

Battle Century Z

System Reference Document

Hello and welcome to the System Reference Document of Battle Century Z, the expansion to Battle Century G! Much like with the previous SRD, this contains the bulk of the game's rules for free. The full game book triples the page count with hacks to customize the game and play aids for Genre Masters.

If you like the game, you can read more at <http://gimmicklabs.blogspot.com> and get the full book with ready to play setting with and several houserules to change the rules to suit your taste, among other things. Thanks for your support! But more importantly, thanks for playing Battle Century G.

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In memory of Jeff Bogenschutz, A man who loved his son's stories of giant robots.

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NEW TERRAIN TYPES

Battle Century Z introduces new types of Terrain. Most of these can be created by Powers, Upgrades and Weapons, while others are much rarer and will only show up at the GM's discretion.

Interference Terrain

Interference Terrain is a specialized version of Defensive Terrain, jamming sensors and obscuring vision. Unlike Defensive Terrain, Interference Terrain does not provide real cover, it only makes you harder to pinpoint and is thus useless against weapons that don't require precise targeting and cover a wide area of effect.

Interference Terrain works both ways, any **Units attacking from within, into or through Interference Terrain will suffer two Disadvantages to the Might Test unless it is with Weapons with the Blast, Burst or Line abilities.** That means you can use it offensively to force enemies to move out of their current position, defensively to nerf their (most likely) strongest weapons, or as a barrier between both groups to do a little bit of both. **Abilities that can usually ignore the effects of Terrain will not help against this.**

Sliding Terrain

Sliding Terrain is a variant of Difficult Terrain that often comes together with it. It represents things like strong winds or water currents, landslides and quicksand. Sliding Terrain will force anything that occupies it in a specific direction, usually the direction obvious to the naked eye. It can even be pointed upwards for areas with abnormal gravity.

A Unit that **begins or ends a Turn within Sliding Terrain will be moved 1 Zone in a predetermined direction, chosen when the Zone is created or made into Sliding Terrain.** This direction is fixed and remains the same through the whole of the Operation. **Should they be sent in the direction of another Unit, they must both Test Speed against a DN of 10 and take an amount of Damage equal to the current Tension if both of them fail the test.**

Withering Terrain

Withering Terrain prevents giant robots (or your game's equivalent) from functioning properly. This could be a strong magnetic disturbance, particles that obstruct the flow of Element G, or the work of stranger forces if your Mecha are powered by Magic. Whatever it is, Mecha in Withering Terrain are noticeably weakened.

When you start your Turn within Withering Terrain **you only regenerate half your Energy Attribute at the beginning of your Turn.**

Variant Anti-Air Terrain

Unlike other Terrain types, Anti-Air Terrain variants only affect flying Units. You can create variant Difficult and Sliding Anti-Air Terrain to represent high-altitude stormy winds, for example. **Anytime you would create Defensive, Difficult, Extreme, Sliding or Withering Terrain** (this includes abilities like Surprise Minefield and Incinerator) **you may choose to make it Anti-Air Terrain instead.** This Anti-Air Terrain does not affect anybody who is not using an ability like Flying or Antigravity.

Harmful Anti-Air Terrain is meant to challenge aerial PCs who are having a considerably easier time than everyone else without resorting to underwater or space environments. Even then, it should be employed alongside regular Terrain to give Players options and make them choose the lesser of two evils. Use it sparingly, as it otherwise punishes Players for having spent MP to gain flight capability.

Stacking Terrain

Like with the other Terrain types, multiple instances of new Terrain will stack together. Here is the full list:

Defensive: Inflicts one Disadvantage per instance.

Difficult: Halves Speed once per instance.

Extreme: Adds Tension to the DN once per instance.

Interference: Inflicts two Disadvantages per instance.

Sliding: Moves the Unit 1 additional Zone per instance.

Withering: Halves the restored Energy once per instance.

Plain and Impassable Terrain can't stack, for obvious reasons.

MIRACLE SKILLS

The two new Miracles in Battle Century Z enhance the repertoire of superpowers available to PCs. Both of them lend themselves well to a support role, healing wounds and allowing fast travel from one place to another.

Life

You feel the pulse of life around you as one more of your senses. You can expand this special sense over a wide area to feel the presences of specific kinds of animal life (humans, small mammals, reptiles, invertebrates) at a time. This will give you a number and the general location of each, but won't let you identify them individually. Not only that, but you can also transfer your own life essence through touch to heal other people's wounds. When used to search for living creatures, Life requires an **Awareness** Test. When used as part of a Healing Test with the Medicine Skill, it uses **Intellect** as normal. You may not use Life to Heal yourself.

Possible Specializations: Awareness Tests, Medicine Tests.

Possible Advantages: Few targets of the specified type in the searching area, surrounded by vegetation or outdoors in a wooded location.

Possible Disadvantages: Many targets of the specified type in the searching area, Surrounded by machinery and electronics.

Sample Tests: Detecting human presences in a 100 meter radius (DN 5), Detecting small mammals in a 1 kilometer radius (DN 10), as Healing Tests.

Portal

Your hands can rip open wormholes in spacetime, creating oval-shaped glowing Windows that lead to other places. You can step through these Windows to go to the other side, but both Windows must be set in advance at the specific locations. You cannot set more than two Windows at a time. You may also use Portal to create your own pocket dimension in which you can hide objects or even yourself. Portal Tests are always made using **Awareness**. To set a Window you must press your hands against the surface of a solid non-living object. If the object is destroyed, so is the Window. You don't have to maintain the existence of a Window with further Portal Tests and can dismiss an existing Window or pocket dimension at any time without having to spend an Action. When you dismiss a pocket dimension, anything that was inside of it reappears where it was last seen.

Possible Specializations: Setting Windows, Pocket Dimensions.

Possible Advantages: Placing a Window in an area you know well and access frequently, Hiding an object the size of your palm or smaller.

Possible Disadvantages: Placing a Window in an area that is new to you or that you can't access easily, Hiding an object larger than yourself.

Sample Tests: Setting up a Window for one Scene, an Episode or a whole Episode Arc (DN 5, 10 or 15), Hiding an object or yourself in a Pocket Dimension (DN 10), Hiding a number of objects or characters up to your Power Level in a Pocket Dimension (DN 15).

Variant Specializations

Battle Century G included a set of variant Specializations for the Temperature Miracle. This sidebar covers the rest of the work, including Specializations for all the other Miracles left out until now.

Electricity: Charging devices or the atmosphere.

Force: Nonliving creatures, Living creatures.

Fortune: Information gathering, Hiring someone else's services.

Life: Humans, Other vertebrates, Multicellular invertebrates, Unicellular invertebrates.

Matter: Destroying objects, Improving objects.

Phantasm: Self disguises or self invisibility, illusionary objects or entities.

Phasing: Passing through inert objects.

Portal: None. The two existing Specializations already cover all potential uses.

Probing: Offensive Tests.

Sight: Trances, Unskilled Awareness Tests.

Somatics: General Skill Tests, Miracle Skill Tests.

Temperature: None. The variants (Heat and Cold) are already in Battle Century G.

GENERAL TRAITS

There's plenty of Traits in Battle Century G, but that doesn't mean we can't have more. Some of these add more options to use in combat between characters, others make it more enticing to train yourself in many Skills instead of focusing on Attributes, and a select few do entirely new things that weren't possible before.

Adaptable Eyes

General Trait (5)

Effect: You do not suffer a Disadvantage to Tests made in dim or flickering light.

Your sight is better suited to dark environments and you have no problem when your only source of lighting is a failing lightbulb or the moonlight while away from civilization. You still can't see in total darkness, however.

Assassin

General Trait (5)

Effect: If your Initiative is higher than that of all Enemies or you have taken them by Surprise, you gain an Advantage to all Combat Tests you make during a Match.

You don't fight fair. You strike fast, hard and preferably by surprise. It doesn't make many friends and even your allies aren't too fond of your penchant for surprise attacks, but it is an effective tactic.

Better Lucky than Good

General Trait (5)

Effect: Any time you roll a 1 when using a Skill you are trained in, you may treat it as if you had rolled a 10 instead.

There are those who would argue that luck is part of one's skillset, and you in particular are luckier than most. Unlike with certain other character abilities, this does not involve any kind of supernatural shenanigans. Maybe, just maybe, you were simply born under a lucky sign.

Deceptive Fighter

General Trait (5)

Effect: As an Action you may Test Charm and Deception against the Defense of one Enemy. If you pass, the target suffers a Disadvantage to all Tests they make and you grant an Advantage to all Offensive Tests made against them for one Round. For each multiple of 10 you meet with the result of this Test, the number of their Disadvantages and your Advantages each increases by one.

Rather than fight, you are at your best performing feints and playing tricks on your enemies to confuse them and leave them open to attacks from your allies.

Team Player

General Trait (5)

Effect: You grant an additional Advantage when you use a Help Test to assist an Ally with a Skill you are trained in.

There is no "I" in Team and you understand this better than most. Your talent at making others look good means that others love to have you around.

Ace in the Hole

General Trait (10)

Effect: Once per Episode you may choose one of your Traits that may only be used once per Episode and use it again.

You're a tricky one. Your repertoire of ploys so large that it is effectively impossible to try and predict all that you can do. Every time someone takes you as finally cornered, you always do something unexpected.

Enhanced Human (Specialist)

General Trait (10)

Effect: Choose an Anomaly when you take this Trait. Once per Episode you may gain the benefits of that Anomaly for the duration of the current Scene. If you do, you also suffer its downsides until the end of the current Episode.

You have a dark secret: You are no longer what most would call human. You hide it better than most, but deep down you know it is inevitable that you'll be outed.

Plan B

General Trait (10)

Effect: Once per Episode you may reroll a Skill Test made using a Skill you are trained in, gaining an Advantage to the Test and keeping the new result.

You are nothing if not well prepared, having countermeasures for your contingencies and backups for your auxiliaries. Whenever something important goes wrong, you already knew what to do to make your original plan stick.

Practice Makes Perfect

General Trait (10)

Effect: Any time you roll 4 or less using a Skill you are Trained in, you may treat it as if you had rolled a 5 instead.

You have a well-practiced, methodical approach to everything that you do that assures you will rarely botch a job. It helps to know a little bit of everything, so you will never be entirely out of your depth.

