

BATTLE X CENTURY



BATTLE CENTURY

Author: Juan Herrera.

Development: Juan Herrera.

Additional Writing: Fearghal Casey, Jason Walther.

Editing: Fearghal Casey.

Layout: Connie Tang.

Original Art: Gil Geolingo, Huan Lim, Starcat Games, Yuminari.

Stock Art: GRSites, Jacob Blackmon, Jeffkingston, Jeshields, Rian Trost, Shaman's Stockart, SubtlePatterns.

Graphic Design: Connie Tang.

Kickstarter Management: Jason Walther, Juan Herrera.

Playtesters: Benjamin Merrill, Fearghal Casey, Gzar, Jason Quintanilla, Jason Walther, Transient People and all of our Kickstarter Backers.

Kickstarter Backers: Connie Tang, Fearghal Casey, Raymond Webster, Salvador del Cos, Guillermo Cáceres Reverte, Alex Norris, devilmaydry, Brandon Carlstead, John Palmer, Mark S, Stew Wilson, Rémi D'Amours, Matt Shortess, Ben Hale, Markus Viklund, Hunter4242, Jason Quintanilla, Jacob Olbert, PhantasticSoul, locomono9, Andrew Rock, Joshua Crowe, Eoin Burke, Ryan H, Gareth Davies, Jared Ritter, Alex Miller-Clendon, Grant Chen, Kimberley Smith, Ewen Cluney, Mark Parker, Bobby Agans, Jason, Andrew Fanton, Mitchell Jones, Chris Mitchell, Joseph Ashley, Alexander Slatin, Daniel B Cowden, taichara, Alberto de Jesus, Pablo Palacios, Darzoni, Derek Alligre, Ray Spitz, codingTornado, Incandescent Imaginarium, Hobo, Xie Belvoule, Oliver Rowson, Lisa Engelhardt, Captain Pete, David Terhune, Andrea Martinelli, Steven Warble, YP Lim, Pineapple Steak, Marc Tetlow, Michæ I Andrews, Jack Gulick, Carl Talbot, Jøe I Verde, Jonathan McGrath, Borna Pekaric, Ari Schumer.

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

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00:// WE'RE BACK!

Hello and welcome to Battle Century Z, the expansion to Battle Century G! In here you will find more toys for characters, tweaks and hacks for the general game rules, and enough premade content to make running your own games a breeze - all with the style and substance you've come to expect from Battle Century G. There are three chapters to this book and each one tackles one of the subjects mentioned in the paragraph above. They are, in order:

Chapter 1: Expanding the Rules has new material for PCs of all kinds. The rules can now represent even more kinds of giant robots, there's more options for existing characters, and a greater variety of Bosses for the GM. As usual, the content is largely setting-agnostic and you can cherry pick the parts you like for your own game.

Chapter 2: Customizing the Experience is full of optional rules to change your game of BCG into something different from the norm. This is done via a series of Rules Modules, which fundamentally change the BCG experience. The various Modules can be divided into three categories: Magic & Fantasy, Faction Management and Hardcore Difficulty.

Chapter 3: Ramping the Difficulty is primarily meant for Genre Masters. On top of the usual advice for using the new rules content, it features an extensive list of Enemies and a few pre-planned Operations with special unique rules. Each Enemy and Operation has rules data going from Power Level 0 to 5 and comes with tips for playing and modifying them.



"I'm bored," Julia complained. "This is worse than when we had to play bodyguards for that stuck-up brat in the capital." She sighed in the cockpit of the Power, her mecha humming around her and obviously just as bored as she was. Targeting sensors kept locking onto everything that moved. The Gear was like a little kid trying to find something to do.

"A hunter is often best served by allowing his prey to come to him," Leon countered. He'd been trying to meditate for an hour now, but Julia wouldn't stay quiet for more than a minute at a time. "We're here to test new technology, and that means we need to draw the enemy into our trap. You'll have your fun once they arrive."

"Why would they come here anyway?" Julia asked. "The only thing that's here is a bunch of stupid rocks." The valley had been the site of a battle, months ago, and had been left fallow since then. There were blast marks across the barren ground and boulders, which Leon had spent some time identifying as one weapon or another, and a smattering of wreckage that had been left in the mud. There wasn't anything worth salvaging, but the metal and fallen mechanized beasts would serve to make the ambush more difficult to detect.

"Our forces have carelessly left an opening in this direction," Leon explained. "The enemy is being surrounded by enough of a force that they will have to either breakthrough or seek escape. By my calculations, they will decide to flee, and this is by far the most attractive option for them to do so."

"And they're going to run... why?" Julia frowned. "They're going to think it's suspicious, right? If they have any experience at all they're going to assume it's a trap."

"Mm. Perhaps. They'll be on high alert." Leon folded his arms. "But you must always leave your enemy a way to escape, lest they fight knowing they have nothing to lose. An animal backed into a corner is far more dangerous than one that thinks it can flee."

"Whatever," Julia sighed. "So they'll come this way and we'll blow the hell out of them with whatever surprise you've got planned."

"...Did you pay attention during the briefing at all? I prepared numerous slides on this, and my presentation was quite detailed." Leon adjusted his glasses. "I still have the data with me, and I could send it to your Gear so you can read over it again."

"I fell asleep after about ten minutes while you were still explaining science stuff," Julia yawned.

"You fell asleep?" Leon frowned, starting to lose his cool. "I spent hours putting that together."

"I could tell. Every minute I tried to listen to it felt like I was spending hours trying to pay attention. It was like some kind of an endless hell of spreadsheets and charts."

Leon glared through his monitor at the tarp-covered Power, knowing Julia couldn't see it, but wishing his gaze could go right through the Gear's armor and set her on fire. Before he could start yelling at her, one of the green lights on his command and control board turned red. He sighed and steadied himself, putting on his helmet and sealing it carefully.

"They're coming," Leon said. "Make sure your power is down to minimum levels. We don't want to trip any of their sensors before they're in the center of the array."

"The what now?" Julia asked.

"Just—" Leon took a deep breath. "Just wait until I tell you, and don't move a muscle." He could feel a headache starting. After the mission was over, he was going to have words with their commanding officer.

A massive, looming shape roared into the valley. The enemy ship was brightly colored, the paint job marred where recent damage had scorched the hull. It was a blocky, powerful-looking beast, though it was so large it shouldn't have been able to fly anywhere, much less hang impossibly over the valley floor, keeping low to avoid sensor sweeps. The Wagner. It was a symbol of how the rebels had a technological edge over the GAF, a gap that was going to narrow today.

"Switch to laser communicators," Leon said. "I'm bringing the array online." Thankfully, instead of arguing, he saw an indicator appear as Julia did as he asked. Leon shut down most of his sensors and glanced at her. The tarp had shifted, the Power's bladed tail twitching like it was a cat ready to pounce on its prey.

As the Wagner hit the center of the field, Leon flicked a switch, sending a signal down the hardwired connection to his Gear, the Victory sitting at one end of a web of cables like a spider. He'd concealed the prototype jamming nodes in the wreckage and blasted rocks around the valley, and according to the designer, they'd turn the whole area into a soup of jamming in every frequency they could affect.

Antennae raised up like tuning forks, glowing with a harsh purple light that burned the naked eye to look at. The effect was immediate, the Wagner halting as its sensors suddenly cut out. Leon could see his own screens start to fade to static. The only thing he had was a low-gain camera, the hardened sensor able to feed him just enough through the jamming to maneuver.

Leon took the Victory out into the open, not trying to hide.

"What are you doing, you idiot?!" Julia yelled. "You're in their firing arc!"

"I have full confidence in the technology," Leon explained. He stood boldly, waiting for the ship to respond, and it only took a moment for them to respond in force, beams of light blazing into the valley floor. Leon didn't flinch as everything went wild, the jamming confusing the targeting sensors so badly that the crackling beams did little except chase ghosts. Missiles launched vertically, screaming down only to scatter into rocks and wreckage, two actually twisting to hit each other.

"Does this mean I can go now?" Julia asked, her Gear already standing, crouched and tense, ready to attack.

"Be my guest," Leon said. Before he'd even finished, she'd launched into motion, pushing the Power as fast as it would go, the Gear moving like a living thing and rushing across the uneven ground, dropping to all fours to skim across a field of boulders as Julia laughed, stumbling and only barely catching itself, kept going more by momentum than any semblance of control.

Julia screamed and body-slammed the ship as she ran into it with full force, a silvery bulkhead bending and deforming, sparks flying from the contact as she grabbed onto it, hanging on with her gear's clawed hands.

"They're deploying two Gears on the upper deck," Leon noted. "They might be trying to act as spotters to manually aim the ship's weapons." He braced his Victory and took aim, launching a swarm of attack drones at the enemy. As soon as he tried to telepathically direct them, though, Leon felt a spike of pain in his temple.

The drones slammed into the deck, but he wasn't going to be able to do more than barrage the area. The jamming was working all too well.

"I can't get a lock on anything!" Julia complained, having obviously found the same problem. She jammed her Gear's spiked tail into the deck and pulled herself up. "How is this supposed to help? This is stupid!"

"It's not stupid," Leon said, getting annoyed. "It does appear that our countermeasures are not as effective as expected. However, we still have the element of surprise on our side." He fired another barrage into the Wagner's deck, one of the two Gears it had deployed falling off and landing heavily on a pointed boulder, the Gear's weight sending the granite spire deep into its frame, something exploding wetly inside, black smoke pouring from the wound as it lay still.

"I can barely... hit anything!" Julia yelled. She tried to bring her Gear's bladed tail to bear with a thrust, but it went so wide it was clear that she was aiming at ghosts. Her opponent wasn't doing much better, firing blindly to the side.

"I'll make sure to note your complaints in the official feedback report on the new technology," Leon said calmly. Julia was flailing blindly on the deck, but managed to catch the enemy Gear as she sent the Power into a spin, lashing out in all directions. The huge horns caught it in the side, bulldozing it over the side to meet a similar fate to the other fallen rebel Gear.

"So if I bring this thing down I get promoted two ranks, right?" Julia asked, her gear shaking its head like a dog trying to dry itself. "I can barely see it with all this interference and I'm standing on top of it!"

"Where did you get that idea?" Leon asked, pausing his barrage as the question distracted him.

"There's a rumor going around that says anyone who brings down the rebel flagship will automatically be promoted two ranks! Hey, maybe I'd be your commanding officer!" She started laughing.

Leon felt the blood drain from his face at that suggestion. "Fate would never be so cruel to me." He glanced at his displays. "On your left. They're deploying something else. I haven't seen this Gear before." Leon couldn't even begin to get anything like a clean scan of it with the jamming. However, it was threatening Julia, not him, and that was improving his mood already.

"Looks like things just got interesting," Julia asserted with confidence, the Power's tail lashing and bending the deckplates behind her Gear. "I bet I can take this guy on my own."

"It's your funeral," Leon remarked, watching as the rebel Gear started to glow with a green light. Julia roared, her Gear expelling a burst of flames from the incinerator mounted in the Power's chest. A cone of red flames washed over the deck, parting as they impacted a sphere around the Gear, the edges glowing faintly as the shield deflected the bulk of the fire.

"He's a stropy one," Julia said, her Gear jumping over to the other side of the Wagner and slamming into the deck where the enemy had been a moment before. "Fast, too!" Julia yelled. She spun, only to find herself face-to-face with the yawning barrel of a cannon.

Time seemed to slow as she forced her Gear down at the same moment it fired, the shotgun-like blast ripping through her Gear's shoulder and into the deck beyond. Only Julia's quick reactions kept it from going through the cockpit.

"He's stronger than the others," Leon commented. "Be careful."

"I noticed!" Julia shouted. She stayed on the ground, spinning like a break dancer and sweeping the rebel Gear's legs with the Power's bladed tail. As it fell, she retreated on three limbs, the damaged arm hanging limply as she stood.

Julia smiled in her cockpit and fired the flamethrower again, the smile fading as the flames again failed to reach their target. "What an annoying little..." She growled, jumping towards the Gear as it fired again, a spray of beams that narrowly missed the Power as it leapt through the air. Julia's Gear slammed feet-first into its chest, grabbing onto its shoulders with flexibility and a reaction time that were almost superhuman. "Let's try that at point-blank," Julia said, firing the incinerator right into the rebel Gear's head and chest, smothering it with flames.

"The Wagner has started to move again," Leon warned. The green lights on his indicator board started flickering yellow and red. "It's moving out of the focus. We're going to lose jamming soon."

"It's fine! I got this!" Julia yelled. The rebel Gear kept moving, even with its upper body on fire. Julia grunted as they struggled before she was thrown aside, flung off the Wagner entirely and towards the ground.

"Very nice," Leon mocked her. "You definitely got this."

"Shut up!" Julia yelled, spinning in midair and landing heavily on her Gear's feet, one ankle snapping from the impact. She looked up and saw the bow of the Wagner coming right for her, and she let the Power collapse, lying low as the battleship flew overhead. "We need to finish them off while they're weak!"

"They've left the jamming area," Leon said, standing down. "We got good data on that run. We don't have enough support in that direction to follow them on our own, and they likely have reinforcements en route."

"Whatever," Julia growled, as her Gear struggled to get up and failed. "Next time, we do things my way. My way works better."

"I'll make sure to keep my expectations low."

01:// EXPANDING THE RULES

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.

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.

Extreme: Adds Tension to the DN once per instance.

Sliding: Moves the Unit 1 additional Zone per instance.

Difficult: Halves Speed once per instance.

Interference: Inflicts two Disadvantages 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).

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.

