



Multiple Assignable Game Interface for Universal System
[富士見汎用システム]

ANGEL, DEFEATED!

MAGIUS Neon Genesis Evangelion RPG Replay Collection

Translated by Trotti



Congratulations



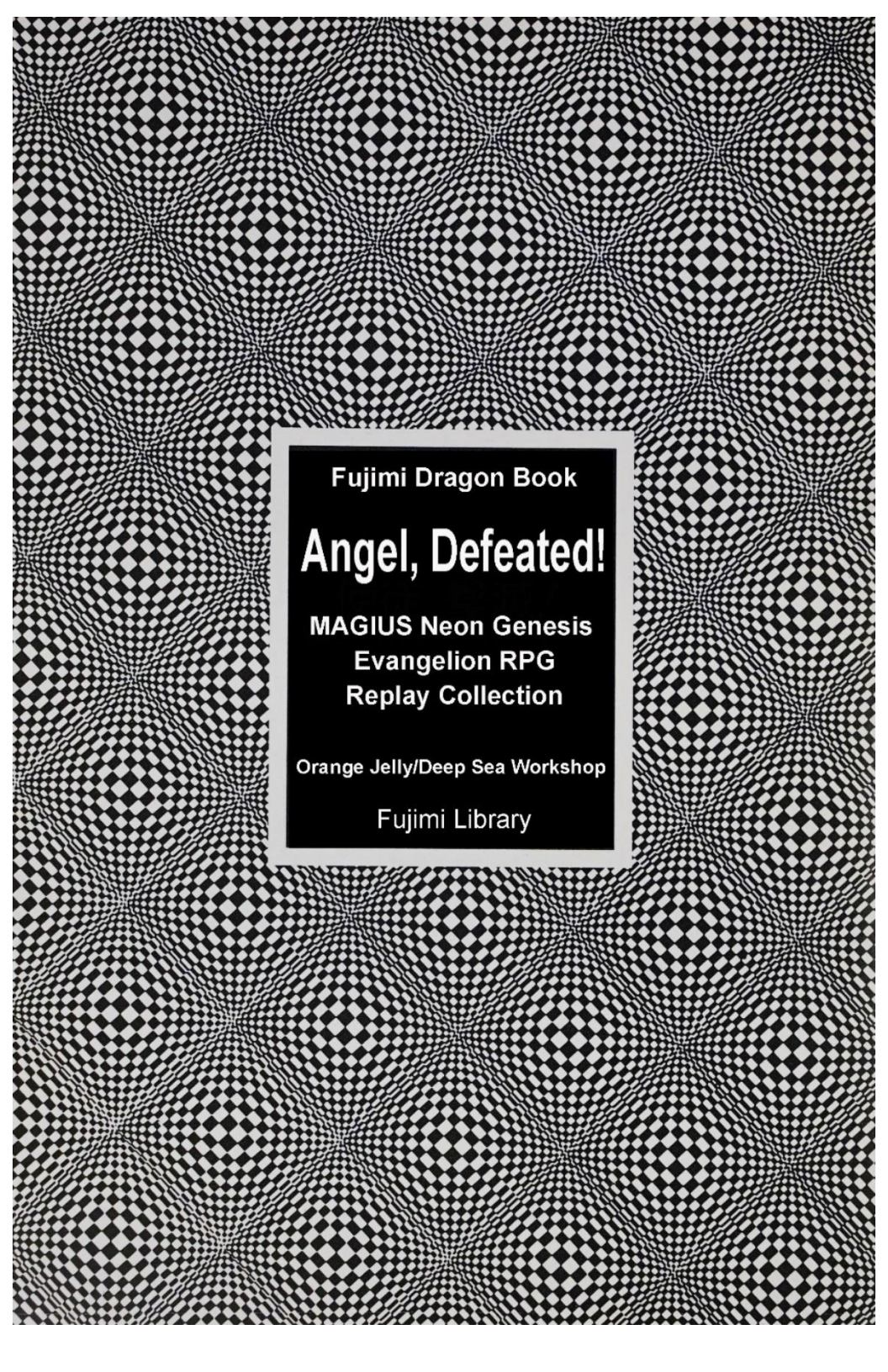
Misato Katsuragi

We are celebrating Misato Katsuragi's promotion to Major!
And the many other great things she has done!

We pray for...
PI **FUJIMI BUNKO**

参加者は
白向かい





Fujimi Dragon Book

Angel, Defeated!

**MAGIUS Neon Genesis
Evangelion RPG
Replay Collection**

Orange Jelly/Deep Sea Workshop

Fujimi Library

NEON GENESIS
EVANGELION



“ANGEL DEFEATED!”

One day after school...

“Like this?”

“That’s right!”



“A little...”

**"Ms. Misato...
did you add
something to
this...?"**



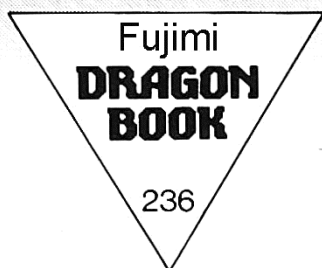
**“Just what do you
think you’re doing,
Idiot-Shinji?”**

Fleeing rest...

“...ZZZ...”

**"Eh!? Uh...
um..."**





Angel, Defeated!

MAGIUS Neon Genesis Evangelion RPG Replay Collection

Orange Jelly / Deep Sea Workshop

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Introduction to the English Translation

This book is the third of three volumes published by Fujimi Shobo for the **MAGIUS** universal role playing system set in the world of *Neon Genesis Evangelion*.

MAGIUS is an acronym for *Multiple Assignable Game Interface for Universal System*. It uses a unified set of rules that cover a variety of game types. It is simple, easy to learn and has supplements for many popular anime and manga series.

The first volume issued covering Evangelion was “**Decisive Battle! Tokyo 3!**” This was a combat strategy game. The second volume, “**Angel Approaches!**” was a self contained adventure that focused more on role playing. The third volume, this one, “**Angel, Defeated!**” was a replay collection of the other two books, as well as supplemental rules for combining them.

For those unfamiliar with the term a “replay” is a transcript of the player interactions during a Table Talk RPG. Replays are very popular in Japan. They give readers a way to vicariously enjoy the game without having to interact with other human beings or learn complicated rule systems. It also feeds on the Japanese obsession with understanding the “proper” way to do anything, including games.

Of the three volumes, this replay collection is my favorite. I hope you enjoy this peek into an artifact from another time and another place: the TTRPG gaming scene in Japan, circa 1997.

Trotti, September 2020

Introduction

This book is a Replay Collection of role playing sessions for the MAGIUS ***"Neon Genesis Evangelion RPG"***. It's neither a novel nor a collection of scenarios, so don't be confused.

As you may know, a replay collection is a transcript of the player conversations during a Table Talk RPG game. A Table Talk RPG is a roleplaying game that progresses through conversation. If you don't understand this explanation, try reading a few pages inside.

Each character, such as Shinji, Rei and Asuka, is played by a player. What that player says and does as the character, advances the story. In a Table Talk RPG, the players build the story together by acting as the characters.

A Replay is a transcript of these interactions recorded in book form. This book is based on two previous titles: ***Neon Genesis Evangelion RPG "Decisive Battle! Tokyo 3"*** and ***Neon Genesis Evangelion RPG II "Angel Approaches!"***

"Decisive Battle! Tokyo 3" is a combat game that recreates the epic battles between the EVAs and the Angels, while ***"Angel Approaches!"*** is a roleplaying game comprised mainly of interactions between Shinji and the other characters. To make this replay easier to read, the rules have been trimmed as much as possible while still illustrative for those who don't know the two games.

But you are probably familiar with *Evangelion*...

.....Meaning it needs no introduction (laugh). It is a big hit and it is rare to find anyone who hasn't seen it. It has spread beyond just the fans of anime to become a social phenomenon. Originally it was a TV series (followed by movies). But the Evangelion universe has spilled over into comics and games and other merchandise. This book is one of these derivative forms.

The LDs and VHS tapes containing the TV episodes are available from King Records. The manga and film comics are available from Kadokawa Shoten. The rulebooks and scenario collections used in this book are from Fujimi Shobo.

Chapter 1

Intentions & Outcomes



In the Year 2000 a mysterious explosion occurred in Antarctica that caused a great deal of damage to humanity. It was the biggest disaster in history. It was called the "Second Impact".

... It is now 15 years later.

The surviving humans eke out their existence in a harsh environment, trying to rebuild civilization.

But even as the will to manifest civilization grows, a new threat appears: mysterious and powerful creatures. The Angels. To counter the Angels, mankind has created the ultimate weapon: Evangelion...

GM: "Well... I don't need to explain about Evangelion. Regarding the game, it's the rules I gave you."

Player A: "Hmmm. The game seems to be mostly about repelling the Angels from Tokyo 3."

GM: "Roughly speaking, the game is divided into the "NERV Mode" in which Misato and the NERV characters are used, and the "Eva Mode" in which Shinji and the Eva pilots are mainly used. The game is over once you defeat two Angels."

Player B: "Hmmm... I noticed the rules determine most of what we can do."

GM: "Yes, except the conversation part."

In MAGIUS' Neon Genesis Evangelion RPG, the actions that the characters can take are dictated by the rules to a large extent.

This is because in a work set in such a rich, mysterious world as Evangelion, even if you actually tried to play your character perfectly you would not always know exactly what to do. For that reason, the rules make clear what you can do by stating the actions that the characters can take.

However, there are no restrictions on the "talking" part of the TTRPG. As much as you want to speak in character, you can converse with the other players as much as you want.

GM: "Everybody choose a character. Initially, because we are in NERV mode, you should choose from the following four people: Misato Katsuragi, Kouzou Fuyutsuki, Ritsuko Akagi and Maya Ibuki."

Player B: "Ibuki is a PC? Well, if I can't be Commander Ikari, I'll be a supporting character (laugh)."

GM: "Commander Ikari has absolute power and he'd be hard to play. Has everyone chosen a suitable PC?"

Everyone: "We've chosen."

GM: "Now that you've chosen, you become that character. Let's start with the "character status part."

● **Character status part**

NERV mode is divided into "character status part", "Angel appearance part", and "Sortie part".

The character status part decides what kind of state the character is in at the start of the game. It only takes consulting the appropriate tables to finish. It is divided into several steps, but it is really easy.

GM: "So consult your tables."

Maya: "Ah, I work normally."

Fuyutsuki: "I also work as usual."

Ritsuko: "I'm performing experiments."

Misato: "I also work normally..."

GM: "Then, the character part is over. Next comes the Angel appearance part."

Maya: That's the end of that part?

GM: "It's over. Next is the "Angel Appearance Part."

● *Angel appearance part*

The Angel appearance part lasts until the Angel appears. The GM rolls the dice hidden from the players to determine what turn the Angel will arrive. Until it does, the players should work to prepare to intercept the Angel.

GM: "So, it's safe to say that this is the real start of the game. You act in the order in which you are seated. One turn is when play has gone all the way around. By the way, one turn in NERV mode is four hours."

Misato: "So I'm first, then the Deputy Commander, then Maya, then Ritsuko, in that order."

Maya: "If NERV mode is 4 hours... How long is the Eva mode to fight the Angels?"

GM: "In EVA mode, one turn is one second. Now, I secretly roll the dice..."

Maya: "Feel free to tell us (laughs)."

Ritsuko: "It can be all our little secret."

GM: "I hope the players don't try to peek at the result." (*Based on the hidden die roll, the Angel will appear on turn 8*). "You should talk and decide what to do."

The actions taken by the NERV characters affect the defense and detection capabilities of NERV headquarters, the Eva equipment and the pilots' synch level.

All of these things require the individual characters to work together as a group. It is impossible to intercept an Angel if each person just does whatever he or she wants on their own.

Fuyutsuki: "Ah, GM. What is Commander Ikari doing now?"

GM: "Let's just say that he's been called by the committee. After that, he will go on an inspection tour, so he will not return for three days."

Maya: "Then the Deputy Commander is in charge! Please command us."

Fuyutsuki: "Umm, I'm sorry. This is my first game..."

Ritsuko: "It's just "talk," Deputy Commander. All of us are playing today for the first time (laughs)."

Fuyutsuki: "Um, I don't know what to do."

Misato: "For the time being... Our options are "increase detection ability" related to early detection of the Angels, "arrange Reinforcements" to promptly request UN forces and "increase interception ability" that enhances the defense capability of Tokyo 3. Any strategy to improve the above three items is suitable."

Fuyutsuki: "I see."

Misato: "For myself, I think we should focus on improving our detection ability so that we have early detection of the Angels..."

Ritsuko: "I have an objection."

Fuyutsuki: "What is that, Dr. Akagi?"

Ritsuko: "Major Katsuragi's opinion is correct, but the EVAs are what are effective against the Angels. I think improving the EVAs' equipment and improving the mental state of the pilots should be the priority."

Fuyutsuki: "Hmm. What do you think, Katsuragi?"

Misato: "It's true that the EVAs' equipment is important... but I think if we don't see the Angels coming early enough we lose the advantage."

Fuyutsuki: "Wow... what do you think Ibuki?"

Maya: "I think that Major Katsuragi's opinion is correct for the operation itself..."

Fuyutsuki: "But?"

Maya: "The problem is that the skills of myself and my senpai, Dr. Akagi, are not suitable for improving "detection ability." Both myself and my senpai have low "commanding" skills. Science and technology related to equipment are more our strength."

They're off to a good start. After talking this way for a while, the overall policy is decided.

Even so, you can tell they're talking to each other as if it's their first game, as if they are checking the rules. I'm also checking the rules, but it is easy for the GM to not have to bother with commentary.

Fuyutsuki: "Okay, then I and Katsuragi will improve the overall capabilities of NERV. How about Akagi and Ibuki take charge of improving the Eva equipment and the mental state of the pilots?"

Misato: "I have no objection"

Ritsuko: "I don't have any either"

Maya: "Uh... Deputy Commander"

Fuyutsuki "What?"

Maya: "Is it okay for me to "communicate" with Shinji in the meantime?"

Misato: "What?"

"Communicating" is an action that improves "compatibility" with the other party. In other words, it is an action that can make friends with the target person.

Misato: "Maya... Are you targeting Shinji?"

Maya: "Yeah, that's right."

Misato: "Well... so am I."

Maya: "Please give me a shot with Shinji."

Misato: "Hmm... it's a difficult decision."

Ritsuko: "Hey, I'm targeting Shinji too."

Maya: "Senpais...."

Shinji and the other pilots will become PCs in the latter half of the game when they board the EVAs. At this stage, it is not decided who will play which character. Players who want to be a specific pilot will have to compete for them.

When that happens, "Compatibility" is the criteria for judging who gets the character that they want. The player who has the most compatibility with the character has the advantage. It may be the only ego-driven action of all the options...

Misato: So that's how it's going to be."

Maya: "What are you doing? Let's talk about it..."

Misato: "You want to give in?"

Ritsuko: "No, let's play"

Misato: "Maya?"

Ritsuko: "The rules say, "Compete for characters using compatibility". That means... to improve our compatibility we compete."

Misato: "Yes, that's the fairest thing."

Maya: "I don't care that much."

Ritsuko: "Don't just give in. Let's settle it with a fair fight."

Fuyutsuki: "Oh... I'll sit this out."

Misato: "That's fine, Deputy Commander. The rest of us thank you."

Fuyutsuki: "Now let's get to work..."

Maya: "Hang on. First, I'm targeting Shinji."

Fuyutsuki: "But aren't we supposed to work together?"

Misato: "It's okay. It's more interesting when the game is a little disadvantageous."

Fuyutsuki: "Um, is that so?"

GM: "You don't sound very convinced (laugh)."

Thus, the next few turns were not useful for development but rather became a battle between the ladies.

Here's an excerpt of the pattern. First of all, Maya. At NERV.

Maya: "Oh, Shinji, are you done with your tests?"

Shinji: (GM) "Um...yeah."

Maya: Well, what a coincidence. I'm taking a break right now too. Would you like to have a cup of tea in the lounge with me?

Shinji: "Eh, but..."

Maya: "Don't worry, I'll treat you."

Shinji: "Ah, Ibuki-san. I guess I'll go..."

Maya: "Well, that's great!"

Furthermore, Ritsuko goes to Shinji's Middle School...

Ritsuko: "Hi, Shinji-kun"

Shinji: "Ah, Ritsuko-san... What's wrong at school?"

Ritsuko: "Nothing. I'm just trying to get a little closer to my work."

Shinji: "Work? I thought NERV and the school were separate."

Ritsuko: "Don't be so narrow focused. Isn't looking out for your nutritional needs part of my job? I brought you lunch today..."

Shinji: "Lunch?"

Ritsuko: "It's a perfectly balanced nutritional meal formulated by NERV's dietitians. Eating it will keep you healthy. Mind if I sit next to you?"

And Misato waits for him at home.....

Shinji: "I'm home!"

Misato: "Welcome back, Shinji-kun. Let's go out and do some karaoke tonight!"

Shinji: "Karaoke? But there's school tomorrow..."

Misato: "You need to learn not to worry so much, I won't sing all night. Let's go!"

Shinji: "Um, Misato-san, you're being kind of aggressive....."

Misato: "Oh come on, stop your grouching. Let's go!"

Etc...



Situations unrelated to the EVAs in the main story develop one after another.

During that time, I felt deep pity for poor Fuyutsuki, who was trying to improve the capabilities of NERV by himself.

Then, the turn that the Angel appeared finally arrived.

GM: "Okay, this is the end of the 7th turn."

Misato: "Yes! My compatibility with Shin-chan is up to 10!"

Ritsuko: "Only because your initial compatibility was high."

Maya: "I won't lose if the rates continue to rise. I'm at 9 now. I'll catch up soon."

Fuyutsuki: "You guys, it's nice to improve compatibility... but Shinji's spirit is slacking."

The more you communicate, the more your spirit becomes relaxed and unfit for combat.

Misato: "Oh, really. I know what will boost his sync rate."

Fuyutsuki: "That's highly unprofessional! If you were actual NERV staff, you would be punished."

Ritsuko: "Why stop the fighting women now?"

Maya: "Yeah, The game has just begun."

GM: "The game that has just begun is over. An object has been spotted by the NERV sensors and identified. It's pattern is Blue."

Fuyutsuki: "It's an Angel!"

GM: That's right. Now, we've reached the end of NERV mode, and it's time to move to the "sortie part."

● **Sortie Part**

The Sortie part is the part that runs from the appearance of the Angel to its arrival in the city of Tokyo 3.

You must determine how far away the Angel appears from Tokyo 3 and prepare for the Eva's sortie before the Angel arrives.

Fuyutsuki: "We're in trouble."

Misato: "We're really in trouble."

Maya: "Yeah. There are no more communication opportunities during the sortie part."

Ritsuko: "While the Angel is here, we can't communicate with anyone."

Fuyutsuki: "No, I mean we're in trouble because NERV's ability is low!"

Maya: "Is that my fault?"

Fuyutsuki: "Isn't it?"

Misato: "I said we were in trouble. Sorry."

Fuyutsuki: "Thank you (bitterly). The highest compatibility with Shinji Ikari in Unit 01 is Misato Katsuragi."

Misato: "Haha... I'm so relieved. That was exhausting. Now, that the Angel's appeared, let's devote all our efforts to dealing with it."

Ritsuko: "Oh, yes."

Maya: "Kill the Angel!"

Fuyutsuki: "...these guys."

GM: "Grumbling about it won't help. Currently, NERV's "Detection ability" is 4. Use that to determine where the Angel appears with two dice."

Misato: "To figure that out, you consult the Angel appearance table."

GM: "It's easy to understand."

Maya: Of course. The deputy commander who protected NERV alone should do the check.

Fuyutsuki: "I wanted to protect everyone."

Misato: "Well, there's nothing left to say."

The appearance position is established.

Fuyutsuki: "The roll is 6... Is the total 10?"

GM: "Yes. The Angel appears where it will reach Tokyo 3 in 4 turns. The appearance of the Angel is humanoid, but with long arms."

Ritsuko: "Like one of the original Angels!"

GM: That's right. Next, please roll on the Angel analysis table."

Fuyutsuki: "It's Katsuragi's turn. Go ahead."

Misato: "Me? I see... well, I roll an 8."

GM: "You don't know much about it. From its appearance, it's going to attack with its appendages... that's the only information you can tell about it..."

Ritsuko: "That's better than not knowing anything."

Fuyutsuki: "This happened because you were crazy about improving compatibility with Shinji and neglecting to improve NERV's capabilities!"

Misato: "Deputy Commander, it doesn't do any good to complain about the past."

Maya: "Yes. The important thing is the future. Let's talk about what to do from now on."

Fuyutsuki: "So stop talking and do something."

GM: "Let's move on in order, then. The first is Misato."

Misato: "Of course, I'll call Shinji-kun."

Fuyutsuki: "Isn't it better to call for reinforcements or activate the interception capability before that?"

Misato: "No. We have to hit the Angels with the EVAs. It's best to call the EVA pilots."

Fuyutsuki: "Hmm, maybe you're right."

Misato: "Of course I am... Shinji-kun, an Angel's appeared. Hurry up and come to NERV."

Shinji: (GM) "Okay, Misato-san. What about Ayanami and Asuka?"

Misato: "We're calling them too."

GM: "Shinji is on his way in and will arrive next turn. Maya..."

Maya: "I'll prepare to launch Unit 01."

GM: "You're crazy about Shinji."

Maya: "He's the main character (laughs)."

GM: "Well Fuyutsuki, what do you do?"

Fuyutsuki: "If I can't call the First Child... I'll call Ayanami. Ayanami, the Angel's come."

Ayanami (GM): "OK. I'm heading to headquarters."

Ritsuko: "Is the deputy commander aiming for Rei?"

Fuyutsuki: "I am."

GM: "Next is Ritsuko."

Ritsuko: "Then, I call Asuka. Asuka, it's an Angel. Get here immediately."

Asuka (GM): "OK, I'll be there soon."

GM: "The Angel will arrive in three more turns. The Eva trio of Shinji, Rei and Asuka arrives!"

Misato: "Alright!"

GM: "So, let's start talking about characters. Who wants to be Shinji?"

Misato/Maya: "I do!"

GM: "What about you Ritsuko?"

Ritsuko: "Misato and Shinji's compatibility is 10. Maya is 9. I'm 8. Low probability. I'll aim for Asuka."

Misato: "Well, why not try anyway?"

Ritsuko: "I won't. Ritsuko Akagi is a woman who lives by her own rules."

GM: "So Fuyutsuki is aiming for Rei...Ritsuko is aiming for Asuka"

Ritsuko: "That's it."

GM: "Then Rei and Asuka will be decided first. I will give you a new character sheet, so return Fuyutsuki and Ritsuko."

Rei: "Then I'm Rei now."

GM: "Yes, from now on you're Rei."

Misato: "You should try talking without any emotion in your voice."

Maya: "That'd be good, because it's Rei."

Asuka: "Well I'm the best!"

Misato: "Yeah, you sound like Asuka."

Rei: "I feel silly,"

Asuka: "Just say it like you don't have any emotions. What are you, stupid?"

Maya: "That's no way to speak to Rei."

Asuka: "Hey, is it my fault I feel like I suddenly don't like honor students (laughs)?"

GM: "So, Misato and Maya are fighting over Shinji. Roll two dice and add your compatibility. Highest roll wins."

Maya: "18!"

Misato: "16!"

GM: "It's decided. Please return Maya's character sheet. You're now Shinji."

Shinji: "Yes!"

Misato: "Wow. I lost. Well, since it happened, do your best, Shinji!"

Shinji: "Yes, I'll do my best."

GM: "Now, as for actions..... Only NERV characters can act now. In other words, the EVA pilot characters cannot act until the Angel arrives and the game enters EVA mode."

Misato: "Wait, am I the only one who can act?"

GM: "Pretty much. The other three have turned in their NERV characters."

Asuka: "Prepare to launch Unit 02, already!"

Rei: "Requesting Unit 00 launch as well!"

Misato: "Well...I mean it takes me two turns to prepare Units 02 and 00 and the Angel will be here in three turns..."

GM: "You'd better do something about that (laughs)."

Misato: "I contact the UN Army to request an N2 strike."

GM: "It certainly buys you time if you use an N2 strike. However, the request for an N2 strike requires 14 or more in "reinforcement arrangements". Since there are only 2 "reinforcement arrangements" currently, you need to roll sixes on both dice to succeed."

Rei: "Hmmm... I guess I should have raised that."

Misato: "You have to say it in a dead pan voice (laughs)."

GM: "You'll just have to fight it on your own."

Misato: "Well, that's what we've always been best at. We'll just have to fight it with progressive knives. Oh, yeah!"

Asuka: "Wait a minute. You're sending us out there to fight an Angel with just our knives?"

Misato: "You're an accomplice in this too for not improving NERV's capabilities."

Asuka: "That may be true for Ritsuko, but Asuka's innocent!"

Rei: "I'm as innocent as the Deputy Commander."

Shinji: "It's too late for the blame game. We have three EVAs. We'll be able to manage it."

Misato: "That's right. As expected, Shinji-kun!"

Asuka: "Okay, fine. If the monkey-boy's in, I'm game!"

GM: "So, two of the remaining three turns are spent preparing the EVAs to sortie... What does Misato do for the one remaining turn?"

Misato: "I'll raise the 'interception ability'. It's better than doing nothing."

Rei: "Took you long enough..."

Misato: "Did you say something?"

Rei: "Nothing..."

GM: "Then the Angel has arrived. It's finally EVA mode!"

● *EVA mode / Battle part*

Eva mode is also called the Battle part. It is literally the part of the game with the combat between the EVAs and the Angels. It is the climax scene of the game.

Asuka: "Well, let's go!"

GM: "Then, it's time to activate the EVAs. Each person roll on the activation table based on their mental state. That is how the synchro level is determined."

Shinji: "Oh... My mental state is 0 because of all the communication interruptions."

GM: "It's your own fault. You should have done more tests to improve your mental state."

Rei: "So wasteful."

Misato: "Well, it was fun for the three of us to lower it (laughs)."

Shinji: "Even so, my synchro Level is 2. Somewhat normal."

Synchro level reflects the sync rate between the pilots and their EVAs. This is how high EVA's abilities are. However, if it is too high, there is a danger of the unit running berserk, so be careful.

Rei: "Unit 00, start up... Synchro Level is 2."

Asuka: "Hah, your both losers! Evangelion Unit 02 has finished booting! Synchro Level 3!"

GM: "Oh. Nice Synchro!"

Asuka: "I'm different. I don't need treats like Shin-chan."

Shinji: What do you mean?

Asuka: I mean what I mean. What the hell do you want me to buy you tea and take you to karaoke to explain it?

Shinji: "Uh... that was Misato's selfishness."

Misato: "Hey, enough talking. Here it comes!"

The battle takes place on a map with hexagonal cells called hexes. It's a very basic battle simulation game.

GM: Then the battle begins. The Angel aims for the NERV headquarters. The order of action is... Misato, Shinji, Rei, Asuka. First up, Misato"

Misato: "Our interception ability is low, so it can't support you very well yet. I'll try to increase the interception ability again."

GM: "OK, the remaining three... You can sortie next turn."

Shinji / Rei / Asuka: "Yes!"

GM: "Okay, next turn. The Angel closes in on NERV headquarters. Misato"

Misato: "I'll keep improving the interception ability."

GM: "OK, then Shinji."

Shinji: "I'll try my best to run up to the Angel."

Rei: "Unit 00, here. I will run up as well"

Asuka: "If all I've got is a knife, there's nothing else I can do. Unit 02 will run up."

GM: "So, Asuka's EVA entered within 3 squares of the Angel. Take 1D+3 damage."

Asuka: "Impossible! Why?"

GM: "You just learned the hard way, this Angel's special ability is a cold field. Those who enter the area within 3 squares of the Angel automatically take 1D+3 damage every turn."

Each Angel has a special ability. These can be known in advance if the detection ability is enhanced or if they are used on the United Nations forces before attacking NERV... No, I will not say anymore now (laughs).

GM: "Damage.....I rolled a 6 so the total is 9."

Asuka: "Stupid GM, why are you maxing out?"

GM: "I'm stupid? I just rolled an open die."

Asuka: "Sure it's open, but you still rolled the maximum. Even with the 3 points of Eva's armor, you still do 6 damage!"

GM: "You're just mad because the GM hit. Anyway, roll to see if there is any change to your synchro level."

The synchro level established at the beginning is not a fixed value. It can change if the EVA is damaged or another EVA is destroyed.

Asuka: "That had no effect. No change!"

GM: "Next turn."

Misato: "Still strengthening the interception ability!"

GM: "Then Shinji."

Shinji: "Um, I'll get damaged automatically if I approach it... Asuka can you retreat?"

Asuka: "No. Use your knife."

Shinji: "Alright. Since you're next to it, try to neutralize the Angel's AT field... I should be able to hit it at close range."

Asuka: "That's totally unreliable, with your Level 2 synch." "

Rei: "I'll be approaching as well."

Asuka: "I hate not having a choice. Fine. Approach while I expand my AT field! I'll neutralize the Angel's AT field."

GM: "OK. The Angel's AT field has disappeared. Everyone is within 3 squares, takes 5 damage."

Asuka: "Oh, I'm safe."

GM: It's premature to think you're completely safe. The Angel turns to the adjacent Unit 02 and raises its arms.

Asuka: "What!?"

GM: "You need to dodge. It's easy to avoid this attack, but it's huge if it hits."

Asuka: "What kind of stupid punch is that? Avoiding it is... it's almost impossible!"

GM: "Maximum damage!"

Asuka: "That's it for me."

NERV Operator (GM): "Unit 02 is silenced!"

Misato: "Asuka!"

Shinji: "Asuka, are you okay?"

Asuka: "Leave me alone. I'm passed out."

GM: "Your synchro level can change when a friendly Unit is defeated. In this case, it is a positive correction, so it will be up. Check the table."

Shinji: "Oh, Synchro up 2 Levels! Asuka will be avenged!"

Misato: "Yosh! That's my boy!"

Asuka: "If not, there was no point in being defeated."

GM: "What is Rei's status?"

Rei: "No change."

Asuka: "You're a cold-blooded woman!"

Misato: "It's okay."

GM: "The Eva's turn"

Shinji: "Let's finish this with a single blow! Ayanami!"

Rei : "Okay...I am adjacent to the Angel, AT field deployed!"

GM: "OK. The Angel's AT field has been neutralized again."

Shinji: "This is for Asuka! Progressive knife with quadruple damage!"

An EVA can increase damage up to a multiple of its Synchro Level. In other words, with Synchro Level 4, you can increase the damage up to 4 times. This is an effective tactic when you want to aim for a short-term decisive battle, and this time the Angel has already lost more than half of its HP.

After this, the Angel's attack was avoided except for damage from the cold air.

Two turns later, the Angel was killed by a double damage attack from Rei.



GM: "...and the Angel falls down with Unit 00's progressive knife stuck in its head."

Shinji: "That was for you, Asuka...Did you see it from heaven?"

Asuka: "I'm not dead, idiot!"

Shinji: "Oh. Sorry"

GM: "Well, anyway...now that the first Angel has been defeated, we can return to the character status part."

Asuka: "Hey, what the heck do you mean? We beat the Angel!"

GM: "I told you in the beginning. This game isn't over until you kill two Angels. So after checking character status, we'll start again from the Angel Appearance part."

Asuka: "But my EVA, HP is 0!"

Misato: "We'd better fix it fast."

Shinji: "There are only 6 HP left on Unit 01."

Rei: "Unit 00 is at 3."

GM: "It looks like you've got your work cut out for you."

Asuka: ``Ahhhhh!"

● About "Intentions and Outcomes"

This replay was originally presented in a magazine. If you have the book ***Neon Genesis Evangelion RPG "Decisive Battle! Tokyo 3,"*** you may feel "Hey! The material in this replay is the same as in that book." Actually, the content is quite close. This is because the two replays were of the same scenario and with the same players. At first, I wasn't really planning on including it here, but the GM assured me this was the most illustrative session.

Some people might say, "Wait a second, if these are the same players, why are they making the same kind of mistakes in both replays? Are they stupid?"

I don't think that's the case. These people are all excellent players. Most of them deliberately played blunders and failures as part of their character's personalities. The game "Decisive Battle! Tokyo 3" has a strong emphasis on combat. You can enjoy the thrill of the enemy closing in and the combat itself, but the fun and flavor is limited to what the players bring to it.

As for choosing to have the players play the same scenario again for the magazine article, rather than just reprinting it, I didn't want to have people say "You're just recycling old material to use again" when the magazine came out.

So I asked the GM, "Please play again but make the sample replay more serious and leave out most of the dice rolling." I was relieved by the end result and happy with how this replay turned out.

...But this session had a big impact on later replays involving these players.

Chapter 2



EVA Counterattack

NERV, Defeated

This replay starts at the end of a climactic scene.

Before the battle began, an N2 bomb was used to delay the Angel's attack. But unfortunately this only caused the Angel to evolve into a stronger form. The EVAs were forced to fight an even more formidable enemy without help.

First, Asuka, let out a defiant yell and attacked the Angel with her Sonic Glaive, but was defeated in one shot. Shinji saw her failed attack and tried to use his positron rifle. The rifle hit the Angel at range, but the slugs were repelled. The Angel counter attacked crippling Unit 01. This left Rei, who was struggling alone and about to attack for the final time...

Rei: "I'll shoot with my palette gun. Double fire with double power. First shot, 18. Second shot, 19."

GM: "Both are hits."

Rei: "If so, 8 points and 10 points of damage. Then, with my remaining action points, I approach the Angel!"

Misato: "Don't do it, Rei!"

GM: "Even though you hit with both shots, the Angel's still not down. Next is Misato's turn back at NERV."

Misato: "Deploy a positron rifle in front of Unit 00! Quick!"

Operator (GM): "Rifle deployed!"

Maya: "What attack strength! The first and the second units were defeated in just three turns."

Fuyutsuki: "This is bad"

GM: "Now it's the Angel's turn. The face on the Angel's chest glows and two energy blasts are emitted. Unit 00 must try to avoid them."

Rei: "What is your hit power?"

GM: "Hit power... 18 and 19!"

Rei: "I avoid the first shot. The second shot hits me."