The Meat Shield

General Trait (10)

Effect: When Maneuvering you may share half the Defense bonus with one Ally within 1 Zone without having to give up your own Defense bonus. You may also give your Ally the full Defense bonus and keep one half of it for yourself instead.

It is a tough job, but someone has to do it. You are one of the best around at protecting those under your care, making you a great bodyguard.

EQUIPMENT TRAITS

Here are a few extra pieces of Equipment to complement those in the core rules. These are more specific than the general ones you already know, with a good number of them being there to help those who want to fight other characters on foot.

Call System

Equipment Trait (5)

Effect: Choose a Superior Proxy you own when you take this Trait. At any time, when you don't have said Equipment on hand, you may have it come to you. Test Resources with a DN of 10, if you succeed the chosen Equipment is delivered to you at the beginning of your next Turn, otherwise it is delivered to you at the end of the current Scene.

With the press of a button or a snap of your fingers, you have your gear delivered to you. Your own car drives itself using GPS to where you are and your spy drone flies across town to join you, carrying its controls.

Nanomedical Vest

Equipment Trait (5)

Effect: The first time that you fail a Test to avoid defeat from Plot Armor Damage during an Intermission, you reroll that Test with an Advantage and keep the second result.

A form-fitting vest made of medicinal nanobots that constantly watch your vitals and deliver anything from first aid to defibrillation in case of emergency.

Portable Barrier

Equipment Trait (5)

Effect: Once per Episode as an Action you may activate this item to grant yourself or an Ally an increase of 5 to their Defense for the rest of the Scene, but only if they remain within their current Zone.

A human-sized energy barrier that can be used as cover for a short while before it runs out of power. This item can be made to look like a variety of containers such as a backpack, attache suitcase or guitar case. In reality, the insides of the bag or case are the barrier's battery.

Tracking Device

Equipment Trait (5)

Effect: Once per Episode you may make a single Contested Finesse Test against a Character's Defense to place a tracker on them. The other Character makes an Awareness Test with a DN of 15 at the beginning of every Scene they're in thereafter to notice the tracker.

This gadget is small enough to fit in the palm of your hand. You may fire it from an inconspicuous object like a watch or pen and it will attach to the target.

Smart Manacles

Equipment Trait (5)

Effect: Restraining someone with these cuffs takes an Action. Once restrained, they won't be able to break free unless they pass a DN 20 Finesse Test. They may only try to break free once per Episode. Anybody else can release them using an Action.

These shackles made of nanobots automatically adjust to fit the hands of the subject. Not only that, they get only more firm the more the prisoner struggles with them.

Smoke Bomb

Equipment Trait (5)

Effect: Once per Episode as an Action you may make a single Contested Stealth against an Investigation Test from everyone who can see you. If you beat everyone else this way, you escape from the Scene and no one can find you for the rest of the Intermission if you don't want to be found.

Useful for escaping ninja ambushes and angry significant others alike.

Performance Enhancer

Equipment Trait (10)

Effect: Once per Episode and at the beginning of your Turn you may activate this item to gain an Advantage to all Fitness, Intellect, Awareness or Willpower Tests for the rest of the Scene.

You carry a number of stimulants with you in the form of a patch of nanobots. You can apply to your skin in a pinch, near immediately. With them, you feel like you can do nearly anything. Use with restraint - they are addictive.

Speed Booster

Equipment Trait (10)

Effect: You can Move two Zones as part of your Actions instead of just one. If you have another piece of Equipment that can Move (either on its own or with someone controlling it), you may combine it with this item.

Who doesn't like speed? This item can be made into rocket shoes for yourself or a booster attachment for a vehicle or drone that you own.

Self-Destructing Note

Equipment Trait (10)

Effect: Test Electronics to plant the Note on any Electronic device with a screen and camera. After you activate the note's self-destruct function, the first person to read the contents of this note will also be the last - because it explodes in their face. They (and anybody next to them) must Test Willpower against a DN of 10 plus the result of your Electronics Test and take the amount they failed the Test by as Damage.

An assassination tool that adds insult to injury - though not necessarily in that order. This is a chip that can be inserted into electronic devices like computers or phones to make the screen show a message of your choice. As soon as the modified device detects someone has read the message, it explodes with no regard for who is or isn't close.

ANOMALY TRAITS

This new batch of Anomalies are different to those in the core rulebook. They are called Alien Anomalies and, when you take one of them, you gain one of two Miracles it offers you without having to spend any CP to purchase it. You may purchase the same Miracle later with CP to lose the Anomaly and not have to suffer its downsides anymore. **These Alien Anomalies are not compatible with the Enhanced Human Trait.**

Alien Anomalies are harsher than the originals and will make PCs have considerable trouble passing as normal humans. With that said, most have a comedic tone to their flavor text because they're meant for PCs who are **trying** to fit but don't quite manage it. This is ideal for spies in games with lighter tones, where literal extraterrestrials could send someone over to live among the humans and report back on them. Alien Anomalies come with their own clause to get rid of them as a way to represent how the PC finally adjusts to society, as is common for characters of this kind to do in fiction.

Like with most other parts of the game, but perhaps moreso than with others, you're encouraged to take advantage of the effect-based rules and change the flavor of these Traits to better suit your character. Some are appropriate for humans coming from (very, very) different cultures, while others would be suited better to radically different entities.

Augmented Creature

Anomaly Trait (0)

Effect: You gain either the Probing or Sight Miracles. If you gain it as a Specialist, you suffer a Disadvantage to all Intellect Tests. If you gain it as a Generalist, you suffer two Disadvantages to all Intellect Tests instead.

As an uplifted entity that is still getting used to sapience, you have considerable trouble thinking about things in-depth. You often find yourself thinking out loud and are easily confused, often repeating the last noun you heard at others in the form of a question.

Special: You may purchase the chosen Miracle to buy off the Disadvantages and lose this Trait at any time.

Financially Incompetent

Anomaly Trait (0)

Effect: You gain either the Phasing or Portals Miracles. If you gain it as a Specialist, you suffer a Disadvantage to all Resources Tests. If you gain it as a Generalist, you suffer two Disadvantages to all Resources Tests instead.

Where you are originally from, barter is the norm. You have considerable difficulty comprehending the notion of currency and firmly believe that trading for goods and services is a superior alternative. As such you can never tell who is or isn't being ripped off with every transaction.

Special: You may purchase the chosen Miracle to buy off the Disadvantages and lose this Trait at any time.

Hivemind Drone

Anomaly Trait (0)

Effect: You gain either the Fortune or Life Miracles. If you gain it as a Specialist, you suffer a Disadvantage to all Willpower Tests. If you gain it as a Generalist, you suffer two Disadvantages to all Willpower Tests instead.

You used to be part of a greater hivemind as a support unit and find your new sense of individuality rather confusing. Anything that triggers your self-preservation instincts is particularly confusing and troublesome to deal with.

Special: You may purchase the chosen Miracle to buy off the Disadvantages and lose this Trait at any time.

Mismatched Body

Anomaly Trait (0)

Effect: You gain either the Phantasm or Temperature Miracles. If you gain it as a Specialist, you suffer a Disadvantage to all Fitness Tests. If you gain it as a Generalist, you suffer two Disadvantages to all Fitness Tests instead.

You have recently acquired a human body to better infiltrate their society with... And it sucks. They don't have enough legs to properly move on the ground, lack your kind's finer senses that you were so accustomed to, and don't even have a proper exoskeleton to protect their bodies with! Of course you're going to have trouble using this piece of crap!

Special: You may purchase the chosen Miracle to buy off the Disadvantages and lose this Trait at any time.

Offbeat Senses

Anomaly Trait (0)

Effect: You gain either the Matter or Electricity Miracles. If you gain it as a Specialist, you suffer a Disadvantage to all Awareness Tests. If you gain it as a Generalist, you suffer two Disadvantages to all Awareness Tests instead.

White is the color of the most dangerous flora and fauna in your homeworld, while red and yellow are the colors of things cute and peaceful. Even if you rationally understand that a white dove is harmless and a white hospital hall is a safe place, they still put you on edge.

Special: You may purchase the chosen Miracle to buy off the Disadvantages and lose this Trait at any time.

Wrong Language Data

Anomaly Trait (0)

Effect: You gain either the Sight or Somatics Miracles. If you gain it as a Specialist, you suffer a Disadvantage to all Charm Tests. If you gain it as a Generalist, you suffer two Disadvantages to all Charm Tests instead.

Your installation of the local language data has a bug in the form of one or more speech quirks. Perhaps you can only speak in the third person, in the archaic Olde English, or something else altogether. While it makes you somewhat endearing, most can't take you seriously.

Special: You may purchase the chosen Miracle to buy off the Disadvantages and lose this Trait at any time.

ALTERNATIVE POWERS

Alternative Powers aren't acquired like other Genre Powers, instead you can exchange your Default Powers for them. Each one has a direct analogue in one of the six Default Powers and you can give up one of those for its equivalent Alternative Power. The equivalences are listed at the end of each entry.

Fight Smarter

Setup Power

Effect: One Enemy Tests Systems against a DN of 5 plus your Systems. If they fail you gain the benefit of the Aim Action and your Weapon gains the Crippling ability for their next Offensive Action against that Enemy. You can use this Power once per Round.

As the seemingly untouchable enemy mecha continued to rampage unimpeded, Suzu's neural-link started gathering telemetry data from dozens of different mecha around her. From there, it was simply an extended mathematical calculation to learn the other pilot's habits. The Nebra Sky's Point Singularity Projector came online and Suzu permitted herself the thinnest of smiles. "Odds of successfully impacting the target... 95.998 percent... acceptable."

Special: This Power is an Alternative to Knowledge is Power.

I Don't Think so

Reaction Power

Effect: Force an Enemy's Might Test against you to be rerolled inflicting it with one Disadvantage, keeping the new result. You can use this Power once per Test.

Everyone freaked out when Andy's Steel Chariot was hit by the Megido Beam, but his ride simply kept advancing until eventually the power of the Beam gave out. "I'm brave, not stupid." Andrew discarded the burnt and now useless remains of the space shuttle top he'd picked from the debris, his improptu shield.

Special: This Power is an Alternative to Not so Fast.

It's Over!

Reaction Power

Effect: Whenever you deal damage to an Enemy and they survive with 5 or less points of Threshold left, you may activate this Power to deal that Enemy their remaining amount of Threshold in Damage.

