Weapon (5)

Effect: If at the beginning of your Turn you are in a Duel with an Enemy, Dueling Blade gains an Advantage against that Enemy for this Turn.

While not as generally useful as other melee equipment, fencing weapons remain a formidable threat in the hands of those that know how to keep their enemies pinned.

Finger Net

Melee Weapon (5)

Effect: Long Range, Blast (2), One Shot. All Units within the Weapon's area of effect have their Guard and Speed halved until the end of your next Turn.

A giant net made of Type-W Gygravagnite, made to restrain the speedier Cryptids. By installing them in a Gear's fingertips they can be shot as a surprise in the middle of close quarters combat, making sure they will snare their prey.

Jackhammer Stake

Melee Weapon (5)

Effect: You may choose to spend this Weapon when using it, as though it were a One Shot would be. If you do, it gains two Advantages to its Might Test. Effects that restore the function of One Shot Weapons can be used to grant additional uses of this ability.

Bayonets haven't lost their use in this day and age, and they're even better when you use it to repeatedly pummel a foe with firepower as they're stuck to it.

Rocket Punch

Melee Weapon (5)

Effect: Long Range. This Weapon's maximum Range is your Systems plus three instead of your Systems plus one.

The Rocket Punch is a staple for those that like keeping to their fists even at range, even if it is understandably harder to aim than shooting a proper gun.

Whirlwind Attack

Melee Weapon (5)

Effect: Burst, Slow, Unreliable. This Weapon benefits from an additional Advantage to its Might Test.

A favorite of close combat specialists for crowd control, this special move looks rather silly, but is downright terrifying in the hands of an experienced ace.

Zweihander

Melee Weapon (5)

Effect: Technique. Enemies attacked with this Weapon gain two Advantages to Might Tests against you for a Round.

Sheer size is the name of the game with some Weapons. From giant tomahawks to enormous spears, there is a lot of variety out there for Gears who want to just destroy whatever is on their way without having to resort to energy-based equipment. The downside is that they are unwieldy and often leave you open to counterattacks.





Equippable Shooting Weapons



Anti-Air Missiles

Shooting Weapon (5)

Effect: This Weapon gains two Advantages when used against targets with Flyer or using Antigravity.

Air dominance is still very much a factor even in this new era of Gears. Everyone on Earth understands this, and provides their troops with necessary countermeasures against their enemies. The RUF has to be careful of those pesky Majesty types, Hiryu has to worry about flying Outsiders taking advantage of how complicated it is to fight giant monsters in the middle of the ocean, and the GAF wants the Wagner destroyed by yesterday.

Assault Rifle

Shooting Weapon (5)

Effect: Long Range. You choose Areas Maimed and will not attack your Allies in a Duel when using this Weapon.

The standard issue in today's day and age, useful in all situations thanks to its solid accuracy and reliable range.

Bombardment

Shooting Weapon (5)

Effect: Blast (2), One Shot. This Weapon deals an additional amount of Damage equal to the current Tension to everything inside its area of effect. This happens even if the attack otherwise misses.

For those times when you have to pull out all the stops, just point your massive armaments at the center of the enemy forces and watch everything go up in flames.

Electro-Sapper Pods

Shooting Weapon (5)

Effect: One Shot. Passing the Might Test with this Weapon will deal that Enemy an additional amount of Damage equal to your Systems.

You launch miniaturized combat drones that will attach to a target and proceed to interfere with the Gear's internals. They don't last very long, but in their short lifespan they will cause lasting damage.

Missile Massacre

Shooting Weapon (5)

Effect: Technique. After attacking an Enemy with this Weapon, you suffer a Disadvantage to all further Might Tests against that Enemy for the rest of the Operation.

A figurative circus display of missiles shot in a pattern that makes trying to evade them nearly futile. This advanced maneuver impacts from multiple angles at once to increase the chances of a direct hit. But savvy foes will learn your patterns from this move, and will have a much easier time avoiding you afterwards.

Rail Bazooka

Shooting Weapon (5)

Effect: Long Range, Blast (2), Slow.

Designed to make big explosions at a distance, it is not exactly a sniper's dream weapon but it is very fun to use. The auto-loading mechanism is a piece of work though, and it takes its sweet time getting ready.

Resonance Cannon

Shooting Weapon (5)

Effect: Slow, Unreliable. Passing the Might Test with this Weapon will destroy that Enemy's current Level of Threshold. This happens after the Weapon deals its regular Damage.

This cannon fires sonic bursts that shatter enemies at the structural level. It is unwieldy and uses up all of its ammunition with each shot, but a mere graze can be as damaging as a direct hit.

Riot Weapon

Shooting Weapon (5)

Effect: Line.

Sometimes you just want to blow holes in everything nearby. Claymore launchers or an upsized shotgun will do that job just fine. Just don't point it near your friends.

Sniper Rifle

Shooting Weapon (5)

Effect: Long Range. This Weapon cannot be fired without first taking the Aim Action with it, but gains a third Advantage from doing so.

The Weapon of choice for the Gear-scale sharpshooter. The only issue is that it performs terribly when unscoped, which is to say, it does not perform at all.

Superheavy Machinegun

Shooting Weapon (5)

Effect: Line, Long Range, Unreliable. This Weapon inflicts an additional Disadvantage when using the Suppress Action but you may not Move as part of your Actions when using it. If you're unable to Move for whatever reason, you cannot use it. *An oversized firearm that lends itself to accusations about trying to overcompensate for something. The recoil is terrible, forcing the Gear to brace itself and remain immobile. Even then most of the shots go in the wrong direction anyway, but after all is said and done there is no better gun for providing suppressive fire.*



Equippable Beam Weapons

Beam Saber

Melee Weapon (5)

Effect: Beam (Boost 1).

A favorite for its low energy consumption, solid armor-piercing power, compact size and overall practicality. Mass produced and made standard issue for most factions.

Beam Ripper

Melee Weapon (5)

Effect: Beam (Boost 2). When you Boost this Weapon it gains the Crippling and Slow abilities.

The Foundation's 'Beam Rippers' are giant beam weapons taking the shape of axes, scythes or other similar blades. They are unwieldy devices that eat Element G like breakfast, but prove invaluable when it comes to subduing Cryptids. Chopping the key body parts of giant regenerating monsters turns out to be pretty useful when you're trying to subdue and capture them alive.

Extending Blade

Melee Weapon (5)

Effect: Beam (Boost 3). When you Boost this Weapon its Maximum Range becomes 10.

This weapon's length is theoretically infinite. The only reason it doesn't go farther than it currently does is because they just haven't figured out how to keep the excessive output from breaking the device itself.

Incinerator

Melee Weapon (5)

Effect: Beam (Boost 4), Line, Long Range, Overheating. When you Boost Incinerator, all Zones affected become Extreme Terrain for a Round. You can spare your own Zone from its effects.

Someone just had to devise the equivalent of a giant flamethrower, giving birth to the best friend of terrorist organizations that own giant robots.

Radiant Fist

Melee Weapon (5)

Effect: Beam (Boost 4), Technique, Overheating. When you Boost this Weapon it gains a second Advantage to its Might Test from doing so.

The ultimate in close range finishers. The unit is equipped with an extremely damaging radiation pulse that makes its hands glow with an awesome power.

Beam Rifle

Shooting Weapon (5)

Effect: Beam (Boost 1).

Cheap to produce and easy to use, it makes a great all-purpose Weapon if you can get around its craving for energy.

Powered Rifle

Shooting Weapon (5)

Effect: Beam (Boost 2), Long Range. When you Boost this Weapon its Maximum Range increases by 5. Powered Rifle can target only Enemies that are at Range 5 or higher.

A Weapon for providing support fire at long distances, combining accuracy with penetration power. It can pierce through all but the most heavily armored of foes if you take a moment to align the sights.

Charge Cannon

Shooting Weapon (5)

Effect: Beam (Boost 3). When you Boost this Weapon it gains the Blast (2) and Slow abilities.

A portable, pistol-shaped beam cannon with two different firing modes: Continuous and Charged. Continuous fire provides an accurate, consistent supply of firepower. The Charged mode can blast multiple targets with one pull of the trigger but will force the weapon to cool down.

Double Blaster

Shooting Weapon (5)

Effect: Beam (Boost 4). When you Boost this Weapon you may choose to have either a second Advantage to the Might Test or to attack two Enemies instead of one. You gain the chosen Boost plus the Overheating ability.

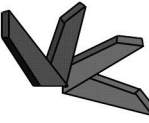
A double barreled beam weapon that can be split into two separate rifles, making it as good as two guns in one. It is not just versatile but powerful, perhaps too powerful for its own stability, tending to overload and self destruct after consecutive uses.

Reactor Overdrive

Shooting Weapon (5)

Effect: Beam (Boost 4), Technique, Overheating. When Boosted this Weapon gains the Line and Long Range abilities.

You overload and expose the Gear's generators redirecting the power surge towards outside rather than your own systems. The brutal energy blast might cause lasting damage to your machine, but is much more certain to do even worse for whoever is on the receiving end of it.





Alternative Weapons



There's just a few dozens of Weapons in the rules and hundreds of possible ways for your giant robot (or equivalent) to attack enemies. Thus, of all the special Mecha abilities in the game, Weapons are the ones you'll want to reskin the most. Below you will find a few examples to help you think of alternative ways to represent the Weapons in the past handful of pages.

Some of these ideas are more realistic than others though, so not all of them will work for every game. You have impractically upscaled versions of mundane weapons right next to moves taken out of a samurai flick. A few assume that there's giant monsters out there, not just giant robots, and others assume your Mecha itself is a hybrid of beast and machine. Remember these are just examples in the end too, and nothing says you can't interpret your Dueling Blade and Assault Rifle as a combined gunblade that fuses both of them.

Arm Guardian: Tonfas, Spears, Spiked shields.

Boosted Lance: Rocket powered drills, Battou-jutsu, Ramming attacks.

Chainblade: Drills, Flails that detonate their spiky ends on impact, Injections of anti-monster venom that destroy them from inside.

Stun Rod: Wires, Kusari-gamas, Swordwhips.

Dueling Blade: Katar daggers, Drills, Spears.

Finger Net: Wires, Freezing gel, EMP grenades.

Jackhammer Stake: Rocket powered fists, Explosive limbs, Short ranged attack drones with a self destruct function.

Rocket Punch: Swordwhips, Boomerangs, Chain weapons.

Whirlwind Attack: Spinning a chain weapon, Launching mounted claymores in a circle, Growing spikes or drills in every direction.

Zweihander: Giant axes, Double-bladed weapons, Martial arts combos.

Beam Saber: Beam axes, javelins or even shields if they're used offensively.

Beam Ripper: Beam naginatas, scythes and tomahawks.

Extending Blade: Ki blasts, Beam swordwhips, Swinging a weapon so fast it releases a shockwave.

Incinerator: Acid sprayers, Napalm, Radiation cannons.

Radiant Fist: Lightning punches, Tornado kicks, Spreading your forcefields and ramming the enemy.

Anti-Air Missiles: Anti-Air vulcans, cannons, and lightning guns.

Assault Rifle: Submachineguns, Revolvers, Railguns.

Bombardment: Grenades, Minefields set up in advance, All the cannons at the same time.

Electro-Sapper Pods: Emp Grenades, Hacking enemy Mecha, Rounds made of anti-monster materials that hurt them like salt does to a slug.

Missile Massacre: Homing missiles, Trick shots, Going all in with every one of your guns,

Rail Bazooka: Grenades, Minefields set up in advance, Rocket pods.

Resonance Cannon: Acid rounds, Freezing rays, A plain old obscenely oversized cannon.

Riot Weapon: Grenade launchers, Sonic shockwave cannons, Machineguns.

Sniper Rifle: Artillery emplacements, Linear missiles, Attack drones that need direct control.

Superheavy Machinegun: Artillery emplacements, Sonic shockwave cannons, EMP missiles.

Beam Rifle: Beam pistols, Eye beams, Laser weapons.

Powered Rifle: Beam cannons, bazookas and other artillery.

Charge Cannon: Multiple beam rifles used at the same time, An array of mirrors that scatters beams in multiple directions, Curving beam launchers.

Double Blaster: Shoulder-mounted beam cannons, Palm beam cannons, Chameleon eye beams.

Reactor Overdrive: Chest beams, Battleship main cannons, Antimatter weapons.



Ryu: I really like Radiant Fist and Infinite Blade. I want them, and I want them now.

Maya: Those are strong, but you are also going to need one or two Weapons that can be used during every other Turn. Your Mecha is a close combat type with a focus on defense, so you could use Dueling Blade and Arm Guardian, plus the Beam or Assault Rifles to have a better reach. Beams are strong but they need Energy.

Raymond: On the other hand, I intend to be a midrange attacker with plenty of Energy to spare, so I will use Beam Saber, and Powered Rifle, with a Charge Cannon for crowd control.

Maya: Ranged types that want to keep their Energy for other uses also have Anti-Air Missiles and Riot Weapon to use as reliable Weapons. Missile Massacre and Resonance Cannon are fantastic finishers too.

Raymond: Bombardment and Chainblade can deal higher Damage than Techniques, but have their own issues.

Maya: You should have between 10 and 20 MP in Weapons.

Ingham: That gives you a lot of options for tackling all sorts of challenges. Enemies will strike from all possible Ranges and have diverse strategies, so you want to have a Plan B in case your Plan A isn't working.

Raymond: You want a Weapon with a Range of at least 5 Zones, a Technique to overwhelm defensive types, and a Melee or Beam that you can guarantee will gain at least one Advantage when you use it during most of your Turns.

Maya: But don't neglect utility Weapons like Finger Net or Superheavy Machinegun. They can make an Operation much easier for the team through tactical value rather than raw power.

Raymond: The rest are Weapons intended for use with specific types of Mecha. Boosted Lance wants a speedy Mecha and Jackhammer Stake gets much better when you can keep it loaded. The Overheating types want to have as many Advantages as possible to make the best of their high power before the Tension kickback ruins them, and so on.

Maya: But once your Power Level is high enough, you may want a few more Weapons to finish rounding out your arsenal, or to get some backups in case your primaries aren't available for whatever reason.

Ryu: Like when you lose one of the Mecha's limbs?

Maya: Like that, yes. But also for those times when the Enemy is resistant against that type of Weapon or you don't have the ammo or Energy to use it as much as you'd like.

Raymond: Investing in finishers, primarily Techniques, is a good idea. But don't go overboard, you should rarely need more than 20 MP total in Weapons and never more than 30.

Ryu: if I have more than 20 MP to spare it would make more sense to use them on Attributes, right?

Raymond: Up until a point, you're right. If you have any Attributes under Rank 6 it is almost always worth it. Shoring up your weaknesses goes a long way towards making your life easier. After that, each individual increase is too expensive if it is not an Attribute key to your character, you would get more value out of additional Upgrades and Weapons.

Maya: But spending everything apart from your first few points in Attributes does make keeping track of things on your sheet easier. You have less to worry about when Maimed, and you can make a very good jack of all trades.

Ingham: A jack of all trades and master of none is almost never caught completely defenseless, but they also have a harder time when very specific skillsets are necessary.

Ryu: I'll raise them to 4 or 5 when I get the chance then, and grab some more guns too.

Maya: You could plan where you'll take your character from the start, but often it pays to see where what you've got takes you first.

Raymond: I always plan ahead as far as my current Power Level will take me.

Ingham: The game may not go past your starting Power Level, or even get more than halfway through it. If you're going to plan, don't get too far ahead without checking with the GM first. Time is money, so don't waste yours.

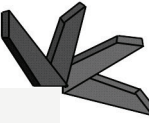
Ryu: Let me guess, that's also your motto.

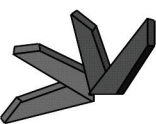
Ingham: Know your enemies and know yourself.

Raymond: I bet you have a pocketbook of stock phrases in your jacket.

Ingham: In peace prepare for war, in war prepare for peace.

Maya: Stop enabling him!





What is the Mecha's name? Is it part of a series or a unique model?

What does the Mecha look like? What are its most prominent distinguishing features?

Does the Mecha follow a theme? Is it alone in that or is it a group theme?

Is the Mecha brand new? Does it have a history?

What is the Mecha's theoretical role? Is it deemed a success, a failure, or simply the best the creators managed?

Who built the Mecha? Why are you its pilot?

What are the Mecha's armaments? Why is it equipped with them over other weaponry?

How does it handle? What would your PC change about the controls or interface?

Has it been modified since being rolled out? If so, what was done to it?

What is the Mecha's best asset? What about its greatest weakness?

Let's say you want a new Mecha.

Maybe your last one got destroyed, or you want to steal an enemy model, or perhaps your giant robot is not that fun to play with any more.

If you have been keeping track of CP and MP separately (and you should have) then rebuilding from scratch up to your current XP will be easy enough. Talk it out with your GM so that they may incorporate the change into the story in a dramatic way – You're trying to make a cool story here.

One way to do so would be to make the change with the use of the Mid-Scene Upgrade Genre Power, but instead of purchasing another Upgrade you board a new Mecha entirely, and it is at full Threshold, Energy and otherwise brand new!

By the same logic, you can use the Mid-Scene Upgrade to try out new things if your current Mecha isn't quite working for you. Instead of picking up a new ability during an Operation you can use it to trade out equipment *before* deploying. Exchange one Upgrade or Weapon for another worth the same cost in MP or less. You get back your old stuff after the Operation ends, of course.

This is an optional rule for special circumstances, not a hard-coded one. If you want to have multiple loadouts you should get Frames or Trump Card.

Power Level Adjustments

Mecha of Power Level 1 and higher have more Mecha Points. Like with Characters, the extra MP equals 30 times the Mecha's Power Level. That means an additional 30 MP at Power Level 1, 90 MP at Power Level 3, and so on.

You can spend these points however you like. To raise your Attributes, use the same rules that Characters use to do so, just spending MP instead of CP. You can also get more Upgrades and Weapons.

The Personal Touch

To truly make your Mecha more than a really bland pile of rules for battle and little else, you are going to have to put some effort in giving it a unique description.

This step can be as superficial or crucial to the game as you want it to be. You could go to great effort to describe its unique equipment via appropriate technobabble or tie it to the plot at large and to your PC's Themes without bothering about the details. It is up to you, and to the rest of the group, how much detail you want put into this.

The Mecha Sheet

Pilots have a Sheet, and Mecha also have their own. The Mecha Sheet has enough space for you to write everything your Mecha will be able to do, but not enough to go into detail. Be concise and note down the important information that will help you remember or understand what things do at a glance. Leave specific details and precise wording to the long descriptions within the book.

When writing down Upgrades or Weapons that need choices, make sure to note said choices somewhere. This can be between parentheses, at the back of the page, or wherever you will find it useful to keep around.

The 'Other' Area in your Mecha Sheet is where things that don't go in the External Areas are noted down. That means you should use it to note down your Support Upgrades and the stuff installed in your Expansion Packs.

There is also an example of Mecha construction with its corresponding Mecha Sheet in the next set of pages. You may find it useful to reference while you are doing this for the first time.



Example of Mecha Construction

Violet knows that everyone else has primarily short to medium range Mecha. Realizing that they're probably going to be torn apart by anything that overwhelms them from a distance, Violet decides her giant robot will be a beam specialist with an emphasis on long distance combat.

Michiko will tentatively name Michiko's Gear the Queen Minerva, alluding to her character's wisdom and refined talent for battle. Her Character is Power Level 1, so her Mecha is too, and that means 130 MP to spend.

For Attributes, she's thinking of having 5 Might and Energy then average (4) everything else. This amounts to 70 MP spent already and leaves her with 60 MP left for Upgrades and Weapons. But first she makes sure to note down her Defense (9) and Threshold Levels (4 each) down.

Violet is going to use Beams, and she has plenty of Energy to keep them going, so Queen Minerva will have a Powered Rifle and a Double Blaster, with Radiant Fist as a finisher. They are expensive Weapons and potentially also damage her own Mecha, but they hit hard or reach very far so she thinks that is worth the risk. That makes a total of 15 MP.

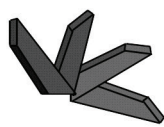
With 45 MP left Violet grabs an Absolute Barrier to put all that Energy to use, especially during the Turns that Michiko will spend Aiming and not using the rest of her Energy. She also could use Integrated Weapons to keep her stuff functional. With 15 points left she takes another look at all her options and figures out she could use Antigravity just to be on the safe side should she venture into battlefields with nasty Terrain effects. Another 6 points are spent on enhancing Minerva's Energy to Rank 6, and Violet likes this well enough she does not mind having 4 spare MP. She'll just spend them later during the course of the game, though she will have to remember not to mistakenly add it to her Power Level track.

Now she has to install these Upgrades and Weapons: Integrated Weapons is Internal, so it must go in the Core. Everything else is External, so she has to decide what to do with it. After giving it some thought, Violet figures that the Powered Rifle can represent Eye Beams and thus goes in the Head. Radiant Fist will of course go where it belongs in the arms, and the Double Blaster can be represented by beams shot out of the Minerva's palms too. Her specialty made Absolute Barrier will centralize its power in the Torso, because that is where it makes most sense. This leaves Antigravity, which works pretty well in her remaining free Area - the Legs. Violet likes the idea of flying around with rocket boots, so that is where Antigravity will go.

Ingham looks over to check if everything is going alright, and notices that Violet is in no danger of crippling herself with an un-fun, useless Unit. She two powerful Weapons and plenty of Energy to both Boost them and defend herself afterwards. Because of My Pain is your Pain she knows that anyone who goes all out on her can expect some harsh consequences out of it. Really, the Mecha does not have any significant weaknesses other than its craving for Energy.

Lastly there's the cosmetic and story details. Her giant robot resembles an armored humanoid, with a human face akin to a Roman-styled statue of a woman. Queen Minerva runs a new type of Gygravagnite reactor that she has agreed to field test for the R&D Team at her Father's Institute. She intends to prove the power of Queen Minerva, and grant her R&D Team the funds necessary to mass produce the Gear that will destroy the Outsiders.

Ingham okays Violet's Mecha and begins to plot about throwing some sniper-themed Enemies into the mix during the next battle. That way Michiko has a chance to shine with a dramatic first entrance and save the day.



BATTLE CENTURY G

Mecha Name	Queen Minerva	Power Level	1
Concept	Artillery Super Robot	Mecha Points	0/30

Attributes

Might	Guard	Threshold	Energy	Systems	Speed
5	4	4	5	4	4

Status

Defense	Level 1	Level 2	Level 3	Level 4	Pilot
9	4/4	4/4	4/4	4/4	4/4
Tension	Maim	Maim	Maim	Maim	Genre
					1

Areas

Core	Head	Torso	Arms	Legs	Other
Int. Weps	Pow. Rifle	Abs. Barrier	Double Blaster	Antigravity	Radiant Fist

↑ Upgrades

Name	Type	Effect
Integrated Weapons	General	Weapons cannot be Maimed
Absolute Barrier	Active Defense	Blocks 2x Energy spent in Damage
Antigravity	Mobility	2 Energy ignores Terrain and Cover

Weapons

Name	Type	Effect
Powered Rifle	Shooting	Beam (2) Long Range. Boosted +5 Range Cannot fire under Range 5
Double Blaster	Shooting	Beam (4) Boosted can attack 2 targets or gain another Advantage vs 1 target both make it Overheating
Radiant Fist	Melee	Beam (4) Technique Overheating Boosted gains another Advantage

The dust had barely settled by the time that Wong stepped out of the VTOL. He took a moment to resist the urge to brush the remaining sticky flecks off of his suit. Smearing them would only make things worse. Under different circumstances, the abandoned airbase before him may have been almost pleasant. Those circumstances were called 'trees'. Without them, the erosion of the soil had turned the whole facility into a dustbowl, and lent it a uniquely solemn air of depression and disuse. In a way, it was almost genius.

Wong instructed his pilot to listen for any suspicious radio chatter during his meeting, and his personal guards to follow him out. Mr. Beats lacked the conventional form of respect to come and meet an expected visitor upon arrival, especially one who was as well-known as a Wong. Even with all of the changes in recent years, basic human needs and urges never change. There was a demand for opium before the invention of electricity, and there would continue to be one long after Gears have been replaced by the next advance in weapons technology. As ever, the more enjoyable substances were rigorously controlled by those in authority. Fascists. But the demand was there. And Wong met that demand, for a price.

Meeting that demand was not always easy. Trafficking his product between zones and across oceans required hardware that attracted attention. Occasionally, those with more testosterone than wits thought that they could muscle Wong out of his market. For these things and more, Wong found it necessary to use force. And when using force, it paid to use it in an overwhelming amount.

That is where Benjamin Beats entered the life story of Jianguo Wong. Walking deeper into the base, Wong and his guards caught sight of a middle aged man walking toward them, out of one of the nearby buildings. Balding and sweating in the heat, the mechanic's jumpsuit he wore was halfway unzipped, the sleeves of them tied around his waist rather than letting them dangle.

The worn grey suit may have been white once. Wong noted his displeasure at the lack of decorum, but decorum was not Beats' specialty. Wong could make such allowances for an old partner. "Afternoon Wong." Jovial as always, Beats. "I thought we worked out the details on the phone?"

Wong made a show of looking around. "Of the job, yes. But I wish to see you materials firsthand."

Beats smiled a toothy grin. "What, you don't trust me? Me, your only friend in this cruel and terrible world?" No reaction. Wong was too professional for that during anything official.

"I do not trust fortune, Benjamin." Benjamin Beats let out a laugh that made him sound twice as big as he was, and waved for Wong and his men to follow.

Benjamin Beats and the small but loyal team of men who worked for him held a position unique to them on Earth. Building and maintaining a Gear took considerable money, and even more infrastructure. Without those, fielding a Gear was virtually impossible. But in the age of Gears, who wanted anything else?

Benjamin Beats had Gears, after a fashion. They were dirty, ugly things built from the shattered corpses of Gears that had been destroyed and left to rust on the battlefield. Filled with electronics from planes 15 years out of date, and armed with weapons salvaged from virtually anything. No upstanding organization would allow them to pass even a routine maintenance inspection. Then again, no upstanding organization would take the sort of jobs that Beats and his boys would. Wong appreciated the service they provided, and the favors that Beats had done for him in the beginning. Favors he had long since repaid.

But the peculiar nature of his operation meant that how many Gears he had, and what those Gears were equipped to handle, varied wildly after any and every job they performed. Limbs lost, parts salvaged, ammunition used up and weapons destroyed all added up to a constant flux. It was an uncertainty in performance ability that Wong had never brought himself to fully trust.

Beats came to a stop in front of what was originally designed to be an airplane hanger. With the thick dust and some tastefully cosmetic lack of repairs, you would never know it was currently in use for a much more advanced form of weapon. Benjamin whistled. The door to the hanger slid open, revealing the shockingly clean workshop inside. In the sterile white light beneath them, two humanoid junkheaps stood tall.

“Only two?” Wong asked.

“It’s not been the best year for us.” Beats admitted with a shrug. “But I am expecting some extra capital pretty soon. We can put together another one then. Anyway, two is plenty for this job.”

Wong had his doubts, but Beats didn’t make promises he could not keep. “And their condition?”

“Better than they look.” Beats said. “The one on the left is a Bravery, mostly. More like about 7 Braveries, held together with parts we got out of a Dominion.”

Wong quickly checked what he knew about military hardware. “I thought the Dominion was a tank, not a giant robot?”

"Like I said, not the best year. That other one, though, is a thing of beauty. Somebody took on more than they could handle and ended up on the wrong side of town with one of the Federation's new test models. These come from one of those fancy ones the Guerillas use, a Dvorak. God knows how they got it, but turns out it was a steal. Sucker is built to swap out anything for anything else, let me tell you. In fact..." Beats cupped his hands around his mouth and yelled out to someone in the hanger. "Penny! Bring out Big Red." It took surprisingly little time for the former-Dvorak to lumber out into the daylight. It was, in fact, very red.

"See that on the back?" Beats asked Wong, pointing. "Missile Launcher we ripped off a UEF Gunboat. Built to be anti-air, but simple enough to repurpose."

Wong nodded. "Very impress-" He was cut off mid-sentence by a sound like the air being set ablaze as a pillar of flame launched from the back of Big Red into the air, before diving toward the ground.

The dust at Wong's feet leapt into the air halfheartedly from the force of the explosion. "And that," Beats then continued "was your ride out of here."

Big Red turned toward Wong and raised an arm. Wong fought to maintain his composure as he looked down the barrel of a gun that he could probably crawl into if he tried. This didn't make any sense. It had to be a joke. It had to be a mistake. His guards had already drawn their guns, but even they knew it was a wasted effort. There was nothing they could do to stop even this poor excuse for a Gear, and shooting Benjamin would only guarantee their own deaths.

Wong swallowed, and turned to his only friend in this cruel and terrible world. His eyes asked the question before his words had a chance. At least Benjamin looked torn up about it. "I don't have anything against you, Wong. I think you are a heck of a guy. You and me, we did alright by each other. The problem is, we did that a little too often. Word got out that I am your man. And, well... you have a lot of enemies, Wong."

Wong went to speak, and realized his mouth was dry. He wanted to blame the dust, but in truth he had not been this terrified since he was a child. The world was falling away beneath his feet. He swallowed again. "I can pay you double what they-"

"It isn't about the money. They know my address. We have history, but they made it a pretty clear choice between you or me. And that is no choice at all."

A dull roar filled the air. VTOLs. More than one, coming in from the south. "If it makes you feel any better, I plan on naming the new Gear after you..."



RUNNING THE SHOW

The Genre Master

The GM is a player too, albeit one with a far greater level of responsibility, but at the end of the day they want to have fun just like everyone else.

That said, being the GM often feels like work rather than play. They have to keep everyone else entertained, giving each of the PCs their time in the spotlight, with the right balance of challenge and development.

The difficulty is part of what makes it so rewarding. To be GM is to be a director, writer, producer and actor at the same time. You get to narrate and describe everything about the world that the PCs will be in, from how places look to how their actions affect other people.

But it is not your story to tell or your game to play. At least not *alone*. You have a role to play in how the Episodes will go, a very large one, but so does everyone else. The story is about the main characters, the PCs, and the game part is about challenging them, not defeating or killing them.

There is no set script for the other Players to just follow and stumble along while they watch 'cutscenes' play. All PCs create events and conflict as they go, and neither they nor you can be sure how things will go at any given time.

In case the previous disclaimer wasn't enough, here's a quick list of things you will have to constantly worry about as a final deterrent.

- 1) A solid knowledge of the rules, as it is your duty to know the game well enough to be able to solve any rules issues that arise in a swift fashion and to be a good enough judge to make your own rulings when necessary.
- 2) Good improvisational skills -or a lot of planning - to provide a plot and several subplots for others to follow, while fulfilling the Genre Theme quota for all PCs and the good memory - or enough notes - to not forget things.
- 3) To know what it is your players actually want, so as to keep them engaged, and what it is they don't want, to keep them from getting bored.
- 4) A good sense of pacing and general storytelling, so that the story remains focused and reasonable but doesn't go stale from being too predictable, you will need to figure out when to ignore rules and when to employ timeskips to keep the action going, without running the risk of glossing over too much detail and ruining immersion.
- 5) Organizational and communication skills to schedule when, where, for how long, and with whom you will be playing the game. For many, this is the most difficult aspect.

Are you dissuaded yet? No? Good, because being the GM is awesome and the effort it takes makes it more rewarding.

Rule 0

The first of the Golden Rules from waaay back in the introduction is important enough to bear repeating now that we're in the GM section: The GM has ultimate say in everything, not the rulebook, in the name of making things fun for everyone.

If a rule would, for whatever reason, get in the way of the game progressing forward in a way that is fun, the rule should be ignored. If two Players can't agree on how to resolve a rules conflict between them, the GM should resolve it for them. And if one Player is behaving in a way that makes things less fun for the rest, they should talk to the other Player about not doing that anymore.

Above all, the GM's job is to make sure the group has fun. Luckily enough, they have all of the power in the world to make sure that happens - from having control of every single NPC to outright kicking someone from the game in the absolute worst of circumstances.

Roll With the Punches

You're the GM so there's probably a story that you want to tell, and that is fine, but as a Player there are few things as awful as watching a plot unfold and not being able to have an effect on it at all. Roleplaying games have a degree of freedom while retaining a level of challenge to which no other form of interactive entertainment can compare, it is only natural that players will do things on their own initiative that mess up your precious and carefully planned schemes.

Do not view this as a setback! The degree of freedom that Players have would be a crime to waste, and you also want to make use of their inventiveness to make the game more fun. Your end goal here is to make sure everyone wants to sit back with you again on the table because you are just that good at entertaining them. So what is one to do when a player starts to try and do all sorts of things that leave a chaotic mess of the plot in their wake? Improvise.

If whatever you are planning hasn't made its presence clear yet, then use whatever they are doing to further your own ends, as if their actions were planned by you all along. If what you are doing is being derailed... Then you've got a problem, because if they're going against what you are trying to have them do, they're obviously having more fun doing something else. Take the hint and perhaps nudge the Scene or plot in a different direction.

Above all, try to integrate methods, keep the illusion of choice but be permissive enough that what the PCs do actually matters.



Props

While they're anything but obligatory, bringing props to the game table can help everyone immerse themselves further.

Pushing your Players a little, every once in a while, with unnerving background noise, dim lighting and requests to leave mobile phones turned off is alright. Just reserve it for special occasions and don't do it too often.

If you're good with graphics design (or good at borrowing assets from others), then you should try and have illustrations of important characters and locations. Maps for use during Operations are great if your group is into a more detailed type of combat as well.

Music is another element of the Mecha Genre you would do well not to cast aside. Good music playing in the background can make a world of difference in establishing an immersive atmosphere. The only problem is where to find it. Generally, you will want a number of randomized playlists separated by the mood they're trying to instill (action, anxiety, mystery) and a few other tunes for specific memorable events you have in mind. Soundtracks from the shows (or games, or whatever) you are taking inspiration from are a solid start, but ambient sounds will do in a pinch.

If you think there are particular songs that could represent the game as a whole, then don't hesitate to give your game an 'Opening Theme' and play it to signal everyone it is time to get in-character. Likewise, you may also have an 'Ending Theme' to play when a session comes to an end. This last one is pretty nasty (in a good way) when you end a game session with a cliffhanger.

Taking it Easy

The role of Genre Master is an exhausting one, we've been over this. Here are a few techniques to achieve maximum effect for minimum effort and make the other Players do your work for you. While you are reading the following pieces of advice keep one thing in mind: You are still the game's referee and have veto power over everything. Freedom is not an excuse to get incoherent.

Success and Failure

As GM you're the guy narrating how PCs succeed or fail at Tests. As the general narrator of the story this might seem like it is just part of the natural order of things. Instead let your Players be the ones to narrate the outcomes of their actions, both the ones that do well and the ones that don't.

Players will certainly be eager enough to describe their accomplishments. If you also make them describe their missteps that will make them more humble and the PCs will seem more human too. However, it also lets them get the best out of their own blunders, ensuring no one is unhappy before everyone moves on with the story.

Shared NPCs

One of the biggest benefits of having a consistent setting with its cast of NPCs is that it you can share NPC control with the other Players.

This might sound unappealing at first. Players want to play *their* PCs, and you certainly do want to keep control of your precious NPCs too. So why would anyone do this?

Players will get to play in Scenes where their PCs are not present, possibly even allowing a Player to let their PC die and rest in peace knowing they still have a NPC to control for the rest of the game. And even if they don't, just having more Characters to control will make them a lot more invested in the game as a whole.

Setting Powers

The third technique is to let your Players improvise on the fly about who and what is around them. Let's say a PC wants to become a member of a club, what you do is give them total control over such a thing, complete with NPCs that attend it too. They don't even have to make up all of them on the spot, they can just roll with whatever they are thinking at the time.

Whenever they make up an important character or location, note down the information on a single index card in case you ever can make use of it for your own ends. Not every one of their ideas will strike the right chords, but you still have veto power and once they get the hang of it, that won't be the case anymore.

Soon enough they'll be keeping things running on their own. This lets you concentrate on the crux of your plot, and on crafting interesting Operations instead of having to take care of everything that happens during Intermissions.

Everyone has a Price

The final technique is to just plain tell the other Players what you want their Characters to do. Okay, maybe that is the wrong way to put it. Let's try again. If you would like a PC to do a thing (or to stop them from doing said thing) you should offer them a Genre Point for doing as you say.

Ideally you want to think of an excuse related to a PC's Themes for doing this. The alcoholic PC gets into that bar fight with one of the NPCs, and the curious reporter can't avoid following that lead you gave them. This turns Genre Points from a reward for good roleplaying to a resource you can use to get them to do what you want.

Of course, they can still say no. And if it is a really, *really* important thing you should consider upping the reward to two Genre Points instead of one... But they will lose a Genre Point if they say no. You should only use this tactic when absolutely necessary, since it is considerably more intrusive than the simpler version.



The Course of Episodes

Battle Century G is at its best when used for episodic character-driven stories, as opposed to serial action-driven stories. This means that the heart of the game is in what the characters do and how they develop, as opposed to how they react to the plot at large.

Your job is to set the stage at the beginning of Episodes with a Scene that engages everyone and encourages them to develop their characters, then throw an Operation at them when it looks appropriate.

But why stick to an Episodic narrative? Because, above all other things, Roleplaying Games are a social activity that demands considerable commitment from everyone involved. Players are supposed to continue weaving a story together week after week... But people have lives. Eventually people will fail to show up – sometimes without having the chance to tell you in advance.

The Episodic structure lets you throw a self-contained adventure to everyone who is present at the game table that day and handwave the absence of another PC away with a minimum of trouble to the narrative. A Serial type of game that directly picks up where the previous session left off would run into the trouble of necessitating the PC whose owner is absent to be controlled by the GM. That often leads to events that the sidelined Player is not entirely in agreement with, much to their frustration.

If anyone misses an Episode, give them a quick recap of the events taking place in it they should be aware of, either before the new Episode begins or have the characters themselves share the information with them.

If you really need everyone for a particularly important plot development and it turns out one or more people can't make it, you can leave that Episode for later. Then you throw a quick session to serve as a prelude or to show off elements of the PC's lives that are usually ignored, instead of having to cancel the meeting altogether.

The integrity of the story is important, but you should prioritize Players' enjoyment first and foremost. Otherwise, they will simply cease to have fun and won't want to play anymore.

Season Goals

A proper Season of Battle Century G needs for you to sit down and plan out the major story arcs of it in advance. Lucky you, all the PCs have Themes to use as inspiration and to combine with your own ideas.

You are not supposed to plan exactly what is going to happen each Episode, but you should have a general idea of what each PC should be dealing with each Episode Arc.

Before we get into the details of being a Genre Master on an Episode per Episode basis, we start with the general direction of the Season, then move on to Episode Arcs.

Essentially you need a start and an end point for the story. You can be in-depth and detailed about it (The characters will start as soldiers defending Tokyo from giant monsters and end taking the fight to the monsters' home planet) or think in more general and abstract terms (They are soldiers of the evil empire and will eventually have to escape, stage a coup, or join the antagonists) as it suits you.

Season Length

You want to think about a general number of Episodes for your Season. It does not need to be strict but should serve as a guideline. It may sound restrictive but having a general idea of the intended Season's length should give everyone a good idea of the kind of pacing they should expect. If it turns out everyone wants to keep going, you can always get a second Season.

These are recommended Season lengths suited to usual Mecha anime expectations.

Number of Episodes to Season Format:

Episodes	Season Format
6	OVA Miniseries
12	Quarter-Year Season
24	Half-Year Season
48	Year-Long Season

Battle Century G uses Episode Arcs too, thus you'll have to divvy these episodes up into Arcs. Somewhere between 2 and 5 Episodes per Arc works best for short Seasons while between 7 and 10 is recommended for longer Seasons.

This will be very helpful in distributing any subplots and Themes you want to be explored along the way, and to let the Players know if their goals are too short or long sighted.



PCs don't just jump from one Operation to the next. They have lives too, and Intermissions are about those. Whether you are running in the style of episodic or serial shows, you are going to have to set an interesting playground for the PCs to live in which motivates them to do things. You have to make a sandbox for them, where they can do anything they want as long as they stay within the bounds you've set, but they have to share it with the other kids who are playing their own games in there. There are two elements are crucial to making an interesting sandbox: People and Places.

NPCs and Locations will help drive various Subplots and Themes forward, providing both a cast of support characters and reusable scenarios for your scenes. Choosing your characters and backdrops carefully will go a long way towards helping to establish an ambience and tone. Depressing locales and characters will rub off on the PCs, making the little pockets of light in the middle of an encroaching darkness that much more effective. Likewise, a cast of cheerful jokers who don't really have major day-to-day grievances (other than the whole 'fighting in giant robots' thing) is going to suffer some serious whiplash if things suddenly get serious and angsty. Know what type of story you want and work towards that.

Set pieces are nice scenery but not much use without anyone to populate them, so it is recommended to start with People rather than Places since the specifics of the former are often far more important than those of the latter. Having the most advanced Mecha factory in the world is radically different depending on whether the one in charge is a madman trying to take over the world or an organization that wants to help humanity reach the stars.

We are not writing down a list of examples because there are way too many types of People and Places you can use. We are talking about describing essentially every imaginable type of character or location in Mecha fiction, after all. Instead, what we can do is broadly define a few categories of People and Places and give a handful of examples for each.

People

People are the supporting cast of NPCs. They have Attributes, Skills and Traits but don't really need any Themes. If you want to give them one Theme, make sure it involves the PCs in some fashion, since they are the main stars. Of course nothing says you can't give NPCs multiple Themes. It just means they'll have to interact more with the characters so they all leave their mark. A NPC that has differing themes for every member of the party can fuel a great relationship web with the group as a whole.

Allies

Your PCs should have friends, family, comrades in arms and other people they care about. Good Allies are helpful mentors who guide and help the PCs, B-Team sidekicks who can swoop in to help them out of a jam and the obligatory civilian friends or love interests in need of protection.

Roadblocks

Roadblocks are minor antagonists who usually aren't more than minor inconveniences, largely due to lacking Mecha of their own to be credible threats. These include rival pilot candidates, politicians conspiring to remove your funding, and civilians angry about you stepping on their homes.

Double Agents

The Joker cards of the NPC deck. They could be helping you one day and causing you trouble the next, intentionally or not. Good examples include a contact at the intelligence agency, a black market dealer you usually deal with, and that one mysterious masked pilot who keeps showing up to help you then leaves after confirming you're doing fine.

Places

Places are less prominent than People, but they're still very important, as they will be the literal stages for a great deal of the action in your game. What you want to do is create a few points of interest that players can use during the game for specific purposes. If done right, Places help build a sense of familiarity, along with a sense of progression as they change over time.

Personal Backdrops

Much like Personal Facilities, backdrops are places associated with one character and you can usually find them there. The club owner is in the VIP room, the techie on the mech bay, and the captain of the ship is in the bridge. These spots usually say things about the NPCs in question, like being messy, always having classical music in the background, and having pictures of family and friends.

Hangouts

Hangouts are neutral territory where the PCs can meet up to discuss plans or just to, well, hang out. Examples include favorite fast food joints, the base of operations' shooting range, and the lounge's water cooler. Popular hangouts can even develop their own associated NPCs who get involved with the lives of the PCs too.

Dungeons

Dungeons owe their name to the origins of the Roleplaying hobby in Dungeons & Dragons as the hideouts of the bad guys. Modern Dungeons can range from abandoned laboratories full of horrors created through mad science, the underground bunkers packed with enemy soldiers, and the pocket dimension that the aliens have made their home.



The Big Bad Evil Guy (or Girl)

Of your many NPCs, your ultimate end boss is probably the most important to the story. They define what the key conflict of the Season is about, and should be the polar opposite of what the PCs stand for as a group.

Throughout the Episodes and Arcs, PCs and Big Bads should build up to the final, climactic encounter where it is all decided. But to get there, first we have to take care of a few other things.

First decide on who the main antagonist is, both in the world and as a character. It can be the war leader of an extraterrestrial army, the charismatic leader of a terrorist organization, or a scientist who wants to create a godlike being. Good big bads are smart or at least resourceful, not just big dumb monsters, though if they are best friends with the big dumb monsters then that's just perfect.

But a good antagonist also has limitations. Maybe the aliens can't leave their spaceship for long, or the terrorists don't have numbers on their side, or the mad scientist is powerless without their little monster. There must be a reason they can't stage a relentless offense against the PCs as early as the first Episode.

You don't need to reveal who is the big bad for a few Episodes, and you could even keep it a secret until the endgame is near. If the faction the PCs belong to have a traitor within their ranks, they could either reveal themselves early on as their antagonist (perhaps by stealing their most prized prototype Mecha) or plot against them until they are unmasked in the endgame.

Consider giving your primary antagonist a number of henchmen, the kind powerful enough to stand up to the PCs. These can be recurring antagonists that give things a sense of continuity and can help tie seemingly-unrelated events together.

You don't have to know the nitty gritty of an antagonist's Attributes, Powers and other abilities yet. In fact, it is best if you keep those secret until they enter the battlefield. Just have a general idea of what they're good and bad at.

What you do want to get sorted out are their motives and modus operandi. The aliens need the Earth's natural resources because their planet is gone and are confident they can destroy humanity without burning down the Earth. The terrorists believe that the system is doing more harm than good and attack from the shadows to make the populace lose faith in it. The scientist thinks that their creation is the next step in evolution, and will steal all sorts of technology to power up their monster until it reaches full potential.

Lastly, you want an antagonist that makes things personal at some point. Saving the world is nice and all but ideally your PCs will hate the big bad's guts. If you've got the time for it, consider giving them at least one subplot to threaten or attack each of the PCs. Try to think of a way to make them aggravating every time they appear as well, maybe they're really rude and annoying, or they go for the low blows against the PCs then run away. You want the final confrontation to be this big epic moment in which the killing blow feels like the most satisfying thing in the world.

Arc Plot Structure

If the antagonist is going to be a major force in driving the story forward, they need to have an agenda. Consider having each Episode Arc revolve around stopping one of their various plans, adding in elements related to the Themes of your PCs.

Remember this is an interactive game and there is no strict script to follow. The glorious master plan could get resolved after a single Episode when the cast of PCs see right through the big bad's schemes. Maybe they don't actually follow up the leads you give them! Maybe they do follow them, but are defeated during the climax of the Episode Arc. Be flexible.

Here are three plot structures to help you come up with antagonist schemes and agendas, any of which should be good for a whole Episode Arc.