GM: "So, damage is 10!"

Rei: "Uh. Unit 00 HP... 0 or less."

Misato: "Rei!"

Maya: "Unit 00 is inoperable! All EVAs have stopped!"

Misato: "The EVAs are destroyed? What about the Angel?"

Operator (GM): "High energy reaction detected coming from the Angel!"

Misato: "Recover Unit 00! Hurry up!"

Operator: "Collecting Unit 00!"

GM: "At the same time that Unit 00 is recovered, high energy waves are emitted from the Angel. They hit NERV headquarters."

Maya: "Oh my!"

GM: "All three EVAs have been defeated. The Angel will start attacking NERV headquarters the next time it enters NERV mode. Player A, Rei is changed to Ritsuko for NERV mode."

● ***NERV mode***

Ritsuko: "Damn... I'm sorry"

Misato: "Ritsuko, how's Rei?"

Ritsuko: "Her HP is -3."

GM: "Each time a pilot's HP falls below 0, that pilot needs to rest for four hours."

Maya: "So, she's unconscious for three turns?"

GM: "Yes."

Misato: "Then Asuka... she can't move for two turns."

Fuyutsuki: That's a lot of damage.

Maya: The only pilot who can move is Shinji. His HP was only 0.

Fuyutsuki: "Even if the pilot can move, it doesn't matter if the EVA can't. Whatever the case, the repair of the EVA is top priority."



Maya: Yes, our only hope is repairing the damage. Too bad the pilots are unconscious. It would have been nice to do a little more communicating."

Fuyutsuki: "There will be no communicating until the EVAs are repaired."

Maya : "I wouldn't want to cause any mood problems (laughs)."

Ritsuko: "Anyway, I was convinced that Rei had been killed. The EVA's attack just bounced off the Angel."

Misato: "Well, that's possible. It shot back its beams as many times as it was hit by Units 01 and 00's guns, and the triple power of Unit 02's Sonic Glaive bounced back with great damage."

Ritsuko: "I agree. I checked Rei's last attack. This type of Angel attacks with the same amount of damage it receives."

Fuyutsuki: It's too early to say that for sure. But it's doubtful it's been damaged.

Ritsuko: "Sure. It's not the same as the damage we've received... but it's possible that you're bouncing off the attack itself."

Maya: "Um, my memory is vague... I think the damage that the first and second Units did to the Angel exceeded 50."

Misato: "Maybe if you combine Rei's last attack, you'll be 60 or more... Certainly, it's not that tough."

Ritsuko: "We're only guessing that the Angel was damaged."

GM: "So, from that point on, it's okay for you to make inferences while acting. The Angel's attack. With this, NERV took 12 damage."

Operator: "Penetration through the third bulkhead. Remaining HP is 88!"

Fuyutsuki: "This is... making me mad."

Maya: At this rate, headquarters will be destroyed in about 8 turns.

GM: "Now, it's the PC's turn. First, Ritsuko."

Ritsuko: "EVA repair is our top priority. What Unit should we prioritize?"

Maya: "Why don't Senpai, the deputy commander and I each take charge of one?"

Chapter 2: EVA Counterattack

Fuyutsuki: "Hmm... wide and shallow. It's a good idea because we can use all our actions."

Ritsuko: "So, I'm in charge of Unit 00. With science and technology... Successful. 2 HP, recovered."

GM: "Next Maya"

Maya: " I'll work on Unit 01...successful. But sorry, it's only 1."

Misato: "The progress of repairs makes me want to cry."

Maya: "I'm sorry!"

Misato: "There's no need to apologize. My tech skill is so low I can't even help."

GM: "Next, Fuyutsuki."

Fuyutsuki: "So, I'm in charge of Unit 02? Successful repair, HP 5 recovery!"

Maya: "Way to go Deputy Commander!"

Ritsuko: "Yeah, really. 5 points all at once."

Misato: "The Dice Master!"

GM: "Next Misato"

Misato: "Anyway, I'm requesting the UN Forces hit the Angel attacking the headquarters. I'm not sure of the procedure."

GM: "Contact the United Nations."

Misato: "OK, I will communicate with the United Nations. 'Hello, this is NERV. I request all available UN troops to intercept the target currently attacking Tokyo 3'."

GM: "NERV gains 8 reinforcements. The target value is 14."

Misato: "OK, attack!"

United Nations Army Headquarters (GM): "Understood, United Nations Army Headquarters initiating attack!"

GM: "After the call, there's a roar. The air force has arrived."

Misato: "They're here!"

Maya: "It's as exciting as hearing the doorbell when a delivery comes."

GM: "The UN forces attack the Angel all at once... and are wiped out a few moments later (laughs)."

Ritsuko: "I don't know what to say."

Maya: "The UN forces in this game can't damage the Angel!"

GM: "Correct. But the role of the UN forces is not to defeat the Angels. It's to gain information."

Misato: "Well, did we get any good data?"

Maya: "Katsuragi-san... have you ever had a "bad data" (laughs)."

Misato: "Accurate."

GM: "Please roll on the Angel analysis table in the book."

Misato: "Hm...11, I only learn 6 data."

GM: Still, before you only knew how it attacked by observation before.

Data 1: Appearance: Humanoid, face on chest

Data 2: Normal attack: thought to be a manual attack with hands

Data 3: Attack ability / Accuracy: Damage: 2D+4

Data 4: Evasion: 6

Data 5: Defense/AT field: 16 Front: 5 Back: 3

Data 6: Action points: 2

GM: "Instead of having a head, there is a face in the middle of the chest."

Fuyutsuki: "It feels similar to the Third Angel"

GM: "Yeah. The same light bulb just went off for me."

Misato: "Hmm... 2 Action points. That's lower than expected."

Maya: "That's something. But we still don't know its special ability."

Ritsuko: Yeah. With this data alone, close combat is a threat, but it can't be said to be strong.

Misato: "I want to know the special abilities of Data 7 and 8... Maybe I can find out if it's damaged."

Fuyutsuki: Yeah. I'd like to know if it's just an Angel with a strong life force, or if our attack isn't affecting it.

Misato: "Let's have the UN Army hit it again on the next turn"

Fuyutsuki: Agreed

Maya: "Boom... They'll just get wiped out. I feel bad for the United Nations Army."

Ritsuko: "I will use the data we collect from their sacrifice effectively."

Fuyutsuki: "Mm. It is for humanity after all."

GM: "You are pretty ruthless"

Fuyutsuki: "Of course. It's them or NERV."

GM: "Um. So the Angel mercilessly attacks NERV... 10 damage."

Ritsuko: "NERV has 78 more HP."

Maya: "Let's hurry the repairs, Senpai."

Ritsuko: "Eh. Repair... Success. 4 recovery. With that, HP of Unit 0 is 6"

GM: "Next Maya."

Maya: "I'm also successful. 3 HP recovery. HP of Unit 01 is 4."

GM: "Next, Fuyutsuki."

Fuyutsuki: "I am also successful. With 2 recovery, the HP of Unit 02 is 7."

GM: "Next Misato...UN Force?"

Misato: "Sweet...Successful. Hello, United Nations Army, this is NERV. Why aren't you guys attacking?"

UN Army Headquarters: "The situation is desperate!"

Misato: "You're getting paid tax money, right?"

United Nations Army Headquarters: "Orders understood. Sortie, sortie!"

Maya: "Poor United Nations Army...I feel sorry for you."

GM: "What's poor about the United Nations (laughs)?"

Ritsuko: "They're just tourists."

GM: "The UN troops sortie again...and are annihilated. Misato, roll on the Angel analysis table."

Misato: "Your lives will not be wasted. Okay... I understand data 6!"

Fuyutsuki: "The same as before (laughs)."

Maya: Poor United Nations, you died for nothing.

Misato: "Oh, UN forces, there is no justice!"

GM: "Your dice killed them. Die by the die."

Misato: "You can't cheat fate. Now we have to sortie again!"

Maya: "Ms. Katsuragi...I feel so bad."

Misato: "Hey, those were my taxes at work too, you know!"

Ritsuko: "Misato... we eat with tax dollars as well. We are international civil servants."

Misato: "Well I want to see some guts for my taxes, that's all I'm saying."

Maya: "I just lost confidence in being a civil servant (crying)."

GM: "Well, it's the Angel's turn....Oh, I got the maximum. 16 damage."

Maya: "Ah. God is angry with Misato's outrage. I'm sure..."

Misato: "Damn. You may be right."

Operator: "The 10th bulkhead is gone! Remaining NERV HP is 62. "

Fuyutsuki: "This is bad... Rush repairs!"

Maya: "Yes!"

After this, the EVA repairs proceeded smoothly, and were completed by turn 6. However, the attacks of the United Nations forces did not succeed after that, and only Data Level 6 could be ascertained. In the last few turns, Misato and the United Nations army seemed to be getting dispirited.

Misato: "Um, United Nations Army? This is NERV. Could you launch just one more aviation unit, urgently!?"

United Nations Army Headquarters: "Another aviation unit? This is murder!"

The mood was getting bleak. Fortunately, the rest of the Angel's attacks did not do the maximum, so NERV was able to finish preparing the EVA's to sortie with HP 21 remaining.

EVA Unit 00 was equipped with a shield and Unit 01 got a palette gun. Unit 02 was equipped with a positron rifle.

Eventually... even without knowing what the Angel's special abilities were, the Evangelions were forced to make a second sortie.

Maya's player changed to Shinji, Fuyutsuki's player changed to Asuka and the Ritsuko's player changed to Rei. Misato remained in logistical support as play entered Eva Mode.

● **Eva Mode again**

GM: "Now it's EVA mode. The order is Rei, Shinji, Asuka, Misato."

Asuka: "Oh... I've been unconscious till half a day before the rematch... I hate being rushed."

Rei: "But we have to do it."

Asuka: "I know!"

Shinji: "But, we still don't know the special ability of the Angel."

Asuka: "It can't be helped. It's do or die!"

Shinji: "It's good to do, but I don't want to die."

Asuka: "You're a man, talk like one!"

Shinji: "Well, but..."

Asuka: "Don't say that!"

Shinji: "Uhhh..."

GM: "Sounds like somebody needs a push over there (laughs)."

Rei: "But she shouldn't talk like that to Ikari-kun."

GM: "It is a statement that can be taken as a praise or an insult depending on how you hear it."

Misato: "Asuka, Shinji, don't charge right in. Be careful since we don't know the enemy's ability."

Shinji: "(Relieved) That's right. Ms. Misato"

Asuka: "When the hell did Misato become so bearish!"

Misato: "I'm not bearish. Stick to the plan."

Asuka: "Yes, I know!"

GM: "So, let's start the action. It's Rei's turn first."

Rei: "Yes... Evangelion Unit 00, start!"

GM: "So, roll on the start-up table"

Rei: "... Synchro - Level 2, successful activation. I'll sortie from the ejection port behind the Angel!"

GM: "OK. Next is Shinji"

Shinji: "Evangelion Unit 01 – start! Synchro, level 2. Sortie!"

GM: "The first unit is dispatched. Next is Asuka."

Asuka: "Evangelion Unit 02, activated! Synchro. Level is... normal, 2. I'll sortie from behind the Angel."

GM: "OK. Then, all three Evangelions will strike. What does Misato do at headquarters?"

Misato: "The only thing I can do... I'll intercept using Tokyo 3's defense grid."

Shinji: "What kind of effect does Tokyo 3 intercept have?"

Asuka: "It's written on the NERV action sheet, right?"

Shinji: "Oh, yeah.....Um, "If you succeed, the Angel's action points are reduced 1."

GM: "It is a logistical support that limits the action points of the enemy to make it easier to fight. However, this action can only be used if the NERV's HP is 50 or more. Therefore, the NERV's HP is already below 50."

Misato: "...Damn, it's too late."

GM: "The attack of the United Nations army has the same effect. However, this can be used only three times."

Misato: "That's it. I'll ask the United Nations troops. I'll have them block the movement of the Angel."

GM: "OK. Then roll for NERV reinforcements."

Misato: "...Success!"

GM: "All the UN ground forces fire at once. The Angel's attention is directed toward the UN forces."

Misato: "Whew."

GM: "Now it's the Angel's turn. The Angel uses one action point to silence the UN forces. So the UN forces were quickly blown away."

Shinji: "Oh, the people of the United Nations Army (laughs)"

Misato: "I see, that's why the action point of the Angel is -1."

GM: "Since there are three EVAs, I decided randomly with a dice... The Angel approached Unit 01 one square with the remaining action points."

Shinji: "What should I do?"

GM: "First is Rei"

Rei: "As far as the action points are concerned, I'm getting closer to the first and second units. Both of you retreat behind me!"

Asuka: "Don't tell me what to do!"

Shinji: "Oh, I see. It's my turn, so I'll do my best to approach Ayanami."

Asuka: "Why are you always doing what people tell you, Idiot Shinji?"

GM: "What do you do for Asuka?"

Asuka: "Fine, I'm getting closer to Unit 00! I'll humor the honor student."

GM: "Next Misato"

Misato: "I won't use the UN troops because I can only use them twice. This time it's a pass."

GM: "Then.....the Angel is using action points to approach Unit 01."

Rei: "I'm going to step back a step. Both of them are quick."

GM: "What else do you do?"

Rei: "I will not use the remaining points. Pass"

GM: "Then Shinji"

Shinji: "I hurry behind Ayanami...I'm there!"

GM: "Next, Asuka"

Asuka: "OK, I'm behind Unit 00. Honor student, what are you going to do?"

Rei: "On the next turn, I'll rush up to the Angel and deploy my AT field. So you should move from behind with a movement bonus. Fire at the Angel then get back behind me."

Asuka: "That means you'll take all the attacks!?"

Rei: "Yes, if the Angel is damaged.... Probably you can beat it. GM, okay?"

GM: "Well, let's see. The rule for shields that is common in simulation games is not in the Eva RPG, but it is an application of the equipment as a shield. It is possible and it makes sense from a table talk standpoint. I'll allow it."

Misato: "Let's go crazy... It looks like Rei's got this."

GM: "Next is Misato's turn."

Chapter 2: EVA Counterattack

Misato: "This time I pass again. It won't be too late to act after seeing Rei's strategy."

GM: "Then it's the Angel's turn. It moves one step closer to the EVAs... Now Unit 00 is within the Angel's range. The Angel fires."

Rei: "(Makes a shield a gesture)"

GM: "OK, hit power is 19.....damage 11"

Rei: "Since the shield has 23 defense points, there are 12 HP left"

Asuka: "Hey, I don't even have half the HP of that Shield!"

Shinji: "This is bad. Let's change the strategy."

Rei: "No, I'll keep going"

Asuka: "Damn it."

GM: "Then it's Rei's turn."

Rei: "I advance and close with the front of the Angel. Deploying AT field!"

GM: "AT field deployed. The AT field of the Angel was eroded by the AT field of Unit 00. It's been neutralized!"

Rei: "Well done, Asuka."

GM: "Next is Shinji's turn."

Shinji: "Uh, yeah.. I move one step to the right. I fire my Palette gun at double strength and return to behind Unit 00."

GM: "What is your hit power?"

Shinji: "19"

GM: "Hit. Damage."

Shinji: "6. What happened to the Angel?"

GM: "I can't reveal that yet. Next is Asuka."

Asuka: "I move one step to the left. Positron rifle. I will shoot the rifle with double strength. Then I will evacuate behind the first! Hit power is 15."

GM: "Hit. Damage."

Asuka: "9! Did it fall down yet?"

GM: "It hasn't collapsed. Misato next"

Misato: "I'll reduce the action points of the Angel. UN troops sortie! ...Success"

GM: "Then, a secondary attack by the UN forces was carried out. Of course, no damage was done to the Angel."

Misato: "I know that, but if the Angel's action point becomes just 1..."

GM: "Now it's the Angel's turn. The UN troops are shattered using the first point, and a beam was emitted toward Units 01 and 02 when the face on the chest glowed... But before that, since Unit 00 is standing in the way, it goes straight into Unit 00."

Misato: "Wait, it shot twice when you have only one action point left?"

GM: "That's how it shot. Hit power is 19 and 15."

Rei: "(makes a shield's gesture)."

GM: "6 damage and 9 damage."

Asuka: "This is... I'm more and more unsure about its special abilities."

Shinji: "Ayanami, what is the HP of the shield?"

Rei: "3. It's okay once again."

Asuka: "It won't make it through one more."

GM: "Then it's Rei's turn."

Rei: "I won't move from the front of the Angel. Once again."

Shinji: "But, but..."

Rei: "Ikari-kun...again!"

Misato: "Shinji-kun, do it!"

Shinji: "But..."

Misato: "Unit 00's fine... this is a command."

Shinji: "I take a step out of the shadow of Unit 00. I fire the palette rifle double strength then return behind Unit 00. The hit power is 17."

GM: "It's a hit. What is the damage?"

Shinji: "9. Did it fall down?:"

GM: "It still hasn't collapsed. Next is Asuka"

Asuka: "Stepping out of the shadow of Unit 00, I shoot my positron rifle with double power and move to take the Angel head on!"

Misato / Shinji: "Asuka?!"

Asuka: "I'm sorry. I can withstand a second shot with just one shot! Hit power is 17!"

GM: "Hit. Damage."

Asuka: "14! Did it have any effect?"

GM: "The Angel hasn't fallen yet. Next, Misato"

Misato: "I can only use the UN forces one. I'll pass."

GM: "Then the face on the chest shines and the beam is shot at Unit 00 and Unit 02. The hit power is 17 against both."

Rei: "(Makes a shield a gesture)"

Asuka: "I can't avoid it!"

GM: "If so, Rei has 9 damage. Asuka has 14 damage."

Rei: "6 damage done by subtracting the shield's defense power. Since the remaining HP is 3, there will be 3 damage left."

GM: "That is the damage that hits Unit 00."

Rei: "If so, Eva's defense strength is 3, so no damage."

Asuka: "I took 11 damage even with a small amount of defense. I lost half at a stretch."

Rei: "Why didn't you get behind me?"

Asuka: "I don't want to owe you!"

GM: "First and foremost any damage. Asuka, state change table"

Asuka: "...Yeah, I'm more focused. Synchro level has risen to 3"

Misato: "Rei, Asuka, retreat!"

Asuka: "Why!"

Misato: "You've already done more than 80 damage in theory. It's too tough..... we can't assume the attacks so far have done any damage to the Angel."

Rei: "Unit 00, understood."

Asuka: "Whatever... Unit 02 standing down."

Shinji: "What about me?"

Misato: "I have something to try. The first Unit is equipped with a progressive knife. Try to attack the face on the Angel's chest before the Angel redeploys its AT field."

Shinji: "The face?"

Misato: "The face glows shortly after each EVA attack. There may be something to it."

Asuka: "Now that you mention it... that is curious."

Shinji: "I understand."

Misato: "Shinji-kun, I'm sorry if it doesn't work."

GM: "There is a penalty for targeting an attack on a specific part."

Misato: "I know. That's why I thought about using a knife instead of a hard-to-aim weapon."

Asuka: "Well, I'm happy you think so, Misato. But I can handle this!"

Misato: "Asuka?"

Asuka: "My Synchro is at level 3, so now I can do triple the damage with a Positron Rifle. I'm safer than Shinji's Progressive Knife, but with a similar hit power."

Misato: "Yes, then, please use it Asuka. Shinji-kun will also stand down."

Asuka / Shinji: "OK"

GM: "So the discussion seems to be over. It's Rei's turn."

Rei: "I will do my best to retreat from the Angel."

GM: "Next, Shinji"

Shinji: "I will also retreat"

GM: "Next, Asuka"

Asuka: "I retreat 2 squares. Focus on the target... I'm going, triple power on my Positron rifle! I receive -6 penalty... 13!!"

GM: "Barely hit!"

Asuka: "Yes! Damage is 11!"

GM: "A part of the shadow of the Angel on the ground then glows round and faint. It is the part that corresponds to the face of the Angel."

Asuka: "Shadow?"

GM: "Next Misato"

Misato: "...pass."

GM: "Then it's the Angel's turn. The face shines and the beam extends to Unit 02! The attack power is 13"

Asuka: "I can avoid that!"

GM: "So, it moves one square closer to the first Unit... the Angel's turn is over. It's Rei's turn."

Asuka: "How do you want to play this, first Child?"

Rei: "I don't know yet. But I think I can narrow down to two targets."

Shinji: "Two?"

Rei: "The face on the chest or the place where the shadow shines on the ground. Other than those two...I can't think of any more."

Asuka: "I'm thinking the same as you. But do we hit the face or the shadow?"

Shinji: "Shadow."

Asuka: "The Angel that dragged Shinji into the sea of Dirac was a shadow of a shadow. The shadow on the ground was the real Angel, and the one that looked real was the shadow."

Shinji: "I understand."

Rei: "Or maybe...it may be a single entity including the shadow."

GM: "What do you do?"

Rei: "We use this turn to all get adjacent to the Angel. In the next turn, I restrain the Angel. Ikari-kun and Unit 02 attack the face on the chest and the light spot in the shadow, respectively."

Asuka: "I don't like you giving orders, but... the plan's okay."

Shinji: "Agreed, I'll do the one in the front."

Asuka: "Then I'm the shadow"

Rei: "I need to suppress the movement of the Angel as much as possible."

Misato: "Leave that to me"

Asuka: "Let the UN Forces take one last one for the team, right?"

Misato: "That's it. I'm requesting it."

Rei: "Now, let's get started. I move adjacent to the Angel."

Shinji: "Similarly I move adjacent to the Angel."

Asuka: "So am I!"

Misato: "And I'm requesting the United Nations Army...Success!"

GM: "Then, the last unit of the United Nations forces will attack the Angel."

Misato: "Don't die, UN forces."

Asuka: "Misato... don't get your hopes up."

GM: "Then it is the action of the Angel. The UN forces were crushed by the Angels' attacks."

Misato: "No guts, no glory (laughs)!"

GM: "With 1 point left, the Angel attacks... Let's randomly decide with a die. Unit 00 is the target, hit power is 18."

Rei: "I avoid it!"

GM: "Then, it's the turn of the EVAs."

Rei: "I hold down the Angel! Hit power is skill."

GM: "Unit 00 grabs onto the Angel. Its movement is restrained so it can't avoid attacks. Shinji's turn."

Shinji: "I'm going for the chest with a progressive knife at double power! Hit power is 11!"

GM: "The suppressed Angel has 0 evasion. It's unavoidable..."

Shinji: "Damage is 10!"

GM: "The part that hits the face of the shadow emits a round light"

Asuka: "I use triple power with my progressive knife! With a hit power of 13, I can get it!"

GM: "Hit. What is the damage?"

Asuka: "Bingo! It's 13 more than 1D+2... 21 points!"

GM: "The Angel, who had been tied up with Unit 00, suddenly shudders. The face struck by Unit 01's progressive knife cracks like plaster, and there was a black sphere inside. At that moment, the object burst and the Angel gradually began to wither..."

Shinji / Asuka: "We did it!"

Misato: "Coordination of three Eva...the pictorial highlight of today's scene"

GM: "The withered Angel eventually scatters in the air and disappears... Congratulations, you defeated the Angel!"

Asuka: "Yes!"

Shinji: "This Angel was very troublesome."

GM: "Well, this game is mainly about fighting the Angels. It means that various Angels will come out at the GM's discretion."

Misato: "Congratulations, everyone. Good job."

Rei: "..."

Asuka: "What, First? You'd like to say something?"

Rei: "No, nothing....I just wish we could have analyzed above Data 6 before we entered EVA mode."

Misato: "I'm sorry"

Asuka: "Now, now, don't worry. Let's have ramen again"

Misato: "Is that the character or the player... which world?"

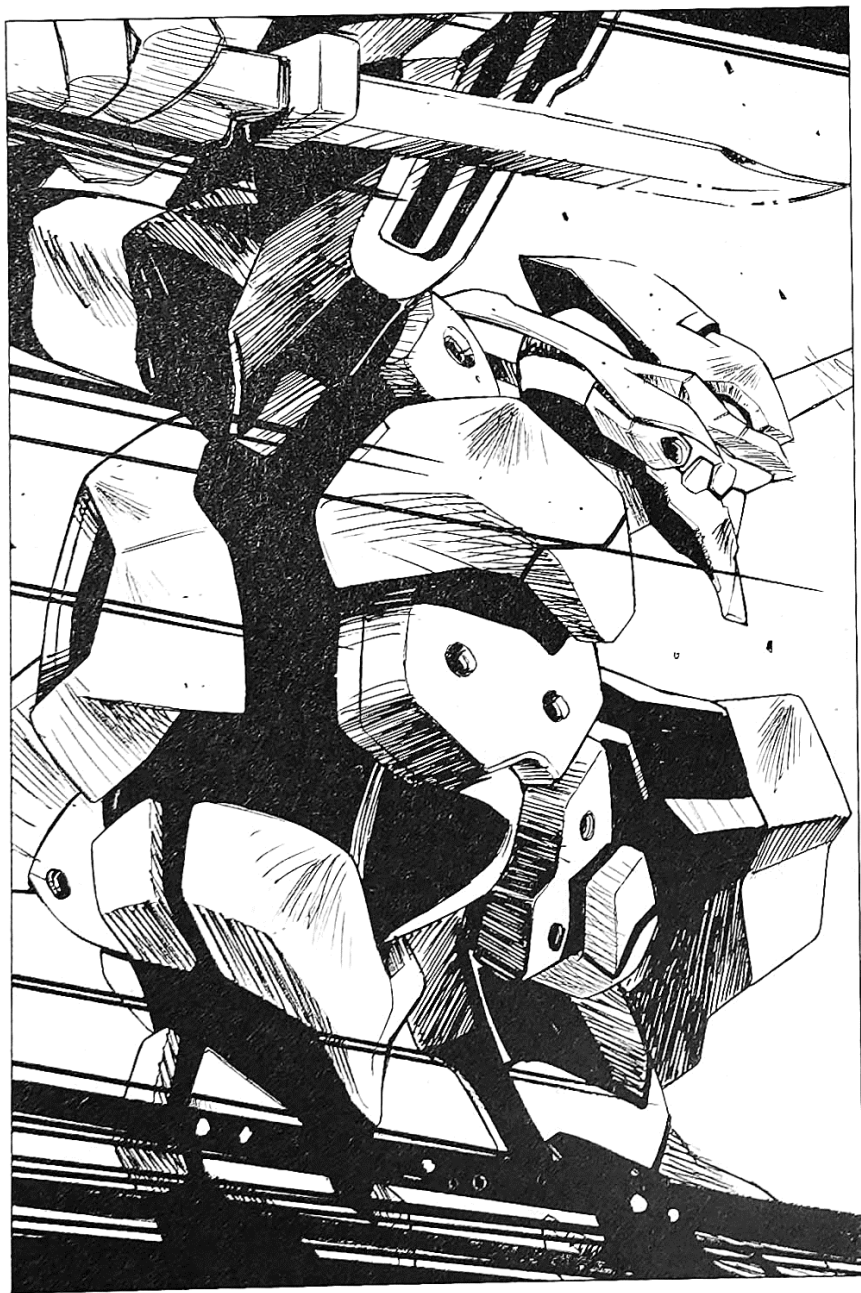
Asuka: "It's the player, I'm hungry when I play."

Misato: "If we split it, let's split it. I'm in a pinch this month!"

GM: "Yes, yes. Now that the play has finished, let's go eat"

Asuka: "I agree!"

Misato: "It's a split bill!"



About "Eva Counterattack"

After playing "Intentions and Outcomes", the player's pattern of how to drive the story was set (laughs). In other words, the players chose entertainment over efficiency. EVA's focus does not absolutely have to be "how to win immediately" such as Kempo or boxing, but "how to win by degrees" such as in professional wrestling.

Using overwhelming power to defeat an enemy to win is dull. Rather, it is more exciting to close the odds and "reduce a superior opponent's power to 7 or 8 and win with the power of 10." This is exactly the "Theory of windmills" by professional wrestler Antonio Naoki: the stronger the wind, the better the windmill will turn.

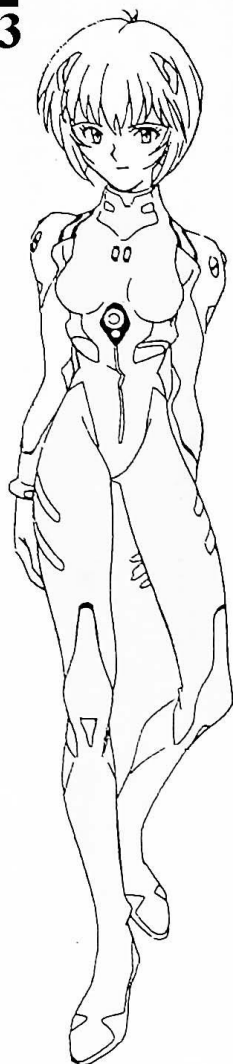
There is no reason to overwhelm an enemy and wipe them out if the victory is hollow. Thus, the replay started at the unfathomable "no way to win" scene.

I really wondered what to do at first. In the replay for the magazine, it really felt like "the EVAs have lost. The Angel has won. It's over." As soon as their annihilation seemed inevitable, I thought I should start over.

But fortunately, in "Decisive Battle! Tokyo 3", the requirement of annihilation of Eva = Game over had not been met, so we were forced to continue.

Needless to say, some of these players aren't very disciplined (laughs). Rather, as I said, they decided "it's time to show off!" after the annihilation, so I used that and kept the recovery to a minimum and kept pressing their disadvantageous situation as much as possible. I'm really impressed with them.

Chapter 3



Bond of Bullets

Chapter 3: Bond of Bullets

Asuka was complaining about her weekly horoscope.

"This week you will be overwhelmed. It seems you will have a sudden unexpected visitor you don't want. Be prepared so that you may to avoid dismay." From the column "Tell me, Lucky Star!"

Asuka: "That was my fortune this morning."

Shinji: "Yes."

Asuka: "I don't normally believe in fortune telling. But I think I can believe it today."

Shinji: "I think you think too much about it."

Asuka: "Is that right?"

Misato: "That's right. It's just fortune telling after all."

Asuka: "I've been doing this fortune-telling for some time now."

Fuyutsuki: "It doesn't matter if fortune telling is real or not."

Asuka: "How so?"

Fuyutsuki: "What you're really complaining about isn't a bad fortune. But having to intercept a "sudden unexpected visitor" isn't it?"

Asuka: "Yes, that's the problem."

Fuyutsuki: "That explains the situation."

The reason why Asuka was complaining was that the new Angel had appeared immediately after the game began and it was her fault. Originally, the Angel was scheduled to appear in 3D6 turns (the combined roll of three dice) after the start of the game, but Asuka had played a big role in changing that plan...

Asuka: "Hah, the Angels are so lame. Hey, Game Master, next time why don't you set its appearance using just one die (1D)!"

It was because of her cockiness that the GM took her up on the challenge and actually only rolled 1D.

Thus, before NERV had made any preparations, the Angel suddenly appeared.

Asuka: "Hey, don't look at me with such accusing eyes (laughs)."

Misato: "You're the one who asked for it. As if there was no way the Angel could appear on turn 1."

GM: "It can't be helped. With 1D, everything from 1 to 6 has an equal chance of probability. A one is as likely to appear as a 6."

Asuka: "That's true."

Misato: "Asuka, you're the one who needs the math lesson!"

Asuka: "Forgive me Misato"

Fuyutsuki: "Well, there's no sense fighting about it. Let's sort out the situation."

Misato: "Practical."

Fuyutsuki: "First of all, the last Angel had a relatively late appearance, so we were pretty prepared."

Misato: "True."

Fuyutsuki: "But during that fight, Unit 00 was damaged and Rei became unconscious for 12 hours (3 turns)."

Misato: "Will she recover in time for the next sortie? Can we delay the Angel long enough?"

Fuyutsuki: "When the last Angel was defeated, our intercept capabilities, reinforcement arrangements, and detection capacity had been reduced to zero. Now the new Angel's appeared. It hasn't been determined where it will appear yet, but it will probably be between 8 to 16 hours away (2 to 4 turns). We don't have much time."

Shinji: "It's practically right on top of us."

Fuyutsuki: Correct. It won't take long for it to close the distance. What should we do in this situation?"

Misato: "Hmm... if we don't have time, we may have to hold off trying to improve the capabilities of NERV Headquarters and throw everything into repairing the damaged EVA."

Fuyutsuki: That's reasonable. Since Units 01 and 02 haven't been damaged much, even if it's only 8 hours, they should be fully repaired."

Shinji: "But... even if Unit 00 gets repaired, without support or data, we won't even know what the Angel can do."

Asuka: "Well, I say being at a disadvantage makes the game more interesting."

Misato: "Uh huh... I wonder why you'd say that, Miss big mouth?"

Asuka: "Sorry (apologetic laughter)."

GM: "Well, you'd better get started if you want to see if that's true in this case."

Misato: "That's right. Asuka, Shinji-kun, change to a NERV character immediately. At least we can return the EVA to a perfect state!"

Shinji / Asuka: "Understood!"

In MAGIUS Evangelion, one player can play two characters, one in NERV mode and one in EVA mode. NERV mode characters are Misato, Ritsuko, Maya and Fuyutsuki. The EVA mode characters add the pilots, Shinji, Rei and Asuka. Shinji's player now became Maya and Asuka's player became Ritsuko.

● *Flying Cross Attack*

GM: Apparently the plan has been decided. So everyone is a NERV character and play resumes. The order is Maya, Misato, Ritsuko, Fuyutsuki... But before that, let's check the "Angel Appearance Table."

The "Angel Appearance table" is a table for determining where the Angel appears. Since the Angels' main aim is Tokyo 3, the better NERV's early detection ability, the farther away it will appear from the city.

Misato: "Well, on the "Angel Appearance Table" the distance is (NERV's detection ability +2D). What are our current detection capabilities?"

Maya: "Currently, NERV's detection ability is 0. So it's only 2D."

Chapter 3: Bond of Bullets

GM: "If you roll the max, you'll spot it 24 hours away from Tokyo 3."

Misato: "That's difficult!"

Maya: "If you roll better than a 7 it appears 16 hours away. If you can just buy us 16 hours, Rei can recover from unconsciousness"

Fuyutsuki: "We have to. I don't know what the Angel is, but I've never had less than three EVAs before."