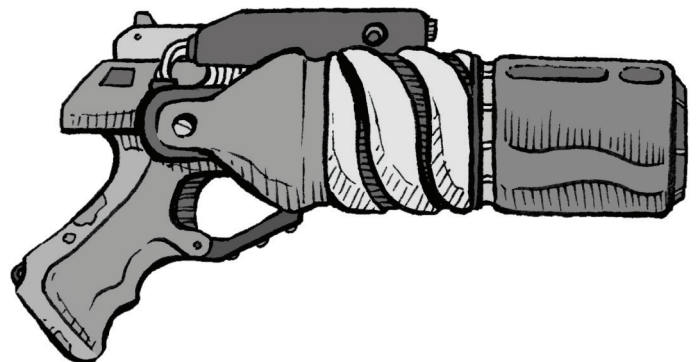
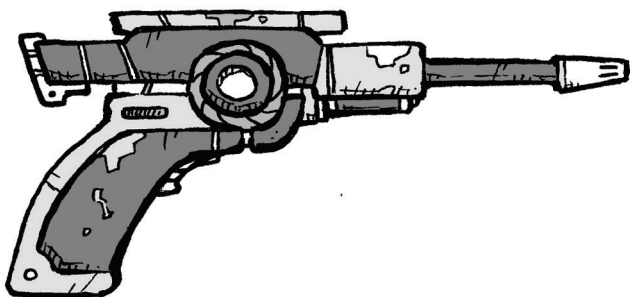
These shackles made of nanobots automatically adjust to fit the hands of the subject. Not only that, they get only more firm the more the prisoner struggles with them.

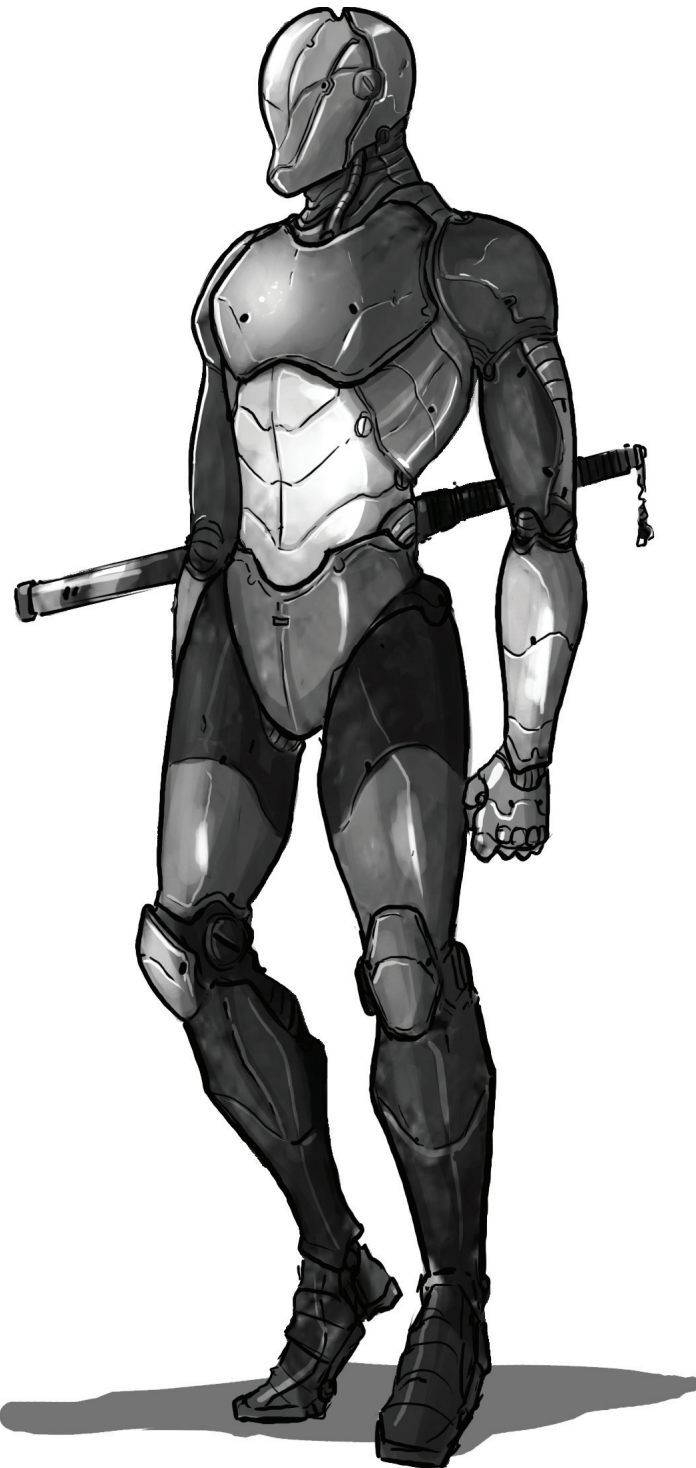
Smoke Bomb

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 spacetime, 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 load-outs, 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.

Base 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 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.



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 and make it harder for them to use their weapons 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)

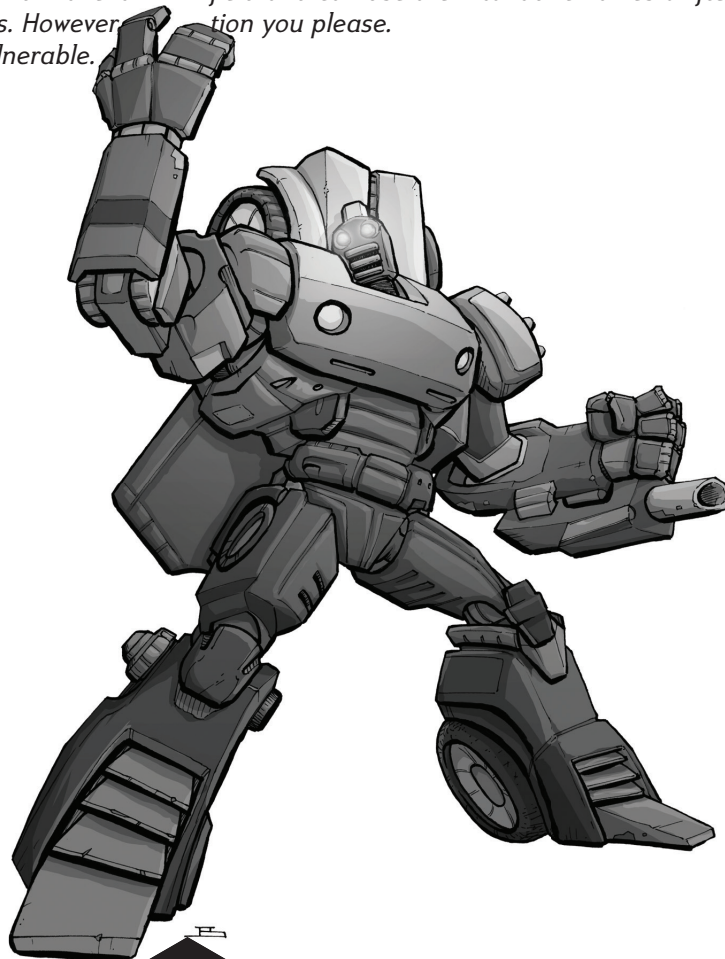
Effect: All Zones within a target area the size of a Blast (3) turn into Difficult and Withering Terrain for a Round. *You deploy a cloud of freezing gas over the targets. It is not going to completely disable giant robots, but it will slow joints down and cause multiple malfunctions.*

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.

The rules for playing a Subpilot using either of these Upgrades are much like the ones for Combination Upgrades found in Battle Century G. Subpilots may only take Utility Actions (or Actions gained from Upgrades like using Support Upgrades) but don't Move the Unit as part of said Action. Likewise, they may not decombine until the Operation is over. Where they differ is in what happens once they Combine.

Invincible Super Combination effectively grants everyone an "extra life", with the downside being that it needs all Units to be functional and available for Combination. Much like in anime, when all components come together it is a turning point in the battle, snatching victory from the jaws of defeat.

Universal Component only refreshes the resources of the Component itself. This makes it ideal for Units that can hold their own in a fight and resort to combining with an Ally after using some of its best Weapons. Of course, builds using Support and Restoration Upgrades are still possible.

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.**

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 its 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.

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.

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.*

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.

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.

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 re-loading 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 æther.

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 blonde, 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

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.

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.

Using Remotes while Docked

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.

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.

“Even out your breathing.”

Jeff Gons wrinkled his brow, blew air through flared nostrils. Under normal conditions, meditation was easy, even for such an energetic youth. Here, though, kilometers beneath Mount Barou, in an unmarked hangar with cool, dry air; here, in the shadow of his General Z, illuminated by a single white-hot lamp; here, right across from a man in a plain, white, button-up shirt and jeans, whose only outward indication of totemic power seemed to be a small tattoo scrawled across his forehead; here, Gons had difficulty with his meditation.

“It would be easier with a humidifier,” the youth wiped at his dried, tingling nostrils. It was one of the many factors assaulting his focus.

The mystic reached across the gap and slapped the hand away. “It would be easier if you focused, boy.” the man’s attitude was another of those factors.

“I’m not a child!”

“Prove it.”

Jeff inhaled, scrunched his eyes closed again. One breath, and another, and another, and again, flowed through his lungs, circular and timed to his heartbeat. There was the river, there were the trees, there were the little thoughts dancing around in the river, the leaves that fell from the trees. He took in each fragment, each leaf, and let it waft on by, carried by the flow, out of the scene, out of him.

“How many trees do you see, boy?”

Jeff unfurled his fingers as his ‘eyes’ drifted across the scene. Ten fingers.

“Good. There’s something behind them, isn’t there? Something that’s pressing against them. It wants you to see it, but the trees are in the way, aren’t they?”

Jeff gave the slightest nod.

“Do you know what to do, boy?”

He returned the slightest head-shake.

“Say what you need them to be, to see past them. They will oblige. Say it ten times, they will listen.”

Jeff gave the subject a few thoughts, a few breaths, before he opened his mouth again. "You're dead."

One tree evaporated.

"You're dead. You're dead. You're dead. You're dead. You're dead. You're dead. You're dead. You're dead. You're dead." The way was clear.

"Do you see it, boy? Do you see what was so desperately clawing its way toward you?"

"No. Wait --" Jeff's face grew flushed, sweat beaded on his brow, his breaths threatened to lose their rhythm. "It is like the sun. A light. Orange, flickering. A searing, a heat, burning with --"

"Don't say it! Don't tell me aloud, you'll frighten it off. Now, let it in." Jeff opened his mouth to reply, but got no chance to speak. "You can, can't you? You know that you can. It's already a part of you, it's only now that you've seen it dwelling within you. Let it in. Grab it in your hands, your head, your bosom, your whole."

Jeff's breaths slowed even further, forced and constant, without variation. Sweat trickled down his forehead, stained his shimmering Hiryu colors, evaporated as it approached his overheating heart.

"There!" A great, sucking wind billowed through the space, sending both men sprawling across the stone floor. The massive lamp which had illuminated the towering, bulbous General Z fell to the floor with a cacophonous clatter and a rain of sparks, but the space remained lit nevertheless. This was new light, this was righteous light, soft and orange if needed, but sharp and blue when faced with the most implacable foes.

Flames coursed up and down the General Z's plating, etching wavy patterns in bright, searing colors as they danced across the alloys. The angular, ill-fitting optics billowed blue flame, almost seeming to realign themselves, reorient into a more proper, more correct form. If the man was to be believed, General Z was now bound to a spirit of fire.

Jeff Gons remained spread across the floor, his eyes utterly ensnared by the spectacle his Gear put before him and the other onlooker. He stood up, straightening one leg at a time as he rose, and turned a shaky gaze towards the man behind him.

“Who are you?” His voice trembled, rose despite his best efforts. “What did you do?!”

The man remained seated, lit a cigarette, took a few puffs. After a few minutes he stood up, not at all troubled by the immediate events around him. “I suppose you might call me a locksmith. But then again, I didn’t really do anything, did I?”

“Shut up! There’s no way I could possibly do something like --”

“Ah, so General Z just took alight because a stranger came by and whispered some mystic mumbo-jumbo? Now it’s able to conjure the very Idea of fire, all because of some bizarre foreigner?” The man waves his hands for emphasis, returns the cigarette to his mouth.

“When you put it that way --”

“Don’t put it any way,” The man pivots on his heel, gives a small chuckle as he heads toward the exit. “Just put it to good use. This island needs you. Hell, perhaps the world needs you, or people like you. But this island’s a good enough start.”

Jeff crunched his eyelids together, muttered a few choice words for the man that now walked away from him. “I guess it needs a new name, huh? After YOU did YOUR weirdo thing to it!”

The man waves over his shoulder, “Just make sure it’s a good name, boy!. Oh, and, do try to keep it safe around water? Use your head and all that.”

Jeff opened his mouth to shout some select expletives, but just like that the man had gone. He huffed, crossed his arms, and returned his attention to his Gear. His General Z.

“General Z Burning Shogun.” He said, to himself and his audience of one giant robot, then caught himself. “No, wait, that’s redundant. Shogun has to go. How about General Z Burning Soul? No, Burning Sun’s better.” Yes, that was a definite improvement, he thought, nodding to himself with reassurance.

The way General Z Burning Sun looked back at Jeff, it seemed to agree.

02:// CUSTOMIZING THE EXPERIENCE

This chapter contains optional content consisting of various Rules Modules to hack Battle Century G, pulling the game in different directions from the norm. Generally speaking, each Module of is independent of the other but you can mix and match them as you like. We can divide the various Modules into, roughly, three categories:

Magic & Fantasy

The Rules Modules in this section augment the power of Miracles, introduce the Magic skill as a replacement for Electronics and grant the power of Elemental Magic to Mecha. They are ideal for games set in a fantasy landscape with robots or fusing science and magic to battle eldritch deities from outer space.