The Master Plan:

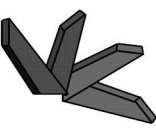
The big bad has a plan with several steps that is carried out throughout several Episodes. Let's say they want to drop a space colony on the Earth's surface. The first step would be a decoy assault on said colony while their operatives infiltrate. After that they release nerve gas inside to take over with a minimum of effort. Finally, they have to defend the colony from outside forces trying to retake or destroy it. Each of these steps is material for one or more Episodes.

Attack on Multiple Fronts:

This is your basic "stop the baddies" plot, just with a lot of them taking place at the same time. A VIP has been kidnapped, dangerous OOParts were stolen, and an army of giant robots is marching from the sea towards the city. The antagonists are going all out, and the PCs must choose which of these issues to tackle first, whether to split up, or if they're going to make sacrifices to preserve their strength.

Betrayal of Trust:

This one takes a bit of additional setup time and can be tricky to pull off well. You need to create an NPC the others will like and trust, and then betray them. The Arc begins with an NPC trying to get closer (as friends or something else) to the PCs. It progresses further when the NPC helps them out or asks them for help in matters professional, personal, or both... And it ends with a stab in the back.



You have a good idea of what the plot is going to be like for most of the Season and some of the Episode Arcs. Now it is time to throw Themes into the mix.

It is not really all that difficult. If an Arc lasts for as long as it takes to finish off a recurring foe introduced at the beginning of it, then that NPC should represent one or more of the PC's Themes. They could be standing in the way of a PC's Reason or be a manifestation of their Bane.

Distribute everyone's Themes all over the Arc to give the whole group a chance for some quality roleplaying. The rest of this page has a general outline on how you could use Themes across your Arcs. You do not need to use this method, but it is worth a look as inspiration at least.

Step 1: Select your Themes

Take every Theme belonging to the PCs, set them aside and have a good look at them. Do you see any obvious connections between them? Do at least two Themes look like they could make for a good story seed when put together? If so, make note of this 'pair' (or trio, or whatever you've got) and keep looking for more such potential uses for Themes.

For example, if one PC has Unwavering Loyalty as a Reason towards another, whose Bane is that they are Stupidly Brave, then you have something you can work with. The brave character will ostensibly place themselves in danger at some point, and the other character will act to protect them. What you are trying to do here is find as many of these little nuggets as you wish to use.

If you can't find any obvious connections between the PCs, then just try to select Themes that haven't seen much love yet. Remember to make sure you have at least one for every PC, however, otherwise some Characters might get left out of the action in general.

This method assumes that the development of Themes will, after an Arc or two, lead to one or more of them changing into different types of Themes or be replaced entirely. It also assumes that you have plenty of Themes with solid connections between them to use through various Arcs without risking things becoming stale.

If it turns out that the same two or three connections are always the more interesting ones, you should try to put extra effort in making the other Themes more fun to play with. You can involve important NPCs or tie them to important plot devices or developments.

Step 2: Involving Themes

It is all fine and dandy for your Players to pursue Themes on their own initiative, but you want to encourage them a little – And often that means placing them in a tough spot. Take one of the previously mentioned connections (or standalone Themes) and think how you can bring it to the forefront during an Intermission. You have an entire setting worth of tools to do so, with more NPCs than you can shake a stick at, so make use of them.

Continuing with the previous example, the Brave PC could be at odds with a bunch of rival Pilots, who seem all too eager to solve any problems between them with their fists. This single Scene already involves two potential Themes being relevant to the game, giving their owners precious Genre Points if they resolve it in an interesting way.

You want to think of one such instance for every Episode, making as many PC Themes relevant as possible each time. How your Players decide to solve these conflicts is up to them, you only want to give them the chance to develop their Characters, not to choose how they will do that.

The example characters do not actually have to engage their prospective enemies in combat. Certainly the Brave one could step away, especially if the Loyal one put in a good effort convincing them to do so. But that means the Player didn't feel like earning the Genre Point for listening to their Bane... Is the character comfortable with having their pride insulted like that, after all? Or will they seek out the gang on their own later? What they do is up to them.

Step 3: Resolution of Themes

You are going to want each Arc to have a satisfactory climax, and there is no more obvious way to do it than to make any Themes brought up earlier in the Arc relevant during an Operation. The Brave Character receives an encrypted message from the rival group, challenging them to a duel – An obvious trap! What will they do and how will the Loyal Character react?

Again, the PC can opt not to go for the bait, which could potentially derail your plans quite a bit. But that's okay, you will have plenty of chances to advance your schemes later. If the PC realizes they are okay with not continuing to be Stupidly Brave, for instance, it sounds like they might be about to get over their Bane and a new Bane is in order.

In the previous example, the GM need not necessarily have to improvise a whole new Operation plan on the spot. They could just have the challenging enemy and their own allies attack the PCs on their own initiative, while the rival of the Brave PC proceeds to call them a coward and do the other unsavory things that rivals do.

Episode Flow

Most Episodes should have a mix of action, comedy, drama and personal subplots. This sounds tough, but in comparison to setting up your Seasons and Arcs, it is much simpler.

The key is that most Episodes are self-contained stories that link a greater story together, and they follow the Three-Act Structure: Setup, Confrontation, and Resolution. If you follow this structure odds are the Players will add anything you miss on their own.

The Setup is usually part of the Intermission. While the PCs go about their daily lives you introduce or develop your various plots and subplots. Then something happens that serves as the Episode's turning point, taking us from the Setup to the Confrontation.

The Confrontation can be an Operation or a combination of Intermission and Operation. If the PCs did not meet up for the Episode during the Setup, they should do so now to tackle today's threat. Things usually get worse before they get better, making this the perfect time to put the PC's various Themes to the test. You may introduce further threats or foreshadow new subplots down the line at this point.

Then there is the Resolution, which is about cooling down after overcoming yet another challenge. This is usually in a final Intermission Scene after the Operation Ends. Most of the time the PCs return to their lives having grown through the experience. Sometimes, the events of the Episode have changed them fundamentally.

If you're short for time, you can combine the Resolution of an Episode with the Setup of the next one. That ensures there is always something to do during either of them.

Though the default mode of play is that every Episode will start with an Intermission and finish with an Operation, it does not necessarily have to work that way.

You can have multiple Episodes without deploying any Mecha. It will mean the Players go a few Episodes without a chance to use up their Genre Points though, so consider letting them use Powers during Intermissions.

You could even have multiple back-to-back 'Boss Rush' style Episodes with nothing but combat. Just keep in mind that doing nothing but fighting gets old fast if you have an invested interest in the story and characters themselves.

Episode Zero

Since the group is playing an ensemble cast in which everyone is already acquainted with their Mecha, you miss out on the whole fun of falling into the cockpit and other related genre conventions.

What you should do is run introductory sessions for each of them, exploring their past lives. This way Players get the chance to give a test run to their PCs before the actual game begins so they can change their PC around. It lets you introduce them to key NPCs and get their subplots going early. Finally, it lets you and the Player become comfortable with the rules of the game. Don't hesitate to throw them an introductory opponent to fight!

Extra Episodes

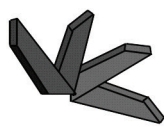
Extra Episodes are for those times when you want to advance specific subplots the regular Episodes are ignoring, or to give PCs that aren't as active more roleplaying opportunities. You don't need to have more than one PC involved in them, because they're not critical to the plot as a whole.

Extra Episodes take place during a timeskip between Arcs, as part of a flashback, or even a dream sequence. You *could* make them a part of the greater story, but other Players resent it if the big bad is killed and the fate of the world is decided when they weren't present.

Extra Episodes can also be employed to handle those times when the party gets separated. Let's say one of the PCs chooses to pursue the ace pilot of the Space Empire, but everyone else would rather continue fighting the invading Dinoroids. You should continue the Episode focusing on the rest of the group, while handling the adventures of the lone PC during an Extra Episode.

You should encourage players to pursue things they want to do. If everyone can get involved in each other's story, all the better. If someone just has to break off temporarily to get something done and that risks pausing the action for everyone else, do it during an Extra Episode instead.

You can also use them to 'buff' PCs that haven't been very effective in combat as a whole. Giving a Player a chance to roleplay Themes during an Extra Episode will make them come out of it stronger. String this Extra into the next proper Episode and the character will be ready for the Operation.





Scene Pacing

The Seasonal, Arc, and Episodic plots make games of Battle Century G feel like a strong cohesive narrative in the long term. But you should not forget about the Scenes that create all those moments. Knowing how to run and pace a Scene properly is an art form unto itself.

A Scene is a period of time in a specific place where a few Characters act and Players roleplay. Outside of Operations you still need to have Scenes with the whole cast of PCs as a group. But a lot of Scenes will have just a few of them, perhaps even including only a single PC.

Your job as GM is to balance everyone's screentime. The default structure in Chapter 1 is an okay starting point. What we are going to discuss is how to get the best out of your Scenes.

Fast Paced Scenes

These are the most straightforward of the bunch. They are the Scenes with the car chases, infiltrating enemy camps, shootouts in poorly lit alleyways, and so on. During fast Scenes something is happening and the PCs have to react to it, or a PC is the one making something happen, or the whole group is on it.

These Scenes should be fast paced and to the point. Have everyone describe their actions (or reactions) then ask them for one or two Tests, then get to the consequences.

A single Test should be enough to know whether you outrun your assassins or sneak behind enemy lines without being seen. Extended Tests during Fast Scenes should be of the kind you can't retry without consequences.

Particularly important or difficult tasks can require more than one Test from each Character, but those shouldn't be too frequent. For example you could need to sneak past the guards and then disable the security system. Failing your Test can also mean the PCs now have to try a different approach. For example, failing to sneak past security means you have to take out the guards coming at you.

Slow Paced Scenes

These are the Scenes in which the characters are relatively at peace. They can make conversation between each other and the NPCs or work on their long-term Extended Tests.

Your job in these Scenes is to make sure something always happens during them. The PCs should learn something new from the conversation or have something unexpected happen while they were doing their Extended Test.

If the PCs just want to roleplay with each other in peace, that's fine. But consider making that part of an Extra Episode and keep things rolling forward.

Scene Changes

Tests were rolled, Roleplaying was had, and all was good. Now you have to move on from one Scene to the next. The challenge in moving from one Scene to another is knowing just how much you should jump ahead.

When a PC is injured during a fight you are going to want a Scene to follow up on that. But should you have everyone rushing to get the PC medical attention? Maybe you should skip ahead to when the PC wakes up? Or perhaps you should fast forward even further, to a time when the PC is already back into the action, just a little stiff and slow.

There is no fast and simple rule to follow here. It takes time, practice, effort and a lot of talking with each other to get this right. What works for some Players might not for others.

You have no way of knowing which of these is the best option, so you should ask the other Players what they would like to do. Do they want to have a conversation while they're taking the train or would they rather begin the next Scene already at their destination? Let them choose. If they want to have that conversation, it will probably be an interesting one.

Your other dilemma is knowing when you should close off a Scene. You don't want to interrupt or stop good roleplaying, but you don't have all day to play around. Time is money, as they say, so your Scenes should be worth their playing minutes in gold.

Make sure that Scenes don't linger on. Let conversations or moments of action conclude, and ask the Players if they would like to move on to the next Scene immediately. That way if there is something else they would like to do, they'll just tell you and you can let them handle that before ending the Scene for good.

Sometimes the PCs hit a standstill, unsure of what they should do or where to go next. This is ideal for you to either make something happen or to say that enough time has passed for something to happen imminently. This way the slower Scenes turn into faster paced ones.

Just don't rush too much. The PCs should have moments of quiet and chances to Roleplay with each other. If the pacing is too fast, you risk ending up with a series of disjointed vignettes.



Tests and Narrative Control

Tests are a way to reward Players who spend their XP in useful abilities. Knowing when to ask for Tests and when not to is a crucial part of being a GM. When you tell another Player to roll a Test you are essentially saying that they are trying to do something meaningful, and that this is their chance to make all the numbers on their sheets count.

When a PC succeeds at a Test, they are shaping where the story is going according to their wishes. This is a powerful thing, and the essence of roleplaying games. Don't look at Tests as if they are simply 'how characters do things'. Instead think of every Test as a chance to reward a Player for investing wisely into Skills and Traits and for using their own initiative to advance the plot. Knowing the ins and outs of Tests is integral to both let the PCs direct the story and to also keep control of where it is going. This section has a number of techniques for you to get the most out of each Test.

Say Yes or Roll the Dice

Way back in Chapter 1 the definition of Tests says that you should roll them only when something or someone is in the way of the PC's actions. The fundamental idea behind "Say Yes or Roll the Dice" is that most of the time you should either let the PCs succeed at what they want to do, or make it a challenge for them. This goes hand in hand with letting them take charge of narrating the outcome of their dice rolls or adding detail to the game world.

You should not say "No" to ideas unless they are really, really bad. And if they are bad, let them try anyway, and suggest an alternative course of action. Testing Craftsmanship to build a planet destroying cannon in your garage? That's a "No.". A Resources Test to acquire a nuclear weapon through underhanded means? That's a "Try, and we'll see what happens." with the caveat that they'll likely fail to meet the DN of 20. If they pass, one or more important NPCs will get in touch with them to offer one of those in exchange for a favor. A really, really big favor.

Failing Forwards

When a PC rolls well but barely misses a DN it results in disappointment. They were good, just not good enough, and that means total failure. When that happens you should consider letting them "Fail Forward". To Fail Forward is to stumble on your way to success, and to make a mess of things in addition to getting what you wanted. Failing Forward is also called Succeeding with Consequences, because that's exactly what happens.

The general rule is that if a PC fails to meet a DN by 5 or less they should either be given a chance to pass but with something bad happening as a side effect, or partially achieves their objective. The Character deciphers one half of the cipher but they get the other half flat out wrong, makes the jump across the chasm but sprains their ankle and loses a Layer of Plot Armor, fails to win the crowd over with their speech, but does make a couple of good points that give them all pause.

Exceptional Success

Sometimes PCs will go above and beyond their original objective. This is called Succeeding with Style, and happens when a Character gets a result of at least 5 higher than the original DN. When this happens, they succeeded so well at the Test that it makes other tasks for the rest of the Scene easier, or allows them to outright skip future tests.

A Character might lie so convincingly that further lies throughout the course of the Scene don't need a Test, or become aware of an incoming ambush early enough that they get to warn the rest of the group, or repair a broken piece of equipment so well it grants an Advantage to all Tests made with it for a Scene.

Tiers of Results

Lastly you could do away with the whole idea of Difficulty Numbers entirely and just using the result of a Test to determine how the character performed. Check a PC's performance according to their result below, then ask yourself whether it was enough or not. It is essentially the same thing as normal, it is just easier to use when improvising things.

Result of 4 or lower (Terrible): This is the kind of performance that fails at pretty much everything. Not just that but it tends to do so in the most catastrophic manner possible.

Result between 5 and 9 (Mediocre): This will only succeed at tasks that require little to no training. It will usually fail at most other things, and not with a bang but with a whimper.

Result between 10 and 14 (Solid): A good performance, with a little bit of skill, talent and luck. It should be enough to succeed at most tasks or at least do so with a consequence or complication along the way.

Result between 15 and 19 (Exceptional): An excellent display of ability. This kind of result will get the job done for the grand majority of challenges a Character should face.

Result of 20 or higher (Amazing): A performance this good will succeed at pretty much anything. After rolling a result this high, most tasks in the realm of the mundane are completed as if they were insignificant.





Planning Operations

You can't have a game about Mecha without Operations, and you want your Episodes to have a fight somewhere. Okay maybe it should not be during every Episode but the majority of the times you sit down at the table, there should be at least a short instance of giant robots punching each other in the face. Anything from being the face of a political event to helping with reconstruction efforts is enough, really. They could be blasting aliens to bits, or some other incident that keeps them an important part of the game.

Terrain

Battles have to take place somewhere, and your choice of Terrain as a GM is perhaps one of the subtler ways in which you can not only tilt it towards either end of the difficulty spectrum, but also to make it more interesting than yet another skirmish.

Besieging an enemy fortification is that much more difficult if they have Defensive terrain *and* are surrounded by Difficult Terrain from every direction. At the same time, an Enemy pushed into Extreme Terrain will eventually go down if you can keep them pinned there... Unless they are really lucky or have really high Attributes, but you get the idea.

You should try to have Impassable Terrain around the edges of your planned battlefield, if only to stop wacky chase scenes from happening. Generally speaking, most battlefields should be somewhere between 10x10 and 20x20 in size, depending on how much you want Ranges and Speed to be deciding factors for victory.

There are myriads of options available, but you should not underestimate the basics either. There is nothing wrong with sticking to Plain Terrain, as it's simpler and lets you provide an even playing field. If your Players prefer entering a battle without having to adapt to a new battleground every time, Plain Terrain is enough.

Sometimes you want to spring Enemy reinforcements on your unsuspecting players or have a Boss with multiple stages. This might cause a battle to go on long enough that it needs to be split into multiple Episodes.

Since this affects the rules of the game, what are you to do as a GM? If the split was planned or there was a short timeskip between each chunk of the Operation, you should refresh their Genre Points and treat this as an entirely new Operation. If you just paused the game you simply treat it as part of the previous Episode.

Objectives and Circumstances

Usually the end of an Operation results from having no more enemy Units on the battlefield or from destroying their Base Unit. Likewise a defeat is marked by the same events but applied to your own Squadron.

Enemy Base Units are pretty useful in that they let you throw overwhelming odds at your PCs but still lets them earn a victory as long as they can take out the key target. They don't need to be battleships or stationary buildings either, the defeat of any figure important enough (like an Enemy Ace) is often a good reason for a surrender or retreat signal.

But you can get more crafty than that: You can tell your Players that in order to win they have to Maim a specific Area on an enemy Unit and then Retreat to bring it back to base for analysis. Or they have to prevent all Enemies from harming an Ally that is in the middle of evacuating civilians for a specific amount of Rounds.

Maybe your players have objectives they would like to pursue, such as trying to convince an Enemy to lay down their weapons and stop fighting, or help the civilians from the previous example to evacuate.

Some of these objectives may be completed with the use of the rules for Operations, but many will require a degree of creativity on your part as GM. Regardless of whether there are any hard rules or not, anything that impacts the game meaningfully should require one or more Actions to complete, a Skill Test, and maybe the spending of Genre Points if it is a big enough deal.

Circumstances are similar to Objectives, being different in that they are imposed upon the group by the GM and cannot be changed. By default there are no circumstances in any Operation, much like with Terrain. Just like with Terrain, the variety of imaginable circumstances you can throw at your Players is near limitless.

Their degree of complexity can vary greatly. For instance, you might make a very simple Circumstance in having the power at the base cut forcing the group to deploy without knowing anything about the Enemy.

But you can get as complicated as you want. Let's say that the PCs haven't had anything to eat in several days. This attack to their strength, attentiveness and morale could mean they don't gain benefits from Tension until they do acquire supplies from the enemy, at which point their renewed spirit lets them benefit from it as normal.

Circumstances should be used sparingly, since they change the rules of the game fundamentally. Shaking things up every now and then makes your Operations more interesting. Do it too often and you risk making them feel less like a special thing and more like gimmicks.



Difficulty and Rewards

At the end of every Episode you should give your Players XP so that they can buy new toys to play with for their Pilots and Mecha. But how much? There are two ways to figure out how much XP to give your Players. You can do so assigning XP per-Episode according to how they did. Or you can plan out ahead of time how much XP per Episode Arc you want to give out, keeping a firm grip on the PC's Power Levels.

The Individual Method

At the end of an Episode, gauge how much the Operation challenged the Players and at how many things of importance they made happen during the Intermission. Then grant everyone XP based on whether the Operation was easy or difficult for the PCs to accomplish and the significance of the Intermission to character development and the plot at large.

Intermission - Mild:

An Intermission during which the PCs just go along with things without much initiative and no meaningful conflict takes place has a value of a measly 1 XP.

Intermission - Good:

An Intermission during which at least one PC got significant development and the plot or a subplot advanced notably is equivalent to 3 XP.

Intermission - Awesome:

An Intermission during which the plot at large advanced leaps and bounds and events that transpired have permanently and obviously changed the PCs for better or worse would give the entire group a reward of 5 XP.

Operation - Mild:

An Operation where every Turn goes as expected and no PC is forced to Retreat to avoid being destroyed is easy and should award 1 XP.

Operation - Good:

An Operation where one or more players are forced to Retreat or in which the players are forced to improvise with their Genre Powers in ways they didn't expect to achieve a victory without pulling back is worth around 3 XP.

Operation - Awesome:

An Operation where the battle is long and hard fought, only won by the skin of the PC's teeth with a mix of ingenuity, good luck and perseverance earns its participants 5 XP.

This method is best when you want to encourage them to go nuts with their wacky plans and to take risks. It also works when you don't really care that much about Power Levels as a whole or don't have a planned schedule of numbered Episodes.

The Planned Method

You don't want your Pilots to become superhuman and you intend for your player's Mecha to follow an anime-esque pacing. If this is the case, this is the method for you. Take a look at how many Episode Arcs you plan to have and consider how strong you want them to be at the end of each, then divide the Recommended XP per Level by the number of Episodes in each Arc.

Growth Rate - Idle:

Around 1 XP per Episode. Characters grow very little over time, likely not increasing in Power Level more than once through the entire Season... If they ever get there.

Growth Rate - Lethargic:

Around 3 XP per Episode. A very slow pacing that suits games where the characters are only meant to grow in Power Level after a long streak of Episodes.

Growth Rate - Comfy:

Around 5 XP per Episode. Fast enough to guarantee an increase in a few Power Levels after a few Episodes, making it easier to tie them to a specific number of Episode Arcs.

Growth Rate - Busy:

Around 10 XP per Episode. Much like the above, but better suited to short OVA-esque Episode Arcs in format, and always keeping things moving forward at a fast pace.

Growth Rate - Hyperactive:

Around 15 XP per Episode. This rate burns through Power Levels quickly, and is good if you want a short Season where everyone gets to reach their full potential.

Growth Rate - Frenetic:

Around 30 XP per Episode. That means one Power Level per battle, and PCs peaking in strength after just a single Episode Arc.

This scale is useful during the planning stages of the game, and works pretty well provided you can keep the pacing as intended. With that said, the PCs will most likely have an effect on the pacing itself, so you might need to increase or decrease the growth rate depending on how things are going.



The Supporting Cast

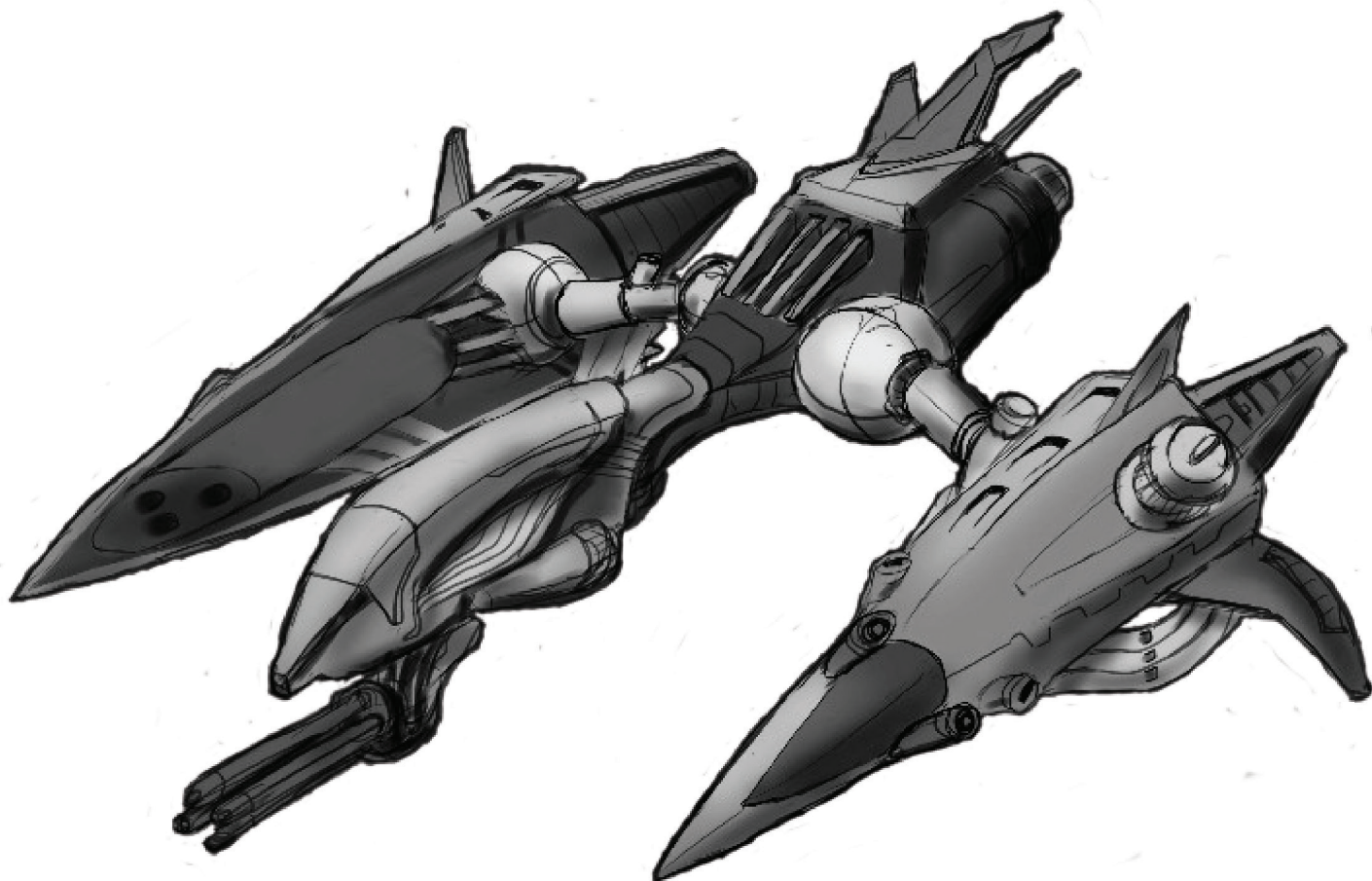
The supporting cast takes many forms. You will need NPCs for the players to interact with outside the battlefield and enemies to war with once they step into the cockpit. A strong supporting cast of friends, rivals, acquaintances and lovers will instill a sense that the PCs are interacting with a living, breathing world. And that's a good thing.

Most of the NPCs that interact with PCs during Intermissions do not have Mecha to call their own. These are known as Non-Combatant Non-Player Characters. We'll just call them Non-Combatants to make things simpler. Other NPCs are defined by the fact that they are faceless Enemies during Operations and thus lack Pilot rules. These we'll call NPC Enemies or Allies depending on their role. The most important NPCs are those that take part of both Intermissions and Operations. Those use the rules for both Pilot and Mecha.

NPC Tiers

Individual NPCs are just as varied as PCs if not more, and the same could be said of their Mecha if they have any. NPCs advance over time, improving their performance in similar ways as the PCs do. But not all NPCs are created equal. There are Three Tiers for NPCs, each best suited for different roles both in the story and during combat Scenes. They are Grunts, Rivals and Bosses.

When creating an NPC, whether they're intended for use during Intermissions, Operations or both, you go through the same process you would for creating a PC but apply a few special rules in between depending on their type. NPCs don't necessarily have to be Humans, nor are they restricted to humanoid Mecha, so they get a couple extra Features unique to them.



Tier 1: Grunts

These are the nameless extras, the hapless bystanders, the rank and file mooks. Their only strength lies in numbers, and that is if they have them. As Non-Combatants, they are the forgettable NPCs that get a quirk or two at most but are there mostly to fulfill a purpose like shopkeepers or civilian witnesses. As Enemies, they often are nameless soldiers or AIs with little to no self-preservation instinct. Two Grunts are roughly equivalent to a PC of the same Power Level.

Grunts start with only 50 CP and MP to spend and have no Genre Points or Powers to speak of. Grunts keep up with the XP that the PCs earn, gaining the same amount as they do, but they may never have more than 50 CP spent on Skills and Traits or 50 MP on Upgrades and Weapons. Essentially, they can get up to 50 points of special abilities and the rest all goes to Attributes. They also have the Paired Attack Action.

Paired Attack

Grunts fight very well in numbers, making up for being weaker with superior teamwork. A Grunt can spend an Action to **give another identical Grunt Unit within 1 Zone two Advantages to Might Tests** during their next Turn. Pairing up with another Grunt counts as an Offensive Action. Teamwork has its limits though, two is company, but three is a crowd. The same Unit cannot be Paired with more than one another each Round.

As an optional rule you may allow PCs to purchase low Power Level Grunts, at the same cost of the Grunt's total available CP and MP.

This is a much larger expense than Comrades or Assistants (it costs 50 points for a Level 0 Grunt) but does basically give them two Characters and/or Mecha to play with.

Tier 2: Rivals

Virtually equals to the PCs in all but ownership, a Rival is a recurring NPC that is more often than not an Enemy. Some of them are allies, very few of them are non-Combatants, and even less of them serve as Allies during Operations. A Rival is a fair match for one PC of the same Power Level.

Rivals are created and augmented the same ways that PCs are in nearly all respects. They take a bit more effort to prepare than the other Tiers for that reason.

Tier 3: Bosses

The toughest of the tough, Bosses are the movers and shakers of the setting as Non-Combatants and fearsome Enemies in the battlefield. Bosses generally fight until they die in battle, and are meant to be rare sights that should not be fought more than once or twice. A Boss is more or less comparable in power to two PCs of the same Power Level.

Because Bosses are so powerful, the process to create them is slightly different from that of other NPCs. They start with the same CP and MP as PCs. Non-Combatants also get one Boss Trait or bonus Skills/Traits each Power Level.

Bosses start off with the same Genre Points that PCs do, and earn more when losing Threshold Levels just like them. They have the six Default Powers, but after that pick Powers from a selection that is exclusive to them.

Boss Mecha are entirely different from those of PCs. They use Boss Upgrades and Boss Weapons instead of the regular ones, earning more with every Power Level.

Bosses gain 15 XP per Power Level, though they may only spend it on Attributes. They do get several freebies each Power Level though.

Boss Characters

Level 0: 50 CP to spend on Skills and Traits.

Level 1: One Boss Trait.

Level 2: 30 CP to spend on Skills and Traits.

Level 3: One Boss Trait.

Level 4: 30 CP to spend on Skills and Traits.

Level 5: One Boss Trait.

Boss Mecha

Level 0: One Boss Power and Weapon.

Level 1: One Boss Upgrade.

Level 2: One Boss Weapon.

Level 3: One Boss Power.

Level 4: One Boss Upgrade.

Level 5: One Boss Capstone.

Higher Levels have everything from the lower ones, so for example a Level 2 Boss Mecha has two Weapons, one Power and one Upgrade plus 130 MP to spend on Attributes, while a Level 5 Boss Mecha has two Powers, Upgrades and Weapons plus a Capstone in addition to a whopping 175 MP to spend on Attributes.





Squad Power Ratings



If you would like to have more but weaker Grunts per PC, or to throw a single Boss at a group of Characters, then this section can help you out.

We'll need to assign each PC a Power Rating (based on their Power Level) and add it up with the Power Ratings of the group as a whole to get the Squad Power Rating. Then we proceed to create the opposition, aiming to meet the NPC's Squad Power Rating with that of the PCs. We distribute Power Ratings between Grunt, Rival and Boss Enemies in a way similar to spending Experience Points to create a character.

A PC's Power Rating is equal to their Power Level times two, plus four. A Grunt is their Power Level plus two, and a Boss is Power Level times four plus eight. Rivals have the same Power Rating as PCs. Use the table below for ease of reference.

Power Level	PC Power Rating	Grunt Power Rating	Rival Power Rating	Boss Power Rating
0	4	2	4	8
1	6	3	6	12
2	8	4	8	16
3	10	5	10	20
4	12	6	12	24
5	14	7	14	28

This means that a Level 1 PC is the equivalent of Level 2 Grunt and a Level 0 Boss is a fair fight for a Level 2 PC. You can use this table to challenge a Squad of 4 PCs at Level 3 (Total Power Rating of 40) with one Level 5 Boss and two Level 4 Grunts (Power Rating of $28 + 6 + 6 = 40$).

This lets you get more creative with the types of challenges you can use against your PCs as long as you don't mind doing a little math. However, Power Ratings do not take into account Terrain composition nor Genre Points earned Roleplaying, so they are ultimately a guideline for what should make a difficult but winnable battle.

You could also give each individual Operation its own difficulty. This way you can make skirmishes with Grunts relatively easy encounters, then ramp up the difficulty for the big Boss battles to make them stand out more. You may also want to take the game's tone and mood into account - bloody combat against all odds suits gritty narratives better. The table below offers a good starting point for adjusting the Power Rating of your Operations individually.

PC Power Rating	Warmup	Challenging	Overwhelming
4	3	4	5
8	6	8	10
12	9	12	15
16	12	16	20
20	15	20	25
24	18	24	30
28	21	28	35
32	24	32	40
36	27	36	45
40	30	40	50
44	33	44	55
48	36	48	60
52	39	52	65
56	42	56	70
60	45	60	75



Enemy Features

Some enemies use Mecha rules but cannot be Mecha. They might actually be giant monsters, stationary buildings armed to the teeth, or perhaps squadrons of conventional mechanized weaponry. Features can be used to represent all these various enemies, and you can mix and match them with the ones available to PCs to make some interesting foes.

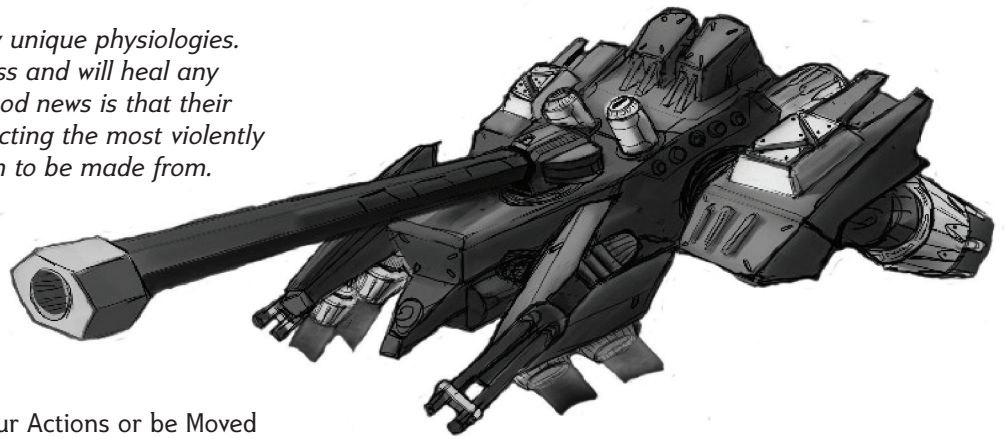
These are special Features that just like those available to PCs but for one or more reasons are better reserved for the use of Enemies. At the GM's prerogative, some of these Features might be available to PCs.

Biological

Internal Upgrade (0)

Effect: At the beginning of your Turn you may spend any amount of Energy to restore half that much Threshold to yourself. Whenever one of your Areas gets Maimed, one of your Attributes is halved. Losing the Head halves your Systems, the Torso halves your Guard, the Arms halve your Might and the Legs your Speed. You ignore the Ejection rules, and losing the fourth Level of Threshold kills you.

Both Outsiders and Cryptids have very unique physiologies. The bad news is that they are relentless and will heal any wound that is not fatal in time. The good news is that their bodies are unstable, paradoxically reacting the most violently to Element G, the substance they seem to be made from.



Fortress

Internal Upgrade (0)

Effect: You can not Move as part of your Actions or be Moved by other abilities, but you increase the Maximum Range of all your Weapons by your Speed Attribute. This only counts your base Attribute, ignoring any modifiers that increase or decrease it.

You are a big, stationary target, either a literal building or you are so slow that it might as well be the case. On the plus side, you make for a fantastic artillery platform.

Invasive

Internal Upgrade (0)

Effect: Halve all Damage you would do to Enemy Mecha, but for each 5 Damage you manage to deal this way the Pilot inside loses one Layer of Plot Armor. Pilots damaged this way Test Systems instead of Willpower to avoid defeat. Should this ability trigger against a Pilot who has already lost all three Layers, they are automatically defeated instead.

Cryptids are known for their ability to kill or cripple Meisters before the Gear itself is done fighting, whether through insanity-inducing beams, half-leech half-spore parasites, or just plain opening the cockpit and eating the person within.

Squadron

Internal Upgrade (0)

Effect: You are immune to Maiming. All Blast, Burst and Line Weapons gain two Advantages to their Might Tests against you. *You're not one unit but a group of them acting in unison, most often of four. Said units are quite weak by themselves, having no choice but to emphasize quantity over quality.*

Damage dealt to the Pilots from Invasive sources can be difficult to represent. The effects are kind of hard to notice until they get very serious and people are already coughing up their organs. Here you have a few examples to get you started.

First Layer: Joint pain, anemia from blood loss, uncontrollable shivering and shaking.

Second Layer: Temporary blindness, constant flashbacks, fits of psychotic violence.

Third Layer: Entering a fugue state, motor function loss, total amnesia.

Mecha whose Pilot has been knocked out can still function, and they do so as if the Pilot had ejected. Rather than continue fighting, they should try to escape before it is too late for the sake of their Pilot.

Remember that Invasive triggers for every 5 Damage, so particularly brutal blows could cause a Pilot to lose multiple Layers at once. On the plus side, at least their robot is only taking 10 Damage instead of the unhalved 20.



Boss Traits are abilities that go way beyond those of other Characters, be they PC or NPC. Some Boss Traits represent extraordinary levels of skill or talent, but several only make sense for NPCs that are also Miracle or Anomaly users.

Combat Profiling

Boss Trait

Effect: At the beginning of your Turn you may ask one Player a single yes or no question about what their PC will be doing during their next Turn. If the Player abides by their answer, you also gain double benefit from Tension against them for a Round. If they do not, they lose a Genre Point. You can use this ability three times per Episode.

You have magnificent observation skills and put them to use during battle, and can read movement patterns from your enemies like they're an open book. Just stay away from reckless savages who act crazy and break their mold.

Elusive Form

Boss Trait

Effect: Once per Episode you may slip in or out of any one Scene no questions asked. If used to enter a Match, you roll Initiative and arrive at the beginning of your Turn. If used to escape a Match, it requires an Action.

You could turn into a fast moving cloud, step into a shadow and emerge from another, or just plain vanish in a puff of smoke to reappear the next block over. Perfect for daring escapes and infiltrating enemy fortresses.

Giant Slayer

Boss Trait

Effect: You do not halve the Damage you would deal against Mecha while on foot and they no longer deal double Damage against you. You increase your Defense by 5 against Mecha and may use Deathblows against them.

You can fight toe to toe with giant robots, which is every bit as superhuman as it sounds. Enemies regard you as more monster than human, and they might even be right.

Homunculus Vessel (Specialist)

Boss Trait

Effect: You have a fiercely loyal minion NPC created using the rules for Rivals - much like Comrades for PCs. Anytime you are Defeated, you gain control of your minion until you recover your body. If you die, you carry over this Trait to the new body, creating yet another minion.

You have created true, sentient and self-aware life and indoctrinated it into absolute loyalty to your cause like any good parent expects of their children.

Living Weapon (Specialist)

Boss Trait

Effect: Choose a number of Deathblows worth a total of 15 CP or less. You do not suffer Disadvantages from using the chosen Deathblows multiple times per Episode.

You have weapons installed into a body created to spill the blood of others, and can use all sorts of weapons and combat maneuvers relentlessly until the opposition drops.

Mundanity Field

Boss Trait

Effect: Other Characters may not use any Miracle Skills as long as they are in the same Zone as you. Not even those from Ether Drives.

It is said that the Foundation's top operatives have special "Ether Cancellers" installed as part of their nanomachine treatments to counteract rogue Children who use their Ether Drives recklessly and need to be stopped.

Overwhelming Pressure

Boss Trait

Effect: Once per Episode you may spend an Action to have all other Characters in the same Zone lose a Layer of Plot Armor for each Power Level you have in excess of theirs.

The puny minds of mere normals cannot fathom what it is like to be in your presence. With the snap of a finger you can bring them all to their knees - as it should be.

Skill Master (Specialist)

Boss Trait

Effect: Choose any two Skills you are trained in. Whenever you would perform a Test using the chosen Skills, you may choose to automatically roll a 10.

There's being skilled enough to stand out, and then there's blowing the minds of everyone around you on a daily basis. This is the latter, in case you were wondering.

Spectral Body

Boss Trait

Effect: Once per Episode you may turn partly immaterial for three Rounds. While in this state you can selectively allow objects or substances to pass through your body, effectively rendering you invincible for its duration and immune to all terrain effects that you choose to ignore. You can still hurt or affect other characters or your surroundings.

You are a thing that was originally born in the empty space between dimensions, and can halfway slip back to that place temporarily without fading away. While in this state you can walk through walls and hails of bullets, while still being corporeal enough to punch a guy in the face just fine.

Viral Touch

Boss Trait

Effect: Any Enemies that you deal Damage to while on foot become infected for the rest of the Episode Arc. Infected Characters must Test Willpower against a DN of 15 at the beginning of every Scene they are in or lose a Layer of Plot Armor. A result of 20 or higher will immunize them for the rest of the Episode Arc, and your death outright cures them. Your touch infects others with a highly lethal sickness of strange properties. This virus kills all but the strongest of people unless they stay home and do nothing but rest.



Boss Powers

Characters have a versatile assortment of Genre Powers at their disposal, and Bosses have their own special Genre Powers on top of that. Boss Powers are very powerful, and can disable certain strategies entirely, punishing PCs that specialize too much and don't cover their weaknesses.

Behold my True Power

Setup Power

Effect: Double your available Energy for a Round. You can use this Power once per Round.

The Maxwell collapsed in flames, crushing a ten story building as it did so. Its regenerative powers finally outdone, and everyone breathed a sigh of relief when the flames died down and it was still immobile. That was all the time it needed to reactivate itself by absorbing the toppled building, with a bel- low that froze the hearts of the crew.

Do you Desire the Power?

Setup Power

Effect: Choose one Enemy. That Enemy makes a choice, between losing one Genre Point and taking 1d10 Damage or gaining a Genre Point but dealing 1d10 Damage to any two Allies of their choice. If they have no Genre Points left, they must take the second option. If they have no Allies alive, they hurt themselves instead. You can use this Power once per Enemy each Round.

The Outsider was intruding in the mind of Tao's Gear, and it was so difficult to resist its commands when its movements were linked to one's own brain! Asking for forgiveness with a whisper, he raised the barrel of his gun and shot Jenna on her exposed back.

Die for Me!

Setup Power

Effect: Any one Enemy suffers an amount of Damage equal to half your Systems. You can use this Power once per Enemy each Round.

The Gravagne did not play fair. That was something everyone already was too familiar with for their liking. But the fact that it could simply wave its hands and everyone's equipment would start to malfunction and then explode was not a trick they had expected.

I Accept your Offering

Setup Power

Effect: Sacrifice a single Allied Grunt to restore your Threshold by an amount equal to the Grunt's Power Level plus the number of Levels of Threshold it had intact. After that you deal the same amount of Damage to one Enemy of your choice. You can use this Power once per Round.

Gravagne extended an arm in the direction of its minions, and they proceeded to disintegrate. The entities just dissolved into a thin, green smoke that would be absorbed by Gravagne's right hand. The energy nourished and revitalized the Cryptid, enough that it could then shoot another energy blast from its left hand.

I Believe This is Yours (Specialist)

Reaction Power

Effect: Choose Melee, Shooting, Beam or non-Beam when taking this Power. Activate it to increase your Defense by half your Systems against a single Might Test. If the Might Test was made using the chosen type of Weapon you also deal that much Damage back to its source. You can use this Power once per Offensive Action.

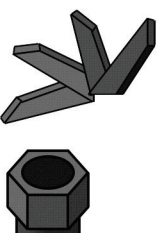
Wigner opened one of her palms towards the pink-colored beam going her way, which promptly curved around her. "That's impossible! It is bending the pathways created by Gygravagnite particles to deflect our attacks!"

Make my Monster Grow

Setup Power

Effect: Restore the Threshold of another Ally by an amount equal to your Systems and grant them the Colossus Capstone until they are destroyed. You can use this Power once per Ally during the same Operation.

The mad scientist continued to laugh, watching the corpses of the defeated Cryptids rise once again. "My Power over the specimens is absolute! Behold!" In a swirl of energy, they began to absorb the remains of the defeated Nautilus Boards to regenerate their wounds.



That will not Work Again

Reaction Power

Effect: Increase your Defense by 3 against a single Might Test. If the source was a Weapon you've already been Damaged by previously during this Operation then restore your Threshold by an amount equal to half your Systems after calculating the Damage taken. You can use this Power once per Offensive Action.

They really should have seen it coming. It was only obvious that at some point a Cryptid would develop the ability to immunize itself to weapons it has previously encountered.

Useless!

Setup Power

Effect: This Power prevents an amount of Damage equal to 5 plus the current Tension for one Round. You can use this Power once per Round.

The enemy platoon fired again and again, sending Will's flying Gear back to the ground. Each time it stood back up again, and would walk through the flames. "GLORY TO THE FEDERATION!"

You are too Slow

Reaction Power

Effect: Force an Enemy to reroll an Offensive Action they took against you and impart a Disadvantage to its Might Test. After that you may Move a number of Zones up to your Speed in a direction of your choice. You can Disengage from a Duel this way.

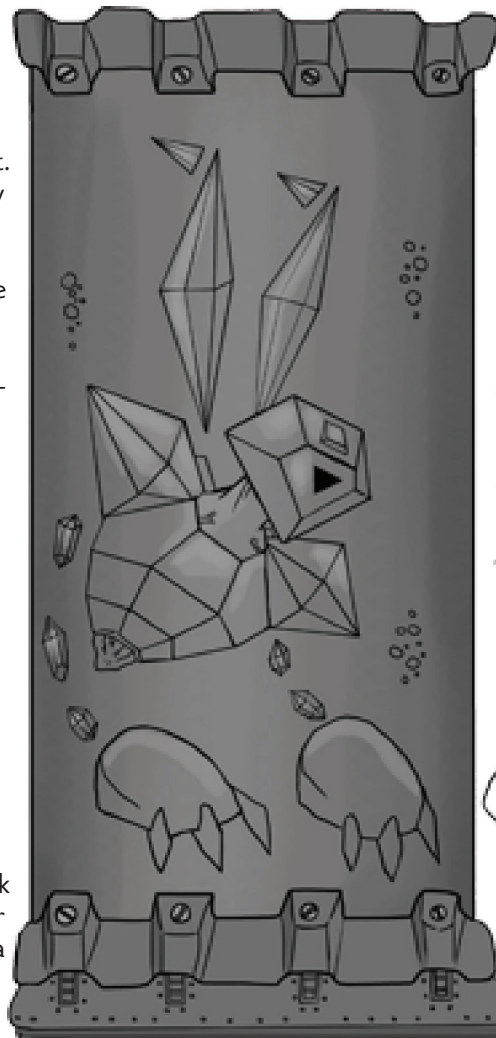
The maniacal laughter of the Glory's pilot just kept going, and Yuji was sick of it. "Shut up! Shut up already!" He raised his arm to fire the beam rifle, but Jonah simply vanished from his sights. Inconveniently enough, he also chose that precise moment to stop laughing. Now where did that jerk go?