Meiling stabbed the Outsider's gut once with her suit's beam saber while the monster's jaws continued to crush her Mecha. She could feel the cockpit rattle and around her, but she wasn't going to escape. With a yell, the Limit Engine kicked in and the beam saber extended into a pillar of light, burning a hole through the monster and killing it instantly.

Special: This Power is an Alternative to Try Again.

Parting Shot

Reaction Power

Effect: Whenever you would be defeated you may activate this Power to take an Offensive Action against that Enemy. Your Action takes place at the same theirs does and you are still taken out after your final attack.

Mark's second wave of missiles struck Lan's Mecha, sending a one-armed headless torso to the ground. But just as Mark thought it was over, a beam fired from the hand still holding the rifle. Mark never saw that shot for his reactor coming.

Special: This Power is an Alternative to Live Another Day.

The Strong Adapt

Reaction Power

Effect: Choose one Feature when activating this Power and gain that Feature for three Rounds. You can use this Power once per Operation.

Edgar's AI assistant, still better at its old task operating a local mall even after the upgrades, chimed in with a suggestion. "Don't forget, our launch rails can also deploy your gear something more comfortable to slip into, for any occasion!" The gear launch rails screeched as they peppered Rayleigh's Gear, the Vanessa X2 with self-adhering heat resistant plates the instant before the wave of magma washed over him.

Special: This Power is an Alternative to Mid-Scene Upgrade.

This is For My Friend!

Setup Power

Effect: You gain two Advantages to your next Might Test this Turn. You can use this Power only after one Ally of equal Power Level to you has been defeated during this Operation, and you may reuse it once for every Ally defeated.

Abby's free hand reaches up to grasp the tossed sword by the handle, reclaim it as she passes over Solomon, towards the woman that struck him down. She's silent, no banter or joking or even screaming - just blow after blow. Methodical, clinical, almost automated. Again, and again, and again, she keeps up the assault. For what it's done to her friend, this foe will not make it out alive, she's certain of that fact.

Special: This Power is an Alternative to Synchro Attack.

GENERAL POWERS

Here are some more Powers that anyone can use, though some of these are a little bit loopier or more situational than those in Battle Century G. They need a bigger emphasis on strategy and long term thinking, working very well with some builds or against specific enemies, but not so well the rest of the time.

Hang in There!

Reaction Power

Effect: You or another Pilot that is about to be defeated through Plot Armor Damage (or was already defeated) restores their Plot Armor to full and continues fighting normally. You can use this Power once per Operation.

Through closed eyes, Rise could hear her partner calling her name. Just "Rise... RISE!" Over and over. Gasping for breath in the smoke and ruin, she grabs for the controls with a firm, resolute grip. She will not be defeated here. Her one eye opens, focused and sharp. And like the phoenix, the Xifeng rises from the ashes.

I Am a Loose Cannon

Setup Power

Effect: Roll 1d10 when you activate this Power. Treat Tension as if it were that many points higher for your next Offensive Action and you suffer twice that much Damage at the end of your Turn. You can use this Power once per Round.

Mike could smell the blood oozing from the cryptid even through the reinforced cockpit. It was still standing, living, approaching. He could hear a shrill buzzing in his ears, full of pleas and desperation. "My God, Reed!" It was the good doctor. "What are you doing?! You'll overload the reactor! It will explode!" An explosion was a good way to go.

I Am Your Opponent

Reaction Power

Effect: When an Ally of yours is being attacked in a Duel and within a Range equal to your Speed or less, you can use this Power to shift into that Zone and redirect the attack to yourself. Your Ally Disengages from the Duel, but stays in the same Zone, and you are now Dueling that Enemy. You can Disengage from a Duel this way.

Brigid finished off a tentacled black mass covered in human faces with a lightning bolt... Just in time to see three more assaulting her friends. In seconds, she had leapt across the battlefield to grab one of them from behind. It was about to receive the most shocking suplex of its eldritch lifetime.

Stake My Life on It

Setup Power

Effect: You self-destruct your current Level of Threshold. Increase the result of your next Might Test this Round by the amount of Threshold points lost this way. That Offensive action is also immune to the effect of Active Defenses. You can use this Power once per Operation.

Carmen made one last desperate charge in the Iron Giant, cockpit shaking and heating up while her Gear's torso took the brunt of the particle beam from the outsider. She punched through the thing's exoskeleton and into its body and pulled back after pressing the limb's self destruct button. The arm exploded while inside the monster, finally killing it. That was probably going to come out of her salary, but what matters is that it worked.

Take Cover!

Reaction Power

Effect: An Enemy's Might Test using a Weapon that attacks multiple targets loses the benefit of Tension and you halve all the Damage that would come from that Offensive Action to you or your Allies. You can use this Power once per Operation.

They saw a glint in the distance and immediately knew they had to act now or they would be dead in seconds. "Spread the anti-beam particles!" Lothar commanded the support crew, scattering a foglike barrier around the team. Everything shook for a minute when the particle beam finally hit them, but it eventually passed - and they were all still standing.

You are Already Dead

Reaction Power

Effect: An Enemy you have already dealt Damage to during this Operation suffers a new amount of Damage equal to your Might. You can use this Power once per Operation.

Shion cut through the monster and dashed past it. The alien turned around, seemingly unfazed, and lunged at Shion's exposed back. The samurai simply chuckled to herself and snapped the Mecha's fingers, then the beast fell apart.

RUSH POWERS

Rush Powers have an additional cost to them: They will use up one of your Actions, meaning they either skip the rest of your Turn or skip your next Turn. You may only have one Rush Power active each Turn.

Go, Funnels!

Setup Power

Effect: You can take a second Offensive Action this Turn to use a Remote Weapon. Your Remotes can Move as part of this Action as normal. You can use this Power once per Round and it spends your next Turn's Action in advance.

"My Nu Ganmen isn't for show!" Ray's Mecha locked beam sabers with Charles', but that was a feint. Charles looked up and saw Ray's Bits had surrounded him right as they opened fire. In seconds, nothing was left of the Zeonganmen except a fleeing escape pod.

Lightspeed Assault

Setup Power

Effect: Move a number of Zones equal to your Speed, ignoring Enemies and Terrain (even impassable terrain) on the way. Each Enemy whose Zone you cross this way suffers an amount of Damage equal to the current Tension. You may go back and forth when using this Power, hitting the same Enemy multiple times while doing so, but repeat hits do half Damage. This Power spends your Action this Turn in advance. The Action you take with Lightspeed Assault is a Utility Action. This lets you escape from Duels without having to Disengage.

"Let me clear this up, one moment." Disengaging the limiters, Sunstar feels the air of her cockpit heat up, Gear glowing white hot with energy... and then it's gone. A streak of white flashes through the masses of enemy machines, their limbs falling to the ground as she reappears milliseconds later. "Moment's done."

Twin Strike (Specialist)

Setup Power

Effect: Choose two Weapons when you take this Power. You can make two Attack Actions this Turn against the same target with both Weapons, using one first and then the other with your second Action. This second Attack does not get to Move as part of the Action. You can use this Power once per Round and it spends your next Turn's Action in advance.

Four Botakuris and their Outsider master had been webbed within Lizzie's Finger Net, and it was time to play her trump card. She took the payload hidden within the Gear's mouth, a Radiation Bomb, and hurled it like a grenade. The screams that followed were, mostly, from her horrified allies.

RESTORATION POWERS

Restoration Powers need to be used along with Restoration Upgrades. Not only are they stronger than other Powers that restore Threshold Points, they are also repeatable.

I'll Patch You Up.

Reaction Power

Effect: The next time you use your Jury Rig Upgrade this Turn, it spends two Restorations but restores twice the amount of Energy spent on it. You can use this Power once per Round.

Hugo's comrades were in trouble: They weren't under as many protective wards as he was. Fortunately, he knew what to do. "Vishal, are you ready for THE POWER?" His Talos Suit retrieved the technowizard's staff, recently improved with the parts of a fallen mechanical angel and - of all things - a giant chess piece mechanoid. "The power of the White King's Scepter!" The staff-or-maybe-a-scepter fired a white laser towards his friend, enveloping Vishal in a radiant glow and instantly repairing the damage sustained.

My Last Stand

Setup Power

Effect: The next time you use your Regenerative Upgrade this Turn, you double the amount of Threshold restored with it. You also ignore the effects of Maiming and treat halved Attributes as normal for one Round. My Last Stand will also stop effects that halve your available Energy, even if the base Attribute itself remains untouched. You can use this Power once per Round.

The end was imminent. Kauno could see the death of his allies approaching getting closer and made a decision. "Go now! I'll cover your retreat! He released all the limiters of his Septimus and sent it into overdrive, knowing it would not have enough power afterwards to escape from this trap. But he could see the spirals in his eyes reflected on the screen and laughed to himself.

Who the Hell do you Think I am?

Setup Power

Effect: The next time you use your G-Charger Upgrade, you restore your Threshold by 5 and will get the extra 5 points of Energy during your next Turn again without having to use the G-Charger first. You can use this Power once per Round. *"You think you've got me beat?" With the enemy bearing down on the limping Hellhound, it surely looked it. "You think this is all I've got?!" While they took their time lining up the killing blow, Rico had found the emergency overclock. "I'm Rico Gonzales pendejos, THINK AGAIN!" It turned out they would have very little time to think as the KERBEROS engine roared into overdrive.*

BOOST POWERS

Boost Powers use Energy as a resource. Two of them can be used without spending Energy and the third needs Energy explicitly to function at all. All of them, though, gain strength as you spend more Energy on them and can turn battles around if you commit enough to them.

Chain Explosion

Reaction Power

Effect: When an Enemy is destroyed you may use this Power and spend any amount of Energy. The Enemy explodes in a Blast (4), dealing an amount of Damage equal to the current Tension plus twice the amount of Energy spent this way. You can use this Power once per Enemy.

Mercurius Bravo set the Mega Particle Launcher at 120% capacity and took her shot. The oversized rifle went up in flames the moment the reactor of the Enemy mecha also did. It was a beautiful explosion.

Shoot it Down

Reaction Power

Effect: Spend any amount of Energy in response to the result of a Might Test. The Might Test is rerolled, with a number of Disadvantages equal to the amount of Energy spent. You can use this Power once per Operation.

Camilo threw his beam shield projector at the hunting pack of missiles chasing him and pulled the trigger of his beam rifle three times. His shield scattered the energy in a cloud of superheated particles, detonating the missiles crossing it.