Faction Management

Faction Management has everything you need to run your own private military company, merchant fleet or frontier base in the war against an alien invasion. In here you will find ways to use NPCs as Genre Themes, how the PCs can delegate tasks for their subordinates to solve offscreen, and rules for collateral damage to instill a larger sense of responsibility.

Hardcore Difficulty

Last but not least, this section includes additional rules to make the PCs lose their minds, for settings where restoring battle damage between Operations is not easy, and for random happenstances that complicate the lives of PCs fighting the long war. All while retaining the heroic stylings that make Battle Century G what it is.

RITUALS

Rituals are a new way to use Miracles. Like the name says, they're not spontaneous shows of power but rather methodical applications of it. **A Ritual is an Extended Test** with one character as the lead ritualist, though other characters may also participate (in the form of a Help Test) if they are also trained in the corresponding Miracle. **To participate in a Ritual, characters must have the Ritualist Trait.**

Rituals take time. **You can gain one Advantage to the Extended Test if you take one hour per attempt or two Advantages if you take one day per attempt.** You cannot improve your odds further by taking even longer per Test.

But there is a catch. Rituals deal even more Damage to the user than Miracles. **All Ritualists take twice as much Damage from Ritualized Miracles.** This means that you need a considerable investment in Willpower, and maybe some Traits, to mitigate the Damage.

A Ritual is a complex process that involves concentrated effort, such as deep meditative trances, reciting magical incantations and dancing around magic circles for long periods of time. If a Ritual is interrupted (such as by an enemy attack), all participants make the appropriate rolls and take Damage to their Plot Armor but the Ritual fails to have any other effect and must be started over from scratch.

NEW TRAIT

Ritualist

General Trait (10)

Effect: You can participate in Rituals, either as the lead ritualist or as an assistant ritualist.

You are well read and practiced in the art of Thaumaturgy, or making miracles. Your talent is such that you wield the kind of power most can't even fathom.

EXPANDED MIRACLES

Miracles are powerful, of that there is no doubt. Battle Century G generally sticks to examples of what you can do with DNs of 15 and under, but here you will see what you can get away with DNs of 20 and over - well beyond the scope of what could be considered 'normal' even in the realm of anime. Activating these abilities is difficult, with good reason. Their power will cast a long shadow over the game once they are used, that's why there's only three of them for each Miracle. In theory, you could get away with even more over the top shenanigans using Miracles, but it is not recommended.

Electricity

Assuming Direct Control DN (20): Take over any electronic device, including Mecha, for the duration of the current Scene. Giving them commands uses Actions, but you do not need to keep activating this Power to maintain the effect. The controller of the device may spend a Genre Point to cancel this effect.

Lights Out (DN 25): You release a magnetic pulse that shorts out or disables all electric or electronic devices in a radius of 1 kilometer. You can choose to preserve individual devices that are within your line of sight at the time of activation.

Upload (DN 30): You project your mind into a computer, transforming yourself into a digital intelligence. Your physical body becomes inert and dies within a few hours, but you are no longer tied to it. The only thing that can hurt you are viruses and data corruption or deletion, but you can make backups of yourself anywhere. You can still use your Fitness and Awareness Attributes while controlling a drone or some other kind of Proxy.

Force

Repulsion (DN 20): You gain the benefits of Maneuvering without having to spend an Action and inflict 5 Disadvantages to all attacks made against you for a Round.

Ride of the Valkyries (DN 25): Grant any number of individuals within your line of sight the ability to fly for a Scene. This flight does not need help from the wind and you can hover freely in place. You fly at the same speed you can move on the ground and can reach an altitude of up to 1 Zone from ground level.

Shake the Heavens (DN 30): You have unparalleled control of gravity for a single act you take. You can flip a person or object of no more than twice your mass into space as an Action, pull an object like a satellite from orbit to fall where you want it to (crashing at the end of the current Scene), make large buildings rise into the sky for a whole Episode, or even bring down a whole space colony, though it'll take a whole Episode Arc for it to fall.

Fortune

Out of the System (DN 20): You can delete all traces of someone's existence from modern society. Their identity, standing and all methods of verifying their identity are erased from all known records, leaving no trace behind. People who know the target will still remember them and it is possible to rebuild all records, though it is difficult and bureaucracy does not make it any easier.

How to Make Friends and Influence People (DN 25): The next person that you contact to get a job done as a favor is so impressed with you that immediately becomes a Comrade (as the Trait) for an Episode Arc.

Hold Society Hostage (DN 30): You take over a critical component of what makes society function or of what can be used to destroy it. You can make the stock market crash, disable the security systems of a missile launch base, or gain control of a whole space stations' systems for example.

Life

Fountain of Youth (DN 20): You can rejuvenate a willing subject's body by anything between one and ten years with your touch. The subject retains their current memories and their Attributes do not change. This will also increase their lifespan, renewing the subject's cellular structure.

It Lives (DN 25): You infuse a nonliving, object with the spark of life and, if you wish so, with sapience and free will. The materials don't matter as long as they can hold together, but they need a degree of flexibility unless you want the poor thing to be stuck in place forever. You can give life to entities made of clay, metal, multiple corpses or even stranger things this way. Mecha or other objects under someone else's control will not try to free themselves until the end of the current Scene - they are just too confused until then.

Rise From the Grave (DN 30): You can resurrect the dead, bringing them back to life. You must possess at least a partial corpse of the subject and they must have died no longer than ten years ago. The resurrected subject is in perfect health even if they had suffered critical injuries long before they had died.

Matter

Fade Into Light (DN 20): You can destroy inert matter with a touch, reducing an object of a size no more than ten cubic meters into energy. The object turns into tiny specks of light that fade into the sky shortly thereafter. You can control the shape of what you destroy this way, so you could use it to sculpt statues or dig a tunnel with a maximum length, width and height of up to ten meters each.

The Perfect Tool (DN 25): You improve a piece of Equipment to perfection, making it grant double the number of Advantages to all Tests it usually would. If it is a Proxy, it has double the amount of Plot Armor. This effect lasts an Episode Arc.

Raw Creation (DN 30): You create something out of nothing. This object can be anything of up to ten cubic meters, though complex objects with moving parts made of very dense and difficult materials can be of up to five. Who needs to transmute lead into gold when you can just create your own hoard?

Phantasm

Sensory Deprivation (DN 20): Make someone blind and deaf, halving their Awareness and inflicting them two Disadvantages to all Tests. Both effects last a Scene.

Persistent Mirage (DN 25): You craft a static illusion as normal (it cannot be an Offensive Test) except it lasts a whole Episode Arc instead of a single Turn. The illusion becomes a Proxy of yours and lasts until someone destroys it. You can Test Phantasm with a DN of 5 to repair it and make it manifest again, though only once per Episode. The illusion can be large and simple like a desert oasis, small and complex like a human being calling out the names of those who can hear them over and over, or somewhere in between like a false wall hiding the light and sound coming from the hall behind.

Simulacrum (DN 30): As above, but the illusion created can be substantially more complex, is permanent and repairs itself each episode. Following the above examples, the water in the oasis would taste like real water and would have animals in it, the human would have several lines of dialogue it would repeat in order, and the false wall would be followed by a whole hall of doors that lead nowhere behind it.

Phasing

Phantom Strike (DN 20): You phase into one of your enemies and attack them from the inside, reappearing outside moments later. In rules terms, you attack and defend at the same time, making an Offensive Test along with your defensive use of the Phasing Miracle.

Haunting Ensemble (DN 25): Your mastery of Phasing is such that you can use it for extended periods of time and even take others along with you along for a ghostly ride through walls and floors. For the rest of this Episode, you may use the Phantasm Miracle up to five times without taking any Damage from doing so. Furthermore, you may share its benefits with any number of allies within your line of sight at the time of using Haunting Ensemble.

One Foot in the Grave (DN 30): You transform yourself irreversibly, permanently making yourself more insubstantial than solid. You no longer take Damage from Phasing Tests, though you now suffer a Disadvantage to all other Fitness Tests since it takes much more effort to affect physical things.

Portal

Wormhole Step (DN 20): You create two short-lasting portals, one next to you and another anywhere within your line of sight. You step through this portal and it immediately closes afterwards. You have effectively teleported.

Permanent Portal (DN 25): You create a Window as usual but it lasts until you dismiss it and does not count against your maximum number of Windows you may have. When you step through any of your Windows you choose which other you can emerge from. As long as you have one or more Permanent Portals active, looking through one of your Windows shows a blurry combination of all places connected with Windows.

Super Dimension Fortress (DN 30): You create a lasting pocket dimension of roughly one hundredx cubic meters. This pocket dimension may be accessed from a hidden dimensional door placed anywhere you wish. As is, there's not a lot you can do in this area devoid of features, light and life, but you can bring your own stuff in here to make it cozy, since it seems to have breathable air. This pocket dimension cannot be seen from the outside and others need your explicit permission to cross the portal. Just make sure you hide this entrance well, because if someone were to block the exit it from the other side while you're in, you'll be trapped.

Probing

Fight or Flight (DN 20): You trigger the subject's most primal response to fear with a menacing look. This is a completely normal Offensive Test, except you need a Test result of at least 20 to deal Damage with it. If this is enough to defeat the subject, they will avoid angering you by all means, but if they're still standing then they'll want to punch you in the face - at the very least. You can use Fight or Flight multiple times against the same target, though.

Combat Telepath (DN 25): You read the subject's battle plans, making it trivially easy to avoid them. The effect is as above, but if your Test result is at least 25 you also increase your Defense by 10 against all attacks the subject makes against you.

Body Snatcher (DN 30): You take the next step and can jump into people's minds, violently taking over their bodies and forcing their minds into yours. The effect is as above, but if your Test result is at least 30 then if you defeat the subject this way you switch bodies. You keep your memories and neural connections, plus you have to get used to how this new body works. Both you and the target can keep your character sheets as they are or respend Character Points to represent their new forms better.

Sight

Remote Viewing (DN 20): You enter a trance in which your senses expand beyond normal. Think of a place that you know and you will see what is happening there right now. You have to focus on a place you have at least seen in passing before, you can't focus on a person to track them or a place you've never seen or visited before. You can keep Remote Viewing until the end of the current Scene.

Prophetic Vision (DN 25): As above, but you may now see things that haven't happened yet. You can ask the GM a single question and have it answered in the form of a vision. Unlike with Remote Viewing, the vision can take you to places you've never seen and even to future events - though it does not go farther than the current Episode Arc. The vision lasts anywhere from a few seconds to a whole minute and lacks the context that leads to its events.

Glimpse the Future (DN 30): As above, but after the vision you may ask the GM up to three questions about it. The answers to the questions shouldn't be more than thirty words long, so consider them carefully.

Somatics

Like a Flash (DN 20): You move with extreme speed, leaving afterimages in your wake. After you finish your current Action you can immediately take another Action this Turn.

Stone Skin (DN 25): You strengthen your body, making it tougher and more resistant to trauma. For the rest of the Episode, your Defense is increased by 5 and you gain another Advantage to all further Fitness Tests.

Limit Break (DN 30): You hulk out in an instant, becoming an unstoppable god of war. The effects are as above, but you also cannot be defeated through Plot Armor Damage and whenever you would perform a Fitness Test, you may choose to automatically roll a 10. You still take Damage, however, so when the Episode ends and Limit Break fades you could very well die from all the injuries sustained.

Temperature

All-Consuming Power (DN 20): You make an Offensive Test as normal but it does continuous Damage every Turn, repeating the same Test result until the subject or someone else take an Action to put out the fire or break the creeping ice. If used to make a cold attack, a willing or helpless subject can be cryogenically preserved this way.

Become the Elements (DN 25): Your physical body merges with your powers, their raw elemental energy protecting you from harm. Just try not to run out of juice too fast. For the rest of the Episode you take no Damage from Temperature Tests and halve all other Damage you would take.

Localized Apocalypse (DN 30): You envelop an area with a radius of up to one kilometer around you in cataclysmic weather for the rest of the current Episode. The searing sunlight or freezing rain are so strong they count as Extreme Terrain that will even hurt Mecha, and flying does nothing to mitigate its effects. Other than the Damage taken from using this ability, the weather does not hurt you - but it does hurt your Mecha. The Localized Apocalypse does not follow you.

THE MAGIC SKILL

In some settings, magic (rather than technology) is the reason there are giant robots walking around. This Rules Module adds Magic as a General knowledge Skill for all PCs. This is just a knowledge Skill, it doesn't grant any special powers and doesn't interact with Miracles until you get the Arcanist Trait. If you want to cast spells, that's what Miracles are for.

The rules are written for a setting where magic-users are no stranger to the world than, say, programmers and roboticists are to us. Whether this means that magic is something exotic for the rich or ubiquitous to the point of having magic cell phones around, is up to your setting.

Magic

This Skill represents a character's knowledge in that which other sciences cannot explain. This can be used to identify magical creatures and objects or research a legendary curse. This often means the character has spent months, if not years, studying magic. If Magic is a suitable replacement for technology in the setting, then this Skill can be used to operate or disable magic devices.

The Magic Skill is an Advantage to **Intellect** Tests made to use magic items not tied to other Skills. You can't use Magic to fight with a magic sword because that's the Combat skill. Almost all uses of Magic are Extended Tests and you can repeat them if you get them wrong.

Possible Specializations: Magic lore, Magic devices.

Possible Advantages: Access to a wizard's library to research a legend, a spyglass that analyzes the flow of magic, previous experience with the lore or devices in question.

Possible Disadvantages: Lore to research has contradicting or difficult to interpret sources, analyzing an object in an area packed with magic energy that causes interference, other people or the environment are distracting you from the task.

Sample Tests: Recognize a monster of legend (5), operate a device that opens and closes magic portals (DN 10) or disable a magic bomb about to go off (DN 15).