Your Fate is Sealed

Setup Power

Effect: One Enemy loses the benefits of Tension and may not restore their Threshold for a Round.

Her Gear was unresponsive no matter how much she tried to steer it out of the monster's way. It wasn't until Bunny looked into the Cryptid's piercing eyes for herself that she realized her Gear had frozen in terror. And so had she.



Sometimes you want to make a character that will accompany the PCs in their adventures. That is fine by itself, though it adds another layer of management to the game and isn't really as fun as it sounds. NPCs that act like they were PCs are called GMPCs and are needed to be handled with extreme care.

There is a reason why they're being mentioned as an optional sidebar rule in a chapter that is already optional, and that is the tendency GMPCs have to be the only ones allowed to be important in the game, with everyone else serving as lackeys at best.

GMPCs can be done right, but when that is the case they are there to support or oppose the PCs. They are plot devices at best that enable the PCs to actually impact the story. If you're not confident that you can use a GMPC properly, don't use one.



Boss Upgrades

Boss Upgrades are substantially more powerful than most abilities the PCs have at their disposal. Their one drawback is that they are not always active. Instead they provide a base ability that 'Levels Up' as the Boss takes Damage and loses Threshold Levels.

Boss Upgrades have no regular effect while a Boss is in the First Level of Threshold, but after entering further Levels (and for as long as they stay in those Levels) they activate and will likely only get more powerful from there. These abilities trigger immediately after taking enough Damage, using the new Level instead of the old one.

Most of them provide a passive bonus, but some will cause an effect the moment their Threshold Levels are breached. They will not trigger multiple times if a Boss regenerates health causing it to enter the Level more than once.

Adaptive Morphology

Internal Upgrade

Level 2: Choose one of Beam or non-Beam when taking this Upgrade. Increase your Defense against Might Tests made with Weapons that are the chosen Type by 5. This counts as an Active Defense.

Level 3: As above, but you increase your Defense by 10 instead.

Level 4: As above, but you may change the chosen Weapon Type at the beginning of your Turn.

Your body is more like an amorphous blob than anything resembling a giant robot, making you intrinsically resistant to many forms of attack. Because that obviously is not unfair enough, you can also shapeshift to change that weakness in the middle of battle.

Afterimages

Internal Upgrade

Level 2: In response to the results of an Enemy Might Test against you, you may spend 1 Energy to force them to reroll the Test while imparting a Disadvantage to them. You may only do this once per Might Test and it counts as an Active Defense.

Level 3: As above, but with two Disadvantages instead.

Level 4: As above, but with three Disadvantages instead.
A technique favored by experienced warriors. You move with superior speed and grace around your opponents, faster than the eye can see, tricking them into seeing you in multiple places at the same time.

Bloodlust

Internal Upgrade

Level 2: Increase the result of your Might Tests by 5 when Engaging in a Duel or against a target that is in one.

Level 3: As above, but you also increase your Defense by 5 against targets Engaged in a Duel with you.

Level 4: As above, but you increase both values by 10 instead.
An enemy with little to no self preservation instinct will always go all out. At some point you will make a mistake and let them get too close, that's when they will capitalize on and exploit it mercilessly.

Bullet Hell

Internal Upgrade

Level 2: When you enter this Level, Enemies within 5 Zones suffer an amount of Damage equal to half your Systems.

Level 3: As above, but using the current Tension plus half your Systems as Damage instead.

Level 4: As above, but using the current Tension plus your Systems as Damage instead.

When you've got more enemies than limbs, it is a good idea to pack several dozen energy cannons. A neat bonus is that your ever-growing colorful patterns of destruction are almost hypnotic to look at.

Eye for an Eye

Internal Upgrade

Level 2: When you enter this Level, you deal an amount of Damage to an Enemy of your choice equal to the current Tension plus 3.

Level 3: As above, but using the current Tension plus 5 instead.

Level 4: As above, but using the current Tension plus 7 instead.

A sadomasochistic fighting style if there was one, turning the user into both the bait and the trap. All who dare lay a hand on you are to be destroyed with extreme prejudice.

It Keeps Coming Back

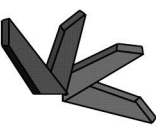
Internal Upgrade

Level 2: At the beginning of your Turn you restore 3 points to your Threshold.

Level 3: As above, but you restore 5 points instead.

Level 4: As above, but the first time that you would be destroyed during an Operation, you remain functional with your full fourth Level of Threshold instead.

Lots of baddies can regenerate their wounds to the point it is easy to see it as a repetitive gimmick. A true devil will completely heal nearly all of them with alarming speed. It takes one overpowering strike to bring them down, because several lesser blows will just fail.





Nanoskin Shell

Internal Upgrade

Level 2: When you enter this Level, you create a shield that negates an amount of Damage equal to your Power Level plus 3 and lasts until destroyed.

Level 3: As above, but the shield negates your Power Level plus 5 points in Damage instead.

Level 4: As above, but the shield negates your Power Level plus 7 points in Damage instead.

Coated in layers of self-repairing nanites, this is not an actual repair or regeneration system. Instead, it is a sandwich of armor plating that keeps coming back to protect you.

Phantom Predator

Internal Upgrade

Level 2: At the beginning of your Turn you may spend 5 Energy to gain the benefits of Maneuvering at no Action cost.

Level 3: As above, but after Maneuvering your next Offensive Action this Turn is immune to the effects of Active Defenses.

Level 4: As above, but any Might Tests against you suffers two Disadvantages unless the attack is made with Weapons that have the Blast, Burst or Line abilities.

You can pull off something that most giant robots can only dream of doing - stealth against nearly all methods of detection. You cannot be seen or heard and most sensors will have a tough time locating you. Not only will this do wonders for your survivability, it also makes your attacks nearly impossible to defend against.

Three Times Faster

Internal Upgrade

Level 2: At the beginning of your Turn you may choose one Enemy to increase the result of your Might Tests by half your Speed against them for a Round.

Level 3: As above, but you also increase your Defense by half your Speed against said Enemy for a Round.

Level 4: As above, but you increase both values by your Speed instead.

You triple your energy output to maximize your speed. Often this makes your figure glow bright red. You move so fast that you leave afterimages in your wake, and to the untrained eye it even seems that the afterimages have mass.

We are Many (Specialist)

Internal Upgrade

Level 2: Create a Power Level 0 Grunt according to the NPC creation rules when you take this Upgrade. This Grunt is deployed one Zone away from you when you enter this Level, sharing your Initiative. These Grunts count as a single Unit for the purpose of abilities with limited use like Restoration Upgrades and Make my Monster Grow.

Level 3: As above, but you deploy two Grunts instead.

Level 4: As above, but you deploy three Grunts instead.

You embody the idea of strength in numbers, able to spawn minions from your own body. They could be automated machines built from scraps or your own flesh and blood given autonomous form. Regardless of origin, they are suicidally loyal - You are Legion.



Boss Weapons

Boss Weapons are nasty, and in more ways than one. Some disrupt the opposition's game plan, while others are just plain overwhelmingly powerful. **All Boss Weapons are immune to the effects of Maiming.**

Constrict

Melee Weapon

Effect: This Weapon gains an additional Advantage when used to Engage in a Duel or against a target you are Dueling. After passing the Might Test with this Weapon, the target has their Speed halved for a Round.

You have more appendages than most people can count or even identify. Any enemies caught won't be able to escape their combined might.

Merge

Melee Weapon

Effect: After passing the Might Test with this Weapon you restore 5 points to your Threshold.

The Cryptid latches on to an unsuspecting target, dissolving its own limb into a single chunk of gooish mass. It proceeds to eat away at the bodywork of the Gear itself, absorbing the bodywork into something it can use.

Tentacle Lash

Melee Weapon

Effect: Burst, Long Range.

There is nowhere safe against this monster other than very, very far away. And that is only until it catches up to you.

Suicide Swarm

Melee Weapon

Effect: Beam (Boost 1), Blast (3), Long Range. When you Boost this Weapon it destroys your current Level of Threshold. You increase the result of the Might Test by the number of Threshold points lost this way.

Small grotesque abominations the size of a human hand that latch on to their targets and explode causing a chain reaction to any Gygravagnite-based targets.

Telekinetic Strike

Melee Weapon

Effect: Beam (Boost Special), Long Range. Spend any amount of Energy when you Boost this Weapon. When you do and pass the Might Test with it, you slide the target up to 5 Zones in a direction of your choice. Should the target be sent in the direction of another Enemy whose Defense you've also beat, they both crash and suffer an additional amount of Damage equal to the Energy you spent Boosting it, then the movement from this Weapon halts. Targets that share an occupied Zone may still crash into each other but may not be moved to another Zone this way.

Actually having to punch other guys or stab them with swords is so passe. It is much more fun to throw them around with your mind powers and have them crash against each other like you're playing bowling with robots.

Needle Storm

Shooting Weapon

Effect: Long Range, Crippling. This Weapon inflicts an additional Disadvantage to Offensive Actions on passing the Might Test.

A rush of syringe-like projectiles that disrupt and incapacitate movement and weapons systems.

Technoleeches

Shooting Weapon

Effect: Blast (2). This Weapon will cause everyone within the area of effect to halve their available Energy for a Round, even if the attack otherwise misses.

Half manufactured ordinance, half intelligent Cryptid. These creatures are suicidal, vampiric extensions of their master. They latch on to Gears and drain them of Gygravagnite, then releasing that energy as a toxic gas into the air.

Ultimate Bomb

Shooting Weapon

Effect: Blast (5), Long Range. This Weapon benefits from two additional Advantages to its Might Test and will cause you to attack yourself if you are within the area of effect.

The UEF's mighty 3G-Bomb is one of the most fearsome tools of mass destruction ever devised. Preferably do not launch it against anything less than a dozen kilometers away. In fact just do not launch it.

Overfreeze

Shooting Weapon

Effect: Beam (Boost 3), Line. When you Boost this Weapon it turns the affected Zones into Difficult and Extreme Terrain for a Round. You can spare your own Zone from its effects.

A freezing blizzard strong enough to affect a Mecha's internals while also keeping them locked in place.

Final Beam

Shooting Weapon

Effect: Beam (Boost Special). This Weapon always gets a result of 10 when Testing Might and targets the entire battlefield, though it does not directly attack the user. To Boost it you must spend all your remaining Energy dealing that much additional Damage to all Units, even to yourself, and even if the rest of the attack misses. Final Beam requires one Action be spent charging it, and its successful use will automatically make you lose your next Action afterwards.

The Kuzuryusen is likely the most lethal weapon in the Earth sphere outside of massed 3G-Bombs. There is a reason it has only been fired once. Extreme caution is advised.



These are the big abilities. If Bosses are relatively rare, Bosses with Capstone abilities are the most rare of them all. A Boss with any of these abilities is the single most powerful entity that PCs will likely ever see. A good number of them have descriptions that cross the line separating technology from magic, because their power simply defies all reasonable explanation. Bosses of Power Level 5 or higher are Enemies with powers vast and unknowable, or so inordinarily powerful that they are on a league of their own. Use Capstones with care, both because they are very powerful, and because you don't want your PCs to treat them like a routine challenge.

Aura of Misfortune

Internal Upgrade

Effect: All Enemy Weapons gain the Overheating ability if they're Beams or the Unreliable ability if they're not. Weapons that already have one of these abilities will gain the other instead. This effect lasts until you are destroyed.

Your mere presence causes equipment to malfunction in horrible ways, always to your benefit. There has to be some explanation for this, possibly related to Element G. But the odds are that your enemies will be too busy having their guns blowing up in their faces and watching their blades slip from their grasp to worry about the details.

Colossus

Internal Upgrade

Effect: You occupy 9 Zones in a shape of your choice, chosen when you take this Capstone. All Zones occupied by your body count as Extreme Terrain for Enemies in them. You cannot Engage or be Engaged in a Duel, but all your Melee Weapons gain an Advantage to their use, and Shooting Weapons used against you suffer a Disadvantage to their Might Tests. Abilities that can usually ignore the effects of Extreme Terrain will not help against you if you have a similar ability that works in the same kind of Terrain.

Giant robots are huge, yet you make them look like ants. You could raze a city to the ground in minutes just moving around, and without having to fire any of your Weapons.

Embodiment of Evil

Internal Upgrade

Effect: Enemies must spend two Genre Points instead of one to activate Genre Powers. This effect lasts until you are destroyed.

Your hatred for everything that lives is pure and relentless, flowing through all of your being. The heroes think they can face you with their clever plans, dramatic speeches, and great sacrifices. But you hate them so much that none of those things will matter. In the end, there is only hate.

Energy Drain

Internal Upgrade

Effect: At the beginning of your Turn choose an Enemy. That enemy loses one half of their available Energy and you increase your available Energy by that much.

Your dominion over Element G is such that you can harness crystals rightfully belonging to any other Gear. Barriers go down, rifles stop working, and boosters halt with a mere command from you.

Hypersonic Striker

Internal Upgrade

Effect: Anytime you take an Offensive Action, you may also Move backwards during it. The target must remain within a valid range after moving. You also increase the Maximum Range of all your Weapons by 5.

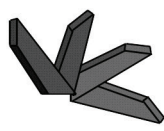
The big flaw of most big bads is that they play fair. You don't. You are an infuriating marksman that will do everything in your power to attack with impunity. Because playing fair is for those who want to lose.

Possession

Internal Upgrade

Effect: At the beginning of your Turn you may spend 5 Energy and choose one Enemy. The Enemy must use an Offensive Action against one of their Allies using one of their Default Weapons. You make all corresponding choices and may force the target to Move as part of this attack, but not to spend Genre Points. This takes place immediately and does not use up the chosen Enemy's next Turn.

You emit a pulse of strange energy that engulfs an enemy temporarily in what can only be described as a shifting pattern of colors. Victims will temporarily lose control of themselves while they feel they are being watched by an uncountable number of presences, all yearning to keep their new toys for a little while longer.



Attribute Templates by Power Level

Below are a few templates to help you create NPCs of every Power Level. The templates provide base Attribute arrays and note the amount of MP the NPCs would have left for Upgrades and Weapons. Each template is made with a generic fighter type Enemy emphasizing brute force over fancy tactics. To customize them just switch around the Ranks of each Attributes you'd like to change. For example if you want to make a Support user you should switch Might for Systems. You can also use these templates to create non-combatant NPCs, replacing Mecha Attributes for Character Attributes.

Grunts

Grunts generally need Might over everything else, because their usefulness is limited to making one or two Offensive Tests before getting blown up. Level 0 Grunts are destroyed the instant they take any Damage at all, making them ideal for hordes of disposable mooks.

Power Level	Might	Guard	Threshold	Energy	Systems	Speed	Spare MP
0	5	3	0	0	1	2	25
1	6	4	2	0	3	4	30
2	6	6	4	2	4	4	35
3	6	6	6	3	4	6	40
4	7	7	7	4	4	6	45
5	7	7	7	5	5	7	50

Rivals

Rivals start with an emphasis on defenses then shift their focus towards offense. They need endurance and mobility to reach their PC of choice and the raw power to put pressure on them. Average Energy and Systems means they should rely on passive abilities like The Beast and Duelist or Sniper Model to boost their offense. Something to protect them from Maims, an Active Defense, and one or two Mobility Upgrades round them out as they reach the highest Power Levels.

Power Level	Might	Guard	Threshold	Energy	Systems	Speed	Spare MP
0	5	6	5	2	3	4	30
1	6	6	6	3	3	5	40
2	7	7	6	3	3	6	50
3	7	7	7	5	4	6	60
4	7	8	7	5	5	7	70
5	8	8	7	6	6	7	80

Bosses

Bosses get special abilities for free so they can spend the entirety of their MP on Attributes, sending them sky-high. They primarily focus on defense, because the PCs are likely to focus fire them. They need more Threshold than other Enemies too since their Boss Upgrades are at their best after they've been hit a few times. Like rivals, they need power and mobility to effectively frighten the PCs so that is their second priority.

Power Level	Might	Guard	Threshold	Energy	Systems	Speed
0	5	7	8	2	2	5
1	6	7	8	3	2	6
2	6	8	8	4	3	6
3	8	8	8	4	3	6
4	8	8	8	6	4	6
5	8	8	8	6	4	8



Grunts

Intelligently applied numbers of Grunts can make up for their inherent weaknesses with Tension bonuses, stacking Advantages through the Assist or Paired Attack Actions.

Because two Grunt Units are the recommended challenge for one PC, they can get complicated to manage if you are fielding them in large numbers and with enough variety in their ranks. There are several ways to simplify them, like the Squadron Feature - Not only does it suit their nature as disposable mooks, it means you no longer have to worry about tracking Maimed Areas. It is a win-win!

Active Defenses are ideal for the Grunts not meant to be destroyed easily, with the combo of dual Custom Barriers or Absorbing Armors being the most straightforward.

Then there's Weapons, of which your best bet would be to give them between two and four. Some of the most powerful Weapons you could field in large numbers include Stun Rod, Bombardment, Beam Ripper and Charge Cannon. Useful harassment Weapons to mess with PCs would be Finger Net and Superheavy Machinegun. If you want to keep things simple you can stick to Arm Guardian, Dueling Blade, Assault Rifle and Anti-Air Missiles.

Finally, you can also save yourself time and effort by keeping a recurring cast of Grunts. Instead of coming up with new ones for every other Operation, you create a few and enhance them as the Season goes along. This is what the sample Grunts provided in the next chapter assume you are going to do. Just keep in mind that Grunts are limited to having 50 points worth of Upgrades and Weapons (or Skills and Traits) no matter their Power Level and that everything else goes towards upping their Attributes.

If you want to deploy hordes of Power Level 0 Grunts, you would do well to split them between waves. Having too many out at once can pause the game for a long time while you have them all take their individual turns. Your PCs can take out a multitude of them with a single strike too, so you don't want a lucky Initiative result to mean they obliterate your armies before any of them have even moved.

If you make it so that replacement Grunts spawn to take the place of the ones the PCs destroy (with the same positioning and Initiatives) you make it that much more likely that a few of them will get to make at least one attack.

Rivals

In fiction, Rivals are usually well developed characters, who are just as relevant as the protagonists to the story. In fact, they tend to be more popular than the main characters! Replicating this at the table is a noble goal, but an RPG is fundamentally different in that the PCs need to be the center of action at all times. You cannot afford to constantly cut to what the NPCs are doing for the sake of their own characterization, so what you need to do is to make them part of the PC's lives.

The simplest method is to have them and the PCs meet during an Intermission. Allies that later turn traitor are ideal to this end, though maybe they just meet on neutral ground and have a chance to chat it up before realizing they are enemies. The point is that they should establish a relationship with each other, so that later you can pull the surprise twist that they're actually enemies and proceed to shout at each other like good rivals ought to do.

This is assuming that the Rival is a decent human being who has a difference of opinion with the PCs. The more cartoonish and irredeemably evil Rivals do not need much in the way of a relationship. Such Enemies are the kind that will be fine if they're met once to establish that they are hateful, horrible people and get to do a dastardly deed or two. Low blows like using hostages or destroying the PC's supply chain are all effective at communicating this is someone the characters should love to hate.

Since they have the same Power Level as the PCs, they're ideal for singling out one of them in a Duel while the rest deal with the Grunts or a Boss.

Mechanically speaking, they're perfect for Active Defenses tailored to counter the favorite Weapons of the PCs. They also do pretty well with gimmicky loadouts like spamming One Shot Weapons or Support Upgrades with help from Grunts offering them a Resupply when necessary.

No one says they can't change Mecha while offscreen either. Should a Rival end up with a strategy that is easily countered, you can have them switch to a different giant robot. You would do well to at least keep a recurring motif or theme for their Mecha if you do this, though.

For example, Selena the Blue Meteor uses high-speed blue Mecha with lots of guns and a transformation into a plane form. Bruno of the Cleansing Flame has flamethrower-themed Beam Weapons and prefers Mecha with heavy armor and a large frame.



Bosses

A Boss is around the equivalent of two PCs, meaning you can expect them to knock one character out and the second to beat them just barely. Because the effectiveness of Boss Powers relies on their endurance, you should give them all above average Ranks in their Guard and Threshold Attributes. Other than that, you should look for abilities that work well together. Below are a few combinations to get you started:

Behold my True Power, Nanoskin Shell and Final Beam: This combination needs above average Guard and Energy, but once you have that you can launch obscenely powerful Beams once every three Turns. Nanoskin Shell grants protection to weather strikes (even your own!) for a while so you can last long enough to use it more than once.

I Accept your Offering, We are Many and Suicide Swarm: This Boss will swarm PCs with an army of minions while dealing massive Damage. Grunts can be turned into Threshold and bonus Damage in a pinch too. This type works much better with a high Threshold since it is used as a fuel for attacks.

You are too Slow, Three Times Faster and Needle Storm: Particularly vicious with a high Speed, this Boss will increase its attack and defense while repositioning itself to avoid PCs lacking in Long Range Weapons. Needle Storm essentially guarantees it will win any one-on-one matches too, making focus fire obligatory to beat them.

If you would like to have Superbosses capable of taking on entire Squadrons of PCs entirely on their own, you could increase their Power Level beyond 5, granting them 30 XP to spend on Attributes plus another Capstone for each Level. You could take a single Boss all the way to Power Level 10 this way. Consider also creating a few Rivals with Super Combination or Unison Combination Upgrade to make one unit even stronger than a Boss - Remember that Boss is the equivalent of two PCs, while a Combiner is the equivalent of however many PC equivalents it uses as components.

Bosses do not have as much variety in their abilities as Grunts and Rivals. If you stick mostly to using Bosses instead of mixing up all three types of Enemies, this can lead to repetition. There is one way to work around this, and it is to replace some of their abilities with that which is available to PCs, but in greater quantities.

Boss Powers: In place of a Boss Power, you can get any three other Genre Powers instead.

Boss Upgrades: In place of a Boss Upgrade, you may grant them a up to 30 MP to spend on Upgrades.

Boss Weapons: In place of a Boss Weapon, grab a number of Weapons worth a total of up to 30 MP.

Expert Support can work very well with Overfreeze, sparing allied forces while blasting enemies from afar. Come at me Bro can make a Boss with the Eye for an Eye Upgrade a terrifying tank for its minions. Grunts spawned from We are Many can Resupply you Bombardment every Turn and essentially make the battle a race against time for the PCs.

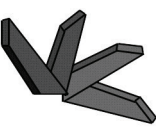
You can also do the same for other enemies as well. Consider using these guidelines to grant your recurring Rivals some Boss abilities to spice them up. Just keep in mind that some might interact in weird ways with one another, so you should do this after you have some experience with the system and are prepared to come up with ad-hoc rulings.

The existing variety of abilities should let you create nearly any kind of enemy, especially once you get the hang of reskinning. Of course, no one is going to stop you from modifying the existing content or creating entirely original material.

Most Bosses won't need detailed mechanics for Intermissions. But should you ever need to assign some ad-hoc, then for any activity that your Bosses are supposed to be moderately good at, it should be rolled at a +6 bonus and have one Advantage - such as an aquatic alien monstrosity using Athletics to swim. Their Defense should be of at least 11, and Plot Armor should be around 6 or so. For each Power Level they have beyond 0, you may increase these values by two.

Yes, these numbers are assuming slightly above average Ranks for all Attributes. That is because it is always safer to err on the side of caution. An NPC being more competent than expected is preferable to one that falls short of expectations.

Bosses essentially get 45 XP per Power Level, with 30 of those being spent on Boss abilities like Boss Traits and Boss Weapons. If you want to get experimental or add some variety to your Grunts or Rivals, you can give them Boss abilities at that price. Boss Powers can likewise be exchanged for any other two Genre Powers - or for 30 MP by purchasing two Assistants. The one exception to this rule are Boss Capstones, they are too powerful to be in the hands of non-Boss NPCs, and should be the domain of Boss Enemies entirely.





Allied Reinforcements

Sometimes you want to have allied NPCs helping the PCs out. Maybe you want a large battle with several Grunt and Rival NPCs on both sides. Or maybe you just want to have a safety blanket in case the PCs need are near defeat and in need of assistance. But you don't want to have to write up a bunch of NPC statblocks and much less want to give them all individual Turns. That's Reinforcements.

Reinforcements are not individual NPCs of their own. Think of Support Upgrades and you have the right idea. There is only one Reinforcement Unit, and it represent all sidekicks and allies of the PCs at a single time. If there are multiple NPCs helping the cast of PCs out, they'll have to take turns sharing the narrative spotlight.

A Reinforcement Unit has a Reinforcement Level that is essentially its equivalent of Power Level for PCs. Reinforcement Units have Reinforcement Points to spend on Reinforcement Powers during battle.

Because they are not proper NPCs, Reinforcements are not deployed in the battlefield. **They have their own Initiative always set at 10.** This makes them faster than most Grunts and some Rivals, but slower than Bosses and the faster Rivals or even Grunts. **Reinforcements cannot have a negative number of Reinforcement Points. Any time they would go under 0, they are defeated.**

The PCs are priority for all Enemies, and Reinforcements won't be attacked as long as there are any of them left. Usually, **If the PCs have all been defeated or they have retreated, Enemies can attack Reinforcements to remove Points from their reserve. Grunts will remove 1 Point, Rivals 2 and Bosses 4.** Reinforcement Powers are very strong, but the Reinforcement Units themselves are fragile. Reinforcements are always in valid range for attack.

Reinforcements in Operations

Reinforcements have one Action to use during their Turn from the three Actions below. They may also use any of their Reinforcement Powers, though those have a cost in Reinforcement Points. **Reinforcements restore one spent Point at the beginning of their Turn**, so they won't run out if they can pace themselves. They may use more than one Power or the same Power multiple times each Turn, if they have the Points for it.

Barrage

The Reinforcements open fire on a single Enemy. **One Enemy takes an amount of Damage equal to the current Tension.**

Overwhelm

In an emergency, Reinforcements can also choose to take some heat in place of the PCs. During their Turn, instead of using a Power, they may choose to **draw the attention of one Enemy. That Enemy takes Damage as if attacked with Barrage but is also forced to use their next Action, against the Reinforcements.** This is very likely to end in suicide.

Analyze

Intel wins battles, but studying your foe in the middle of battle is no easy feat. Reinforcements can assist the PCs with enemy scans in the middle of battle to give them precious information. **Choose one Enemy. You learn that Enemy's Attributes, Upgrades, Weapons and Genre Powers.**

The most obvious use of Reinforcements is, as their name suggests, to swoop in during a crisis and save the day. They jump in the fight, throw some buffs or healing, then if the PCs really need more help than that they sacrifice themselves to hold the enemies back.

But they can also help from the beginning of a battle, pacing their Powers between uses of Barrage. You could even give control of this Reinforcement Unit to another Player and let them play in a support role to the PC's Mecha.



Creating Reinforcements

The amount of Points they have depends on their Reinforcement Level. Reinforcements have one Power at Level 0, and they learn another Power for each Level they have. A Reinforcement Unit's Power Rating is equal to that of PCs.

Level 0: Protect the VIP (1 RP)

Reinforcements of this level might be trying to help but their assistance is minimal. They're easy pickings for anyone who looks at them funny.

Level 1: Insignificant (2 RP)

Lacking in power and versatility, these Reinforcements are better than nothing and can come useful every now and then, but aren't anything to write home about.

Level 2: Elite Mook (3 RP)

The Reinforcements are strong enough to make the difference between otherwise matched opponents, and are equivalent to a powerful Enemy Grunt.

Level 3: Friendly Rival (4 RP)

As the equivalent of facing another full-blown Rival NPC, these Reinforcements make great companions out there in the front lines.

Level 4: The Cavalry (5 RP)

The Reinforcements are powerful and have a deadly variety in what they can do, making them genuinely fearsome and the equivalent of having powerful Rivals, an army of Grunts, or even your own Boss NPC as an Ally.

Level 5: Deus Ex Machina (6 RP)

The Reinforcements are overwhelmingly powerful and victory is all but assured to the Squad that benefits from them.

At Level 2, Reinforcements would have three Powers and three Points to use them. At Levels 0 and 1 they won't have enough Points to use some of the Powers they can get, so they should stick to the more basic ones.

Reinforcement Powers

Formation G

Reinforcement Power (1)

Effect: One Ally gains the benefit of the Aim Action and their Weapon gains the Crippling ability for their next Offensive Action.

You have attack drones with a support oriented AI. They help flank single targets and corner them under the direct line of fire of your allies.

I'll Grant you Power

Reinforcement Power (1)

Effect: One Ally gains a single Genre Point.

An experimental Overcharger variant with several experimental modes of function to suit potentially any purpose. The problem is that it sometimes fails to work entirely.

Raise the Shields

Reinforcement Power (2)

Effect: Increase an Ally's Defense by 10 for a Round.

You have scattered a multitude of portable barriers around the battlefield and can activate them at a moment's notice. Try not to spring them where the enemy can use them.

Focus Fire

Reinforcement Power (2)

Effect: One Enemy takes an amount of Damage equal to two times the current Tension.

You carry a number of mass produced units with you piloted by fresh recruits. They may not amount to much individually, but just try withstanding a dozen of them shooting at once.

Carry our Hopes

Reinforcement Power (3)

Effect: One Ally can take an additional Action during their next Turn.

You can link up allied Mecha to your supercomputer AI. They effectively gain temporary digital subpilot, overclocking the unit to double its speed.

Live!

Reinforcement Power (3)

Effect: Restore an Ally's Threshold by 15.

You deploy a large crowd of repair drones by the name of "The Engineers". They will zip around the battlefield, fixing up damaged Mecha, before coming back to you.



 Straight Lines

If you're using a hex board or treating Zones as a fixed distance in meters you should have no problem with the few Weapons that shoot in straight lines. If you are using a chess board then shooting in a diagonal line is more debatable. In the interest of not breaking immersion, the line does not need to be perfectly horizontal, vertical or diagonal - just trace a line between you and the target to affect all touched Zones.

The Beginning of a Turn

Abilities that have an effect at the Beginning of a Turn only happen once each Turn, thus Commander Type may be activated only once per Turn. If there are multiple effects about to happen, the order is decided by the owner of the Unit whose Turn it is. You can use Regenerative before Extreme Terrain kicks in, for example.

Weapon Types

Melee Weapons are stronger while Dueling, but they also gain an extra Advantage when someone else is dueling the target. Aiming with a Shooting Weapon will grant two Advantages and an increase to Range, but aiming for multiple turns will not stack with previous bonuses.

Weapon Effects

When Weapons cause special effects, these always take place after the Might Test itself. That means Finger Net lowers Guard and Speed after its attack resolves and after calculating whether it deals Damage or not. Chainblade resolves its Might Test first then creates another instance of Damage. Some of these abilities will affect targets whether they are hit or not (Like Bombardment) but others need to at least match the target's Defense with their Might Test, though they don't need to deal Damage.

Maiming Exceptions

When an ability changes the way the Maim rules work for you, it only does so for your regular Areas. Expansion Packs remain broken even if you have Invincible Alloy or Power Suit. Speaking of which, Invincible Alloy works fine with Power Suit, but Integrated Weapons does nothing.

Escaping from Duelists

With Duelist Model you get a free attack against Enemies that use the Disengage Action, but not if they use other methods to escape. Slippery Chassis lets them just walk away, since they don't have to Disengage at all. Units forced to move (such as those hit with Telekinetic Strike) don't trigger the free attack either. If you have Slippery Chassis, you can also use Boosted Lance to charge out of a Duel.

Tension Modifiers

Abilities that modify Tension temporarily will affect the whole Offensive Action. Impetuous Style will boost the Damage from Chainblade but also make Overheating Weapons more dangerous. Multiple Tension modifiers are applied consecutively to the previous total, so if you are using a Technique and my Style is Impetuous, you treat Tension as if it were 8 points higher. But be careful, because if you get hit with Can't let you do That, it gets reduced all the way to 0 and no other modifiers can change that.

Damage Modifiers

Like with Tension, multiple modifiers will stack together. Unlike with Tension, abilities that halve Damage always apply at the end of a calculation (and state this much). So if you get hit for 1 Damage with a Resonance Cannon and then take 3 Bonus Damage from its ability (Because you have a Threshold of 4) then the total Damage dealt gets halved to 2. Absolute Barrier and Extreme Fortification are the only Upgrades that block Damage not part of a Might Test. They let you reduce Damage from abilities like Bombardment and Die for Me! - other than not getting hit in the first place.

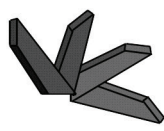
Attribute Modifiers

Attribute modifiers are why averages are rounded down after halving (to reward higher Attributes) and why halving is usually the first step of an Operation. This way getting one or more Attributes halved is painful but not crippling.

Terrain Modifiers

Abilities that turn existing Zones into a specific Terrain type don't override its current properties. This means that if you aim Incinerator at Defensive Terrain, the result will be a Zone that is both Defensive and Extreme Terrain. Also do remember that multiple instances of the same Terrain type can stack.





Movement and Suppression

Units hit with the Suppression Action or a Crippling Weapon will take extra Damage if they willingly Move during their Turn. Subpilots using the Boost Action will trigger it, being forced to Move while in a Duel will not.

Blasts and Friendly Fire

Allies caught in the area of effect of a Blast or a similar Weapon will always be attacked. Even with Suppression or Expert Support. The only way to spare them is to exclude the Zone they are occupying from the area of effect.

Blasts and Targeting

You can target empty Zones as the center of your area of effect Weapons if you so wish, in case that makes it easier for you to avoid friendly fire or maximize the amount of Enemies hit. When you Aim with an area of effect Weapon, you can focus on one Unit or you can aim it at a set of Zones as well, either works, but do keep in mind that the latter basically tells all Enemies to get out of the area ASAP. If you are in a Duel, you must target your Duel opponent directly (or their Zone) or they will get a chance to attack you.

Component Units with Upgrades

As a component in a Super Combination you grant both your Internal and External Upgrades to the lead Unit, while also benefiting from the lead's Internal Upgrades. Supports work as normal for their owner, because they are Separate Upgrades, while Extra Areas grant their effects to the Lead.

Surviving Lethal Damage

Abilities that let you survive lethal Damage don't block the special effects of Weapons. This is especially important for Weapons like Chainblade and Bombardment, because even if I Cannot be Defeated lets you survive the Might Test, the bonus Damage they do will defeat you.

Using Genre Points at the same time you lose their Threshold Level

You can use the Genre Point you get from losing your last Level of Threshold to activate a Power that has an effect in response to taking said Damage, but not to prevent said Damage from happening. This means you can use Live Another Day or I Cannot be Defeated (but not My Defense is Impregnable or Can't Let you Do That) even if you are out of Genre Points and an Enemy blows past your last two Levels all at once.

Rerolling with Advantages and Disadvantages

There are several abilities that grant or force rerolls (often involving Might Tests) with either an Advantage or a Disadvantage to the Test. When more than one of these apply to the same roll, the final Test applies all of the Advantages and Disadvantages together, not just the Advantages or Disadvantages from the last ability. So if you use Try Again on your Might Test and then an Enemy cuts into it with Not so Fast, the last roll would have one Disadvantage, not two, since Try Again cancels out the first Disadvantage from Not so Fast.

When your Threshold is 0

Having a Threshold Attribute of 0 means you're defeated the moment you take Damage, period. No amount of Invincible Alloys can save you by making you stay alive at 1 point of Threshold left, because you can't have any points of Threshold at all. A base Threshold of 0 is the only way to have a functioning Unit with 0 points of Threshold left, because anyone else who has 0 points left has all of their Areas Maimed and is defeated.

Riding Base Units with Terrain Adaptation

While you are Docked within a Base Unit, you are considered to have all the benefits of Terrain adaptation that they also have. If the Base Unit is flying, you can shoot over enemies providing cover. If the Base Unit has the benefits of Defensive Terrain from Terrain Specialist, then you also get said benefit. The only exception is Extreme Terrain, so if you take an Action that exposes yourself while in Extreme Terrain, you're going to take Damage at the end of your Turn and at the beginning of the next one.

Halved Resources

When your Energy or Systems are halved, and you have spent Energy this Turn or Restorations this Operation, the resources that you have spent are the first to go away. This means that if you have 6 Systems and Power Suit, use two Restorations and then your Systems is halved from a Head Maim, you still have 3 Restorations left. Likewise, if you have 4 Energy and Transform (using 2 Energy) to a Form with Extreme Fortification, your available Energy is 2 - you did not actually lose anything!



Groups have houserules for every game, and RPGs are no exception. Often they are like a patch of sorts for one or more rules that don't go well with the group's style of play. The greatest strength of Battle Century G's ruleset is its flexibility. Not only can you play anything from giant robots to fighter planes to heroes in suits of power armor, but it is robust enough you can safely modify the rules without everything collapsing like a house of cards.

Writing good houserules is as much of an art as it is a science, and we would need more than this lone page to explain in detail what makes a good houserule different from a bad one. What we can do here is include a few example houserules you may use at your own discretion and explain what makes them work. Hopefully this will be enough to inspire and guide you if you want to write houserules of your own.

Go Five

To "Go Five" means to roll a 5 automatically on a Test, transforming Advantages and Disadvantages into bonuses to the result or to the DN as appropriate. To "Go Five" you declare that you want to roll a five before you throw the dice across the table, but you can't call for an automatic 5 after having rolled them.

You can use the "Go Five" rule in a variety of ways. You can make it the exclusive domain of NPCs, to expedite the process of rolling their Willpower Tests to avoid Defeat, their Speed Tests to calculate Initiative, and so on. You can allow it exclusively during Intermissions if you want to keep those flowing as fast as possible and don't mind certain Tests being automatic successes or failures. Lastly, you can let everyone use them all the time, giving your Players more control over the outcomes of their actions.

Usually Roleplaying Games have an element of randomness to them, because dice rolls keep things unpredictable and intense. Battle Century G has enough ways to let you affect the result of a die roll that you could do away with them and the game would still be fun enough to play. Abilities like Overheating and Unreliable Weapons will underperform if you use Go Five, so you'll still want to roll the dice every now and then.

Alternating Maims

Whenever a Unit loses one of its Areas, sometimes the choice of which Area will go to the attacker and sometimes to the defender. If the decision always went to the attacker, then whoever got to Maim the opponent first would have a tremendous advantage for the rest of the battle. Similarly, if the decision always went to the defender then they could safely pile all their Upgrades and Weapons together in a single Area and not lose any of them until they are destroyed anyway.

With that said, you don't need to leave the result to randomness. You could have every Threshold Level alternate between who gets to Maim it, kind of like how it happens when someone loses multiple Levels at once. So when you lose the first Level of Threshold you always choose the Area, but when you lose the second Level it is always your Enemy who picks, and so on. The Suppress Action can override this though, so if you try to game the system by stacking all your stuff in the same two Areas, a savvy opponent can make you pay for it.

This houserule makes the game flow more smoothly and helps out the unlucky Players letting them plan a little more reliably around the Areas they lose. At the same time, there's so many ways to gain the benefits of Suppression without having to halve your Damage output, that trying to abuse this houserule is going to fail.

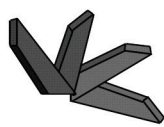
Mecha Resources per Episode Arc

Usually Mecha are fully repaired between Operations and Pilots also have their stock Genre Points refreshed. The rules of the game are written assuming that you'll have one Operation each Episode with everyone at peak efficiency, because you want the game's challenge to be in having tough Enemies, not in the PCs getting weaker over time. But if you want a game that is grittier and gets progressively harder, you might want to try this rule.

Mecha don't restore their Threshold automatically between Operations, only between Episode Arcs. Any resources with a limited number of uses per Operation use Episode Arcs instead. Genre Points don't refresh between Episodes, they do between Episode Arcs as well. You get the idea. Don't give the PCs Genre whenever they lose a Threshold Level in combat either, but do give them three Genre Points at the beginning of a new Episode Arc.

This means One Shot Weapons can only be used once per Episode Arc without abilities like Resupply to grant more uses, but Resupply itself can only be used a few precious times throughout the entire Episode Arc instead of every Operation. They can use those resources out of battle, for example they don't have to wait until a new combat starts to use Jury Rig. The Biological Feature should not be allowed for Player use since it circumvents these complications altogether.





Round Attribute Costs

Attribute Ranks have the only XP costs in the game that don't come in multiples of 5. Costs start at 1 and get more costly in a linear fashion to make Attributes easy to learn and hard to master. If each Rank up had a cost of 5, it would be prohibitively expensive to be average at everything, but easy to be the best once you have some Levels. Unfortunately this has the downside of making it slightly difficult to generate Characters and Mecha quickly.

The table below presents an alternative set of rules that keep all Attribute Rank costs to multiples of 5. You can't have any of your Attributes at 1 or 3 this way, and you'll have to make up your own costs if you want to go over 12, but other than that it has you covered. This is more useful to GMs than to other Players, so it is okay if only you want to use it. Go ahead and do it.

Rank	2	4	5	6	7	8	9	10	11	12
Cost	5	5	5	5	5	10	10	10	10	15
Total	5	10	15	20	25	35	45	55	65	80

Easier Mapless Play

BCG is simple enough that you don't need to use a map during Operations to represent the battlefield and the units moving around, but it is also complex enough that you might want to use them for the sake of keeping track of things like cover and area of effect weapons. If you're the type that doesn't like having battlemats and miniatures, here are a few suggestions for you.

First is to make the battlefield a straight line, treating the left and right sides as Impassable Terrain. This lets you abstract everything into numbered Zones. At the beginning of a battle you would just tell the Players how far away the enemies are. If you stick to low numbers of NPCs and Plain Terrain, you shouldn't even have to note them down.

If you'd like something a little more involved you could just write down the starting positions and battlefield details. In that case your notes look something like this:

0	1	2	3	4	5	6	7	8	9	10
PCs	-	Grunt 1	Grunt 2	Grunt 3	-	-	-	-	-	Boss
-	-	-	-	-	Diff.	Diff.	Diff.	Diff.	Diff.	Def.

With this kind of 'map' you would tell your Players (and this example is obviously forsaking flavor descriptions for the sake of simplicity) that there are three Enemies 2, 3 and 4 Zones away from where you start, then there's five Zones of Difficult Terrain and lastly you have the Boss sitting in Defensive Terrain at Zone 10.

This does make providing cover much more effective since you can't really walk around units acting as shields anymore. To get around this complication, let Units do a Speed Test with a DN of 10 to see if they can shoot around cover with their Action this Turn.

Things to keep in mind: Area of effect Upgrades and Weapons like Guardian of Steel and Blasts are much stronger since there's less space to move around in. Also consider banning Reversible Thrusters, as not only it goes against the entire point of deemphasizing positioning but it also complicates things when PCs run backwards into the "Negative" Zones.

Big Heroes, Small Mecha

You can run a harder game by giving your PCs weaker Mecha than the norm. Have them create Characters as normal but have them start with 50 MP instead of 100, the same amount that Grunt Mecha get. This makes them much, much more frail and will force them to rely on clever tactics and to pick their fights carefully instead of coasting through Operations with raw power.

Because these PCs are weaker than average, but still stronger than other Grunts, their Power Rating is as follows:

Level 0 Rating	Level 1 Rating	Level 2 Rating	Level 3 Rating	Level 4 Rating	Level 5 Rating
3	5	6	8	9	11





Threshold Rollover Halving

When your Squad of PCs leans strongly towards offense rather than balancing between offense and defense, you run the risk of battles turning more swingy than you might like. Glass cannon PCs with unlucky Initiative Test results can get overwhelmed by massed Grunts before they even get a single Turn in. Likewise, Bosses can be disappointing to fight simply because PCs do too much Damage before they get to use any of their interesting abilities. When this gets too extreme and both PCs and Enemies crumble under pressure too quickly, you might want to use this houserule.

Whenever a PC loses a Level of Threshold to a Grunt, all damage carrying over from the destroyed Level is halved, so a Unit with 1 point of Threshold left in the first Level that then takes 5 Damage will not carry over 4 Damage to Level 2, but 2 points instead. Do the same for Bosses that lose a Level of Threshold to a PC. Rivals are unaffected.

This way you can go all out with Grunt mobs without being afraid that PCs will be overwhelmed after a single round. In the same way, you can throw low numbers of Bosses at the PCs and know they'll stick around for more than two Rounds.

Try Again with Feeling

Try Again is a pretty good Genre Power, it turns your unlucky misses into crucial hits, sometimes even making them stronger attacks than the original would have been with a lucky roll! It is a pretty important Power, because it keeps the action moving forward and mitigates the issues of playing a game where everything is decided with dice rolls.

But wait, there is more! You can make your Try Agains even better for the low, low price of a single Houserule. Try Again with Feeling has two effects to make this sweet Power all the sweeter: First, you can allow Try Again to be used on any kind of Test, not just Might Tests. Second, let Try Again be used to increase the result of any Test by 2 instead of rerolling with an Advantage.

This way, Try Again can speed the game up even further and give the PCs another tool to solve problems efficiently. The first effect lets them use Try Again to endure Extreme Terrain. The second effect lets them immediately destroy any Enemy that survives an attack with 2 or less points of Threshold.

Nakama Points

By default, Genre Points are for you to give out as they see fit. It is a handy way to encourage specific behaviors suited to the plot, themes and overall tone of the BCG Season that you are running. But involving the other Players in giving out Genre Points is fun too! It lets everyone know what the rest of the group wants them to do more of, instead of just knowing what the GM wants them to do more of. The way to do this is via Nakama Points.