I Have Control

Setup Power

Effect: Choose an Enemy Grunt and spend an amount of Energy equal to their Power Level plus the current Tension. You gain control of that Grunt's Actions during their Turn, though you may not have them eject or self-destruct. At the beginning of every one of your next Turns you may spend the same amount of Energy again to maintain control over that Grunt. You can use this Power once per Operation.

Citrine's fingers tap against the keyboard, brute-forcing password keys and hacking programs on the Abbadon unit. Imperial mechs are weak in security and function, and are even moreso when in the vicinity of her Asteroth. She presses enter. From her opposition's screens, there was only a symbol at the center: A bleeding heart enclosed in a power symbol. But on hers, the installations are at a hundred percent. "Ohoho AW YES." She grins, tenting her fingers. Now that she has another mech to play around with, what else does this thing do...?

LIMIT POWERS

Limit Powers are merely acceptable early during a battle but some of the strongest Powers you can possibly use after a few Rounds. Their usefulness depends on the current Tension, and they make a good combo with Powers and Upgrades that grant Tension bonuses.

I Am Helping!

Setup Power

Effect: You inflict a bonus Disadvantage when using the Suppress Action this Turn. If the Tension bonus for the Might Test is 5 or higher, you turn the Zone under the target into Extreme Terrain for a Round. You can use this Power once per Round.

"Dammit, Sam!" Everything was on fire. Again. "The only way that could've been worse is if Cole tried that too!" "Sam!" "Yes, Cole?" With much trepidation, Steel Prophet's cameras focused on Cole's Shining Gallant as it was about to do something monumentally stupid. "I'm helping!" he said. Everyone else screamed at the top of their lungs "YOU'RE GOING TO GET US ALL KILLED!" "Only if it doesn't work!"

Jinxed!

Reaction Power

Effect: One Enemy Weapon gains the Overheating ability if it is a Beam or the Unreliable ability (if it is not a Beam) for this attack. If the Weapon already has one of these abilities, it will gain the other one as well. If the Tension bonus for the Might Test is 5 or higher, either ability will also trigger with an even result, as if it were an odd number. You can use this Power once per Operation.

A dragon walked out of a portal and was breathing fire down on Bobby - It was one of those days. His Thorman endured the first blast but he was not looking forward to the encore performance. In between puffs of flame, Bobby grabbed the Transpatial Randomizer and pulled the trigger when the lizard opened its mouth again. The dragon's mouth just plain exploded.

Pierce the Heavens

Setup Power

Effect: Your next Offensive Action this Turn gains an Advantage to its Might Test. If the Tension bonus or the Might Test is 5 or higher, it also ignores the effects of Active Defenses. You may use this Power once per Round.

Jamil took a long breath in from his cigarette, letting it fill his lungs. He exhaled, and felt calmer. Calm enough to make every shot from his rifle count at this distance. "I don't need hot blood, I've got all the cold blood I need."

GENERAL UPGRADES

Behold a whole new variety of strange technologies beyond the limits of what was in Battle Century G. The ability to open portals, manipulate gravity, turn the will to live into pure energy and more are at your beck and call. Are you ready for this?

Defensive Technician

Internal Upgrade (10)

Effect: When you use a Technique, you may spend 2 Energy to increase your Defense by 5 against the target of the attack. If you used Zweihander, you don't grant the target extra Advantages to attacking you for a Round.

Techniques are unusual, difficult attacks that leave you open to counterattacks. Your Mecha is programmed with defensive maneuvers to turn their eccentric moves into a form of defense as well as offense. It is just crazy enough to work.

Master Technician

Internal Upgrade (10)

Effect: When you use a Technique, you may spend 2 Energy to restore it after use, treating it as if it hadn't been spent. If you used Missile Massacre, you don't suffer Disadvantages to future attacks against the target.

Your Mecha has combat subroutines installed in it to facilitate pulling off tricky combat maneuvers more than once. You can repeat supermoves in a chain of cinematic explosions.

Portal Generator

Internal Upgrade (10)

Effect: At the beginning of your Turn you may spend any amount of Energy to create two portals connecting separate Zones. One of the portals appears in your Zone while the other appears within a Range from your Zone up to the Energy spent this way. Units that stand on top of either Zone can treat the other Zone as if it was adjacent to theirs. These portals last one Round.

A marvel of biotechnology crafted from the exotic matter that Outsiders are made of. This device opens a rift in space-time, creating a stable tunnel between separate points.

Power Conversion

Internal Upgrade (10)

Effect: At the beginning of your Turn you may increase your available Energy by an amount equal to the current Tension for a Round but you do not gain the benefit of Tension to Offensive Actions this Round either.

Through tampering with systems that many would never dare to touch, you know how to repurpose power from your Mecha's offensive systems to other purposes.

Versatile Model

Internal Upgrade (10)

Effect: You gain an additional Advantage to Might Tests using Melee Weapons if your last Might Test was made with a Shooting Weapon and viceversa.

Your Mecha is built to take advantage of balanced loadouts, mixing close quarters and ranged attacks. It switches between weapons and attack routines much faster than normal, catching enemies by surprise.

Extreme Body

Internal Upgrade (15)

Effect: At the beginning of your Turn you may spend 1 Energy to have all Zones occupied by your body count as Extreme Terrain for Enemies in them for one Round. Abilities that can usually ignore the effects of Terrain will not help against this.

Close combat is a terrible idea against your Mecha. This could be due to an electrified armor system, or something far more esoteric, like an offensively-projected forcefield.

Maneuverable Transformer

Internal Upgrade (15)

Effect: Whenever you Transform you may choose to either have all Enemies suffer a Disadvantage to all Might Tests against you or to gain an Advantage to your Might Tests. Either benefit lasts one Round.

Your Mecha is built to maximize the advantages of constant transformations. The shifts keep throwing enemies off; even when expecting them, your moves are too fast for most Mecha to keep up with.

Nanopaste Skeleton

Internal Upgrade (15)

Effect: At the beginning of your Turn you may ignore the effects of Maiming for a Round. If you do, you can't use this ability again during your next Turn.

Your Mecha has in-built dispenser of nanomachine paste used for repairing its internals. As long as you can keep feeding it enough Element G to power it up, it won't have to worry about limbs falling off or ceasing to function.

Pulling Field

Internal Upgrade (15)

Effect: At the beginning of your Turn you may choose one Enemy within 1 Zone and inflict on them a Disadvantage to all Might Tests that do not target you for a Round. If you attack the chosen Enemy during your Turn, you inflict two Disadvantages instead. This effect persists even if the Enemy moves away from you.

A gravity manipulation device that constantly pulls enemies towards you. It doesn't have a lot of force behind it, but it does a great job of drawing projectiles away from allies.

Skirmisher Frame

Internal Upgrade (15)

Effect: You gain an Advantage to all Initiative Tests. If you Move at least 5 Zones with your Action during one of your Turns, all Enemies suffer a Disadvantage to all Might Tests against you for a Round.

Your Mecha is built for evasive maneuvers while sustaining acceleration, avoiding obstacles or projectiles on the move.

Internal Fortification

Internal Upgrade (20)

Effect: Whenever you lose a Level of Threshold, all damage carrying over from the same instance of Damage to the next Threshold Level is halved.

Your Mecha's internals are segmented and fortified to protect against massive damage. It doesn't matter how much one of your areas gets hit, the damage to the rest of the body will be minimized.

Limit Engine

Internal Upgrade (20)

Effect: For each Level of Threshold you are missing you increase your available Energy and treat Tension as if they were one point higher. This modifier to Tension applies to everything you use Tension for, even Extreme Terrain.

Hiryu discovered how to power their Gears using the pilot's emotions, transforming anger, courage and the will to live into energy. The downside of this 'Spiral Drive' is that the system requires the user to be at the brink of defeat to draw out its whole power.

Superior Integration

Internal Upgrade (20)

Effect: You may use your Weapons even if the Area they were allocated to has been Maimed. The first time you use each of your Weapons during an Operation, it gains an additional Advantage to its Might Test.

Not only are all your weapons built into your Mecha's frame but they also have dedicated capacitors that overcharge them with extra power on first use. Afterwards, they still have enough energy to keep weapons operational without relying on the reactor.

Warp Step

Internal Upgrade (20)

Effect: You may ignore Enemies and Terrain (even Impassable Terrain) along the way whenever you Move with your Actions. This lets you escape from Duels without having to Disengage.

Through sufficiently advanced technology that might as well be indistinguishable from magic, you can instantly jump between locations in the blink of an eye.

Transpatial Randomizer

Internal Upgrade (20)

Effect: At the beginning of your Turn you may spend 2 Energy and choose a Support Upgrade at random. You get to use said Upgrade at no Action cost. This does not spend said Upgrades and you may use Upgrades that you do not own this way.

This handgun-shaped device gathers the desires and latent creativity of its pilot and other nearby people. It transforms those into energy and uses the data to create unpredictable but largely beneficial results with each pull of the trigger.

Transpatial Randomizer Table

The table below will help you choose your Support Upgrades for each activation of Transpatial Randomizer in a sufficiently random fashion. Simply roll two d10, calling in advance one of the dice as tens and another as units.

Roll Result	Support Upgrade
01-07	Assisted Targeting
08-14	Dividing Field
15-21	Overcharge
22-28	Remote Hotfix
29-35	Support Fire
36-42	Supply Delivery
43-49	Surprise Minefield
50-56	Targeting Disruption
57-61	Airstrike
62-66	Blue Screen Virus
67-71	Cryogenic Blast
72-76	Electromagnetic Detonator
77-81	Ensnaring Trap
82-86	Fire at Will
87-91	Gravity Manipulators
92-96	Jamming Barrage
97-00	Any Support Upgrade of your choice.

ACTIVE DEFENSES

With double the number of Active Defenses, now you have no excuse not to have one (if not two) of these, you're bound to find one that suits you. Half of them are the traditional kind you can activate as a reaction to an attack, while the others require an upfront investment of Energy like Absolute Barrier from the core Battle Century G rulebook.

Learning Computer

External Upgrade (5)

Effect: In response to the results of an Enemy Might Test against you, you may spend 2 Energy to increase your Defense by the current Tension against it. This does not count Tension bonuses to the Offensive Action.

This self-learning AI compensates for the wear and tear of battle by looking for openings in the attack patterns of the enemy and moving the Mecha for the user.