Ritsuko: "Well, Maya or Misato should roll. Because I and the Deputy Commander rolled for the last Angel."

Misato: "OK. So I need a 7 or more?"

Ritsuko: "Yes, the most common value is enough."

Misato: "Okay! (Rolling)...I'm sorry, 6"

GM: "The Angel appears 8 hours (2 hexes) away from Tokyo 3!"

Misato: "Sorry"

Maya: "It couldn't be helped."

GM: "Well, next is the "Angel Analysis Table". Is Maya going to Roll?"

The "Angel Analysis Table" is a table for determining how much Data about the Angel's ability can be analyzed. The more you know about your opponent, the better you can plan for the battle.

Maya: "I'll roll."

GM: "The roll is only 2D. However, in the appearance table, there is a penalty of -2"

Misato: "Depressing, sorry."

Maya: "You can apologize to me later... (Rolling), I did, 11!"

GM: "Well, today is certainly an extreme of high and low rolls."

Fuyutsuki: "-2 for the penalty, so 9"

GM: "If it is 9, you know the form and close combat ability. The data is as follows."

Form: Cross Shaped

Close combat ability: None

Evasion: 14

GM: "In addition to this, you can tell the Angel flies quite high, which means that handheld weapons like progressive knives and sonic glaives will be out of range."

Misato: "We can't throw them at it?"

GM: "I suppose you could throw knives. I'll admit that much. But, if you throw it, that weapon is gone for the rest of the battle."

Ritsuko: "I think, it's better to rely on firearms."

Fuyutsuki: "If it's high in the sky, how do we neutralize its AT field?"

GM: "It's not extremely high. It's just high enough that a knife can't reach it."

Fuyutsuki: "I see."

Maya: "But...its evasion rating is strangely high. Positron rifles and pallet guns may have a hard time hitting it."

Misato: "A Sniper Gun has a higher hit rate. We have no choice but to prepare a sniper gun."

Ritsuko: "It was helpful that Maya spotted that. If we didn't know about its evasive ability, it might have been a disaster."

Maya: "It was just luck."

GM: "Well, it's lucky that the die rolled true."

● *Preparation for Defense*

GM: "Let's go in order. Maya first"

Maya: First of all, I'll work to repair an Eva. What is the status of each Eva?

GM: "Unit 00 is completely destroyed and its HP is 0. On the other hand, both Unit 01 and Unit 02 have taken only 2 damage."

Maya: "I'll repair Unit 01... (Rolling) it's successful. Unit 01 is completely restored."

Fuyutsuki: "OK, that's a relief."

GM: "Next Misato"

Chapter 3: Bond of Bullets

Misato: "Well, there's not much I can do since I have low science and technology skills."

Ritsuko: "So, why don't you try to repair Unit 00 anyway? Unit 00's already destroyed. It won't hurt if you fail."

Misato: Yeah. Then I'll repair Unit 00.... (rolling) Wow lucky, I've succeeded."

GM: "How much did you restore?"

Misato: "Only 1 (laughs)"

Ritsuko: "That's fine. It's infinitely better compared to 0."

GM: "OK, Unit 0 has 1 HP. Next, Ritsuko"

Ritsuko: "I'll prepare the Sniper Gun."

GM: "So you need a 25 with science and technology"

Ritsuko: "(Rolling) success"

GM: "Well Fuyutsuki."

Fuyutsuki: "Then I'll be in charge of repairing Unit 02. (Rolling) I succeeded. Unit 02 is also fully restored."

GM: "The Angel's turn. It heads straight for Tokyo 3... It will arrive in 4 hours

Misato: "Ugh, that's pretty soon."

GM: "Then we return to Maya."

Maya: "Um, I think it's better to have two Sniper Guns, one for Unit 01 and one for Unit 02. I'll work on another Sniper Gun... (Rolling) I'm sorry, I couldn't prepare it (crying)."

Fuyutsuki: "There was no way. It's difficult to prepare."

GM: "Back to Misato"

Misato: "Well, I wonder if I can repair Unit 00 once more... (Rolling) Well, the odds were against me. Failure"

GM: "Then Ritsuko"

Ritsuko: "Well, I'll try to ready a second Sniper gun... (Rolling) No, I failed too."

GM: "Fuyutsuki. This is the last action before the Angel arrives."

Fuyutsuki: "I can't prepare a Sniper Gun to save my life."

Ritsuko: "I can't do it. Since it happened, give up the Sniper Gun and prepare a shield."

Fuyutsuki: "A shield is something I can prepare."

Misato: "We'll need a shield for either Unit 01 or Unit 02, so they can grab it."

Ritsuko: "Yeah. I don't know what kind of attack the opponent will make, but we can last longer with a shield. One EVA with a sniper gun attacks while the forward EVA defends it from the Angel."

Fuyutsuki: "Right, let's do it."

GM: "So, you need to roll to prepare a shield."

Fuyutsuki: "(Rolling) Success."

GM: "The Angel has arrived in Tokyo 3. It's EVA Mode!"

● *Evangeline, launch!*

GM: "So, let's switch to the battle map. Today I didn't have the time to copy the map, so we'll use the one in the back of the paperback as it's a blank template."

Maya: "Was there supposed to be a special map?"

GM: "I don't know? Do you know?"

Maya: "Not at all."

GM: "Well, we're going into Eva mode, so how about switching over to the pilot characters?"

Fuyutsuki: "I'll remain the old man till Rei wakes up."

GM: "Yes, yes, I heard you talking about that before playing."

Ritsuko: "I'm aiming for Asuka"

Maya: "I want to change to Shinji."

Misato: "I can back you up. It's my responsibility to get some payback for the last Angel that hurt Rei."

GM: "I don't mind that."

Maya: Then I'll change to Shinji-kun. Please give me Shinji-kun's character sheet.

Ritsuko: "Also Asuka's for me."

GM: "Here."

Shinji: "I'm Shinji from now on."

Asuka: "Also Asuka Langley Souryu is in the house!"

GM: "It's not a concert tour (laughs)"

Misato: "Good, Shinji-kun, Asuka. On the first turn, I and the Deputy Commander will prepare to launch Units 01 and 02. You'll launch immediately. Then I'll deploy a Sniper Gun and Shield. Receive and act according to plan."

Shinji: "Roger that."

Asuka: "Which one takes defense and which one sniper?"

Misato: "Unit One has a higher HP, but Shinji's ranged attack isn't as strong as Asuka. Unit 01 will expand its AT field to neutralize the Angel's AT field. Unit 02 will snipe the Angel once the first Unit has done so."

Asuka: "OK"

Shinji: "I understand."

GM: "So this turn you're preparing to launch the EVAs...Is it only Misato and Fuyutsuki who will act?"

Asuka: Yeah, we'll have nothing to do until the Eva is ready to launch.

Misato: "Alright, Unit 01 prepare for start-up... (success)!"

GM: "OK. Unit 01 is ready to launch!"

Fuyutsuki: "Then it's my turn. Evangelion Unit 02, prepare for start-up... (Rolling) Damn, fail!"

Asuka: "You roll like an Old Man."

Misato: "Is that anyway to speak to the Deputy Commander?"

Asuka: "I just thought it in my heart. Everybody makes mistakes in important situations."

Fuyutsuki: "It can't be helped. Unlike a normal turn that takes four hours, now it's difficult to judge because in EVA mode it's 1 turn equals 1 second."

Misato: "We didn't have time to prepare properly thanks to someone..."

Asuka: "Wow, I get it. I'm sorry. How long are you going to hold a grudge?"

Chapter 3: Bond of Bullets

GM: "Now it's the Angel's turn. Boom-boom-boom... it moves three hexes toward NERV headquarters."

Fuyutsuki: "Movement speed is 3... it must have at least 3 action points."

An action point is a numerical value that represents how many actions an Angel or an Eva can perform in one turn. 1 action point is used for every move or attack. The Angel moved 3 squares, so Fuyutsuki guesses that it has at least 3 points.

GM: "Then it's the next turn. Unit 01 is ready to launch, so you can sortie, what would you like to do?"

Shinji: "I'll sortie. Please deploy the shield after I'm out."

Misato: "Okay, but don't get crazy until we figure out the Angel's abilities."

Shinji: "Understood. Evangelion Unit 01, launch!"

GM: "OK, Unit 01 is on the surface. What is your synchronization rate?"

Shinji: "Synchro Level is 2. Reasonable."

The synch level is a numerical value that represents the synch ratio between pilot and Eva. That numerical value becomes the action points of the Eva.

GM: "Next Misato."

Misato: "Unit 02, prepare for start up... (rolling) Success!"

GM: "OK. Unit 02, ready to launch!"

Asuka: "Yes! Evangelion 02, I'll appear behind Unit 01!"

GM: "OK. Unit 02 emerged from the exit behind Unit 01. Synchro Level?"

Asuka: "3. Perfect!"

Fuyutsuki: "Next come the weapons. Shield, deployment... Successful!"

GM: "Where is it?"

Fuyutsuki: "Right next to Unit 01."

GM: "OK"

Asuka: "Hey, how about some cover, Shinji!"

GM: "Then it's the Angel's turn. This time it again moves three hexes toward NERV headquarters."

Misato: "The distance from Unit 01 has been reduced to 4 hexes."

Asuka: "6 hexes from me. The effective range of the Sniper Gun is... 4. Still short."

GM: "It's Shinji's turn."

Shinji: "What should I do?"

Misato: "It's okay to wait in the current situation. You don't need to approach from here and you won't be attacked too soon. Wait for the opponent to approach you."

Shinji: "Okay, then I pick up the shield and hold position."

GM: "Misato's turn."

Misato: "Deploying Sniper Gun... (Rolling) Sorry, it's a failure."

Asuka: "Hey, Shinji and the Angel will come into contact next turn!"

GM: "Next, Asuka."

Asuka: "I have a progressive knife. If the Sniper gun doesn't arrive in time, I'll throw that at it. Holding position."

GM: "OK. Next is Fuyutsuki"

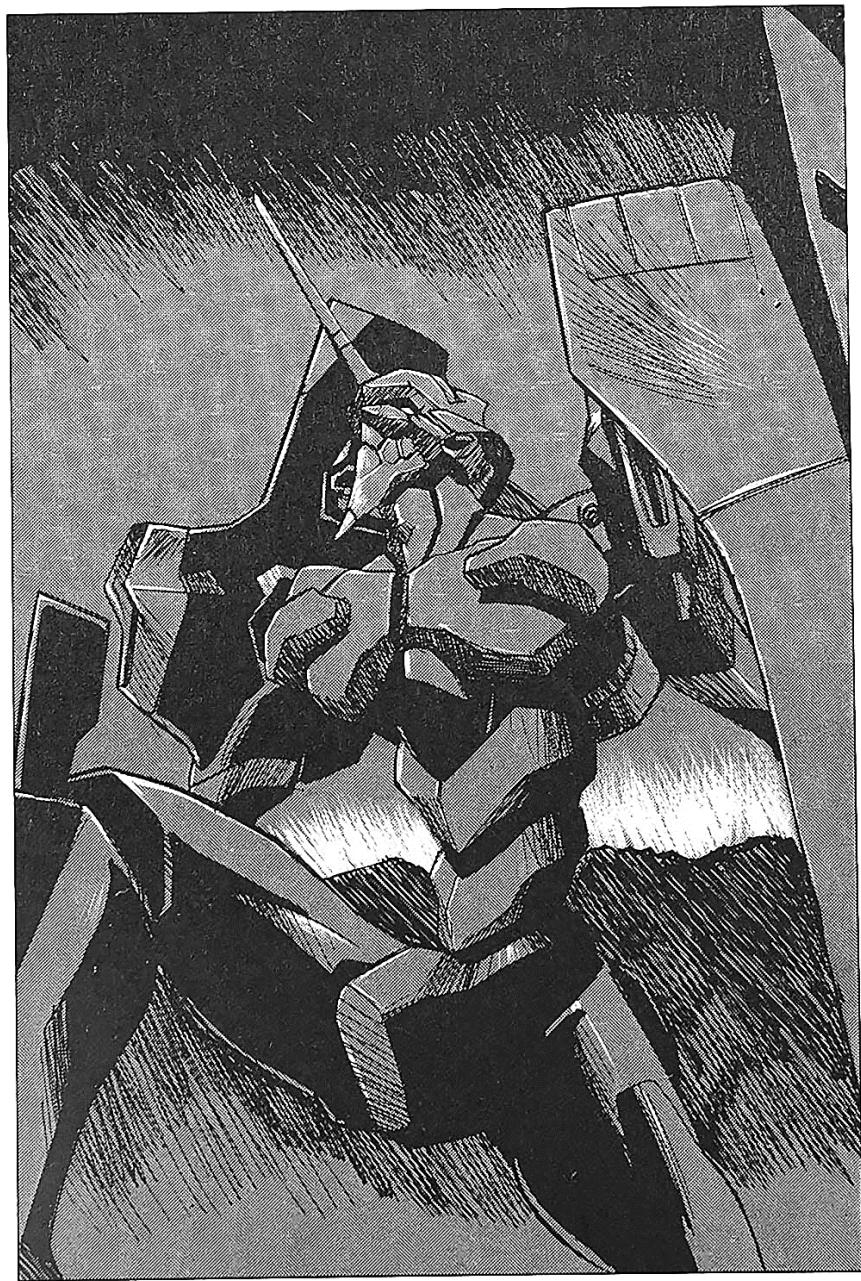
Fuyutsuki: "Deploying sniper gun... (Rolling) Success. It arrives next to Unit 02."

Asuka: "Whew!"

GM: "Now it's the Angel's turn. First, it approaches two hexes toward NERV headquarters."

Misato: "It's going to do something to you, be careful!"

GM: "The Angel suddenly glows. The light fills the surroundings... Shinji, Asuka roll for mental judgment."



● *Shinji and Asuka become confused.*

Misato: "A Mental Attack?"

Shinji: "Then, the shield is useless!"

GM: "Yes, the shield is of no use. Resistance is based on mental ability +2D. You need a combined 18 to resist."

Shinji: "18, that's huge!"

Asuka: "I only have the mental ability in the original description. Even if it is below the expected value... (Rolling) Ah, I failed."

Shinji: "I... (Rolling) failed"

Here, the GM suddenly took out a CD of hymns and started playing it. It was an appropriate selection.

Asuka: "What...what? Hymns are echoing in my head!"

Shinji: "A song that I don't know is in my head!"

GM: "That's right guys. The hymns echoing in your head (while lowering the volume) gradually fade away and disappear, and when you look up, the Angel floating in the air has disappeared!"

Shinji: "What?"

Misato: "Did the Angel disappear?"

GM: "Um, not for you. Misato can still see the Angel. It's still floating in the air."

Misato: "Well, then... what and what?"

Asuka: "Then the Angel seems to have disappeared from my sight too, right?"

GM: "Yes. But then you suddenly notice, there is an Angel in front of you. It's an eerie humanoid Angel."

Asuka: "Another Angel?!"

Shinji: "Um...is that really me in Unit 01?"

GM: "That's right."

Shinji: "After all (laughs)."

GM: "Well, what do you do in Unit 01?"

Shinji: "Hmm.... well, I guess I'll look around because the Angel disappeared."

GM: "Then a new Angel appeared behind you before you knew it. Surprise!"

Shinji: "Surprise!? I'm surprised."

GM: "Shinji's existence suddenly disappears from Asuka's head, and at the same moment Asuka's existence disappears from Shinji's head."

Shinji: "Ms. Misato, what is this Angel?"

Misato: "Shinji, the Angel is..."

GM: "(raising the music above Misato's voice) You can't communicate with NERV. The truth is that you heard Misato's voice, but you can't recognize it now."

Shinji: "If that's the case, I'm on my own..."

GM: "Next Misato"

Misato: "Shinji-kun, Shinji-kun!"

GM: "No response"

Misato: "Damn... If I can't communicate, I have to pass."

GM: "Next, Asuka."

Asuka: "What is the distance from the new Angel?"

GM: "2 hexes."

Asuka: "I deploy my progressive knife..."

Misato: "Asuka, no... stop!"

Asuka: "My EVA moves to approach the Angel! AT field deployed! Double power on the progressive knife!"

Double power is an action that consumes extra action points to increase power and accuracy. To double the power of an attack, you spend 2 Action Points.

GM: "What is your hit rate?"

Asuka: "19!"

GM: "So Shinji, the Angel who appeared behind you attacks with a clawed hand. The hit power is 19, roll to avoid it."

Shinji: "... (rolling) I can't avoid it!"

GM: "Hit! Asuka, what's the damage?"

Asuka: "Two times 6 so 12!"

GM: "Then it's 12 damage, Shinji. But, did Unit 01 have the shield?"

Shinji: "Yes. The shield stopped the damage."

GM: "Asuka, the Angel in front does not seem to have been damaged yet."

Asuka: "What a sturdy Angel!"

Misato: "This is confusing, isn't it?"

● *Forced Awakening*

GM: "Well, it's Fuyutsuki's turn."

Fuyutsuki: "What can we do in this situation? Wait, I have an idea."

Misato: "What is it?"

Fuyutsuki: "Wake Rei."

Misato: "That's impossible! Rei is still unconscious"

Fuyutsuki: "It's possible according to the rules."

Misato: "Sure. There's a way to use drugs to force her to wake up when normal recovery is within four hours. But I can't agree with that morally."

Fuyutsuki: "Is the Angel holding back from destroying humanity for moral reasons? It's what Ikari would do, and it won't kill Rei. Do you have a better idea?"

Misato: "It's the only plan, but there's the danger that even if you deploy Unit 00, it will wind up in the same situation as Unit 01 and Unit 02."

Fuyutsuki: "There's no other way. It's better than letting Units 01 and 02 destroy each other like they are. GM I want to wake Rei."

GM: "OK... please roll to see what happens."

Fuyutsuki: "(rolling) Success"

Chapter 3: Bond of Bullets

GM: "Then Rei, who was undergoing treatment in the intensive care unit, has been forced to awaken. She will be brought in a bed to the EVA cage. Who will play Rei?"

Fuyutsuki: "If there is no objection, Katsuragi should play as before."

Misato: "OK, I'll change."

GM: "Then you're Rei now."

Fuyutsuki: "Rei, the situation is bad. Can you go out?"

Rei: ".....Yes"

GM: "Then, it's the Angel's turn. The Angel doesn't appear to take any action and is still shining in the air. It's Shinji's turn."

Shinji: "Is it possible to use the progressive knife while holding the shield?"

GM: "Well, let's say you can equip it. It's another matter whether you can swing it."

Shinji: "Then, drawing the progressive knife... and dropping back two spaces away from the Angel to make room."

GM: "Oh, he's next to the hex where the Angel's floating in the air."

Shinji: "That's all for my action"

GM: "Next, turn... Rei"

Rei: "(Painfully) Entering Unit 00..."

GM: "Next, Asuka. The Angel's retreated and doesn't attack."

Asuka: "You think you can escape? I move adjacent to the Angel with a movement bonus, and attack with my progressive knife with triple power!"

Shinji: "Asuka, do you want to kill me?"

Asuka: "What the hell are you talking about, I'm attacking the Angel! (laughs)"

GM: "What is the hit?"

Asuka: "20!"

Shinji: "I can't avoid that!"

Asuka: "3 times more damage than 7, so 21 damage!"

Shinji: "Wow, the shield just broke!"

GM: "The attack of Unit 02 stripped off the thick armor of the Angel."

Asuka: "That should wake it up!"

Fuyutsuki: "That's done it..."

GM: "Next, Fuyutsuki"

Fuyutsuki: "Evangelion Unit 00, prepare for startup... (rolling) Success!"

GM: "Unit 00, ready to launch!"

Fuyutsuki: "It's up to you, Rei."

GM: "Next it's the Angel's turn... It's still shining but no change. Next, Shinji"

Shinji: "Deploy AT Field! Neutralize the AT Field of adjacent Angel!"

Fuyutsuki: "Good! That should have neutralized the AT field of the Angel in the sky."

GM: "Well...I don't think you know that so easily. But the action can stimulate you to ask the question. The light of the Angel in the sky also appears to fluctuate."

Fuyutsuki: "Did it change?"

GM: "No. The light seems to be unrelated to the AT field."

Fuyutsuki: "That's alright... let's just neutralize the AT field."

Shinji: "The remaining points I'll use for a progressive knife attack. Hit power is 18!"

GM: "Asuka, the Angel in front of you has attacked with sharp tentacles. The hit power is 18."

Asuka: "I avoid it!"

GM: "Then it's Rei's turn. There's an EVA exit just 2 squares from the Angel where Unit 00 can appear."

Rei: "I'm going to sortie... Synch Level 3"

GM: "OK. Where do you sortie?"

Rei: "The place where Unit 02 was dispatched. The Sniper gun should have fallen there."

GM: "Then Asuka"

Asuka: "I'm not stopping yet... Triple power Progressive knife, hit power is 18!"

Shinji: "I'm hit!"

GM: "What is the damage?"

Chapter 3: Bond of Bullets

Asuka: "Damage is... aw bad luck. It's 3 times 4 so damage is only 12."

Shinji: "Still, it's big!"

GM: "Fuyutsuki."

Fuyutsuki: "There is nothing I can do anymore except pray."

GM: "Then it's the Angel's turn. When Unit 00 came out, the light shone on it. Rei, make a mental resistance roll at 16 this time."

Rei: "(Rolling) I resist."

GM: "Rei was dizzy for a moment, but that was all. There are two Eva's in front of her, and right behind them is the Angel. Shinji's turn."

Shinji: "I'm sorry, Asuka... I don't know it's Asuka, though. Progressive knife double power! Hit power is 21."

Asuka: "That was a cheap shot!"

Shinji: "Damage is maximum 8. It is twice that so 16 damage."

Asuka: "Ouch, more than half my HP at a stretch. This Angel is strong!"

GM: "Rei's turn. Think carefully, Unit 00 has only 1 HP. Both pilot and EVA are in a painful state."

Rei: "If this works, it won't matter. I pick up the sniper gun."

GM: "Then Asuka"

Asuka: "Bring it on! Progressive Knife triple power, hit power 18!"

Shinji: "Why I can't avoid anything. Damn! (crying)"



Asuka: "Return the maximum damage! 3 times 8 so 24 damage!"

Shinji: "Wow!"

GM: "Unit 01 is silent."

Shinji: "Uh, I'm unconscious for more than 4 hours."

Fuyutsuki: That's a serious injury.

Asuka: "I did it! I'm patting myself on the back!"

GM: "Then it's the Angel's turn. A faint light shines. This time it's aimed at Unit 02 again."

Asuka: "What, what?!"

GM: "Asuka, an Angel similar to the one you just defeated has appeared behind you."

Asuka: "What the hell? Just when I thought it was over."

Fuyutsuki: "We're finished! If Unit 00 suffers even a little damage..."

GM: "Well, it's Rei's turn."

Fuyutsuki: "Rei, move away from Unit 02 at once!"

Rei: "No. If I leave, I won't get another chance."

Fuyutsuki: "But..."

Rei: "Ikari has already neutralized the AT field. Everything will be decided by one shot."

GM: "I salute your courage."

Rei: "I will succeed. I must. Triple power to Sniper Gun."

Fuyutsuki: "Rei... Even if you hit it, you might not be able to stop it with a single blow. You know that right?"

Rei: "I know. But it is the only way Ikari will survive."

And the shot from the gun rang out.

Epilogue

GM: "Thus... the Angel was defeated by one shot from Unit 00, and humanity was saved."

Asuka: "It was surprisingly fragile (laugh)"

Fuyutsuki: "Well, for an Angel that did all that damage, I don't care how flimsy it is."

Shinji: "HEy! What happened to me?"

GM: "Well, after that kind of injury even though you're consciousness, you'll be in a hospital bed for three days."

Shinji: "Hmm, after all what?"

GM: "Would anyone like to visit him in the hospital?"

Rei: "I think I'll go back to being unconscious for the time being."

Asuka: "I'll keep conscious and visit."

Misato: "I'll go too as Misato."

Asuka: "That was pretty sloppy work out there, Shinji."

Shinji: "How can you say that? This was all your fault in my opinion."

Asuka: "Come on. It wasn't that bad. Besides, I'm visiting you in here. I brought strawberries!"

Shinji: Grr.

Asuka: "What? Most of my Unit 02 was damaged by Unit 01. We're even."

Shinji: "You're lucky I can't move in a bed like this."

Asuka: "Well... that's the difference in ability. Don't be sore just because I have talent."

Shinji: "Ugh. Asuka, did you come to visit or did you come to tease me?"

Asuka: "Hmm. A little of both ♥."

Shinji: "What? What's that?!"

Misato: "Oh, you two!"

Asuka: "Hey, keep it quiet and have some respect for the injured!"

Shinji: "Asuka don't get excited!"

Misato: "So, Shinji-kun, how do you like the flowers I brought?"

Shinji: "Well...I hadn't really noticed till you mentioned them."

Asuka: "What is this. There's only one tiny flower in a medical beaker... that's weird."

Shinji: "Yeah, it's weird. It's weird...but it makes me happy."

About "Bond of Bullets"

The excitement never seemed to let up throughout the game. Asuka's proposal to "accelerate the appearance of the Angel" turned out to be a good thing. Although I made it "1D" in the replay, in the actual game it was really "1/2 of 3D". In other words, Asuka suggested that the Angel should appear in "half the normal time". The reason I didn't write it that way wasn't a big reason, but simply because I could write 1D more easily than "1/2 of 3D." Considering most readers are not familiar with the rules of the TRPG, I thought getting bogged down in the math might get confusing.

Of course, it is also important to note that the player playing Asuka knew the Angel's spawn rate. A predictable game is often boring in an RPG, so I think throwing a little surprise into the mix is indispensable for a setting like Evangelion.

That aside, in the examples up to this point, I have focused on the "exciting" nature of players going rogue, but in fact, it can be quite irritating for the GM. Certainly, because of this kind of player, the game will be interesting ... but it can also make you look unprepared. After all, you need a certain amount of fixed material to make the game play properly and you are always laying the groundwork for the Angel at the end. Players who don't make an effort to meet the challenge should face the consequences.

I would also like to mention than an Angel whose attack is only physical can be bland, but there is a risk in using a unique one like

Chapter 3: Bond of Bullets

Sahaquiel (the Angel who used a meteor attack from satellite orbit) if the players cannot reasonably determine a means of fighting it. As a result, I will pull out my reference material from the back of my closet and create Angels with a few weaknesses that can be “discovered” by the players on the fly to maintain game balance.

That reference material is next to me at the table when I play. On the cover, I have titled it "Kaiju Encyclopedia."

Chapter 4

Invisible Intruder



Invisible Intruder: Part 1

"Identification pattern...blue?"

Maya was surprised. This wasn't supposed to happen during a routine synchro test.

Her display showed the three children who were the EVA pilots. There were no problems with the progress of the experiment. In fact, the results were rather good. Asuka's numbers remained high, and Shinji was doing better than normal.

And although Rei's numbers were low compared to the other two, it was not a problem that needed to be addressed. Compared to usual, in fact, this experiment was one of the more relaxed.

But with the alert flashing on her display, the experiment had turned into a tense event.

"Identification pattern: Blue" it flashed again. The message appeared on the screen within seconds of the test beginning, without any notice or warning.

They were words that should not have appeared during such a simple experiment.

"Senpai!" Maya exclaimed, and when Ritsuko turned around, she saw it too. She could not believe it.

"Cancel the test, hurry up and pull them out!" Ritsuko said. "We need to investigate this thoroughly!"

Later...

Chapter 4: Invisible Intruder

"Aaagh! Again? We've been doing this all day!" Asuka's voice was cross.

Inspection.

Inspection.

Inspection.

Inspection.

Inspection.

In the flood of inspections that came rapidly one after another, her patience and endurance were wearing thin and she was going ballistic.

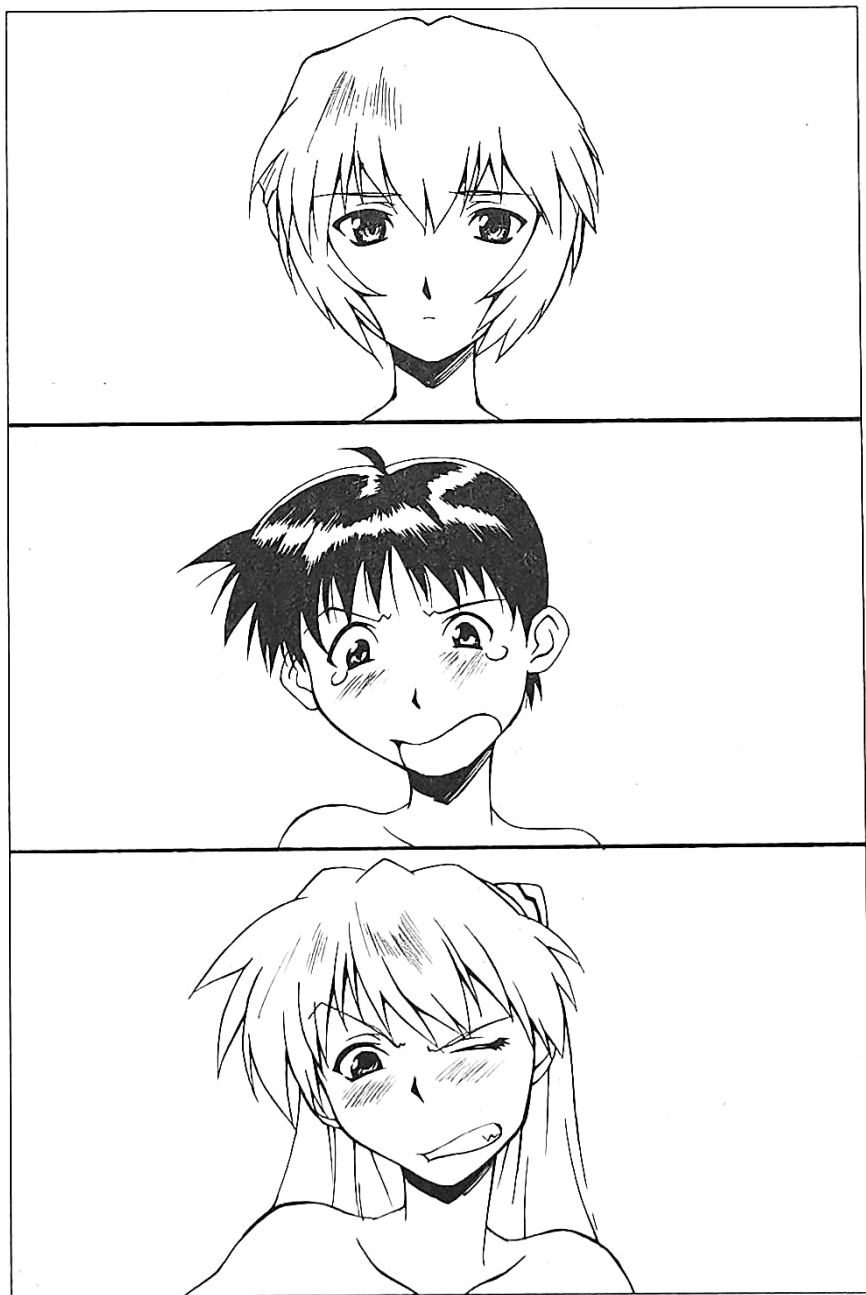
Nearby, Shinji had given up complaining, and Rei was sitting calmly, completely used to such tests. But still, fatigue was showing on all three of their faces. As anyone who has ever experienced a long physical examination can imagine, it was hard work.

Asuka let out a disgusted huff of indignation.

"Relax. It's just what has to happen." Misato soothed. But Asuka wasn't about to let her anger subside.

"Why do I have to do it? There's nothing wrong with me. And besides, Shinji isn't nearly as tired as I am."

Despite her complaints, the inspections continued until midnight. But in the end, the cause remained unknown.



Midnight at Katsuragi's Apartment.

GM: "You're jumping right into hot water this time..."

Player A: "So I see."

Player B: "This time it's not a board game."

GM: "Right. This is from the next book, the Eva RPG game. It's the solo player scenario. It's pretty straightforward."

Player A: "Oh, this is straight from the next rulebook?"

GM: "Exactly. There is a solo player scenario. But we'll play it as a multiplayer game this time."

Player A: "I see. That's why this print-out has the multiplayer rules."

GM: "Exactly. It's still a play-test version, so it may change a little before it becomes a book. Also, I'll change the "identification pattern blue identity" that's in the paperback. It shouldn't be earlier than the final round, so it's hard to do if the identity is known. After all, this test version isn't the official version yet."

Player A: "Let's begin."

Player C: "This is a scenario for three players..."

Player A: "The 'Idiot-trio!'"

GM: "How would that work?"

Player C: "We could ignore the character sheets in front of us."

Player A: "Ah, what's the character sheet on the messy stand?"

GM: "It must have come out from the beginning."

Player C: "Well, this PC trio is Shinji, Rei and Asuka, the Eva pilots."

GM: "Exactly. Those are the ones."

Player A: "What about Fuyutsuki-san?"

GM: "I wanted to put him in personally, but not this time"

Player A: "That's domineering."

GM: "It's domineering. But this time you can only choose a PC from these three people."

Player C: "Hmm. Isn't Shinji, Rei, Asuka... so is it because the players are two men and two women?"

Chapter 4: Invisible Intruder

GM: "It's just a coincidence. And just because you're a man, doesn't mean you have to be Shinji."

Player B: "Well, I'm Shinji."

Player C: "Oh, taken."

Shinji: "What? You want to be Shinji?"

Player C: "No, I just wanted to hear you speak in a female voice."

Player A: "If that's what you want, I'll take Rei"

GM: "Oh, are you okay with that?"

Rei: "What do you mean?"

Player C: "No, because..."

GM: "The player who talks the most deserves the character who talks the most!"

Rei: "Well, that's crap. I'm sure it will be well balanced."

Player C: "If so, I'm Asuka automatically."

GM: "Then, play started when each character was decided. The situation is... Misato brings Rei to the apartment."

Asuka: "Asuka asks Why do you have Rei?"

GM: "I'll explain that in a moment. Oh, and in the magazine, the character name will already displayed, so you can just speak without saying who you are."