Do not give out Genre Points for roleplaying in the middle of an Episode. Instead do the following: At the end of every Episode, all Players (this includes you, the GM) must choose one other PCs and give them one Nakama Point. You can spend one Nakama Point at any time in the middle of an Operation to gain a Genre Point. Nakama Points carry over between Episode Arcs, but you can spend no more than three Nakama Points per Episode, so there's no point to hoarding them. All PCs can still gain Genre Points through other means such as losing Threshold Levels or Assistants,

Strictly speaking in rules terms, while not everybody might get one Genre Point each Episode, by average everybody should be getting one while one PC gets two each Episode. However, PCs can stockpile the points that they do get until they need them to compensate for how the usual method of the GM giving them out would usually give out more Points in general.

This does not necessarily make Genre Themes superfluous, the other Players and you can choose to give out Nakama Points using Themes as an inspiration, but it does decrease their importance somewhat. And that is fine, this houserule lets everyone have a say in what the game should be like as it develops, while Themes tend to emphasize characterization as determined during character creation. They work towards similar ends, but do so through different means.



Flushing a giant inhuman organism into space against its will is hard work. Motivating it to exit the station under its own steam is even more difficult. Getting the beast into the relatively safe engagement area of space is always preferable to the alternative; shipboard combat is cramped, and whilst maps of the station are available to Clarke personnel, Cryptids will be more intuitively familiar with their home ground. There is also the danger of civilian casualties and damage to devices necessary for functions, or even structural integrity of the station.

Cryptids have a high capacity to resist being involuntarily flushed into space. They usually have rough, jagged outer surfaces, allowing them to keep good traction against the hull in zero gravity. Furthermore, by the time the Clarke foundation becomes aware of them they generally have the coordination necessary to actively grab at the hull, though it is certainly true that 'new' Cryptids often do not possess this reflex. Cryptids also prefer to be surrounded by matter. The void of space is an environment that most Cryptids will choose to avoid if given a choice, as it is the absence of the patterns and matter their existence feeds upon.

As such, the only way to eject Cryptids from the station is to do so suddenly and violently. Any part of the stations actually designed to function as an airlock is simply not adequate as an exit point, at least if it is performing under normal parameters. Luring one into an airlock can be acceptable if the airlock has had its safety features disabled somehow, though even then, airlocks provide a number of grab points, so the creature will need to be pushed outside through sheer force. A rule of thumb that Clarke personnel should keep in well in mind, is that if an unsuited human is capable of saving themselves from the hull breach, so can the Cryptid. Heroic actions during this stage of a hunt should be considered martyrdom at best.

And so we come to the next option: Destructive breach of station environments. This is by far the most effective means of expelling Cryptids from the station, however it must be used sparingly, as it is likely to cause severe and, if used without consideration, outright irreparable damage to the station. In the hands of a reckless agent it is no better than conducting the battle onboard the station. Areas with windows are ideal as they are typically equipped with blast shutters which can prevent full depressurisation of the compartment following success. Civilian casualties will fortunately act as "false" grab points when the Cryptid attempts to prevent its expulsion, tying up its limbs and preventing it from reaching sturdier items. Whilst the Foundation would prefer that you do not inflict any civilian casualties at all, a guarantee of mission success is of equivalent value to tens, and in some circumstances even hundreds or thousands of human lives.

A less damaging but arguably more disruptive version of the destructive breach is the module ejection. Whilst a significant portion of the stations were built on site, the discrete prefabricated modules that provided a base for the rest to be built upon still exist, and can be separated in a controlled fashion from the station. To do so will require cooperation from the relevant station control, and as such agents should only expect approval only in genuinely dire circumstances, especially where Verne I and II are concerned. This does open the entire module to the vacuum of space, either removing the objective, or creating a suitable entry point for Gears by doing so in a controlled fashion. This will still annihilate any crew or plant life on board, and cause damage to lower value systems, however the module shell and its associated core systems will remain intact.

In all the above 3 methods, agents will be required to motivate the Cryptid to reach the intended point of exit. The agents should engage in a running battle with the Cryptids from the first point of contact, however fighting well under maximum strength will usually be necessary. Cryptids, despite their powerful nature can still be discouraged by force of arms, and won't pursue prey they have no expectation of being able to apprehend. Ultimately some risk to at least one agent will be required in the luring process in order to create a realistic scenario, even if Cryptid mental states are significantly removed from the human. For the sake of maintaining the social and mental integrity of the cell, Clarke agents should ideally rotate this duty, barring obvious disabilities.



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DISCOVERING THE WORLD

The World of Battle Century G

The remainder of the manual is a premade game world for Battle Century G, the one that descriptions reference. It is a pretty big world that fits many different Mecha conventions into a single setting, including fighting giant monsters, wars against other humans with their own Mecha, and unraveling the conspiracies behind it all.

A History Lesson

Battle Century G has three main scenarios with their own tone and mood. All of them can be played independently, but they're all connected to each other. So before we get into them, let's talk about the game world itself. Starting with how we got to where we are right now.

2027: The Ring of Fire Tragedy

During the First of December, at three in the morning Greenwich Mean Time, the strongest megathrust earthquake ever recorded in history catastrophically ruptured the crust near the Galápagos. All but a few population centers in the Pacific islands were submerged within minutes. The magnitude of the quake was rated as a nearly unthinkable 10.5, almost literally off the charts and larger than any earthquake previously measured by a factor of ten. The earthquake triggered a series of massive tsunamis along the coastlines nearby, killing over five million people in two dozen countries. The massive waves went on to strike every coast along the Pacific Ocean, claiming the lives of millions more.

The Ring of Fire Tragedy became the deadliest natural disaster in history, and several countries collapsed as infrastructure was washed out to sea and coastlines changed in an instant. Years later, the First of December would be made a holiday in thirty-five countries across the Pacific Rim: The Pacific Memorial Day.

Scientific and mainstream communities generally agree that the Ring of Fire Tragedy resulted from a massive upthrust earthquake that had been on the verge of occurring for years.

However, the wave patterns that developed from it, and a great deal of anomalous data from seismic sensors and weather satellites, have led to a number of other theories. The most prominent of them is that a meteor less than a kilometer wide impacted the ocean, a theory supported by tests that show an unusual amount of iridium in debris layers from the time of impact. Other fringe theories blame secret weapon tests, biblical apocalypses, and even alien robots living in the Earth's mantle, which is of course a silly idea.

2028: The Rebirth of the Pacific

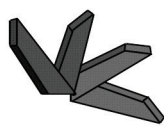
In the wake of the disaster and continuing aftershocks that claimed even more lives and hampered efforts to rebuild, the governments of Polynesia, Japan and other 'Australasian' nations merged with the rest of Oceania under the banner of the United Pacific in an attempt to stabilize their economic positions. The United Pacific capitol was placed in New Guinea, which had succeeded in rebuilding its lost infrastructure to a substantial degree and was, thus, able to create a bureaucratic and governing hand in the planning and implementation of further Pacific reclamation efforts.

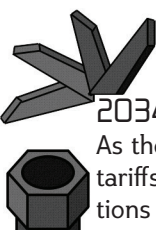
The Ring of Fire, meanwhile, continued to destabilize. The aftershocks had awakened several sleeping volcanoes across the Pacific Rim. Furthermore, near the epicenter of the disaster, there was an unprecedented collapse of the Earth's crust, leading to a massive magma upwelling that boiled the ocean for a thousand miles around. A group of islands began to form, and over eight years it would grow into an archipelago the size of Argentina: the Far West Archipelago (FWA).

2029-2033: The Rise of the United Pacific

As the aftershocks died down, the Pacific Rim stabilized and reconstruction efforts began in earnest. This business proved to be a tremendous boost to the flagging economies of several world powers. The United Pacific became the key player in these efforts by providing adequate staging grounds for distributing aid and directing efforts. Eventually, it was recognized as a sovereign nation in its own right when the UN recognized its legitimacy over those of old local governments.

The United Pacific grew quickly, thanks to a brand-new infrastructure and the most modern education and technology available from its high density of trained professionals. Its fertile soil allowed it to produce surprising yields of crops, and by the mid-late 2030's, it was producing enough to export to other nations. It wasn't only in the United Pacific farms that life was reclaiming lost ground. Hardy grasses and simple plants rapidly flowered across the entirety of the FWA amid the volcanic rock. Groups of geologists studied the island chain in fascination, as the huge magma upwelling did in a mere decade what normally took centuries.





2034-2040: The World's new Major Player

As the United Pacific became capable of supporting its own population without relying on aid and imported goods, it imposed tariffs on imported manufactured goods in an attempt to grow its own economy further. Several large multinational corporations refused to do business in The United Pacific with the tariffs in place, withdrawing their support. Companies pulled out overnight, and within a week the Unemployment rate soared to 20% as jobs everywhere simply vanished.

The economic ramifications led to the government of the United Pacific instituting massive public works projects. With the suddenly massive work force in hand, the United Pacific appealed to the UN for rights to colonize the FWA. UNESCO, rumored to be under pressure by older world powers, declared the FWA a World Heritage Site and prohibited human habitation, as the newly formed islands were a treasure to science.

In the summer of 2040, a man attempted to claim a homestead in the Far West chain, setting up a camp amongst the volcanic rocks. He was removed before the end of the year.

Other animals began colonizing the island as larger plant life took root. The sea around the island, once a barren waste from the heat produced in its formation, cooled enough for fish to live there again.

2041-2044: The Energy Crisis

The long-predicted Peak Oil Crisis finally occurred, and worldwide oil production dropped slowly but steadily. The price of oil shot through the roof, and most energy corporations were forced to merge or sell off their assets. By the end of 2044, there were only two multinational energy corporations left in the world, the American-based Standard Energy and its sole competitor, British Alternative.

Standard Energy led the market and met demand with cutthroat and only technically legal business practices, while British Alternative peddled renewable but inefficient energy. Worldwide crop yields dropped as fertilizers became scarce and harvesting and transporting goods became more expensive. The exports from the United Pacific and their naturally bountiful volcanic soil re-invigorated their economy, reversing their economic crash, and eventually catapulting them into the G9..

2045: The Discovery of Gygravagnite

In 2043, a geologist named Locke Gravagne that had been part of a field team studying the FWA was found to have cancer, and it was quickly determined that he had received a massive dose of radiation. Over the next two years, investigation led to samples he had taken from the FWA, and then to the islands themselves. A novel mineral, highly radioactive but otherwise superficially indistinguishable from jasper was found and named Gygravagnite after the "lucky" geologist whose illness had led to its discovery.

Field studies found that the majority of islands in the archipelago contained the mineral in negligible quantities, similar in its distribution to that of rare gemstones. However, the largest island, that of Neo Easter II directly over the center of the magma upwelling, had a motherlode of Gygravagnite.

Studies on the mineral determined that it had many strange qualities. It had extreme durability and heat resistance, but more importantly, it showed great potential as an energy source. Minute changes to its environment led to vastly differing outputs of radiation, with seemingly no drop off or half-life. The laws of conservation of energy did not seem to apply to Gygravagnite.

In November of 2045, the laboratories researching the mineral on-site on the FWA were destroyed in a massive explosion along with the small island they had been located on. Satellite imaging showed a fireball over 40 kilometers in radius, along with a massive gamma ray burst. Continuation of the research was called into question, and information on the incident was suppressed.

The destruction of the first Gygravagnite laboratories is almost universally thought to have been the result of scientists making a tragic mistake with materials they did not yet fully understand. While the lists of tests scheduled for that day doesn't reveal anything dangerous, it's possible that research was being kept off the records – or as some suggest, that the lab was destroyed on purpose, by a nuclear device.

Reports that some of the scientists were seen later in other countries are unsubstantiated, though later Gygravagnite research in some nations seemed unusually developed for programs starting from near-scratch. Conspiracy theorists still hold to this day that the official listing of casualties is fabricated, and that a multitude of professionals from all kinds of fields have gone missing as well.



2046-2050: Infinite Power

With huge amounts of funding from the UN, British Alternative undertook the Unendlich Plan, a dedicated attempt to harness the power of Gygravagnite's variable radiation level as a power source. After four years and several accidents (including one major accident that led to a release of radiation in a populated area), a series of specific methods were hashed out to make use of the mineral's properties.

Gygravagnite's natural state was named as Type R (apparently for 'Room Temperature,' though the variables involved consist of far more than that). In addition to its radioactivity and toughness, it was unstable, and would slowly self-replicate and reconstruct itself around olivine and similar minerals. A second form, Type Y, was produced after considerable UV irradiation proved to restructure its crystal matrices. 'Type Y Gygravagnite, a pale yellow, translucent material with physical qualities akin to glass, was found to act as a superconductor at virtually all temperatures. Lastly, Gygravagnite Type W was made by dissolving the crystals in mercury. It had somewhat non-Newtonian properties and would harden under stress to levels vastly superior to even Type R's considerable durability.

After the properties of modified Gygravagnite were published, British Alternative's net worth quickly exceeded that of Standard Energy. The UNESCO ban on disturbance of the FWA was lifted in the closing months of 2050. The word 'Gygravagnite' entered colloquial parlance, and is shortened to '3G', 'Element G' or simply 'Gygs'.

2051-2054: The 3G Revolution

Under total secrecy, a colossal chunk of Gygravagnite was transported to American shores by the Pacific Fleet, ultimately destined for Boston. Later in the year, Standard Energy set up its own research labs, funded by the US Government to match British Alternative's lead. Under the banner of subsidiary companies, Standard Energy invested in "Reconstruction Effort" mining colonies around the Far West Archipelago.

The United Pacific was more than willing to provide cheap labor for the mining colonies, provided that the mining groups signed off on rights of First Refusal - a double maneuver which infused its economy with new life. The material proved easy to mine and vast quantities of the mineral were removed from the volcanic rock of the islands. With the people of the world desperate for a new energy source and Gygravagnite able to provide until-then unparalleled power, it became the nucleus of a new industrial age. With room-temperature superconductors, light materials of a hardness higher than 15 in the Mohs scale, and near-infinite supplies of power, once-unthinkable applications of science soon became reality.

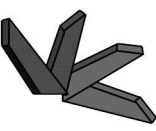
At the end of 2054, the UN announced Project Helios. Its purpose was to build an orbital elevator system to combat the world's overpopulation and expand the frontiers of humanity to the stars, with the ideal construction point being on one of the Far West islands. Plans were drawn up to enable the mining of asteroids, and Project Helios was approved by nearly every country with presence in the UN. British Alternative scheduled construction to begin in June of 2055, and expected to take ten years. As an oddly appropriate footnote to this resurgence of optimism and hope for the future, earthquakes worldwide receded in occurrence and magnitude.

2055-2058: The New World Government

Terrorism quickly became the main opponent of Project Helios. In just half a year, almost a dozen attempts were made to undermine the project from the inside or destroy it from without. The attacks came from all quarters, with groups varying from religious fanatics to ecoterrorists. Several of the attempts are thought to originate from Standard Energy, but the connections were never proven strongly enough to bring them to justice.

At around this time, a serious political movement towards a single world government emerged and began making its push in the UN. After two years of debate, the motion finally passed, despite the protests of many smaller entities. The UN was given stronger powers over sovereign nations and restructured as the United Earth Federation, with the purpose of protecting humanity's better interests above any single nation or government, losing its conciliatory role. North America, the United Pacific, and the European Union quickly became the UEF's major players due to their efforts in Project Helios and the Unendlich Plan.

Standard Energy's own research into Gygravagnite resulted in the creation of an all-purpose kinetic pod in 2056, able to manipulate kinetic energy to use as a propulsor or even a crude shield against projectiles. This is adapted into military hardware, suitable for mounting on the then in-development powered armor being designed by DARPA. Under extremely favorable conditions, the armor was capable of deflecting a 15mm round, and was able to achieve maglev flight under its own power. This marked the beginning of modern warfare in the same way the first crude tanks in World War I marked the beginning of the first age of mechanized war.





2059-2062: Intelligent Weapons

In 2059, the first “true” AI was developed in Japan as part of the Unendlich Plan. Gygravagnite was an integral part of its design, which used perfect crystals of the element as its central chips to isolate the miniaturized quantum computers from external factors. The first prototype models proved capable of basic sapience, though it was only competent at performing the simplest of tasks and had to be taught via programming in a process akin to training an animal. Yet, they were more than advanced enough to replace humans in dangerous working environments.

After proving its worth in the dangerous Gygravagnite mines, the advanced robotics base became a staple of consumer technology. By 2062, the UEF deployed AI-driven military drones under the codename of BOARD -Broad Operations Assessment and Reaction Devices- and these intelligent, automated, mobile weapons quelled terrorist cells that threatened the orbital elevator, captured and detained survivors for shipment to prisons in the darkest corners of the Earth.

The head of the Japanese AI project resigned when he learned the military was using his designs to kill, and retired to work on his own projects. Ironically enough, he would later uncover the secret to nanotechnology, which would see similar ends. The UEF Headquarters was moved from New York City to Boston at the behest of Standard Energy, in return for supplying the UEF with advanced weapons and armor.

2063-2064: The New Frontier

As the Helios Tether space elevator neared completion, the UEF launched automated drones towards Lagrange 1 and the asteroid 6 Hebe, chosen for its orbit which would allow deliveries into Earth-crossing orbits. Construction began on the first space colony in 2063, as raw material was streamed in from the asteroid belt. Working tirelessly, the drones completed the space colony before the first day of 2064.

This first space colony had a habitable area of over two hundred square kilometers and, with regular deliveries of volatiles from the asteroid belt and its automated miners, was designed to be able to function as a completely independent city-state, not relying on the Earth for supplies aside from seeds to start growing crops and people to live there. The wealthy and influential leave Earth for the colony and the eleven more that are constructed after the first are a success. The elite of humanity begin to govern the world from the literal heavens.

The Unendlich Plan bore fruit once more at the end of this period, when a pair of Russian scientists devised a way to cause a controlled degeneracy chain using fractured Gygravagnite crystals. The energy released allowed for launching a particle beam of immense destructive power without need of an unwieldy particle accelerator, making it practical for use as a weapon. Though the UEF officially had no enemies to use it against, it quickly adopted these “Beam Weapons” and ordered Standard Energy to refine it, much to the chagrin of the pacifists within their ranks.

2064-2070: Anxiety in the Far West

The Far West Archipelago flourished thanks to hard work of its colonists, Gygravagnite mines, the UEF’s support, and Project Helios. By now the islands resembled the rest of the United Pacific area, though some islands and stretches of land remained too radioactive for human habitation. Unfortunately, some of these areas were inevitably near high concentrations of raw Element G and therefore dangerous for long-term health.

Rumors spread among the FWA citizens about strange creatures roaming in the most barren and radiation-filled areas of land. Most people dismissed these rumors as just tall tales, mistaking mutated or diseased animals as something more sinister. Eight miners disappeared under mysterious circumstances during this time period and thirteen more were hospitalized after demonstrating irreparable mental instability, but nothing official was ever said on the matter. Investigations were discouraged as conditions in the mines were often in violation of international labor laws already, and refineries were working under unsafe conditions to meet costs, often dumping waste into the ocean or simply burying it in shallow pits.

While officially, the existence of the Far West Cryptids is denied, the locals can tell you a lot of stories about them, and will gladly sell you all sorts of merchandise if you’re interested. Over the years inhabitants and tourists alike have claimed sightings of everything from giant bugs and animate vegetation, to strange, humanoid things that defy any easy description

They might be mutated local wildlife, as some officials have suggested, or they could be something more menacing. One local man claims he broke open a rock and something indescribable and terrible was sealed right there the stone, flying away after he cracked it open. These and other anecdotes point towards the Cryptids somehow being a natural part of the island, assuming they exist at all.

2071-2075: The Solar Space Alliance

As the class division between those on Earth and in space grew, unrest rose on Earth as many felt that the policies being enacted by the UEF were favoring the privileged minority that had left for the space colonies. These Colonials had a vastly disproportionate influence on the UEF, and a spreading popular movement called for them to lose their grip on the Earth, pejoratively dubbing them 'Spacenoids'.

With great reluctance, the colonies withdrew from the UEF and formed their own governmental body, the Solar Space Alliance (SSA). Over several years, they completely severed political ties from the Earth and functioned as truly independent nations. Some trade continued, since there were many crops that did not grow well in space and the Earth was willing to pay a high price for rare earth metals easily mined in asteroids.

After a twenty year wait, the UEF's 'seed mines' of self-replicating Gygravagnite Type-R failed to bear worthwhile fruit. The resulting harvest was comparable to a year's worth of hard labor and further attempts are deemed a waste of perfectly useable resources. The SSA continued research on the conditions required to turn Type-R into a proverbial hen of golden eggs, despite owning a fair amount of Gygravagnite mines on Earth. Thusly, in 2075, the SSA constructed the largest Type-R seed mine to date on the moon for this purpose.

2076-2079: The Sun, Moon and Stars

As negotiations for Gygravagnite mining colonies increased in tension – many on Earth believed that the Colonies were trying to grab a larger piece of the pie than they were entitled to – the SSA used their stores of automated workers to mine various moons in the solar system in search of alternative energy sources while waiting for their Type-R colonies to bloom.

Internal conflicts within the UEF led to various "leaks" of bizarre occurrences and strange hazards at major Gygravagnite plants across the globe. Standard Energy and British Alternative continued their battle with disinformation and corporate sabotage. As a result of the increasing tension and the proliferation of 'accidents,' Gygravagnite research and the Unendlich Plan were divided into three major projects with increased oversight. Projects Sonne, Mond, and Sterne continued the research on Gygravagnite weaponry, vehicles, and AI respectively.

2080-2085: The New Cold War

In early April of 2083, the central Gygravagnite refinery in the United Pacific suffered a terrible accident and was lost in a massive explosion. Radioactive fallout spread over much of South America, leading to major comparisons with the Chernobyl tragedy, especially in the wake of a tragic rise in stillbirths and terrible birth defects. Public opinion of the UEF plummeted after this so-called Neo Easter II Incident.

The UEF managed to keep control of Projects Sonne, Mond, and Sterne through the crisis, though rumors of sabotage and betrayal from within abounded after the SSA unveiled and demonstrated its new all-terrain Gygravagnite powered AI war machine, developed from their more advanced and mature automated worker drones. Many suspect the SSA's new war machine to have been designed and developed by the AIs themselves.

While there are no formal declarations of hostilities, both the SSA and the UEF made unfriendly overtures towards one another, and embassies on both sides were closed. Both sides began broadcasting propaganda that informed their citizens that the other side was strangling them and preventing them from accessing resources that they desperately needed to survive. The UEF claimed the SSA had control of greater Gygravagnite supplies than they needed and tried to keep them underdeveloped, while the SSA decried the UEF and said their limiting of raw materials was putting a bottleneck on the SSA economy and endangering the very future of mankind. It is no surprise then, that comparisons to the Cold War of the previous century were in no short supply throughout the early to mid 80's.





2086-2090: Alien Subjugation

The heads of Projects Sonne, Mond, and Sterne suddenly vanished along with their best staff during 2086, leaving no traces of their research other than vague notes and oral records about “General Enforcement Anthropomorphic Robots” or “Gears”. Their disappearance was at first thought to be an act of the SSA, and nearly sparked a war then and there.

Before any shots are fired, a single enormous spaceship of clearly Alien nature arrived from an unknown origin point and began approaching the Earth sphere. Though initially humanity was ecstatic, attempts at making contact with the aliens failed, and marvel turned to worry when course projections place the ship on a collision course with three space colonies, due in a single day's time - not enough to move out of the way, let alone relocate the citizens.

Inevitably, the ship intersected the colonies in its direct path, destroying them and ending the lives of all that failed to evacuate, while the unharmed craft continued to head towards the Earth itself. The SSA treats this as an act of aggression and opens fire on the Aliens. After the ship retaliated two of the ten space colonies were left open to vacuum and the others damaged, some beyond repair. What is later called the Battle of the 23 Hours ended when the Aliens destroyed the SSA headquarters, leaving all but one cluster of colonies in ruins. Nine out of ten colonists perished that day.

In short order, the spaceship landed over the epicenter of the Neo Easter II Incident and from there made demands to negotiate with the UEF, using messages broadcast in every major language on Earth. The entity or entities in the ship remained nameless, refusing to identify themselves. Ambassadors of the UEF are taken into the ship at an arranged time and some form of peace with what they call “The Outsiders” was agreed upon, though exactly what the agreements or deals were remain top secret to this day.

After completing negotiations, the UEF exercised its power over the Earth with an iron fist, forcing civilians to relocate into “safe” zones where the UEF could control and direct their lives so as not to interfere with The Outsiders. To this end, they used leftovers from the vanished Sonne, Mond, and Sterne projects to create their own Gear Armed Forces (GAF), filling in the gaps of their knowledge and research with what was obviously alien technology.

The UEF's Deal

While no one outside of the very top of the UEF knows the exact details of their dealings with The Outsiders, it's clear that the Deal isn't one that benefits most of humanity. The UEF stopped supplying Element G to most of the world and implemented harsh crackdowns on anyone who thinks of standing up against the Outsiders. In the years since it has been suggested that the upper echelons of the UEF aren't really human anymore at all. Some say that humans are just being kept alive as slaves or food or some kind of sick entertainment for the aliens.

What is certain is that the UEF is getting plenty of alien technology in exchange for serving their alien masters. Perhaps they learned something inside that ship that makes them think this is the best they can do for humanity. Perhaps they're greedy. Or perhaps the Outsiders are really trying to help humanity as best they can, with alien logic we can't grasp. Regardless of their reasoning, this decision took over the colonization of America as the single biggest tipping point in history.

2091: The Rebellion

Even the Safe Zones proved far from exactly safe. Giant Outsiders occasionally wandered away from their base over the old Neo Easter II site and terrorized the populace outside the government protected areas in the FWA before retreating back whence they came. Their purposes and motivations are still unknown, though they always leave a trail of destruction and dead behind them.

A resistance movement called the Revolutionary United Front formed within the North-Eastern American safe zone, and soon surged into open revolt against the UEF. A symbol of defiance against the GAF and Alien threat, the RUF fights back against them with their own superior brand of Gears. The technology of the RUF Gears appeared to have come from the vanished Sonne, Mond, and Sterne projects, entirely human and home-grown. In some ways, it was even more advanced than what the UEF itself employed.



2095: The Repulsion Line

In 2095, guerrillas on the Far West island of Hiryu enjoyed their first victory against The Outsiders as they repelled one of the giant aliens from their city with their home-made one-of-a-kind Gears. While this was their first victory, it was far from their last, and their determination to fight quickly showed itself as their island turned into a front-line Military City and a staging point against the Outsiders.

Despite attacks by more giant monsters, the fortress the locals had built, the Soaring Dragon Fortress, doesn't fall. To this day it is a symbol of humanity's ability to defeat the alien invaders. The UEF declared them all conspirators together with the SSA and traitors to the human race, endangering the treaties that the UEF said were for humanity's own good.

UEF propaganda portrayed the Outsiders as having come to protect us from the SSA, to repair the damage done to Neo Easter II, and to root out concentrations of Gygravagnite about to catastrophically destroy all around them. The Rebellion is mostly reported as an act of terrorism. Open actions against the Far West rebels by the UEF were and are uncommon, the UEF too busy quelling the resistance on its own soil, preferring to blockade and starve the rebelling areas out. Those rebels that were able to become self-sufficient continued the fight, while others fell and were quietly purged.

2099: The Cryptid Menace

In the mostly forgotten but not yet gone space colonies, the bizarre creatures known as the Far West Cryptids are sighted once more. Already reduced to a shadow of its former self, the SSA is struck by a rash of disappearances and mental illnesses. The emergence of this new possible threat, coupled with the UEF's iron-fisted suppression of its own citizens, led the remaining space colonies to institute a media blackout, in effect finalizing their severance from the rest of the Earth sphere.

A new conflict in Lagrange 2 began against this new spaceborn threat, far away from where the UEF could enforce its laws, and apparently outside the influence of the Outsiders as well. The colonies' Clarke Foundation and its Gears were and are the only ones able to neutralize and put a stop to the Cryptids for good.

The SSA formally outlawed all trading with Earth, even trade in Gygravagnite, and cut off contact with the Earth officially in its entirety. Several of the most badly-damaged space colonies are left empty and adrift as the SSA centralizes its population. Rumors persisted of massive warships being built in the asteroid belt and preparations made to move a large part of the SSA's remaining population, if not the entirety of it.

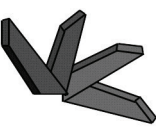
2100: The World as it Stands

Present Day. Present Time. The Earth sphere is engulfed in the flames of war in at least three separate, yet related conflicts. Who will be the victor? Is there a deeper truth behind this conflict? Is there another way? That is for you to decide.

Battle Century G conveys some rather pessimistic views of humanity, but it mostly just asks "Why?" and does not explore potential answers. At its heart, science fiction is about how technological advances affect humanity and make people show some of their darkest sides. Mecha fiction has always revolved around similar themes, at least superficially.

With that said, the focus of Battle Century G is giant robot action, not philosophy or psychology, and certainly not history. You are free to explore these issues as much as you want to, or you can just ignore them and beat up some monsters or bad guys and call it a day. Likewise, all these fascinating advances in various fields of science are presented as plot devices at best and handwaving at worst so that you may focus on the characters without them getting in the way.

The information in these pages is packed very tight but it leaves the specifics of many events somewhat vague and only implies a few answers through rumors and speculation. This is to give you more room to make up your own ideas without having to worry too much about causing a domino effect where suddenly nothing makes sense anymore. If there is an aspect of the setting that you hesitate to use or want to replace with an even better idea you had on your own, please do it, it will definitely be more fun for you that way.



Society has come a long way since the early twenty-first century, and advancements since then are taken for granted a hundred years later. The current state of the world is not anywhere near idyllic, but many still remember the years gone by when the future of humanity looked bright – at least if you were from the first world. But times have changed.

It used to be that life expectancy averaged to 90 years in many countries - including the space colonies – due in no small part to the application of nanomachines to the field of medicine. Though many disliked the notion at first, it eventually caught on and soon enough virtually every injury or illness could be healed – if you could afford it.

The advancements in AI and robotics propelled industrialization to new heights, making it possible for a handful of technicians to do the work of a hundred – enabling those who still relied on manpower to devalue it even further. No AI with an intelligence quotient greater than that of a small mammal was officially created. Some say that we never quite learned enough about cognitive development to get there, while others say this was simply a precaution.

The arts were one of the few areas where the rudimentary brains of the AI workforce couldn't replace human talent. In a society without much work to do and plenty of resources to spare, many turned to their 'artistic calling' to make ends meet. Transhumanist themes were common, albeit mostly superficially and catering to the philosophies of the rich and influential, who consumed them voraciously.

As part of the ongoing globalization process, English was adopted as a secondary Language worldwide and across the colonies, while immigration laws in most countries recessed in strictness to fluent speakers. This was far from being strictly a benign development though, as it forced those who could not afford proper education at an early age to compete with each other even more, while also competing with the AI drones for who could work cheaper.

Space represented the future for many, and indeed, for many years launching for the Colonies was much like sailing for America in past centuries to the eyes of the hopeful. The colonies themselves would be happy to oblige these delusions, for they always saw themselves as more humanitarian than their counterparts, keeping as workforce those they favored and relegating the rest to their various mining colonies and a lonely future as part of a skeleton crew.

But hope and ambition were not the sole reason people wanted to go into space; Mother Earth was growing old and its children continued to make a mess of the house. Projects Sonne, Mond and Sterne were as much about saving the Earth from ecological collapse as they were about weaponizing Gygravagnite – it is too bad the Outsiders had to plunge humanity into conflict once more.

Do not be fooled into thinking that the world was peaceful before then, though. Certainly not everyone saw eye to eye with the UEF's policies and many were the forms these tensions took: From the countries that isolated themselves to those that joined but continued their bitter feuds with its neighbors – all kept out of the eyes of the mainstream media and the privileged populace's everyday lives. History did not repeat itself, it continued.

So you want to actually deal with currency as a thing to manage, more power to you. There are no hard rules for the earning and use of money, but we do have a general guideline that should help in eyeballing prices and converting coinage from modern standards or between factions.

The UEF created their own coin as part of their separation from the SSA – who did the same– the Universal Reserve Notes (or simply 'Notes', though some hardliners like to call them 'Universals') are still used to this day in addition to whichever remains of local currency survive. The SSA's preferred medium of exchange these days is the Nobel, which is split into units measured in Centinobels and Decinobels. Hiryu chose to eschew either coinage entirely, and within its borders one primarily deals with the Kurogane, Hagane and Shirogane.

One Universal Reserve Note equals one American Dollar. One Nobel equals five Notes. One Kurogane equals a hundredth of a Note, one Shirogane equals a tenth of a Note, and one Hagane equals a Note.

Remember, however, that Verne no longer deals with Earthlings (officially, at least) so this is more a representation of how it used to be between the UEF and the SSA. Hiryu coins have no value outside of it – hence their much lower exchange rate when compared to Notes.

Sonne, Mond and Sterne

One of the greatest mysteries of the new century is what actually happened to the heads of the Project meant to reap the rewards of Gygravagnite, the reasons behind their disappearance, of what they left behind, what they took with themselves, and of the destinies they met. Investigations both public and private point in several directions, the most popular theory being a cooperative defection to the Space Colonies. Some speculate that they are behind the Guerillas and their superior technology, yet others like to believe they are the creators of the Outsiders themselves.

The truth may never be known, but one thing is for certain: Their individual projects all proved successful and that can be seen everywhere today, from everyday appliances to the world's most impressive battle machine: the Gears.

Originally an acronym for 'General Enforcement Anthropomorphic Robot,' it took less than a year for the acronym to supplant the real name. This general-use weapon has defeated the ancient adage that 'all-purpose serves no purpose' in military design. Designers know that this is a lie, there is such a depth of variety in Gear models that it is basically cheating to count them all as a single type of machine. It is like pretending that a stealth bomber and destroyer warships are the very same thing.

However, Gears do have a stunning amount of similarities between themselves, unlike most other armoured vehicles of ages past. Gears tend to be obviously humanoid in nature, and can function just fine with only one driver at the helm, given the name of 'Meister' to differentiate them from the controllers of other mechanized weapons.

The main innovation that Gears brought with them was the Psychic AI Control or 'PsAICon' system, an interface built into the Gear's cockpit that reads the electric signature of the controller's neurons. An on-board AI then encrypts, processes and interprets the signals of what the user intended for the Gear to perform, and allows the various other mechanisms inside to handle said actions. The head section of the Gear usually acts as a middleman between these systems and the environment, usually packing most sensory equipment as well, as it was found that Meisters could operate the Gear more easily if it mimicked the human body's functions as much as possible.

Gears also implement a variety of 3G-based technology. Every Gear has a system of balancers that, when coupled with limited magnetic levitation capability, handles all stress to the limbs in the form of shock absorption – enabling giant machines to move at speeds that a land bound machine could rarely match in the past. Several miniature Gygravagnite reactors are placed alongside the joints instead of having of a single, greater engine, allowing for complex combinations of movements that automatically distribute all the power a limb could need, and producing bursts of levitating energy that can compensate for a missing leg – covering the most glaring weakness in giant bipeds.

Gears can do more than reproduce almost any human movement. Indeed, they are capable of feats and maneuvers far beyond the elasticity of any human. In addition, the PsAICon's reliance on computers means that they can be easily customized and reprogrammed to be 'taught' a variety of maneuvers as the Meister requires, and all the Meister has to do is train themselves to transmit the proper thought patterns to activate said techniques.

What these advances mean when looking at the big picture is that now every single soldier on a battlefield could perform to the full extent of their abilities without being limited by their physical bodies, being as resilient or speedy as necessary. And since Gears could adapt to virtually any kind of situation on the fly without having any 'natural predator' on the battlefield besides other Gears, they became the standard by which all future weapons would be judged.

Gears are, however, far from the perfect weapon. Gears are more complex to control than any prior warfighting vehicle, and the difficulty involved in training new Meisters ensures that no faction has more than several platoons' worth trained at any one time. Gears also require more resources to both produce and maintain than any other weapon to date. A Gear also cannot clear and hold a building, evacuate civilians in an orderly fashion or clear a tunnel network of insurgents. While the value of the infantryman has perhaps diminished, it has in no way been supplanted wholesale by Gears.

Due to the limited number of Meisters and costly maintenance of Gears, squadrons of Board vehicles controlled by a human overseer are the mainstay weapon of choice for practical purposes in the UEF's arsenal. What Gears excel at is at maximizing the potential and survivability of human soldiers, and since no automated drone from the UEF has -so far- managed to match human talent Gears will remain the undisputed kings of human warfare. Not even the sheer numbers of automated Boards armies match the performance of a well-oiled GAF platoon.

Work still continues on Gears by every faction in the Earth Sphere to ensure superiority over their foes. New models of Gears can transform into non-humanoid forms and some have a strange living organism within the frame. Often these changes stray far enough from the baseline that designers question the use of a unifying name for them all.



Virtually every Gear has the CQC System, apparently a joke placeholder name that carried all the way through its development cycle. The Gear's hands are made as human-like as possible and the PsAICon is programmed to be responsive to even unconscious reflexive thought for them. This would prove to be a terrible idea in any other area of the body - the human form is simply too different from most Gears' - but, when applied correctly, it allows anyone with a knowledge of hand to hand combat to effectively make use of that expertise. A variety of giant cold weapons devised as a cost-efficient last resort weapon combo with the CQC System, for those times when there's no other reasonable option than to use a knife during a gunfight.

When compared to most other Gear-class weapons, firearms are cheap to produce and easy to use, making them more of an afterthought to ensure a Gear always has an all-range weapon than anything else. Despite this, they are not to be underestimated; Many skirmishes have been decided not by who had the flashiest weaponry but by who was able to wear down their enemy the best, and firearms excel at that. Some of the more popular firearms include 120mm railguns and the monstrous 1200mm trans-horizontal cannons, while the lower tier fully-automatic, mounted 36mm vulcans fill a somewhat more niche role as weapons designed to lay covering fire and exploit holes in enemy defenses rather than pure implements of destruction.

Beam weapons are miniaturized versions of the first degeneracy particle beam cannons. With a simple pull of a trigger, a number of unstable, contained Gygs crystals expel their energy in a straight, linear path of pure destruction. This is mostly seen in the common-use Beam Rifles fielded by most Gears across North America, but multiple variations have been developed, from larger, more punitive cannons to the so called "Beam Saber". A beam saber discharges a minuscule amount of constant, highly focused energy making use of a minimal amount of Type Y around the edges to contain it from dispersing too much. Obtaining maximum efficiency at minimum cost, the effective range of the weapon is its only real limiting factor. The use of Type Y to help form the blade means that a skilled user can use his own beam saber to block another, and the resulting fencing matches with luminous blades are quite the sight to behold.

Gygravagnite Type-G

The key to the guerrilla's more advanced equipment and their (relative) success over their foes lies in their discovery of the fourth refinement of Gygravagnite. Achieved by a process that is said to have only been successfully finished once and is clouded in the most absolute secrecy, this gaseous state of Element G is only visible when in obscenely large quantities. Resembling bright green dust, Type-G is rather hazardous; its particles possess extremely violent repulsive forces, tearing apart any material that comes into contact with it.

The only Type-G reactor in current existence is assigned to the Guerillas' Wagner, the first flying battleship. The Wagner uses Type-G for its 'Antigravity' system, manipulating Type-G particles magnetically to keep them contained within Buoyancy Pods. These Pods are milk carton-sized and contain minimal amounts of Type-G, but are present in great quantity, so that if any of them were to be compromised the Gear (and its vicinity) wouldn't annihilate 'too much' of the surrounding area. A multitude of smaller and imperfect Type-G devices produced are being regularly put to military use by the Hiryu.

Type G naturally repels its environment and even *other Type G particles* very strongly, which creates an effect similar to that of the vacuum of space, or lack of gravity. The research team at the Soaring Dragon Fortress developed a method to make an even stronger network of Buoyancy Pods by altering the basic composition of Type-G further, likely using the exotic materials that are part of an Outsider's makeup. They succeeded in creating a miniaturized system with apparently negative weight, lowering the effective weight of Gears significantly due to buoyancy, and enabling them to perform insane feats of acrobatics and sustained flight. Enough pods can make escaping the Earth's gravity viable with even simple jet engines, and many believe the Wagner is capable of doing so.

The second known use of this technology is the "Gravagne Field." It consists of a limited supply of Type-G kept contained by a strong magnetic field in the form of a barrier around a Gear, violently exploding at anything that tries to break past it with a series of green bursts. This annihilates -or at least drastically weakens- anything that tries to break past it. The power required to keep the barrier intact even just a few meters from the Gear's own frame uses up truly ludicrous amounts of energy.

The Gravagne Field requires conscious thought to control and has very limited range. An offensive use of a Gravagne Field would require one to either do away with the safety systems that make the use of Type-G safe in the first place. That means you would not only be making your opponent suffer a fiery, green demise... You could accidentally end up destroying yourself while at it. This has not stopped Hiryu from developing weapons with that idea in mind, though.





The Game's Three Scenarios

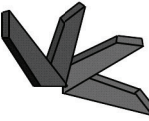
The world of Battle Century G is big and you can play in and run many different kinds of games with it. To give it some focus, the rest of this chapter will divide the world into three scenarios named after the factions that PCs can belong to: The Soaring Dragon Fortress, the Mobile Battleship Wagner, and the Clarke Foundation. Each of these has a distinctive feel and tone to it, with its own particular Mecha on either side of the conflict.

For each of the three Scenarios you have five pages detailing important information about the faction itself. You'll get to know about where it sits in the world, the kind of people who staff it, the enemies they fight and how they get along with civilians. This should give you a good idea of the kinds of characters that would fit in a game using the chosen scenario, adventures to expect and even how difficult it will be to emerge victorious in combat.

You and your group should feel free to change as much of the information in the next pages as suits your style. If you'd like to make the Wagner a submarine instead of an airship I'm not going to tell you that you're playing the game wrong. The individual GM is also going to have to think of some answers to the greater mysteries of the world, because there aren't any confirmed answers in this chapter. All scenarios also have their own series of rumors at the bottom of each page to spark cool ideas, and even some suggestions about how to use them, but that's as far as they go.

With all that said, you could also use this as a springboard to develop other parts of the world you're more interested in. Maybe you don't like these three factions and want to create your own band of freedom fighters based in Australia, or make a story about a group of humans trying to escape from the Outsiders in a giant starship, or you could stage a game within the ranks of the UEF trying to change the system from the inside. The only limit is your imagination, and how much effort you want to put into your own ideas.

And if you want to craft your own game scenarios using an entirely different world, there's some advice for you at the end of this chapter too.





The Soaring Dragon Fortress



Geography

An alliance. A nation. A symbol of humanity's ability to stand against even impossible odds. Hiryu is all of these things and more. The island of Hiryu is famous for its dragon-shaped fortress, facing eastward. It is a densely populated island; 339 square kilometers holding a city of over three million and growing. Hiryu's status as being radiation and UEF-free has made it the center of activity and hope for Oceania and the rest of the world. This is because Hiryu island is more than just a booming population center. It's also the front line in the war against the Outsiders. The island was due to be abandoned by the UEF after repeated incursions made it clear that the Outsiders were not going to honor its designation as the safe area 'Zone 83'. Plans were made to relocate the citizens of Hiryu Island -the Hiryujin- to various other locations, splitting them up to safe zones in North America and Europe, but the UEF's plans went awry when the locals refused to cooperate.

Guerrillas turned public opinion against the UEF, stirring up feelings of patriotism and pride in the Hiryujin. Starting as a simple resistance against the UEF's harsh resettlement plans, the rebel forces grew in strength and importance. After managing to force a UEF team back by sheer hard work and guts in a very publicly televised scuffle, the house of cards that was the UEF's authority over Hiryu fell apart. It was checkmate for the relocation plans. The UEF was forced to retreat from the island and has never managed to gain a foothold there again.

The Soaring Dragon Fortress is the most well-known landmark of Hiryu, and is what almost anyone from outside will think of first when they hear the name. Carved into the top of Mount Barou, the Fortress was built over the former local military headquarters of the UEF, though it's unlikely they'd recognize it at this point.

Mount Barou itself holds a prominent place in the young mythology and geography of the island. It reaches a kilometer and a half into the sky, and is one of the few places on the island untouched by industrialization. Civilian structures are not allowed within the base perimeter, with the single exception of the Barou Shrine. Built at the base of the mountain, the Barou Shrine is the largest temple on the island, from which the Priestess is said to communicate with the patron spirit of the island directly.

The remainder of the main island is urbanized to a high degree. There are fewer tall buildings than in many other cities, with a large amount of underground construction. Most large buildings house shelters for public use, in case of an attack or dangerous weather, something not uncommon during the rainy season.

Because Outsiders are known to wander around locations with large quantities of Element G, the SDF has deployed a hundred separate mobile beacons around the island to send out waves of distracting energy in every spectrum the Outsiders can detect. These pulsating waves of energy distract and confuse any Outsiders that pass near the island. Their effect is said to be like having several spotlights shining in your face at once. This barrage is intended to hold the Outsiders' attention long enough until the defense lines on the coasts of Hiryu can meet them.

Hiryu is home to a fair variety of imported flora and fauna, with Mount Barou as the only undeveloped part of the island, hosting the only real native life there, mostly lichen with some hardy, small shrubs and grass. Some forms of insects and other small animals have taken residence there, but they are mostly things humans brought with them without knowing. Rats and rabbits have done well for themselves, though they seem oddly intelligent and hard to remove.

* The shrine on Mount Barou is more important than it seems. The island's defenders are trained to prioritize defending it over the rest of the city. Whatever the spirit of the island really is - a tame Outsider, a super prototype Gear, the mother of all Cryptids - it's the entire reason Hiryu exists today.

* An underwater network connects the Soaring Dragon Fortress with most of the Far West Archipelago, including a direct pathway to the area right under the orbital elevator.

* The rest of the Far West Archipelago isn't under UEF control either, they just refuse to communicate back to Hiryu for whatever reason. Men and women sent to investigate have universally failed to return. Some believe the islands are under direct Outsider control and that any inhabitants there are used to produce the Outsiders' robotic attendants. Others think that the people there have discarded all of their Element G based technology and have been enjoying a peaceful lifestyle ever since the UEF turned tail.



Culture

Hiryu has a history of democratically elected leaders, though during the UEF's reign over the island, free elections were suspended 'for the duration of the current crisis.' After the rebellion, there was fear that one charismatic leader or another would make himself into a dictator, but the fears appear to have been for naught. The democratic process was reinstated almost immediately after the UEF was removed and Hiryu regained its self-rule.