Reflecting Barrier

External Upgrade (5)

Effect: In response to the results of an Enemy Might Test against you using a Shooting Weapon, you may spend 1 Energy to increase your Defense by 3 against it, or 2 Energy to also reflect 3 points of Damage back to the attacker. This Damage is dealt after the rest of the attack resolves.

This highly specialized defense system sends bullets, missiles and even particle beams astray. A minuscule portion of which are even sent back at their user.

Repulsion Field

External Upgrade (5)

Effect: In response to the results of an Enemy Might Test against you using a Melee Weapon, you may spend 1 Energy to increase your Defense by 3 against it, or 2 Energy to also push the target 1 Zone away from you in a direction of your choice. This push happens after the rest of the attack resolves. Repulsion Field cannot push Enemies into Zones with other Units or into Impassable Terrain.

A forcefield that uses graviton technology to slow down incoming projectiles and enemies in melee. At maximum output it can even make would-be duelists fall backwards to keep them away from you.

Attack Absorbers

External Upgrade (10)

Effect: In response to the results of an Enemy Might Test against you, you may spend 2 Energy to increase your Defense by 3 against it. You gain an Advantage to all Might Tests against your attacker during your next Turn.

Yet another variant of defensive technology based on Organic Energy. This one absorbs the energy behind enemy attacks and transforms it into energy to feed your own weapons systems against them.

Dispersion Aura

External Upgrade (10)

Effect: In response to the results of an Enemy Might Test against you using a Blast, Burst or Line Weapon, you may spend 1 Energy to increase your Defense by 5 against it. You may also use this Upgrade to protect an Ally within a number of Zones equal to your Systems. This will not stack with Active Defenses of said Allies.

Certain Clarke Gears have evolved - I'm sorry, I meant to say 'been equipped with' - this variant of the Shielding Aura.

The Dispersion Aura is a very large bubble that deflects indirect attacks away from the user. It fails to work when someone locks on to the user, however, making it more of a backup defensive mechanism than anything else.

Organic Barrier

External Upgrade (10)

Effect: At the beginning of your Turn you may spend any amount of Energy to create a shield that blocks that much Damage and lasts one Round. At the beginning of your next Turn, you may convert all points of Damage blocking that remain in the shield into additional points of Energy, but you may not use Organic Barrier that Turn. An active Organic Barrier means you can't use other Active Defenses.

A more utility-oriented version of barriers based on Organic Energy, this one is designed to charge itself up over time.

Clarke Gears can use this to overlock themselves and take their self-repair abilities beyond their usual limits.

RESTORATION

These cheaper Restoration Upgrades use one Restoration with each activation and cost less MP, but can only be used on yourself and have less oomph behind them.

G-Charger

External Upgrade (5)

Effect: As a Utility Action, you may increase your available Energy by 5 until your next Turn.

A small and less versatile version of the Overcharger. It makes lightning courses through the user, boosting the Mecha with a surge of power.

Reload

External Upgrade (5)

Effect: As a Utility Action, you may restock a single One Shot Weapon or Support Upgrade of yours that has been spent.

You've got magazines tucked in, backup drones in your backpack, and more extras of everything you use that you could possibly need.

These Upgrades Are Weak

These Restoration Upgrades are more limited than those from the core game. They're primarily meant for the Subpilots of Combiner Units, for whom Reload is cheaper than Resupply and the G-Charger lets the lead (or the other Subpilots) use the Energy during their Actions.

MOBILITY

These two new Upgrades are, in essence, Antigravity but for different environments. Because they are not as generally useful as Antigravity, they cost less MP.

Maritime Module

External Upgrade (5)

Effect: At the beginning of your Turn, you may spend 2 Energy to ignore the effects of Terrain in your Zone and be able to shoot through a Zone occupied by an Enemy to reach another behind it as if they weren't there. These benefits last for a Round. This Upgrade only works underwater.

Your Mecha is designed to thrive in the conditions of underwater combat where others can't even move properly. It can even withstand deep sea pressure.

Zero-G Module

External Upgrade (5)

Effect: At the beginning of your Turn, you may spend 2 Energy to ignore the effects of Terrain in your Zone and be able to shoot through a Zone occupied by an Enemy to reach another behind it as if they weren't there. These benefits last for a Round. This Upgrade only works in space.

Your unit is outfitted with multiple systems to improve its performance in space. It comes with two sets of rotating vernier thrusters to facilitate maneuvering in a vacuum and Element G barriers powered by solar winds to shield itself from the hazards of space travel.

Mobility Upgrades for Underwater and Space Terrains

The Maritime and Zero-G Modules grant the benefits of flight in Terrains where flying is usually impossible. Abilities that interact with flight treat both Upgrades as if they granted flight. This means an Ensnaring Trap underwater will negate the benefits of the Maritime Module and Terrain Specialist (Space) allows Extreme Body to damage Units with a Zero-G Module.

SUPPORT

This extra set of Support Upgrades is more focused on battlefield control than the original ten. These were made with dedicated Support users in mind and should complement any such build nicely.

Dividing Field

Separate Upgrade (5)

Effect: All Zones within Range turn into Plain Terrain, losing all other Terrain types, for a Round. This includes Impassable Terrain. Afterwards those Zones return to normal.

A device that bends space to create a circular battlefield around the user. Land, air and water are simultaneously frozen and compressed around this Dividing Field until it recedes, leaving everything exactly as it used to be.

Remote Hotfix

Separate Upgrade (5)

Effect: You or an Ally ignore the effects of Maiming for a Round.

Through redirecting power and manual overrides, any and all sorts of malfunctions can be fixed. You can reoptimize systems on the spot, overcoming unforeseen difficulties as if you had been ready for them all along. The Tech Support from the future truly is a thing of wonder.

Targeting Disruption

Separate Upgrade (5)

Effect: Choose one Enemy to inflict them two Disadvantages to all Might Tests that do not target you for a Round.

You hack into an enemy's targeting systems. However, your direct connection to them leaves you vulnerable.

Blue Screen Virus

Separate Upgrade (10)

Effect: One Grunt loses their Action during their next Turn.

You spread the fear and terror of operating system failure among your enemies with a virus that forces them to reboot, wasting precious time.

Cryogenic Blast

Separate Upgrade (10)

Effect: All Zones within a target area the size of a Blast (3) turn into Difficult and Withering Terrain for a Round.

You deploy a cloud of freezing gas over the targets. It is not going to completely disable giant robots, but it will slow joints down and cause multiple malfunctions.

Gravity Manipulators

Separate Upgrade (10)

Effect: Slide any Unit a number of Zones up to half your Systems. Should the target be sent in the direction of another Unit, you may have them both crash and suffer an amount of Damage equal to the distance moved this way, then the movement from this Upgrade halts. This can be used to break up Duels, even ones you are in.

You have deployed gravity manipulators along the battlefield and can use them to launch allies or foes in any direction you please.

COMBINATION

There are two new Combination Upgrades, and they work rather differently to those in Battle Century G. Invincible Super Combination isn't a new type of Combination, it is more of a powerup to Super Combiners that makes them even stronger. Then you have Universal Component which lets the Unit that takes it Combine with anyone else without making them buy other Combination Upgrades first.

Invincible Super Combination

Internal Upgrade (Special)

Effect: All Units are restored to full after Combination. This means Threshold, Energy, Restoration Upgrades, One Shot and Technique Weapons are treated as if they had not been used at all. The Attributes of the Combined Unit are the averaged values of all the components together, plus 1 to Might, Guard, Systems and Speed per Subpilot.

Because the Super Combination was clearly not enough, all of the component Mecha have been powered to form the ultimate invincible superhuman warrior of love and courage. Make sure to give the combiner a name that references its number of pilots, such as Sunbot 3 or Voltace V.

Special: You must have Super Combination to have this Upgrade, and all components must take it at the same time. The Cost in MP of Invincible Super Combination depends on your Power Level.

Invincible Combination Cost per Level

Power Level	Mecha Points Cost
0	20
1	30
2	40
3	50
4	60
5	70

When you gain a new Power Level, you go into an MP deficit and must spend your first 10 MP to pay that debt.

Universal Component

Internal Upgrade (30)

Effect: After Combination, you become a Subpilot for the lead Unit. The combined Unit gains all of your Upgrades and Weapons, assigning the External ones to their corresponding Areas. The Attributes of the Combined Unit are the averaged values of both components together, plus 1 to Might, Guard, Systems and Speed.

Your Mecha is a support unit designed to power up other giant robots by attaching to them as a backpack, extra head, or even transforming into a giant multipurpose weapon for them to wield.

Special: If you combine in the middle of an Operation, anything you've spent is restored. This means Restoration Upgrades, One Shot and Technique Weapons are treated as if they had not been used at all.

DESIGN FLAWS

Design Flaws are similar to Features, giving your Mecha a critical weakness but granting bonus MP to spend on it instead of having a predefined positive half to them. Design Flaws are always active and must be taken during the Mecha construction process, not later. **The Mecha Points granted by Design Flaws are added to your initial Mecha Points pool of 100 and it does not count towards Power Levels.** You cannot participate in Combinations if you have a Design Flaw. **Grunts and Bosses may not have Design Flaws.**

There are two reasons to take Design Flaws: You take them because their flavor lets you represent your Mecha concept better or you take them to for the extra MP and minimize their negative effects as much as possible. The first approach is fine, but the second merits some discussion. There are certain Mecha builds that can essentially turn Design Flaws into 'free' MP. This makes it possible for some PC Mecha to be much stronger than those of their companions and to overshadow them, which is not a good thing and we suggest GMs disallow their use. Now, if the whole group agrees to optimize their Mecha as much as possible and wants to push the system to its limits, doing this is perfectly fine.

Unarmed

Design Flaw (+10 MP)

Effect: You have no Default Weapons, suffer a Disadvantage to all Might Tests and may not participate in Synchro Attacks.

This is one of those rare models meant neither for direct combat or to combine with others. Those really desperate for a way to defend themselves should install drones.

Miniature Model

Design Flaw (+20 MP)

Effect: Halve all of your Movement, Upgrade and Weapon Ranges. Maximum Weapon Ranges are rounded up instead of down.

Small Mecha emphasize evasive maneuvers, precise attacks and energy efficiency to make up for their lesser mobility and reach. They also make you the cool underdog fighting giants with a tiny machine.

Precious Snowflake

Design Flaw (+30 MP)

Effect: You may never ignore the effects of Maiming, can't use Extra Areas and can't gain Upgrades or Weapons through Genre Powers.