Asuka: "OK, I understand."

Shinji: "I'm Shinji, Shinji, Shinji, Shinji!"

Asuka: "It was. Repeated attack that Shinji is good at (laughs)."

Rei: "(With a plain tone), Why am I in the apartment of Misato Katsuragi?"

GM: "In the prologue of the paperback (the second book, "Angel Approaches!"), it was explained... but for the time being, since the identification pattern signal is unknown to you, let's just say I decided to bring Rei home to monitor her as well."

Shinji: "So Ayanami will live here too?"

GM: "That's right"

Asuka: "This sucks!"

GM: "What the hell do you mean?"

Asuka: "I was just thinking what Asuka would say."

GM: "I see. That's right. Well, that's why Rei is here with me. Rei knows about the communal life that begins next, but the other two do not know yet. Time is already Midnight. Time when the date is about to change"

Misato: (GM) "That's why it's okay. Shin-chan, Asuka, are you awake?"

Asuka: "Well, what should I do?"

GM: "You can decide whether you are awake or not"

Asuka: No, not Asuka's response. The attitude depends on "when Asuka". When is this game set up?"

Rei: "Because there is Asuka, after 8 episodes"

Shinji: "...theatrical version?"

GM: "The timetable is within the TV version. Roughly speaking, the stage of this game is between episodes 16 and 17. Episode 16 is when Shinji is taken into Dirac's sea, and episode 17 is the story of the Fourth Child. So, at this point none of the PC's know that Touji is the fourth eligible person."

Asuka: "Hmm...then this is the last peaceful time. Before I was broken and the First is still the second clone."

Shinji: "That's kind of a harsh way of saying it."

Rei: "It's also when Ikari gained a little confidence. And Rei was unsure how she felt about Ikari."

GM: "And it was when Asuka and Shinji were sometimes called "the married couple."

Asuka: "Got it."

Shinji: "Even if you say that, I won't play I'm in love."

GM: "Who said that I was saying how you had to play it? The goal is to play as if you are in the world of Evangelion and battle with the Angel. You can play the characters in their everyday lives however you want, even if it becomes a comedy or a little slapstick. But if the collected recordings are messed up, it's only the everyday part."

Shinji: "Slapstick Evangelion..."

Asuka: "I want to see that..."

Chapter 4: Invisible Intruder

GM: "Well, let's get back to it. Rei has just come to the Katsuragi home. Misato was in the doorway, and Rei was standing behind her."

Rei: "Boo..."

GM: "Ah... is that weird?"

Asuka: "Well, why are you standing in your own doorway?"

GM: "Right, right. I wonder if Shinji or Asuka are awake?"

Shinji: "Oh, I'm up. Maybe."

Asuka: "Let's assume I was asleep. But I woke up after I heard Misato's voice."

GM: "That's a bad mood situation."

Asuka: "(Grinning) Of course, it's bad."

Shinji: "Ah, I'm not so bad... Welcome back, Misato-san, is that Ayanami?"

Rei: "....."

Shinji: "Misato-san, why is Ayanami here at this time of night?"

Misato: "Hmm, there's a very good reason. Shinji-kun, is Asuka awake?"

Shinji: "Well, she said she was going to sleep and went back to her room."

Asuka: "I'm awake. To be exact, you woke me up with all the chatter."

Misato: "Sorry. My fault."

Asuka: "So what's going on with the First? I heard something's wrong."

Misato: "Yes. One of you set off an Angel alert in today's test."

Asuka: "It's got to be a malfunction."

Misato: "No, I don't know how hard it is said."

Asuka: "At least I'm not. If there isn't, it's invincible Shinji-sama who was swallowed by the Angel, or the unidentified First."

GM: "It's only the viewers who suspect that Rei's identity is unknown. From Asuka's perspective, she's just an unemotional woman who is favored by Commander Ikari, right?"

Asuka: "It doesn't matter what either of them are! It's just not me!"

Shinji: "Well...I'm pretty confident it's not me either."

Misato: "Well, we still don't know the cause. The problem is that I'm a little worried about it. So we're gonna take Rei in for a while..."

Chapter 4: Invisible Intruder

Asuka: "I hate this (cutting off Misato)! I don't want to live with a woman who doesn't even know if she's an Angel."

Shinji: "Asuka... It doesn't mean that Ayanami is the Angel."

Asuka: Yeah, maybe it's Shinji. Then you can just keep them away from me. Aren't you afraid to have an important pilot live with a potential Angel! "

Misato: "Well, that's true, but there are various circumstances."

Asuka: "But Misato..."

Misato: "Asuka. This is an order."

Asuka: "...Grrr."

"This is an order." It's the perfect way to control the shrew Asuka. Asuka's hiss can't be overcome by other characters, so it's a good idea for the GM to stop her when Asuka runs out of control. The effect is halved if there is a rush. In some cases it can be counterproductive.

Misato: "Because it's necessary, please be as friendly as possible."

Rei: "I want to say something, but... because it's Rei, I'm not sure if it's appropriate."

GM: "Is it just "I'll try not to be a bother" Rei?"

Rei: "Yes. Then... I'll just stand here."

Shinji: "Ah, that sounds like Ayanami"

Misato: "Asuka..."

Asuka: "...Okay, but don't come into my room! Misato or Shinji should have to watch the First!"

GM: "I see."

Shinji: "Asuka... seems to be in a bad mood."

Misato: "Well, if she gets a good night's sleep, she'll be in good mood."

Shinji: "I hope so."

Rei: "..."

Shinji: "By the way, GM, what kind of floor plan does Misato-san's house have? Is there an empty room where Ayanami can sleep?"

Chapter 4: Invisible Intruder

GM: "Unfortunately, I don't have the floor plan for this house. I just imagine the way it appeared in the show. I think there are no vacant rooms. If this apartment is 4 bedrooms or more, it would need another story."

Shinji: "Hmm, Four bedrooms..."

Asuka: "Normally, people who live alone do not live in such a large house."

Rei: "If so, I will share a room with someone."

Misato: "Well, I see. Rei, do you have a suggestion?"

Rei: "I can be anywhere."

Shinji: "I knew she would say that (laughs)"

Misato: "Shinji, are you good rooming with Rei?"

Shinji: "With me? But I'm... uh..."

Misato: "Hmm... true, she might not be safe with you."

Shinji: "I'm not dangerous. I'm not that kind of..."

Misato: "Kind of what?"

Shinji: "I'm not... Just... I don't think Ayanami would be like being with me."

Misato: "Oh, but Rei said she's good anywhere. Right?"

Rei: "Ikari-kun... do you dislike me?"

Shinji: "I'm sorry... it's because um..."

Here I'm deliberately letting Shinji go with it, so I'm relieved. When actually talking, the player playing the character of Shinji really wants to make fun of himself. In particular, Rei, does an excellent job speaking in a monotone.

Rei: "Yes...well, if you don't like me, I understand."

Shinji: "Oh, no, Ayanami! I'm not saying that I hate you. It's just a man and a woman..."

Rei: "..."

Shinji: "Oh, so you don't care at all. Does that mean Ayanami takes the bed and I sleep on the floor? I don't know what to say."

Rei: "What do you want to say?"

Shinji: Well, it's not that I don't want to say that, it's just I'm not sure what I'm supposed to say...

Asuka: "Noisy, stupid Shinji! I can't sleep!"

Shinji: "Sorry Asuka!"

Rei: "Is there a way to decide in the rules?"

Shinji: "(Out of breath) Uh...yes. What should I do?"

GM: "When you have a hard time making a decision, but it's a straightforward decision, you can roll the dice against your mental statistic.

Asuka: "Hey! Is this the first dice roll in the game?"

Shinji: "Look who's being noisy now!"

Asuka: "It looks like something interesting's happening, so I look out from my room."

Shinji: "Well... as Shinji I'll roll. (Rolling) Well, with dice and mentality... 12. I can't make a decision."

GM: "Well, when you are pushed by Rei, you're indecisive..."

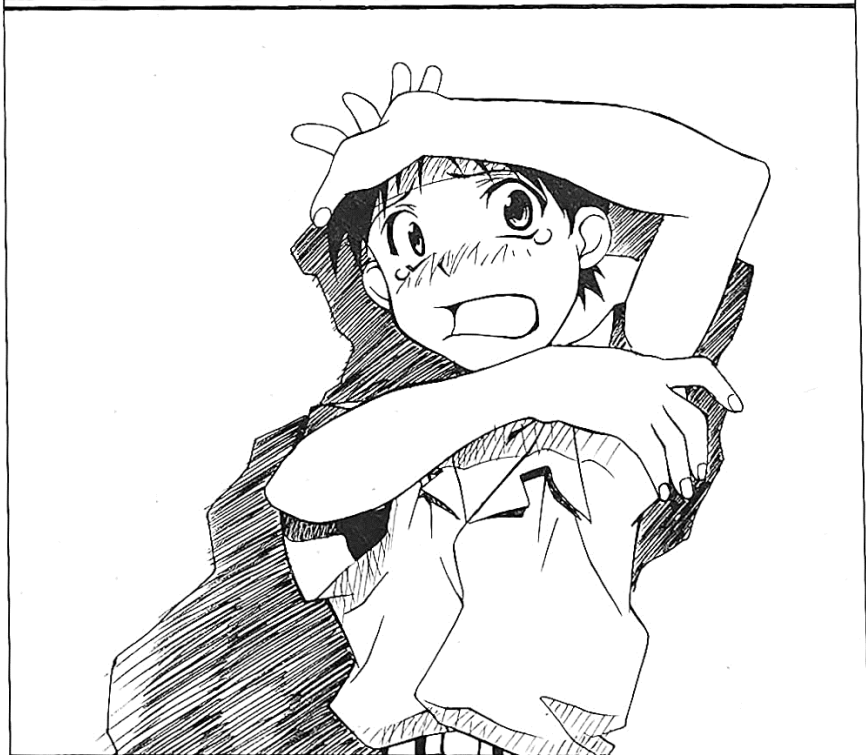
Rei: "So is it okay?"

Shinji: "...Uh... Hmm... If Ayanami is okay..."

Misato: "I was just messing with you. There's no way as your guardian I'm putting you both in the same room. Rei can sleep in my room."

Rei: "But I don't mind sharing a room with Ikari."

Asuka: "Yeah!"



Shinji: "What are you saying...?"

Asuka: "I'm not talking as the character right now, but as a player. I think this would be an interesting situation."

Shinji: "What does Ayanami think... Ayanami."

GM: "Ayanami doesn't hear any of that."

Rei: "Yes, that's the player talking."

Asuka: "But it would be great if Rei and Asuka were conspiring with each other (laughs)."

GM: "If you play them that way, Shinji will fall apart."

Rei: "Evil Woman, Rei Ayanami. 14 years old, emotionlessly holding a man in her hands."

GM: "Stop it."

Shinji: "Well, I'm safe for the time being anyway."

Misato: "Right, I'll prepare a futon in my room. In the meantime, Rei, go take a shower."

Rei: "Understood."

GM: "Okay, Misato goes to her room. Rei goes to the bathroom."

Asuka: "I'm sorry. I just couldn't stand being in the same room as the First."

Shinji: "Aren't you supposed to be asleep?"

Asuka: "I can't miss anything this interesting."

Shinji: "You're such a pain sometimes..."

Asuka: "What did you say?"

Shinji: "Nothing..."

Asuka: "Better be nothing."

Shinji: "So, Ayanami is going to share a room with Misato-san."

Asuka: "...yes"

GM: "You hear a horrifying noise from Misato's room. It seems that garbage is being shoved into the corner of the room to secure an area for the futon."

Shinji: "I really sympathize with her."

Rei: "Who do you sympathize with?"

Shinji: "Ah, Ayanami. You're back..."

Asuka: "That was a quick bath."

Rei: "Yes... Well, it is Rei."

Shinji: "It doesn't seem like it was long enough for a long bath."

Rei: "So what do you sympathize with?"

Shinji: "Well... you're going to be in the same room as Misato-san."

Asuka: "Misato's room is pretty messy."

Rei: "If it is your own clutter in your own room, you won't lose anything."

GM: "Wow (laughs) That tone is so Rei..."

Shinji: "Are you worried you might lose something in there, Ayanami?"

Rei: "I didn't bring anything."

Shinji: "..."

Asuka: "Something is wrong with you, First."

Shinji: "I don't think Asuka can say too much about other people."

GM: "So, Rei goes to Misato's room to sleep."

Shinji: "That room is so dirty..."

Misato: "It's not so bad. Good night!"

Breakfast scene

GM: "It's the next morning. Time to get up"

Asuka: "Wow... I'm short on sleep, but I'll get up."

Shinji: "I need to get up a little earlier than everyone to prepare breakfast."

GM: "Misato's alarm clock goes off..."

Misato: "(slaps the table)...Unhh."

Asuka: "Hey Shinji, the alarm in Misato's room just stopped... but she's not up."

Shinji: "Isn't that normal?"

Asuka: "(thinks a little) I suppose that's true."

GM: "What about Rei?"

Rei: "I'll get up (makes a gesture of waking up)"

Shinji: "What about Misato?"

Chapter 4: Invisible Intruder

Rei: "I'll stand at the foot of her futon and look at her (stands up and just stands there)"

Asuka: "What are you doing?"

GM: "Wow, that looks exactly like what Rei would do."

Misato: "Hmm...five minutes, just five more minutes..."

Rei: "Fine, then I'll set the alarm clock for five minutes and leave the room."

Shinji: "Ah, good morning Ayanami. How was your night with Misato-san?"

Rei: "If you mean Major Katsuragi, she kicked me at 3:24 a.m."

Shinji: "Ah... that's not good."

Rei: "Then 48 minutes later she struck me with a back fist. It had a significant impact on my sleep, so fifty one minutes later I went to sleep in the back of the closet."

GM: "Wow (laughs)"

Shinji: "Maybe it would be better for you to share my room."

Asuka: "What? Pervert."

Shinji: "Ah no...but..."

Asuka: "Even worse, you're an indecisive man. Even so, you apparently were comfortable enough with Misato."

Rei: "(indifferently) Yes, I don't think I'm very human."

GM: "Do you say that (laughs)?"

Shinji: "Oh, that's not it. I thought Misato-san wouldn't be awake yet."

Rei: "The alarm rang and she said she would sleep for another five minutes. (Looking at the clock). So another twenty-eight seconds."

Shinji: "Okay."

Asuka: "It's useless to look at the clock. Misato's five minutes last for about an hour."

Rei: "Is the space-time around Misato Katsuragi distorted?"

Shinji: "No, she doesn't mean that."

GM: "At that moment, you hear the alarm go off in Misato's room, and after a continuous ringing sound... Then it's quiet again."

Asuka: "It's that kind of good thing. No adult supervision."

Chapter 4: Invisible Intruder

Shinji: "Misato-san, has been working overtime for some time now. She said she might be late today."

Asuka: "How kind you are. Is breakfast ready yet?"

GM: "Is it Shinji's role to prepare your morning meal?"

Shinji: "Ah, almost. Which do you prefer, Ayanami, fried egg, soft or hard yolk?"

Rei: "I don't need anything."

Shinji: "You don't eat breakfast?"

Rei: "I hate eggs."

Asuka: "You really dislike a lot of things. You don't like meat. You don't like eggs. I wonder if there's anything you do eat?"

Rei: "I don't eat fish, either."

Asuka: "Are you some kind of vegetarian?"

Rei: "Maybe so."

Shinji: "Then, you could have some rice and miso soup... and umeboshi (pickled plums)."

Rei: "That's fine."

Shinji: "Well, then hang on. I'll add tofu to the miso soup. If you don't get animal protein, you should at least supplement it with vegetable protein."

Rei: "Yes."

Asuka: "You're not thinking of helping Shinji prepare the meal are you?"

The irony of her words is clearly lost on Asuka.

Shinji: "Ah, that's okay. Asuka. Ayanami wouldn't know the kitchen. She just came to this house."

Asuka: "Of course the Invincible Shinji is too kind!"

GM: "Wow. Don't get too caught up in everyday life though. You didn't forget what happened to you, did you?"

Shinji: "Eh? Of course not."

Rei: "Identification pattern blue"

Asuka: "I remember, but I'm ignoring it because I can't do anything about it at the moment."

Shinji: "We can't grasp the situation right now."

GM: "I'm just reminding you. I'm starting to think about the flow of the game."

Shinji: "Flow?"

Asuka: "What's all this talk about the identification signal?"

GM: "Time to see how much you know. Roll the dice with your mental attribute."

Shinji: "This time... (Rolling) 14"

Rei: "(rolling) 18"

Asuka: "Watch this! (Rolling) Nice! 20!"

GM: "Rei and Asuka are 16 and above. They suddenly suffer a headache."

Asuka: "Wow...what is it. My head is suddenly exploding..."

Rei: "(Silence, just a painful expression)"

GM: "The headache is quite painful, but your consciousness is not at this level. However, the pain is severe."

Shinji: "Are both of you okay?"

Asuka: "(Seeing Rei endure silently) I'm totally sick. Just a little dizzy."

Rei: "No big deal...no."

Shinji: "But it looks like it's got to be very painful."

Asuka: "GM. What is the level of headache pain?"

GM: "You feel like a strong hangover, or like eating too much dried seafood."

Asuka: "Well!"

GM: "Oh, I can imagine."

Rei: "Ikari-kun... miso and umeboshi... fast..."

Shinji: "Uhhh!"

Asuka: "Ah, me too...",

GM: "No... It's just an illustration of suffering, and saying "hangover" isn't enough."

A hangover is the pain trying to be expressed. I can't understand this feeling, but more than half of the readers are minors, who may not really understand, still...

The Angel Knocks

GM: "So, the headaches are unlikely to subside... you don't really need to eat dried seafood there."

Rei: "(Picking the pickled plums from the refrigerator) No, somehow"

GM: "Shinji, you can see Asuka and Rei are in a lot of trouble in the living room."

Shinji: "Ah, uh... Misato-san, please get up! Ayanami and Asuka look strange!"

GM: "As expected, Misato reluctantly gets up. She jumps up and rushes out looking disheveled."

Misato: "What's happening, Shin-chan?"

Shinji: "(Points to Rei and Asuka)"

Asuka: "(Moaning, moaning.....)"

Rei: "(Moaning, Aah!...)"

Don't sip tea, Rei.

Shinji: "Misato-san, they're..."

Misato: "What's going on with you two?"

Asuka: "I'm not sure how to put it... GM, what are our headaches like?"

GM: "Um. Well, you had a simple headache at first, but you feel like you can hear something while you're eating the umeboshi."

Rei: "What do we hear?"

GM: "Near" "come" or "approach" or something like that. Words may be a little misleading. It's more of an image."

Asuka: "An image... Then there's some visual element. Are they words like type face, like in the show or are they pictures?"

Chapter 4: Invisible Intruder

GM: "Well, this is Evangelion, so maybe there are some of those things. But in the images, a strange giant can be seen just for a moment."

Asuka: "The Angel is coming!"

GM: "It's a good guess. It's just an image. But, even if it is an Angel, this story is new, so it is different from any Angel appearing on TV."

Asuka: "Misato, the Angel is coming!"

Misato: "What's that? Asuka, what do you mean?"

Asuka: "I don't know, but somehow I know it is."

Misato: "Rei, what do you sense?"

Rei: "(Silent and still)."

GM: "Misato rushes away to contact NERV."

Shinji: "I don't know what to do."

GM: "Just relax. Asuka and Rei's headaches gradually subside."

Asuka: "Oof, I'm feeling better."

Shinji: "Are both of you okay?"

Asuka: "A lot you care! That was the most intense pain I've ever felt. Why would I be okay?!"

Shinji: "What the hell! That's no way to talk to somebody who's worried about you."

Asuka: "Then stop making so much noise. Let's eat. If we don't eat, we'll be late."

Rei: "Tofu miso soup....."

Shinji: "Wow. (Huffs) I hope you choke on it."

Asuka: "Did you say something?"

Shinji: "Nothing! Alright... bacon, egg, rice and miso soup."

GM: "Shinji prepares a pretty good meal while grumbling under his breath (laughs)."

Asuka: "Pretty good? I'll be the judge of that. Hmm, I give it 60 out of a hundred!"

Shinji: "60... If you say that, maybe Asuka should make it."

Asuka: "Hey, all I'm saying is this could use a little perking up if you want to do better than 60 percent!"

GM: "She's a tough critic."

Chapter 4: Invisible Intruder

Shinji: "Asuka's going to be one domineering husband when she gets married."

Rei: "Husband...is a term for a man."

Asuka: "I hate you. I'm never getting married. I don't need anybody."

GM: "As you say that, Misato comes back, looking grim."

Shinji: "What's wrong Misato-san?"

Misato: "It seems that headquarters hasn't found anything. We need to stay alert for the time being."

Shinji: "Is something wrong with Asuka?"

Asuka: "Hey! I felt the same thing as the First. Right?"

Rei: "True."

Misato: "I don't doubt that. But I think this may have something to do with yesterday's pattern blue. When all three of you finish school, come to NERV headquarters for a re-inspection."

Asuka: "Another one!?"

Misato: "You can't pilot your EVA if you get a headache like that."

Rei: "Yes."

Shinji: "All of us need to be tested?"

Misato: "Yes. Please be careful till then."

Asuka: "Why do I have to do that inspection again?"

Shinji: "It can't be helped."

Asuka: "Unlike you Shinji who likes being caught up in the situation, I like to actually have a say in my life."

Shinji: "What the hell do you mean by that? And if you don't eat now, you'll be late for school."

Asuka: "Let's go then. I have to return the CD I borrowed from Hikari."

GM: "And as the three of you start to eat... you hear a roaring sound in the distance."

Asuka: "What's that?"

Rei: "I go to the balcony..."

GM: "When you look out from the balcony, you can see something explode in the direction of NERV headquarters."

Shinji: "No way... an Angel?"

Chapter 4: Invisible Intruder

GM: "Immediately after that, an emergency message is received by Misato. Her face becomes serious as she listens to the call."

Asuka: "What's wrong, Misato?"

Misato: "Listen you three. There's no school for any of you today. An Angel just appeared above headquarters."

Asuka: "After all this!"

Misato: "Everyone, hurry to my car!"

Asuka: "OK! Look, Shinji, don't mess around. Pour me a cup of miso soup and I'll drink it on the way."

GM: "Oh, partition"

Rei: "I will take the front seat."

Asuka: "If you do, I'll give you a slap!"

Shinji: "The situation has finally become tense."

Asuka: "I'll fight you for it."

GM: "Then, let's settle it with the cards now. One Shinji, two Rei, three Asuka."

A card is a playing card. The battles in this game are played using cards. For those who want to know how to use them and how to acquire them, refer to the rulebook "Angel Approaches!". However, in this replay, this explanation should suffice, so even if you do not know the rules, you can still enjoy reading the replay.

Asuka: "Okay!"

Misato: "Then I'll go to the headquarters. Everyone hurry up!"

Shinji: "The lunch I made is wasted!"

Asuka: "Nah, we can eat it when we get back!"

GM: "Unfortunately, we need to break it up for this session."

Asuka: "Why?"

GM: "Well, it took a while to get set up. Next time, we'll fight the Angel from the beginning. It'll give me a chance to be really prepared too."

To be continued in Part 2...

Invisible Intruder: Part 2

The game resumes at the next session.

The Angel reaction suddenly appeared while the children were conducting a synchro test.

To investigate the cause, Misato told Rei to come and stay in her apartment with Shinji and Asuka. The three people couldn't used to the idea of living together, but...

The situation quickly moved to the next level before they could get used to it. Rei and Asuka began to suffer from sudden headaches. Then they had a vision of the Angel.

The three pilots jumped in Misato's car and rushed to NERV headquarters...

GM: "Okay, that's where we left off the last time. It's been a little while, so I hope you remember."

Asuka: "Oh, oh?"

Rei: "I feel like no time has passed."

Asuka: "I think the rules were still in the testing stage when we played the first session..."

GM: "That's true. And the released rule book is right in front of you this time. I'm deeply moved."

Shinji: "My emotions run deep, but..."

GM: "The replay of our first session was printed in the last issue of "RPG Dragon." If you can't remember what happened, just read that. Please read it. But if there's any kind of mistake in there, please be forgiving."

Asuka: "I read it. I came across a little bearish."

Shinji: "Well, maybe there's something to that..."

Chapter 4: Invisible Intruder

This session we played the second part of the game. Since it had been such a long time since we had played the first part, I started thinking that it was unavoidable that everyone's character had changed somewhat.

Asuka: "The last thing I remember, an Angel had appeared above NERV headquarters."

Shinji: "...I remember that. Speaking of which, we were about to go to NERV in Misato's wild car ride."

Misato (GM): "Why do you call it wild?"

Rei: "I wonder, ma'am."

Misato: "You've only just come to live in this house. How would you know?"

Shinji: "I've seen you drive."

Asuka: "I'm scared and this is just a game."

Misato: "I'm sorry, but..."

GM: "Now you're in the parking lot..."

Misato: "Everyone get in!"

GM: "... says Misato. Now, who is in the passenger seat?"

Asuka: "Huh?"

Shinji: "Passenger seat?"

Asuka: "Passenger seat in a car driven by Misato in an emergency"

Rei: "The Passenger seat is the seat with the highest mortality rate."

Asuka: "Shinji volunteers (raising his hands). I'll be riding behind you. Nice to have known you."

Shinji: "Wow, could we at least play Rock Paper Scissors"

Asuka: "I'm a lady, and I'm sick with a headache. Stop complaining."

Shinji: "Uh... I'd rather not."

GM: "Are you crying?"

Shinji: "Do I need to roll if I am?"

GM: "Not really (laughs)"

Misato: "Come on, get in!"

Chapter 4: Invisible Intruder

Asuka: "Get in the damn car, Shinji! I open the front passenger door, kick in Shinji, close the door, open the rear seat door, push in the First, and get in myself!"

GM: "Go, Asuka!"

Asuka: "Of course."

Rei: "I didn't even notice how I got in the car."

Shinji: "I'm not prepared."

Asuka: "You of all people know the drill. You always ride in Misato's car."

Shinji: "That's right. And that's why I'm worried that GM will bother to listen to your seating order."

Are you?"

GM: "Hahahahaha, you should be."

I don't have any sympathy for the player, but I feel for Shinji the character.

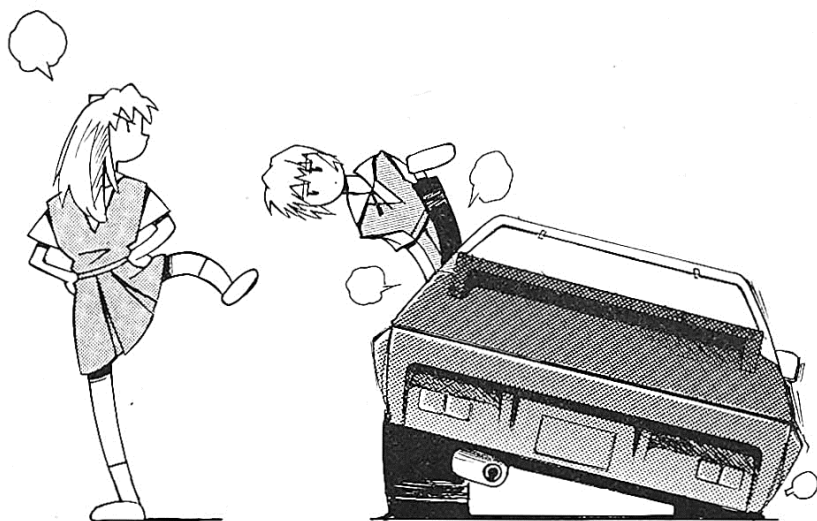
Shinji: "Uh, he's planning something."

Asuka: "He's just messing with your head. I mean, Misato's driving's a bit rough, but we'll manage to get to the headquarters. So there's no reason to describe it."

GM: "Hahahahaha. Is that what you think?"

Asuka: "Hahahahaha... I don't think I like the way you just laughed."

GM: "The car leaps out of the condominium parking lot and rockets toward Tokyo 3 at an average speed of 140 km. It's a wild ride that can only be done because the general public has been evacuated from the buildings. Even when she cuts corners, it's at ninety kilometers, almost rolling the car."



Shinji: "Cornering at 90 kilometers is unreasonable!"

Misato: "Quit yapping or you'll bite your tongue!"

Asuka: "Hey, I'm stuck in the back. If my legs were long enough, I'd be hitting the brakes. This is suicide speed!"

Rei: "Do you have a license?"

Asuka: "Me or the character?"

GM: "A professional race car driver could handle it."

Shinji: "Is Misato-san a professional race car driver?"

GM: "Good point. I'll roll 2D every time she turns a corner, and when snake eyes appears, she crashes."

Shinji: "Wait..."

Asuka: "You had to open your big mouth, Idiot Shinji and say something stupid(laugh)."

GM: "Okay... Let's say she'll have to turn the corner another 10 times until you reach headquarters."

Shinji: "The odds are one in thirty six, ten times!"

Rei: "If you divide it, it's about 28%."

Asuka: "Still, each instance is its own fresh chance."

Rei: "Is the accident rate 24 or 56%?"

Shinji: "No, it's a question of probability."

Asuka: "Just shut up already. A real man never asks the odds."

Shinji: "(calculating on paper) Uh, I don't agree. I'll fight with the Angels, but I don't want to be killed by Misato's bad driving."

Asuka: "Oh... it's not that bad."

GM: "Well, we'll find out. I'm not sure what the percentage is, but here comes the first corner. I'll roll with open dice."

Open dice means rolling the dice so that everyone can see them. In other words, it is the reason why it is completely deceived. No... I'm not saying that I'm usually fooled. The open dice also has the meaning of a little production.

GM: "Here does (rolling)... 3 and 5. The car shimmies and the tires squeal as it exits the turn with excitement."

Rei: "Cool."

Asuka: "Cool? What do you mean, cool?"

Rei: "As a player, I think it would be interesting if we had an accident."

Shinji: "That's not funny."

GM: "Well, I didn't put in a car scene just to test Misato's cornering. You'll enter a tunnel after four more corners, and have to make a mental roll once again."

Shinji: "Me?"

GM: "You're fine. Just the two people who had a headache."

And Misato clears the four corners without difficulty.

GM: "You just entered the tunnel.

Rei: "(rolling).....15"

Asuka: "(rolling)... Ah, it's high again! 21!"

GM: "Then Asuka gets hit by the headache again"

Asuka: "Damnit! I hate this excellent brain!"

Misato: "Asuka again?"

Asuka: "No way... I'm just carsick."

Shinji: "Asuka, you'll be okay."

Asuka: "That's easy for you to say!"

GM: "But the pain isn't humorous. It's like a stabbing pain in the brain..."

Asuka: "Die, die. I want to die!"

Shinji: "I don't think it's that bad..."

GM: "No. What's a better example? When I have a hangover, I think my skull is cracking!"

Asuka: "Oh, I see."

GM: "It's a sharp pain like a needle stuck in the brain."

Shinji: "That sounds really painful!"

Asuka: "It hurts so much!"

Rei: "Or maybe it's like a drill and your brain will ooze out..."

GM: "Stop it."

Asuka: "Does anything else happen while I have the headache?"

GM: "Um. The person with the headache... Asuka sees a clear vision."

Asuka: "Of what?"

GM: "A vision of the Angels attacking NERV."

Asuka: "Uh...what Angels?"

GM: "Sachiel and Shamshel. It's hard to tell exactly... Simply put, they look like the first and second Angels from the TV show."

Asuka: "They're resurrected?"

Rei: "Zombie Sachiel and remodeled Shamshel..."

GM: "Why is that so hard to believe?"

Rei: "Is half of its face was covered with suspicious mecha?"

GM: "Even if you are in doubt of the identity. Angels with the same appearance as before are attacking the headquarters."

Rei: "I wish there was a picture."

Shinji: "Ayanami, what are you looking for in the Angels?"

Rei: "I don't know."

GM: "In the vision, the two Angels suddenly stop moving..."

Asuka: "Huh?"

GM: "Then they turn and look directly at Asuka!"

Asuka: "Aaagh!"

GM: "Asuka definitely feels the eyes of the Angels looking right at her..."

Asuka: "What? What?"

GM: "Then the vision ends... At the same time your headache subsides."

Asuka: "Whew!"

Misato: "Are you alright Asuka?"

Asuka: "The pain is gone... but I saw a strange vision."

Shinji: "A vision?"

Asuka: "An Angel attacking headquarters, but I'm confused... I thought Asuka hadn't seen those two Angels?"

GM: "She didn't in person, but I think she would have seen pictures and videos, right?"

Chapter 4: Invisible Intruder

Asuka: "Yeah...I saw an Angel attacking headquarters!"

Misato (GM): "What is that sound!"

Shinji: "Wow, what?"

GM: "There's a loud roar. Specifically, as Asuka speaks, you hear a loud roar."

Rei: "I hear it now. Is it loud?"

GM: "Um...sort of. At the same time as the roar, the car shakes."

Asuka: "What, what the hell is it now?"

GM: "When you look back, the road behind you explodes and there are the two Angels that Asuka saw in her vision."

Asuka: "AAAAAHHHHH!"

Rei: "Asuka wouldn't scream like that."

Asuka: "She's not the same character she was at the beginning (laughs)"

Shinji: "Oh, well, I recognize the Angels, of course."

Rei: "Maybe I do too. From a video."

GM: "Yes. Let's say that's so."

Shinji: Then, what about that Sachiel and Sha... Sha... What?

GM: "You don't have to call it by name. You can just call it an Angel."

Asuka: "By the way, Kaworu is the only person who ever called an Angel by name."

Shinji: "Ah, that Angel I defeated it before!"

Misato: "What!?"

Asuka: "Idiot Shinji! It stabbed you in the head, right?"

Shinji: "It wasn't that bad. Anyway, the first one exploded, and the second one was defeated and then recovered for research..."

Asuka: "If so, maybe it split like the twin Angel I fought when I got to Japan..."

GM: "As you talk about it, the Angels close in on you. Even if you speed, the Angels are huge. They may be able to catch up with the car."

Asuka: "Misato, go faster!!"

Misato: "Hang on!"

GM: "Another explosion occurs right next to you. The car is swept sideways against the wall of a building..."