NEW TRAIT

Arcanist

General Trait (10)

Effect: You can cancel the ongoing effects of another Miracle by using the Magic Skill and treating it as a Miracle of your own. This means it takes an Action to use and deals Damage to yourself. The DN is the result of the Miracle Test. You may also use it to counterspell a Miracle as it is being used during someone else's Turn. Once countered, the Miracle has no effect other than doing Damage to the user. Countering a Miracle spell adds a Disadvantage to your Test and you also lose your Action during your next Turn.

Among magic-users, some of the most feared are those who can stop and undo the spells of others. You are one of these savants, capable of unraveling and freezing arcane energies with your own.



Depending on your setting, the Magic Skill might completely replace Electronics. In that case, Arcanist can also replace Electricity to fulfill a similar role, granting its user a powerful ability against other Miracle users. Arcanist is cheaper than Generalist Miracle Skills too, but its uses are purely reactive, thus balancing it against real Miracles.

In terms of flavor, the Arcanist Trait assumes that all Miracles are spells. It doesn't work as a Trait if half the Miracles are psychic powers and immune to Arcanist entirely. Battle Century G is an effects-based game, so if you have multiple power sources for Miracles, Arcanist should cover all of them.

ELEMENT SYSTEM

This Rules Module introduces elemental magic to your game. **There are four Elements: Fire, Air, Water, Earth.** All sources of Damage are either Elemental (and attuned to one of said four Elements) or non-Elemental. **All Mecha now have an Elemental Weakness and an Elemental Resistance**, which must be each to a different Element.

An Elemental Weakness adds one Advantage to Might Tests from sources using that Element while an Elemental Resistance adds one Disadvantage instead. All Players choose which Element their Mecha will have a Resistance and Weakness to, but they must choose two different Elements.

When you take any Beam Weapon you must align it to an Element of your choosing. This means that all Beam Weapons are now Elemental and non-Beam Weapons are always neutral to Elements. **Some other (non-Weapon) sources of Damage are Hybrids**, they are **neutral to Elements by default but can be made Elemental if you choose to do so.** This choice is one-time only and cannot be reversed.

The Hybrid Damage options are: I am Helping!, This is My Battlefield, The Beast (making Default Weapons Elemental), Surprise Minefield and Fire at Will. Extreme Terrain is Elemental when it is created from an Elemental source and neutral when it isn't. Natural instances of Extreme Terrain can be Elemental or not at the GM's discretion. Fire at Will and Elemental Extreme Terrain don't use Might Tests, so Elemental Advantages and Disadvantages are instead applied to the Tests made to resist them. Extreme Terrain of multiple Elements will stack but the latest Elemental property will replace previous ones.

The Element System adds depth to the gameplay of Beam Weapons and encourages Players to either build around a favored Element or to diversify their Element choices so they will always have a good option available. They may also want to use non-Elemental Weapons and ignore the problems of relying on Elements as much as possible, but in general it is more effective to take advantage of the system.

The default Elements are the four classic ones from many traditional beliefs and philosophical theories all over the world. Like many things in Battle Century G and Battle Century Z, this is just for flavor purposes and you can merrily replace the four with something different. There are four of them because, with everybody having at least one Weakness and one Resistance, it means that any kind of Elemental attack has a 50% chance of having a relevant type, making the system matter every fight.

You can change the amount of Elements and, if you do not change the total number of them by much, it won't make most Element-based strategies too much weaker or stronger. You could add a fifth Element in the form of Void (with dominion over light and gravity) like Japanese Buddhism does, reduce the amount of Elements to three (Fire, Ice, Electricity) for a more videogamey feel making every single Elemental Resistance and Weakness much more relevant, among other things.

MODIFIED ABILITIES

Knowledge is Power

This Power now also reveals the Elemental affinities of the target and the Elements of their Elemental Weapons and Upgrades, if they have any.

Trump Card

You must choose one Element when you take this Power. Should you use it to gain any Elemental Weapons, those Weapons are of the chosen Element.

Alternate Forms

Each Alternate Form can have different Elemental affinities.

Combination

A Combiner uses the Elemental affinities of whoever is in the lead. The affinities of the various components don't matter.

Adaptive Morphology

Internal Upgrade

Level 2: Choose one Element other than your Weakness or Resistance when taking this Upgrade. Increase your Defense against Might Tests made with Weapons that aren't of the chosen Element by 3. This counts as an Active Defense.

Level 3: As above, but you increase your Defense by 5 instead.

Level 4: As above, but you may change the chosen Element at the beginning of your Turn. You may change it to your Weakness or Resistance as well.

NEW GENERAL UPGRADE

Elemental Specialist

Internal Upgrade (20)

Effect: Choose one Element when you take this Upgrade. Your Elemental Weapons of the chosen Element gain an Advantage to all Might Tests and ignore Elemental Resistances. Your Mecha has a stronger affinity for one of the four elements than most. It might have been built with enchanted alloys or house an elemental spirit within its chassis.

NEW FEATURE

Dual Affinity

Internal Upgrade (0)

Effect: You gain another Elemental Weakness and another Elemental Resistance. This means you have two Weaknesses and two Resistances, each to a different Element. All of your Elemental Weapons or Upgrades must be of one of your two Resistances, but you may choose which Element to use each time you activate it.

Your Mecha knows no middle ground when it comes to the known elements of magic. What it does not reject strongly, it reacts to explosively.

NEW SUPPORT UPGRADES

Circle of Protection

Separate Upgrade (5)

Effect: You and all Allies within Range gain Resistance to one Element of your choice for a Round. Multiple Resistances to the same Element will stack.

An incantation that spreads a wide magic circle of glowing runes glowing in one of four colors. All friendly Mecha within the circle are reinforced against magic.

Elemental Amplification

Separate Upgrade (10)

Effect: One Enemy suffers a Weakness to one Element of your choice for a Round. Multiple Weaknesses to the same Element will stack.

An incantation that places a magic glyph on the target, cursing them to suffer magnified the effects of the elements.



Elemental Transpatial Randomizer Table

Roll Result	Support Upgrade
01-06	Assisted Targeting
07-12	Circle of Protection
13-18	Dividing Field
19-24	Overcharge
25-30	Remote Hotfix
31-36	Support Fire
37-42	Supply Delivery
43-48	Surprise Minefield
49-54	Targeting Disruption
55-59	Airstrike
60-64	Blue Screen Virus
65-69	Cryogenic Blast
70-74	Electromagnetic Detonator
75-79	Elemental Amplification
80-84	Ensnaring Trap
85-89	Fire at Will
90-94	Gravity Manipulators
95-99	Jamming Barrage
00	Any Support Upgrade of your choice.

FORMING FACTIONS

The PCs are more than a team, they're a band that has gathered for a common purpose and stick together through thick and thin, like a family. Their Squad has become more than the sum of its parts, it is something that protects those they hold dear and fights those that stand against its beliefs. **The Squad is now called a Faction.**

Your Faction is a representation of everyone aligned with your PCs, not just those who do battle but also the people who keep it running. You need a common goal to unite everyone, even if it is something as simple as "To protect Second Home from Aliens.". More elaborate goals like "Dethrone the Space Emperor and transform the Galactic Empire into the Galactic Federation." are also viable.

A Faction can be a private military company trying to keep itself afloat or the armed forces that protect a city from giant monsters. Your Faction does not include the whole of the NPCs and territory you protect, but you are still responsible for their safety. With their support, your Faction grows.

Making a common Faction for the PCs consists of adding the following Rules Modules to the game: Relationship Themes, Collateral Damage, Faction Attributes and Faction Tests. You don't need to use all three of them, but they are designed to work at their best together with each other.

Relationship Themes are a replacement for the normal Genre Theme rules. Instead of having a thematic character trait to guide your roleplaying, instead you have an NPC that you interact with on a regular basis.

Collateral Damage comes into play when you fight within your territory. Players who are not careful about minimizing damage to the environment will have to make rolls on a table to see just how bad the damage was.

Faction Attributes are like Character or Mecha Attributes but for the Faction that the PCs call home. There are three such Attributes: Military, Holdings and Influence. The Attributes are explained more in detail in the corresponding section.

Faction Tests represent what the NPCs in your Faction do for your cause. Each PC can delegate one such task per Episode Arc to the NPCs in their Faction and they will carry it out to the best of their ability.

RELATIONSHIP THEMES

Instead of using Reasons, Typecasts and Banes, you start the game with three Relationship Themes.

All NPCs part of a Relationship Theme are important to the setting and have a role to play in shaping it. They do not start as part of your faction, but you gain Genre Points when trying to make them join you. Once you have successfully convinced a Relationship Theme to join you, they increase one of your Faction's Attributes by 1 - you choose which one to boost.

Once you have recruited an NPC belonging to a Relationship Theme, you may not gain more Genre Points from them. You have to decide between having a loyal follower to make your numbers go up or to keep the NPC at arm's reach and use the friction in the relationship to earn Genre Points.

As an alternative to recruiting NPCs into your Faction during the course of a Season, you can start having some (or all!) of your Relationship Themes made into bonus Attributes for your Faction. If you do this, you're not going to gain Genre Points from them, so think about it carefully.

Starting from the next page you will find twenty example NPCs to use in Relationship Themes. Each one has its own section describing how to use them. They are not, however, complete characters - they don't even have names! They are functional templates to build upon and make your own NPCs from them.

Some of those NPCs won't get along with each other, this is a good excuse as any to modify and tweak them to suit your game. With that said, keeping some NPCs around unrecruited lets you earn some Genre Points in between Operations, so that is not a bad idea.

Regardless, if you find that a Relationship NPC is too conflictive to even work occasionally along the rest of your Faction, you should replace them with a different one. This can be a good way to make use of an NPC teetering on the edge of becoming an antagonist - make them cross that line and get a new Relationship Theme.

Just because your default goal is to make the NPCs join your Faction doesn't mean they can't already be part of it. You could make the Relationship Theme's story arc be about inspiring enough loyalty in them to make them want to stick around for more than a paycheck.

EXAMPLE RELATIONSHIP THEMES

The Scientific Genius

The Scientific Genius is the leading expert in their field. News of their discoveries are met with high expectations, because they can change the world. Unfortunately, their current project is at a standstill, and they have to cross many barriers in order to make their next discovery... If they finish at all.

Taking a personal interest in the pet project of the Scientific Genius would let your faction develop new technologies, like weapons or upgrades. Even if they won't do that, they can use it as a bargaining chip with other factions who are interested in doing that. Other than that, the Scientific Genius can help with most scientific endeavors. If you need an authority in the scientific community, their word carries considerable weight.

The Scientific Genius is,... Well, they're just one person, and they can't finish their project alone. They need like-minded people they can brainstorm with, they need assistants to help them running experiments and they need moral support when things look bleak. If they fail to produce results, the Scientific Genius will turn to more... Desperate means of making progress. And that is when they risk turning into mad scientists.

You gain Genre Points when you...

- ...Praise, acknowledge or otherwise validate their genius.
- ...Help them with their experiments, get them additional funding or spread the word of their findings.
- ...Provide constructive criticism or call them out when they're going too far, but without making things personal.

Theme Advancement

Whenever Collateral Damage affects them, by making their personal life harder or pressuring them to finish their project faster, the Scientific Genius is in danger of burying themselves in their work further. Distancing themselves more from other people means that they're also more likely to consider doing unspeakable science in order to get results.

Should the Scientific Genius complete their project without turning into a supervillain in the process, the faction will now have a loyal scientist and their revolutionary technology at its disposal. The best Attribute to represent this is Holdings.

The Spiritual Healer

A medical official in charge of taking care of the crew's bodies, minds and hearts. They're reliable yet mysterious, friendly yet distant, warm yet shy. They don't like giving clear answers but they also won't abandon someone who needs help. They don't believe in universal answers to anything, instead they hold firm that everybody must decide for themselves what is and isn't important. Personally, they've made their choice

Since you live a life of danger, it'd do you well to be in good terms with the Spiritual Healer. Not to mention, you might need their help off the record every now and then. Whether it is emergency first aid, psychological therapy, or a shoulder to cry on, the Spiritual Healer is always there in a time of need.

The Spiritual Healer's problem is that *everybody* needs them and they will always tend to others before themselves. Without someone watching out for them, they end up caught in the crossfire between the people they're helping.

You gain Genre Points when you...

- ...Personally come to them for help in secret, whether it is to patch literal wounds or to ask for guidance.
- ...Assist them when they're putting themselves on the line for the welfare of others.
- ...Be there for the Spiritual Healer when they need someone the way that others often need them.

Theme Advancement

Collateral Damage seriously overworks the Spiritual Healer, especially when hospitals are overrun. They're the most likely person to not show any signs of being sick until they come down crashing hard as well.

Ideally, the Spiritual Healer would learn to better take care of themselves and have some moderation. If you try to save everyone, you end up saving no one. Should you help them realize this, they will be even more efficient in the future. Assigning them as a field medic can represent a boost to Military but they can also work from the sidelines with Influence.

The Glamorous Celebrity

A media darling and host of a talk show with the highest ratings for their timeslot. The Glamorous Celebrity is what anybody working in TV aspires to be. Just being close to them guarantees a boost in popularity to anyone, and a good word from them can open many doors.

If you want good publicity for your faction, the support of the Glamorous Celebrity is going to make much of the public see you as heroes. One or two interviews can make anyone into a celebrity overnight. If you're on their good side they will offer plenty of advice, whether you ask for it or not.

What the Glamorous Celebrity asks for is simple - they want to continue growing. They intend to make their own influence grow from talk show host to owning multiple channels and calling the shots about what goes and what doesn't on TV.

You gain Genre Points when you...

...Show up in public with the Glamorous Celebrity, attending their TV show or a party they host.

...Speak of them as 'the future of television' or otherwise assist them in their end goal.