A super prototype full of one-of-a-kind expensive technology to improve its peak performance at the cost of making the internal systems a mess to work with. When everything goes well, it is the best thing since sliced bread. When things start to go wrong, they get a lot worse before they finally start to get better.

Berserker

Design Flaw (+10 MP)

Effect: As long as there are Enemies remaining on the battlefield, you must take an Offensive Action against the Enemy closest to you during your Turn and attempt to Engage them in a Duel when possible. If there are multiple Enemies at the same distance, you may choose which one to pursue. If you can't reach any Enemies to attack this Turn, you must Aim while approaching the one who is closest.

You pilot a giant monster that has been restrained and is your control interface can barely keep in check. The fury of the beast within will only cease when all threats to it have been destroyed.

Limited Battery Time

Design Flaw (+20 MP)

Effect: You gain no benefits from Tension. At the beginning of your Turn, if Tension is 5 or higher, you take enough Damage to lose your current Level of Threshold.

This is a prototype so experimental that it cannot run for more than a few minutes at a time. If forced to participate in combat for a long while,, its limbs will power down one by one until it can't move anymore.

Walking Coffin

Design Flaw (+30 MP)

Effect: Double all the Damage that you take (after applying Active Defenses).

Your Mecha is a fragile little thing and the designers have made it a testbed of every feature they could think of, but apparently forgot to armor it with more than aluminum foil and to fill the tank with something other than explodium.

FEATURES

The following Features are quirrier than those in the core game. **These Features are not compatible with The Strong Adapt or Alternate Forms and Grunts may not take them.**

Oldtype

Internal Upgrade (0)

Effect: You cannot use Default or Alternative Genre Powers other than Live Another Day and Parting Shot. Whenever you lose a Level of Threshold, all damage carrying over from the same instance of Damage to the next Threshold Level is halved.

You're hardier and more stubborn than most, much like your Mecha, The downside is that you're stuck in your ways, incapable of adapting to unexpected circumstances in battle.

Omnienvironmental

Internal Upgrade (0)

Effect: Ignore all negative Terrain conditions except Extreme and Impassable Terrain, but only have half your Energy Attribute to spend every Round.

Your Mecha was made not to do battle but for scouting operations and is adapted to all sorts of environments. It is not shielded for extreme conditions, but the added maneuverability is very helpful there.

Remora Frame

Internal Upgrade (0)

Effect: You may Dock within a willing Ally as if they were a Base Unit. You cannot Dock into another Remora Frame. Halve all your own Movement, Upgrade and Weapon Ranges. Maximum Weapon Ranges are rounded up instead of down.

A different take on how to build a component unit. This small Mecha instead uses others as carriers and shields.

Sibling Model

Internal Upgrade (0)

Effect: Synchro Attacks with your chosen partner or partners increase the result of your Might Test by 5 instead of gaining two Advantages each. You can only Synchro Attack with other Sibling Models and only if all of them participate at once.

Your Mecha is part of a series, designed with combination attacks in mind. The movements of individual models flow smoothly into those of its sibling units... As long as every single one of them is in sync. Otherwise it is just a mess.

Unstable Reactor

Internal Upgrade (0)

Effect: Increase your available Energy during your Turns by 1. When you lose your fourth Level of Threshold you cause a massive explosion dealing your Threshold Attribute, your available Energy, and the current Tension to everything within 5 Zones. The blast includes your ejected Core and this Damage cannot be prevented, not even Live Another Day.

Your Mecha runs on something that R&D should have known better than to try. Your power output is unparalleled, but you know any mistake you make could be your last.

It is a Feature, not a Bug

In some games Features like Base Unit and Terrain Specialist are not a good idea and shouldn't be allowed. But even those two do not compare to Unstable Reactor - by far the trickiest Feature to have around.

A Player Character with Unstable Reactor is a serious threat to everyone around them, enemy and ally alike. It is entirely possible that a Genre Master will back down from harming PCs with it because they don't want to kill one or more PCs. While this makes sense in character because nobody wants to set them off and accidentally get caught in the blast, it also means that a PC just got a free boost to Energy. This potentially breaks the balance between PCs.

As a Player Character, only take Unstable Reactor if you're okay with your PC taking so much Damage it might kill them. Also you might get flak from other PCs and NPCs because you're a threat to everything around you.

As a Genre Master, only allow someone to take Unstable Reactor if you're okay with making them blow up and potentially kill them. The Enemies of the PCs should learn of this weakness and exploit it. You don't have to do this every Operation, but you should try to make them go kaboom every few fights.

WEAPONS

There are thirty more Weapons in this book, doubling the size of the armory available to all PC Mecha. Some are new combinations of the abilities that you know from the base game while others use entirely new rules. Some have very short rules text while others have an amount of text comparable to this paragraph. There is also a new Keyword ability:

Remote

Remote Weapons are attack drones, capable of moving and attacking on their own via remote control. At the beginning of your Turn you may deploy them in your own Zone, and may retrieve them the same way.

Remote Weapons have their own Guard and Speed Attributes, share your Might and Systems and their Threshold and Energy is 0. They run off your own available Energy and are destroyed after taking a single point of Damage.

Remote Weapons require your direct control and **you must spend your own Actions to attack with them.** Once destroyed, Remote Weapons can be repaired by any effect that can reload or resupply a One Shot Weapon.

Remote Weapons cannot be Maimed. They are not Internal like Default Weapons or External like the other Weapons that you buy with MP. They go in the Other section of your Mecha Sheet, like Separate Upgrades.

If you're a Subpilot, you can't Move your Remote Weapons or those of other Units. The lead can, however, use Remote Weapons available to them as normal. Using Remotes undocks you, like taking any other Action. This uses the same logic that Supports use. It doesn't matter if you are attacking via proxies or not, if you want to affect the battlefield, you need to go out there and put yourself at risk.

MELEE WEAPONS

Assassin Blade

Melee Weapon (5)

Effect: This Weapon will not attack your Allies in a Duel and gains an Advantage against Enemies that are in a Duel with someone else.

This set of two small blades is awful for a straight up one on one match and perfect against exposed backs.

Countersword

Melee Weapon (5)

Effect: Technique. Choosing to use this Weapon skips your next Action this Turn. The next time an Enemy within your Movement range would take an Offensive Action against you before your next Turn, you can Move up to and attack them. Countersword has an additional Advantage to its Might Test and interrupts the Enemy's own attack, making it possible to destroy or disable them before they hit you. If no Enemies trigger the counterattack, Countersword is not spent.

A Hiryu-made weapon meant for quick-draw techniques. The blade and its sheath are designed for a faster drawing speed that conserves momentum and slays with in a single stroke. These blades are terribly inaccurate otherwise and break often when used to parry, so don't do that.

Great Crusher

Melee Weapon (5)

Effect: Blast (1), Crippling, Long Range, One Shot.

A giant hammer filled with explosives that self destructs on impact. There are certainly smarter weapons out there, but there aren't many with its sheer brutality.

Hook Launcher

Melee Weapon (5)

Effect: Long Range, Crippling, One Shot. When you pass the Might Test with this Weapon you may have the target dragged all the way to your own Zone and force them into a Duel with you.

A nasty piece of work used to single out key targets and disrupt enemy formations. Its range is not the best and reloading it is a pain, but when it works it just ruins someone's entire battle plan.

Kamaitachi

Melee Weapon (5)

Effect: Line, Long Range,

A sword that releases shockwaves ahead with every swing. Complaints that research on these was a waste of funding when we already have guns were dismissed. Those poor souls lacked the necessary warrior's spirit to understand.

Magnet Rod

Melee Weapon (5)

Effect: This Weapon gains an additional Advantage to its Might Test when used against Enemies with an Energy Attribute higher than yours.

This oversized bat is attuned to home in on concentrations of Gygravagnite. Assuming there is enough of a difference between how much Element G both duelists carry, this weapon has perfect accuracy and always hits critical areas.

Pressure Point Attack

Melee Weapon (5)

Effect: Crippling, One Shot. Passing the Might Test with this Weapon will destroy that Enemy's current Level of Threshold. This happens after the Weapon deals its regular Damage.

Martial artists know how and where to hit in order to kill any human with a single blow. It is much harder to do for giant robots and even tougher on eldritch abominations, though, so they have to settle with maiming them instead.

Rocket Sword

Melee Weapon (5)

Effect: One Shot. Charge in a straight line when using this Weapon. Rocket Sword deals an amount of Damage equal to the current Tension to all Enemies that come into Range during the charge. This happens even if the attack otherwise misses and includes the target. If you end the charge in the same Zone as the Enemy you may Engage them.

From the R&D team that brought you the Boosted Lance, we present the Rocket Sword. This blade cleaves its way through multiple enemies on the way to its destination and takes you along for the ride.

Shocking Swordwhip

Melee Weapon (5)

Effect: Crippling, Long Range, Unreliable.

A flexible, upscaled version of the technology employed in the Stun Rod. The most obvious advantage of these is their extended reach, but the flexibility of the weapon can be used to ensnare and hold Outsiders.

Stumbling Fists Style

Melee Weapon (5)

Effect: Slow, Unreliable. Increase the result of your Might Tests when using this Weapon by an amount equal to how much the target's Might Attribute is greater than yours.

You confuse your enemy with awkward swaying and staggering to lure them into a false sense of security, then use their own strength against them. Watching a giant tentacle monster smack itself is always fun.

SHOOTING WEAPONS

Anti-Mecha Cannon

Shooting Weapon (5)

Effect: Crippling, Long Range, One Shot.

A giant single-shot pistol with an armor-piercing round that explodes within the target, leading to a critical system failure. Just make sure you're carrying extra ammo with you.

Hyper Launcher

Shooting Weapon (5)

Effect: Blast (3), Unreliable.

A simple launcher for rocket propelled explosives. Difficult to aim yet brutally effective enough to compensate. Just be careful not to point it at your feet.

Lockdown Missile

Shooting Weapon (5)

Effect: Blast (2), One Shot. This Weapon turns the outside border of its area of effect into Impassable Terrain for one Round.

An upscaled and specialized Forcecage Field delivered with split missiles. Users should be careful not to make things harder for their own team when using it.

Macrowave Cannon

Shooting Weapon (5)

Effect: Line, Long Range, Technique. This Weapon requires one Action be spent charging it, and its successful use will automatically make you lose your next Action afterwards. Macrowave Cannon has an additional Advantage to its Might Test and its Line effect is 3 Zones wide, with the target in the middle line.