Shinji: "Wow, ohhhhhhhhh!"

GM: "Crash! The car has an impact."

Asuka: "Ohhhhhhh!"

Rei: "My field of view is horizontal..."

Asuka: "I'm not talking calmly at such a time!"

Shinji: "GM, what is the situation?"

GM: "In a sense, the shock wave acted to mitigate some of the damage, the speed of the car was considerably slowed down by the blast. The passenger side isn't so bad... But, as you can imagine, the damage to Misato's side is not small."

Shinji: "Misato-san... Misato-san!"

Misato: "Unnh..."

GM: "Misato is unconscious, but it seems she is not seriously injured. In the meantime, the Angel is closing in..."

Asuka: "I get it, GM."

Shinji: "What?"

Asuka: "This car crash is just a chance to let one of us drive out of the Angel's way!"

Shinji: "What?"

Rei: "I see."

Asuka: "It's pretty obvious."

GM: "No. But that's also interesting. Go ahead."

Asuka: "Huh?"

GM: "I was thinking about another outcome... but this seems more interesting, so let's go there"

Asuka: "Really?"

Shinji: "Asuka..."

GM: "Misato isn't seriously injured, but she isn't conscious. Meanwhile, the Angel is getting closer..."

Asuka: "Does anybody see the other option?"

Shinji: "No."

Asuka: "No?"

GM: "No. But if you don't act soon, the Angel will catch up."

Chapter 4: Invisible Intruder

Rei: "For the time being, I'll drag Misato Katsuragi out of the driver's seat and carry her to the back seat."

GM: "It's a reasonable decision."

Rei: "...but she's too heavy for you to carry."

GM: "And that's a reasonable assessment."

Asuka: "I didn't mean I'd do it alone. Idiot Shinji, grab Misato and give me a hand! Quickly!"

Shinji: "Uh, okay."

GM: "Then you succeed and do it relatively smoothly... who will drive?"

Shinji: "..."

Rei: "..."

Asuka: "..."

GM: "Don't everybody volunteer at once (laughs)."

Asuka: "Somebody say something."

Shinji: "Asuka. I think Asuka should do it. She's responsible."

GM: "Responsibility is not a game statistic."

Shinji: "Asuka, you used to drive a car when you lived abroad..."

Asuka: "It wasn't old enough, and it was a foreign country."

Shinji: "Eh? I heard that even elementary school students in the US drive cars."

GM: "Really?"

Asuka: "Where did you get a stupid idea like that?"

Shinji: "Just play along (in a small voice). Did I make a difference?"

GM: "Oh (laughs)"

Asuka: "Is acting as a character magical?"

Rei: "GM. What are the criteria for driving?"

GM: "Well, I suppose it's a technical skill."

Here, the three look at each other's character sheets. Shinji and Rei's technique is 8, Asuka's is 9.

Shinji: "Asuka is the highest."

Asuka: (grumbles)

Rei: "You don't like it?"

Asuka: "I can pilot an EVA but not a car. And this car is manual. It's impossible!"

Rei: "What about you, Ikari?"

Shinji: "Uhhh... I'm not confident."

Rei: "Fine. Then don't hold a grudge."

Shinji: "Eh?"

Rei: "I'll do it. But if I make a mistake, don't hold a grudge."

Shinji: "I won't. But... Ayanami, have you ever driven a car?"

Rei: "No, but I've read about it in a book."

Asuka: "In a book... Do you understand how difficult it is to drive a car?"

Rei: "I don't know, but we'll die if we stay here."

GM: "That's right. The Angel is approaching. It will soon be here."

Asuka: "What if an accident happens?"

Rei: "There is no guarantee."

Shinji: "That may be true..."

Asuka: "Whatever. Let's get on with it! I and Misato are in the back seat. Shinji is the passenger seat."

Shinji: "Huh? Why me?"

Asuka: "Don't complain! Just get in"

Shinji: "Uhhh..."

GM: "Alright, let's say you can start the engine automatically. As for decisions... I feel like you can manage to turn the corners with 14 or more on your rolls."

Rei: "14...so I need to roll at least a 6 each time. How many corners are left?"

GM: "Let's say 5."

Asuka: "Wait a minute, I mean... Well, 60% of the time when you roll 2D, you'll get 6 or more."

Rei: "The chance of 6 or more in 5 consecutive times is about 12.5%."

GM: "That calculation was fast and good."

Asuka: "That success rate is overwhelmingly lower!"

Shinji: "That means the failure rate is 87.5%. Are you trying to kill us?"

GM: "That's not why we calculated the probability. But I think it's far too sweet for a 14-year-old to drive..."

Rei: "First corner... (rolling) 8, success."

Asuka: "Don't roll it so casually (laugh)"

Rei: "Four times left. Probability increased to 19.5%."

GM: "Don't hesitate to win. OK, if you fail the roll but immediately roll 2D and succeed, you have an opportunity to continue."

Asuka: "You should have offered the up front! Okay, First, fly, fly, fly!"

Shinji: "Stop it, Asuka. You're only encouraging her."

Rei: "Okay. Shifting from third gear to the top at once. Pedal to floor."

Shinji: "Uh, Ayanami, you're scaring me! How fast is she going?"

GM: "I don't know how the performance of this car is... I think it would be very fast."

Asuka: "One hundred-twenty-five kilometers sounds right."

Is this the Shinkansen?

GM: "Maybe you can make it, but I'm sure you'll miss the next corner at that speed."

Rei: "It's okay. Even if I die, there is a substitute."

Asuka: "Not for me! (laughs)"

Shinji: "Ayanami, at least drop the gear to third speed."

Rei: "(sorry) Yes."

Asuka: "Wow...Wow...Well, I'm tired of this, First."

GM: "While I was saying that, the Angel's attacks landed one after another. Fortunately, none of the attacks are enough to damage the car, but ... here's the next corner."

Rei: "(rolling).....7. Success rate, rising to 29.6%"

Asuka: "Oh, if I'd known this was going to happen, I would have driven. Then, the success rate for one session was (calculates a little) 93.3333 33... percent, and even 5 times... um... "

Rei: "... about four percent"

Asuka: "Yes. There was more than twice the probability."

GM: "I thought you hated knowing the odds?"

Asuka: "That's true..."

Shinji: "Asuka. Humans aren't all about probability."

Asuka: "Yes, it's ridiculous to be bound by probability. Humans have infinite possibilities."

GM: "What, now you're aware of that (laughs)?"

Rei: "Third time (rolling)... 10, success. 44.4%"

GM: "Oh."

Rei: "4th time (rolling).....4. Failure. Based on that roll, success rate is 0%"

Asuka: "Ohhhhhhhhh..."

GM: "So, Rei cut the steering wheel too sharp in the corner and the tires left the pavement and the car end up on its roof. Somehow, no one was seriously injured."

Shinji: "Ow!"

Asuka: "First, you're a klutz."

Rei: "I said don't hold a grudge."

Shinji: "I don't think we have time for this now... where is the Angel?"

GM: "A distance that is no longer two hundred meters away. Boom, boom!"

Shinji: "(with a faint voice) Wow!"

Asuka: "GM, what's the opportunity you mentioned earlier?"

GM: "OK. Each of you should roll 2D... If all three roll 8 or more, then there's an underground passage leading to the NERV nearby. If not, you can try to move the car again."

Shinji: "6..."

Asuka: "9!"

Rei: ".....8"

GM: "Just two people?"

Asuka: "Oh, oh. Nice going, invincible idiot Shinji-sama."

Shinji: "The dice can't be helped. It's just bad luck."

Chapter 4: Invisible Intruder

GM: "Well, that's okay. Asuka remembers that there is an underground passage leading to the headquarters in the building near where the car crashed."

Asuka: "Everyone, this way!"

Shinji: "Wait, Misato-san..."

Asuka: "Ah, damn!"

GM: "The Angel is only 50 meters away..."

Rei: "Do I see any reinforcements?"

GM: Yes. Rei sees a shadow flying from afar.

Rei: "The UN Army."

GM: "Correct. A missile."

Shinji: "A missile!?"

GM: "When the missile hits the Angel directly, the blast and will send shrapnel and debris raining down around it."

Asuka: "Wow, thank you so much!"

GM: "But the Angel's feet have stopped for the time being."

Shinji: "Well... then I'll carry Misato-san..."

Asuka: "Idiot-Shinji, hurry up!"

GM: "And the reason why Asuka calls is she's at the entrance to the passage. Since Shinji is carrying Misato's body, he needs to roll 4 or more to succeed."

Shinji: "I fail on 3 or less?"

GM: "(In a refreshing tone) It's as low as I can allow."

Shinji: "No, oh no!"



Well, I wasn't happy with it either.

Asuka: "Shinji has bad dice."

Shinji: "(Unusually Enthusiastic) Let's do it! (rolling) 6! Success! Hot, Hot!"

GM: "Since he was successful, Shinji dives into the entrance, and at the same time, the missile hits and a huge tiled roof rattles from the top, and falls across the entrance, narrowly missing him... it's a beautiful scene visually."

Rei: "It's a classic scene in action movies."

Shinji: "It's beautiful, but it's not a joke to my character!"

GM: "Well, it's good it succeeded."

Rei: "What if I'd failed?"

GM: "That would have been bad!"

Shinji: "Wow."

Asuka: "Never mind that. We have to defeat that Angel first!"

Shinji: "Right..."

GM: "That being the case, it's okay to skip from here to NERV headquarters... Misato regained consciousness along the way, and the four of you arrived safely at NERV."

Rei: "The car of Misato Katsuragi has been broken."

Misato: "Yeah...Yeah. That's my life. I'm still paying off the loan from the last one."

GM: "Well, now it's time for battle! The three pilots arrive at headquarters, board their EVAs and face the two Angels who were supposed to have been defeated. Now, prepare to use the playing cards."

As I touched on briefly in the first part, combat in "Angel Approaches!" is performed using playing cards. The symbols of Spades, Clubs and Diamonds have their strength relations determined like rock-paper-scissors, and the final judgment is made based on the strength of the weapon and the value of the card.

To try to explain all the mechanics would be quite a lot, so I'll stop here...

GM: "What do you want to equip your Units with? You can equip up to two items for each."

Rei: "With these cards... Sonic Glaive and Shield. I'm going to do close quarters."

Shinji: "I'll equip a Progressive Knife and Palette Gun."

Asuka: "I'll take two positron rifles. They're perfect for long-distance use!"

GM: "Then, the battle begins. We'll proceed clockwise in the order in which the players are sitting. The first is Shinji..."

And two turns later.

The Angels were surprisingly defeated.

Asuka: "Yo...I am on fire!"

GM: "Umm. Did you just sink two Angels in two turns (laughs)?"

Shinji: "When I fought them before, they seemed stronger..."

GM: "Well, you were one-on-one at that time."

Rei: "Three-to-two, I suppose it could happen this way. Ikari in the present should be stronger than Ikari in the story."

Asuka: "I was there too you know!"

GM: "Anyway, the two Angels ceased activity and slowly sink to the ground. The defeated Angels..."

Shinji: "Wait. They don't explode?"

GM: "No. No explosion... Asuka"

Asuka: "Yes?"

GM: "You have a headache."

Asuka: "No roll this time?"

GM: "Only Asuka is suffering from this headache. At the same time as Asuka's headache, the Angels in front of her disappear as if they were an illusion."

Asuka: "What the hell... what the hell is going on!"

GM: "And then there's communication from the headquarters to the EVAs. It's Ritsuko's voice because Misato is injured."

Shinji: "What does she say?"

Ritsuko (GM): "The Angels have appeared. After re-arming each Unit, go immediately to the former Lake Ashinoko!"

Asuka: "Wow, again! Am I better now?"

GM: "No, your headache isn't going away."

Asuka: "Humph... and what kind of Angel is it this time?"

GM: "The video is being sent from headquarters. The video shows the image of the Angel that was a geometric octahedron: Ramiel...from operation Yashima."

Shinji: "Ugh... I have bad memories of this guy."

GM: "Ramiel is slowly advancing over the surface of the lake. So, play continues to the second part."

Asuka: "Why can't the enemy be fun to fight?"

The Angels attacking NERV were Sachiel and Shamshel, which had been destroyed when Shinji beat them in the past.

Strangely, this time the EVAs repelled them without difficulty. However, shortly after having won, the Angel Ramiel, who had been defeated by Shinji, and then the Angel Israfel, whom Asuka and Shinji had defeated together, seemed to come back from the dead.

The Children fought them.

Meanwhile, Asuka's headache worsened...

Chapter 4: Invisible Intruder

Asuka: "Well...Wow...I beat this opponent when I made my domestic debut..."

GM: "Well, since you know how to fight it, you can defeat Israfil again."

Shinji: "Well, vampires are formidable if they are unidentified, but if you know their weak points such as garlic and crosses, they seem pretty fragile."

GM: "But this time defeating Ramiel and Israfil did not seem to require much effort at all."

Asuka: "Two words: talent and talent."

Shinji: "It was too easy a victory."

GM: "Well, I won't belabor it."

Asuka: "Good."

GM: "I'll explain briefly at the beginning of the second part so that you can see what's been happening."

That's also why here I've skipped over describing the battles with these last two Angels.

Shinji: "In the last battle, the Angel seemed to almost pop like a bubble."

Rei: "Yes. With very little effort."

Asuka: "I'll admit that."

GM: "Well, think it's time to begin the second part of the game."

Everyone participated in three separate sorties today and you are finally able to return your EVAs to the hangar and get out. This began in the morning, so it's now three o'clock in the afternoon."

Asuka: "Uh... it's been a tough day, but for three consecutive battles, it wasn't that bad."

Shinji: "That's true."

Rei: "It is possible to be tired, but not tired."

Shinji: "Hmm... that's deep, Ayanami"

GM: "Is that right?"

Asuka: "I don't think she knows what she's talking about."

Chapter 4: Invisible Intruder

GM: "Well, the NERV staff weren't playing while everyone was fighting. As a result of various analyses, it was determined that Asuka has been the cause of the turmoil."

Asuka: "What!"

Shinji: "Oh, I knew, the victim this time was Asuka."

GM: "Ritsuko gathers you to give her reasoning."

Ritsuko: "It seems that this time the Angel attached to the most psychologically compatible person."

GM: "That's right. Well, to summarize... the Angel chose Asuka, who kept showing the highest score in mental judgment. It's because she was the best."

Shinji: "You should be happy. Congratulations to Asuka!"

Rei: "Congratulations."

Ritsuko: "Congratulations."

Asuka: "I don't want to be in this mess! Oh, geniuses are always lonely..."

GM: "Well, I'll keep the joke aside."

Asuka: "Hey!"

Shinji: "Then... is Asuka the Angel?"

Ritsuko: "Yes."

Shinji: "I'm sorry, Asuka... I'm scared and I take a step back."

Rei: "Goodbye, Second Child."

Asuka: "You're too late! Uh. I'm sorry, that came out wrong. It's not too late to save me, right?"

Ritsuko: "I wouldn't say 'easy'."

Asuka: "Uh oh..."

Rei: "Cool."

Shinji: "Ayanami, I don't think you know what the word cool means."

Rei: "That's the player talking."

Asuka: "Well the player should shut up already. You should be acting like Rei. Scared."

Rei: "Am I scared?"

Asuka: "I'm scared!"

Rei: "You should be."

I had to look down to hide my smile at this.

Shinji: "Well, what kind of Angel is it? Is it the type of Angel that is hiding in Asuka or will it assimilate her?"

Rei: "Perhaps it is like one of those parasites that live on squirrels."

Shinji: "Is it the type that lurks in your mind?"

GM: "It's in the clues from the rulebook. As I said at the beginning, it's form is unlike anything you have encountered."

Shinji: "Isn't that right?"

Asuka: "Then, what is it?"

Ritsuko: "This Angel has attached to Asuka at her extreme end and interferes with our world from there."

Asuka: "The 'extreme end' of me?"

Shinji: "Her nails?"

Rei: "Her hair?"

Ritsuko: "Her shadow"

Three people: "Shadow?"

Asuka: "(Looking down): "This shadow?"

Ritsuko: "Yes, that shadow"

Asuka: "..."

Ritsuko: "It's useless to stare at it. The shadow itself is made up of fine constituents that simply exist as they are. And it is the most unstable part of it. It can be said that it is the most suitable element to separate your existence from the Angel."

Asuka: "Even if you propose such a difficult thing..."

Rei: "So the Angel used the shadow which is the most unstable physical element of Asuka Langley Souryu to intervene in the character of Asuka Langley Souryu."

GM: "That's a great way to sum it up in one sentence... Or as Ritsuko says..."

Ritsuko: "Well, in short, that's what it means."

Shinji: "Wow, Ayanami."

Rei: "The clue was a "mental parasite," but this is more of a "material parasite" if we wanted to distinguish it from that."

GM: "This girl is a good guesser (laughs)"

Rei: "If so, the Angels who we just defeated were the one embodied in this world of the memory of Asuka who probably saw the material. This was the reason why the headaches occurred. They were caused by the assimilated Angel intervening in her neurons and synapses."

Shinji: "Really?"

GM: "No, that's not the reason I had in mind... but it's interesting, so keep going."

Rei: "If we continue to reason further, the Angel should be more active when the unstable shadow is even more unstable. The headache first occurred indoors, then in the tunnel. On the contrary, when we got out of the car in the city and when we got out of the EVAs at the former Lake Ashinoko, she didn't have a headache, and she also did not have a headache when we into the tunnel for the second time. Even when it was the old Lake Ashinoko, it was emphasized that the sunshine was harsh."

The scene with the harsh sunshine at Lake Ashinoko (against Ramiel) has been omitted here, but it did take place.

Shinji: "Wow, Ayanami"

GM: "I see. So, if that was the reason, how would you defeat the Angel?"

Rei: "Well, what I can think of three measures for defeating the Angel in this case.

1. The Angel gains power when the shadow is unstable, so fix the shadow of Asuka with a powerful spotlight.
2. Or conversely, make the shadow as unstable as possible so it drives the Angel into activity and attack it.
3. Kill Asuka. I think that's the quickest solution."

Asuka: "I reject 3"

GM: "Number 1 is the closest to the correct answer."

Rei: "Well, before I suggest a strategy, I think it's out of Rei's character to talk about strategy. So if I do give the correct answer, can it be as if Dr. Akagi explained what I am about to propose right now?"

GM: "That's fair. If what you say makes sense, then it is as if such an explanation came from Ritsuko."

Ritsuko (Rei speaking as): "As a strategy, Asuka's shadow must be stretched out clearly and sharply. When that area reaches its maximum value, Unit 00 and Unit 01 will deploy their AT fields at Asuka's feet. With that power, the shadow and Asuka will be separated."

Shinji: "Wow. Ayanami. I mean Dr, Akagi..."

Asuka: "I see. Then, in a large space, we use a powerful spotlight to separate Asuka from her extended shadow."

GM: "But, artificial light is different from the sun. Artificial lighting will be more diffuse."

Shinji: "What are you saying?"

GM: "You will need the straightest, sharpest, biggest light source. The whole scenario came to me when I imagined this one scene."

Asuka: "I see. You mean the sun."

GM: "Yes. At sunset. It's visually beautiful."

Rei: "A large space. A shadow that stretches against the setting sun."

GM: "And two giants on both sides of Asuka... Evangelions 01 and 00."

Shinji: "Hmm...I can imagine the picture. It's true."

Asuka: "I see. I understand."

Rei: "Then, right now it's about 3 pm..."

Shinji: "At this time, dusk is around 5 o'clock. It's summer."

GM: "Japan in this era is set to be summer all year round..."

Shinji: "Ah, right?"

Ritsuko: So, I'll prepare immediately what we've discussed. Asuka... you'll be standing on the widest and straightest road in Tokyo 3. Rei and Shinji will board their EVAs and wait beside her. Don't block the light that hits Asuka."

Rei: "Yes"

Shinji: "I understand."

Thus, preparations for the operation to separate Asuka from the Angel at dusk began. However, the preparations that followed were quite tedious, so I omitted them.

The time is finally 4:55 in the evening. Five minutes before the execution of the plan.

GM: "The time is getting closer every moment as the sun drops toward the horizon. By this time, Misato has returned to work at headquarters."

Misato: "Ready, Asuka?"

Asuka: "I'm perfect."

Ritsuko: "So, when it's time, Unit 00 and Unit 01 will cut off the Angel using their AT fields. Asuka will be rushed aboard Unit 02 in case of an emergency."

GM: "The city of Tokyo 3 has been evacuated. Asuka stands against the setting sun. Her shadow stretches longer and longer. The two kneeling EVAs and a tiny Asuka near Unit 02. Yes, that is the scene you should imagine."



Rei: "How do we know if the separation of the Angel has been successful?"

Shinji: "Automatic success?"

GM: "I'd like to do that, but... I've already done quite a bit of service for this game, so let's get the dice and do it properly. Rei and Shinji both roll for mental skill. Both are successful with 14 or more."

Shinji: "Um... I need to roll 7 or more"

Rei: "I need to roll 5 or above"

Asuka: "If you fail, I'll kick you."

Shinji: "I don't know if this is such a good idea."

Asuka: "Use your head! 7 is the most likely result. 7 or more means that 7 is included, so the probability is close to 60%!"

Rei: "To be exact, 59.6666,666... percent, correct?"

Shinji: "But Asuka, you said, "It's ridiculous to be bound by probability."

Asuka: "Shut up! It's a lady's right to change her mind."

So now she's a lady?

Rei: "What happens if we fail?"

GM: "I don't know what to say. But if you fail today, Asuka will suffer from a headache until the next sunny day, and the Angel will be revived. If you fail, Asuka may be absorbed completely by the Angel. She may be lost..."

Shinji: "What!?"

Asuka: "Let me help you understand. If you fail, I kick your butt."

Shinji: "But if we make a mistake, there's no end to it."

Asuka: "Well there better be, because I don't like a severe hangover, even as a character!"

GM: "Well, I know how you're feeling... but is putting this much pressure on them a good idea?"

Asuka: "This is just right for Shinji."

GM: "Well, maybe so."

Shinji: "Don't be so sure."

Chapter 4: Invisible Intruder

GM: "Well, the time is almost up... It's 5 o'clock. 10 seconds left, both of you roll the dice at the same time... 4 more, 3, 2, 1... 0!"

Rei: "(Rolls the dice calmly)"

Shinji: "(Rolls nervously) Oh! Oh, one fell off the table!"

Asuka: "Because you rolled it like an idiot!"

Rei: "17. Success"

GM: "Shinji has... the die on the desk is three. So if the one on the floor is a 4, you're successful."

Asuka: "Aren't you re-rolling?"

GM: "No. The die stands where it lands."

Shinji: "Four or more on a six-sided dice... Wow, it's really a 50% chance."

Rei: "Where did the die go?"

Shinji: "I don't see it..."

Asuka: "Well, how far did it fall?"

GM: "Hmm. It couldn't have gone far."

Here, the play paused while we looked for the die, but couldn't find it.

GM: "Here. Use one of mine."

Shinji: "Uh, I'll try again (rolls)."

The die rolls off the table with a clatter.

Shinji: "Ah!"

Asuka: "It's not 'Ah!' You dropped it twice in a row!"

When I approached the fallen die, I found that it was up against the wall and had stopped on edge, with the sides of "3" and "5" facing up.

Shinji: "5, right?"

Asuka: "I have no complaints about that."

GM: "But it's about half and half."

Chapter 4: Invisible Intruder

Rei: "I wonder which one is correct..."

Shinji: "Whichever it is...there is an obvious difference between success and failure."

GM: "Umm. It's uncommon for the dice to stop on the edge. Normally I'd ignore it and reroll, but because this happened on an important roll, I'll have to think about this."

Shinji: "Maybe we could measure which side is closest to the top."

Asuka: "How would you do that?"

Rei: "(Suddenly steps on the floor with a thud. The vibration dislodges the die)"

Asuka: "Well that's one way."

Shinji: "Did the vibration count?"

GM: "The roll stands where it lands...but it's not 3 or 5. It's 6."

Asuka: "I think you had a little too much momentum, First (laughs)"

Rei: "As long as it succeeded."

GM: "Well, I don't really mind... let's say it's a success."

And everyone sat down again.

GM: "We sort of got side tracked there, but let's start again where the excitement was building."

Asuka: "Well, then, we should go for a dramatic move."

GM: "Yes."

Asuka: "Then... Oh my shadow!"

GM: "Yes! Asuka's long shadow begins to weirdly bend as soon as it is cut off by the two EVAs' AT fields! Asuka's shadow can no longer continue to exist, the Angel is trying to reveal its identity!"

Asuka: "Ah, what a terrible sight?"

GM: "The shadow is expanding and contracting repeatedly, and begins to change from a plane to a three-dimensional form!"

Asuka: "Oh, traitor!"

Rei: "This is the true identity of the Angel?"

GM: "Yes..."

Shinji: "That is so weird."

GM: "....."

Asuka: "..."

GM: "There's a noise..... the transformation is like air being forced into a balloon that's stuck to the ground. The shadow suddenly rises from the ground to reveal the Angel!"

Shinji: "It's probably more like a monster than an Angel."

GM: "Well, if you use that as a reference, it wouldn't be a lie."

Asuka: "What kind of shape is it?"

GM: "Hmm... It's rather humanoid. There are Indian-like patterns in its coloring..."

Asuka: "Oh, like boss monster Geronimon!"

Geronimon is a monster that appeared in Ultraman, who avoided fighting by sending other monsters to fight for him. That is probably why he is known as a boss monster.

When working on an original story, keep in mind that Evangelion is a work with a lot of special effects that draws heavily on certain visuals. If you can't figure out a story for the game, you should be able to come up with an event that captures the flavor if you base the story on others like it from the time. This may not exactly make it an original story, but it's how to make scenarios that work really well.

Shinji: "Is it like that?"

Rei: "Well?"

GM: "No, I wouldn't say that. But even if the players draw that comparison, it doesn't help in the progress of the game."

Asuka: Well, you always were obsessed with Geronimon!

GM: "That's why even a parody can be an original story."

Rei: "Whatever this guy is, this is going to be the toughest fight."

Chapter 4: Invisible Intruder

GM: That's correct. Unlike Sachiel, which fought EVA Unit 01, this Angel is formidable because it's designed to fight three units at the same time."

Asuka: "Well, then I'd better hurry to get into my Eva."

GM: "There is a NERV employee Jeep next to Asuka standing by. You can join the battle in 4 turns if you hurry to Unit 02."

Shinji: "So, we have to fight an Angel designed to take on three EVAs with only two Eva's for four turns."

Asuka: "Try to leave some for me!"

Rei: "We'll do our best."

And so the battle began.

Unit 01 and Unit 00 tried to proceed cautiously hoping to hold out until Unit 02 could arrive.

However, the cards were not in their favor, and both were being gradually worn down.

We pick up on the third turn of combat.

Rei: "7 of ♣!"

GM: "10 of ♠! Because this guy's modification is +6... damage 16!"

♣ (long-distance battle) is weak against ♠ (close-range battle), and you will receive damage equal to the card number plus the damage modifier.

By the way, ◇ is strong in ♠ and weak in ♣.

Rei: "Well, I'm sunk."

Asuka: "Is Unit 00 killed? It's too early, stupid."

Shinji: "But this Angel is really strong. If I don't recover some HP, I'll be dead next."

GM: "And so we move on to turn 4. Asuka, you'll start fighting this turn."

Rei: "Do your best."

Asuka: "Ah... of course I will. Evangelion Unit 02, launch!"

Shinji: "Finally the reinforcements arrive."

Rei: "But, it's still just two-on-one."

Asuka: "That's not my fault!"

GM: "So, going clockwise – the order is Shinji, Asuka and the Angel."

Shinji: "Well... My HP has been reduced to 16, so use I'll use an MP to restore it to maximum."

GM: "Well, Unit 00 has been destroyed. So what does Unit 02 do now that it's launched?"

Asuka: "Of course I'm attacking! Let's go!"

GM: "Draw a Card."

Asuka: "Eat that...J of ♣!"

GM: "7 of ♠! 13 damage!"

Asuka: "Ah, 15 HP left!"

GM: "Then it's the Angel's turn... it's going for Unit 02. Draw a card."

Asuka: "I can take it! What's the card!"

GM: "5 of ♣!"

Asuka: "Q of ♠, do I dodge?"

GM: "No, it hits."

♣, the attacker's damage bounces off. Asuka had already issued a big card, the Q.

GM: "What is the weapon of the close combat of Unit 02?"

Asuka: "A Progressive Knife (damage correction +1)"

Rei: "Then it's 13 damage."

Asuka: "Ah, I'm down to HP 2."

Shinji: "Asuka...what happened?"

Asuka: "Wow, I'm sorry. From now on! Look at Shinji's habit like that!"

Shinji: "I don't say so."

Rei: "Hey."

Asuka: "Oh, oh, let's do it together..."

GM: "So it's Shinji's turn."

Shinji: "Ah, I'll attack."

GM: "Draw a Card"

Shinji: "Q of ♣!"

GM: "K of ◇....., how much damage?"

Shinji: "7 damage with the Positron Rifle (damage correction +5)."

GM: "Ow, that hurts."

Asuka: "Oh, that's right. The game is about to begin!"

GM: "And it's Asuka's turn..."

Asuka: "I'll do HP recovery. What's wrong? I can't help it. If I don't recover some HP, I might be done next!"

Shinji: "I didn't say anything (laughs)."

GM: "She imagining things."

Rei: "The Angel's turn."

GM: "Yes. I have to aim for Unit 01 in response."

However, after the momentum gained from the previous attack, Unit 01 will never take any damage from this point onwards." It will damage the Angel.

The next turn, Unit 02, which used up both its MP and a card, was overthrown, but:

Asuka: "I'm sorry!"

Unit One was successful, and it defeated the Angel wonderfully.

Shinji: "I did it!"

Rei: "Congratulations. The kill goes to Ikari's credit."

Asuka: "Hey, I helped to reduce the Angel's cards!"

GM: "I couldn't even deal damage to Unit 01."

Asuka: "Nice for him, such a little thing!"

GM: "Is it trivial?"

Asuka: "It's unfair!"

GM: "...Okay, well, anyway, the Angel was stopped by the knife of Unit 01. Unlike the Angels up till now, this guy collapsed as soon as it stopped its activity. Its skin which had been smooth till now cracked and began to be swept away by the wind like a tattered and dry doll."

Asuka: "Wow, I feel bad."

GM: "Are you sick?"

Asuka: "I'm disgusted. It means all those dead cells are scattered around."

GM: "Mmm, that's right"

Shinji: "Asuka has a lot of imagination."

GM: "Then, let's turn the direction of the wind to honor that. Fragments of the Angel rain down on the fall Unit 02."

Asuka: "Agh! My beautiful Unit 02!"

Misato: "You deserved that."

Asuka: "This is so unfair!"

Shinji: "Somehow, I'm not really completely convinced this is over."

Rei: "Maybe you have something in your head."

GM: "Umm."

And play skips to the end.

GM: "Thus, the series of events came to an end. Asuka's reaction was found to have been caused by the Angel who was defeated."

Asuka: "So how does that tie into the title?"

GM: "'Angel Approaches'? Well it refers to the Angel being so close and the strange cohabitation."

Asuka: "But Rei only had to stay overnight."

Shinji: "I think it's not living together if you stay just one night."

Rei: "But we lived together..."

Shinji: "Uh... yeah. I suppose that's true."

Chapter 4: Invisible Intruder

GM: "That's right. And this scenario ends with Rei leaving. Rei who has a small amount of luggage stands at the front door. After this last scene, the game will end."

Asuka: "I'm not good at saying goodbye."

Rei: "Yes, I'm not very good at it either."

Shinji: "It's kind of messy. I'm embarrassed when it suddenly becomes serious."

Rei: "Yes."

Misato: "Hey, don't be so sorry. You'll be able to see each other again at NERV tomorrow."

Asuka: "I'm trying not to cry!"

Rei: "I as well."

Asuka: "Fu.....First"

Rei: "What?"

Asuka: "For the time being, I'm sorry that I blamed you for being the cause. I apologize!"

GM: "Apologize?"

Asuka: "I apologize for my behavior!"

Rei: "I don't care."

Asuka: "I knew you would say that."

Rei: "Yes."

Shinji: "Ah, Ayanami."

Rei: "What?"

Shinji: "I guess... I'll see you again tomorrow."

Rei: "Goodbye."

Shinji: "Uh, yeah. Bye."

Rei: "Then I close the door and walk away, with the wind pushing my hair back."

GM: "Woosh... and this is the end of the scenario. The story continues with the selection of the Fourth Child... Touji. Thoughts?"

Asuka: "Hmm, that was a pretty messy game."

Shinji: "The transition between gags and seriousness was so abrupt that I was a bit confused."

Chapter 4: Invisible Intruder

GM: "Well, I'll reflect on that later... but I'm glad we ended up using that part of the story that was unintended.

Rei: "So you were just making it up as we went along this time."

GM: "Yes. But it cleared up nicely."

The game is over. The player with the longest commute home had to scramble to prepare for the journey.

In the end, Shinji's lost die was found under Asuka's player's bag.

By the way, the result was a 2 (failure).