...Follow their advice, even if it might not end up working out all that well.

Theme Advancement

The Glamorous Celebrity does not handle Collateral Damage well. It hurts their campaign and, worse, makes you a political liability to them. You might have to double down on your efforts to please them and, preferably, minimize further instances of Collateral Damage. They will make sure you get a good earful of all the "advice" they have to give on this matter.

Should you help them secure a position in managing media as a whole, they will do their best to keep your relationship mutually beneficial. This can be done working from within the government or as part of a major media conglomerate. Either way, they work best as a boost to Influence.

The Ambitious Officer

The Ambitious Officer is the captain of a ship with a very small but qualified Mecha squad. They're a respected leader of their crew, with a natural talent at strategy and tactics. The Ambitious Officer will bow their heads as long as they have to in order to secure a better position for themselves.

A chessmaster with their own battleship and crew of giant robots can contribute to your faction's own operations. The Ambitious Officer will not let themselves be used as decoys or otherwise be the lesser in this relationship, however. As long as you're dealing with them, they will always be getting the better end of the deal.

What the Ambitious Officer looks for in their alliances is, of course, people they can use in their ascension to power. If you cross them or try to one-up them, they will hold a grudge and pay it back double.

You gain Genre Points when you...

...Give them supplies, capable workers or provide a useful service for them for minimal payment on their end.

...Work with them on a job, which is to say, you work *for them* on a job that benefits them more long term.

...Eliminate one of their rivals in a way that doesn't incriminate them.

Theme Advancement

The Ambitious Officer understands that war is messy and that every fight is a calculated risk. They won't take any complications that arise from your failures as a personal affront, but they will get more demanding with their requests. They're nothing if not practical.

The Ambitious Officer's story arc ends with them rising to power until they're satisfied with their position. This could mean anything from establishing their own independent merchant fleet to staging a coup d'etat and taking over their country's army. If you've helped them achieve this goal, their alliance with you justifies an increase to your faction's Military Attribute. Influence or Holdings are possible, but Military makes the most sense.

The Divine Leader

Organized religion can help many people stay strong in these trying times. The Divine Leader is the local head of those efforts, fostering a sense of community to keep a divided humanity from tearing itself apart while providing food and shelter to those in need.

The Divine Leader is a humanitarian. Their organization goes to great lengths to provide those alienated and marginalized with a sense of belonging. Their organization also has been around for long enough that it has allies in many places, and could make for a formidable political ally.

The Divine Leader is also a politician. They have to stand for the worldly values of their religion and aren't very flexible about them. Because of this, they will only officially join forces with political entities that aren't, say, violently atheistic.

You gain Genre Points when you...

- ...Preach the values that the Divine Leader's religion holds dear and defend their importance.
- ...Practice said values and assist help those in need.
- ...Debate amiably and offer constructive criticism when their rigid views aren't offering a good solution to a problem.

Theme Advancement

Frequent instances of serious Collateral Damage give the Divine Leader more work and their institution might not be able to keep up. It is also an opportunity to assist them and help them reach out to even more people in need of food and shelter, though.

Inevitably, their organization is going to have trouble with all the people they disagree with, many of which will come from within their ranks. Dousing those fires while helping the Divine Leader guide the flock towards more progressive stances justifies an easy extra Rank to Holdings.

The Double Agent

The Double Agent is a honey trap infiltration specialist, which is to say, they seduce people to get information out of them. They've got excellent acting skills, speak multiple languages fluently, and are well accustomed to fitting in high society,

As a contact, they can find information about... Pretty much anything. They'll infiltrate enemy ranks and give back juicy intel or blackmail material. They can also make for a great partner if you're ever forced to attend a fancy party.

The Double Agent's flaw is that they're used to a luxurious lifestyle and to playing people like a fiddle. This means they're unlikely to ever tell anyone the truth and are prone to siding with whomever pays them better. You know them well enough to think they're worth the risk, but there's always a niggling doubt they could be playing you...

You gain Genre Points when you...

- ...Treat them to something nice or overpay them after a job well done.
- ...Assist them with a dangerous mission in which there is a nonzero chance of backstabbing on their part.
- ...Openly trust them when it ever looks like they could have used or betrayed you.

Theme Advancement

The Double Agent doesn't like having their lifestyle affected by your mistakes during a battle and they will demand reparations if you cause them serious trouble. Not defusing that tension quickly could lead to make them consider leaving your faction temporarily or even permanently.

Getting them to trust you on a personal level and getting them to stick with your faction for good is best represented as an Influence bonus.

The Cutthroat Hotshot

An allied ace pilot with the current top score of enemies shot down. The Cutthroat Hotshot is competitive, hotheaded, and impulsive. They're really protective of that distinction, and aggressively look for easy kills to fatten their scoreboard. There's a possibility he may have accidentally shot down enemies who had surrendered or were noncombatants at some point.

As a highly skilled pilot of renown, they'll make a great backup during a joint operation. The Cutthroat Hotshot is a glory-hog, however, and greatly prefers to be in the role of the reinforcements that save the day in the eleventh hour.

What they need is, of course, an enabler. They're loyal allies but they can't be #1 without someone around to be their #2. They're not above escort missions, and can make for a pretty good bodyguard, as long as there are opportunities to show off, of course.

You gain Genre Points when you...

- ...Set them up with some kind of edge for future battles, like an upgrade for their Mecha or a high-end new weapon.
- ...Point them the way to a battle with plenty of numbers for their scoreboard, preferably with you doing the heavy lifting.
- ...Stroke their ego outside of the battlefield, such as by spreading the word of their skills or letting them beat you in a duel.

Theme Advancement

The Cutthroat Hotshot is an NPC that should make their own Collateral Damage rolls. They're trigger happy and thus liable to complicating things with every deployment they make. One of these days their actions will make them have to look someone they've hurt in the eye, and that will hit them like a sledgehammer at terminal velocity. They will need someone to pick up the pieces when their glass castle shatters.

The Cutthroat Hotshot will probably be publicly shamed, tried for a war crime, or have their life targeted at some point. If they come out of it feeling sorry for what they've done and you've convinced them to redeem themselves, your faction will have obtained an ace pilot of unbending loyalty. A Military boost is in order.

The Shield of the Just

War isn't good, clean fun. Accidents happen, bad calls are made, people die, and sometimes people commit these things called war crimes. The Shield of the Just is the one who stands on the side of those who are to be put on trial for such crimes, likely as a consequence of having made one too many bad calls that resulted in loss of life.

After a bad fight, the Shield of the Just can be the difference between being sentenced to prison or not. If your faction has made political enemies, especially within supposed military allies, this could be critical.

The Shield of the Just is a fair and impassionate pursuer of justice and the greater good, for the most part. But their job is a hard one, and they've had to defend some really dubious cases, usually followed with copious amounts of alcohol. Try not to destroy their liver.

You gain Genre Points when you...

- ...Go out of your way to minimize collateral damage.
- ...Uphold both the letter and spirit of the law.
- ...Be there for the Shield of the Just after a case that has left them in the dumps.

Theme Advancement

Collateral Damage has random consequences, some of which are more manageable than others, but it all adds up. A Squadron that does not take a lot of care to keep Collateral Damage to a minimum is liable to be made responsible for it at some point. The Shield of the Just is the one who can legally defend you when that happens.

Ultimately, the Shield of the Just should get the PC or PCs to walk out in one way or another. Nobody wants to play an incarceration simulator while the rest of the table gets to ride their giant robots. Once this battle has been won and you've convinced the Shield of the Just that they're doing what is right, they'll assist your faction in any legal way they can. This can represent a Holdings or Influence bonus.

The Reclusive Sage

A scientist of renown in a field of relevance to the stranger side of the setting, such as metaphysics or archaeology. The Reclusive Sage lives away from society and rarely leaves their house. They're an academic through and through, content with a life of research. They grow their own food and don't watch TV, but keep up with news via the world wide web.

The one thing they love as much as learning is teaching. The Reclusive Sage is a great mentor to those who bother reaching out to them. They value curiosity, honesty and independent thinking in their students. Those who want to stay a while and listen will be rewarded with the kind of knowledge that comes with a lifetime of expertise. The Reclusive Sage sometimes asks riddles or otherwise tests those they teach. They're the arrogant sort, wanting their students to prove their ability to pay attention or to think outside the box every now and then.

The Reclusive Sage is not just a loner, they're also a very curious type. The saying says that curiosity killed the cat, and it is likely that the Sage will find themselves in trouble at some point. The world needs their knowledge, but they personally need someone looking out for them.

You gain Genre Points when you...

...Take their tests and riddles patiently, failing to succeed does not mean failing to progress.

...Bring to them research material related to their field of interest during a visit.

...Come with them when they are about to explore abandoned laboratories, ancient ruins, or other places where things could very easily go horribly wrong.

Theme Advancement

The Reclusive Sage is unlikely to be affected by Collateral Damage since they live away from other people... Unless an Operation takes place distinctively near them. They can't really do their job in peace if their house is in shambles, so they'll need assistance from other people.

After you've done each of the Reclusive Sage's three Genre Point options in the list once, they could be convinced to change their isolated lifestyle. Once made to join your faction for good they'll grant an Attribute rank to Holdings courtesy of their wealth and scientific knowledge.

The Angel of Karma

The Angel of Karma is a professional hitman that assassinates targets from a distance with a sniper rifle. They prefer to take jobs where the target is the culprit of heinous crimes. However, they will still kill someone who is, as far as anyone can see, innocent. They'll just charge more for it.

The Angel of Karma has their own Mecha for those times when there is no other way to bring down a target. His Mecha is equipped with the best stealth equipment money can buy and can shoot an armor-piercing bullet from beyond the horizon. It just, well, it tends to cause a lot of collateral damage.

The Angel of Karma is something of a romanticist and a vigilante. If allowed to, they're the kind of people who are eager to discuss how all humans are horrible people and he's just speeding up the process of delivering them to their next life.

You gain Genre Points when you...

...Generously overpay them after a low-paying job against a cackling supervillain of a target.

...Debate with them about the rightfulness of taking lives that may or may not be actually guilty of any proven crimes.

...Talk them out of a job in which he would be ultimately doing more harm than good, such as after trying to kill someone else you know.

Theme Advancement

The Angel of Karma is rarely affected by Collateral Damage... Well, maybe they are, but you just don't know who they are and they won't show it if they are, so it doesn't really matter. What the Angel of Karma does, however, is probably cause one or two instances of additional Collateral Damage by hurting more people than just their target. It is also probable that repeated instances of Collateral Damage on the PC's part will make someone hire the Angel of Karma to get their revenge.

The end of the Angel of Karma's story arc is learning that they can be a good person and it is worth it to try being one. Should you succeed at making this happen, they will gladly assist your faction for a minimum cost. They won't abandon the life of a hitman so easily, but... Baby steps. The Angel of Karma is best used as a Military Rank increase.

The War Veteran

A war hero of a previous conflict who chose to retire rather than continue their career. The War Veteran keeps their identity hidden to avoid attention, wanting nothing more to do with giant robots these days. However, their moves and tactics are considered part of the modern foundations of Mecha warfare.

If found out, they'll be glad to provide tactical or strategic advice to officers or even train a pupil in the way of their legendary combat techniques. They know stories involving important people and places, and they could surely convince a few of them with a well placed word or two.

You don't doubt they could kick all sorts of butt if they were to sit in a mecha's cockpit or a captain's chair once more. They don't want to have to fight again, though. In fact, even their advice will lean towards looking for peaceful resolutions. Whatever it was that happened that convinced them to retire, it made a war hero into one of the greater detractors of war the PCs know. Just being listened to and sharing their wisdom can be enough to help them deal with it. Who knows, they might even participate in a final battle during the eleventh hour if their active participation is absolutely necessary.

You gain Genre Points when you...

...Take their training or learn their famous tactics and moves straight from the source.

...Insist they can do a lot of good to help the current conflict end sooner with less loss of life, even without picking up another weapon or giving the order for a single shot.

...Make others in need of their worldly wisdom, not their experience with war, seek them out.

Theme Advancement

The War Veteran is used to Collateral Damage and won't blame your faction for it. They will, however, be disappointed and it is not going to bring them any closer to joining you.

Gaining Genre Points with each of the three options and keeping Collateral Damage to a minimum means the War Veteran can be convinced to join your faction. They make a really tough but exceptional drill instructor with a Military bonus.

The Idealistic Journalist

A daring reporter that makes journalists who get death threats think they're conservative with their lifestyle. The Idealistic Journalist is a loner with a deep curiosity, they're not very good with people but they do like informing others.

The Idealistic Journalist is not a very good writer, but they've got really good instincts for finding a scoop and getting to the bottom of it. While the public at large ignores them, the more prestigious journalists often credit them as a source. Call them if you want someone to look into a secret and for the truth to be spread far and wide.

Deep down, the Idealistic Journalist doesn't know how to get along with others, and they could use someone to talk to about the simple things in life... Like politics, religion, the meaning of truth and if freedom of the individual is possible.

You gain Genre Points when you...

...Act as their source for insider info on what your faction is up to these days.

...Help them access a restricted area or other facility to help them on a case.

...Sit down and have a chat with them about being more careful in the future.

Theme Advancement

Collateral Damage that personally affects the Idealistic Journalist will slow them down but not stop them. They'll soldier through it and continue their investigations, keeping an eye open particularly for anything suspicious about your faction. Repeated instances of this will make them turn an eye to your incompetence, turning public opinion against the PCs if it wasn't already leaning that way.

The Idealistic Journalist is going to try bringing dangerous people to light and will have someone try to kill them at least once. Assuming you're there to save their life when it happens, or that they survive on their own, you can convince them to work with you instead. They can represent a bonus to your faction's Influence.