Despite the support of its people, though, the free government of Hiryu seems to have only limited power in many ways. The President and Hiryu's Diet answer to powerful outside interests, and the reality of the situation is that Hiryu would not remain standing today without this aid from outside. Support for the resistance comes in the form of money, technology, and manpower. The true origins of this support are unknown (though the popular belief is that the Chinese mafia is the main benefactor of the island). The true agenda of these outside supporters is also unknown, though the number of reasons someone might want to strike a blow against the UEF or the Outsiders is nearly infinite.

The Dragon City of Hiryu is almost a model of self-sufficiency. Almost every household has a hand in the production of food; a necessity given the small growing area available to the island and the difficulty of bringing in produce. Victory gardens can be found almost anywhere one looks, ranging from a few vegetables in windowsill planters to the extensive rooftop gardens that top the largest buildings. A thriving fishing industry exists along the island's coasts, and most residents eat fish multiple times every week.

Due to UEF interference, all of Hiryu's trading with the outside is illegal. The island requires outside goods, especially finished or manufactured products, to satisfy demand and keep the war effort moving. However, as everything must be done through smuggling and the black market, the price of goods from the outside is extremely expensive. The local currencies of Hiryu are nearly worthless on the world market, and the island is still haunted by the ghosts of past natural disasters and the current war looming overhead. It's no surprise, then, that Hiryu culture has developed into one of unity and perseverance in the face of danger.

Hiryu is a fusion of several cultures that were forced to band together to survive against the harsh world, each desperately clinging to their own identities in an age when globalization was erasing borders and cultural uniqueness. As the population center of the Far West Archipelago and a statement of humanity's resolve to fight against tyranny and invasion, Hiryu emphasizes how wildly different traits and people can learn to cooperate for the sake of the greater good. The merging of cultures has led to unique architecture and food, driven as much by necessities and scarcity as by anything else.

There is little crime on the island, with official reports putting the total crime rate per capita at just above 25 for every 1000 inhabitants and almost no substantial violent crime. However, it's estimated the real crime rate is much higher, perhaps twice that number or more, and that most crimes simply aren't reported. The two predominant ethnicities in Hiryu are Japanese and Oceanic. Despite the names, the Japanese are a minority on the island – they arrived on the island first, and consequently were the first to name it and its features. The Australians and Polynesians likely would have gotten that privilege, except the Japanese received UN support that the others did not, something some are still bitter about.

The Japanese make up slightly less than thirty percent of the population, while other Pacific Islanders make up a significantly larger part at just over forty percent. The remainder of the island's population is mostly of mixed origin, with the percentage expected to rise in the coming years. There are only a few Caucasians or Africans in the population, as travel is heavily restricted (and illegal) and there simply weren't many on the island before the disaster that was the Outsider invasion. Despite all their troubles, the day to day life of the typical Hiryujin is different - and better – from that of civilians in the UEF's Safe Zones and much more like what life was like pre-Outsider contact. The Hiryujin are proud to be able to maintain that lifestyle despite shortages, war, and the constant threat of annihilation by aliens or the UEF, who most see as being little more than tools of the Outsiders.

* The materials that the island needs for its research are hard to obtain, but easily manufactured in space. Coincidentally, the UEF has also been having problems keeping satellite surveillance on the island.

* The island can't possibly support its massive population with its restricted imports and small farming area. The secret behind this self-sufficiency is a series of farms buried deep underground that produce large amounts of basic proteins, which are formed into a lot of the food people eat. The protein ends up, thanks to processing techniques, indistinguishable from meat or some types of vegetable. What it starts out as, though, is a state secret.

* The president and Diet are merely figureheads for the real rulers of the island, a small group of Outsiders who have rebelled from the main group of aliens and sided with humanity, as the source of their advanced knowledge and technology.



Religion

Over the last half-century, the religious practices of the Hiruyujin blended and converged into one common ethos unique to the island, and appropriately known both on and off the island simply as the "Hiryu Religion". The religion has both monotheistic and animistic qualities owing to its parent religions, as well as ancestor-worship and a strong matriarchal tradition.

The focus of the religion is on two primary tenets - the strengthening of one's body, mind, and spirit; and the belief that all things have a spiritual embodiment. Body, mind, and spirit are empowered by the practice of martial arts, typically starting at a very early age. Monks serve as the primary teachers for the various martial arts, and there really is a variety to choose from- there isn't a bias towards one type of martial art or another. Wrestling, kendo, archery, mixed martial arts, and even sumo are all popular to similar degrees.

Many never take up martial arts or abandon it early, seeing them as a way to keep kids busy and maybe even keep them in shape. Even so, the majority of the island pay lip service and occasionally make token offerings at the temples during holy days, acknowledging the wisdom of the priestesses and monks.

On the more spiritual side of things, folks generally try to keep on good terms with the spirits. Those spirits that think well of them - generally those of one's ancestors - are believed to remain vigilant and watch over them. Many of the more traditional and conservative households have a small shrine dedicated to the family's ancestors. One can talk to the spirits with simple prayers, though for the most part there are no real totems involved, and shrines only serve as gathering places and a place to pray to ancestors.

The island, with its limited space, simply cannot afford to bury the dead. Cremation is the most common funeral rite on the island, though some families prefer burial at sea. The only memorial on the island is to those that have fallen in the war against the Outsiders, a massive concrete memorial that has names added to it once a year in a public ceremony. This serves as a time to remember and celebrate those who have given their lives in the service of freedom.

The general belief is that the spirits reply to prayers through visions seen in dreams and meditation, and more indirectly through acts of good fortune. It's common for most residents to blame good or bad luck on the spirits, and there's a strong belief in dream interpretation and prediction. Many children keep dream journals - and a few keep them all the way into adulthood.

The spiritual leaders in Hiryu are priestesses, exclusively women and the only ones who can communicate directly to the spirit of the World - which is something like God itself in the religion, all powerful and the source of all life. Priestesses choose their successors themselves, teaching them the most central and secret mysteries of the religion over many years until they are ready to take up the mantle.

Priestesses act as counsellors and mediators in their communities, which respect their insight and acuity. Their arbitration takes the place of what would end up going to court in many other nations, most willing to abide by their (generally quite fair) decisions. The male monks have a less celebrated but no less important role, taking care of the temples, working their farms and gardens to feed those who come in need of food and shelter and teaching martial arts, free of charge. The modest temple shrines get by mostly on donations and offerings made throughout the year.

* There's more to the spirit worship than meets the eye. There are coincidences and odd events that defy probability. Though no study has been done on it officially, it's clear that there's something unusual, perhaps supernatural, going on.

* Many elementary school teachers have their students write down their dreams as a regular assignment in class. While some might dismiss this as a simple way to get students writing something interesting to them, these assignments are handed over to government analysts for unknown purposes.

* A few years ago it was word in certain temples that a single, deranged man was inhabiting Mt. Barou, hidden even from the military. The man said he could hear the voice of a beast crying at the heart of the world, and that he has left civilization to dedicate himself to recording its mad yelps and moans.



Military

What is now the Hiryu Self Defense Force was formerly the Zone 83 UEF Peacekeeping Force, and as such continues to hold similar structures and ranks in its armed forces. However, due to its small numbers, it has become a unified force, rather than a branched and separated army, airforce or navy. Hiryu's cadets are trained to be as proficient in the use of firearms and vehicles as any army in the world, but they are also all trained to be experts at the art of swordsmanship. In particular, they are trained in a style developed by one of the island's greatest aces, a combination of the 'iai' and 'kendo' martial arts that seeks to cultivate the user's mind and spirit as well as to hone their skills at swordplay.

The Gears designed on Hiryu use a special type of motion-controls that make them move almost like living things. This makes them extremely easy for new Meisters to pick up, and the more physically fit the Meister is, the better the machines perform in combat. That this makes the machines more efficient in close combat is no accident - every shot that a Gear fires costs Hiryu precious resources and might cause irreparable harm to the surroundings.

Also strengthened with the help of the rebellion and their secret investors, the former GAF local military headquarters of Zone 83 was transformed into the Soaring Dragon Fortress. There, at the highest point of the great mountain, is the automated Direct-fire Intercepting Orbit-range System, 'Kuzuryusen.' Consisting of nine Type-R crystal clusters, the system conducts their energy into a central mega-particle cannon which fires with over fifty kilotopns of destructive power. Kuzuryusen has only been fired once to date, a test shot against a UEF spy satellite in low orbit. The tremendous power of the cannon not only vaporized the satellite but continued to clear a hole in Earth's orbital debris field, causing a shock that sent dozens of other satellites into unstable orbits, and led to a long night of shooting stars.

Multiple capacitors and energy regulation systems have been placed for use in emergency situations, should Hiryu ever see the need to defend itself with what is probably overkill - just one tenth of the Kuzuryusen's destructive power is destructive enough to take out multiple city blocks in one shot. In truth, Kuzuryusen is more of an extremely expensive deterrent to human attackers and can serve little purpose offensively in the war against the Outsiders. Use of the cannon on a firing trajectory that intersects the Earth would cause nuclear-level devastation, and its nature as a pure Gygravagnite weapon means that heavy particles and fallout would poison the land and sea almost irreparably for all future use. Use of the Kuzuryusen cannon requires direct authorization from the President himself, with his office assuming all responsibility for any damage it causes.

The main defense force of Soaring Dragon Fortress beyond its Anti-Outsider Squad is comprised of a plethora of homegrown HMR-01 'Karakuri' model Gears. Their main advantage over other Gears is that they are equipped with the Marionette System, allowing all of them to be controlled remotely with the precision of a real Meister at the helm. The Marionette System relies on vulnerable control stations that they cannot stray too far from - the densely complex command system and limited range of the Karakuri's onboard communications equipment restricts its actions to within a few kilometers of its central control station, which is none other than the Dragon Fortress itself.

Aside from the Karakuri Gears, the Soaring Dragon Fortress is of course home to various one-off models and prototypes built using experimental weapons and armor, with the implementation of Type-G technology being a local specialty. Many are simply too expensive, too specialized, or just too difficult to maintain to even consider entering them into mass production.

* The Soaring Dragon Fortress itself is a more dangerous piece of work than it seems. It's an enormous Outsider, captured, lobotomized, and reshaped into a fortress to hide its true nature. When the time is right, this enslaved Outsider and the Fortress with it will take off to the skies for a final decisive battle against the invaders.

* The Marionette System is based on uploaded human minds. The process was abandoned after it was found that the brain could only be scanned destructively, always resulting in the death of the person being scanned, but the fruits of that experiment continue to be borne out as the source material is copied again and again and again from the digital source code. The Karakuri Gears don't go out of control if they go beyond the range of their control station - they go insane.

* The Kuzuryusen cannon is being readied for another shot. The coordinates are seemingly empty space slightly above the orbital plane of the solar system. Not even meteorites seem to be there, but a lot of energy and manpower is being diverted to this operation.





The Enemy

Outsiders are creatures of astounding diverse forms and sizes, and most scientists think that there are a large number of Outsider species, though others think it's equally possible that the Outsiders are all members of one species - the differences might be some sort of incredible racial diversity, deliberate alteration of genomes, or other kind of augmentation. Possibly all three. They generally resemble a crystal or manufactured object more than any sort of living creature, but the rare humanoid or animalistic forms also exist, though they always keep a metallic or otherwise composite-like texture. Even the size of Outsiders has varied widely, from 10 meters tall to over a hundred.

Outsiders are made of a bizarre and exotic material known, quite appropriately, as Exotic Matter: They have negative mass. The study of this Exotic Matter is hampered by a nullification effect that occurs when it collides with normal matter. Unlike antimatter annihilation, nullification doesn't cause a large release of energy, though because of the conservation of momentum, it generates a kind of reactionless drive, and the Outsiders are believed to function primarily by using this effect as a kind of energy source. It is a perfectly clean power source, with no byproducts at all except the kinetic energy it produces. After an Outsider dies, the nullification of this matter accelerates, and will entirely vanish into nothingness within a maximum of 432 hours.

What studies have been able to prove is that Outsiders lack identifiable internal organs of any sort, and that they do not have a metabolism as humanity understands it. The inside of their bodies seem to be composed almost entirely of a highly corrosive non-newtonian fluid (think silly putty) that oozes out of them when wounded. It's believed that the Ooze's properties allow it to transmit kinetic energy as a kind of complex conductor, which would make it almost invaluable if it could be synthesized. The only thing that is certain about its composition is that it contains at least some amount of Gygravagnite - the radiation signature is obvious.

Outsiders display wildly varying abilities. Some have dangerous natural weapons that mirror those of Gears, while others show built-in technology or organs that resemble Element G devices, from eye beams to horns that behave just like homing missiles. That these things evolved naturally is almost impossible to believe, lending credence to the theories that the Outsiders were built or grown as weapons. The most obvious behavioral trait of Outsiders is that they make absolutely no attempt to communicate with humans. It's unknown if the ones that come out are unable or simply unwilling to communicate. Regardless, they show no more concern for humans than humans would for a swarm of bothersome bugs. And like bugs, the only thing they can do to be noticed is to sting - and the only reply they get is death.

The second distinguishing quirk is their attraction to Element G. It is believed that the main reason that nearly all Outsiders coming out of their mothership at Neo Easter II head west towards Hiryu and the rest of the FWA is because of the vastly higher concentration of Gygravagnite compared to the rest of the world. Outsiders seem fascinated by sources of Element G. They will pick apart and disassemble a Gear if they have the opportunity, apparently studying it and its components. When finished, they do their best to utterly destroy what they've studied down to the last particle, leaving no trace of it behind. This happens this with every new Gear it encounters, which is one reason so many prototypes end up on the battlefield - every new Gear might buy some time even if things go badly.

Recently, Outsiders have started adapting to humanity's use of the Gears and have been deploying their own brand of giant battle machines that the Hiryu Self Defense Force has taken to calling Botakuris. These bizarre mechanical contraptions seem to defy logic and practical use in many aspects of their design and construction, often using technology that is considered to be hideously inefficient if not outright impossible. The Botakuris have been used to wear down Hiryu Gears and defensive lines before making a push on their main target, and are sometimes deployed with no Outsider commanding them at all, simply sent to harass or attempt to break through lines on their own.

*The Exotic Matter Outsiders are made of isn't something that should be able to exist in this universe. They are either from some dark corner of space where the laws of physics are different or perhaps from somewhere much farther away indeed.

*The Outsider mothership at Easter II is impervious to any and all known manmade implements of destruction. The SDF is not just biding time and trying to secure its position, it is trying its best to figure out how to actually strike back at an enemy that probably could annihilate them if they ever tried hard enough.

*Exotic Matter isn't only found in Outsiders. Detailed medical scans and exploratory surgery have found it in the bodies of UEF spies and traitors. It's believed that they are using the Exotic Matter as some sort of mind control agent - the alternative theory, that people have been replaced by clones or possessed by some sort of ghost-like Outsider, is almost too frightening to seriously consider.



The Mobile Battleship Wagner

Life in the Safe Zones

The last decade and a half has been hard on the population of Earth. As the center of power for the UEF, North America has been hit even harder by the radical changes that have destroyed the old lifestyles people around the globe had enjoyed before the Outsider Subjugation.

North America is host to the first 26 Safe Zones, thanks to the greater GAF presence ensuring a swift military response to threats from within or without. Life inside a Safe Zone is at once both extremely oppressive and incredibly unhealthy; their conditions are more like the 19th than 21st century. That shouldn't be surprising, considering that the zones are home to entire continents' populations compressed into a few small areas.

These poor conditions all have a common root: the government's efforts to eliminate the use of Element G, the modern miracle of science and technology. And because we are running out of fossil fuels as well, life often resembles that of the pre-industrial age. Imagine waking up one day to find out that your access to electricity is now regulated by the government. That proper medicine is now preposterously expensive and thus you have to make do with painkillers. That from now on you can no longer freely pick what you eat or how you dress. Such is life in the 'Safe' Zones.

In the center of each Safe Zone is a Sanctuary District, where those who work directly for the UEF reside, and there these enforced limitations are drastically reduced. If you're not lucky enough to be inside those walls, then you live in the ghettos outside. In the ghettos all resources are tightly controlled; food and water only come into the districts in force and are rationed by Civil Control, and weapons are entirely prohibited for civilian use. The big problem is that this is no longer a post-scarcity society, and thus the supplies that the government sends in aren't enough to feed everyone. During the bad months of the year you really, really want to live in a Sanctuary District.

Civil Control is the government force in charge of controlling each individual district, made up almost exclusively of civilians that would rather join the victors than continue their lives in misery. The people stuck in the ghettos of the Safe Zones have almost no way to improve their lot in life, other than trying to join Civil Control or hope to score impossibly well in the various tests that the elitist school system holds every year. The opportunities are there, they're just ruthless.

The government promises work opportunities and ways for the people to honestly support themselves, but unless you're inside the Sanctuary the only available jobs are in sweatshops. Child labor is not uncommon, and many work upwards of twelve hours a day. While AIs have been able to do these jobs for years, they're now used to patrol the Safe Zones, spying on the poor and the elite alike and reporting it to their Civil Control overseers, keeping Big Brother updated in real time.

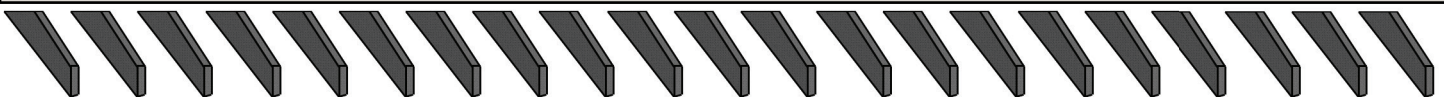
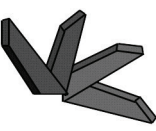
Riots flare up from time to time, each one quickly put down with lethal force. Some Safe Zones are home to 'Patriotic Reinforcement' camps, and what goes on there is spoken of only in whispers by the residents. People come back from these camps changed. Most places where these camps spring up have become much quieter, fear-filled places where people simply obey to avoid horrible punishments.

When the Outsiders first invaded, people were willing to do almost anything to get somewhere safe. Now they're willing to do almost anything to get out. The oppression is so bad that the majority would rather risk their lives outside the Safe Zones instead of dying by inches inside them. A lucky few never had to suffer inside them - they hid during the days of forced relocations and have been avoiding the routine searches ever since then.

* Those that come back from Patriotic Reinforcement camps usually commit suicide or join either the military or Civil Control not long after their return; others develop much stranger behavioural patterns that are difficult to categorize. One of the most extreme cases of this concerned one woman who killed and devoured her family on the night of her return before being put down. To this day, not a single one of them has spoken of what actually goes on inside the camps themselves.

* Each of the six people who lead the UEF have been inside the Outsider ship. Whenever one needs to be replaced, their replacement is taken into the aliens' ship. Whatever they see or do in there, afterwards they're left totally loyal to the aliens. It doesn't look like fear. It looks like they saw something that they're still in awe of, and they've been promised rewards for serving it.

* Meisters who get too good have a tendency to vanish. Maybe the leaders of the UEF don't want anyone getting too much personal power just in case they decide to try and butt in on their gig or worse, join the rebellion. Or perhaps the guerillas themselves choose to assassinate them.





The Guerilla Effort

The greatest enemy of the UEF on the home front, the RUF is a large underground network, figuratively and occasionally literally. The Revolutionary Unified Front is composed mostly of displaced civilians and discontented UEF officers who have organized against the UEF, with weapons and equipment bought on the black market.

RUF cells work in groups of 20 to 40, operating out of Landships - a bit of a misnomer, as they are suited to function in most kinds of terrain, being capable of sailing the seas and levitating over difficult ground - and focusing for the most part on investigation and sabotage missions. The UEF's forces in most areas outnumber the RUF to such a huge extent that open warfare is simply impossible. RUF sources are often found starting riots and organizing escapes from the Zones, but also smuggling food and medical supplies to those who need it.

All RUF cells are in contact with at least one other cell on the continent, though the majority only know of one or two cells outside their own. The security of the cells is always a matter of top importance - the UEF would love to crush the resistance, and they have the strength to do it. Only with stealth and guile do the majority of RUF operations succeed.

Lately, there has been a movement to unite the RUF forces across the continent and make a push against the UEF Headquarters in Zone 1, formerly Boston. However, the risk was deemed to be too great. The UEF would put all its forces into play against the Resistance if they made an attack against the UEF Headquarters. Every general wishes for a single decisive battle to end a war, but open conflict is not where the RUF's strengths lie. Such a large battle would simply be a meat grinder and likely lose them the war entirely.

Instead, the RUF has adopted a harassment strategy. They wear down the GAF with sabotage, night attacks, whatever they think will work best to destroy morale and equipment with the least risk. The ultimate goal is to force the UEF to abandon an area, or at least weaken them enough that the RUF can make a decisive strike and eliminate them with force, though that has only been successful on a single occasion.

Most of the RUF consists of untrained civilians, a mix of those who have escaped the Safe Zones and those who had avoided being relocated in the first place. Only now are they finally starting to catch up, learning how to fight through real experience instead of training simulators and boot camps. On average they're far less disciplined than a UEF soldier, but they're fighting for something they believe in. That determination alone is enough to give them a fighting chance.

The RUF would never have lasted this long even with all of their precautions if not for the support of a mysterious third party, the source of all their advanced technology. Their Landships are a match for the UEF's designs, though their lack of experienced soldiers and technicians to perform maintenance means that they're unable to make best use of them.

Most of the RUF knows that they can't really stand up and fight the UEF on an even front - they have few places they can call safe outside their HQ, any large gathering is simply a target, and though popular support is on their side, they can do little more than give people hope and serve as a distraction.

Maybe one day their friends in the Pacific will end the reason for the war, but until then the RUF dedicates itself to supporting the efforts of their lone shining star of hope, the UHDS-01 Wagner.

* Though American news won't talk about it, the situation differs depending on which continent you are in. Several countries across the ocean, the ones that have always been resistant to the UEF's power grip, have openly refused to cooperate with their oppressive policies and are openly waging war. They will not permit the UEF to make them comply forcibly to their demands, and frontier UEF forces are simply told that said places are 'under guerrilla control'.

* The Landships are way too spacious for the platoons alone, and some believe they could be used to evacuate civilians from the various Zones - or that this was their original purpose. One of the ideas gaining wind lately is that since the grand majority of the Far West is free of UEF activity the design would be ideal for relocating civilians there, and the amphibious capability of Landships further supports this theory.

* The third party that is supplying the RUF with Landships, supporting Hiryu with supplies, and generally throwing its support against the UEF... Well, rumors say that they're the ones who used to run the world from the shadows, and they don't like the way the UEF and the Outsiders have gone and taken everything away from them.



Ride of the Valkyries

A one-of-a-kind craft, the Wagner is a 'Superlight-Stealth-OmniEnvironmental-Vessel'. It serves as a mobile base of operations for the RUF's most elite force of Gears, allowing them to be quickly deployed into combat and retrieved at a moment's notice when retreat is called for. Its beyond cutting-edge technology makes it ideal for missions that require a great degree of speed and stealth.

The Wagner is like a paradise to those used to the cramped conditions inside the ghettos and devoid of the paranoid watchful eyes of the Sanctuary Districts. With its ample room, clean fresh air, individual beds, access to (recycled) food three times a day, and lack of UEF forces stomping down on the first sign of discontent it sure beats any of the Zones.

There are dangers, to be sure - you can't live on the biggest threat to the GAF without facing some serious risk. Even so, the chance to make a difference, to live free, even in danger... That's far better than just marking time and waiting for death under the wing of the UEF.

The Wagner makes liberal use of automation. For a ship its size, it should require a crew of a hundred or more, but it can be run from the bridge with only a skeleton crew of two or three. Such a small crew does greatly impede its combat performance, though, and so a regular crew of around twenty is better for ship operations. Most of the Wagner's large AI complement is devoted to the task of maintaining stealth for the massive vessel.

How this is achieved depends on the scenario, it could mean pumping out powerful electromagnetic pulses, deploying dummy balloons the size of Landships equipped to show up on radar and send out a variety of signals and energy signatures, or firing a wave of anti-radiation missiles without asking permission from the human crew first.

As the Wagner is only one ship, it's typically left up to its massive supercomputer 'Morrigan' as much as the Captain to decide on a course of action. They use complex, inscrutable methods to plot out strategies and tactics to do as much damage as possible to enemy forces and morale. Usually this means annoying several Zones at once to distract enemy forces and obscure objectives before making a lightning-quick strike.

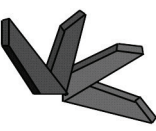
Much of the strategy used by the Morrigan and 'her' crew plays into the low morale of the UEF's populous. As guerillas, outnumbered and outgunned everywhere they go, the RUF realize how important morale is to an army more than the politicians they work to undermine, playing with their troops like a cat's cradle. Between Operations, the crew of the Wagner has the same worries as any other cell in the RUF. They get supplies from the black market, scavenge them from downed UEF transports or abandoned bases. They train their Meisters to the best of their abilities; the Wagner's onboard AI allows them to use simulators, unlike the vast majority of RUF cells.

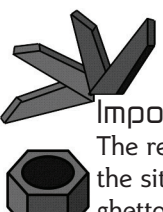
The Wagner serves the cause in other ways as well. As the flagship and symbol of the resistance, its crew has to act politically on some occasions, showing up to meetings with important supporters, appearing at any major RUF meetings (rare events, to be sure, but they do happen) and perhaps most importantly, posing for the camera once in a while so the people back in the Sanctuary Districts have a pretty face to put on the resistance.

* The Wagner is an amazing machine. Some would say that the technology it uses, especially the reliance on AI, is more than a little too close to what the SSA used to use to be merely a coincidence. Though it has not demonstrated any kind of ability to escape orbit - yet - it certainly could have survived re-entry without the need for substantial repair.

* The Morrigan itself is not just an AI, it is the transplanted personality of a scientist, a general, and a historian each with its own objectives and plans. This would certainly explain the schizophrenic nature of some of its designs, but the possibility that they might be actively trying to outdo the other and what this means for the ones that are to be its pawns makes the RUF shudder.

* There is more than one Wagner. The reason for the rumors of its invincibility and tactical prowess is just smoke and mirrors, covering up every failure. Several Wagners have been shot down already, and each one has been covered up by the RUF.





Important Zones

The rebels are not lacking for targets. The primary target, out of reach for the moment, is Boston, the UEF's seat of power and the site of Safe Zone 1. It's the Zone the UEF always shows in propaganda, a virtual paradise compared to the martial law and ghettos of the other Safe Zones. Because refugees were kept out of the Boston area, its citizens continue to enjoy the benefits of a pre-Outsider lifestyle. The city is heavily defended, protected by multiple defense lines that cover all sides. It is all but impenetrable to outside attack and much time has been spent, perhaps wasted, in trying to find a flaw in its layers upon layers of defensive measures and tight checkpoints.

Aside from Boston, the second most prioritized target in North American territory is Zone 11, a military fortress built over what used to be Indianapolis. Like Boston, the Zone has no ghettos, but for an entirely different reason. It houses the UEF's most important factories, using AI Drones as a workforce to produce almost all of the Gears, Vehicles, Weapons, other Boards, and further military hardware and pack it to be shipped to other Zones.

So far two Zones have been freed from the UEF's control in North America: Zone 4 (New York) and Zone 16 (Los Angeles). The success of these two operations is something that the RUF is struggling to prove was no fluke. Plans are being made for a strike into another Zone, though the location is being kept secret until the last minute.

The Battle for the Liberation of New York marked the first appearance of the Wagner and, to date, the only major victory through military force from the RUF. It was a lightning-fast strike that used the confusion of the new ship as much as its armaments to make an impact on the enemy. The battle was fierce but the RUF took surprisingly few losses. At first.

The reason why the UEF's resistance seemed so light was because they had decided to abandon New York. They didn't intend to allow the rebels to keep it. Initiating a Burned Earth directive from the highest levels of the UEF, an experimental 3G-Bomb was dropped in the area once the majority of GAF forces and officers had evacuated or surrendered. The devastation was total, worse than an atomic bomb. Part of the reason the 3G-Bomb was so terrible is that it caused every Gygravagnite drive and device in its area of effect to overload and explode, fuelling the devastation. Every speck of Gygravagnite was consumed and turned into a toxic, radioactive dust.

The RUF has yet to recover its numbers, and the area surrounding Zone 4 has been all but abandoned by its few survivors. What had been intended as the first strike in a campaign through Canada and towards the UEF stronghold of Zone 1 (Boston) ended in death, stillborn before it even got underway.

The battle for Los Angeles fared much better, a real success instead of a Pyrrhic victory. The Pacific Fleet had been destroyed by a berserking Outsider after it radically changed course for reasons unknown, leaving Zone 16 with a glaring hole in its defense by sea. The RUF was quick to capitalize on the opportunity, and began a month-long campaign of hit and run attacks against the GAF's crucial facilities in the area. With supplies running low, morale all but gone, and no reinforcements in sight from the UEF, the officials of Zone 16 surrendered to the rebel forces. Rebellion forces were quick to take over the area, and carefully avoided disabling the anti-aircraft defenses around the city. This foresight was proven wise when they stopped a UEF strike and prevented a 3G-Bomb attack on the city.

There's also the issue of establishing outposts through the continent, and accessing them. Though the Wagner regularly meets with the guerillas' 'investors' and is the one that further spreads the goods for the rest of the American continent, only the Captain and the XO ever take part in negotiations with them, and it is unknown whether they get to interact with them face to face or not, or even if they ever get to meet their mysterious benefactors.

* The other reason behind the general reluctance of the UEF to more widely use of the 3G-Bomb is that it creates a brewing cauldron of strange, bizarre phenomena that defies all known conceptions of time and space on a daily basis, and that having such a thing close to their base of operations is not something the UEF is interested in.

* At Zone 11 there are places that people won't go, not even the machines keeping the place running. People have seen and heard strange beings in these dark places; those who have seen too much simply vanish. Some say it's Cryptids. Some say it's spies. Some say it's worse than either of those and refuse to elaborate.

* Most of what was the Zone 16 military is still in place, including the people. They didn't surrender because they were running out of supplies, they surrendered after making sure the RUF would give them favorable terms. They now work alongside the rebels and continue doing the job of protecting their city, but without alien overlords.



The Gear Armed Forces

The Gear Armed Forces would be an insurmountable enemy if they weren't acting as the arm of the most paranoid and ineffective parental organization on the planet. The GAF is an army run by politicians, an arrangement that hasn't worked at any point in history. In this case, those politicians are the six most powerful men in the world, a council of figureheads from the most important member nations of the UEF. Each one is a brilliant politician, and also a terrible officer.

As everyone knows, the UEF will do anything to be on the good side of the Outsider invasion force, up to and including sacrificing their own people. The power of the Outsiders has already been well shown when they destroyed the majority of humanity's efforts to colonize space, and that unspoken threat backs much of the UEF's dictates - do as we say or the Outsiders will get upset and destroy you. The UEF is the only go-between humanity has with the Outsiders, and so if you want to grow old and have kids, the only option is to follow their orders and give up on many modern amenities.

The GAF's own divisions generally hold no lost love for their distant alien masters - they're still human in the end and resent the Outsiders as much as anyone. But some of them still remember the SSA's darkest moments, and no one wants another Neo Easter II incident to happen. Not to mention that each time the RUF provides supplies to one of the ghettos, that food was taken from someone else's table. When there is a riot, innocent people get hurt or die. And when they help civilians escape en masse, productivity for the whole Zone decreases, leading to even harsher conditions and less resources for everyone who remains there.

One of the greatest rewards their Meisters can earn is to have their families moved to a Sanctuary District, or perhaps even to Zone 1 itself. Of course, such soldiers often become so estranged from their families that their help is no longer welcome, just seen as another tool of the UEF's oppressive government.

In practice, these great rewards are merely propaganda, and the heroes that they portray are just playing a part to inspire the masses. Every squad out there tries their best to look after their own, avoid the worst of the politics that run their lives, and do their job to protect the people of the UEF - and make no mistake, most in the GAF do think they're doing their best to protect the people around them. Most of the time, the best they can do is protect themselves from the UEF itself. Realistically, the best that a soldier can hope for is to enjoy the simpler benefits of military life. They get medical attention, eight hours of sleep every night, clean food and water. For someone who has been living in a ghetto, those prizes are worth even doing the distasteful things the UEF demands of them.

The GAF employs a few standard-issue Gears that have been in service for a number of years now. While proven technology, their raw performance is inferior to what the Wagner can field. However, the GAF has the advantage of numbers, far superior training, and support from hundreds of Boards. They would have buried the RUF by now if not for the constant harassment of the Wagner, which has become something of a questing beast for the members of the GAF. Its visibility in most important RUF conflicts has made it a famous target, and one with a large bounty on its head. It is well known that the UEF would richly reward the one who brings down the Wagner, setting them up for life. Bringing the ship down has become a competition, with many sabotaging each other so their peers can't claim the prize for themselves.

However, things are starting to look bad for the RUF. A new line of war machines is entering service with the GAF: the 'Glory' line of Gears, machines that move like living things, with grace and speed beyond any other UEF-made unit to date. Those who have faced them in combat have reported that it's no surprise they move and act like that - Glories are literally a creature of unknown nature (though everyone's money is on them being some sort of Outsider) encased in armor. Only a handful of Glories have been produced so far but each one has the same power, or more, as the very best Gears that the rebels can field. Most in the UEF believe that once the Glory line is mass-produced, the RUF is finished.

* The Glory is proving difficult to mass-produce, but it's even more difficult to control. It has a tendency to go berserk on the field of battle when damaged (or injured, depending on what you want to call it), and more than once they've come back empty, with no trace of the Meister except a few bloodstains.

* There is more than one Wagner. The reason for the rumors of its invincibility and tactical prowess is just smoke and mirrors, covering up every failure. The first Wagner was shot down with the first demonstration of the 3G-Bomb, and the second was taken out during the maiden battle of the first two Glories. Each one has been covered up by the RUF.

* Every year there is at least one major riot in a different Zone with casualties on both sides. This is attributed to the efforts of the guerrillas - some of the people involved are too well-prepared and armed to be just discontent civilians - but Civil Control reacts all too slowly and even the Boards remain passive until the conflict has escalated too far for it to be undercover sabotage.

The Space Colonies

The creation of the first Space Colony, Asimov I, was considered the true start of the Space Age. A dozen colonies were built, in clusters of three around Lagrange points 1, 2, 4, and 5. Every colony was slightly different; some built to serve what needs the spacenoids had, others as an experiment, to see how humanity's effort to conquer the stars could be improved. A number of colonies had extra hydroponics and agricultural equipment to serve as farms. Some had complex industrial centers at their hub to fabricate things in zero gravity.

The colonies were only populated by the cream of the crop from Earth. The ones allowed to emigrate from Earth were the best in their fields, astronauts, scientists, engineers, and biologists. The scientific and professional expertise of the Earth drained out into space, leaving behind bad feelings that persist to this day. It seemed as though things were going to go well for the Colonists. And naturally, History's incredible sense of irony meant that this wasn't going to last for long. Only a few days after the celebration of Asimov I's founding anniversary, the Outsiders appeared. The spacenoids put up as much fight as they could, but they were terribly outmatched. In less than a day, there was only floating wreckage where hundreds of thousands of lives had once been.

The Battle of the 23 Hours started with the three Heinlein colonies at Lagrange 5 being crushed by the Outsider's ship in its careless and dramatic entry. Even as the colonists were reeling in shock from the magnitude of the tragedy, every colony at Lagrange 1 was torn apart in a series of surgical strikes from the Outsider ship. Asimov I through III were blown into shrapnel, most of which fell down to the Earth and helped cement the fear of Outsiders and helped the UEF pin the blame on the SSA soon after. The rest of the destroyed stations still float in place, undisturbed.

The fate of Lagrange 4's Wells bunch was perhaps the worst of all. While Lagrange 1 and 5 at least left some survivors, Lagrange 4 was erased. The Outsiders left nothing of them behind. Various theories have been put forth to explain what happened, but Humans simply lack the ability to test any of them, and the Outsiders certainly don't answer questions.

Only Lagrange 2 was spared total annihilation. They huddled in the dark, not taking part in the ill-fated offensive against the Outsiders, watching in horror as almost every other sign of humanity's expansion into space was reduced to stardust. Because they made no overt sign of resistance, they managed to avoid total annihilation. Today, the Colonies of Lagrange 2 - Verne I, II, and III - stand relatively united, each of them trying to gain an upper hand by keeping a stranglehold on resources that the others require.

Verne I is the only one of the three that produces enough food to be self-sustaining, and its surplus feeds the other two colonies as well. This arrangement was in place even before the Outsiders arrived, though now their production is more important than ever.

Verne II has control of the SSA's Lunar reserves of Gygravagnite, and they ration it out while working on their own great master plan, Project Odyssey. The ultimate goal of Project Odyssey is to construct a vast fleet of ships to evacuate the hundred and forty four thousand colonists towards a near-by inhabitable star system before the Outsiders or their pawns in the UEF come back into space to finish the Colonies off.

Verne III has the best nanomachine technology of the colonies. They mostly pay off the other colonies with medical supplies and care for the injured. To those in the know, though, Verne III is more important as the base of operations for the Clarke Foundation, a mysterious organization that has its own seat on the Colonies' ruling body.

* Notable among the colonies is that Lagrange 3 is, officially, empty. While it doesn't have the stability of Lagrange 4 or 5, or the proximity to Luna enjoyed by Lagrange 1 and 2, it's still valuable real estate. Of course, some say that it isn't empty at all, and that there has always been a colony there, hidden and watching. Ships that go near Lagrange 3 never return.

* Ever since the disappearance of the Wells Lagrange 4 colonies, there have been intermittent radio signals proceeding from there directed exclusively at the Verne bunch. The majority of these signals are too distorted to decipher, though a few seem to match Colonial radio protocols.

* The administration of the Verne Colonies didn't escape the notice of the Outsiders because they refused to fight them. The truth is much the opposite - they cut a deal with the Outsiders and part of that deal was that they wouldn't oppose them. The deal had some rather harsh terms for the colonies, and now they prepare to cut and run before the bill is due.

Life in Space

The Lagrange 2 cluster of colonies was originated as a business venture, and the first inhabitants were the privileged backers and the people they hired to work for them. The destruction of the Colonial seat of power at Asimov 1 by the Outsiders caused substantial changes to life in the Verne Colonies. Originally, the colonies were run with a loose form of democracy, but in recent years, in no small part because of the stresses of a cold war, the democracy that served to entice people to come to the colonies was replaced. The Verne Colonies are now run like a company, with a board of directors instead of an executive power.

Previously, the majority of those at Lagrange 2 were professionals, not workers. They traded assets and made their way through life with commerce and the stock market. Now there is no one left to trade with, no stock market, and those assets that they lived on are beyond their reach or gone entirely. Those lucky enough to have useful skills were able to find gainful employment, but a fair part of the population was reduced to doing unskilled labor in the wake of the disaster. Many snobs soon found themselves shoulder to shoulder with the blue-collar workers they had hired to tend Verne I's gardens.

Of course, this isn't true for everyone. The colonies still have their own upper class, the elite of the elite, who have managed to hang onto much of their old lifestyles. This upper class runs the Verne Colonies directly, through the Board of Directors, and indirectly as the only people with the luxury to do more with their lives than work from day to day.

The culture of the colonies reflects the frustration and hopelessness of those who live there. Because productivity is the top priority when you are under the threat of the UEF and the Outsiders, companies will hire those most willing to spend ten hours a day working at a soul-crushing job. But these days, that is the least of their worries.

The rumors say that the Verne Colonies have become host to a threat that preys on its citizens, the Cryptids. People are disappearing and reappearing completely out of their minds, or never returning again. No one can confirm the numbers, as they are being kept out of the news as much as possible to avoid panic, but they are steadily growing. Almost everyone can name a friend or a friend of a friend who has simply gone missing or inexplicably changed. Hundreds of people claim that they've seen supernatural or unexplainable things that could only be Cryptids, and even with a lid being kept on the most terrifying or explosive stories, they're still the hot media buzz around the colonies.

What's being reported is as diverse as it was back on Earth at the height of the Far West Cryptid sightings, and if anything the things that are being seen are only getting more and more bizarre as time goes on. The list includes such gems as a man who looked like he was being projected from a torn film strip walking on thin air, or animals made out of stained glass with thorny roses for eyes, and a ball of hair with human hands coming out of it to move it along. The stories told get crazier with each retelling, and there are more of them now than ever.

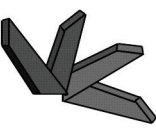
Outside of giving the press a lot of sensationalism for the people working during the day to read over and talk about at lunch, very little has actually been done about the problem. In some places security has been increased - typically only after a major sighting that the Council is unable to explain away, and rarely for more than a day or two.

The fact of the matter is that after a long period of inactivity, the Cryptids have returned in full force. Instead of lurking amongst deserted hills and valleys, only really being seen much when they intruded on miners in Gygravagnite mines, they're appearing in lunar craters and dark alleyways in the tangled cityscape that fills the Verne Colonies. Eventually, it will be impossible to deny that the Cryptids exist, or that these events are their fault. That is, unless the Clarke Foundation solves this problem first.

* The Cryptids aren't alien in origin at all. They were created by human hands as a bioweapon made by the UEF to sic on their enemies. But they have gone out of control and it is only a matter of time before they out-compete life everywhere else in the solar system.

* The board of directors for the Verne Colony has a vested interest in the events taking place on Earth. Their ultimate goal isn't to help anyone but themselves - they're creating conflict and war to keep everyone busy until their own plans can come to fruition.

* One thing that both the Far West and the Colonies have in common are huge reserves of Gygravagnite, and the prevailing theory about the heads of Projects Sonne, Mond and Sterne is that they fled to space. Some speculate that the Cryptids are following the trail of their experiments and that maybe, just maybe, that what the Outsiders are after is the same thing that causes the appearance of Cryptids.





The Clarke Foundation is a group that has been shrouded in mystery since its inception. Even the date of its founding is unknown, the records lost in the Subjugation (if they weren't erased or simply nonexistent in the first place). Recently, they have started being far more active, and showing up in the public eye. According to their Public Relations department, they are one of many scientific groups studying the properties and applications of Element G.

A few papers have come out of the Clarke Foundation, most detailing some minor refinement on genetic manipulation. None are particularly exciting or notable; the kind of papers that show simple advancements rather than massive breakthroughs. The main business of the Clarke Foundation would seem to be limited runs of specialized medical-use Nanomachines. They do not make products that the average consumer, or even the average doctor, would know about, but specialists speak highly of their ability to produce small batches to exacting specifications.

Additionally, the Clarke Foundation is listed on many budgets and reports filed by the Military Police's 'Special Investigations Department'. The details of exactly what they do is sealed and kept secret, with their contributions being listed only as a third party contractor. A lot of guesses have been made as to what they're actually doing, and it's not hard for most to accurately assume it has something to do with investigating the Cryptids.

Even people working for the Foundation usually don't know the truth. The Foundation has layers upon layers of secrecy, with work broken down between departments and shifts so that no one is ever working on more than a small part of the whole except at the highest levels.

The official story on the inside is that they are investigating alternate energy sources to replace or supplement the Gygs. Most who work for them figure out that one of the primary missions of the Clarke Foundation is to investigate areas that have reports of Cryptid activity. They then track them down and capture them, alive if possible, using Gears that were specially designed and built by the Foundation.

What is done with the captured Cryptids is unknown except at the highest level - only those with the most advanced clearance are ever allowed to even come close to the containment units where the Cryptids are being held, and internal records simply state it as 'research into their natural energy signatures'. The more detailed reports and findings are only available to those in the know, stored on secret servers and hidden disks. The only people who ever find those reports are the ones that already have the clearance to look at them - when someone thinks they've managed to crack the system and find something they're not allowed to look at, they have unwittingly completed the only test in the way of their next promotion. That those who do accept the offer remain silent of what they saw speaks worlds about how important that data must be.

The hiring practices of the Foundation are quite unique as well. They aren't the kind of place to hold job fairs or go through applications. When they decide they would like to hire someone, it's after carefully researching them. The Foundation usually takes a proactive stance in the hiring process, planting HR Representatives to engineer a casual meet up with a prospect. These HR Reps are almost always skilled psychoanalysts, and the casual meet up is really a way to get a bead on someone's psychology. If it goes well, things progress to the next stage.

Interviews are always handled the same way - potential new hires are paid a visit by very well dressed men in black, escorted (often blindfolded) to wherever it is that they hold interviews, and asked some very hard questions. Those who answer incorrectly are never heard from again. Those who answer correctly, well, that depends on just what job they got. The most interesting position, though, is that at the Childhood Department of Field Operations. It's a lifetime job, whether you want it to be or not.

* Despite the seeming lack of extraordinary science coming out of the Clarke Foundation, it is obvious the scientists working for them are some of the most brilliant in the Earth Sphere. What most would never suspect is that this has been the case for decades and that they are the real reason behind the existence of the Verne cluster, or perhaps of the colonies themselves.

* The Clarke Foundation isn't lying when they say they're a laboratory that studies Element G. Their current study into Cryptids is due to the definite links between them and the strange properties of Gygravagnite. Specifically, they think the Cryptids *are* Element G, or produce it, or are produced by it. Or possibly all three.

* The Foundation's research into alternative energy sources is actually an attempt to figure out what exactly it is that Outsiders are made of so as to engineer a way to destroy them - or scare them off our planet - in a single blow. Were they to succeed, they would become the most powerful people in the entire solar system.



The Job Description

All Field Operatives, sometimes ironically called 'Children' by their co-workers after the Department's unfortunate name, receive a variety of surgeries as part of the training for their job. These vary wildly from employee to employee, but usually include positioning locators implanted in their necks, a subdermal communicator, and retinal readouts loaded with useful information. Most agents can compare their augmentations and find only a few in common, each one custom-built just for their use.

One of the most important implants that agents could receive, is a Nanomachine hive that has a variety of functions. The nanomachines increase the natural healing rate of the agents, prevent most common diseases, decrease blood loss in case of injury, and so forth. The usefulness of the operative's implants end there, at least for the agent. The rest of the enhancements they're given are more for the benefit of the Clarke Foundation than anyone else. If they read the fine print in their contracts, they quickly learn that they're as much 'property' of the Foundation as the Gears that they control.

According to the 'Field Operative's Handbook', which every agent's retinal implants are loaded with by default, one of the other primary functions of the nanomachines is to alter the Operative's DNA, allowing them to interface with the unique Gears developed by Foundation scientists. These Gears are smaller than the standard Gear size and well-suited to urban environments. Meisters have some complaints - often it feels less like driving a Gear and more like trying to get an animal to obey your commands. As if it wasn't foreboding enough already, the Handbook mentions 'organic energy' constantly when describing the functionality of their Gears.