About "Invisible Intruder"

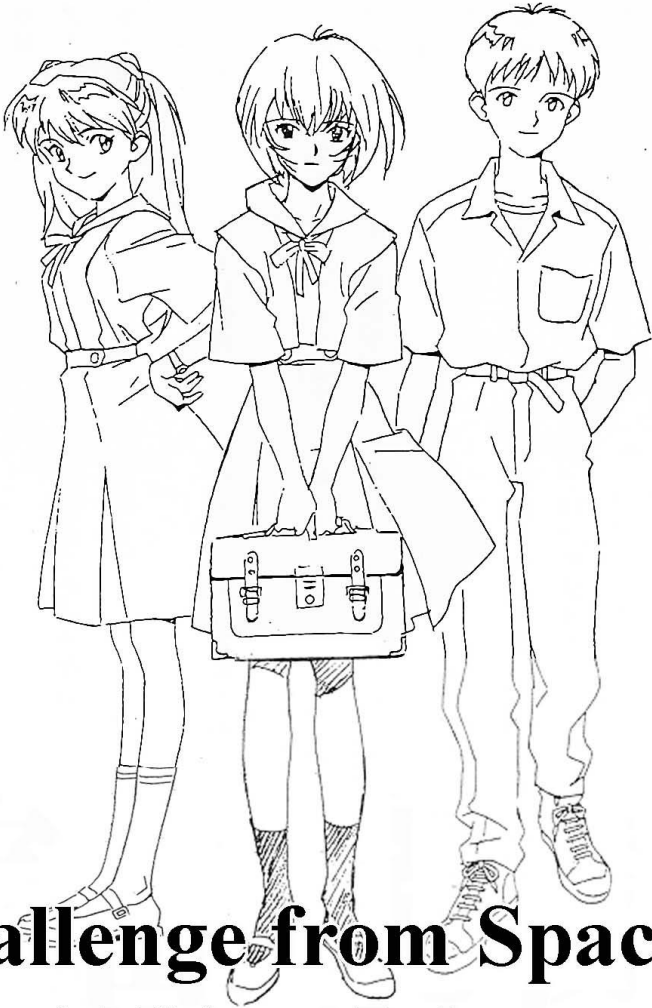
This is a replay of the second MAGIUS EVA RPG, "Angel Approaches!" The first part was published in a magazine, the second part was played and written specifically for this book. Some may ask, "Then why didn't the magazine have both parts?" The answer is, the continuation will appear in the magazine after the release of this paperback. The original plan was to release this paperback after the serialization in the magazine ended, but due to various reasons, this replay collection was developed earlier than the end of the series. It might be that the publication time of the magazine was delayed or conversely the release time of the paperback was advanced. As a result, the reversal of the timing of when things came out into the world just happened this way.

"So, like "Intentions and Outcomes," did play progress differently in the scenario?" This game did change somewhat. As you can see by reading the first part, in the replay for the magazine, the identity of the Angel was changed for the paperback version of the scenario. The identity of the Angel became the "shadow" rather than the visions. I'm sorry I didn't think of that till the player did in the second part.

In other words, it is the addition of the "identity of the Angel" for the second part of the game that changed. Originally the plan was for the characters to fight three "visions" of the Angel to defeat it. It was rather complicated.

Then again, going back to the source material, maybe it wasn't that complicated when you think about it...

Chapter 5



Challenge from Space

Additional Rules

Sample Replay

GM: "Well, let's get started. This time we're playing..."

Asuka: "The theatrical version? (laughs)"

GM: "Do you want to play that?"

Asuka: "No... but the final movie version just came out yesterday. I was hoping we could play it in a timely manner."

Clearly, this game was played the day after the theatrical version was released.

GM: "No, I can't do something that big so soon. The scale is too big. The theatrical version should be its own game (laughs)."

Asuka: "Well... I want to fight the mass production EVAs."

Rei: "Do you want to get eaten again?"

Asuka: "No, I'm looking for payback..."

GM: "Well, you could certainly play it. The rules allow it. It's just establishing the statistics. But this game is set in the first half of the TV series. It only goes up till Unit 01 takes the S2 engine and the Fourth Child..."

Shinji: "What about Kaworu-kun?"

GM: "If you advance the timetable up to that point, it is no good for group play because the human relationships are in such a bad state. In the movie, the three EVA pilots are all separated and you can't play together."

Asuka: "Well, that's a logical reason."

GM: "This time, the scenario uses some "additional rules" that came out after the original release. So this is a play test."

Shinji: "Additional rules?"

GM: "With the additional rules, the battle rules of "Decisive Battle! Tokyo 3" can be played with "Angel approaches!"

Asuka: "So, the character part is "Angel approaches!", and piloting the EVAs, I would think, comes from "Decisive Battle! Tokyo 3"?

GM: "Correct."

Chapter 5: Challenge from Space

Shinji: "I don't think it's necessary to call it a "play test" if that's all."

GM: "Well, I'm using playing cards to connect the rules to each other. I just need to run a test game..."

Asuka: "I see. So, we should pay attention to that."

GM: That's right. Also, I'd like to have more of an open world this time.

Shinji: "How do you mean "open"?"

GM: "That means you can make the characters run wild a little."

Rei: "Does that mean Rei Ayanami could evolve, like in the last episode of the TV version?"

GM: "No... I think it's not going to change to that level. And, you already ran out of control last time ("Invisible Intruder")."

Rei: "There's no such thing... that is just the beginning."

GM: "It's also an original story. It's going to be more creepy than usual."

Shinji: "The Eerie Coefficient..."

Asuka: "Well, if the story can be original and weird so can Asuka."

GM: "Well, she is still Asuka."

Shinji: "If it's Asuka, no matter how weird she is, you can justify it by saying "that's Asuka."

Clearing it up.

GM: "So, how is it possible to make this more open ended?... In a nutshell, this scenario is probably closer to the "extra edition" atmosphere."

Asuka: "Extra edition?"

GM: "I suppose... like the difference between the broadcasts on TV and the CD dramas. You can tell a story that strays from the main story."

Asuka: "Oh, that's right."

Shinji: "Even in the EVA CD dramas, there was the one "Space Angel" that came out. Almost like a space monster rather than an Angel."

GM: "Yes, that's right."

Asuka: "That's it exactly..."

Shinji: "No way..."

Chapter 5: Challenge from Space

GM: "Yes. The original story this time is a scenario inspired by the drama. This time it is not only an Angel, but a mysterious space monster that is the enemy."

Shinji: "Ah, I get it."

Asuka: "OK! Let's kill something!"

GM: "Begin playing with a little backstory."

The Occurrence

Midnight in the Hakone forest. Something lands without anyone knowing. A shining object. It's a huge vehicle.

Once the light has descended from the sky and entered the forest, it disappears. No one is aware of it. The forest just lies quietly. But after that, mysterious events began to occur one after another in Tokyo 3.

GM: "That's how it begins this time..."

Asuka: "I see. This is a runaway original story (laughs)."

Shinji: Is this enemy an alien?

GM: "Aliens? I'm not sure what to say..."

Asuka: "Angel / Alien. In the world of Eva, all enemies are "Angels" except humans. So, I say this is about "Space Angels"!"

GM: Even if you speculate about what it is, the characters don't know of the existence of the mysterious flying object in the first place.

Rei: "U.F.O... unidentified flying object."

Asuka: "Then, what should we do?"

GM: "As a situation, let's make it the same state as "Angel approaches!" In other words, Shinji, Rei, and Asuka are all staying in Misato's Apartment."

Asuka: "Okay. Well, then we should have the same set up where I and Shinji are in different rooms, and the First is in the same room as Misato."

GM: "Well, that's all right"

Asuka: "I don't like being under the same roof as that woman."

Shinji: "Okay."

GM: "Let's continue playing. It's not such a long intro this time. You're at Katsuragi's house at night... What are you guys doing?"

Asuka: "What time is it?"

GM: "Hmm.....about 6 or 7 o'clock. By the way, Misato won't be home till late. She's on the night shift."

Rei: "I can sleep peacefully tonight."

Shinji: "Ayanami, you make it sound like hard work."

Rei: "Sleeping next to Misato Katsuragi is comparable to fighting with a Kempo Master."

GM: "You don't say!"

Asuka: "Well, aside from discussing Misato's sleeping habits, the choice is having dinner or taking a bath."

Shinji: "That sounds about right."

Rei: "I could use a bath."

GM: "Wait. Are you heading there all at once?"

Rei: "Is there anything wrong?"

GM: "Doesn't it seem inconvenient?"

Asuka: "Yes. But in this case, I'd rather bathe first then eat."

That's not the problem.

GM: "I mean it's not possible for you each to take a bath at once."

Rei: "The fan service would be amazing."

GM: "I don't care about the fan service. It's a character thing."

Asuka: "Fine. Let's take turns. I'll go first... well, it was a nice hot bath."

Rei: "In the case of Rei... the fair amount of redness that stands out may be noticeable."

Shinji: "So, I'll use the rest of the water..."

Asuka: "Hang on a minute!"

Shinji: "What?"

Asuka: "Please drain the water and fill it again before Shinji gets in. I'm not joking. I won't have a pervert soaking in the hot water I was in."

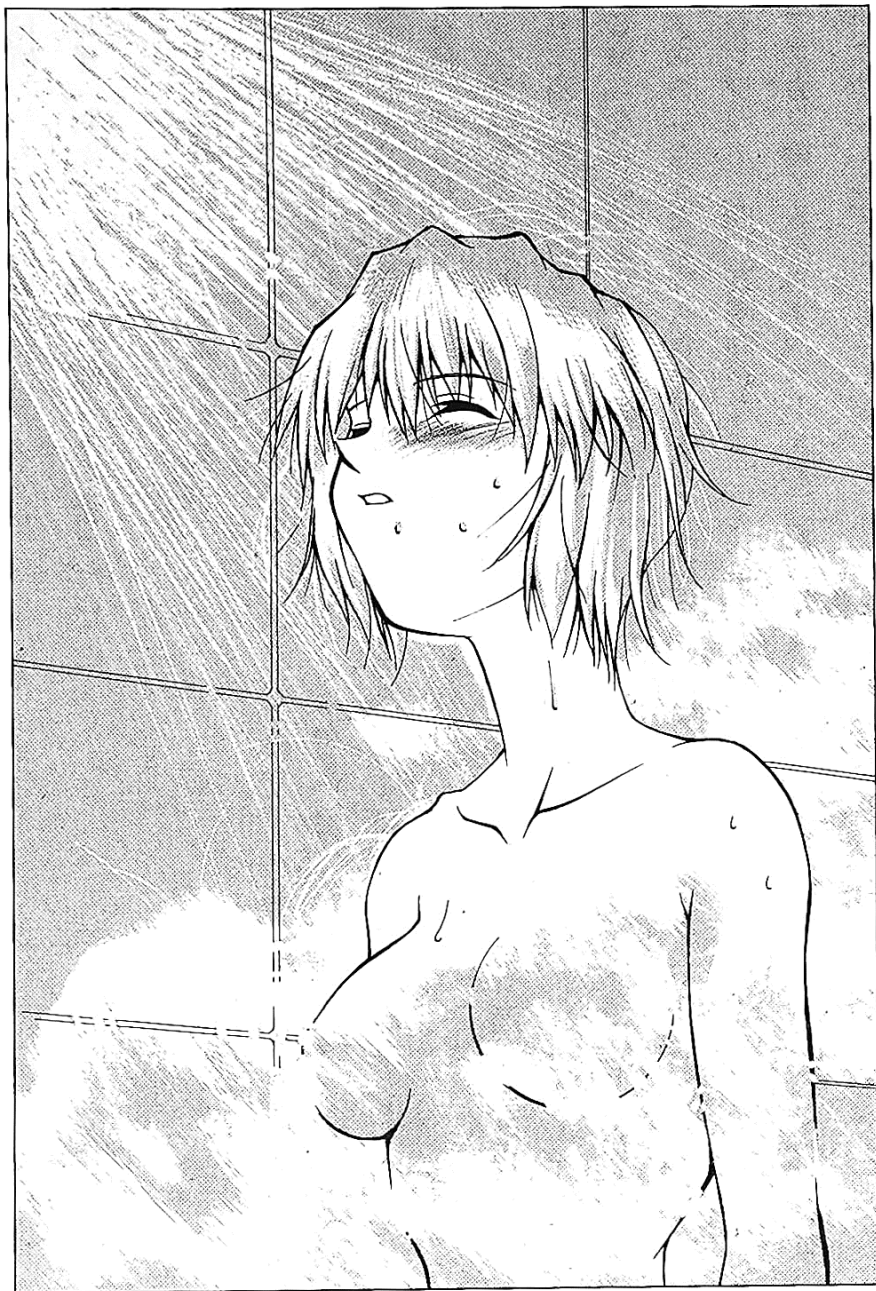
GM: "Wow, she means it."

Shinji: "I know... I'm nervous."

Asuka: "Don't be nervous. Just do it. It's etiquette for a lady!"

GM: "So you drain the tub before Shinji gets in?"

Asuka: "Yes. And when you get out of the bath, make some dinner. I'm hungry!"



GM: "Alright (laughs). Isn't she completely in character?"

Shinji: "She a completely spoiled brat."

Rei: "She can't help it."

GM: "She can't help it. And I won't help either."

Asuka: "That's right."

GM: "Still..."

Rei: "I could cook the dinner. What do you want to eat?"

When I hear that, I am overwhelmed.

Asuka: "I don't know how it will turn out. It's better to eat Shinji's food, where even if it turns out second rate it's still edible for humans rather than try to eat the unfathomable food of the First."

GM: "Um. So, Shinji rises from the bath starts to cook."

Shinji: "Ahhhhh... first, boil the water for the chicken, pluck the feathers and put it in the pot. Start frying the pork in another pan with soy sauce and sake."

GM: "You're suddenly taking this very seriously."

Asuka: "I don't know what he's doing, but how long will it take for dinner to be ready?"

Shinji: "Maybe four or five hours?"

Asuka: "Wait, wait! (Laughs) There's ready-made hamburger with vegetable sauce, so make that quickly."

Shinji: "Uh, yeah. I think we have that. I'm sure the hamburger is in the refrigerator...."

GM: "Shinji checks the fridge. But the hamburger that was supposed to be there was gone."

Shinji: "That's funny..."

Asuka: "What's wrong?"

Shinji: "We don't have any hamburger. It should have been in here."

Asuka: "What the hell! I miss the taste of my hometown and the special beef I got from NERV was 100% imported premium gourmet beef!!"

Is there such a big thing? I was thinking of cheap hamburger sold at an ordinary supermarket.

Shinji: "Uh, yeah. I'm sure I put it in here... Did you eat it Asuka?"

Asuka: ``Don't be stupid. I'd remember if I ate it! Besides, the burger was in a frozen pack sent right from the farm, enough for 30 people and it was a really good deal. There is no reason why it should disappear!"

Well, it's alright for Asuka to embellish a little. As for the amount of food, it was supposed to serve four or five people...

Well, because it emphasized the situation of disappearing, it was fine.

GM: "Asuka rushes to the refrigerator to see for herself. But the hamburger is completely gone."

Asuka: "This pisses me off! First, I think you threw it away because you really hate meat!"

Rei: "I didn't even know there was such a thing in the refrigerator."

Shinji: "Yeah."

Rei: "Maybe if I knew it, I might have thrown it away."

Shinji: "Ayanami?"

Rei: "Nothing..."

GM: "Rei's acting scares me (laughs)."

Asuka: "Whatever. So how long is this dinner going to take?"

Shinji: "I'll spend four hours on it."

Asuka: "What could possibly take that long!?"

Shinji: "The special pork dish..."

Rei: "I don't even eat meat. I hate it."

GM: "Oh, yes."

Asuka: "Oh, I can't wait anymore! I'll make instant rice. Shinji, go to a convenience store and buy some instant curry! Right now!"

Rei: "I would be partial to vegetable curry"

Shinji: "Uh, yeah. I understand."

GM: "Okay, are you going together or separating?"

Asuka: "I have better things to do."

GM: "Um. So separating."

Shinji: "Then, I guess I'm going alone."

GM: "OK. Then, Shinji leaves the condominium and heads to the convenience store. I don't know exactly where because there is no detailed map, but it's a residential area in the capital. It's one or one and a half minute walk away. There are several convenience stores."

Shinji: "Then, to the nearest convenience store..."

GM: "When Shinji enters the convenience store, there were no shop assistants."

Shinji: "A fully automatic convenience store?"

GM: "No, it's an ordinary convenience store. But you can't see the clerk."

Shinji: "Well, I'll continue shopping while I wait for somebody to come back. I'm choosing the goods. Um... Asuka definitely wants meat."

Asuka: "High-grade beef, one-thousand percent. And super spicy explosive curry. I won't forgive you if you buy another item by mistake."

Just to be clear: no such curry exists (maybe). Anyway, Asuka, didn't specify a product name this time.

Shinji: "Yes, and what was Ayanami's order?"

Rei: "Organic vegetable curry."

This is a pretty specific product.

GM: "Well, I wonder if there's such a curry in a convenience store...I can't help saying but it's not here. So let's see what you do find. There's a generic version. It's like bo curry."

Shinji: "Then I... um... um..."

GM: "Because I don't want to think about product names."

Asuka: "Oh, I have to give up on this kind of thing if it doesn't happen quickly."

Shinji: "Well then, this generic curry suits me fine."

GM: "I understand (laugh)."

Shinji: "Then, I go up to the cash register..."

GM: "Um. But when Shinji takes the products to the cash register... no one comes out."

Shinji: "(with a small voice) Uh... Excuse me..."

Asuka: "You're never bearish at a time like this (laughs)"

GM: "Well, even after a louder call, nobody comes out."

Shinji: "I'm a little nervous."

Asuka: "Don't be intimidated, Shinji. Just walk out and bring it home."

Shinji: "That's not how it works."

Asuka: "Oh come on. It's no big deal."

GM: "I don't recommend people steal. So... while Shinji is at the cashier stand, suddenly the register goes crazy and starts ringing up items."

Shinji: "What, what?"

GM: "Various information flows on the register's display. Sales of the convenience stores items such as milk and onigiri ring up one after another."

Shinji: "Is it a malfunction?"

Asuka: "What kind of failure is it?"

Shinji: "Excuse me! Hello! I'm sorry. Is there anyone here?"

GM: "No reaction. Well, make a mental check here."

Asuka: "Oh! The first roll!"

Shinji: "Uh, is this on the character sheet with the additional rules? Or is it in the "Angel approaches!" part?

GM: "The "Angel Approaches!" part. The character sheet with the additional rules is used only when fighting with the EVAs."

Shinji: "Got it, um (rolling).....5"

GM: "Hmm. Youu can hear a voice from somewhere."

Mysterious Voice A (GM): "Are these items that Earthlings use to sustain their lives?"

Mysterious Voice B (GM): "Their culture level doesn't seem very high."

Mysterious voice A: "So, what matters is still only NERV and the Evangelions."

GM: "It goes on, but it's something like that."

Asuka: "Wow, that's a lot of "monologuing" (laugh)."

GM: "It can't be helped. If you don't know this, you'll go into battle without knowing anything."

Most TTRPGs only tell the story from the "character's perspective". In other words, the player can only see what the character has seen or heard. Yet in the EVA TV series, viewers watching the show could listen in on Fuyutsuki's conversation with Gendou in the command room or see what happened with Seele or Kaji. This provided much more context. But "Shinji" and "Asuka" as characters could never have known these things.

In order to inform the players of the existence of an enemy who is doing evil in a place where such a character has no access, some "direction" is required. The easiest way to do this is as Asuka suggests through "monologuing" where for some reason, the enemy talks about his evil plans in the presence of the protagonist.

This is a method that is often used in historical plays... like when a ninja sneaks into the enemy's mansion, and overhears on the other side of a door some timely information. Etc.

This time, I didn't have time to properly finish the scenario, so I had to be a little more heavy handed than usual. Sorry.

Rei: "This is a secret development?"

Asuka: "But why do we have to come across two space Angels talking in a convenience store about human life?"

Shinji: "Asuka, you don't even know about it yet, so you can't say anything."

Rei: "Because it's a secret."

Asuka: "And they're talking in Japanese."

Rei: "Because it's a secret."

Asuka: "Moreover, they don't seem to have noticed Shinji's existence (laughs)."

Rei: "Because it's a secret."

GM: "Do you want them to notice him?"

Shinji: "Asuka, don't say anything else."

Asuka: "Alright, alright."

Shinji: "Anyway, I'm feeling a little scared, so I creep toward the exit slowly... and run away with a dash!"

Asuka: "Ah. Shinji, did you remember the curry?"

Shinji: "Oh, I brought it."

Asuka: "Good, great!"

Not great. It is still theft after all.

GM: "Well, let's pause on that part of the story for a moment. Now, back at the Katsuragi Residence with the remaining Team"

Asuka: "Yes. Well, I'm so hungry, I'll cook up the damn rice myself."

GM: "It'll be better if you wash the rice first."

Asuka: "Are you telling me I have to wash the rice? That's not natural."

GM: "That sounds like Asuka alright. Rei..."

Rei: "And you should use detergent."

Asuka: "Why do you use detergent to wash rice?"

Rei: "So it will be beautiful."

Asuka: "Rice doesn't have to be beautiful. You just have to eat it."

Rei: "Can't what you eat also be beautiful?"

Asuka: "I'm not sure."

Shinji: "You don't use detergent to wash rice. It could kill you."

Rei: "It's okay. Even if I die, there's another..."

Asuka: "Hey, you're not even here! And you'd better hurry back so the First doesn't have to cook."

Rei: "Are you talking to yourself?"

GM: "Um. Suddenly, the alarm rings in Misato's room."

Asuka: "The alarm clock?"

GM: "No, her computer. I haven't seen it in the series, but I guess someone in Misato's position would have one. It's a warning sound."

Rei: "It's Misato's PC... An alarm..."

Asuka: "That means it's being hacked."

GM: "Correct. Files are opening one after another on the screen of Misato's computer."

Asuka: "They must be trying to hack the MAGI!"

GM: "Hacking the MAGI wouldn't make sense, because they would be disconnected from Misato's personal computer."

Asuka: "I pull the plug on the phone line."

GM: "The hacking continues."

Rei: "They must be using a wireless connection."

Asuka: "Wireless hacking?"

Shinji: "It's possible to use radio waves for anything."

Rei: "Wireless connections are so unsuitable for confidentiality."

Asuka: "Stop talking and do something. Turn off the power!"

GM: "The machine does not respond to the power switch. Meanwhile, more information flows on the screen."

Asuka: "Oh, what do I do?"

Rei: "I'll do it."

Asuka: "Huh?"

Rei: "I'll smash the computer with a metal bat"

Shinji: "That's so destructive."

Asuka: "That's true, but where did you get the metal bat?"

Rei: "(Ignoring Asuka's words) Physical destruction is the best way to prevent hacking."

GM: "Um... okay... sure."

Rei: "It's okay. The data here is not critical. Anything important will be stored in the MAGI. I swing the bat down."

GM: "Well, let's say that it's a success as long as you don't roll snake eyes."

Rei: "(rolling).....8, success"

GM: "Then Rei's blow destroyed Misato's computer. Only the sound of the hard disk spinning echoes in the room."

Asuka: "GM, the information that was flowing, I wonder if there was anything important"

GM: "One moment. Roll for a mental check. It's difficult, so 20 or more."

Rei: "Could I use <cool judgment>?"

<Cool judgment> is Rei's skill. She can calmly deal with any situation. Rei would need to roll an 11 or more based on her mental strength (9), but with calm judgment (14) she will succeed with a 6 or more. With this, the difficulty level drops sharply, so I considered for a moment...

GM: "Let me see... Well, it's definitely the right way to use the skill. Let's do it."

Rei: "Thank you. (rolling).....23"

Asuka: "(rolling)21. Both of us succeed!"

GM: "That's excellent guys. From what you could see, you can tell none of NERV's classified material has been leaked. Rei is able to deduce that such important information wouldn't be on a terminal such as this. But there is quite a bit of confidential material in here."

Shinji: "Should it be secret?"

GM: "For the most part they seem to be about NERV and the EVAs and how they fought against the Angels. Certainly they should have been secret, but most of what occurred took place in plain sight for anyone in Tokyo 3 anyway."

Asuka: "Speaking of which, even the rest of the Idiot Trio managed to sneak out and see the Eva's sortie."

GM: "Well, strangely the information that was being hacked was not all such meaningful information. It's just ordinary stuff... Japanese dictionaries, medical files, entertainment files, etc. "

Asuka: "Oh my god. It's a pattern. The Space Angels are trying to understand the basics of human existence."

GM: "Space Angel isn't really what they are..."

Asuka: "Well, Asuka as a character doesn't know that."

GM: "...and Shinji returns from shopping"

Shinji: "Ta da! I'm home."

Asuka: "..."

Rei: "..."

Shinji: "What happened to you? You look scared."

Asuka: "A little. Should we tell Misato?"

Rei: "I think it's better to let her know."

Shinji: "Tell Misato what??"

Asuka: "I'm not sure I even know myself."

Rei: "Yes, there are lots of things that we don't understand at the character level."

GM: "Then, let's make it a little easier to understand. As the three of you talk, the TV suddenly turns on."

Asuka: "What, what?"

Shinji: "What do we see?"

GM: "The screen is filled with static. It resolves into the background of the inside of great ship that feels like a mecha. There is a life form with capsules stuck to its almost completely flat face."

Mysterious Creature: "Greetings, Earthlings..."

Asuka: "Wow, it's easy to understand!"

Mysterious Creature: "I am a Crab Alien from the Crab Nebula."

Asuka: "Ah... that's your name for you too?"

Mysterious Creature: "Would you prefer a Fox alien from the Crab Nebula?"

Asuka: "Crab Alien is fine"

Shinji: "Why do all aliens know about crabs and foxes?"

Rei: "Because they're popular."

Asuka: "Good to know."

Chapter 5: Challenge from Space

Crab Alien: "We came to Earth to replace the human race and become the rulers of this planet.

A long time ago, our mother star exploded... I won't bore you with all the backstory but you get the gist."

Shinji: "We understand (laughs)"

Asuka: "So their plan is to try to take over the Earth which has a similar environment because their star exploded?"

GM: "Correct"

Crab Alien: "This Earth will be our new home."

Asuka: "I don't think so! (laughs)"

Crab Alien: "Resistance is useless. We have a trump card that can defeat your Evangelions, the last hope of Earthlings."

Asuka: "Over my dead body!"

Shinji: "I don't think he can hear you, Asuka."

Rei: "It's useless to scream at the screen"

Asuka: "Damn!"

Crab Alien: "All hail, King Crab!"

GM: "The screen turns off after this declaration."

Asuka: "Finally, we get to kill a Space Angel!"

GM: "I would just to call it an Angel (laugh)"

Shinji: "But the name is King Crab..."

Rei: "I think it's better than Svesbemanju."

Both king crab and Svesbemanju are types of crabs. As an aside, the King Crab seems to be classified as a hermit crab rather than a crab. (Ed. Svesbemanju is a small, smooth shelled crab common near Japan).

GM: "Then, before the battle, let's see if there are any bonus cards.

Cards can be played to grant benefits before and during combat. Bonus cards are earned for behavior during play.

Asuka: "Eh?"

Shinji: What is the requirement for earning bonus cards?

GM: "It's different for each character. For Shinji, when there is a conflict of opinion, if he pushes through his will."

Shinji: "Did I push my will through...no"

GM: "Rei, communicating more than the other characters."

Rei: "I didn't do that."

GM: "I don't mind if you're told that (laughs). And when Asuka and another character have a conflict, is she able to calm herself."

Asuka: "I'm not like that!"

GM: "(Sigh) Well, it would be a bonus if the above actions could be performed while maintaining the flavor of the character. But there are no bonus cards because nobody achieved the criteria this time (laughs).

Shinji: "Then, we only have the five cards distributed at the beginning?"

GM: "(while spreading the MAP on the desk) Yes. Please replace the character sheet with the additional rules version. We will enter the combat part."

Asuka: "Yes, I'll use ♠. It's the only suit that can be used at the moment."

GM: "Yes. It's the card number + 2D"

Rei: "If so, I'll also use one too."

Shinji: "Hmm...I don't have ♠."

The ♠ card can help reveal the abilities of the Angels. This represents NERV and the United Nations armed forces doing their best to analyze the Angels. Please refer to the rules for how much data you can obtain. Of course, the higher the number, the more detailed the data that becomes available...

GM: "Um. All you know is that the giant creature has a "crab-like" shape, and it is likely that close combat is its strength."

Asuka: "Yeah, I could have guessed that from the beginning."

Shinji: "You can't say that. Perhaps it might have been a humanoid with a surprise."

Asuka: "It can be discerned just by the shape!"

Chapter 5: Challenge from Space

GM: "Well. Right now, the crab is here (pointing to the corner of MAP). And let's assume that everyone has already reached NERV headquarters (pointing to the headquarters). Well, it's time for Evangelion activation rolls."

Rei: "You should use ♥ here?"

GM: "You can't use it anywhere else."

Asuka: "Yes, I have two."

The ♥ card is used when the EVAs activate. Only for this part, it increases the pilot's sync rate with the EVA.

GM: "OK, then Asuka has a modifier. Anyone else?"

Shinji: "Oh, here's one!"

Rei: "I also have two"

GM: "Then in the order: Shinji, Rei then Asuka, roll to see if your EVAs activate."

Shinji: "(rolling).....10"

Rei: "(rolling).....12"

Asuka: "(rolling)... 11"

GM: "Good. All Units activate with Sync Level 2. Now choose your Eva's initial equipment."

The card used here is ◇. You can choose your favorite equipment with this. However, you can only equip one weapon at a time. A progressive knife is standard equipment and is automatically equipped.

Shinji: "I have three ◇... so, I choose a Positron Rifle!"

GM: "OK."

Rei: "I also have one. Sniper gun"

Asuka: "Damn. I don't have one!"

Rei: "Well then, use your Progressive Knife."

Asuka: "This sucks."

Chapter 5: Challenge from Space

Shinji: "Wait a minute... Well, except for the initial equipment, you can choose additional equipment with a second card, right?"

GM: "Uh huh."

Shinji: "Then, can I hand over this Positron Rifle to Asuka and spend a second ◇ for a Sonic Glaive...?"

GM: "You can."

Shinji: "So then I do it."

Asuka: "You are great, Shinji!"

GM: "Then, it's time to start playing clockwise. By the way, any remaining diamond has the effect of recovering 5 HP of Eva. When using it, please use it before your action."

Asuka: "OK."

GM: "Then it's the crab's turn... It moves closer 6 squares at once."

Asuka: "Crap! That means its action points are 6 or higher,"

Asuka is mistaken here because further data on the Angel was not collected. Bonus movement is a special ability of this Space Angel as a King Crab with so many legs.

This guy actually only has 4 Action Points.

GM: "Well, it's Shinji's turn."

Asuka: "Well, if we don't settle this early, we're screwed... Shinji, do some damage."

Shinji: "Okay. Moving adjacent to the crab with a movement bonus and attacking with my Sonic Glaive Double Power..."

Thus, the battle between the EVAs and the King Crab began.

Whether the monster is described as a space Angel or a crab alien, the King Crab is an enemy based on the Angel creation statistics to take on three EVAs at once. It is by no means a weak opponent.

A deadly battle unfolded.

In really fierce combat, usually one or two EVAs are incapacitated... but this time everyone was conservative and no one fell. Well, that is until...

Asuka: "Damn it! I can't be the reason why humanity loses!"

I feel that Asuka's lines say everything about what her character wants (laughs).

I've omitted the combat process here because it is a numerical exchange. But it was a hot battle. 25 minutes passed from the start of combat (play time).

At last, the giant King Crab made a last stand.

Shinji: "Progressive knife triple power! Damage 21!"

GM: "That was the killing blow. The crab leans... and leans... and falls down."

Shinji: "We won!"

Asuka: "It's a crab pot tonight!"

GM: "You want to eat this guy?"

Shinji: "He's not so big, I can handle it."

Asuka: "That's right. Now for a little work with my progressive knife..."

GM: "Wait! You can't just eat him now!"

Rei: "Right. More importantly where are the other Crab Aliens?"

GM: "Oh, yes. At the same time King Crab is defeated, the shining disk of the Crab Aliens flies off from the forest of Hakone. It sends a message to the EVAs."

Asuka: "What do they say?"

Crab Alien: "Honorable, Evangelions. Next time we will get revenge for King Crab!"

Asuka: "Next time bring shrimp! (laughs)"

Rei: "Sniper Gun triple power!"

Shinji: "Wait, what?"

GM: "The Sniper Gun is unavoidable with three times power. The crab alien's spaceship trying to escape from the earth is obliterated by Rei's shot. That's the end of them."

Asuka: "Hey, hey!"

Shinji: "I think it would have been better to just let them go."

Rei: "Absolutely not."

Shinji: "Why?"

Rei: "I don't like shrimp either."

GM: "Heartless (laughs)."

Asuka: "Your unbalanced diet has eliminated a race from the universe."

Shinji: "At the very least, I will offer a moment of silence."

GM: "That's appropriate. It's an unknown race, but it's definitely dead. And the game is over."

Rei: "Good riddance."

Shinji: "Goodbye, Crab Alien."

Asuka: "And welcome to tonight's crab pot!"

Asuka, you're terrible (laughs).



About "Challenge from Space"

This is a good scenario for the extra rules. It's a ridiculous story where the enemy is an alien (laughs). I came up with this scenario as I listened to the EVA drama CD, as the text said.

Although it was a drama with rather simple content, what was most important was that the script was written by Director Anno himself. In the drama, other material such as an EVA that transforms and Asuka who becomes the main character were included. But as expected, if you do too much, the game will be too big.

Since I needed to condense it, I only made the enemy an alien. Well, there is an argument that this is quite a large thing.

In addition, the names of the aliens appearing in the text were made up on the fly during play, just so that the players could have something to easily remember them by. This is why I called the alien "Crab Alien" and the name of the boss monster was "King Crab".

In reality, when Asuka or the others called them "Crab Aliens" the aliens might have had other names, we just never gave them to them.

I'll leave it to your imagination to come up with those other names. Even so, the "mysterious disappearance" that I put as a hint in the first half of the game was never fully resolved.

Rei noticed this fact after the end of the game... Well, the ending had already been decided so by defeating the final Boss (King Crab in this case), all of the story did not need to be further resolved. Some mysteries can remain unsolved.

By the way, at the beginning, the players asked, "Is this story based on the theatrical version?" I had considered doing that.

It will be September when this paperback comes out. The media ban surrounding it should be lifted by then and it might have been possible to use it as a setting. But then I went to the preview three days before the release ...

And I gave up that thought after seeing it (laughs). The scale is just too big for a TTRPG. At least, it may not be suitable for MAGIUS, which aims for simplicity and clarity. It might be suitable for solo-play, but even then...

Honestly, I don't think the End of Evangelion can be played as a game.

Chapter 6



Additional Rules

Chapter 6: Additional Rules and Sample Replay

These rules are a modification of the rules created for "Decisive Battle! Tokyo 3" to enhance combat for "Angel Approaches!"

Those who think that the "Angel Approaches!" combat rules are too light, use these rule to make combat more rewarding. In addition, these rules are based on the rules in "Decisive Battle! Tokyo 3", so it is recommended that the GM read those rules thoroughly.