The Transhuman Merchant

Someone who suffered a grievous accident and only survived thanks to a surgery involving copious amounts of cybernetic implants. The Transhuman Merchant was always a shady businessman who dealt in illegal weapons and other goods of dubious nature. These days the Transhuman Merchant also deals in cybernetic enhancements and can arrange surgeries that are illegal in most countries.

If you need tech or supplies that can't be obtained through legal means, the Transhuman Merchant can get them for you. Just... Be careful with the side effects of any implants. There's a reason they're illegal.

The Transhuman Merchant considers themselves something of a born-again cyborg. What does not kill you makes you stronger, and they legitimately think they are doing a good thing with their extremely unsafe surgical procedure service.

You gain Genre Points when you...

- ...Make a deal with them for some kind of cybernetic surgery.
- ...Help their business by smuggling goods across the border or outright stealing experimental tech and giving it to them.
- ...Keep the authorities away from them.

Theme Advancement

Collateral Damage that doesn't directly hurt the Transhuman Merchant is beneficial to them - in fact it is good for business! Again, they live by the rule that what does not kill others makes them stronger, so they won't mind too much until someone close to them gets hurt. That's when their conscience might start making them uncomfortable. They will bring this up with someone they hold responsible for said Collateral Damage, and this is your chance to try and make them be... Less financially-minded, let's say.

Prove them they can trust you by earning Genre Points with all three options and make them reconsider their lifestyle. They will slowly change their business to something less morally and legally reprehensible. This grants your faction a bonus to Holdings.

The Pacifist Negotiator

The Pacifist Negotiator is a senator or ambassador working towards a peaceful end to the current conflict. Armed with the patience of a saint and a lot of good will, the Pacifist Negotiator just wants everybody to get along.. or at least to try nonviolent methods of conflict resolution.

But, as an individual player, they lack the influence to make other people sit down and listen to them - or to each other. Even if they can't make things end peacefully entirely by themselves, their voice still carries some weight, and they could make for a useful contact.

As an ally to your faction, the Pacifist Negotiator could use some manpower or promotion of their cause. In return, they will do their best to make all but the most inflexible of parties reach for a compromise.

You gain Genre Points when you...

- ...Assist their campaign during a protest, making a public speech, or otherwise help them gain followers.
- ...Go out of your way to spare the lives of your enemies.
- ...Convince others to try and solve problems without violence even when that seems like the simplest solution.

Theme Advancement

The great contradiction about the Pacifist Negotiator is that provoking Collateral Damage actually helps their cause. The more people that get hurt by armed conflict, the more people that will agree with them. Personally hurting them will temporarily slow them down but afterwards they will come back fighting even more strongly for the cause.

Doing each Genre Point option at least once is enough to convince them they can trust you. The Pacifist Negotiator represents a Holdings or Influence bonus.

The Rebel Commander

The Rebel Commander leads a band of freedom fighters, which is to say, he's considered a terrorist. As radical anarchists, they're willing to get do anything it takes to get what they want, and what they want is to topple the current system to establish... Well, they haven't said anything about rebuilding, honestly.

For good or ill, the Rebel Commander doesn't have any Mecha for their militia, but they've got enough pilot-scale weapons and equipment to seize and control key locations.

Internally, they have a lot of trouble unifying their vision beyond blowing stuff up. If you're looking to make them your allies, you may want to help the Rebel Commander calm their people down a little and to establish some order in the ranks.

You gain Genre Points when you...

...Provide them the supplies, ammunition and weaponry to keep their operation running.

...Pass them information that can help them hit their targets.

...Help the Rebel Commander to unify his troupe and giving them a purpose towards a more constructive end.

Theme Advancement

The Rebel Commander causes just as much, if not more, Collateral Damage with their actions as you do. However, they're far less organized than your faction and are barely holding themselves together. When Collateral Damage inevitably affects their members, internal strife is going to escalate until the group fractures if left to their own devices.

Helping the Rebel Commander keep their most stable members or outright keeping them all in line can convince their band to turn from radicals to moderates. They won't officially join you, but they'll be there as allies which is about the next best thing. The Rebel Commander and their militia represent a Military bonus.

The Hand of Chaos

The Hand of Chaos is a hacktivist that most think of as a rebel without a cause. The Hand of Chaos targets corporations and politicians to expose their crimes. Usually, the targets have enriched themselves by exploiting others, but the Hand of Chaos doesn't care about leaving hundreds on the streets when they make companies close. As a result, they're a controversial figure to say the least.

Infamous all over the undernet as one of the best information brokers around, they can find out pretty much anything that needs finding... At a price. Other than that, they could be convinced to lend their assistance for a cause against corrupt, centralized powers.

The Hand of Chaos never makes deals in person. They won't even speak with people over the phone. They hide under myriad proxies and are, to summarize, extremely paranoid. Should you find out who they are, try not to take advantage of them because they know how to hold a grudge.

You gain Genre Points when you...

...Grant them access to the network of a juicy target.

...Free other hacktivists or otherwise cause mayhem to the institutions they despise.

...Skip on an opportunity to look into their secret identity or lead someone doing so in the wrong direction.

Theme Advancement

The Hand of Chaos is seemingly unaffected by Collateral Damage. Their true identity is a secret and they're paranoid enough to not give any hints when something's wrong.

A good business relationship with them is mostly a thing of professionalism. The Hand of Chaos needs to be proven they can trust you and that you want to make things better, even if you're not as extreme as they are. Convince them of this and they will help you free of charge with an Influence bonus.

The Golden Hero

A self-styled superhero riding a giant robot that shows up “wherever the strong are oppressing the weak”. The Golden Hero crashes battles between warring factions to fight “for great justice”, whatever that means. Ridiculous posing and speeches about love and justice are frequent.

If you know of the Golden Hero’s alter ego, you can tip them off about some wrong that needs righting and they will happily take care of it. They’re a competent pilot with a customized unit and can take care of themselves.

The Golden Hero is not a real superhero, though. Sometimes they overextend and need bailing out, other times they make mistakes and cause more collateral damage than the enemy.

You gain Genre Points when you...

- ...Help the Golden Hero bring criminals to justice, protect the innocent, or just plain ask them for help.
- ...Provide them with the resources they need to sustain their one-man operation.
- ...Keep your own allies from trying to stop, capture or hurt “that annoying verbose jerk” who “keeps getting in the way”.

Theme Advancement

Like any good defender of justice, the Golden Hero is not friends with Collateral Damage. This provides an easy starting point to develop them, because they’re going to cause quite a bit of it eventually. Eventually, they’ll realize that acting on their own tends to make things worse.

If you’d like to convince them to join your faction after this happens, they’ll make a good boost to Military.

The Cultist Aristocrat

The Cultist Aristocrat is a well-off pampered young adult from an old money family. Also, they have the hobby of worshipping things that most people would consider best not to speak of. Small detail, that one. Depending on the setting, these could be either imagined evils or actual monsters that promise them they will spare those who swear servitude.

As a cultist, they have inside information on the doings of their group and some pull with them. As an aristocrat, they have plenty of wealth and manpower at their disposal.

The Cultist Aristocrat is a distrustful and manipulative person who, ultimately, lacks the self-esteem to stand on their own and is just looking for validation.

You gain Genre Points when you...

- ...Don’t personally judge them for their fanatical belief in things that may or may not want to eat their soul.
- ...Help them develop a skillset that could lead them to be a productive member of society.
- ...Introduce them to people who they can fit in without, like, doing the cult thing.

Theme Advancement

For the most part, they’re unaffected by Collateral Damage. The Cultist Aristocrat thinks of it as a bothersome setback as long as it is only kept to material losses. This is when having a group of friends that aren’t rich cultists would be good to have, because they can’t bounce back from those problems as easily as the Cultist Aristocrat can. This will begin to erode some of the cult’s influence on them.

If you’ve helped them to be less of a deluded fanatic, the Cultist Aristocrat’s substantial wealth is a direct boost to Holdings.

The Resplendent Candidate

A senator running for president with a long career in politics who, somehow, still looks and acts as if they were twenty years younger. They know how to work up a crowd and don't mince words, which has made them a 'love or hate' candidate. Supporters say they're optimistic, lively and straight-forward. Oppositors say they're arrogant, melodramatic and vain.

Like any politician, the Resplendent Candidate has friends in many places. Their word carries a lot of weight right now, and will continue doing so even if they don't win the presidential race. And it looks like they stand a good chance of winning.

The only question you should ask yourself before asking them for a favor is if you can pay them that favor back. Sure, they seem like a nice enough person, but who knows how many shady deals their associates are involved in? You may want to think twice before you get too tangled up with them.

You gain Genre Points when you...

- ...Openly support their campaign during at least one act, interview, or some other public showing.
- ...Decry or act in secret against one of their competitors.
- ...Stand up for them, or for their political allies, even when they're doing something you don't approve of.

Theme Advancement

Collateral Damage is not good publicity and the more of it that you cause, the more the Resplendent Candidate will want to cut ties with you. Keep it to a minimum and they will be a lot happier with you.

Once the elections are over, and if you did your best to help them during the course of them, the Resplendent Candidate will pay you back for all that they owe you. An extra Rank of Influence is a fitting reward.

The Seer of Many Paths

A tarotist and fortuneteller that has amassed a great fortune as the advisor of many. Military officials, corporate executives and rising politicians alike come to them for their advice. If there's aliens in human form or, at least, psychics in the setting, then the Seer of Many Paths is one of them.

Whether you believe in fortunetelling or not, the results speak for themselves though. It is hard to deny that they're an influential person whose skills have made them a fortune. They claim to have no allegiance, so people of all walks of life continue lining up on their busy schedule.

The Seer of Many Paths is, however, rather impersonal. They don't open up easily and won't speak about themselves if they can avoid it. They do like the topic of destiny and debating just how much of the future is set in stone... If you pay for the conversation time out of your pocket, that is.

You gain Genre Points when you...

- ...Follow their advice even if doing so looks like a bad idea or makes things worse for you in the short term.
- ...Debate with them about the benefits of taking sides, more specifically, yours.
- ...Convince someone else to set up a session with them and then to follow their advice.

Theme Advancement

The Seer of Many Paths is affluent and detached enough from others that Collateral Damage is not really much of a problem to them. Sure, they'd rather there not be any of it, but they understand that these things happen.

If your faction has at least 15 Ranks in Attributes distributed between them and you've earned Genre Points with them using each of their three options, the Seer of Many Paths can be convinced to join your faction. Destiny has its eyes on you, and they are intrigued to see where that takes them. Both Holdings and Influence are good matches for this NPC.

COLLATERAL DAMAGE

Collateral Damage represents the consequences of battles within the borders of your home city, space colony, or other such location you are trying to protect. After each Operation that puts the community at risk, check the list of triggers below to see if the place was damaged and how much. Every PC who triggered one of the following conditions rolls 1d100 on the table below. All NPCs mentioned around the middle of the table need to be chosen among one of the PC's three Relationship Theme NPCs. If an NPC (including Enemies) triggered Collateral Damage, the GM makes the roll and chooses any PCs or NPCs that the result needs to affect. The GM makes only one roll for all NPC triggers.

Collateral Damage Triggers

- Using a Line or Blast (Weapon or otherwise).
- Creating Extreme Terrain.
- Defeating an Enemy without Suppressing them.
- Being defeated or using Live Another Day. (PCs only)

Collateral Damage Consequences Table

Roll Result	Collateral Damage Consequence
01-03	A school is struck by stray projectiles and several of its students go missing.
04-06	Electromagnetic disturbances ruin most civilian communications until the equipment is replaced.
07-09	Many have been wounded and local hospitals are closer to being overrun each day.
10-12	Major roads and streets are left completely unusable. Traffic is an absolute nightmare for several days.
13-15	The warehouses of major food providers are destroyed and there is a shortage of food for a month.
16-18	Great damage to the business district. Business owners close shop and leave for greener pastures.
19-21	A local media celebrity is dead and the news won't shut up about it for at least a week.
22-24	The site of a crash or the crater of a blast is made into a touristic resort
25-27	Citizens take to the streets protesting against... Everything, really. They're just angry.
28-30	Supply shortage. Buildings keep their downed business signs and broken windows for weeks.
31-33	Looters have raided the home of an NPC (and several others) after they left for the shelters.
34-36	The family member of an NPC suffered an injury during the battle.
37-39	A cave-in traps an NPC underground for a few days. They are unhurt, but it was a tough experience.
40-42	Evacuation train taking an NPC to a shelter derails. They suffer a minor injury. Others are not so lucky.
43-45	An apartment complex where an NPC lives is declared structurally unsound and must be demolished.
46-48	Major damage to power lines everywhere. An NPC will lack most public utilities for days.
49-51	Fires break out. An NPC's home is almost consumed entirely by flames.
52-54	People left homeless occupy an NPC's home and the authorities must use force to make them leave.
55-57	An NPC is exposed to hazardous materials. They spend a week in the hospital afterwards.
58-60	Abusive evacuation personnel demanded payment from an NPC in order to let them stay at a shelter.
61-63	Your home was destroyed by a stray projectile.
64-66	Your Mecha is short of spare parts, ammo, and other supplies. You'll be only just able to redeploy.
67-69	You accidentally expose yourself to something hazardous and are bedridden for days.
70-72	The newspapers decide the damage is your fault and begin a smear campaign against you.
73-75	Maintenance suffers personal complications. Your Mecha is going to feel... Deathtrappy for a while.
76-78	You're pretty sure that you're being tailed now. Those could be bodyguards, but you can't really tell.
79-81	Rioters threaten to overwhelm the police and you're called to help control the situation.
82-84	You come back to a flooded home thanks to a ruptured pipe.
85-87	Your favorite place to eat out at was completely destroyed.
88-90	Budget cuts for damage control mean a salary reduction for you this month.
91-95	You choose one other result from the list.
96-00	The GM chooses one other result from the list.