The Macrowave Cannon absorbs ambient electromagnetic energy rather than that of the Gear and releases it while scattering a multitude of pellets. The last thing that the poor souls in the way of the blast will hear is a 'DING'. It gets less funny when users notice the recoil will shock even the sturdiest of Gears and daze the most resilient of pilots.

Mounted Blaster

Shooting Weapon (5)

Effect: This Weapon benefits from an additional an Advantage to its Might Test but you may not Move as part of your Actions when using it. If you're unable to Move for whatever reason, you cannot use it.

These shoulder-mounted guns are too powerful to use without bracing. They make up for it with accuracy and armor-piercing power, but the rounds are too large for long-distance bombardment.

Radiation Bomb

Shooting Weapon (5)

Effect: Blast (2), One Shot. This Weapon turns all Zones affected into Extreme Terrain for one Round.

One of the worst payloads you could let anyone take with themselves to the battlefield. Radiation Bombs are one step below nuclear weaponry and their use is frowned upon.

Rapidfire Machinecannon

Shooting Weapon (5)

Effect: This Weapon inflicts an additional Disadvantage when using the Suppress Action.

This gun walks the thin line between expensive gimmick and absolute genius. It has only one thing going for it - a ridiculous rate of fire and the magazine size to sustain it.

Sentry Turret

Shooting Weapon (5)

Effect: Long Range, Remote. This Remote has a Guard of 5 and a Speed of 0 plus two innate Advantages to its Might Test.

The Sentry Turret is a tripod device more like a portable artillery platform than an attack drone. As a stationary attack drone, it has better accuracy than most. Unfortunately, it is useless without a master keeping it under constant control.

Torpedoes

Shooting Weapon (5)

Effect: Long Range. This Weapon has two innate Advantages to its Might Test, but may only be used while underwater and against targets that are also underwater.

Torpedoes have better range and are cheaper to produce than beam weaponry. They will be the preferred weapon for battle at sea. At least until the day flying carriers become more than a one of a kind wonder.

Tracer Rifle

Shooting Weapon (5)

Effect: When you pass the Might Test with this Weapon, Allies who also attack the same Enemy gain an Advantage to their own Might Tests for a Round.

The next step in tracer ammunition technology is to outright build individual computers into their bullets. Enemies hit by one of these will feed invaluable aiming data to your allies.

BEAM WEAPONS

Magneburst

Melee Weapon (5)

Effect: Beam (Boost 2). When you Boost this Weapon it gains the Burst ability and turns all affected Areas into Interference Terrain for one Round. You can spare your own Zone from its effects.

An offensive variant of the technology that would lead to the invention of the Type-G Gygravagnite and more precisely the Gravagne Field. Releasing this much energy is harmful to the environment, but is even more harmful to nearby enemies.

Burnout Edge

Melee Weapon (5)

Effect: Beam (Boost 2). When you Boost and pass the Might Test with this Weapon, you halve the target's available Energy.

A weaponized projector of short-lived waves that disrupt the flow of Element G. Just point the weapon in this 'Burnout' mode at things and watch their systems fail.

Fangs

Melee Weapon (5)

Effect: Beam (Boost 3), Remote. This Remote has a Guard of 10 and a Speed of 5.

Fangs are drones with miniaturized beam sabers made for swarming targets. They have miniaturized Overboosters for chasing targets and are maneuverable enough to take advantage of their small size, making them a pain to hit.

Gravity Knuckle

Melee Weapon (5)

Effect: Beam (Boost 4). When you Boost and pass the Might Test with this Weapon, you may push the target up to 3 Zones away from you in a direction of your choice. Should it be sent in the direction of another Enemy whose Defense you've also beat, they both crash and suffer 3 points of Damage, then the movement halts.

A replacement for Mecha hands that repulses objects with tremendous force on activation. It is the only close quarters weapon that R&D designed around graviton technology.

Ground Zero

Melee Weapon (5)

Effect: Beam (Boost 4), Burst, Technique, Overheating. This Weapon turns the Zone you are standing on into Extreme Terrain. When you Boost Ground Zero its Maximum Range becomes 3 and it will also affect your Allies instead of only attacking Enemies.

The uninhibited version of the Magneburst. You expel pure, raw Element G in a highly dangerous explosion with you at its center. Handle with care.

Graviton Gun

Shooting Weapon (5)

Effect: Beam (Boost 2), Line. When you Boost and pass the Might Test with this Weapon, you may slide the target 1 Zone in a direction of your choice along the Weapon's area of effect. Should it be sent in the direction of another Enemy whose Defense you've also beat, they both crash and suffer 1 point of Damage.

A gun that can lift enemies off the ground. It does not have that much controlling power, but it is still very useful.

Point Singularity Projector

Shooting Weapon (5)

Effect: Beam (Boost 2). When you Boost and use the Assist Action with this Weapon you may choose to either gain an Advantage to your Might Test or to grant an Advantage to two allies instead of one. You gain the chosen Boost plus the Long Range and Slow abilities.

One of the many variants of the Graviton Gun is the Point Singularity Projector. It creates pockets of increased gravity, holding targets in place or at least reducing their mobility.

Bits

Shooting Weapon (5)

Effect: Beam (Boost 3), Crippling, Remote, Slow. This Remote has a Guard of 5 and a Speed of 5. When you Boost this Weapon it gains the Long Range ability.

The most famous system of remote weapons, Bits pack a mean punch for their size and are fairly maneuverable.

Lux Cannon

Shooting Weapon (5)

Effect: Beam (Boost 4), Long Range, Slow. When you Boost this Weapon it ignores the effects of Active Defenses.

A honest to God giant laser cannon. Dodging light is a pretty hard thing to pull off, but it was not made with energy efficiency in mind, making it rather prohibitive to use liberally,

Oblivion Buster

Shooting Weapon (5)

Effect: Beam (Boost 4), Long Range, Technique, Overheating. You may not Move as part of your Actions when using this Weapon and If you're unable to Move for whatever reason, you cannot use it. When you Boost Oblivion Buster and pass the Might Test with it, it will destroy that Enemy's current Level of Threshold (after dealing its regular Damage) but you do not regenerate Energy during your next Turn.

This dramatically named giant cannon creates what only be described as a miniature black hole at a target point and is the epitome of weaponized graviton technology. A direct hit means the target will implode spectacularly and a graze will still tear away one or more limbs caught in the vortex. Be careful with it, the Oblivion Buster has a tendency to malfunction and make parts of its user vanish into the aether.

BOSS POWERS

Some of these new Powers for Bosses make it easier to work with specific strategies that depend on things like positioning or crowds of Enemies. They also give you new ways to mess with PCs by taking away their Weapons or attacking the Pilots directly.

Catch me if you Can

Setup Power

Effect: Move a number of Zones equal to either of your Systems or your Speed, ignoring Enemies and Terrain (even impassable terrain) along the way. This lets you escape from Duels without having to Disengage.

The clonebot exploded in Gilliam's face while Doctor Chaos ran away with that annoying "Uweeheheheheheeee~" of his. They kept trying to corner the slippery little bastard, but he always found a way out and they would only get a faceful of explosions for their trouble. Silly humans, they never learn.

Crush the Insect

Reaction Power

Effect: The next time you would deal Damage to an Enemy, the Pilot loses one Layer of Plot Armor. Pilots damaged this way Test Systems instead of Willpower to avoid defeat. Should this ability trigger against a Pilot who has already lost all three Layers, they are automatically defeated instead. You can use this Power once per Round.

The thing wearing a human face grasped the Core of the Gear with its bloated hand-like tendril, tearing it away from the frame. With a twisted mockery of a smile across its face, it bit the cockpit in half.

I Can Read Your Every Move

Setup Power

Effect: Ask one Player a single yes or no question about what their PC will be doing during their next Turn. If the Player abides by their answer, you gain double benefit from Tension against them with Offensive Actions for a Round afterwards. If they do not, they lose two Genre Points. If they don't have enough Genre Points left, they must do as they said they would. You can use this Power once per Round.

*Laplace just waited, surely this next challenger would try to do 'something crazy' or try to be too quick to predict. Little did it know that was also within the Cryptid's expectations. These apes are such simpleminded beings, someone just **has** to put them in their place.*

Marked for Death

Setup Power

Effect: Choose one Enemy within 5 Zones. You gain two Advantages to all Might Tests made against that Enemy and that Enemy suffers two Disadvantages to all Might Tests that do not target you. Both effects last for a Round. You can use this Power once per Round.

David was figuratively cornered by Jack's giant metal samurai. "What's wrong blondie, getting cold feet?" Jack wasn't going to let his rival walk out of a duel.

Souls Bound by Gravity

Setup Power

Effect: All Enemies within 5 Zones that are using Anti-Gravity or another ability that grants them flight lose that benefit for one Round.

"Now this little button I've got in my hand? This activates what is what I call the Graviton Crusher. It is not strong enough to crush you, per se, but that's what the rockslide I've just caused with all those bombs will take care of. Now I know it is not the most accurate name, but it has style points, doesn't it? Now down, boy!"

You are in my Sights

Setup Power

Effect: You or an Ally gain the benefits of the Aim Action to their next Offensive Action this Round.

Lord Wilhelm laughed and laughed and just kept laughing until he caught a coughing fit that made everyone swear even his doombots were exasperated with him. It was after that that he finally gave the order for all his troops to open fire. "Alright, fun's over, now you all die."

BOSS UPGRADES

The new Upgrades give some diversity to existing Boss strategies. Some make it easier to corral single PCs while others cast a large shadow on the battlefield with powerful control effects.

Aura of Dark Majesty

Internal Upgrade

Level 2: When you enter this level, you get to use the “Do you Desire the Power?” Boss Power for free against one Enemy of your choice. You do not need to know the Power nor do you need to spend any Genre Points.

Level 3: As above, but you also use Die for Me! against the chosen Enemy.

Level 4: As above, but you also use Your Fate is Sealed against the chosen Enemy.

You can fight your own battles, but you would much rather watch your enemies fight themselves. And if that is not enough, you'll still find a way to cheat a victory for yourself.

Caustic Touch

Internal Upgrade

Level 2: Your non-Beam Weapons ignore the effects of Active Defenses.

Level 3: As above, but your non-Beam Weapons also gain the Crippling ability.