Items needed to play.

To play with these rules, you will need the following additional items:

Map...

The battle between the Angels and EVAs takes place on a piece of paper called a map. It uses hexes to represent distance. The maps are printed in the back of this book, so please copy them and use the copies. Of course, you can also use the maps found in the book "Decisive Battle! Tokyo 3".

Units...

Cut out the pieces on page 337 and fold them into frames to represent the Units. Place them on the map. If you don't want to cut the book, you might want to copy these as well. If you don't like paper units, you can also use commercially available figures and monsters or any form of token to represent the EVAs and Angels.

Order of battle

The battle order moves clockwise beginning with the GM. Once the action of the Angel or NPC controlled by the GM is over, it becomes the player's action to the left, and when that player's action is over, the action moves to the next player to the left.

Once play returns to the GM, a new Turn begins. A Turn begins with the GM and ends with the last player to the GM's right. There are no exceptions to this.

One turn represents approximately 1 second.

Action points and one action

Moving and attacking is accomplished by expending "Action Points." Characters and their opponents each have a specified number of Action Points. A player's actions end when all their points have been expended.

Regardless of the number of points used, the number will return to the upper limit on the player's next turn. These points may be used or forfeited, but they cannot be carried into the next turn and a player's Action Points may never exceed their maximum.

Role of playing cards

This rule regards using playing cards to determine combat results. However, you can still use playing cards as a bonus in character play as usual.

Use your playing cards in the following situations.

♠ Card

After the Angel appears, a player may use a ♠ card during his or her turn to learn information about the Angel. The information learned is spelled out on the "Angel Data Chart." Roll 2D and add the value of the Card to the result. This is the same as detailed in the rules for "Angel Analysis" in "Decisive Battle! Tokyo 3".

For more information on Angel data, see "Viewing Angel Data" on the page.

Less than 5... Information is known only to data 1 (appearance).

6~9... You are able to analyze up to Angel data 2.

10~13... You are able to analyze up to Angel data 4.

14~18... You are able to analyze up to Angel data 6.

19~22... You are able to analyze up to Angel data 9.

Over 23... You are able to analyze all the Angel's data.

◇ Card

When you board the EVA, you can choose one of your favorite pieces of equipment by using one card.

If you run out of weapons during battle, if you have additional ◇ cards, you can discard one and retrieve a new weapon.

If you do not have a ◇ card, the EVA is only equipped with the basic "Progressive Knife" to begin.

Each EVA can only carry one item at a time (excluding a Progressive Knife). You cannot carry two items at the same time.

♣ Card

If you use this card during battle, you can recover 5 HP per card regardless of the value of the cards. You can use as many cards as you have in your hand.

♥ Card

You can get a positive modifier on your roll when your EVA is activated. The number of corrections received is the same regardless of the number of cards. Please see the "EVA Start-up Table" below.

Launch of Evangelion

During play, Evangelion is ready to launch and can be activated any time its pilot is present. When you sortie, please use the following EVA start-up table.

The start-up table is judged by ♥ card + 2 dice.

EVA Start-up Tables

Shinji (Unit 01) EVA Start-up Table

4 or less... Poor synchro. Synchro level is 0.

5~7...Modest synchro. Synchro Level is 1.

8~13...Normal synchro. Synchro Level is 2.

14~16... Feeling uplifted or agitated. Synchro level is 3.

17 or more...Excited and dangerous. Synchro Level is 4.

Rei (Unit 00) EVA Start-up Table

5 or less... Poor synchro. Synchro level is 0.

6... Modest synchro. Synchro Level is 1.

7~14... Normal synchro. Synchro Level is 2.

15~17... Feeling uplifted. Synchro Level is 3.

19 or more... There is an abnormality deep in her psychology. Synchro Level is 4.

Asuka (Unit 02) EVA Start-up Table

5 or less... Poor synchro. Synchro level is 0.

6~8... Modest synchro. Synchro Level is 1.

9~11... Normal synchro. Synchro Level is 2.

12~15...Excellent condition. Synchro Level is 3.

16 or more...Excited and dangerous. Synchro Level is 4.

Synchro. Level

The "Synchro Level" shows how closely the Pilot (player character) and Evangelion are in tune.

There are 6 Synchro Levels from 0 to 5, and the pilot's state changes at each level.

Synchro Level is determined at the beginning of the combat part, but can change during combat.

Level 0: Action points: 0. The EVA does not react.

Level 1: Action point: 1. The operation is slow. The synchronization rate is low or the pilot is not accustomed to the EVA.

Level 2: Action points: 2. Normal operating condition.

Level 3: Action points: 3. High operating condition. Ideal synchronization.

Level 4: Action points: 4. There is a risk the EVA will run berserk. This can happen when the pilot is agitated or has mental anxiety.

Level 5: Action points: 10. Berserk state. The EVA goes out of control.

This is a dangerous state where the pilot's mental pollution is a concern.

Effect of increased action power (Double Power)

One action usually consumes one action point. However, some actions can be enhanced by spending two or more points on that one action.

For example, an EVA's punch attack usually deals damage of 1D, but by using additional action points for this punch attack, you can increase the effect of 1 die up to 3 x damage by consuming 3 times as many action points. This is called "Double Power" or "Triple Power" depending on the number of action points utilized.

EVA Data

Please use the following "Decisive Battle! Tokyo 3" character sheets during battle.

The numerical value of the ability value is different from the character sheet of "Angel Approaches!"

Skill also reflects how well a pilot can bring out the performance of the software installed on the EVA.

EVA (pilot) Actions

Next, I will give you a list of character actions that can be taken. As a general rule it takes 1 point for each action.

1. Sortie (automatic success)

This is an action to launch the EVA from NERV headquarters. You can enter the map on any hex marked with an "E". If you take this action, your turn automatically ends no matter how many action points you have remaining.

There is no "double power" for this action.

2. Move one hex on the map (automatic success)

This is an action to move one hex on the map. EVA, which has a human form, can move in any direction without worrying about turning.

There is no double power for this action.

3. Prepare weapon or Item (automatic success)

This readies your weapons or items for use. This also applies to picking up objects or receiving an item from an armory building.

There is no double power for this action.

4. Attack an opponent (close combat skill/target value: enemy avoidance)

Attack your opponent with a knife, punch or kick other than a gun or ranged weapon.

This action may be doubled or tripled depending on the points utilized on it. In other words, double power will double damage, and triple power will triple the damage.

This action can only be performed when the enemy is in an adjacent hex.

5. Shoot a gun (firearm skill/target value: enemy avoidance)

Shoot the opponent with a prepared gun or ranged weapon.

This action may be doubled or tripled depending on the points utilized on it. In other words, double power will double the hit chance, and triple power will triple the hit chance. There is no change in damage.

This action can only be done when the enemy is within range of the gun.

6. Use items (depending on the item)

Use the prepared item.

The effect of double power depends on the item.

This includes actions such as throwing an item or passing an item to a friend. In this case, it will be automatically successful. You can throw an item up to 4 hexes.

7. Secure Item or Weapon (automatic success)

This actions refers to actions like putting a prepared gun into a holster or returning a knife to a shoulder pod.

There is no double power for this action.

8. Hold down the Angel (hold down / target value: Angel's avoidance)

This is an action to restrain the Angel. A restrained Angel cannot move.

You can still attack the Angel while suppressing it if you have enough action points, but the Angel can still block damage and attack you.

Therefore, whichever AVA restrains the Angel is at risk of heavy fire.

This action can only be performed when enemies are in adjacent hexes.

Also, there is no double power.

9. Expand AT Field

The EVA can expand its AT Field to erode and neutralize the Angel's AT Field. When you take this action, it is easier to damage the Angel.

If you want to neutralize the Angel's AT field, you must be in the square next to the Angel.

Once released, the AT field will not be redeployed unless you leave EVA.

10. Repair (only when synchro level is 4 or higher/automatic success)

Restores 5 HP to the EVA.

If this behavior is doubled, the number of times it recovers is multiplied.

In other words, double power will restore 10 points, and triple power will restore 15.

● Free Movement Points

Each EVA can move 2 squares regardless of its action points. In other words, even if an EVA's action points are 0, it can still move 2 spaces. Thus if it has 2 Action Points, it may move 4 squares in one turn.

● End of the Battle Part

The battle part ends when either of the following situations occur.

1. The Angel is defeated (Victory)

Once you defeat the Angel successfully, return to the normal "Angel Approaches!" rules.

2. All the EVAs are destroyed (Defeat)

If all of the EVAs which were dispatched have been defeated, return to the normal "Angel approaches!" rules. Whether or not the game is over depends on the scenario at that time.

3. NERV headquarters has been destroyed (complete defeat)

If NERV headquarters is destroyed, the human race will be completely defeated and the game will end.

● About battle method

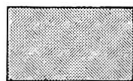
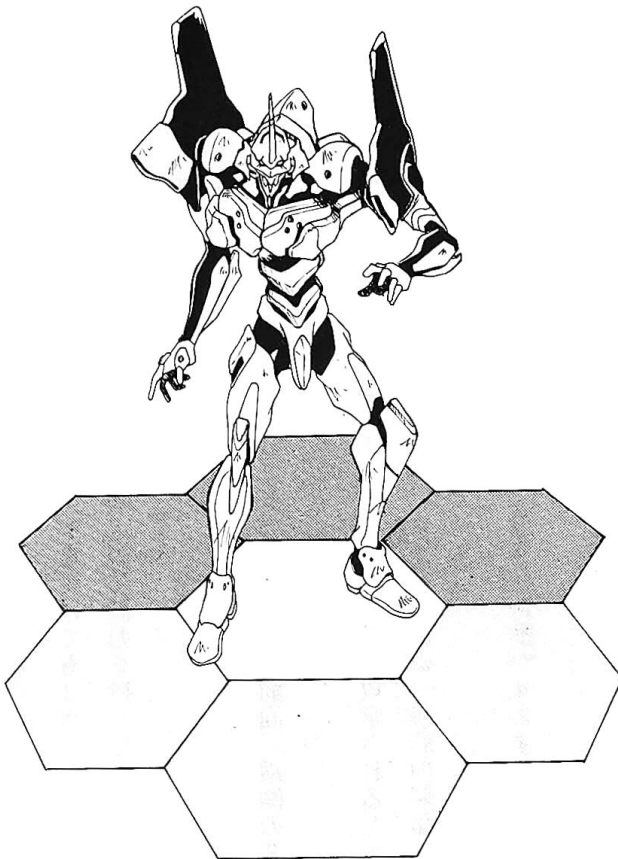
All Eva skills are combat related. They are "Accuracy", "Evasion" and "Damage", and have the following meanings.

Accuracy: This skill reflects your ability to hit an opponent with an attack. To hit the enemy in combat take the sum of the rolled dice plus your Accuracy skill, minus the opponent's Evasion ability. If you win, your attack hits and reduces the opponent's HP by the amount of damage of the weapon.

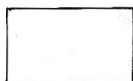
Evasion: This skill reflects your ability to evade an opponent's attack. If you win, you avoid the attack.

Damage: This reflects the damage done to an opponent when an attack hits. Damage varies depending on the weapon, so please see the data of the weapon used. When nothing is equipped (punch, kick, etc.), the damage is one die (1D).

About Front and Back



= **Back**



= **Front**

Defense: This reflects an ability that can reduce the damage received from an opponent when an attack hits. For example, if you have a Defense of 3, you can offset up to 3 damage. In this case, if you receive 5 damage, your HP will only be reduced by 2 points. Regardless of skill, the EVAs and Angels have fixed Defense ratings.

● Front and back defense

As shown in the diagram on the previous page, the three hexes in front of the EVAs and the Angels are called the front, and the other three hexes on the opposite side are called the back.

There are no penalties when you are attacked from the front, But when and EVA or an Angel is attacked from the back, it incurs a penalty. Also, Angels generally seem to be more fragile in the back than in the front. The EVA can be freely moved 360 degrees during its pilot's action, but once that players action is over, it cannot be reoriented until the next turn. Likewise once an Angel's turn is over, it remains fixed in its current direction until its next turn.

● Skills

Knife (technique)

Progressive Knife or Sonic Weapons. Skills for manipulating weapons such as Glaives and Aces that you can hold and swing around. The numerical value combines the technique and skill level to determine the Accuracy, while the damage depends on the weapon.

Attacks with bare hands (such as punches and kicks) are also controlled by this skill.

Firearm (technique)

Pallets Guns and other ranged weapons, such as Sniper Guns and Positron Rifles. The numerical value combines the technique and skill level to determine the Accuracy, while the damage depends on the weapon.

Evasion (technique)

Skills to avoid attacks. Evasion is a value that combines the level of technique and skill.

Hold Down (body)

Skill to hold down the Angels by force. A numerical value that combines the level of the body and skill to determine Accuracy. If successful, it can suppress the Angel.

● **Eva Equipment**

Eva equipment list. Each piece of equipment is described using the following data.

"How to read equipment data"

Name

Type: Indicates what skill is required to use this equipment.

Accuracy: When using this equipment, the hit power changes by this number.

Range: The range of the weapon. Weapons with a classification of "knife" are always 1 (cannot be used unless in a hex adjacent to the enemy).

Damage: Damage when using the weapon. 1D means one die, 2D means two dies. 2D+3 means that the value obtained by adding 3 to 2 dice is the damage.

Uses: The number of times the equipment can be used. There is no limit to the number of times that a weapon that is classified as "knife" can be used.

Description: Weapon descriptions and other supplements.

Progressive Knife

Type: Knife

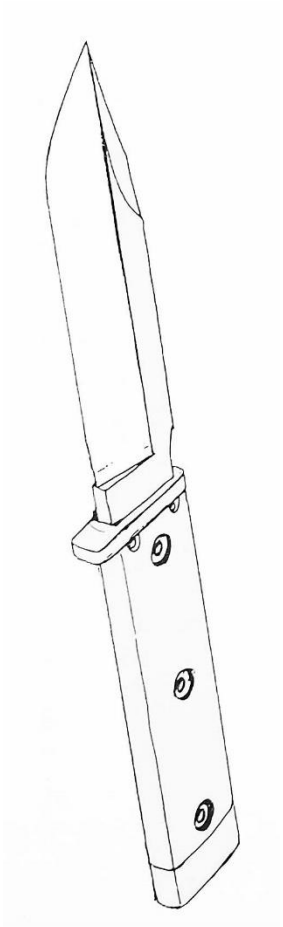
Accuracy: ± 0

Range: 1

Damage: 1D+2

Uses: No limit

Description: A standard combat weapon for every EVA that cuts substances using high-vibration particle blades at the molecular level.





Sonic Glaive

Type: Knife

Hit Correction: 6

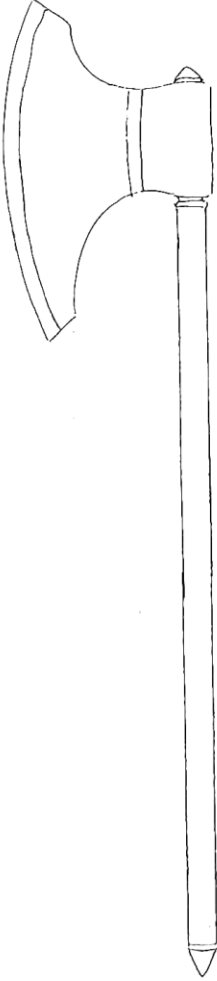
Range: 1

Damage: 1D+4

Uses: No limit

Description: A progressive knife that has been modified into a Glaive (a spear-shaped weapon) with slightly increased power. It's a long thing, but it does not have the reach of firearms, so it's range is still only 1.

Smash Hawk



Type: Knife

Accuracy: -2

Range: 1

Damage :1D+3

Uses: No limit

Description: A progressive knife that has been modified into an ax with slightly increased power. It takes more time to prepare than Glaive, but the advantage is that it is easier to handle.

Palette Gun

Type: Firearm

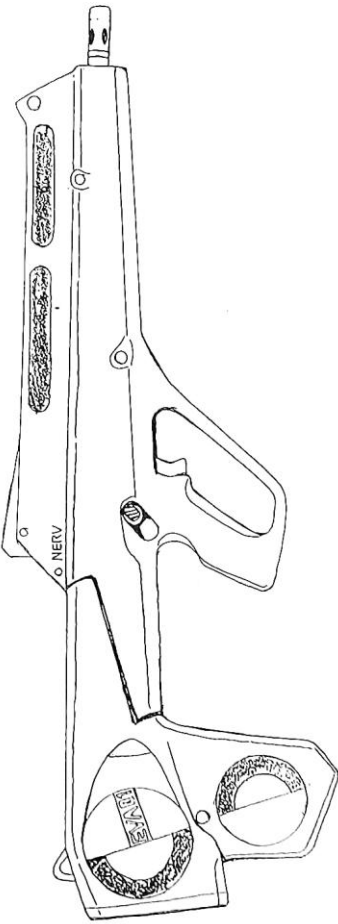
Accuracy: -6

Range: 5

Damage: 2D

Number of uses: 8

Description: This gun shoots depleted uranium ammunition using an electromagnetic rail. Its power is not that great, but it is the most used weapon and does not require much preparation. It spits out twenty to thirty bullets per burst.



Positron Rifle

Type: Firearm

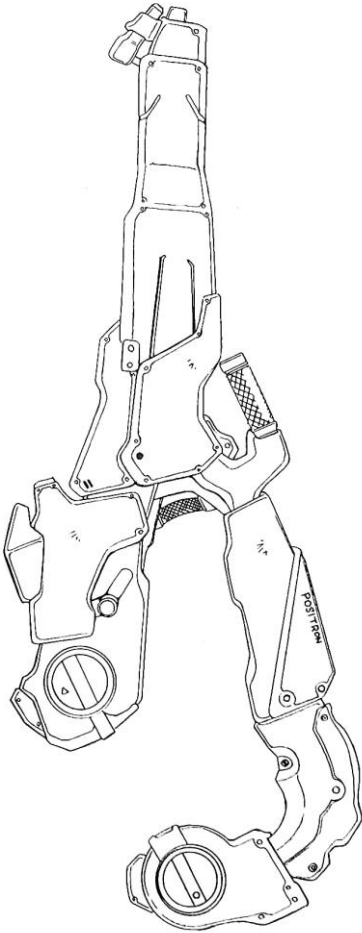
Accuracy: -8

Range: 6

Damage :2D+4

Number of times used: 4

Description: This is a portable positron cannon. Although it is powerful, it takes time to prepare because of its complicated nature. Also, because the barrel is heavy, it is not often used.



Large Positron Rifle

Type: Firearm

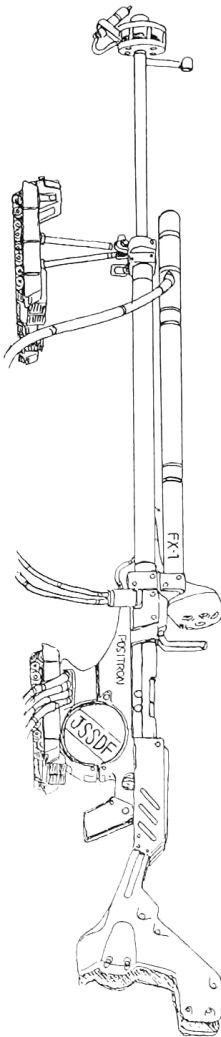
Accuracy: -16

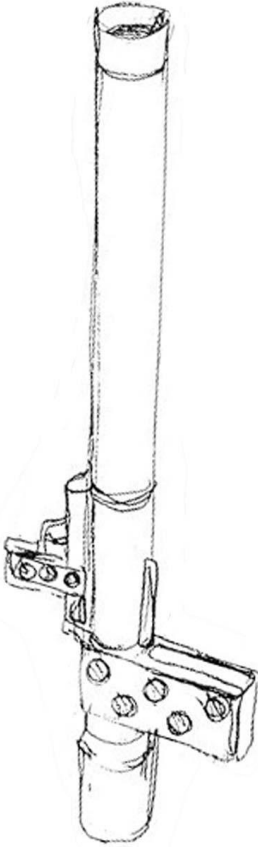
Range: 16

Damage: 3D+24

Number of uses: special (see description)

Description: A special large weapon created by NERV using a modified Strategic Self-Defense Force self-propelled positron cannon. Use of this weapon must be approved by the GM. There is no limit to the number of times it can be used, but you can only shoot once every 3 turns, and an Eva equipped with this can neither move nor evade.





Rocket Launcher

Type: Firearm

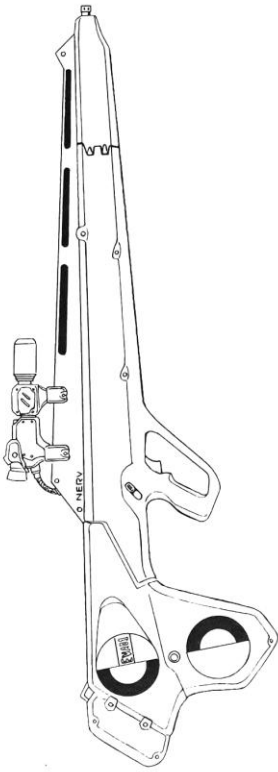
Accuracy: -10

Range: 4

Damage: 3D+8

Number of times used: 4

Description: A large rocket launcher made for the Evangelions. It is among the arsenal available to the EVAs, but has not been used as the Pallet Guns or Positron Rifles.



Sniper Gun

Type: Firearm

Accuracy: ± 0

Range: 4

Damage: 2D

Number of uses: 6

Description: By incorporating high-speed targeting software, the Sniper Gun aims precisely and quickly.

It can be used like a Pallet Gun.

Shield

Type: None

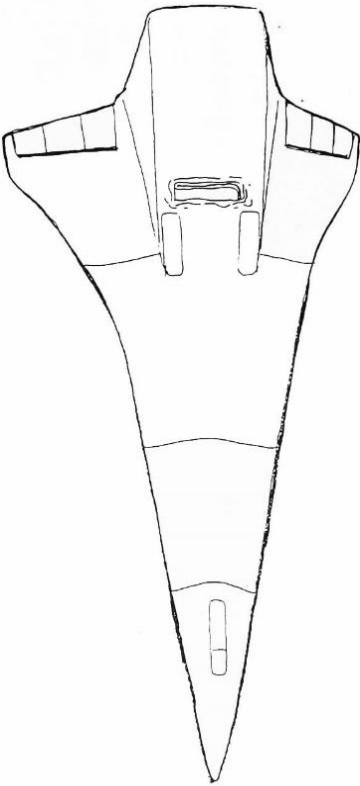
Accuracy: None

Range: None

Damage: None

Number of uses: (special)

Description: This is a shield that has been modified from the bottom heat shield of an SSTO. When equipped with this shield, it will take on all frontal attacks. The shield has a defensive power of 3 and HP of 20. When HP reaches 0, the shield will break and further damage will impact EVA.



● State Change

A Pilot's synchro level may change due to the following situations. If you fall into the next state, roll on the "State Change Table". The "State Change Table" varies depending on each character.

Conditions for Shinji to use the state change table...

Unit 01 suffers damage for the first time

Remaining HP becomes 5 or less (roll +2)

Another Eva has been defeated (roll +6)

Shinji's state change table (roll two dice, and add modifiers)

2... Losing spirit. Synchro Level drops by -2.

3~4... Synchro level drops by -1.

5~6...No change.

7~9... Concentration is improved. Synchro Level increases +1.

10~12... Almost selfless. Synchro Level increases +2.

13 and above...Excited state. Synchro level increases +3.

Conditions for Rei to use the state change table...

The remaining HP of Unit 00 becomes 5 or less

Asuka was defeated (roll +2)

Shinji was defeated (roll +6)

Rei's state change table (roll two dice, and add modifiers)

3 or less... Faint. Rei is incapable of action and her EVA must be recovered.

4~5... Injured and painful. Synchro level drops by -1.

6~9...No change.

10~14... Concentration is improved. Synchro Level increases +1.

15 or more... Rei can't control herself. Synchro Level increases +3.

Conditions for Asuka to use the status change table...

Unit 02 was damaged for the first time

Remaining HP drops below 5 (roll +2)

Rei was defeated (roll +2)

Shinji was defeated (roll +4)

Asuka's state change table (roll two dice, and add modifiers)

2... Losing spirit. Synchro level drops by -2.

3~4... Synchro Level drops by -1.

5~6...No change.

7~12... Concentration is improved. Synchro Level increases +1.

13~15... Almost selfless. Synchro Level increases +2.

16... Something bursts. Synchro Level increases +3.

● Berserk

When and EVA runs out of control, the EVA tries to destroy everything around it.

First, if there is an Angel, it will attack the Angel, and once the Angel is destroyed, it will attack the nearest EVA. If there is no Angel or EVA, it will attack NERV headquarters.

A Berserk EVA attacks with its bare hands without using a weapon. But if it is adjacent to an opponent, it will make a double power attack using as many action points as it has. Also, if it takes damage, it will try to self-repair.

However, once the EVA goes berserk, the power cord is disconnected by NERV, so the runaway EVA will only be active for one minute (6 turns). The GM controls the EVA while it is berserk.

● Critical success and Critical failure

When performing an action roll, depending on the numerical value, there are situations in which you will never succeed no matter how high

you roll, or situations where you can't fail no matter how poorly you roll. If you roll doubles sixes, it will be a "Critical success", and if you roll doubles ones, it will be a "Critical failure".

Critical success means that the action roll always succeeds no matter how high the target value is, and critical failure means that the action roll always fails even if the target value is lower.

Critical success and critical failure are applied when the ability check roll for 2D are both 6 or both 1 and the for 3D when the two of the three dice are 6 or 1.

If you make a critical success when determining accuracy in battle, you can ignore the defense of your opponent and immediately deal damage. Also, if you make a critical failure during Evasion in combat, the EVAs umbilical cable will be disconnected, and you will only be able to operate for up to 5 minutes (even if all energy sources are fully mobilized). If you have already severed the umbilical, your defenses will be ignored and the opponent immediately hits you.

Injured Pilot

When an EVA's HP reaches 0, the extra damage is applied to the EVA Pilot.

For example, if an Eva has only 3 HP left and receives 7 damage (after deducting the defense), the remaining 4 damage will go to the Pilot. If the EVA Pilot's HP becomes 0, he or she loses consciousness and is seriously injured. The GM should judge how bad the injuries are.

How to read the Angel data

Here, we will introduce the Angels who appeared in Evangelion and their data, as well as explain how to create original Angels.

The explanation of an Angel is based on the following data.

Data 1: Morphology. This data describes what the Angel looks like. They are distinguished by their rough appearance, such as humanoid, spherical or animal shape.

Data 2: Method of attacking enemies at close range.

Data 3: Accuracy and Damage of Data 2.

Data 4: Angel's Evasion ability.

Data 5: Front defense/back defense/AT Field defense strength when the AT field is up.

Data 6: Angel's action points (action point value).

Data 7: Special abilities such as attacks against enemies at range and special defense methods.

Data 8: A description of data 7.

Data 9: Angel's routine. How the Angel behaves related to Data 1~5.

Data 10: Weak points of the Angel.

Data 11: Angel's Evasion in NERV mode.

Data 12: HP of the Angel.

About the Angel's Routine

Angels often act according to a routine. The routine has a maximum of 5 priorities listed from 1 to 5, where 1 is the highest priority.

The Angel first wants to pursue action 1, and when it is impossible, action 2, if it is also impossible, then action 3 and so on.

N2 Bomb Attacks

When attacked by an N2 bomb in the game, the Angel always suffers 20 damage to HP. This damage is recovered by 11 every 4 hours, and when the HP reaches the upper limit, the Angel starts activity again.

When an N2 attack occurs, the Angel grows according to the "Angel Growth Table." It is not necessary to let the player know the result of the "Angel Growth Table". Only when the players roll successfully on the "Angel Analysis Table" due to attacks by the United Nations forces, can they learn this new data.

Angel Growth Table (roll two dice)

2.....The Angel's action points (data 6) increase +3.

3~4...All defense power (data 5) is increased. Defensive power increases +2.

5~6...Ability to attack at short range (data 3). Accuracy +3 and damage +2.

7...no change.

8~9...Ability to attack at long distance (data 8). Range distance +2, damage +3.

10~11... All attack methods deal damage. Damage +3.

12.....The Angel's action points (data 6) are doubled.

About the action (movement) of the Angel

The Angel, like Eva, moves by consuming action points. However, the Angel does not have the privilege of moving two squares in addition to its action points. It can only move and take other actions within the range of its action points.

Attack on the Core

The Angel has a spherical organ called a "core." This is a common organ for all Angels, and destroying it will render the Angels incapacitated.

An Angel with a core exposed outside its body has a significant weak point, and there is a possibility that it can be defeated relatively easily by destroying this part.

If you aim at the core and attack, it is at Accuracy -6. However, all damage is doubled when the core is hit.

Angel Encyclopedia

Third Angel • Sachiel

Data 1: Morphology • Humanoid

Data 2: Close combat • Claws

Data 3: Close combat ability • Accuracy: 10 Damage: 2D

Data 4: Evasion • 10

Data 5: AT field • 15, front defense • 5, back defense • 3

Data 6: Action point value • 3

Data 7: Special attack • Cross Energy Ray

Data 8: Special Attack Description • Accuracy: 10 Damage: 2D+3 Range: 3

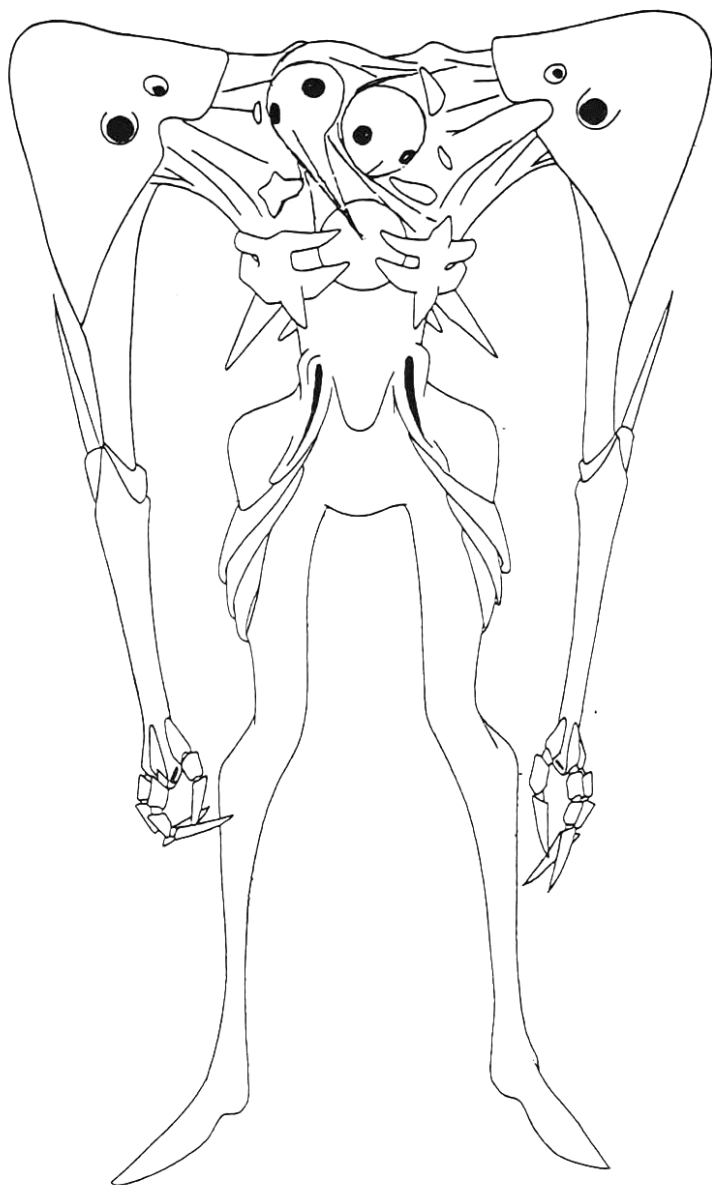
Data 9:

1. Shoot a cross energy ray at the nearest EVA
2. Approach Eva with the highest HP
3. Attack in close quarters if it is adjacent to EVA

Data 10: Weakness • Exposed front core

Data 11: Evasion • 2

Data 12: HP • 25



Fourth Angel • Shamshel

Data 1: Morphology • Fish / humanoid

Data 2: Close combat • Energy Whip

Data 3: Close combat ability • Accuracy: 12 Damage: 2D+3

Data 4: Evasion • 8

Data 5: AT Field • 15, Front Defense • 6, Rear Defense • 4

Data 6: Action point value. 2

Data 7: Special ability • None

Data 8: Special ability description • None

Data 9:

1. Approach Eva, which has the highest HP

2. Attack the adjacent Eva with an Energy Whip

Data 10: Weakness • Exposed front core

Data 11: Evasion • 2

Data 12: HP • 40



Fifth Angel • Ramiel

Data 1: Morphology • Regular Octahedron

Data 2: Close combat • Shield Drill

Data 3: Close combat ability • Accuracy: 1 Damage: Always 15

Data 4: Evasion • 1

Data 5: AT field • 20, front defense • 7, back defense • 7

Data 6: Action point value • 1

Data 7: Special ability • High power energy gun

Data 8: Special Attack Description • Accuracy: 13 Damage: 2D+14

Range: 10

Data 9:

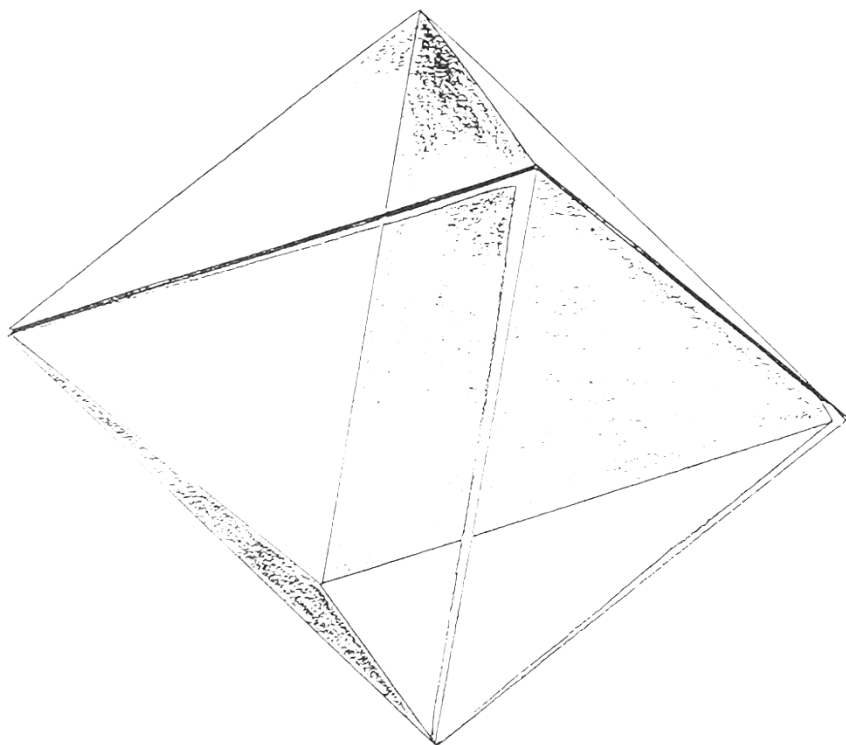
1. Shoot a high-power energy gun at the nearest Eva

2. Approach the NERV headquarters

Data 10: Weaknesses • None

Data 11: Evasion • 1

Data 12: HP • 10



7th Angel • Israfel

Data 1: Form • Humanoid

Data 2: Close combat • Manual battle

Data 3: Close combat ability • Accuracy: 10 damage: 2D+3

Data 4: Evasion • 9

Data 5: AT Field • 18, Front Defense • 5, Back Defense • 3

Data 6: Action point value • 3

Data 7: Special ability • Separation • Cannot be killed normally by damage

Data 8: Special ability description: When initially damaged, it will separate into two bodies, and if both are damaged in this second state, they will recombine, restoring their HP

Data 9:

1. Use special ability when damaged (1 action point consumed)
2. Do not leave the side of the alter ego during separation
3. Close combat with any adjacent EVA

Data 10: Weakness. During separation, if both front cores are damaged in the same turn, the Angel's activity will cease immediately and it will be destroyed.