FACTION ATTRIBUTES

Your Faction's Attributes distinguish them from each other. Some Factions have vast armies of NPCs, others back the actions of the PCs with copious resources, while a select few may be invisible information networks. The Attributes are very abstract and give you plenty of wiggle room to describe their effects however you wish.

Other factions in the game don't have Attributes and don't use the Faction rules (notice the capitalization!). All organized groups of NPCs are just that - a group of NPCs.

Below are the three steps to assigning Faction Attributes.

Step 2: Assign Starting Attributes

Each PC member gets to assign one Attribute Rank to the Faction that goes to any of its three Attributes. This does not necessarily represent that the PCs are responsible for them. With that said, the PCs are the ace pilots of the organization and possibly its leaders, so they are key members.

Step 3: Power Level Adjustments

Factions grow over time and the actions of the PCs will make the process faster. The Faction increases all of its Attribute Ranks by 1 for each Power Level above 0.

Step 4: Relationship Theme Adjustments

Whenever a Relationship Theme NPC is recruited or the Theme's story arc otherwise ends, the corresponding Player chooses one Faction Attribute and increases its Rank by 1 point. PCs can opt to start having already 'crossed off' one or more of their Relationship Themes this way, giving the Faction a generous Attribute boost from the beginning at the cost of not earning any Genre Points from the chosen Themes.

Example

So a Power Level 2 Faction with four PCs who want to go all in on a single Attribute will start with that Attribute at Rank 4. Then every Attribute gets a boost of 2 from the Faction's Power Level, making its final Attribute Array of 6, 2, 2. The PCs want to keep their Relationship Themes to earn Genre Points from them so they don't increase Attributes any further.

Military

Military is a measure of the Faction's warring potential. This covers the Faction's available troops, their organization, equipment and even their morale. Military is an abstract measure, a militia corps with a handful of Mecha can have the same Military score as a single ace backed by a well-prepared support crew.

Rank 0: Nonexistent

The Faction lacks any kind of meaningful fighting force. Even if its men and women were to pick up arms, it is not like there are any qualified leaders to direct them.

Rank 1 or 2: Meager

One or two poorly-equipped low-tier Mecha, with at most one potential ace among all the pilots.

Rank 3 or 4: Middling

The Faction can have good Mecha, well-trained pilots, or quantity of either. Pick two.

Rank 5 or 6: Thriving

The Faction is notable for its martial prowess and has more than likely made a name for itself already. Morale is excellent, with everybody taking pride in their dedication to the cause.

Rank 7 or 8: Exceptional

Tough veterans with excellent leadership and well-off techs backing them. A handful of aces with customized personal units adorn the ranks.

Rank 9 or 10: Elite

A legitimate army that could defend or topple government with its raw power. With proper support, they could fight -and likely win- a prolonged war.

Rank 11 and Beyond: Superpower

A seemingly unstoppable elite force with undying loyalty that can accomplish pretty much anything it sets out to do. The favorites of would-be supervillains that need the raw muscle to help them take over the world.

Holdings

Holdings represent the Faction's available budget and whatever reserves they have, as well as the territory and workforce that helps them grow. Holdings can originate from your Faction's raw treasury, the goods that it does business with, and fertile land it protects. Holdings is, arguably, the most important Attribute for a Faction because it is the one that directly gives people warm meals and a roof to sleep under.

Rank 0: Nonexistent

The management is so bad and there's so little room for it to grow that all it would take is a small setback for it to collapse. Frankly, it is a miracle the Faction is still together.

Rank 1 or 2: Meager

The Faction is visibly struggling, but it has a few ways to make ends meet and is somehow milking them for all they're worth. This can be a small-sized business or a single spaceship with its crew.

Rank 3 or 4: Middling

Fitting for a space colony or a small fleet of planetary merchants. Can be modest and efficient or sizeable but with clear areas that give it losses.

Rank 5 or 6: Thriving

The Faction is a prosperous one, growing in the quantity of its people as well as in their quality of life. They can now take more business risks and afford to fail them, meaning it is only going to get better from hereon.

Rank 7 or 8: Exceptional

The Faction's deep reserves can keep a small army fed and marching, though they would still be aiming for a quick victory. This can represent a prominent region within a first world country or an alliance of wealthy space colonies.

Rank 9 or 10: Elite

If the Faction does not directly represent a country, then it is practically considered to be one. If it hasn't declared independence from whoever supposedly runs the territory it occupies, it most likely will soon.

Rank 11 and Beyond: Superpower

A world power that whole nations turn to for financial support.

Influence

Influence is the most abstract of all Faction Attributes, representing political power and espionage skills. It measures how well it knows about current events and how many strings it can pull to control things behind the scenes.

Rank 0: Nonexistent

The Faction has no political relevance whatsoever. At best, they're aware of this. At worst, they will just be taken advantage of a lot.

Rank 1 or 2: Meager

The Faction has people who follow and keep track of political going-ons. They know who's in power and the gist of how they got there, but even if they were to get in touch with a major player, they're highly unlikely to be heard.

Rank 3 or 4: Middling

The Faction has sources working with people in important places... And with their rivals, both visible and invisible.

Rank 5 or 6: Thriving

A number of spies and advisors keep the Faction updated of events, reading connections between people and events like an open book. Its important players know exactly who to call in a given situation to get something done.

Rank 7 or 8: Exceptional

Whenever something big is going to happen, the Faction's sources have probably heard of it and preparations have been taken. The Faction is regarded with respect for its information network and most players want to stay on its good side.

Rank 9 or 10: Elite

The Faction has a vast and wide network that can pull strings everywhere and more than enough dirty laundry on anyone to run a nation behind the scenes.

Rank 11 and Beyond: Superpower

With friends like these, who needs enemies? The Faction's political power and information network is the kind of thing that paranoid nuts make up conspiracy theories about... Except real.

FACTION TESTS

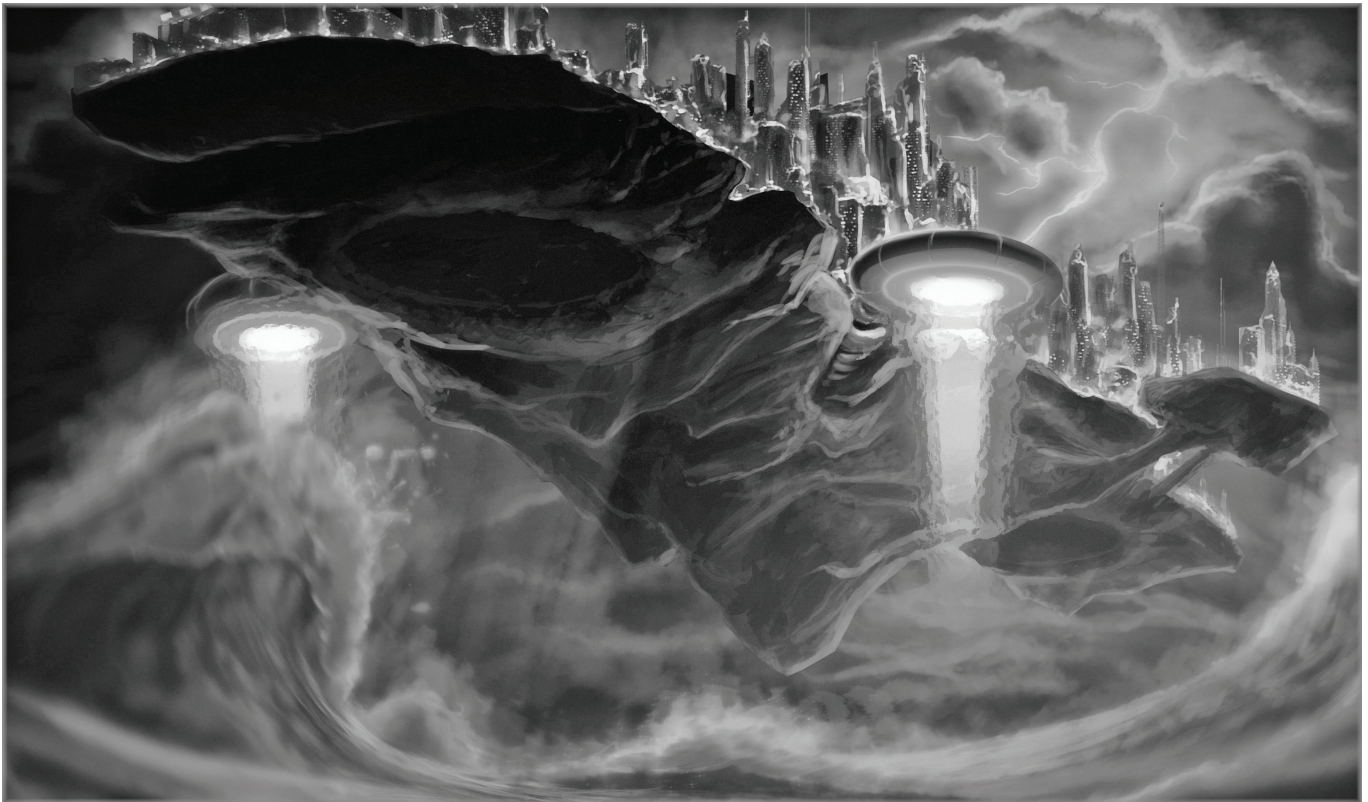
As key members of your Faction, you can delegate tasks for the others to complete in your stead. Each Player Character can request no more than one task during an Episode Arc this way. At the end of any Episode you can give your subordinates a goal and Test the Faction's Military, Holdings or Influence. Said subordinates will spend the rest of the Episode Arc working towards that goal. At the end of the current Episode Arc, they will report back to you with their results.

This Module is meant for complex tasks that require considerable manpower and take a while to complete - more specifically, until the end of the current Episode Arc. Faster tasks that require only one person should still be made with Resources Tests as normal. Use the examples given in this page as a guide.

You can decide what you want your NPCs to do at any time during the Episode Arc, but sooner is better. At the end of each Episode, you can reroll the Faction Test for your current order and keep the new result. If your original Test had any Advantages or Disadvantages, the rerolls also keep them.

You can also change the order you've given to your subordinates, but that means starting a new job from scratch when they've already spent resources on the previous one. Changing your mind on the orders you've given means the new Test suffers a Disadvantage. Disadvantages imparted this way to your Faction Tests stack, but do not apply to the Faction Tests of other Player Characters. Once the current Episode Arc ends and the job is completed (or not), all such Disadvantages are cleared and you can give a fresh new order as usual.

Remember that Factions increase their Attributes by going up a Power Level or by your recruiting of Theme NPCs into their ranks. Even if your Faction takes over a Mecha production facility, that is only a temporary gain that won't count towards their Military Attribute, though it could grant an Advantage to another Might Test made in the near future.



Military Tests

Your Faction mobilizes the bulk of its forces against its enemies. This can be a series of raids against supply lines, making a push to recover territory that your enemy has occupied, or a series of skirmishes meant as a diversion while the PCs prepare for an ambush during the next large engagement.

Possible Advantages: Enemy has a weaker armed force, the PCs have recently struck a considerable blow against the enemy, Fighting defensively in controlled territory.

Possible Disadvantages: Enemy has a stronger armed force, the actions of the PCs have put the enemy in a stronger position, or the PCs have just failed their Military Tests during the last Episode Arc and are thus in bad shape.

Sample Military Tests: Distracting or dividing enemy forces to make them start the next Operation in unfavorable Terrain or out of position (DN 10), Assisting the PCs during Operations as Reinforcements of the same Level for a whole Episode Arc (DN 15), Taking over the enemy's capital, mothership or equivalent while the PCs handle the Rival or Boss tier antagonists (DN 20).

Holdings Tests

Your Faction manages its resources the best it can to fix whatever problem has recently arisen - and there's always more of those showing up. This way you can amend the consequences of collateral damage to those hurt by it or even boost other Attributes with additional funding.

Possible Advantages: Ask a third party for a loan, Turn assets like bonds or stock shares into hard cash, Tighten all other budgets and possibly even delay the payment of salaries.

Possible Disadvantages: Your Faction has done any of the above three things during the previous Episode Arc and now has to pay its debts.

Sample Holdings Tests: Fixing Collateral Damage (DN 10), Hiring mercenaries or throwing a big fancy party for an Advantage to another Military or Influence Test made during this Episode Arc (DN 15), Develop a new kind of technology that can win the war once it is applied en masse. (DN 20)

Influence Tests

Your Faction can keep up with enemy plots, stop the enemy from doing the same to you and find out what the people around you are *really* thinking. When using Influence you ask the GM a question and get an answer of up to thirty words. You can ask for a better or worse answer in exchange for Advantages or Disadvantages to the Test.

Possible Advantages: The answer is a simple yes or no.

Possible Disadvantages: The answer also comes with a hint from the GM regarding what you can do about it.

Sample Military Tests: Find out if there is dissent within your Faction or where are the local enemy cells, Figure out what any neutral parties to the ongoing conflict are up to or if you could earn their support, Gather intel on the enemy's plans for any big upcoming operations or secret projects. (DN 10, 15 or 20)

INSANITY AND MENTAL TRAUMA

In a game using this Module, PCs that emerge victorious from battle may not necessarily be in good shape afterwards, not even if they are invincible on the battlefield. Characters using these rules get more and more messed up in the head with the passage of time, in contrast to how they usually would only get braver, stronger and mature over time.

But Battle Century G is still an action-centric game of heroic Mecha combat. At most, PCs might experience fits of anxiety, suffer repeated nightmares, or wish to take over the world. Things like amnesia or multiple personality disorder just wouldn't work well for someone who is supposed to ride a giant robot into battle consistently.