The primary assumption among Meisters is that the Gears, whatever they are, are being restrained and forced into action. The way that some of them resist commands or go berserk backs up that assumption. However, some think that the Gears are serving of their own volition. That camp of Meisters treats their machines as partners or equals, and they have notably greater success on some types of missions, though given the small sample size it's impossible to tell if this is because of the Meisters' own skill or because their methods really work.

The Field Operative's Handbook further details what the agents are expected to do with these Gears. Their primary mission is to subdue or eliminate Cryptids before they can cause too much damage - ideally before many people have even realized the Cryptid was there. The standard operating procedure is for them to bring the contained Cryptid to a retrieval point or, if that is impossible, to call in for a pickup team. No place is off-limits to Clarke Operatives on a case, and they've been given authority from the highest level to keep civil and military security agencies away from delicate situations.

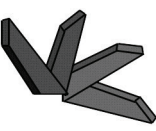
Because there's no way to predict the attacks of Cryptids or where they might appear next, Foundation Operatives have to be on-duty and ready to jump into their Gears and deploy at a moment's notice to anywhere in the Verne Cluster. A single creature might be found haunting the night-shift at a factory in an industrial sector, a whole swarm of them might take residence in the maintenance shafts that lead outside the colonies themselves, or they might be covering the outside of the station like barnacles and interfering with communications or cooling.

Unfortunately, not much is said in the Handbook about the Cryptids' true nature. It states that they're a 'spontaneously generated lifeform', which conveys very little, but essentially gives the gist that it is almost impossible to preempt them. There is almost never any warning before a Cryptid appears. They simply come out of thin air and take the form of whatever is around them, assimilating the surroundings to form a body. Usually, but not always, they mimic the original form of the materials, their body becoming a poor mockery of what was there before. Even the disappearances can be blamed on the 'birth' of a Cryptid in the vicinity of a human being, using their organic matter to form a body. Perhaps even more worrisome is how they are believed capable of assimilating memories and entire personalities, which makes the prospect of hunting the smarter Cryptids much scarier.

* The Gears used by Operatives are Cryptids that have found just the perfect method to continue their hungry existences, by serving the Foundation as able battle bodies they are then allowed to feed on excess waste, captured Cryptids and traitors to the Foundation, and thus continuing to become stronger the better they do their jobs.

* One thing the Operatives are never told about the nanomachines they have been given is that they can be used to shut down operatives that go rogue, stopping all their body functions and killing them in a matter of seconds.

* An early-warning system has been designed to detect Cryptid activity. However, there must be some kind of intrinsic flaw in its design, because it's detecting massive numbers of events all over the Colonies. There's no way that number of Cryptids could possibly exist.





Having a Field Day



One of the most important parts of an Operative's training is learning how to work and fight in the various environments they'll encounter in their operations. Of particular importance is learning the sheer scale of Gears. They are big machines. Very big. Even if the Foundation is using some of the smallest Gears ever developed, they can't fit into spaces meant for people. As such, after a Cryptid sighting has been confirmed and the entity located, the first job of Children Operatives is to lure them into an open space large enough to make use of their Gears. The most obvious place to take a Cryptid in order to avoid damage is space, generally believed to be enough open area for absolutely anything.

Lucky operatives might find an abandoned warehouse to use as a battleground, and skilled ones might find ways to make sure they remain in midair for the duration of a bout, but in the end, most operatives have to choose what they're going to step on, and so part of an Operative's training involves learning how to decide between ruining farming fields or blasting a radio tower into scrap.

Verne I is the 'Granary of Space' and where the first sightings occurred. To this day the majority of sightings still occur there. Cattle and crops vanish on an almost weekly basis, and almost everyone has seen something odd. Verne I sports the lowest population index among the three colonies, and over half of its space is dedicated to agriculture. A further third of it is devoted to population centers, and the small remainder to just as small local industries.

The people of Verne I are hard workers, with a firm blue-collar culture where working hard is a thing you are proud of, and everyone is taught the family trade from a young age. These values have been drummed into the residents since the foundation of the colony with propaganda - some subtle, some obvious - that they're exposed to at almost every moment. Slowly but surely, the people of Verne I are becoming paranoid of both outsiders and each other. They don't want the men in black to think they know too much, so they naturally distrust Field Operatives.

Verne II is the literal seat of political and industrial power for the Verne Cluster. Since there is little to no Cryptid activity on Verne II, the local authorities argue that it's a problem that they can solve on their own without outside help. The popular theory among seniors inside the Foundation is that since Verne II is hosting the Odyssey Project in secret, their general antagonism can be attributed to wanting to keep the ships all to themselves and that they see Verne III, and especially the Clarke Foundation, as a threat towards their goals.

Last, but far from least, is Verne III. It is something of an education center among the three Colonies, a place where the fringe and hip from Verne I and II head, hoping to make a name for themselves with great aspirations. It used to be a transitory Colony for most of its population, just a temporary place to pick up skills and training before returning home to their native Colony. Since the Outsider invasion, the shift of society at Verne II, and the arrival of the new wave of Cryptids, this has changed. Verne III still depends on the other two Colonies, but without the contributions from Clarke and various other prominent laboratories, the limited resources would simply drain away. Verne III has a moderate degree of Cryptid activity, but unlike Verne I's insular and fearful populous, the people of Verne III do their best to help authorities solve cases as long as it doesn't directly put their lives at risk. While they don't know the details, almost everyone is aware of how deep the influence of the Foundation runs and would rather not help Verne II undermine their positions any further.

The last area of note in the cluster is the Lunar base of Barbicane, which is largely a Gygravagnite mine (the result of the only, and wildly successful, Type-R Gygravagnite self replicating 'seed mine' still in existence) that spans a small continent's territory. Its machinery is all owned by Verne II, and its critical manpower shortages mean AIs are the ones really in charge of everything, with only a few hundred people living on-site. It's one of the most difficult places for Foundation Operatives to reach. Even if it meant the Gygravagnite mines would be rendered inoperable, the Verne II authorities make sure that the usual civilian route - a ferry from Verne II - is closed to them in all but the most critical circumstances.

* Barbicane is fighting its own private war against the Cryptids. Because their superiors at Verne II keep the Foundation away as much as possible, they've had to fend for themselves. They never go anywhere unarmed, alone, or in the dark. Even so, the few hundred people on the moon is a steadily declining population and might end up trying to cut ties with the people that clearly don't care about them for good.

* The last stage of training for Field Operatives is live combat against a captured Cryptid. This typically comes without warning or instruction from their superiors. Only half of the agents who get to that stage of training survive to graduate.

* The Odyssey Project is almost ready to go. Verne II has been falsifying progress reports and making extra orders of materiel in order to cover their lies. They're planning on waiting - or creating - a crisis to draw the eyes of the Foundation away from them for a time, and then escaping with their entire population, leaving Verne I and III to rot.



The Rogues' Gallery

The next section includes a number of premade NPCs, though it mostly it focuses on Enemies for Operations. Do not think of them as 'canonical', they are just examples ready to be dropped into the game by the GM at their convenience. All NPCs have a listed Power Level to let you know their general level of skill. They can be kept as-is for the entirety of a Season or their Power Levels can be adjusted as the characters get stronger. It is up to the GM.

Sample Non-Pilot Grunts

Criminal

Whether they are part of organized crime or common burglars, crime is present everywhere that humans reside. Some are people hiding from the ironically named Civil Protection in ghettos. Others trade common goods from what is left of Eastern Asia to those who can afford it in Hiryu. Most of them get by through cleverness and subtlety, and would much rather not get physical if there is a way out.

Attributes

Fitness	Intellect	Charm
4	5	5
Awareness	Willpower	Resources
4	4	0

Skills and Traits: Deception, Finesse, Stealth.
Power Level: 1

Techie

The Soaring Dragon Fortress and the Clarke Foundation employ some of the finest minds that can be found in the Earth Sphere and they don't just let anyone put their grubby little hands on their precious technology. Their staff is thus highly capable, proven after years of study at a formal academy and with the senior members looking forward to a future of joining the big fish in the organization.

Attributes

Fitness	Intellect	Charm
1	6	2
Awareness	Willpower	Resources
3	3	2

Skills and Traits: Electronics, Craftsmanship, Sciences, Genius.
Power Level: 1

Meister Recruit

The GAF, UEF and SSA employ a great number of Gears, and they have a correspondingly large number of soldiers to pilot them. They are all well-trained and know how to make the best use of their general purpose machines. Should they be forced outside of the cockpit, they are still formidable foes on their own, with the survival training to make it back safe afterwards.

Attributes

Fitness	Intellect	Charm
6	4	3
Awareness	Willpower	Resources
5	5	2

Skills and Traits: Athletics, Combat, Stealth, Survival.
Power Level: 2

Hiryu Monk or Priestess

Upholders of Hiryu's religious traditions come from nearly any walk of life. The vast majority are people concerned either with the metaphysical or societal aspects of religion - some use it to make sense of the world, others value the sense of unity it gives people. While all initiates receive similar training, the men generally emphasize their practice so as to teach future generations how to be healthy of mind and body. The priestesses, on the other hand, are community-oriented, and study to become able negotiators and spiritual leaders.

Attributes

Fitness	Intellect	Charm
4	4	5
Awareness	Willpower	Resources
4	5	5

Skills and Traits: Athletics, Diplomacy, Sight (Premonitory Dreams), Sphere of Influence (Hiryu).
Power Level: 2

HMR-01 Karakuri

Karakuris are simple automated Gears, with a fraction of the utility that Gears with actual Meisters possess. They are deployed in large numbers to defend Hiryu when an Outsider is about to breach the defensive lines.

Karakuris are equipped with close quarter weaponry and their Als use team tactics efficiently, swarming targets and keeping them pinned while the other Units can fire into the melee without endangering their ally.

They are not going to overpower an Outsider anytime soon, but they can hold the fort against Botakuris that slip past defense lines while the SDF's proper Gears catch up.

BMA-099 Nautilus

After decades of research on automated weapons, the SSA believe they have reached the peak of the power-to-size equation. The Nautilus is a hovering unit, capable of operation in both vacuum and atmospheric environments. It can operate independently for long durations and packs a variety of hard-hitting weapons.

Despite being flimsier than practically every Gear out there, its speed and multiple high-yield all-range energy weapons make it a fearsome enemy. Should it have a tactical edge on a stronger foe - from advantageous terrain to sheer numbers - it will make life hell for its enemies.

USLS-01 Landship Williams

The RUF's bases of operation while out in the field are their landships. They are powerful mobile weapons, but they are way too important to risk them on the front lines. They serve a much better purpose defensively, with a total of over fifty emplacements and turrets. The Williams Landships hold the various defense lines leading to LA with a combination of terrain advantage and sheer firepower until reinforcements - usually the Wagner - push enemy forces back.

Life inside Landships is a lot more complicated than in the Wagner. They do not have fancy supercomputers to always make the right choices for them or mysterious helpers made of money they can turn to for supplies when winter lasts too long. Instead they must resort to what guerillas have been doing for centuries in the fight against those bigger and meaner than them: Stealing from their enemy. This is difficult, but doable, and the majority of RUF Platoon Captains have taken to the costume of always having more than they think they will need. Because when they do need it, it usually isn't enough.

Attributes

Might	Guard	Threshold
4	4	0
Energy	Systems	Speed
0	0	4

Areas

Core	Torso	Primary
Expert Support		Riot Weapon
Secondary	Legs	Other
Dueling Blade		

Power Level: 0

Attributes

Might	Guard	Threshold
5	6	3
Energy	Systems	Speed
2	4	8

Areas

Core	Nose	Turrets
Terrain Specialist (Space)	Boosted Lance	Assault Rifle
Missile Pods	Thrusters	Other
Missile Massacre	Reactive Booster	

Power Level: 2

Attributes

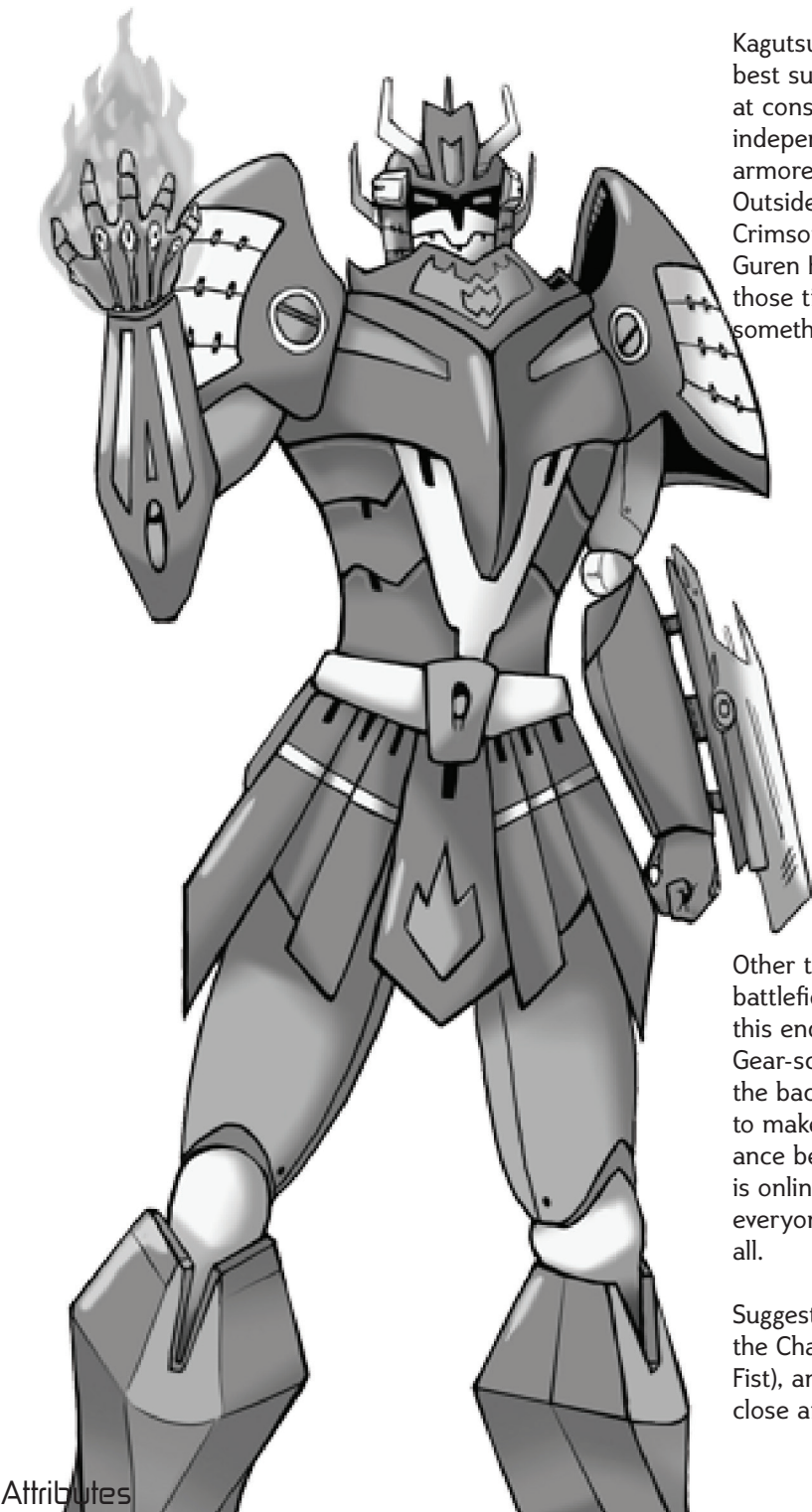
Might	Guard	Threshold
6	6	8
Energy	Systems	Speed
5	6	6

Areas

Bridge	Bottom	Main Cannon
Base Unit	Reversible Thrusters	Powered Rifle
Turrets	Jammers	Other
Superheavy Machinegun	Custom Defense (Shooting)	Airstrike

Power Level: 4





Kagutsuchi stands as the Soaring Dragon Fortress' first and best success to date. This Gear is testament to Hiryu's talent at constructing giant robots, as well as a symbol of their fierce independent spirit. The Kagutsuchi is an agile, moderately armored model equipped for close quarters combat with Outsiders. Its most notable feature is the Guren Kaina -or Crimson Lotus Arm - used to melt anything it can grab. The Guren Kaina has an alternate mode of use as a beam rifle for those times when it just needs to keep its distance and fill something with holes.

Other than that, the Gear was made for blitzing through the battlefield and reaching its targets as soon as possible. To this end it comes equipped with both the first miniaturized Gear-scale Antigravity drive and 'Rolling Thruster' wheels at the back of each heel to skiff across water without the need to make itself a giant, flying target. Kagutsuchi's fiery appearance becomes even more impressive when its Gravagne Field is online, making the Gear look like it is on fire and reminding everyone that yes, it is named after a Shinto God of Fire after all.

Suggested Powers for a potential Meister include those from the Champion line, particularly Signature Weapon (Radiant Fist), and possibly Gotta go Fast, because it needs to get up close and personal so it can do its thing.

Attributes

Might	Guard	Threshold	Energy	Systems	Speed
5	5	4	5	0	4

Areas

Core	Torso	Left Arm	Right Arm	Legs	Other
Invincible Alloy	Antigravity	Arm Guardian	Beam Rifle	Overbooster	
	Absolute Barrier		Radiant Fist		

Power Level: 1

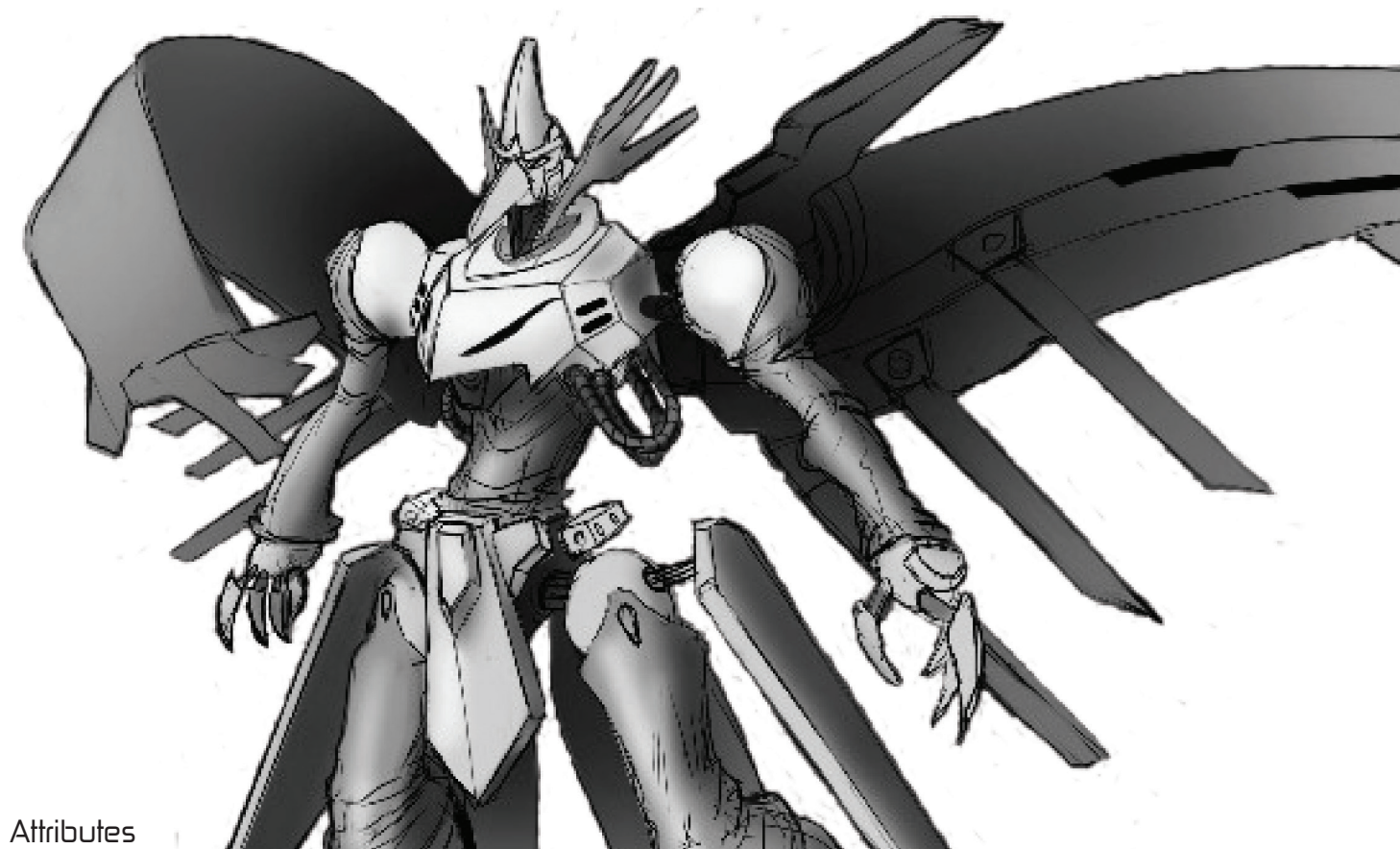


HMR-003 Kurama

Kurama is, like anything coming out of Hiryu's assembly lines, an experimental unit. In Kurama's case, that means being equipped with support Board drones within its wing-shaped backpack. The drones are the size of a human adult, and not particularly effective as weapons, but can launch strings of hardened Element G to form an elaborate web and trap foes briefly. Their secondary use is to be used alongside the Gear's Electro-Sapper Pod launcher and help take down enemies with internal damage.

Naturally, Kurama has a multitude of nanobots it can use to repair and resupply its drones in the middle of battle. While Kurama is obviously no slouch as a combat unit, it is primarily meant to take on a supporting role and assist the rest of Hiryu's forces in taking down particularly powerful outsiders.

Kurama makes effective use of Powers from the Tactician group, though it can also be a formidable fighter with help from more action-oriented Powers like Mind Over Matter and Believe in Myself.



Attributes

Might	Guard	Threshold	Energy	Systems	Speed
2	4	4	6	4	2

Areas

Core	Head	Torso	Arms	Legs	Other
Commander Type		Absolute Barrier	Resupply		Assisted Targeting
Early Warning and Control		Antigravity	Electro-Sapper Pods		Ensnaring Trap

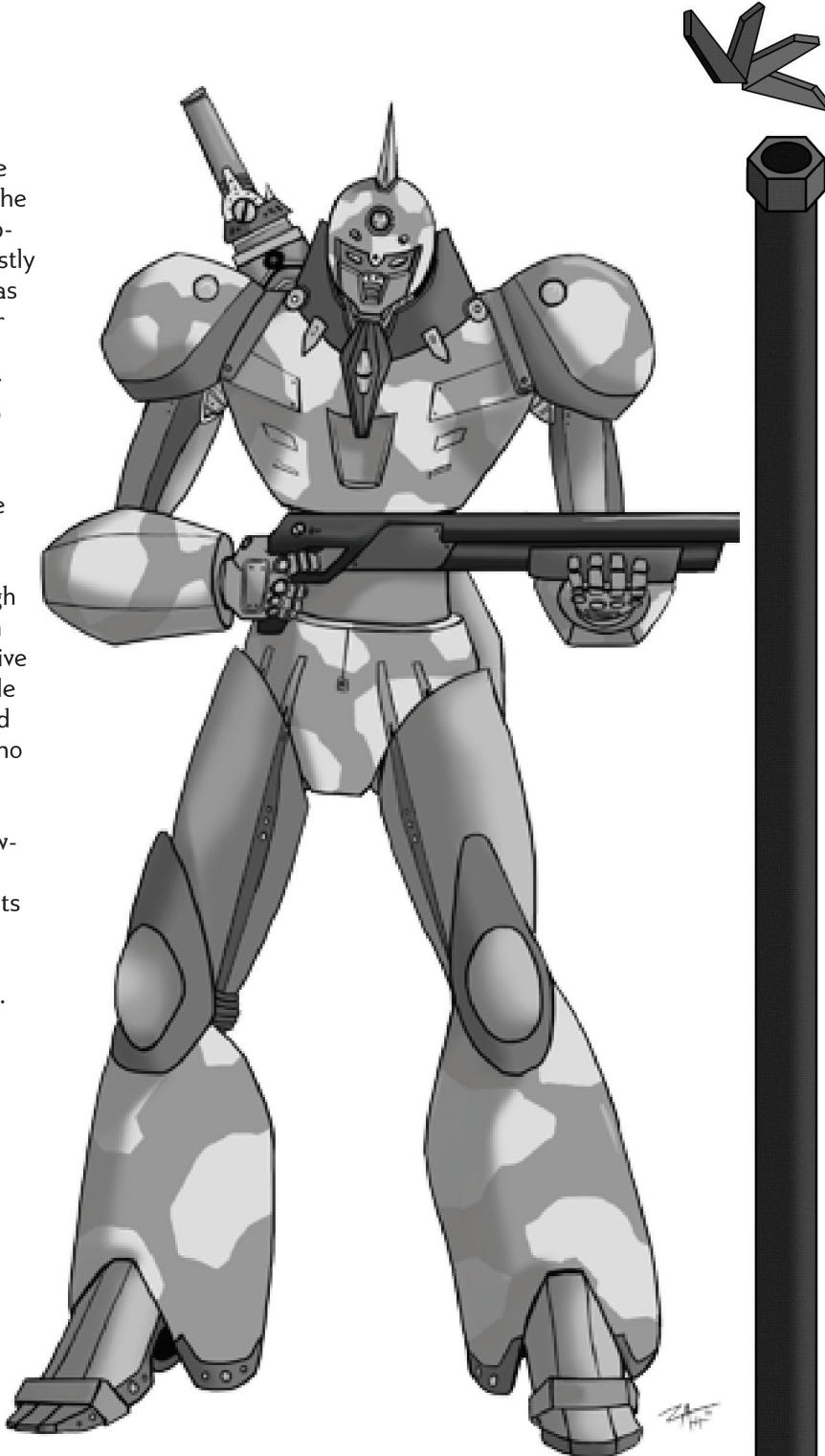
Power Level: 1

BGM-001 Dvorak

Dvorak has been the mainstay of the guerillas’ Meister force since the very early days of the resistance, outperforming the grand majority of the Federation’s mechanized mobile weapons individually - a small relief considering that they are vastly outnumbered. Production has been steady, however, and has reached the point where the RUF doesn’t have the hands for the Gears that their sponsors bring in. Currently all Dvorak Gears carry vast supplies of spare parts and equipment for emergency purposes, so they can put all that equipment to use.

In combat, Dvorak squadrons take turns drawing enemy fire and covering for each other, letting damaged units take a breather for quick repairs mid-battle. They handle short to mid-distance combat particularly well, and can clear through waves of Board drones easily. The Wagner often fields them to support their more artillery oriented Gears with impressive results, joining thir long range bombardment with the missile pods on their backpacks. The Dvorak is known as the herald from the new world, one where the UEF’s tyrannical rule is no more.

Anybody interested in manning a Dvorak should look to Powers that improve its offense like My Style is Impetuous and defensive ones like My Defense is Impregnable to enhance its performance as a midrange tank unit. Tactician Powers like Can’t let you do That and You can do Better than That also suit this role while improving its ability to support the team.



Attributes

Might	Guard	Threshold	Energy	Systems	Speed
4	4	4	4	4	4

Areas

Core	Head	Torso	Arms	Backpack	Other
Invincible Alloy		Absorbing Armor (non-Beam)	Chainblade	Jury Rig	Supply Delivery
Expert Support			Riot Weapon	Bombardment	
Slippery Chassis					

Power Level: 1

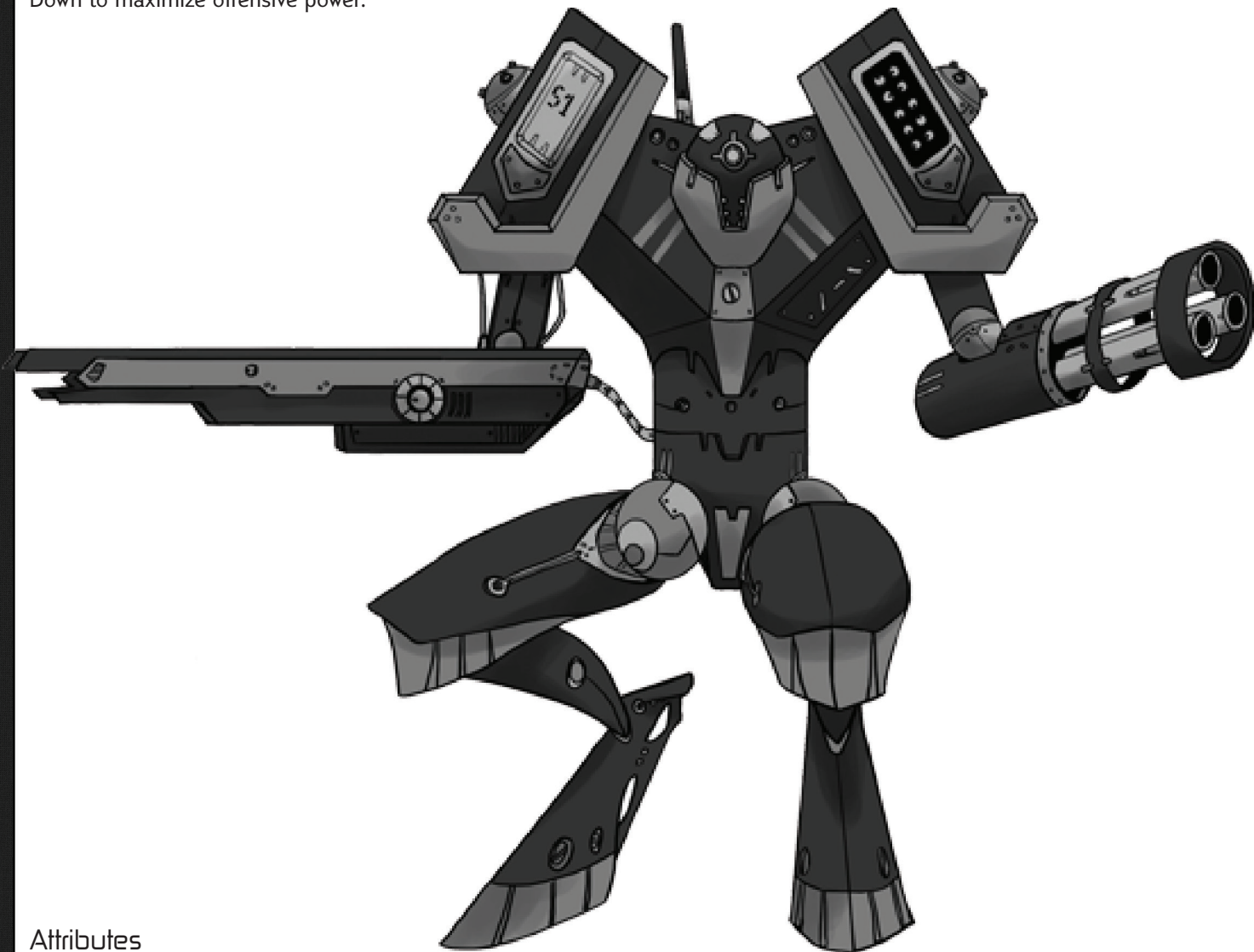




BGM-002 Penderecki

The Penderecki is seen by Gear romanticists as a crude and barely mobile weapons platform, but its sheer usefulness proves that sometimes aesthetics can and should take a back seat. A single Penderecki can cover for multiple Gears at once and multiples of them can unleash the apocalypse. The Penderecki's main strength is also its biggest flaw. It is an unfortunate one-trick pony without the adaptability that Gears are supposed to benefit from, but it packs so many guns and is engineered to make so much out of every one of them that the risk is very much worth it.

Penderecki models are the Wagner's secondary Gear force, they can be quickly deployed to unleash preposterous amounts of ordinance and quickly retrieved. A Penderecki Meister should consider Powers like I'm Breaking Through and You are Going Down to maximize offensive power.



Attributes

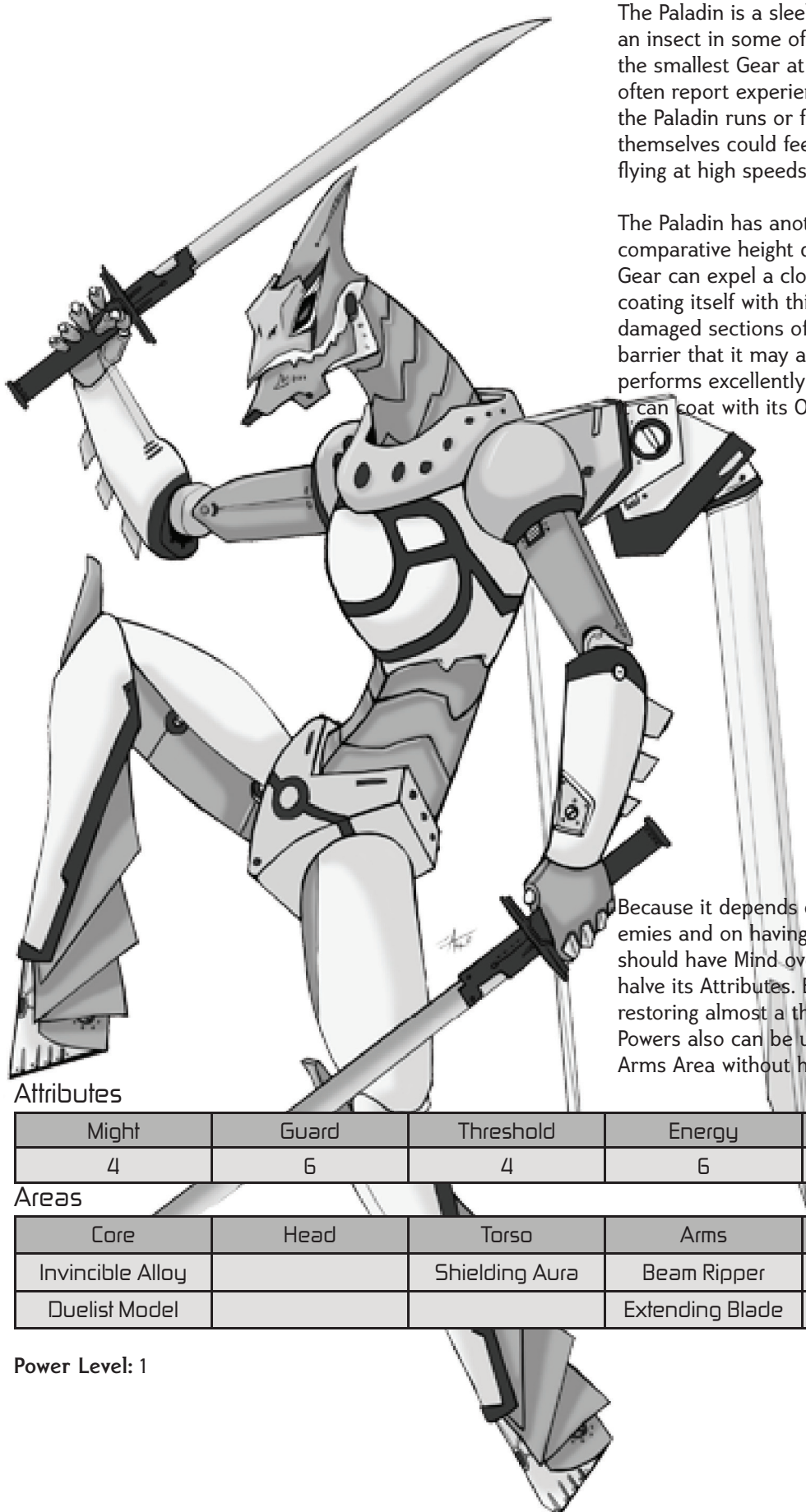
Might	Guard	Threshold	Energy	Systems	Speed
5	5	5	0	5	4

Areas

Core	Head	Left Arm	Right Arm	Legs	Other
Integrated Weapons		Superheavy Machinegun	Rail Bazooka		
Expert Support		Bombardment	Finger Net		
Artillery Frame					

Power Level: 1





SDE-001 Paladin

The Paladin is a sleek and fast Gear that vaguely resembles an insect in some of its design aesthetics, and is currently the smallest Gear at just 8m tall. Meisters that give it a try often report experiencing an almost-narcotic sensation when the Paladin runs or flies through open spaces. It is as if they themselves could feel the wind and experience the rush of flying at high speeds.

The Paladin has another key attribute that helps offset its comparative height disadvantage. Via voice command the Gear can expel a cloud of Organic Energy from its wings. After coating itself with this substance the Paladin can reinforce damaged sections of its body or spread it in the form of a barrier that it may also share with its allies. The Gear itself performs excellently when using hand to hand weapons, which can coat with its Organic Energy to strengthen even further.

Because it depends on getting within Melee range of its enemies and on having its Energy reserves available, Meisters should have Mind over Matter to counter effects that would halve its Attributes. Believe in Myself is also very useful, restoring almost a third of the Paladin's total Threshold. Both Powers also can be used to counter an unlucky Maim of the Arms Area without having to spend Energy.

Attributes

Might	Guard	Threshold	Energy	Systems	Speed
4	6	4	6	2	4

Areas

Core	Head	Torso	Arms	Legs	Other
Invincible Alloy		Shielding Aura	Beam Ripper		
Duelist Model			Extending Blade		

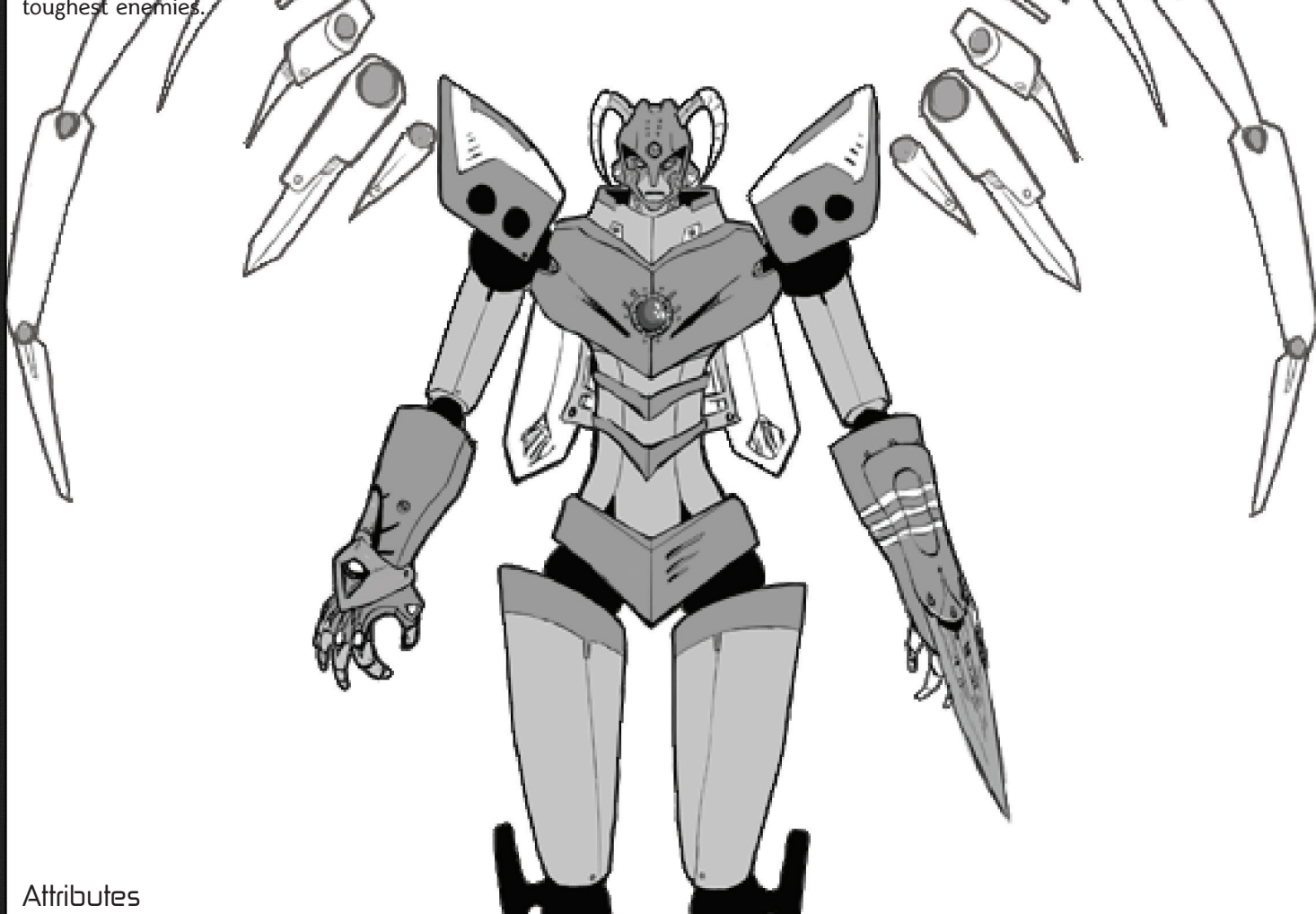
Power Level: 1

SDE-002 Warlock

The latest and most visually impressive of Clarke's Gears, the Warlock stands an imposing 17 meters tall and is issued only to Meisters that meet very specific, and secret, parameters. This is because the Warlock wields immense destructive power due to its vast energy capacity and output. Its offensive capability consists almost entirely of beam weaponry, a hindrance surmounted by the sheer danger said capability poses to an enemy.

The monster inside encourages Meisters to place themselves and everyone else at risk through a heightened adrenaline rush during battle. Meisters report that riding these steel giants is an empowering experience, making them feel that they are invincible for as long as they can continue to blast things with pretty columns off light.

Because the Warlock is basically good at one thing and one thing only (making stuff go boom) Meisters could use some help from defensive Powers such as I Cannot be Defeated and Can't let you do That to survive long enough that it can finish off the toughest enemies.



Attributes

Might	Guard	Threshold	Energy	Systems	Speed
6	5	5	5	2	3

Areas

Core	Torso	Left Arm	Right Arm	Legs	Other
Integrated Weapons	Shielding Aura	Beam Ripper	Powered Rifle		
Experimental Reactor	Reactor Overdrive				

Power Level: 1

UHDS-001 Wagner

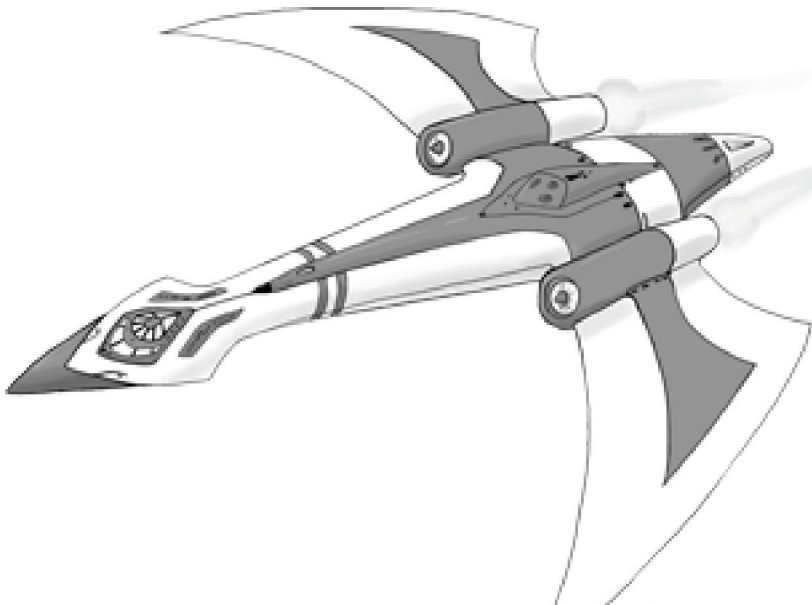
Clocking in at about three hundred meters in length, just about as much in width and barely over a hundred in height, the Wagner is the world's first flying battleship. In combat, the Wagner can make use of cannons and missile launchers much like any other battleship, but its true strength lies elsewhere.

The Wagner can release 'balloons' of contained Type-G particles, which in turn spread clouds of the gaseous substance to shield itself and others from harm temporarily. Particularly dense clouds will quite simply stop all electromagnetic signatures from coming in or getting out, thus creating a 'screen' that renders the entirety of the area on the other side a puzzle. These clouds do not last for more than a few minutes before the Type-G particles inevitably and explosively push themselves away from one another. They are also really expensive to produce, so they are to be used sparingly.

But the Wagner does not rely on defensive measures alone to outmaneuver the GAF. Indeed, it would not have survived all these years without its advanced artificial intelligence, dubbed Morrigan. According to those who have had the chance to talk with it, Morrigan is the most advanced AI in the world. It is actually a network of over a hundred quantum computers and may or may not have access to the entirety of the world's uploaded data.

Though if it does, it does not show it. Indeed, even if the Morrigan's calculations and strategic counsel have literally saved thousands of lives - though it may still make mistakes, just as in the Liberation of New York - it is rather humble, insisting that all it is trying to do is bring a more peaceful age, so that it may simply go back to studying human history. Friendly as it may be, Morrigan does not share what it knows of classified information nor does it involve itself with others' personal matters - it has more pressing issues to worry about.

A prospective Captain should consider taking Genre Powers with support value like Don't Give Up or defensive ones like This is my Battlefield (Defensive). Do note that the Wagner statted below is at a Power Level of 2 and is meant for NPC use. If a PC is going to be at the helm, it should be redesigned to be at the Power Level of the other PCs.