Data 11: Evasion • 1

Data 12: HP • 1



9th Angel • Matriel

Data 1: Form • Spider type

Data 2: Close combat • Acid Solution

Data 3: Close combat ability • Accuracy: 1 Damage: 2D

Data 4: Evasion • 6

Data 5: AT field • 15, front defense • 2, back defense • 2

Data 6: Action point value • 2

Data 7: Special attack • Spray Acid Solution

Data 8: Special Attack Description • Accuracy: 12 Damage: 2D Range: 3

Data 9:

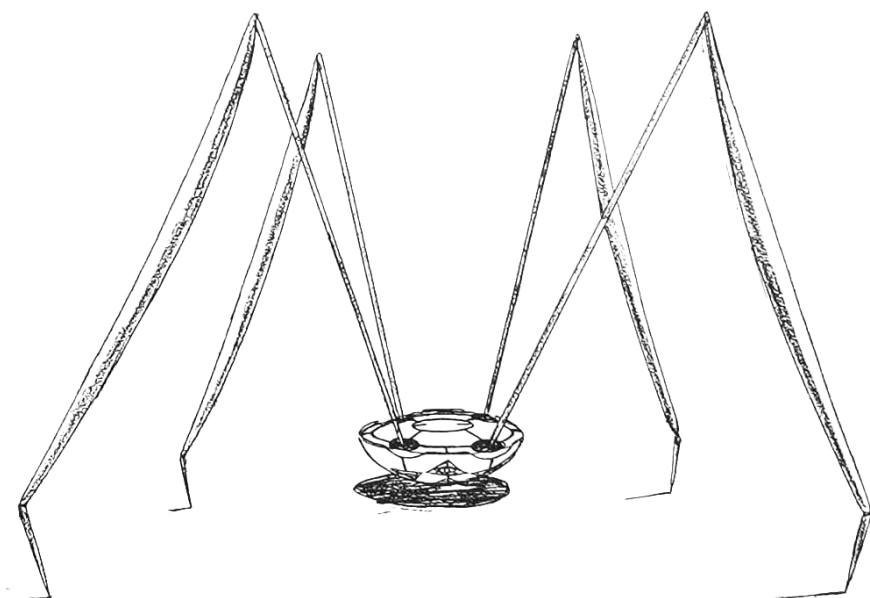
1. Spray the acid solution at the nearest EVA

2. If there is no EVA within range, approach the nearest EVA

Data 10: Weaknesses • None

Data 11: Evasion • 3

Data 12: HP • 20



Tenth Angel • Sahaquiel

Data 1: Form • Variant

Data 2: Close combat • None

Data 3: Close combat capability • None

Data 4: Evasion • 1

Data 5: AT Field 15, front defense • 5, back defense • 5

Data 6: Action point value • 1

Data 7: Special ability • Fall from Space

Data 8: Special ability explanation • The Angel's mode of attack is to drop from space using its AT field. On the 4th turn, it will fall to a point on the map designated by the GM at the beginning of combat. The EVA's must move to that hex within those four turns to intercept it with their own AT Fields. If they can't stop it, the game is over.

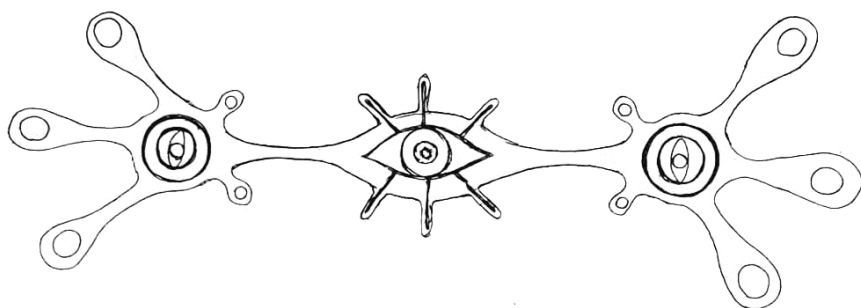
Data 9:

1. The Angel falls to the point set by GM. After the player's have placed their EVAs the GM marks that spot. The players have 4 turns to get to that spot and deploy their AT Fields.

Data 10: Weakness • There must be an EVA that can deploy its AT field at the drop point.

Data 11: Evasion • 1

Data 12: HP • 15



- **Numberless Angels**

Original Angels

The number of Angels that appear in the Evangelion series is fixed, and normally no other Angels will appear. However, if only the Angels who appeared in Evangelion are used, those who are familiar with the show will be able to figure out which Angel they are facing by its appearance and actions, and the enjoyment of the game will be narrowed.

Therefore, in "MAGIUS. Evangelion", the GM can decide to create original Angels to appear in the game.

These original Angels are called "Numberless Angels" because they are beings whose numbers are without end. There are no restrictions on the "Numberless Angels", so please create as many new Angels as you would like.

Numberless Angel • Advaquiel

Data 1: Form • Water spore

Data 2: Close combat • Energy Bullet attack

Data 3: Close combat ability • Accuracy: 11 Damage: 2D

Data 4: Evasion • 5

Data 5: AT field • 15, front defense • 2, back defense • 2

Data 6: Action point value • 4

Data 7: Special attack • High-voltage energy bullet

Data 8: Special Attack Description • Accuracy: 12 Damage: 2D Range: 8

Data 9:

1. Fire a high-voltage energy bullet at the nearest Eva
2. One high-voltage energy bullet is shot at the next closest Eva
3. Fire a high-voltage energy bullet at the furthest Eva
4. If an EVA is next to it, a manual attack
5. Head to NERV Headquarters if nothing is within range

Data 10: Weakness • nothing special

Data 11: Evasion • 1

Data 12: HP • 45



Numberless Angel • Zephon

Data 1: Form • Humanoid

Data 2: Close combat •

Data 3: Close combat ability • Accuracy: 12 • Damage: 1D

Data 4: Avoidance • 12

Data 5: AT field • 14, front defense • 4, back defense • 1

Data 6: Action point value • 4

Data 7: Special ability • Proton energy gun

Data 8: Special ability description • Accuracy: 10 Damage: 2D+2 Range: 5

Data 9:

1. If you are adjacent to EVA, move 2 squares away
2. Proton energy gun if Eva is within range (up to 2 shots in one Eva)
3. Heading to NERV headquarters

Data 10: Weakness • Front light bulb

Data 11: Evasion • 2

Data 12: HP • 20



Numberless Angel • Atarib

Data 1: Morphology • Dinosaur type

Data 2: Close combat • Claw attack

Data 3: Close combat ability • Accuracy: 8 Damage: 2D+8

Data 4: Avoidance • 3

Data 5: AT Field • 17, Front defense • 6, Back defense • 3

Data 6: Action point value • 2

Data 7: Special ability • Cold air field

Data 8: Special Attack Description • EVAs within 3 squares automatically take 1D+3 damage per turn

Data 9:

1. Approach NERV headquarters

2. Attack EVA when adjacent

Data 10: Weaknesses • Exposed front core

Data 11: Evasion • 1

Data 12: HP • 55



Numberless Angel • Azrael

Data 1: Form • Virus shaped

Data 2: Close combat • None

Data 3: Close combat capability • None

Data 4: Evasion • 7

Data 5: AT Field • 20, Front defense • 7, Back defense • 3

Data 6: Action point value • 3

Data 7: Special ability • Gravity attack

Data 8: Special ability description • Accuracy: 12 Damage: 2D + Special, Range: 5 Gravity damage causes 2D damage and the target's Action Points are reduced to 1 on its next turn.

Data 9:

1. Gravity attack on EVA with highest HP

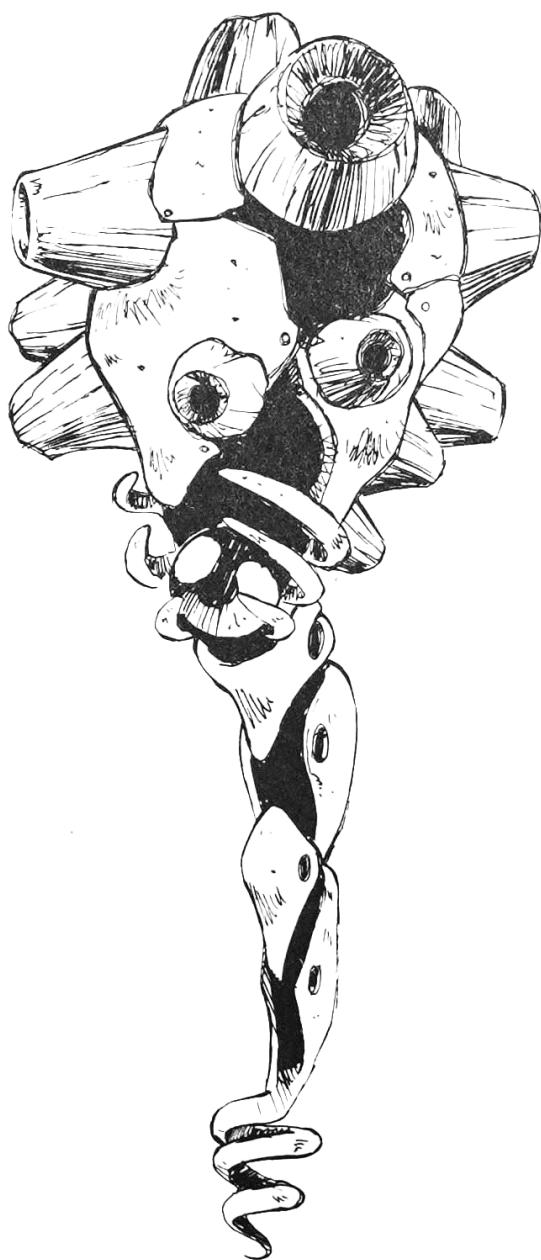
2. Approach EVA with the highest HP

3. Gravity attack on adjacent EVA

Data 10: Weakness • Exposed front core

Data 11: Evasion • 2

Data 12: HP • 35



About Terrain on the maps

This game does not provide rules for underwater or airborne equipment such as E type underwater gear or G type airborne gear. Therefore, you cannot enter the cliff area ■ of the map or the water area □ of the map. The Angel cannot enter the cliff area ■ of the map, but has the ability to enter the water area □ on its initial approach.

ANGEL			
	EVA-00	EVA-01	EVA-02
ANGEL			
	EVA-00	EVA-01	EVA-02
Overlap	Overlap	Overlap	Overlap

Shinji Character Sheet Back

Startup Table

4 or less... Worst condition. Synchro level is 0.
5~7...The condition is not good. Synchro level is 1.
8~13...Normal condition. Synchro level is 2.
14~16... Feeling uplifted or agitated. Synchro level is 3.
17 or more...Excited and dangerous. Synchro level is 4.

State change

Conditions for rolling on the status change table

His EVA receives its first damage

Remaining HP drops below 5 (+2 to roll)

Another Eva was killed (+6 to roll)

State change table

2.....Loss of will. Synchro level is -2.
3~4... Synchro level is -1.
5~6...No change.
7~9... Concentration is improved. Synchro level +1.
10~12... Almost selfless. Synchro level +2.
13 and above...Excited state. Synchro level +3.

EVA action table

- Sortie (automatic success)

Sortie from any hex with an E mark. If you take this action, your turn will end.

- Move one hex on the map (automatic success)

Move one hex on the map.

- Prepare weapon or item (automatic success)

Make weapons and items you carry ready to use.

- Attack the opponent (handheld weapon skill / target value: enemy avoidance)

Attack your opponent with hand-held weapon skills. Double power to double the damage.

- Shoot a gun or ranged weapon (ranged weapon skill /target value: enemy avoidance)

Attack the opponent with firearm skills. If you double it, hit power becomes +4.

- Use items (success depends on the item)

Use the prepared item.

- Secure item or weapon (automatic attack)

Put the prepared gun in a holster or put a knife in its pod.

- Hold the Angel (skill / Angel's evasive power)

Action to grapple and hold down the target. The Angel can no longer move, but can still attack.

- Expand AT field (automatic success)

Expand the AT field to erode and neutralize the Angel's AT field.

- Repair (only when Synchro level is 4 or higher/automatic success)

Restores 5 points of Eva's HP.



Neon Genesis Evangelion RPG

EVA Character Sheet

Player Name

Character Name
Shinji Ikari (Unit 01)

Abilities

B: Body	9
M: Mental	7
T: Technique	8

HP 24



Skills (Specialty)

Skill	Level	Ability	Total
Melee	1	Technique 8	9
Firearm	2	Technique 8	10
Evasion	1	Technique 8	9
Hold down	2	Body 9	11

Current Synchro Level Action Point

	0	-
	1	1
	2	2
	3	3
	4	4
	5	10

Mental State: 3

Score:

Rei Character Sheet Back

Startup table

5 or less... Worst condition. Synchro level is 0.

6...The condition is not good. Synchro level is 1.

7~14...Normal condition. Synchro level is 2.

15~17... Feeling uplifted. Synchro level 3.

19 or more... There is an abnormality deep in her psychology. Synchro level 4.

State change

Conditions to roll on the state change table...

Remaining HP becomes 5 or less

Asuka is defeated (+2 to roll)

Shinji was defeated (+6 to roll)

State change table

3 or less... faint. She becomes incapacitated and must be recovered.

4~5... Injured and painful. Synchro level is -1.

6~9...No change.

10~14... Concentration is improved. Synchro level +1.

15 or more... I can't hold back. Synchro level +3.

EVA action table

● Sortie (automatic success)

Sortie from any hex with an E mark. If you take this action, your turn will end.

● Move one hex on the map (automatic success)

Move one hex on the map.

● Prepare weapon or item (automatic success)

Make weapons and items you carry ready to use.

● Attack the opponent (handheld weapon skill / target value: enemy avoidance)

Attack your opponent with hand-held weapon skills. Double power to double the damage.

● Shoot a gun or other ranged weapon (ranged weapon skill /target value: enemy avoidance)

Attack the opponent with firearm skills. If you double it, hit power becomes +4.

● Use items (success depends on the item)

Use the prepared item.

● Secure item or weapon (automatic attack)

Put the prepared gun in a holster or put a knife in its pod.

● Hold the Angel (skill / Angel's evasive power)

Action to grapple and hold down the target. The Angel can no longer move, but can still attack.

● Expand AT field (automatic success)

Expand the AT field to erode and neutralize the Angel's AT field.

● Repair (only when Synchro level is 4 or higher/automatic success)

Restores 5 points of Eva's HP.



Neon Genesis Evangelion RPG EVA Character Sheet

Player Name

Character Name
Rei Ayanami (Unit 00)

Abilities

B: Body	7
M: Mental	9
T: Technique	7

HP 17



Skills (Specialty)

Skill	Level	Ability	Total
Melee	1	Technique 7	8
Firearm	1	Technique 7	8
Evasion	2	Technique 7	9
Hold down	1	Body 7	8

Current Synchro Level Action Point

	0	-
	1	1
	2	2
	3	3
	4	4
	5	10

Mental State: 3

Score:

Asuka Character Sheet Back

Startup table

5 or less... Worst condition. Synchro level is 0.
6~8...Poor condition. Synchro level is 1.
9~11...Normal condition. Synchro level is 2.
12~15...Best condition. Synchro level is 3.
16 or more...Excited and dangerous. Synchro level is 4.

State change Table

Conditions for rolling on the state change table
Her EVA receives its first damage
Remaining HP is 5 or less
Rei was defeated (+2 to roll)
Shinji was defeated (+4 to roll)

State change table

2...Loss of will. Synchro • 1 level.
3~4... Synchro level is -1.
5~6...No change.
7~12... Concentration is improved. Synchro. Level +1.
13~15... Almost selfless. Synchro. Level +2.
16... Something burst. Synchro level +3.

EVA action table

- Sortie (automatic success)
Sortie from any hex with an E mark. If you take this action, your turn will ends.
- Move one hex on the map (automatic success)
Move one hex on the map.
- Prepare weapon or item (automatic success)
Make weapons and items you carry ready to use.
- Attack the opponent (handheld weapon skill / target value: enemy avoidance)
Attack your opponent with hand-held weapon skills. Double power does double the damage.
- Shoot a gun or ranged weapon (ranged weapon skill /target value: enemy avoidance)
Attack the opponent with firearm skills. If you double it, hit power becomes +4.
- Use items (success depends on the item)
Use the prepared item.
- Secure item or weapon (automatic attack)
Put the prepared gun in a holster or put a knife in its pod.
- Hold the Angel (skill / Angel's evasive power)
Grapple and hold down the target. The Angel can no longer move, but can still attack.
- Expand AT field (automatic success)
Expand the AT field to erode and neutralize the Angel's AT field.
- Repair (only when Synchro level is 4 or higher/automatic success)
Restores 5 points of Eva's HP.

Neon Genesis Evangelion RPG EVA Character Sheet

Player Name

Character Name

Asuka L. Souryu (Unit 02)

Abilities

B: Body	10
M: Mental	12
T: Technique	8

HP 20



Skills (Specialty)

Skill	Level	Ability	Total
Melee	2	Technique 8	10
Firearm	2	Technique 8	10
Evasion	1	Technique 8	9
Hold down	1	Body 10	11

Current Synchro Level Action Point

	0	-
	1	1
	2	2
	3	3
	4	4
	5	10

Mental State: 3

Score:

Original Appearance

"Intentions and Outcomes" Monthly Dragon Magazine April 1996.

"Eva Counterattack" RPG Dragon No. 9 (Monthly Dragon Magazine July 1996 special issue)

"Bond of Bullets" Monthly Dragon Magazine July 1996.

"The Invisible Intruder" RPG Dragon No. 18 (Monthly Dragon Magazine July 1997 special issue)

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First Edition September 30, 1997

Author Orange Jelly / Deep Sea Workshop

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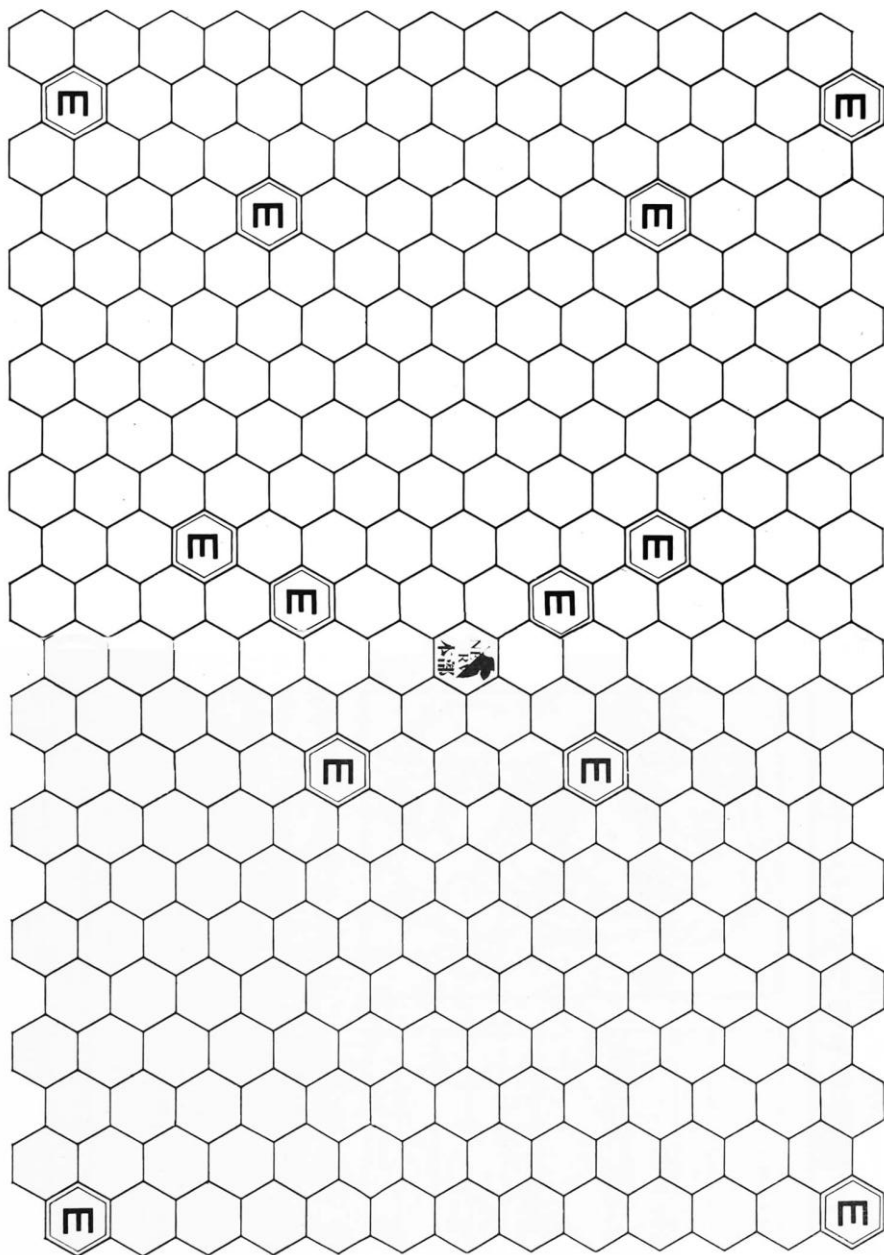
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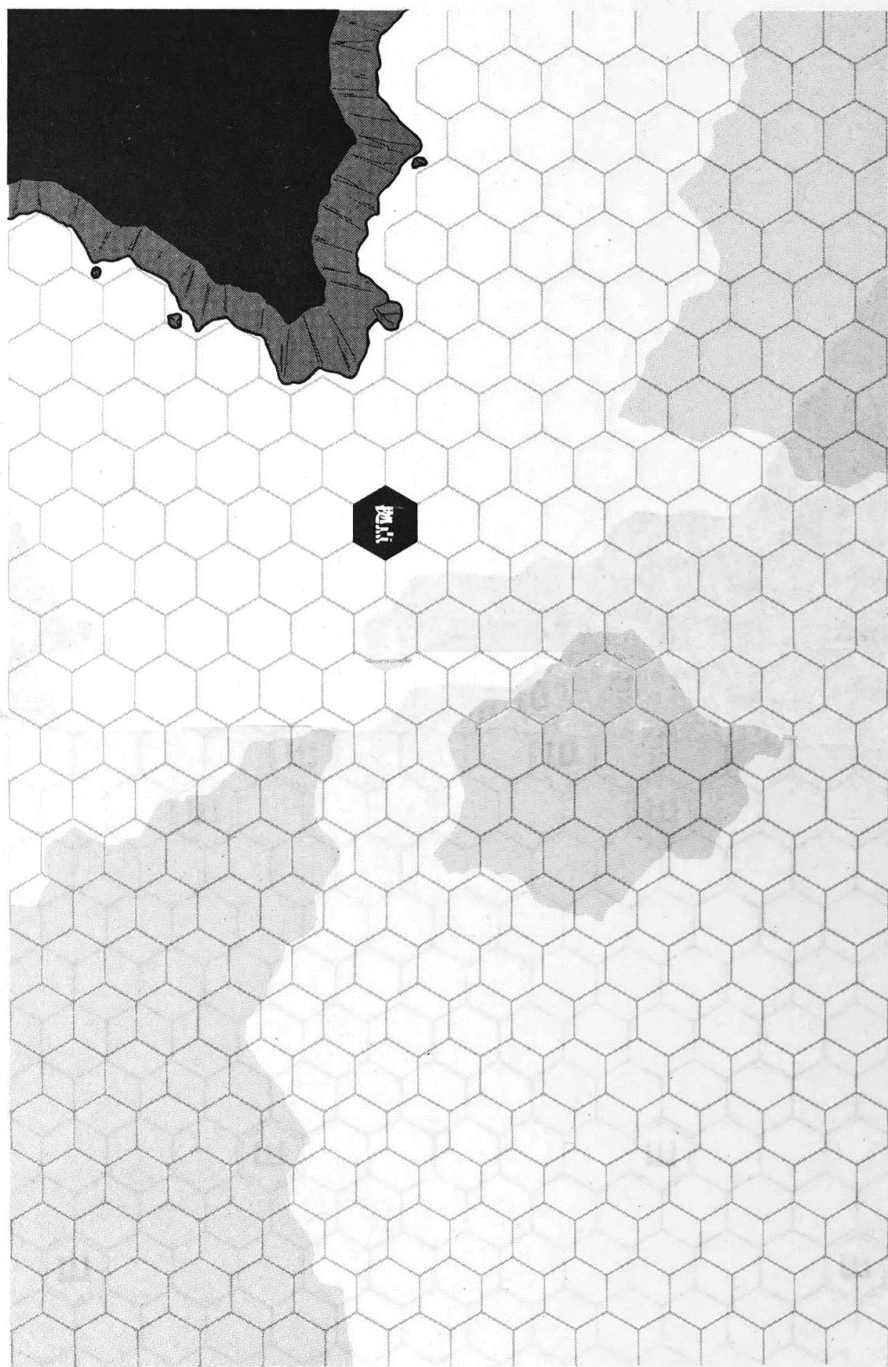
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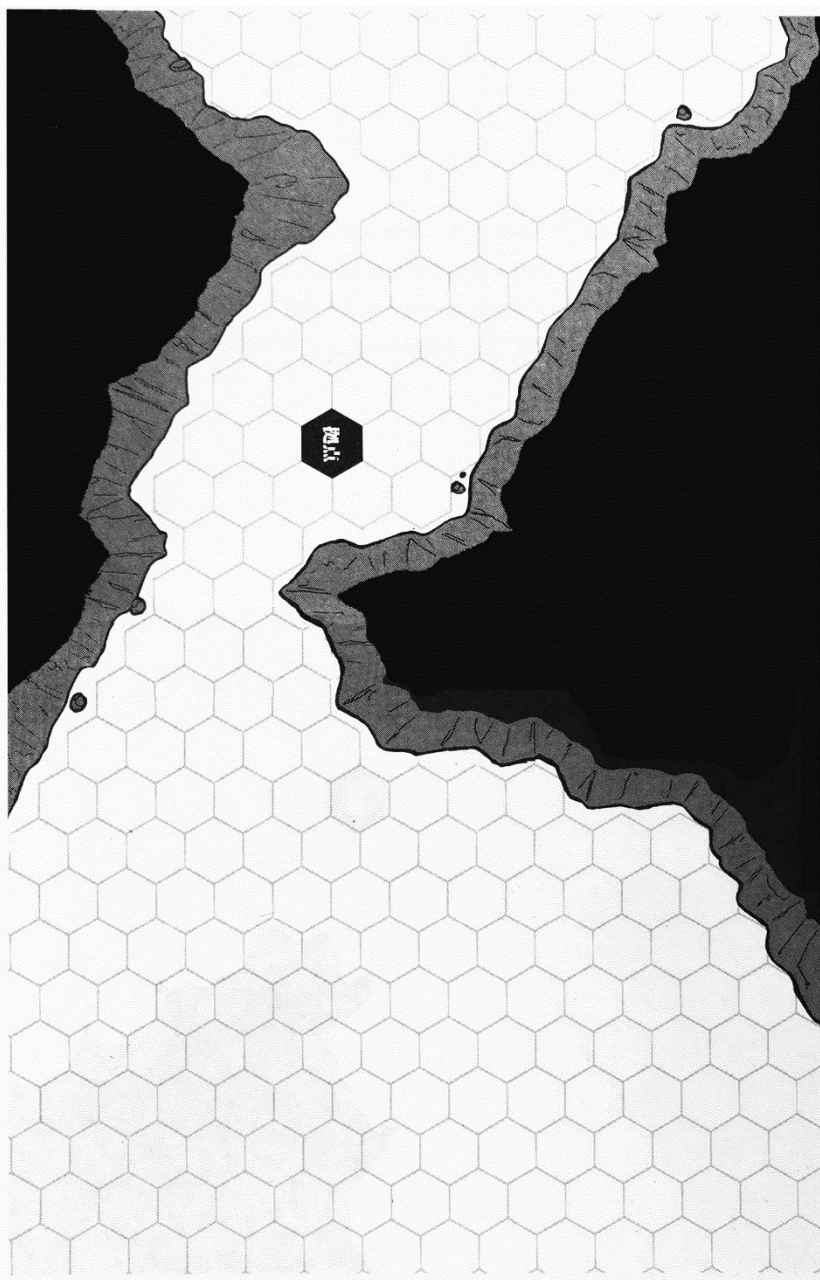
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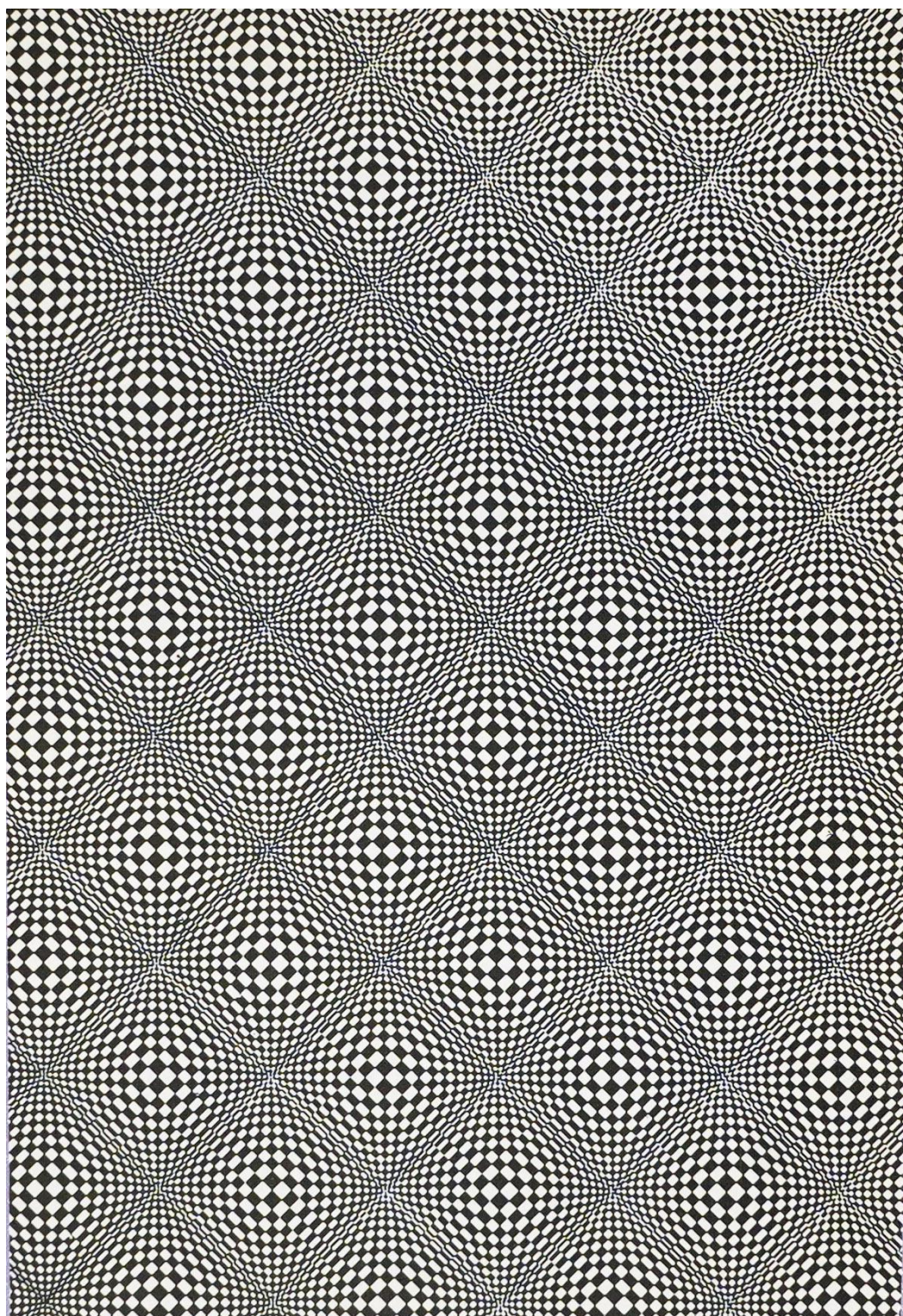




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