Level 4: As above, but when you pass the Might Test with your non-Beam Weapons, you destroy the target's current Level of Threshold. This happens after the Weapon deals its regular Damage.

Cryptids are evolving anti-Clarke weaponry. These would disrupt the flow of Organic Energy, effectively paralyzing the creatures inside with poison.

Overheating Field

Internal Upgrade

Level 2: Enemies within 5 Zones will suffer 1 point of Damage per Energy point they spend.

Level 3: As above, but they suffer 2 points of Damage per Energy point spent instead.

Level 4: As above, but you affect all Enemies within 10 Zones instead.

You are surrounded by strange energies that distort the flow of Element G around you. To those within, raising a defiant hand against you is self-defeating... Literally. The more power they use while opposing you, the more likely they are to burn out first.

Portable Battlefield

Internal Upgrade

Level 2: All Zones within a Range of 5 count as Difficult Terrain for your Enemies. Abilities that can usually ignore the effects of Terrain will not help against this.

Level 3: As above, but it also counts as Defensive Terrain for you and your Allies.

Level 4: As above, but with two instances of Difficult and Defensive Terrain instead.

You feel more at home in an exotic environment, such as the bottom of the sea. Fortunately for you, your control over dimensional boundaries lets you take your home with you wherever you go.

Power of Despair

Internal Upgrade

Level 2: After Boosting a Beam Weapon, you may spend any number of additional Energy to increase the result of the Might Test and your own Defense by half that amount for a Round. This counts as an Active Defense.

Level 3: As above, but the bonuses use the full amount of extra Energy spent this way.

Level 4: As above, but the bonuses use twice the amount of extra Energy spent this way.

The dark mirror of Hiryu's Limit Engine is fueled by hatred, jealousy and pain. Much like with the Limit Engine, you are the eye of a storm of energy that only gets stronger the longer the battle goes on.

Rules of Nature

Internal Upgrade

Level 2: At the beginning of your Turn, you may spend 2 Energy and choose an Enemy to halve their Might and Guard for a Round.

Level 3: As above, but you may spend 2 additional Energy to also increase your own Might and Guard by the amount stolen for a Round. If the Enemy restores their Might and Guard to normal, you still get this bonus.

Level 4: As above, but you may spend 1 additional Energy to also deal them an amount of Damage equal to the current Tension and restore that much Threshold to yourself.

This world is all about survival of the fittest. The strong devour the weak, and in the battlefield the strongest one is none other than yourself.

BOSS WEAPONS

With double the number of Weapons for your Bosses, you can now include them more often in your games without making things repetitive. The inclusion of some Slow Weapons allows for more varied attack patterns turn over turn for high-level Bosses. You can even alternate between two Slow Weapons for maximum effect!

Terrifying Attack

Melee Weapon

Effect: When you pass the Might Test with this Weapon, it deals an amount of Damage to the target equal to the current Tension and denies them the benefit of Tension for a Round.

You are a predator, adapting your fighting technique to that of your prey with every move they make. Each wound you inflict on your victims is fiercer than the last and each attempt to fend you off less effective. The momentum of battle is in your favor.

Whirling Death

Melee Weapon

Effect: Burst, Long Range, Slow. Any time you roll 4 or less using this Weapon, you may treat the Might Test it as if you had rolled a 5 instead.

You sweep your many long-reaching limbs in all directions, becoming the eye of a storm that can cut through steel.

Corrosive Sting

Melee Weapon

Effect: Beam (Boost 2). When you Boost and pass the Might Test with this Weapon, the target's Might, Guard, Systems and Speed are halved for a round.

One of your limbs is made of a substance that is anathema to your enemies and the mere touch of it provokes malfunctions along all of the Mecha's functions.

Sonic Blades

Melee Weapon

Effect: Beam (Boost 3). When you Boost and pass the Might Test with this Weapon, you destroy the Enemy's current Level of Threshold. This happens after the Weapon deals its regular Damage.

Your claws emit a vibrating frequency that makes them glow like a beam saber. Once activated this way, they can will cleave through anything you so much as graze with a touch.

Shadow Fist

Melee Weapon

Effect: Beam (Boost 4), Slow. This Weapon ignores the effects of Active Defenses. When you Boost Shadow Fist, it gains the Crippling, Line and Long Range abilities.

The evil opposite of the Radiant Fist Technique, for those who have given their souls to darkness. The Shadow Fist is usually employed by martial artists who seek power at any cost.

Antimatter Shot

Shooting Weapon

Effect: Slow. This Weapon always gets a result of 10 when Testing Might. When you pass the Might Test with this Weapon, it deals that Enemy an additional amount of Damage equal to the current Tension.

A single, extremely powerful projectile that annihilates the target from inside with a chain reaction of implosions.

Magic Bullet

Shooting Weapon

Effect: Long Range. Trace a line covering an amount of Zones equal to this Weapon's Range starting from your own, Magic Bullet attacks all targets along that line. It will not strike the same target twice, even if it crosses the same Zone multiple times.

An intelligent projectile that pierces through most materials without losing momentum. This Magic Bullet can even shoot around corners, making it an assassin's best friend.

Gravity Blast

Shooting Weapon

Effect: Beam (Boost 1), Blast (2). When you Boost this Weapon, it turns the affected Zones into Difficult Terrain and all Units within lose the benefits of Anti-Gravity or another ability that grants them flight for one Round.

This weapon pulls all matter in a very large radius together towards a fixed point. Unlike with a black hole, nothing is cast into the void, but the extreme violence is usually more than enough to destroy anything that was there anyway.

Ultrabeam Cannon

Shooting Weapon

Effect: Beam (Boost 2), Line. When you Boost this Weapon its Line effect is 3 Zones wide, with the target in the middle line

A marvel of technology, this mounted blaster has it all. It has all the upsides of portable beam rifles but with enough potency to burn the small fry around your real target as an afterthought.

Assimilation Sweep

Shooting Weapon

Effect: Beam (Boost 4), Blast (4), Slow. When you Boost this Weapon, you restore an amount of Threshold equal to your Systems and turn the affected Zones into Withering Terrain for a Round.

You vacuum up matter into a swirl of energy that flows into your body, healing your wounds.

BOSS CAPSTONES

Four more Capstones for your Superbosses means it is harder to know what to expect from and how to counter them. Like the first six, these are often more fitting for abominations of science or supernatural entities than giant robots, though some are easier to justify than others.

All Becomes Dust

Internal Upgrade

Effect: At the beginning of your Turn you may spend any amount of Energy to turn all Zones within a number equal to the amount spent into Withering and Extreme Terrain for a Round. You may spare your own Zone from this effect.

It is the fate of all things to wane and die, but your footsteps leave only decay behind. Plant life withers, electronics stop working, and even color itself fades from sight.

My Final Masterpiece

Internal Upgrade

Effect: Create a Grunt of Power Level 5 when you take this Upgrade. At the beginning of your Turn you may deploy this Grunt one Zone away from you and it shares your Initiative. Should either of you two be destroyed, the other may spend an Action to resurrect their partner with 1 point of Threshold left. This will not restore abilities with limited use like Support Upgrades or One-Shot Weapons.

Your last work of art is the most beautiful yet, both perfect servant and your lifeline to this mortal coil in one. Truly, you are a God.

The Ultimate Shield

Internal Upgrade

Effect: At the beginning of your Turn you may spend 2 Energy to increase your Defense by 10 for a Round. This counts as an Active Defense.

You rearrange the configuration of carbon atoms along your whole form, transforming your skin into graphene and making it as hard as diamond.

Tyrant of Lost Souls

Internal Upgrade

Effect: Whenever an Allied NPC is defeated, you restore an amount of Threshold equal to their Power Rating. Threshold that would exceed your maximum amount instead deals the surplus in Damage to an Enemy of your choice.

The fall of each of your loyal minions only strengthens you further, their faithful souls only too willing to serve you one last time. Their angry spirits will turn on those who try to put them out of their misery by lashing out one last time against the fools who oppose you.

TROUBLESHOOTING

Restoring halved Attributes to normal.

Whenever you have multiple debuffs to your Attributes halving them more than once, any abilities that restore them to normal will completely remove all debuffs at once. Other effects of the abilities that caused those effects remain in place, however, thus something like Electromagnetic Detonator still causes Damage per Energy point spent.

Targeting Debuffs and Blasts

Pulling Field, Targeting Disruption and Marked for Death affect Tests that do not have the user as the target. For all Burst and Line Weapons this changes very little, but Blast Weapons will need to center the Weapon's area of effect on the user to avoid the Disadvantages.

Vertical Forced Movement

Abilities like Gravity Knuckle or Gravity Manipulators can't knock Enemies into the air or force flying ones to land. They can, however, move them to a higher or lower altitude if they were already up in the air. If the targeted Unit was able to move freely in that environment already, such as an underwater or space mission, vertical forced movement works normally.

Number of Combiner Components

Super Combination and Invincible Super Combination work with any number of components, you don't need four components to power up a different Area for the lead. You can have component Units for the Legs and Arms but not the Torso, or two components for the Arms - each representing a different limb.

Chaining Sliding Terrain

You cannot make a 'conveyor belt' with Sliding Terrain, once any one Unit has been moved by Sliding Terrain during its Turn, it will stay there. You can stack multiple instances of Sliding Terrain into the same Zone to forcefully move Units more than one Zone, however. So if you want to make climbing a steep hill a really hard task you can stack progressively more Sliding Zones as altitude increases.

Portals and Targeting

When you move through a Portal created with Portal Generator and attack an Enemy with the same Action, it is fine to Move away from your target on the way to the Portal as long as going through it still takes you in their direction.

Preparing to use Maimed Abilities

If you have an ability that can temporarily negate the effects of Maiming, you can Aim with a Maimed Weapon or call your next Action in response to I Can Read Your Every Move to use a Maimed Upgrade. Obviously, you must activate your abilities that let you ignore Maiming in order to actually use them.

The Specifics of Mind Reading

I Can Read Your Every Move and Combat Profiling function like the Delay Action for the person who must answer their question. They don't need to specify exactly what they do, they just have to state the kind of Action chosen. If they choose the Attack Action, it doesn't matter who they target or which Weapon they use. But if they try to use a different Action, even a similar one like Suppress or Engage, they will lose Genre Points.

Tracing Paths

The line following the path of Lightspeed Assault can go in any direction, making twists and turns along the way until its reach in Zones has been spent. It can even make a perfect U-turn without spending any further Zones to do so.