Attributes

Might	Guard	Threshold	Energy	Systems	Speed
2	4	8	5	6	4

Areas

Core	Main Cannon	Turrets	Drones	Thrusters	Other
Base Unit	Reactor Overdrive	Assault Rifle	Resupply	Reversible Thrusters	
Flyer		Bombardment			
Stealth Field					
Guardian of Steel					

Power Level: 2





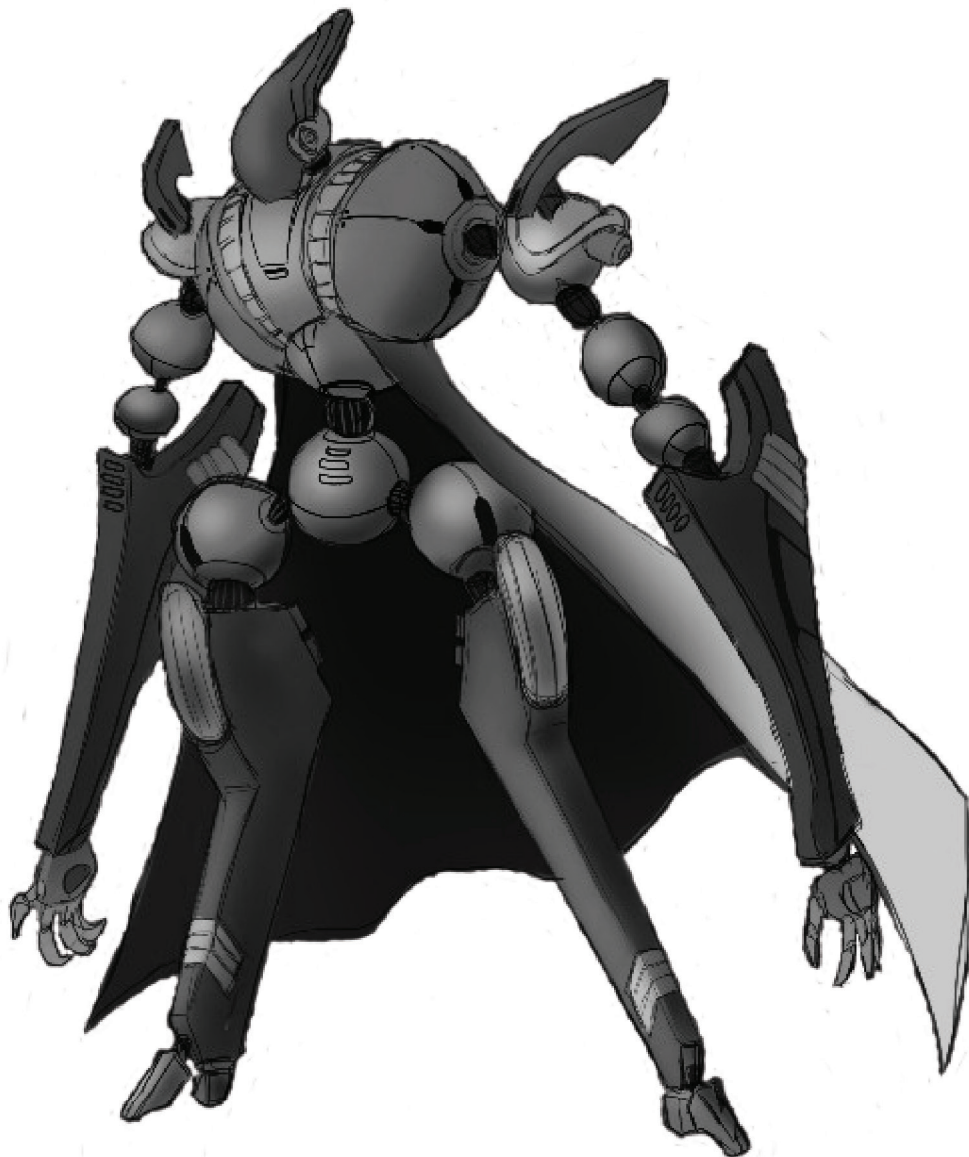
Sample Allied Boss



HMR-00 Soaring Dragon Fortress

The very last line of defense against Outsiders before they're free to rampage around the rest of the Pacific -and beyond- as much as they want is none other than the SDF itself. Fortunately for those involved, the fortress itself is as impressive in performance as it is visually, with its own Gravagne Field to shield itself from enemies that reach it.

Should Hiryu's Mecha and the SDF's AI defenses fail to be enough it may still use its terrifying Kuzuryusen cannon as a last ditch effort. This carries a terrible price - destroying a grand portion of the island it is supposed to protect. In a worst case scenario, the Kuzuryusen may be activated to assure either a pyrrhic victory or mutual destruction.



Attributes

Might	Guard	Threshold	Energy	Systems	Speed
7	4	7	7	4	0

Abilities

Powers	Upgrades	Weapons	Other
Useless!	We are Many (Karakuri)	Final Beam	Base Unit

Power Level: 1



Sample Enemy Grunts

Majesty

Board-operated aircraft fighters are just as numerous as their landbound wheeled counterparts - if not moreso. Air capability coupled with speed and firepower make the UEF's air dominance a terrifying thing to face unprepared. Squadrons of Majesty units can strike from a distance with impunity, pinning down their foes with teamwork tactics.

Attributes

Might	Guard	Threshold
4	0	0
Energy	Systems	Speed
0	4	4

Areas

Core	Systems	Missiles
Flyer		Anti-Air Missiles
Turrets	Thrusters	Other
Assault Rifle	Reversible Thrusters	

Power Level: 0

GAR-06 Bravery

The first Gear to be mass produced and whose name became a nickname for all other Gears. The UEF designed the Bravery with the idea that the best way to survive against the SSA's Boards was to never let them hit their own robots in the first place. To this end it is equipped with a multitude of fast-acting jammers to confuse enemy targeting equipment and EMP grenades, the equivalent to a flashbang against Boards.

After several years additional equipment has been developed to make it less of a walking deathtrap when compared to the RUF's own Gears, with increased energy capacity and endurance in each of its limbs. It also sports weapons for short to long distance encounters and is equally able to shine in any of them as the Gear of choice in the GAF's roster.

Attributes

Might	Guard	Threshold	Energy	Systems	Speed
4	3	3	2	5	4

Areas

Core	Head	Torso	Arms	Legs	Other
		Electronic Cloaking System	Dueling Blade		Electromagnetic Detonator
			Assault Rifle		

Power Level: 1

Dominion

Even though the real power of the UEF lies in the GAF, it still employs a vast arsenal of mechanized land forces to accomplish its goals. More of them continue to be produced since they only require a few human supervisors each, thanks to artificial intelligence. They are frail individually, but their sheer firepower gets scary with numbers.

Attributes

Might	Guard	Threshold
4	4	0
Energy	Systems	Speed
3	1	2

Areas

Core	Guns	Cannons
Terrain Specialist (Land)	Riot Weapon	Beam Rifle
Launchers	Artillery	Other
Missile Massacre	Powered Rifle	

Power Level: 0



The most common of the Botakuri frankly looks more like a giant oversized toy than a war machine. It even moves in a cartoonish - almost surreal - way that shouldn't even be possible from the way those legs look. And yet, it works.

The Magister class pack a lot of firepower within that stocky frame, and can detach their heads and launch them as bombs with a tremendous explosive power. As if that weren't enough, the crystals in their stomach seem to have defensive properties, projecting a small forcefield that can absorb beam-type weaponry.

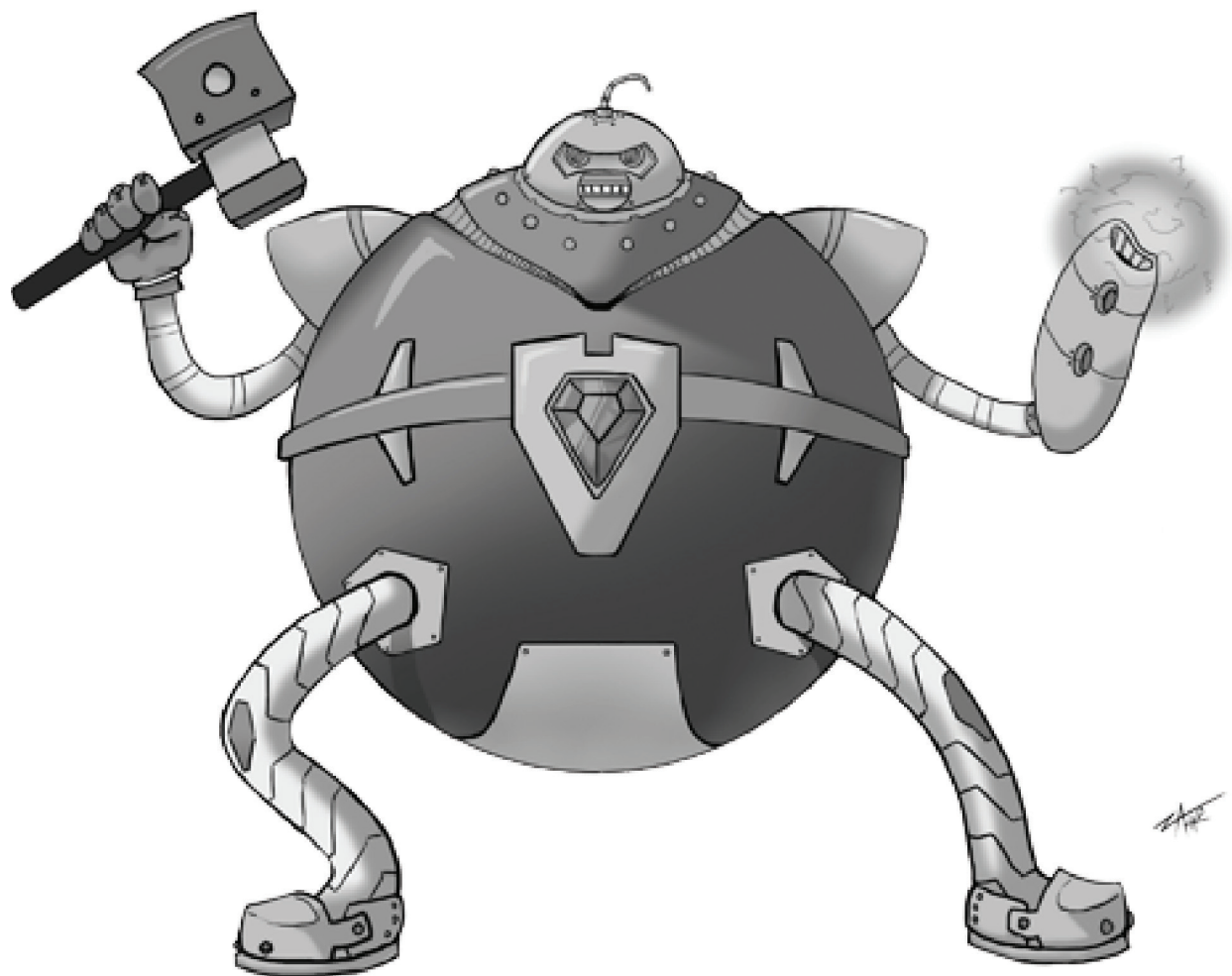
Attributes

Might	Guard	Threshold	Energy	Systems	Speed
4	6	4	2	0	3

Areas

Core	Head	Torso	Left Arm	Right Arm	Other
Expert Support	Bombardment	Custom Defense (Beam)	Stun Rod	Beam Rifle	

Power Level: 1



Rotarum X1

This Botakuri model is designed to hold its own against the SDF's forces, specially when in tandem with the Outsiders' hordes of Magisters providing them support fire. One of them is almost an equal to an individual Gear from Hiryu, making them quite the challenge when they come in numbers.

Rotarum is visually akin to a car that sprouted arms and legs, then tried to walk upright - before someone attached a bunch of guns to it. The thing is surprisingly agile despite looking rather clunky, and has demonstrated ample talent for robo-kung-fu moves in the past. In a pinch, it will churn out some rather unhealthy amounts of smoke, and move around with something resembling the equivalent of grace and beauty in goofy giant robot standards.

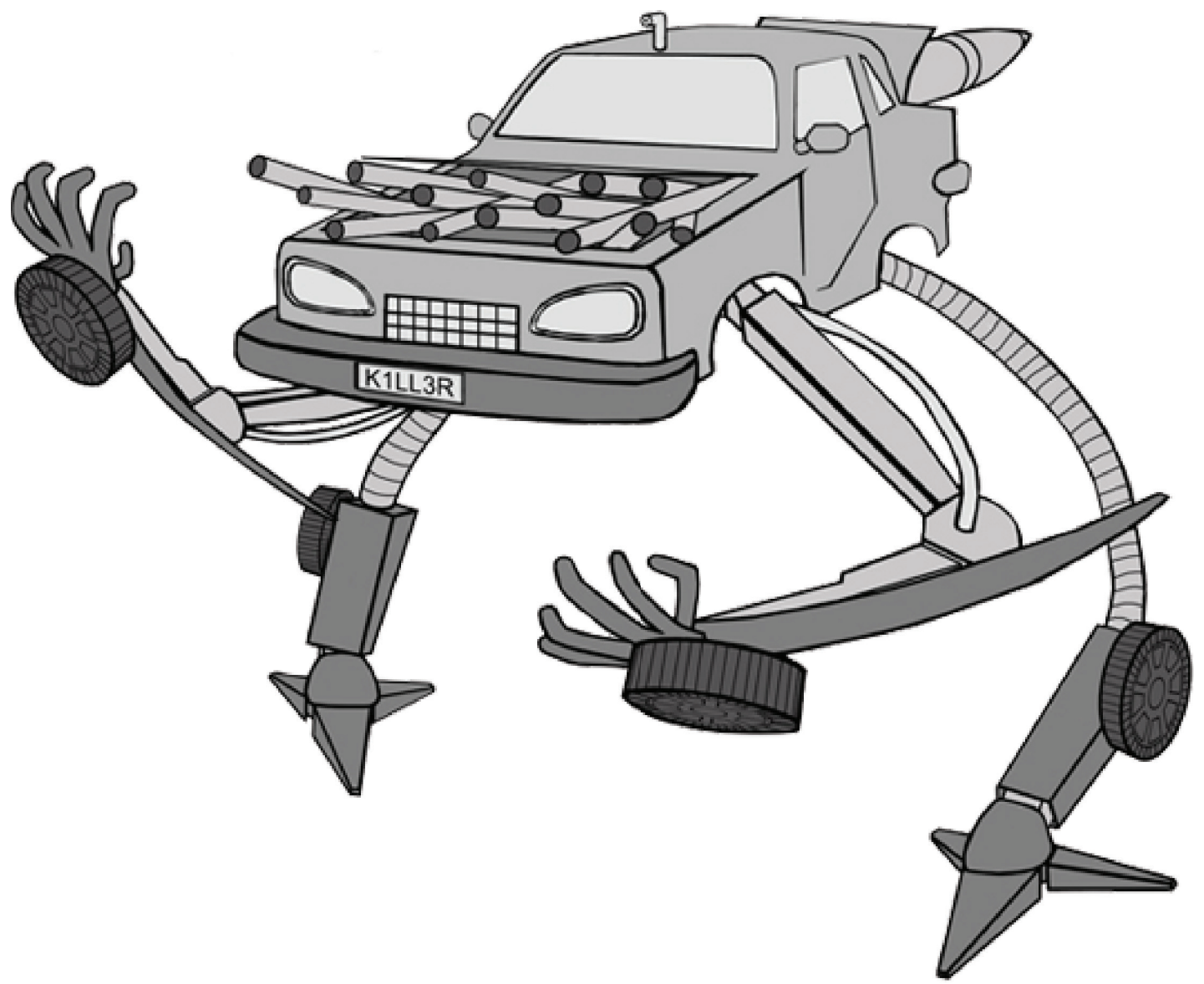
Attributes

Might	Guard	Threshold	Energy	Systems	Speed
6	5	8	0	2	5

Areas

Core	Head	Torso	Arms	Legs	Other
The Beast					

Power Level: 2



Sample Enemy Rivals

AIE-003 Lapis

The only Outsider that has had multiple encounters with Hiryu's Gears and escaped every time until now, partly because of its power and resilience, partly because it prefers to fight in environments where it has the advantage. Lapis is best described as a multitude of shifting Gygravagnite crystals, all rotating around a Core at the bottom of the creature. It usually stays underwater, and is capable of high-yield energy or ordinance-based attacks.

Lapis is a rather conservative and even intelligent Outsider, unwilling to expose itself to danger and often found bombarding from a distance either by launching a barrage of giant spiky crystals or beams from its front. It will do this until either its Botakuri minions have thrown the SDF's forces into chaos or they have been wiped out, in which case it often retreats.

If really pushed to the brink, Lapis becomes extremely ferocious, using its claw-like limb to crush any Gears close enough and retaliating with a level of force it rarely shows. It doesn't have any real weaknesses, though anything that can interfere with or otherwise disrupt Gygravagnite technology will at least inconvenience it temporarily.

Lapis is best used as a mid-game encounter or an early major boss. It will be difficult to catch up to it unharmed, since it resides at sea or other environments that make it difficult to reach. It should do its best to save up its defensive Genre Powers until the last possible second, getting the most out of its Berserker mode. If you really want to drive home how bothersome it can be as a recurring encounter, you should make use of Difficult Terrain effectively and make it always keep a Genre Point ready for Live Another Day.

Attributes

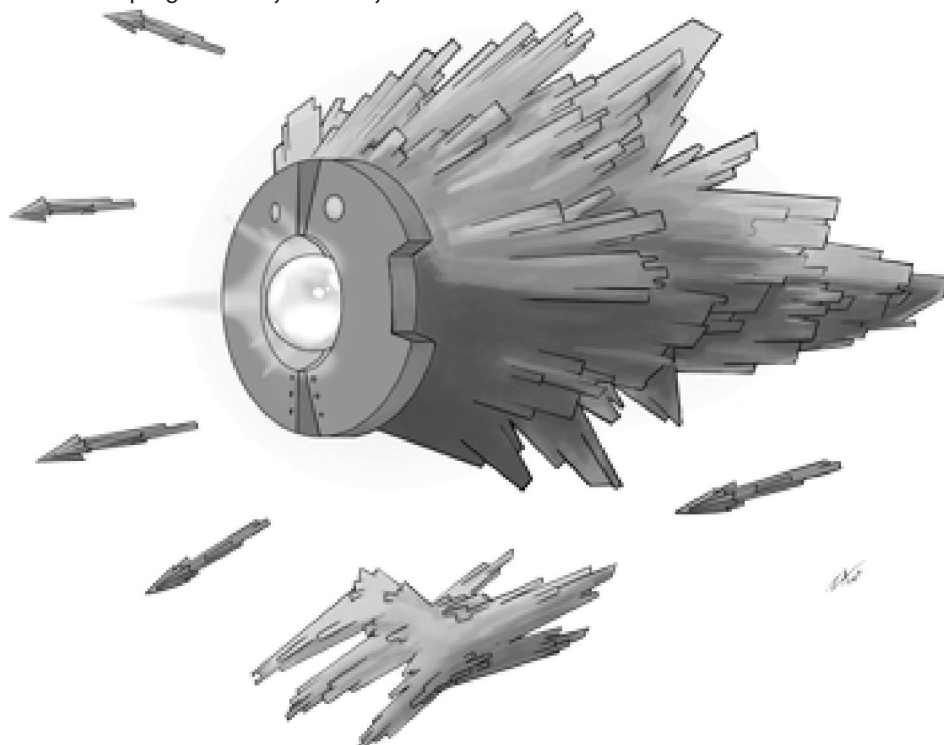
Might	Guard	Threshold	Energy	Systems	Speed
6	6	4	5	4	7

Areas

Core	Front	Body	Formation	Claw	Other
Terrain Specialist (Water)	Charge Cannon	Absolute Barrier	Whirlwind Attack	Zweihander	
Integrated Weapons		Reversible Thrusters	Sniper Rifle		

Genre Powers: My Defense is Impregnable, My Pain is your Pain.

Power Level: 2



Julia Campbell

Julia was once a high school student in Boston, a fairly average student with little in the way of violent tendencies outside her passion for fencing. This changed when she witnessed the only time the rebellion has successfully infiltrated Gears into the interior of the city. Observing their attack on a shipment of prototype Glories, she climbed into the cockpit and successfully activated and intuited the PsAICon controls, rapidly defeating the hardly unskilled rebel operatives on her own.

Julia does not actually have nearly as much formal military training as even the rank and file of the GAF Meisters, but she does have a reputation as a competitive, hotheaded, and bloody-minded fighter.

It was later discovered that Julia had a hobbyist level of interest in historical wars up to and including those of the present era. Further, she had a level of natural skill in handling Gears that was unseen previously. She begged to be allowed to stay on as the pilot of the Gear that she salvaged, and the UEF acquiesced, if primarily out of a curiosity as to how her abilities were possible. A great deal of the girl has been buried beneath the violent tendencies of the woman with every deployment since then, and now Julia is a shell of a person that lives for battle. This is not entirely obvious though. Julia is friendly, funny and even flirty in her own way most of the time, with a flair for dramatic displays. But she should not be expected to show any mercy or attempt at negotiation with enemies save to provoke them into shooting first.

Someone who trumps her during a duel one on one might earn her attention, and perhaps even her respect. It is possible that if she were forced to listen somehow, she could be reasoned with, since she's highly unlikely to support a clearly lost cause. Unlike certain other war obsessed characters, Julia is not willing to actually go out in a blaze of glory, since it is only her ability to continue experiencing battle that matters. That is, of course, unless the end can be prolonged indefinitely, in which case she will gladly lend her aid to drag out the conflict as long as possible.

Anyone unlucky enough to trash her Gear will find out that Julia does not like having a score to settle, and she will not rest until she has proven her superiority. This is not a compliment, it is a death sentence - for her rival or herself. Her relationship to the beast within the Power is perhaps the key reason she has not been replaced, since they seem to be in tune when it comes to their preferred fighting style.

Attributes

Fitness	Intellect	Charm	Awareness	Willpower	Resources
6	4	6	4	8	4

Skills and Traits: Athletics, Combat, Deception, Diplomacy, Hard Work and Guts.

Genre Powers: Signature Weapon (Incinerator), I'm Breaking Through.

Power Level: 2





Leon is a graduate with honors from the Boston academy, a calm and collected Meister with years of experience, talented as a fighter and tactician. He sees the RUF as misguided at best, and to him they are an enemy he must crush himself if he is to rise through the ranks.

A cursory glance to his background reveals that his distaste for the guerilla is not out of loyalty and propaganda, but a much more personal issue. As the son of Executive Councilman Patrick Wakefield, he didn't witness the worst of life in the Safe Zones until after becoming an orphan. In the early months after the creation of the Zones, several insurgents instigated anti-UEF riots. During these events, they set fire to and destroyed multiple government buildings, many of which still had civilians inside them - including Leon's parents. He signed up as part of the volunteer civilian peacekeeping forces almost immediately, but has matured considerably since then.

His idealism for the 'Unified Government' of the UEF is usually looked upon with disrespect from his very peers, and although he turns a blind eye to said remarks his views have not made him soft. When the situation calls for it, and especially when civilian lives are in danger, his wrath is swift and devastating. Leon firmly believes that things will be better once we are truly unified, and that the way to change the system is from the inside.

Due to his exemplary record, his combination of strength and compassion, and his overall polite and charming demeanor, it is no wonder that he commands such loyalty from his team and is loved by the GAF's PR division.

As one of the few lucky survivors that were present for the battle of New York, Leon lost all of his teammates back then as part of both the battle and the detonation of the 3G-Bomb. Since that day, he has been working earnestly to have enough influence that he may put a stop to such senseless sacrifices. He will unify the world and bring peace to the people with his own hands, even if it is the last thing he does.

As the appointed leader of the Glory Squadron, his wingmates can expect someone who genuinely looks out for them and can always give a pep talk. He is not too fond of operating something that looks made for a supervillain, but the Victory Glory and himself are a great match for each other, so there seems to be a solid work relationship based on mutual respect there.

Attributes

Fitness	Intellect	Charm	Awareness	Willpower	Resources
4	6	7	5	6	5

Skills and Traits: Athletics, Combat, Diplomacy, Presence, Leadership.

Genre Powers: Can't let you do That, You can do Better than That.

Power Level: 2



WWG-001 Power

The largest Gear seen to date, and a strong contender for the most powerful too. Barring the fact that it looks like a thing that is both alive and evil, it has remarkable similarities to the style of Hiryu Gears. This makes some sense, as both the GAF and the Outsiders have been studying the rebels' designs.

This Gear is the pointman of the Glory class: It is a big target that will wreck anyone it can catch with its energy whips, crush with its horns, or cut to ribbons with its bladed tail. If necessary, it will use the flamethrower in its chest, and it is reinforced to withstand strikes from the explosive and projectile-based weapons that the RUF's Penderecki models favor so much, with a minimum of strain on its internal systems.

There is not very much that can be said about the Power. It is not subtle. It doesn't get tricky. True to its name, it gets in your face and doesn't leave until the dust settles. It is at its best when deployed with ranged support from other allied forces, like the Majesty or Dominion, and of course the Victory itself.

Attributes

Might	Guard	Threshold	Energy	Systems	Speed
7	6	5	6	3	4

Areas

Core	Head	Torso	Arms	Tail	Other
Duelist Model	Chainblade	Incinerator	Extending Blade	Whirlwind Attack	
Integrated Weapons		Custom Defense (Shooting)	Absorbing Armor (Melee)		

Power Level: 2

WWG-002 Victory

The Victory was made when the GAF was convinced it did not need to know the workings of Gygravagnite Type-G at all, and it is the result of them trying to find their own ways around such things. In place of a Gravagne Field, it uses stealth technology. And in place of Antigravity systems it rides a mechanized, armored beast.

The Victory is not very effective at direct combat, but it does not need to be, thanks to its own miniature army. Through telepathic control, Victory carries with itself a swarm of flying biomechanical insectoids the size of a fly. The bugs are employed to attack enemy Gears and to interfere with their functions by suicidally rushing every sensor and joint.

Obviously intended to seek and destroy the Wagner and its own Gears, the Victory excels at pinning down individual Gears and rendering them sitting ducks. Because it is more of a support or flanker Unit, the Victory should be deployed alongside forces that can take the heat for it - preferably at least on the level of the Bravery if not the Power itself.

Attributes

Might	Guard	Threshold	Energy	Systems	Speed
5	6	4	3	7	4

Areas

Core	Head	Torso	Arms	Platform	Other
Commander Type	Resupply	Electronic Cloaking System	Superheavy Machinegun	Antigravity	Ensnaring Trap
			Electro-Sapper Pods		Fire at Will

Power Level: 2





SLF-027 Schrodinger and SLF-028 Wigner

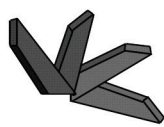
One of the strangest reported Cryptid sightings lately around Verne I is that of a 'lanky man with strange hair and a glowing flying woman'. They are both obviously Cryptid in origin and there have been large readings of Element G detected in places where they appeared recently.

The only pattern to their appearances so far is that they tend to observe Operations to subdue or destroy other Cryptids from a distance, but they have only been confronted once by Children and the results were... Not very promising. They retaliated with a display of their full power, and grievously wounded all deployed operatives, although none lethally so. Despite their small size, both are extremely powerful and operatives are not to engage them without the protection of a Gear in any circumstance.

Both share the ability to cause anyone near them to hallucinate, with results that have sometimes been lethally heart-stopping. In addition to that common technique, they have demonstrated levels of teamwork unseen in earlier Cryptids, and complement each other with their individual unique characteristics. For now Schrodinger and Wigner seem content enough to hang by the sidelines and observe Operations, but they are a very present threat and there is no telling when they might decide to take matters into their own hands. If they are not dealt with soon, Clarke Masters may find themselves paid a visit one of these days.

Schrodinger (the man) manipulates sound, while Wigner (the woman) holds domain over light. Both may use these abilities to various effects, and the full extent of their control over either element is unknown. Their elusiveness leads the Foundation to believe they use them to keep themselves hidden in between appearances, usually due to conflictive readings indicating they are in multiple places at the same time.





Schrodinger

Schrodinger is the forward bruiser of the duo, charging in then dishing out as much damage as possible. He will punch and kick, inflicting structural damage by breaking objects down internally and using powerful sonic shockwaves to attack from a distance. He'll shield Wigner whenever possible so she can heal him, and will direct which target the two of them will focus fire on until whatever earned their ire is no longer moving.

Fitness	Intellect	Charm	Awareness	Willpower	Resources
7	7	4	7	8	0

Skills and Traits: Athletics, Finesse, Stealth, Phantasm (Sound), Intimidating, Jaded, Psychic Power, Nightmare.

Genre Powers: Believe in Myself, Take One for the Team, You are Going Down.

Attributes

Might	Guard	Threshold	Energy	Systems	Speed
8	8	6	5	3	6

Areas

Core	Head	Torso	Arms	Legs	Other
Biological		Absolute Barrier	Resonance Cannon	Overbooster	
Invasive			Dueling Blade	Antigravity	
Power Suit			Chainblade		
Slippery Chassis					

Power Level: 3

Wigner

Wigner is in some ways even stronger than Schrodinger, but she prefers to stay in the back line and let him do the lifting while she supports him. Wigner can heal her own wounds or Schrodinger's by inducing an emergency assimilation of their surroundings to patch up their body mass with fresh materials. She is not cowardly though, simply well prepared, and is not afraid of using her powerful light-based attacks as often as possible if Schrodinger is there to shield her.

Fitness	Intellect	Charm	Awareness	Willpower	Resources
7	7	4	7	8	0

Skills and Traits: Athletics, Finesse, Stealth, Phantasm (Light), Intimidating, Jaded, Psychic Power, Nightmare.

Genre Powers: Mind Over Matter, Can't let you do That, You can do Better than That.

Attributes

Might	Guard	Threshold	Energy	Systems	Speed
5	8	6	6	6	6

Areas

Core	Head	Torso	Arms	Legs	Other
Biological		Absorbing Armor (Beam)	Incinerator	Overbooster	
Invasive		Jury-Rig	Radiant Fist	Antigravity	
Power Suit					
Slippery Chassis					

Power Level: 3





Sample Enemy Bosses



AIE-05 Angelus

Angelus can be described as a winged reverse pyramid, with its main visual feature being the orbiting halo over its head circling around the creature's pulsating core. It is tough, agile, and hits like a freight train - a perfect representation of what the average Outsider can do. It hovers above ground level, though it has no need to use its wings at all to do so. Indeed, they behave more like sensory organs than limbs necessary for mobility.

Angelus can fire a multitude of Gygravagnite-based 'wisps' from its halo that will interfere with the functions of any Gears they make contact with - the result being a temporary shutdown and forced reboot of the more energy-consuming systems. More worryingly, it can render itself invisible to nearly all methods of detection making no sound and projecting little in the way of energy signatures.

Angelus really does not want to hit itself with its own Technoleeches, and it should make use of You are Too Slow to reposition himself when cornered. Other than that, it is a fairly straightforward enemy who will go down to focused fire, especially if the PCs carry Blasts with them. Angelus is the type that would rather try and take down a Gear with him than retreat though, making him a nice early Boss encounter. It should arrive with Botakuris or even other Outsiders so he can make a grand offensive push where defeat is not an option for the PCs.

Attributes

Might	Guard	Threshold	Energy	Systems	Speed
5	5	5	5	0	10

Abilities

Powers	Upgrades	Weapons	Other
You are too Slow	Phantom Predator	Technoleeches	Biological
			Flyer

Power Level: 1



SLF-014 Maxwell

First spotted in the trash incinerators of an inter-colony merchant shuttle from which it escaped into space, Maxwell is an ever-growing pile of scrap metal, Gygravagnite constantly combusting and regrowing, and all sorts of strange elements found only in the remnants of the Asimov colonies.

Maxwell has survived for nearly a decade, and certainly not for lack of trying from the Clarke Foundation. It has proven simply too difficult to kill, and it comes out of every encounter stronger than before. Maxwell’s distinguishing feature is how it can assimilate any weapon that previously failed to kill it, becoming virtually immune to them for a short period of time, until its materials are to be discarded and replaced once again with new mass.

To add further worries, it is capable of physically assimilating other Gears, placing extreme harm on anyone who happens to be synchronizing itself with it. This is an ability that the science team would love to analyze, but can’t quite afford to attempt - if they fail to destroy Maxwell the next time they find it, it might be too strong for another attempt.

Since it is meant to be encountered solo (like most Cryptids), Maxwell can be considered dangerous without being impossible, and a group of four or more PCs stand a decent chance even at a lowly Power Level of 1. Maxwell never retreats from battle, but never gives chase to any Meisters trying to flee either, and thus can safely be encountered two or more times until his guard is finally pierced through. But fail too many times, and his Power Level will go up to 5, and that means he gets a Capstone that will surely ruin someone’s day - Energy Drain is a good one.

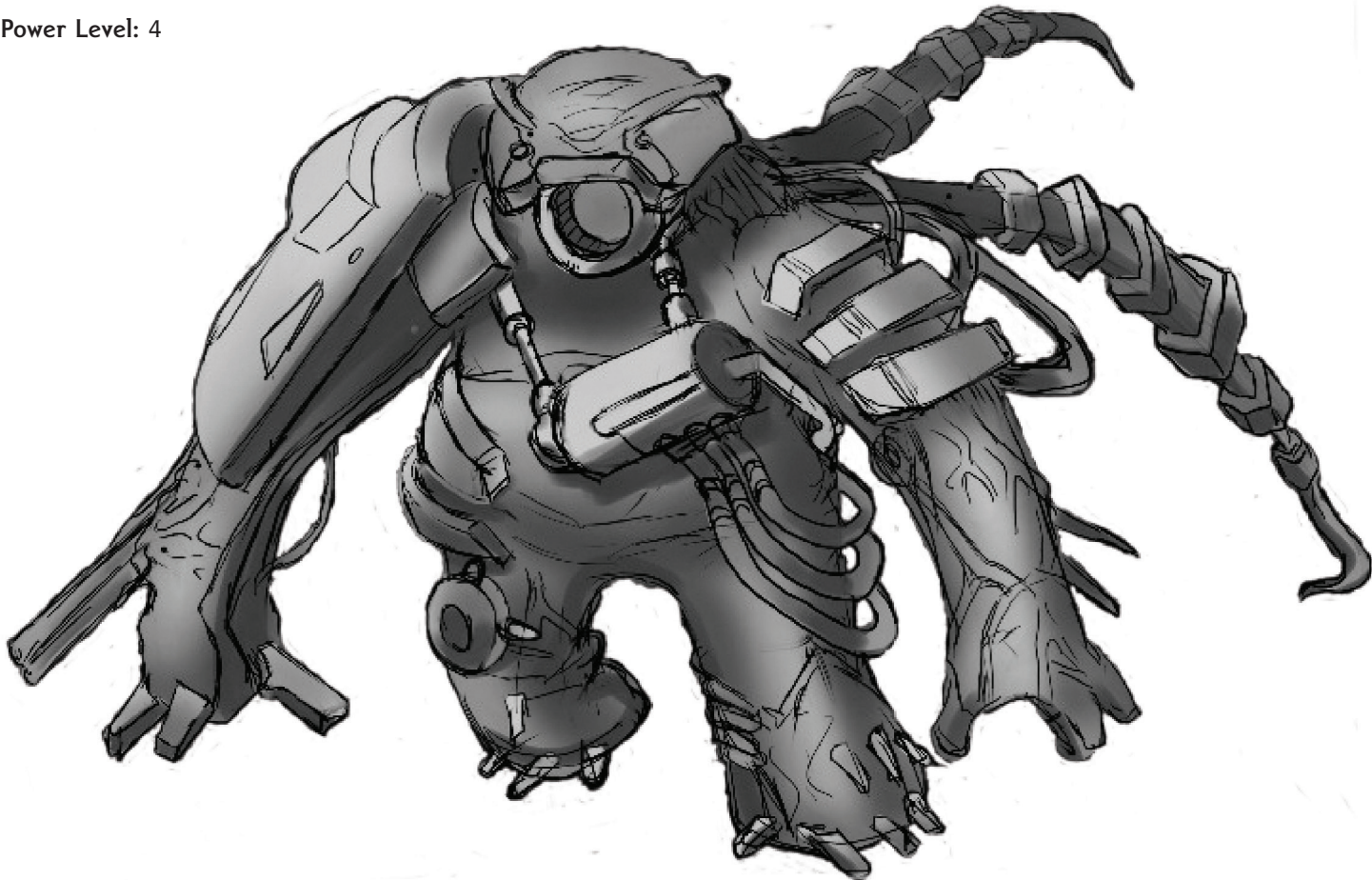
Attributes

Might	Guard	Threshold	Energy	Systems	Speed
6	6	11	6	4	6

Abilities

Powers	Upgrades	Weapons	Other
That will not Work Again	It Keeps Coming Back	Constrict	Biological
Behold my True Power	Adaptive Morphology	Merge	Invasive

Power Level: 4

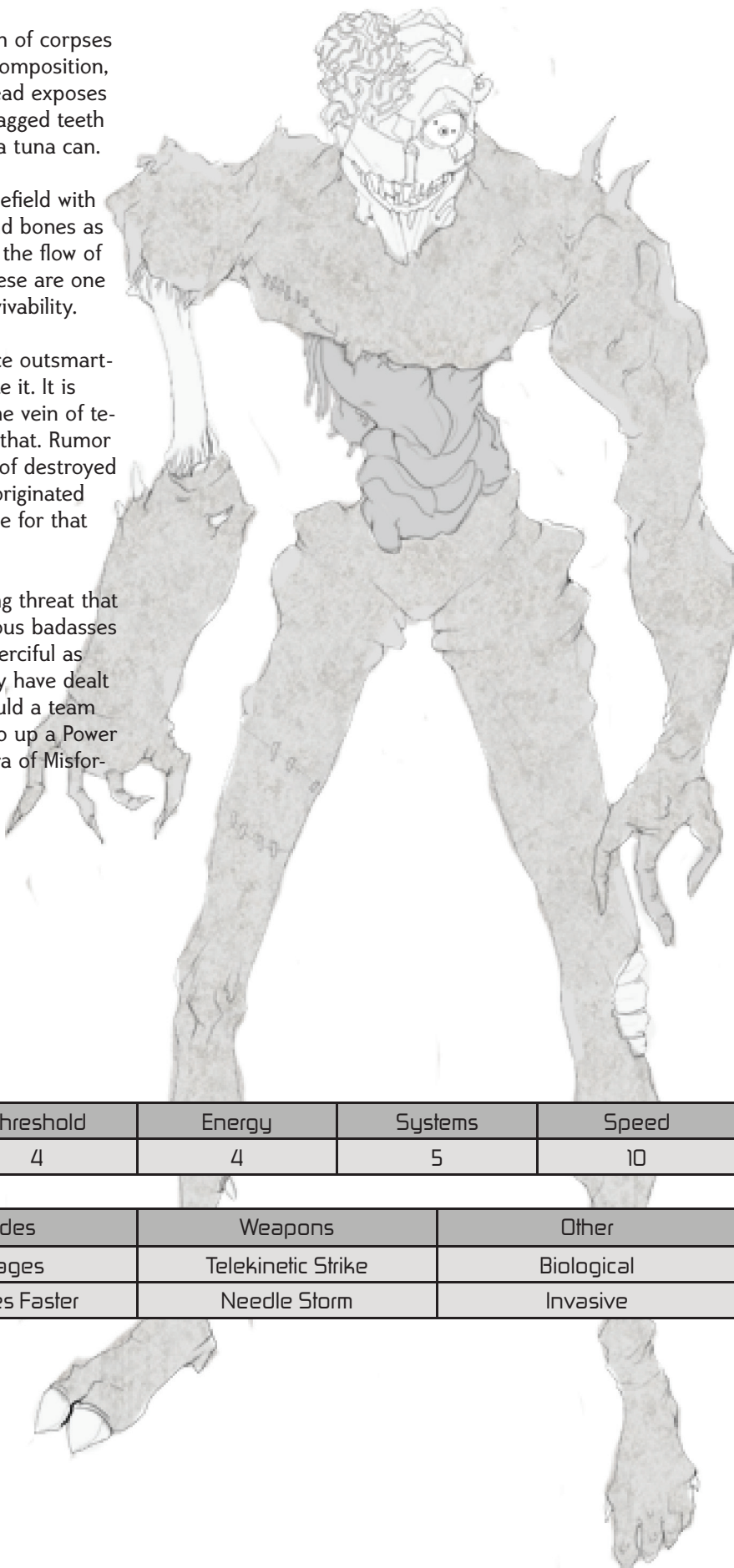


The Cryptid known as Laplace is an amalgamation of corpses from all sorts of lifeforms in various states of decomposition, taking a roughly humanoid form. Its cyclopean head exposes a rather large pulsating brain and its mouth has jagged teeth sharp enough to cut a hole into the colonies like a tuna can.

Laplace often skitters or pounces across the battlefield with incredible speed. It can launch its giant organs and bones as projectiles, full of bizarre substances that disrupt the flow of Element G of anything they touch. Indubitably, these are one of the many factors contributing to Laplace's survivability.

The Cryptid has several years' worth of experience outsmarting and outlasting attempts to subdue or eliminate it. It is believed to have very strong psychic powers, in the vein of telepathy, telekinesis and precognition to thank for that. Rumor has it that the creature was born in a 'graveyard' of destroyed Foundation Gears, but no one knows where that originated from and there is not much in the way of evidence for that claim either.

Laplace is much like Maxwell, a well known existing threat that could establish this team of beginner PCs as serious badasses if they manage to take it down. It is not half as merciful as Maxwell, though, so it should be tackled after they have dealt with the other, slightly more passive Cryptid. Should a team of operatives fail to take it down, Laplace might go up a Power Level and gain a dangerous Capstone such as Aura of Misfortune.



Attributes

Might	Guard	Threshold	Energy	Systems	Speed
5	10	4	4	5	10

Abilities

Powers	Upgrades	Weapons	Other
Useless!	Afterimages	Telekinetic Strike	Biological
You are too Slow	Three Times Faster	Needle Storm	Invasive

Power Level: 4



AIE-01 Custos

The first Outsider seen outside of their Mothership and by far the most powerful one ever recorded, the Custos never wanders too far away from Easter II. As the guardian of the Outsider mothership, it attacks anything remotely dangerous that comes within a few hundred kilometers of the island with extreme prejudice. Described since the first days of the invasion as a "Tentacled UFO", hardly any new information has been gathered on it since then, due to the danger that coming anywhere remotely close to it presumes. Many have perished to its long range bombardment.

The Custos is, for obvious reasons, a late-game encounter or even an end boss not only because of its importance as the guardian of the Outsider mothership but also because of its tremendous power. If it were a lone wolf that would be one thing, but Custos does not fight alone. It will order the deployment of every Botakuri and Outsider within the mothership if anything survives its initial salvo, because anything that pulls that off is a legitimate threat.

Attributes

Might	Guard	Threshold	Energy	Systems	Speed
9	4	5	5	9	9

Abilities

Powers	Upgrades	Weapons	Other
You are too Slow	Nanoskin Shell	Ultimate Bomb	Biological
I Believe This is Yours (Shooting)	Phantom Predator	Technoleeches	Flyer
			Hypersonic Striker

Power Level: 5

Pure Gygravagnite in the form of an angelic humanoid; that is the only definition anyone has had of the Spontaneous LifeForm 005 Gravagne for decades. Indeed, that is all anyone actually knows about it. The Gravagne is only spotted occasionally once every several months, and every time it is stronger than before, annihilating everything in the vicinity and absorbing all the Element G into itself before disappearing once again.

What it does in between raids, its final objective, and even its true origin are unknown. Gravagne displays incredible capabilities in distorting spacetime around itself and is theorized to be proof of string theory. Further complicating the issue of neutralizing it is the fact it is often surrounded by minions - strangely enough, they are usually replicas of other Cryptids.

In combat, Gravagne likes to open with Die for Me! to soften the opposition while throwing energy blasts to make them waste resources defensively. Between Bullet Hell, Eye for an Eye, and its area of effect weapons that do extra damage it has a good lead on the damage race to see who dies first. To ensure its victory it baits enemies with Do you Desire the Power? to make them take extra Damage, then using Ennervating Presence to charge them extra for the Powers they need to stay alive. Gravagne is not a foe to be taken lightly.

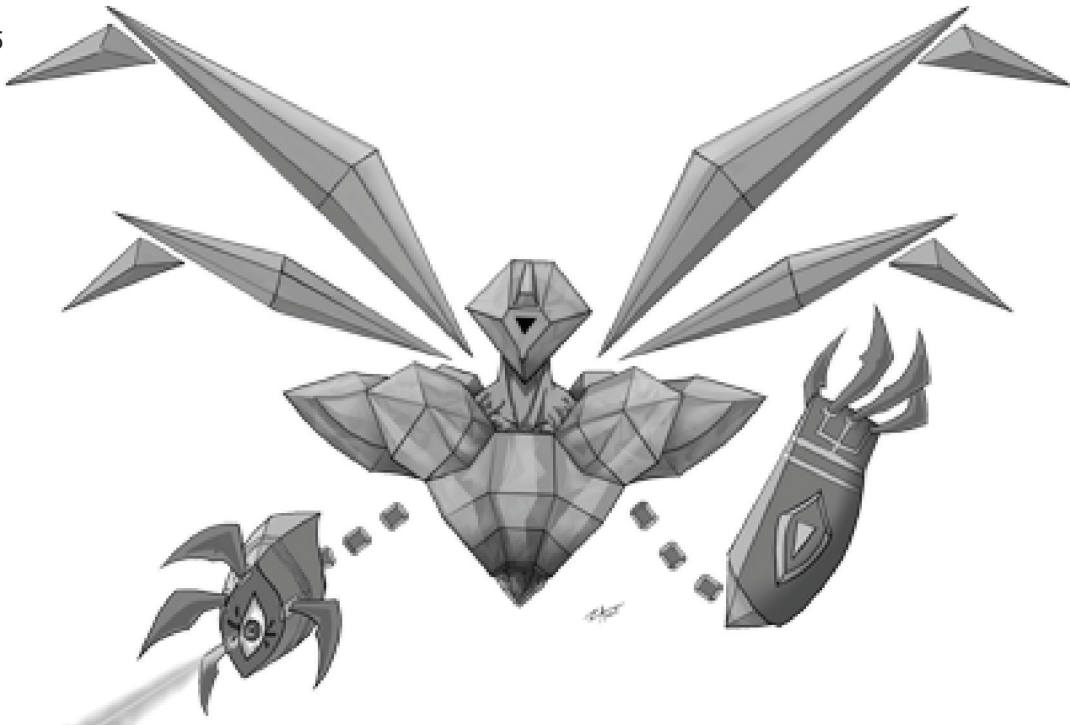
Attributes

Might	Guard	Threshold	Energy	Systems	Speed
4	8	8	8	8	6

Abilities

Powers	Upgrades	Weapons	Other
Die for Me!	Bullet Hell	Overfreeze	Biological
Do you Desire the Power?	Eye for an Eye	Telekinetic Strike	Invasive
			Flyer
			Embodiment of Evil

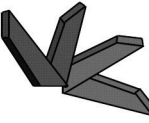
Power Level: 5



All of the Bosses presented in the book only have rules for their use during Operations. This is because they are giant monsters and will rarely have need for detailed Intermission mechanics. If you think you could ever need them, you might as well just come up with Attributes and assign Skills ad-hoc.

As for roleplaying these alien intelligences, remember they are supposed to be a mystery wrapped in an enigma. Give them a Theme for a semblance of personality if you need to, but keep them vast and inscrutable.





Running a Hiryu Game

Set in a far away, remote island that is totally not a romanticized eastern culture, a Season of Battle Century G focusing on the island of Hiryu and its inhabitants is a tale reminiscent of the classic "Super Robot" subgenre of Mecha, with young men and women defending their communities from the giant metal beasts and their inscrutable alien masters that brought mankind to its knees.

The main theme of Hiryu is '**United we Stand**', and games set on the eponymous island are encouraged to play up this factor. The Outsiders and their mechanical monsters, the Botakuri, ravage seaside cities without care for their terrorized populace and, after years of quiet despair, the people of the land have taken up arms and decided to fight back, setting aside their differences to face a common enemy.

This is not to say that everyone gets along. Different folk with different backgrounds and interests have always found plenty of reasons to disagree with each other on important matters, and even with everyone working hard towards the same goal, the tension can get so thick sometimes you could cut it with a knife.

This is only made worse by the fact that, currently, the Soaring Dragon Fortress has its hands full simply by defending itself from Outsiders and Botakuri as they come - never strong enough to actually make a serious offensive.

Inspiration

You can draw parallels between a Hiryu game and many, many Mecha shows, as arguably the most common form that the Mecha Genre adopts is that of Superhero-esque robots fending off big bad monsters from the cities they protect. If you want to run such a game and are in the mood for 'researching' some anime for purely scientific purposes, here are some suggestions:

Mazinger Z and other shows from Dynamic Productions:

The original Super Robots, protecting Japan and their important laboratories from being destroyed by some very silly looking monsters. If you can get ahold of the various, more modern remakes, that works just as well.

The King of Braves GaoGaiGar:

GaoGaiGar exhibits how one could take a lighthearted show and slowly raise the stakes towards a truly epic scale with its second half, before finally shifting to a darker tone closer to the morally gray zone.

Super Heavyweight God Gravion:

Though it is easy to dismiss Gravion as a show that is little more than fanservice, it presents a few interesting concepts for the use of Combiners. The action is also very good.

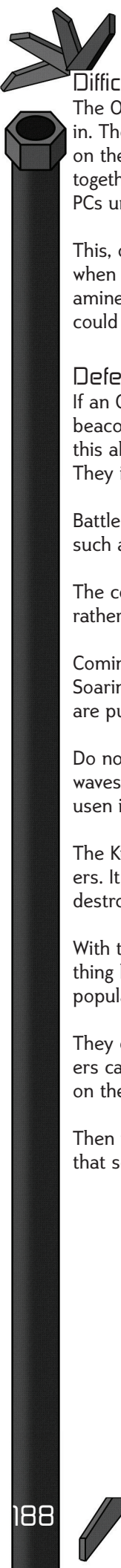
Rahxephon:

A symbolism-laden pacific island with its own military struggles to defeat a foe that never goes all out on them, with character interactions as the true heart of the story and a plot whose mysteries can reveal a way to literally change and 'fix' a broken world. Ring any bells?

Fafner in the Azure:

Though more obviously invested on the aspect of Mecha that deals with coming of age, and a tad too grim for the average game, Fafner has bizarre aliens and a multitude of characters that contribute to battling them, instead of a single useful Pilot and Mecha.





Difficulty

The Outsiders treat humanity itself like a minor obstacle to all the Gygravagnite-based technology they are actually interested in. They generally avoid being destroyed in battle, retreating when the going gets tough. Not only that, but the PCs can count on the help of Karakuri squadrons and even the Kuzuryusen cannon if they are ever pushed to the brink of defeat. Add this all together and you obtain a game that is relatively easy on the players, challenging when it needs to be but unlikely to kill many PCs unless they want to play hero and make a glorious last stand themselves.

This, of course, assumes the Outsiders continue to take it easy and don't make use of the terrifying power they demonstrated when they first came in the Battle of the 23 Hours. The why of this status quo is unknown. Popular theory is that they can't examine that which they have destroyed and thus they hold back out of necessity - but the knowledge that if they wanted to they could rush Hiryu with dozens of Outsiders and hundreds of Botakuri sends a chill down the spines of everyone at the base.

Defending Hiryu

If an Outsider is detected early enough, the Players might get a chance to fight them out at sea with the help of the distraction beacons. These are considered Reinforcements of Power Level 2, with six uses of the Jamming Barrage ability. They will spam this ability at Outsiders in the battlefield until they run out of uses, creating a Blast at the center of each Outsider they spot. They ignore Botakuris, though.

Battle at sea is no easy matter though, and because the ocean is considered Difficult Terrain the PCs will need a way around it such as Antigravity to move around somewhat competently.

The coasts of Hiryu are the last ditch line of defense, and Meisters are told it is preferable to be defeated - or destroyed - rather than to allow any enemies to breach into the island and city proper.

Coming by the sea, the enemies will start on Difficult Terrain, while the PCs get to enjoy Defensive Terrain and the aid of the Soaring Dragon Fortress itself at the very back of the battlefield, with its many Karakuris and the fearsome Kuzuryusen if they are pushed to the limit.

Do note that use of Blast type Weapons will likely ruin the day of many civilians, bombarding the city itself with very large waves, unhealthy amounts of radiation, or simply raining fire on it... Without getting into the can of worms that is the Kuzuryusen itself.

The Kuzuryusen is mostly there as a stopgap measure to prevent the game from simply ending with a victory for the Outsiders. It is very likely to destroy everything on the battlefield but will turn even the happiest of campaigns into a sour story. It will destroy most of the surrounding civilization and leave only bunkers and the SDF itself still standing.

With that said, as much as Hiryu's defense force would like to assure you they've got them under control, Outsiders are anything but predictable. There's absolutely nothing stopping them from going around Hiryu and its defensive lines towards other population centers instead, or trying a pincer attack on the SDF itself.

They could likewise take a period of rest and follow it up with an insurmountable force of Botakuris, and even multiple Outsiders can appear at once - something that has not been seen since day one. Heck, you could even have GAF forces try to get in on the action, forcing the PCs to split their forces.

Then there's the fact that Cryptids were originally spotted in the Far West, so even if they are now in space there's good odds that something still lurks in there, with their unique abilities making for a good change of pace.



Running a Wagner Game

Despite being at the core of the most infamous military force in the planet, the Wagner and its crew are the ones least prepared for the rigors of the battlefield. Given only the hardest of missions and with little in the way of supplies and combat experience, at least Gears are high spec models and the Meisters chosen by the Morrigan have a great level of innate talent. This is by design much like the so called 'Real Robot' Mecha subgenre of anime.

The Mobile Battleship Wagner as a center of a campaign hinges around a theme of '**Revolution**' - the odds of the PCs are far from being the best, but they'll be damned if they sit down and accept the status quo. Change has to happen, and they will make it so or die trying.

Standing in their way are people both sympathetic and despicable, many of them just as afraid of what would happen if the Guerillas were to win as they are of the Outsiders. For all everyone knows, the UEF's deal was the only way to save mankind, but that does not matter to the revolutionaries - they will deal with that problem when the time comes.

Inspiration

As it was previously stated, the situation of the Wagner is very similar to that of Mecha fiction from the age when it first incorporated harder science fiction and space opera elements into itself. Here is a quick list of recommendations for the GM that is in need of a wellspring of ideas:

Mobile Suit Gundam:

The franchise that created the subgenre, Gundam constantly places inexperienced pilots with superior machines against experienced foes that eventually catch up to them. Most of the entries even have the characters living in an experimental battleship!

Martian Successor Nadesico:

Whimsical at heart but still pretty grim when it wants to be, Nadesico is a good source of ideas if you're feeling like playing with your group's expectations and shaking them up a lot.

Overman King Gainer:

Though it may not seem obvious at first, you can use King Gainer to make a custom take on the Wagner's mission by mimicking the Exodus, changing the mythical Yapan for the Hiryu. You can even include Cryptids and Outsiders as the equivalents of the Overdevil and the Brunhilde.

Psalm of Planets Eureka Seven:

You have a crew of misfits in an experimental battleship fighting against a sinister world government whose elite force squadron is gunning for them. Meanwhile the threat of invincible alien hordes looms over them. Add some fantastic characters on top of that and you have great inspiration material.

Super Beast Machine God Dancouga:

Though the titular Mecha shares a lot with Super Robots conceptually, it also shares a good amount of its presentation with Real Robots, serving as a good example of how you could have the most overpowering Mecha in the world but still have to rely on guerilla warfare.





Difficulty

The Gears and Boards the GAF deploys are significantly weaker than those of the PCs, and definitely nowhere as threatening as Outsiders or Cryptids, but they have numerical superiority on their side and history has proven that to be a factor the guerilla cannot ignore. Usually the GAF would rather not take too many risks and avoid suicide by Wagner, but they now have the Glories on their side.

Given only to a special test team of cherry-picked aces - known as the Glory Squad - to gather precious battle data in field tests against live enemies, a strategy that would usually be considered to be simply terrible, every Glory is a foe of strength equal to a PC and aims to kill. This in turn boosts the morale of GAF troops and makes them take more risks.

Because every enemy they encounter will go for the throat, the PCs under the wing of the Wagner will have a game defaulting to medium difficulty, a harder time than that at the Soaring Dragon Fortress but also easier than those poor souls at the Clarke Foundation. This can be adjusted by changing how aggressive or well-prepared the GAF is at the time.

Guerilla Tactics

The grand majority of Operations involving the Wagner come in two forms: blitzing to destroy one or more key facilities and the subsequent getting out of dodge, or drawing enemy fire for a specific amount of time as a distraction and then doing the same.

The first is simple enough. Destroy the Base Unit at the back of the GAF defense lines and pull out before enemy reinforcements swarm you. The second is tougher. The PCs have to be aggressive and destroy enough enemies to get their attention, and only after dealing enough damage and enough Rounds have passed will they be good enough to get out.

Generally the former kind of mission is offensive in nature and meant to demoralize and weaken the GAF, while the second is a reactionary defense to slow down a GAF offensive on fleeing civilians or attempting to enter the territory of the guerilla itself.

But that is boiling them down to their simplest form, and things more complicated than that are bound to happen in time. Within those two categories you can fit anything from hunting down new Glory prototypes to raiding a supply line and making it back with your spoils of war. Battles never go as planned, additional enemy forces will ambush the PCs and allies will be in need of saving. If waging war against the UEF wasn't so difficult, there would not be a need for the PCs.

Of course, those are just the missions that the Wagner is prepared to face. It is likely that they will have to endure trials they never saw coming. Outsiders may decide to help the UEF quell those annoying pests, traitors may hijack a Landship and hold its crew hostage, and rumors of Cryptids spreading from the remains of Zone 4 might even prove true just when you thought that things couldn't get any worse.

Running a Clarke Game

What distinguishes PCs working for the Clarke Foundation from the rest is that while those from the various guerilla forces have a very clear objective and enemy in their sights, the Childhood Department is neither too sure of what the heck it is they're doing nor do they know who they can actually trust.

At its core, this type of game has a theme of '**Secrecy and Paranoia**' with an intricate web of conspiracies and multiple sides scheming and playing politics. This does not mean that the Players have to make politically inclined Meisters, heavens no, while that may make the experience much richer for them, it is in no way necessary.

What the Players should prepare themselves for though is to be at the crux of the issue, to be opposed and assisted by the NPCs alike. NPCs' dispositions towards the PCs could remain consistent throughout the Season, or could change depending on how much the party can be trusted or manipulated. It does not help that the PC's own superiors aren't any different in that regard, but even then, the Players should unveil at least a moderate amount of these secrets and conspiracies as the Episodes march on. Do try to keep them from the central conflicts of the game until near the end though.

In this vein, the game is very much like the Mecha Fiction that bloomed during the middle of the 90's and remained popular for the next decade. The PCs think that what they're doing is the right thing - at least that's what they're told - but they'll be damned if they know what the consequences of their actions actually are.

Inspiration

As the most complex and nebulous of the three scenarios presented, Childhood Department games are the kind that will demand the most of the GM to run a coherent story. Thankfully there are many modern series you can draw inspiration from to help your emulating of this particular division of the Mecha Genre:

Neon Genesis Evangelion:

Evangelion is as adored as it is reviled, but its influence on shaping the next decade of the medium cannot be ignored, particularly if you want your players to be confused folk building castles in the air like Evangelion's audience was.

The Big O:

An action oriented show that has just the right amount of mystery, and a great source of ideas for investigation scenes. Do not forget that the Big O itself frequently left everywhere it passed by in ruins.

Brain Powerd:

The parallels between the Foundation's Gears and Antibodies is obvious, and you could definitely take advantage of that and make use of the show's plot elements as inspiration to craft the backstory.

Tekkaman Blade:

Not so much worthy of note for the Radam beasts as for the Tekkamen themselves. Tekkamen are humans that have been assimilated by the Radam but retain all their human faculties, like their memories and knowledge, just like Cryptids that have completely absorbed people.

Betterman:

Betterman is a show with an oppressive and creepy atmosphere, and an impressive assortment of biological horrors every episode. On top of that it sports a level of technobabble more interesting than usual for anime, and a conspiracy with multiple groups all gunning for the protagonists.





Difficulty

Every single Operation in which the Childhood Department deploys its Gears is not just potentially lethal - it is *likely* lethal. Cryptids assimilate not only the physical forms but also memories, knowledge and the very personalities of those that endure prolonged exposure to them.

On top of that is the matter of Gear combat and how bad things get when bizarre aliens and biomechanical monsters duke it out in a cramped environment. While this has no effect on the battle itself, you should describe how Weapons cause a lot of collateral damage on the environments that the PCs are trying to protect.

The PCs earn reprimands from their superiors, have the collateral costs of the Operation deducted from their pay, they could even get thrown in a cell for a few days, or a combination of those. And then the community start to show them their unfriendly side once word of mouth starts to get around - making it harder both during Intermissions and Operations for the PCs to get things done.

Investigating Cryptid Sightings

The Childhood Department's Operations can be far more complex than those of other factions. Sure, they could be as simple as the PCs deploying with their Gears and putting down a Cryptid ASAP, but they could just as well require Clarke Operatives to spend a part of the Intermission tracking down the Cryptid and sometimes may even devolve into the Meisters fending for their lives without their Gears as a Cryptid gets the jump on them.

Firstly you should figure out what the Cryptid's behavior will be like. What has it assimilated previously and what will it try to assimilate next? Will it return to the crime scene for a second serving? Is it intelligent enough to attempt hiding from others and, if so, is it any good at it? Is it hellbent on violently eating up the entire Colony, and does it acknowledge the Clarke Foundation as an obstacle on its way?

Second in importance is the Cryptid's placement. Every locale reacts to the Clarke Foundation differently and that will have an impact on whether the search is as simple as being pointed to a dark alley where a strange oversized cat lurks about or if they are more likely to be told to crawl back to the Foundation with nothing.

Lastly are the possible ways in which the PCs can engage the creature in combat. Considering how much they're encouraged to figure out a way to launch a Cryptid off-colony, you may want to consider which methods to do so will be available and which ones won't. If they don't manage to take the battle into space, then the cities of each individual Colony are considered to be Defensive Terrain with plenty of buildings to use as cover. The wall of a Colony has a Guard of 10 and needs 10 Damage to cause a breach that could launch the creature into space, though it is only vulnerable to Blast or Beam Weapons.

Cryptids have the tendency to assimilate everything around them, whether it is tangible or not, and lack the proper manners to ask their owners whether they are okay with their equipment, bodies, or minds being absorbed before doing so. Inevitably, a Clarke Operative will misstep and leave an opening big enough for the Cryptid will begin assimilating them. At that point, defeating a Cryptid is not so much a matter of "how" as it is a matter of "how fast."

What this basically means is that a Meister whose Gear gets hit a handful of times may be a goner even if the Gear itself is still standing strong. Given that most of the Foundation's Gears are surprisingly durable and that they have often gone through one or more Meisters before getting to the PCs, this may or may not be something that happens relatively often.

For the most part, Cryptids will not inflict lasting harm on a PC - they might make them feel weakened from blood loss, forget their home address number, or leave them temporarily depressed - but these pass with time. The real problem is when that third Layer of Plot Armor breaks; a threat only made worse by the fact that it is very possible for a PC to suffer Damage before combat actually begins. A PC breaking through that point of no return is going to see something drastic happen to them - they might lose internal organs, hallucinate vividly for months, or become sociopathic murderers as a result of the assimilation process removing key aspects of their emotional balance.



Endgame Ideas

So you want to end things with a bang. The characters have all grown as people and they're strong enough to have taken out the sample enemies, but you are not sure how to go about it. Here are six ideas to get your creative juices flowing, each one making use of one or more rumors and plot hooks present in their sections.

The Hiryu's Last Stand:

The SDF has reverse engineered enough Outsider tech to make the Mothership disappear entirely and send it to another dimension, much like the Outsiders once did to the Space Colonies of Wells years ago. The science team believes this will not kill them, but they should not be able to return back for a good twelve thousand years. After using this weapon, the war is won, the UEF no longer has any reason to fear them, and all seems well. Except for the several hundred remaining Botakuri, directionless and without their masters, heading directly for Hiryu too fast and for any evacuation notices to be effective.

Man's Worst Enemy:

Using another Outsider-turned-Gear as medium and a priest-ess in a trance state inside the Core, it should be possible to communicate with the Outsiders on our own initiative. If the team manages to get the Gear close enough to achieve this via an escort mission, they might be able to make another deal, one more convenient for everyone other than just the upper echelons of the UEF. It becomes grotesquely clear that everything the Outsiders have been doing was condoned by the world government, who gained the secret to immortality in exchange for 'researching mankind and their use of Element G in a natural environment.' The Far West were simply handed over like mere goods to trade. A new all-out worldwide offensive against the UEF begins the moment this information is made public.

Power and Responsibility:

The PCs capture one of the six men who rule the world and learn that there is no such thing as a free lunch. It turns out that for all the wonders it is capable of, mass use of Element G brings the heat death of the universe closer with every crystal upwards of a certain threshold - a threshold that the Safe Zones are meant to keep in check and that the Outsiders have been researching. This information is shared among the GAF Generals and the PCs help stage a coup d'etat to take them down. This new world government will have to figure out a way to solve the energy crisis, though the question will be whether they can do so without resorting to oppressing its population or not.

Ragnarok:

The Guerilla and the Colonies perform a joint operation where the former cause a ruckus while the latter take on Boston with an orbital drop, aided by the Wagner. Before the Outsiders can react, a concentration of 3G Bombs manages to sink their Mothership to the depths of the ocean. But things stop going as expected there. The destruction of this event is the greatest the Earth has ever seen: multiple countries become submerged, the unnatural shift in gravity creates a winter that lasts three quarters of a year, and Cryptid births become commonplace in every populated location on the globe. And no one is in a better position to watch and rule over this new world than the New Solar Space Alliance.

The Ultimate Weapon:

Cryptids are actually weapons that the Clarke Foundation and their predecessors have been trying to keep in check for decades, and now after many failed experiments the first controllable Cryptid is engineered. Their brains are replaced with artificial intelligences which keep their instincts in check and teach them to assimilate only select components, knowledge and emotions from targets. Waves of Cryptids are sent to the Earth, where they utterly dominate any opposition, even the Outsiders. The PCs must choose between allowing the SSA's new world domination scheme to succeed and letting these barely controlled monsters continue being produced, or making a stand and destroying the source: the Clarke Foundation.

From the New World:

The origin of the Cryptids is a space between dimensions. They are things that slipped from the cracks between worlds when the Outsiders arrived in our universe, meaning that with enough research on the nature of Cryptids and reverse engineering their biology, it should be possible to create a way to travel to parallel Earths in other universes. One does not need to win the war with the Outsiders or the UEF if they can simply go to a much more peaceful parallel Earth instead - an Earth which they may proceed to rule themselves with their highly advanced technology.



The thing that distinguishes Roleplaying Games from most other forms of entertainment is that there is no limit other than your imagination. One of Battle Century G's strengths is that its rules system is very flexible and you can make the rules fit with pretty much any kind of Mecha game with little to no effort. Combine both of these factors and you are going to want to make your own game setting to play with your group. That's what this section is about.

You have to figure out a few things beforehand: What the world is like, who the PCs will fight against, where they will live, and who they know. GMs all over the world have been doing this on their own from time immemorial, but the more that the other Players have a say in this world and its inhabitants, the more invested everyone will be in it.

If your GM tells you that the enemy faction are the mysterious Jupiterian Arachnrobots, that's cool. If you think that maybe the Arachnrobots have little scorpion drones that they use to invade civilian settlements, you have just given the GM an idea they might not have come up with on their own. With that said, many GMs are picky about the kind of games they want to run, and that is fine. They will be doing most of the work to keep the game world going after all, let them have final say in the matter.

So where do we begin worldbuilding? The first step is to think of shows you like and would like to imitate as a group. If there are multiple ideas, you can try combining them into something that the group as a whole will support. But this might not be possible.

Suppose some of the group would like to play something like that one show with the Mecha fighting world tournament, but there's also support for that other show about heroic mercenaries piloting a combining super robot. Both ideas are pretty hard to reconcile and kind of incompatible with each other, so someone's going to have to cede.

At the very least make sure the group is clear on the following: What does everyone want from the game? What does everyone *not* want? What things are they interested in? What are they curious about or otherwise willing to try?

The group doesn't have to agree on the exact details, but they need to be on the same page as much as possible. It would not do any good if every player goes into the game with different expectations. If the game is going to revolve around hunting space fish, you can expect a business-savvy scoundrel PC to fit in like a glove, but an honorbound warrior PC who follows the letter of the law might not be the best choice. Making sure everyone's expectations are accurate is crucial.

Once everyone has come to terms, you can start to define the world proper.

Enemy Mine

The primary enemy faction and their objective will define the conflict that unites your party. If you want to have more than one enemy faction (as in the default setting), then considering how they interact with each other is just as important as how they interact with the PCs. Your enemies and the threat they represent to the PCs will motivate the characters to rise in action (and in reaction) more than any other aspect of the setting, so make sure they are well defined.

Who or what are they? What are they after? Are they sympathetic? Do they oppose the pilots personally or are they just in the way of the grander objective? How do the pilots feel about them? How large a threat do they pose? Would it be possible to make peace with them?

These questions deal only with the general nature of your enemies, not with the specifics of who exactly they are and what dirty tricks can the end boss pull. The previous chapter has advice for GMs wanting to know how to use enemies effectively, and how to make memorable antagonists.



Ambience and Tone

Mecha offers a wide variety of settings to play in, from high technology games where impossibly sized giant robots must protect the Earth sphere from an intergalactic alien empire, to grim and dark dystopian societies in which people hunt each other with powered armor for money.

If you're going to create a Series then you should decide where it stands within this spectrum. What is the world like? What is the technological level? Are mecha a common occurrence? Has humanity conquered the stars? Are there known alien races? How do people live in this day and age? In short, what will the ambience and tone be like?

Ambience: Epic, Gritty or Fantastic?

Epic

Epic Settings are where the impossible is common happenstance: perhaps technology has advanced enough to be indistinguishable from magic, or science is rendered irrelevant by some greater force.

Epic stories often put the entirety of the world, the galaxy or reality itself at risk with only the PCs to protect it. In an Epic game of Battle Century G, you will generally see weapons adapted to more outlandish interpretations: a rocket punch can reach all the way to the moon, and a beam weapon instead creates miniature black holes.

Gritty

Gritty Settings try not to suspend disbelief beyond the minimum necessary and technology is usually down to earth, including moderate justification for the existence of giant robots. Stories are usually about small conflicts such as playing antiterrorist response teams or trying to survive the front lines during a war against the enemy faction.

Playing a Gritty game might see many character options restricted for the sake of integrity, such as forbidding biological or animal themed mecha along with flavor limitations to make upgrades and weapons sound more realistic.

Fantastic

Fantastic Settings are the majority and placed somewhere in between the previous two. They have a semblance of realism to them but maintain elements that we are far away from seeing in our own lives. Mecha are either rare and unique or the main characters and their antagonists are the only ones with new-generation Mecha technology.

Conventions of both genres are present, and plots range from giant robot world wars where the PCs are a special unit, to private organizations investigating strange events and using their Mecha to solve them. The default setting of Battle Century G is an example of a fantastic setting.

Tone: Heroic, Tragic or Bittersweet?

Heroic

Heroic Settings have humanity (or whatever society you are using) as fundamentally good. People may be flawed but they always try their best. Villainous characters tend to have sympathetic reasons for their acts or are simply not human and easily branded as 'evil.'

Characters die in grandiose acts of self-sacrifice or at least get a chance for a really good one-liner before going out. Death can usually be put off until the end of the episode and oftentimes is just an excuse for the character to show up again later as a cyborg or another twist like that.

Tragic

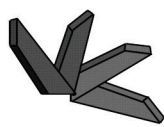
Tragic Settings are full of damaged, messed up individuals who are either out to get you or are so self-destructive and generally defined by their faults that they might as well be. Recurring antagonists may be completely irredeemable monsters in personality or may simply have a personal problem with the PCs.

Survival is never guaranteed and every battle might be any PC's last, with fates worse than death not being that uncommon. Not even Grunts should be underestimated in a story like this, or the consequences could be... Tragic.

Bittersweet

Bittersweet Settings are in the grayer morality zone and populated with people who are overall good but sometimes make mistakes, or are too busy protecting their own to worry about others. Enemies range from characters the PCs would be friends with if they weren't on opposing teams, to the occasional extremist with good intentions.

Death is not necessarily common, but it happens to the best, and it is not pretty. Since in the default setting of Battle Century G the world is largely populated by a balanced amount of jerks and morons alongside genuinely good and reasonable people, it fits as an example of this.



So you want to make a wholly pregenerated world on your own and then dump the players on top. This is quite hard, but it does have the benefit of making it much easier to pull surprises on the rest of your group and enhances the joy of discovering things entirely on their own. Previous lists with sources of inspiration tried to stick to shows legally available in English, but this list will make use of media beyond animated mediums and some of it will not be easy to obtain for the average consumer, much less with an official translation – additionally, not all of it might be suitable for minors.

The list on the left is made to help you with general worldbuilding, while the list on the right will help you come up with episodic, sandboxy content.

Aim for the Top! Gunbuster:

If there is one thing Gainax has always been constant with, it is their attention to detail. Gunbuster has a very thorough effort placed on its science fiction components while still being a super robot show about blowing up aliens with the power of hard work and guts.

The Macross franchise:

It is easy to forget, in between all the saving the world with song, that Macross has a surprising amount of thought going into it. It is possibly one of the grittiest Mecha franchises out there once you look closer. It also only gets more detailed with each addition to the franchise, for good or ill.

MuvLuv Alternative:

There are many things which make MuvLuv famous, but the one we want here is the in-depth worldbuilding. It offers an alternate-reality semi-realistic setting pitting giant robots against terrifying aliens, with a lot of quality science fiction and politics thrown in the mix for good measure.

Xenogears and Xenosaga (I to III):

Flawed as they may be, both games have rich and detailed worlds. You could run dozens of games set in their universes and you would never have to approach any of the less liked aspects of their settings. They are also solid examples of how one may mix up Pilot and Mecha action scenes.

Super Robot Wars:

Hours, days and weeks can be spent detailing the minutiae of a setting to craft the most deep and meaningful game experience your group will ever enjoy. Or you can just tell them: “You are the good guys and have these robots, these are the bad guys and have their own robots,” and have some fun. Don’t forget that this, in the end, is just a game.

Mobile Police Patlabor:

Probably the closest to realism that Mecha shows will ever get. Patlabor makes a good case example on how not every Episode needs to make use of Mecha, and that they might be used for things other than beating up other robots or giant monsters.

Terrestrial Defense Corp. Dai-Guard:

The main characters are everyday white-collar workers whose job description includes piloting a giant robot and protecting the peace. This should be all you need to know.

Full Metal Panic!:

In between fighting terrorism with giant robots and a lot of tactical espionage action there’s entire episodes devoted to the characters carrying the show by interacting with each other. The animated adaptation of Full Metal Panic even has a whole season devoted to its slice of life elements.

Genesis of Aquarion and Aquarion Evol:

Either version of Aquarion has enough gimmick episodes for multiple arcs’ worth of Intermissions, subverting common clichés going from “The Soccer Episode” to having an entire Episode’s plot centered around *being poorly animated*. It is overflowing in its abundance of ideas, both silly and serious, for all your episodic needs.

Galactic Strike Force Majestic Prince:

Genetically engineered soldiers with eccentric personalities and terrible teamwork fight off an alien invasion. The plot of Majestic Prince is nothing to write home about, but the characters are funny and endear themselves to you. It has very good action scenes and by the end you’ll want more, because it is just that enjoyable.

The Caesar reassembled itself out of its scattered component pieces once again, refusing to be defeated. Once more the giant knight lunges with its sword at Blade's Gear, cutting off one of the Black General's arms. It will not go down without having taken Blade with it.

Everyone was battered, but they knew they had one advantage over their singleminded foe, and Blade was going to capitalize on it "Both of you continue into the center of the ship, I'll keep it distracted."

It didn't take long for Jeff to protest "What?"

Maria did the same almost immediately "But you can't stand up to it on your own, less now that you've lost an arm."

Blade snickered, "It can't be helped, I wouldn't make it back with Black General in this state anyway... Listen, it senses I am the strongest warrior here, if I make an opening, it'll let you through. It might be an alien, but it is still a proud fighter, and I can understand it as such."

Jeff kept radio silence, but Maria seemed much more interested in keeping her subordinate from killing himself. "Don't be stupid, we said we'd all come back, and no one in my squad is a liar. Eject and I'll retrieve you, we can still beat this guy."

The Outsider adopted a charging stance. "Heh. That's a good joke. Jeff, you understand don't you?" Blade did not move the Black General, not even when the sword went straight for him.

But it did not hit Black General. General Z was in between the both of them, chest still red from having just used its own body to halt the incoming enemy. "Are you done playing the cool hero yet?"

Blade was not amused. "I'm not kidding around! Get out of here!"

But, for once, Jeff was the one doing the interruptions "We still have an ace in the hole!"

“What?”

“Professor Tetsuryuu's Trump card and the final result of all the years of work put into Project General, Projectile G and... Formation GGG!”

Indeed, the off-voice of our friendly narrator elaborates "The Projectile G can amplify and channel Maria's psychic energy into telekinetic force that helps the combination program reorder and reassemble the component pieces of each Gear individually, creating the world's mightiest Super Robot, the Grand Glorious General!"

There was a long pause.

“Since when do we have a narrator?” Raymond asked.

“Since I needed to explain this sudden powerup to you.” Ingham shrugged. It wasn’t really a big deal.

“Only to me?”

“The others already knew about it.”

“And you kept quiet about it because...” Ray let that trail off, inviting Maya and Ryu to elaborate with a gesture.

“...We were busy.”

“With things.”

They looked at him like it could have just happened, or maybe they planned this eleventh hour powerup as a surprise all along. With these two it was difficult to tell.

“We’re using mid-scene upgrade for a Unison Combiner, then.” Ray stated, in a tone that made it sound like he was half-asking it. The other two nodded. “On one condition: I take the lead first.”

Pilot Attributes

Fitness

Fitness measures a character's physical ability and helps them pull off feats of raw strength, gymnastic flexibility, and long-term endurance.

Intellect

Intellect denotes whether a character is smart, in the sense that it handles being knowledgeable plus a dose of worldly awareness. Note that Intellect does not correlate directly to education, as a character might just have poor book learning abilities but still have enough wits to spare for tricking everyone around them.

Charm

Charm helps a character perform well socially. The empathic character can tell exactly who he should talk to, how to talk to them, and surprisingly has the tendency to make more friends than enemies.

Awareness

Awareness keeps someone attuned to their surroundings, being perceptive, memorious and with an empathic understanding of other people. With Awareness one can tell a lie from the truth using body language or noticing small but crucial contradicting details.

Willpower

Willpower is a combination of a character's toughness, composure and morale. It helps them stand their ground against things that wish they rather didn't.

Resources

Resources represents how well grounded a character is from an economic and social standpoint. It does this in the form of connections, material wealth, and the general stability that modern life in a city demands.

Mecha Attributes

Might

From efficient targeting systems to raw offensive power, Might is the Attribute that gauges just how good the Mecha is at making other Mecha explode.

Guard

As the counterpart to Might, Guard makes your Mecha harder to damage through a combination of evasive maneuvers and tough armor.

Threshold

Threshold is the second half of making a giant robot that can withstand assault. It represents how sturdy the Mecha is and how well it holds against damage after its defenses have been breached.

Energy

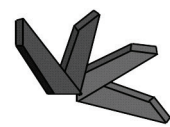
Energy is consumed every time the Mecha uses certain abilities, like energy barriers or beam weapons. Mecha will replenish their Energy reserves every Turn, if the Attribute itself is low it won't do much for them.

Systems

Sometimes you need to use your Mecha for things that require a touch of skill or technical know-how, such as manipulating small objects with your huge metal hands, decoding enemy communications, or managing fire suppression systems. That's what Systems handles.

Speed

To no one's surprise, giant robots are faster than people. The method doesn't matter, you might fly, run, or float around if you so desire, but this Attribute is what gauges it.





A Test is a roll of 1d10 + One of your Attributes against a Difficulty Number. This number can be static, a variable depending on someone else's Attributes, or the result of another Test. If you have appropriate Skills and Traits to the Test, you gain one or more Advantages to it.

Difficulty Benchmarks

DN 5 Easier in Fiction than Real Life:

Capturing the attention of a crowd, shooting blanks with a gun accurately, crafting a Molotov cocktail.

DN 10 Leave it to the Experts:

Finding shelter in the wild during winter, disarming a bomb, seducing someone for information.

DN 15 Really Impressive Stuff:

Kicking open an apartment door, distracting the big bad with a monologue of your own, infiltrating a military prison.

DN 20 Against all Odds:

Winning the olympics, restoring data from a formatted hard drive, bringing someone back from the brink of death.

Advantages and Disadvantages

An Advantage lets you roll an additional d10 with your Test and pick the better roll of the two dice. Multiple Advantages let you pick one dice out of three, four or possibly more.

A Disadvantage is the inverse, forcing you to pick the worse result of the dice rolled, and they stack in the same way. Advantages and Disadvantages cancel each other out.

Players may trade in their Advantages for a bonus of +2 to the result. The GM may also trade away a single Disadvantage a PC is suffering to raise the DN by 2. You can trade one Advantage or Disadvantage this way or all of them, as you choose.

Defense and Damage

All Pilots have a Defense sub-Attribute that protects them from harm. To strike at a Pilot, you must beat their Defense DN with with your Test.

Defense is a combination of reflexes, ability to read the moves of others, and quick thinking. For Pilots its value is equal to Awareness plus 5.

If you are lucky, talented, or both then you inflict Damage equal to the amount you passed their Defense DN by.

Plot Armor

Whenever a Pilot suffers Damage, they lose that many points of Plot Armor. Plot Armor is subdivided into three Layers, each with a number of points equal to the Character's Willpower.

When you take Damage, the first Layer loses points. When a Layer is empty of points, you lose that Layer and the Layer immediately below it is the one to receive Damage afterwards, and so on.

When losing a Layer, you must Test Willpower against a DN of 10 for losing the first Layer, a DN of 15 for the second layer, and a DN of 20 for the third Layer. Failing any of these Tests means that you are defeated instantly.

The first Layer of Plot Armor restores all of its points between Scenes, the second Layer does so between Episodes, and the third Layer heals between Episode Arcs.

Genre Points

Your number of Starting Genre Points is equal to your Power Level (usually one, two or three). You gain more Genre Points every time you roleplay one of your Genre Themes, though they reset back to your Power Level at the beginning of a new Episode.

Initiative

At the beginning of a combat scenario, everyone rolls Tests their Awareness and Fitness together by averaging both Attributes for a single roll. The result is called the Character's initiative.

The one who rolls highest goes first, with the second highest roll going second, and so on until everyone has had a chance to move – then the process repeats until the battle is over. Once rolled, all Initiative results are fixed.

Tension

Tension is a dynamic number that increases after every Round has passed, starting at 1 for the first Round. Tests made to hurt an Enemy add the current Tension to their Attributes to calculate the result of a Test.

Zones

The areas where the action take place are called Zones; a Zone is essentially a small area people can move in and out of in just a few seconds. For instance a house is broken into individual rooms and hallways, each of which is a different Zone. Characters may only use Tests to attack Characters in the same Zone. You may Move from one Zone to another when you take an Action.



Genre Powers

A Genre Power requires you to spend a Genre Point in order to use it. Setup Powers must be used at the beginning of your turn, while Reaction Powers may be used at any time.

Reaction Genre Powers take effect faster than anything they are used to respond to, even if those are other Reaction Powers.

Initiative and Movement

Mecha use the Initiative rules too, but they Test their Speed Attribute and don't have to average two different Attributes.

Mecha are faster than Pilots. Moving as part of your Action lets you move a number of Zones equal to your Speed Attribute. One Zone is the same as one square or one hex if you are using a battle grid. You cannot Move backwards if you are also attacking an Enemy, though.

Weapon Ranges

Weapons have a minimum and maximum range in the amount of Zones away they can hit. Melee Weapons can hit targets sharing a Zone with you or in the next adjacent Zone. Shooting Weapons have a maximum Range of 5 Zones away from you.

Threshold and Maiming

Threshold is much like Plot Armor, except that it comes in four Levels instead of three Layers. After Damage has been dealt to your Mecha, you remove that many points from your topmost Threshold Level. Once that Level is reduced to 0, you begin to remove points from the next one below it, and so on until the last point of your fourth and final Level of Threshold is gone.

The first time that any Level of Threshold is lost during an Operation, you gain a Genre Point. All Threshold is restored to normal between Operations.

When a Threshold Level is reduced to 0, an Area belonging to the struck Mecha is Maimed. Upgrades and Weapons equipped in Maimed Areas are useless.

If the amount of Damage was an odd number then the defender chooses an Area to sacrifice, but if the Damage dealt was an even number the attacker chooses what to take out instead. Maimed Areas are repaired at the end of an Operation.

Other Actions

Aim

Choose a Weapon and a target, your next Offensive Action **gains an Advantage to the Might Test** with the chosen Weapon against that enemy.

Engage in a Duel

You must **Attack using a Weapon from Range 0**, which is to say, while in the same Zone as the target. You may Move in position first and Engage with the same Action.

Whether you actually deal Damage to them or not, **both of you are now engaged in a Duel**. Units in a Duel are locked at range 0 and may not Move with their Actions normally. At the beginning of their Turn they may make a Contested Speed Test against their opponent. The winner gets to Move both participants a number of Zones equal to the lowest Speed of the two in a direction of their choice.

Anyone who tries to attack either of both engaged Units will have to Test Might against both of them at once. If the result of the roll is an odd number they hit their Ally, but an even result lets them hit their Enemy. If the Might Test fails against one duelist but not the other, then the one with the lower Defense is the victim.

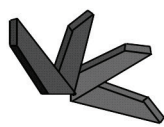
Attacking any other target than the one you are locked in a duel with is risky if not suicidal, and will give your opponent a free Offensive Action against you.

Disengage

You can escape from a Duel you're in and return to the main battle, **moving your Speed away in a direction of your choice**.

Maneuver

You add either your Systems or your Speed to your Defense for a Round. You may give this Defense bonus to an Ally within 1 Zone of Range from you instead of keeping it for yourself. Multiple Maneuvers do not stack together, using only the highest result of the bunch, and Docked Units may not Maneuver for others at all.





Terrain



Plain

The most basic and simple kind of battlefield. Plain Terrain ranges from everyday meadows and outer space to outright Boss Platforms™. It is best described by its own lack of benefits or hindrances. Plain Terrain has no special rules.

Difficult

Rocky and uneven hills, deserts that clog your Mecha's joints with sand and strong currents that leave your giant robot waist deep in water. These are all good examples of Difficult Terrain, known for how much it complicates the lives of those trying to cross it. **Units Halve their Speed while they are within Difficult Terrain.** This means that for each Zone of Difficult Terrain you attempt to cross, you have to spend two units of movement instead of one.

Defensive

Defensive Terrain is distinguished by having a lot of cover for Units, making it comparable to the Mecha equivalent of war trenches. Examples of Defensive Terrain are most urban settings, deep jungles, and asteroid fields. **Defensive Terrain forces all Might Tests made against Units within it to suffer a Disadvantage.**

Extreme

Extreme Terrain covers a variety of hazardous environs that are deadly to both people and giant robots. Examples of Extreme Terrain include magnetics storm and erupting volcanoes. A Unit that **begins or ends a Turn within Extreme Terrain must roll either a Systems or Speed Test against a DN of 10 plus the current Tension. Should they fail the Test, they then take the amount they failed it by as Damage.** If they begin *and* end a Turn within Extreme Terrain, each instance threatens them separately.

Impassable

The fifth basic type of Terrain represents things like skyscrapers or asteroids, things that you can use as cover but sometimes are also in the way. **You may not move or shoot through Zones of Impassable Terrain.** Most battlefields have Impassable Terrain around the edges.

The Core

After all four Threshold Levels and their corresponding Areas have been Maimed, the Mecha's Core ejects. The Core is what holds the Mecha's critical systems, including the very Pilot riding it. Generally the Core is a cockpit with jets installed, but the smaller Mecha have a suit of powered armor instead. Cores lack all Upgrades, even Internal ones, and the Pilot should retreat on the double after ejection because it offers minimum protection from enemies.

The ejected Core still has Attributes, but they are all halved. It has no Threshold and no Weapons. Damage dealt to the Core is also dealt to the Pilot.

A Pilot may choose to Eject at any time before their Action during their Turn, placing themselves 1 Zone away from their Mecha's location. A Mecha without a Pilot can still operate with its most basic AI, keeping half of its original Attributes, but is automatically disabled the moment it takes a single point of Damage.

Pilots vs Mecha

Mecha trying to shoot hapless humans have it easy, they attack as normal but any Damage they would deal to a Pilot-scale target is doubled. Pilots also make an Offensive Test as normal to strike at Mecha, but any Damage they would deal is halved. Furthermore Deathblow Traits have no effect on Mecha at all.



Basic Weapon Abilities

Melee

Cold weapons in giant robot form. their name is something of a misnomer, because plenty of them can be used to strike foes at a distance, like the Rocket Punch. **Melee Weapons gain an Advantage when used to Engage in a Duel or against a target that is in one.** They have a **minimum Range of 0** and a **Maximum Range of 1**.

Shooting

Encompassing all sorts of firearms as well as missile launchers and artillery devices, Shooting Weapons are the best at striking from a distance taking a moment to adjust your sights. These Weapons have a **Minimum Range of 0** and a **Maximum Range of 5**. **When using the Aim Action with a Shooting Weapon, it gains an additional Advantage to the Might Test.**

Beam (Boost X)

The energy-based equivalent of either of the above, Beam Weapons can be laser cannons or blades made of heated particles. All **Beam Weapons cost 1 point of Energy to use and can be Boosted by spending an optional Energy cost between parentheses.** **When you Boost a Beam Weapon it gains an Advantage to its Might Test.** Sometimes, Boosting them also grants another special ability. You can Boost a Beam Weapon once per Action.

Other Weapon Abilities

Blast (X)

Some Weapons make really big explosions. **Blast Weapons target an individual Zone or an Enemy. They make a single Might Test against all units within X Zones from the target.** Blasts do not differentiate between friend or foe, but will not cause you to attack yourself should you be within their blast radius. You still have to deal with any potential secondary effects.

Burst

Burst Weapons have a long and wide reach around the user. They **attack all Zones within Range in a circle around you as far as they can reach, making a single Test against everything within the area of effect.** You can attack targets within your same Zone with them, but will not attack yourself. Unlike Blasts or Lines, Bursts don't attack Allies positioned within the area of effect.

Crippling

These Weapons add insult to injury restraining the enemy on hit or are outright designed to damage their internal systems. **Crippling Weapons always have the benefits of the Suppress Action but without the penalty to Damage.** Instead, if the Enemy chooses to Move, they will suffer Damage equal to the distance Moved.

Line

These are short range crowd control tools, like shotguns or flamethrowers. **Line Weapons target an individual Zone or an Enemy. They make a single Might Test against all units in a line extending from you towards the target until the end of Weapon's Range.** Lines do not differentiate between friend or foe and attack enemies within the same Zone as you too, but will not attack you.

Long Range

Long Range Weapons strike much farther than others. **Increase the Weapon's Maximum Range by an amount equal to your Systems beyond the norm for other Melee or Shooting Weapons.** When you take the Aim Action with one of these Weapons, their **Maximum Range increases by an additional 5 Zones.**

Technique

Techniques are special attacks that are stronger, but are difficult to pull off and push the machine to its limits. Mecha simply cannot handle using them often at full power, and most Enemies will see them coming after the first time they fell for it. **The first time you use a Technique during an Operation, it gains double the benefit from Tension to its Might Test.** All Techniques used beyond the first will treat Tension as 0 until the Operation is over.

One Shot

Many Weapons have limited uses. Maybe they chew through ammo too fast or perhaps they break on use. **One Shot Weapons may be only fired once per Operation.**

Slow

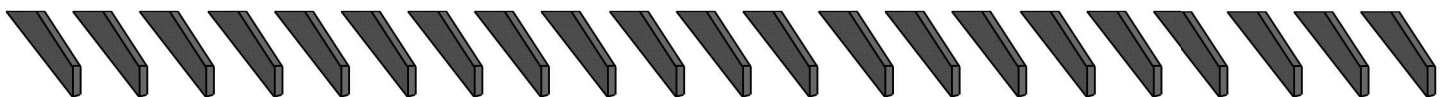
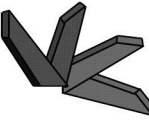
This Weapon cannot be fired continuously, maybe it is a thrown weapon that takes a while to return or it just reloads very slowly. **A Slow Weapon can only be fired once every two Rounds.** That means it cannot be used two Turns in a row, but may alternate firing between every other Turn.

Overheating

The gun is unstable. It will not explode, but its harmful radiation will interfere with your fragile systems. **If you keep a die roll that results in an odd number when using this Weapon, you take an amount of Damage yourself equal to the current Tension after using it.**

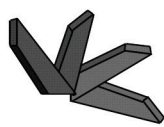
Unreliable

This Weapon is inaccurate, prone to misfiring, or jams more often than you'd like. **If you keep a die roll that results in an odd number when using this Weapon, you lose the benefit of Tension to the Might Test.**



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