The PCs are heroes, they can face the worst the world has to offer and hold themselves together. Well, for the most part, anyway. When a wound cuts deep, it leaves a permanent scar. That's when trauma gets to them, forcing the characters to readjust their beliefs and way of life in the face of things greater than themselves.

Any time your character is defeated as a consequence of Plot Armor Damage, you accrue one Insanity Rank per Layer lost this way. This is most common as a consequence of physical violence, but it will also happen if you fail to protect hundreds of innocents from a giant monster or your significant other betrays you after revealing they have been a spy all along. In a game of BCG using these rules, all PCs will make Willpower Tests much more often.

Willpower Test Examples

Difficulty Number 5: Traumatic	Facing an alien monster for the first time.
	Watching another person be tortured in front of your eyes.
	Barely getting out of the way of a giant robot that almost carelessly steps on you.
	Being locked up with no human communication for days.
Difficulty Number 10: Nightmarish	Being responsible for the death of an innocent directly or indirectly.
	Watching an enemy murder a friend of yours.
	Spending a week in solitary confinement.
Difficulty Number 15: Life-Warping	Being sold out by someone you thought a friend.
	Losing your whole family in a tragic accident.
	Realizing the people you believed in and fought for your whole life don't care about you.
	Massacring dozens of innocents unable to defend themselves.
Difficulty Number 20: Mind-Breaking	Being mind controlled into causing the death of your significant other.
	Watching a monster torture and eat your children.
	Having a loved one die in your arms after you failed to save them.
	Killing another human being and eating their corpse to survive.
	Causing the death of a hundred or more innocent lives.

TRAUMA THEMES

Your Character does not start with any Genre Themes, instead they pick up Trauma Themes in their place at Insanity Ranks 1, 4 and 7. Trauma Themes are much like regular Themes, but they behave somewhat like Anomalies in that they have a positive and negative side to them.

Insanity Ranks start at 0 and usually don't go higher than 10, measuring just how well your character is holding up to all they've gone through. An Insanity Rank of 1 leaves you just a tad more unhinged than you used to be, but at Rank 10 you're visibly out of touch with reality.

If your PC ever gets to Rank 10 or above, they're so far gone that they must be retired. This retirement is either permanent or until the character heals back to Rank 9 - or preferably under that. **At the end of each Episode Arc you Test your Insanity, removing one Insanity Rank plus another Rank per each multiple of 5 met with the result of the Test.**

When your Insanity Ranks go lower than the Rank where you got a Trauma Theme, you don't lose the Theme but you don't gain a new one if your Insanity goes up again either.

Like with all other Themes, you can pick your Trauma from a list of examples or come up with your own. Trauma Themes can give you Genre Points like any other Theme, but the GM may also make them come up when they think it is a good time to make your PC act like a crazy person.

You can get one Genre Point from your Trauma Theme (or Themes, if you have more than one) the usual way. But the GM also can use them by their own hand. Once per Episode the GM may say you have to roleplay the Trauma's effects, and you can choose to either ride it out or fight it. **If you choose to ride it, your character must roleplay the Trauma as appropriate, but you gain one Genre Point out of it - even if you already gained one Genre Point from this Theme in the same Episode. If you choose to fight it, then you must make a Contested Test of Willpower against the GM Testing your Insanity, should you win then you compose and maintain control of yourself for the time being... But should the GM win, you lose control of yourself to the Trauma Theme and play it out without gaining any Genre Points for it.**

When you create your Character, you may choose to give them between one to three Trauma Themes. If you start with more than one Trauma Theme, you only gain more of them as your Insanity Ranks go up until you have three Trauma Themes in total.

CHOOSING YOUR THEMES

You should choose appropriate Themes according to what happened to your Character that granted them those Insanity Ranks. If you were beaten within an inch of your life, it would make sense if you became afraid of violence. If your mentor turns out to having been using you all along, it would behoove you to be suspicious of everybody around you. Alternatively, you could grow dependent of others around you to keep you safe and make all the hard calls now that you feel so vulnerable. If it sounds like a fun thing to roleplay, try it out.

If you decide to start with Trauma Themes instead, then you should make them part of your character's backstory. What happened before that made them this way?

The next few pages have many example Trauma Themes for you to use. Remember that the examples given are not an accurate description of mental illness, much in the same way that the rest of this game also does not represent realistic combat between giant robots.

Alternatively, you can leave it up to the will of the dice gods. As long as you can justify the result in a way that makes sense for your character, might as well spice things up with that little bit of extra randomness, no?

Random Trauma Themes Table

Roll Result	Support Upgrade
01-05	Any Trauma Theme of the GM's choice.
06-11	Addict
12-17	Afraid
18-23	Alienated
24-29	Cursed
30-35	Dolorous
36-41	Grandiose
42-47	Haunted
48-53	Hero
54-59	Hyper
60-65	Indecisive
66-71	Lonely
72-77	Monster
78-83	Paranoid
84-89	Pyro
90-95	Visionary
96-00	Any Trauma Theme of your choice.

EXAMPLE TRAUMA THEMES

Addict

Rank 1-3 (Mild): You have an addictive personality and you just need that rush you get from your chosen activity or substance. Whether it is gambling, smoking or even videogames, (and be honest, you probably have more than one) these activities are more than just a hobby to you: they are part of your lifestyle. Skipping on an opportunity to indulge makes you nervous - you get cranky, feel tired, and can't stand still.

Rank 4-6 (Moderate): You've started taking medication - legally or otherwise - to deal with all the crap that happens around you. Sure, the intervals between your doses keep getting shorter, but it is nothing you can't handle. The withdrawal periods don't last too long, so you should be fine... Right?

Rank 7-9 (Severe): If you didn't feel ashamed of your addictions before, now you do. The moment that the medication wears off, you already feel desperate and want to abandon whatever it is you are doing, all so you can feel better again. Any other addictions are getting to the point where they've consumed your life and probably left you in deep debt.

Rank 10+ (Extreme): It has officially gotten out of control. The short lived rush of instant gratification is all you live for anymore. You're too deep in to get out of this by yourself, and it is going to take a lot of time and effort to be functional again.

Afraid

Rank 1-3 (Mild): You feel very, very vulnerable when outside of your giant robot. Being witness to violence (or the threat of violence) makes you uneasy. If it ever looks like you're going to be subject to it, it is really hard to not cave in to whatever demands are made of you to get out of it.

Rank 4-6 (Moderate): You really don't like it when people have weapons in their hands, not even if it is part of a performance. The mere sight of blood is enough to make your skin crawl and put you on alert. Sometimes you have nightmares about recent violent events you've seen happen.

Rank 7-9 (Severe): When you close your eyes you often see scenes of violence, real or otherwise. The nightmares are frequent, and this has made you jumpy, any loud noise makes you think you could be attacked. You frequently imagine what would you do if people around you were to attack you without notice.

Rank 10+ (Extreme): Your fight or flight instinct only has one option available nowadays. Whenever you don't have your giant robot to protect you, you freeze or run away from any and all threats to you.

Alienated

Rank 1-3 (Mild): Your own actions puzzle you sometimes, but you try not to think about it. You make promises that you intend to keep but break them afterwards anyway. Whatever morals you supposedly uphold, you don't really know how to defend them from criticism, and will change your mind to get others off your back. Perhaps you do those things because you want to figure out what you really care about.

Rank 4-6 (Moderate): You're aware that you're a fake and can still fool some people still, but your irregular behavior will start to get the better of you and make others start to lose their trust in your character. You might be good at justifying what you do, but a lot of what you do still seems to be just a random whim and important choices paralyse you with doubt. Right now, the only thing you can be reasonably sure of is that you kind of hate yourself for being like this.

Rank 7-9 (Severe): At this point you live by going through the motions. You actively avoid responsibility, because you will botch anything that requires you to stay consistent. By this point you don't even know how you feel deep down about those closest to you, and they can probably tell that you can't really be trusted. You agree with them, making the guilt unbearable.

Rank 10+ (Extreme): You don't even have a favorite food by now, so any kind of questioning of your character leaves you stunned and you don't really know how to respond. In fact, you don't really believe in anything anymore, so having to make choices at all seems like a Herculean labor. You need other people to take care of you, because otherwise your depression will slowly kill you via inaction.

Cursed

Rank 1-3 (Mild): You consider yourself unlucky and are more than a little bit superstitious about it. But it is not a big deal, after all it would be hubris to believe we can dismiss the paranormal without evidence. You're just keeping your mind open. And you like being well informed, so you also make sure to stay up to date on your horoscope. And try not to walk under ladders. And are afraid of disrespecting the dead because their ghosts might come back to haunt you. Look, nobody's perfect, alright?

Rank 4-6 (Moderate): You have recurring nightmares about things you cannot explain, which makes you further interested in learning about all sorts of occult lore. Naturally, this only makes you even more certain that there's supernatural forces involved in your life.

Rank 7-9 (Severe): You hear and see things that nobody else does. Shapes around the corner of your eye, voices in the wind, someone or something following you. Watching you. That nobody believes you only isolates you further, making you an easier target and making it harder to sleep at night.

Rank 10+ (Extreme): You never sleep well, if you can call your short naps sleeping at all. You're always tired, but can't afford to let your guard down, because they will get you. The cockpit is the only place in which you feel safe anymore... But they can't let you ride the way you are.

Dolorous

Rank 1-3 (Mild): When under stressful conditions, your body often cries for help in the form of a crippling headache. This is a defense mechanism in response to extreme situations or when confronted about a subject you wished to avoid.

Rank 4-6 (Moderate): The headaches are worse, getting painful enough to leave you unable to do anything but sit in a corner for several minutes. The list of triggers for them also gets worse as you experience more traumatic events, making them more frequent.

Rank 7-9 (Severe): By now the headaches are much more than that, often accompanied by blindness or outright paralysis. They often leave you dizzy and off-balance for the rest of the day afterwards, and the ever-growing frequency of them makes it really hard to go about your daily life. With enough medication, you can still go out and fight.

Rank 10+ (Extreme): Without a lot of tightly regulated medication you can't even go a single day without an episode. It is unbearable to be like this and a part of you just wants to end it all. You're going to be institutionalized.

Grandiose

Rank 1-3 (Mild): You consider yourself a born winner, often acting with recklessness and arrogance whenever your pride is on the line. It doesn't help that it takes little to no provocation to threaten your delusions of grandeur. As if that weren't enough, your hyperactivity and lack of concentration make you go seek out ways to get in trouble, just to prove how great you really are. You don't take failure well, either, shifting blames and getting angry when confronted with it.

Rank 4-6 (Moderate): Criticism of all sorts is no longer appreciated, making you immediately get defensive and project your insecurities on others. Everybody ought to respect you, or else, you will rightfully respond with hostility. If questioned, you will prove to have an amazing ability to come up with excuses that explain how everything is actually other people's faults and everybody who disagrees is obviously a moron.

Rank 7-9 (Severe): Touchy does not even begin to describe you. Offhand comments will strike a nerve and construed acts of sabotage become increasingly improbable. You will prove yourself to be better than them - you *must* prove it.

Rank 10+ (Extreme): You are a perpetually rolling little ball of insecurity lashing out in anger at whoever you blame for your woes. You are a danger to yourself and others, being kept away from your giant robot and restrained in short order.

Haunted

Rank 1-3 (Mild): You suffer occasional hallucinations in the form of people that should be dead. The ghost or ghosts remind you of your flaws and often give you advice that you probably shouldn't follow. The people who show up are usually those you've hurt - directly or indirectly - though a dejected old friend or disappointed mentor from your past are also applicable. You can tell these illusions are not real, but they're really hard to ignore.

Rank 4-6 (Moderate): Now there's one or more new ghosts that have joined up with the old ones to harass you. Your ability to recognize what is and isn't real decreases as the hallucinations happen more often, giving even harsher criticism or goading you to even worse courses of action.

Rank 7-9 (Severe): Your mind now creates new people for you to hallucinate. This means you're often seen talking to yourself or, worse, arguing in a heated way and yelling at nobody in particular. Even if you unmask these phantoms as figments of your imagination, they will still follow you around.

Rank 10+ (Extreme): Your hallucinatory episodes now involve living friends and acquaintances. You have considerable difficulty telling apart dreams from reality now, always waking up without being sure if what happened was just your imagination or if you passed out in the middle of an episode. This makes it basically impossible for you to live as you once did.

Hero

Rank 1-3 (Mild): You hold yourself as an example that others must look towards imitating. This makes you righteous and a moralist, but you're always trying your best to help people (within reason) so it tends to work out for you. From a less friendly perspective, you just want praise and recognition, which makes you very weak to flattery and criticism both.

Rank 4-6 (Moderate): You go to greater lengths to live up to your idealized version of yourself. Wherever there is a wrong, it must be righted. Wherever somebody needs help, you selflessly go to do whatever is needed. This is going to wear you out even if it goes smoothly, and it probably won't, so there will be many days in which you feel like a failure.

Rank 7-9 (Severe): You start to take all praise (or lack thereof) personally, legitimately expecting others to bask in your glow with any of your accomplishments. Should you feel taken for granted you'll immediately redouble your efforts and start acting suicidally heroic to make sure you receive the recognition you deserve.

Rank 10+ (Extreme): Perhaps the only way you can really live up to your standards is with a heroic sacrifice. Why, yes, that's genius! Then everybody will sing praises of your name forever and reminisce longingly for how you were such a great inspiration to them all. Clearly this is a perfect plan.

Hyper

Rank 1-3 (Mild): You suffer from a mental imbalance that provokes in you a need to be constantly doing something. This means you're pretty much always energetic, and few things make you as tense as being forced to stay quiet and wait patiently for long periods of time. You might come across as impulsive or impatient sometimes but it is nothing serious... Yet.

Rank 4-6 (Moderate): You sometimes undergo manic episodes. During these you become even more hasty and inattentive than before. When this happens you feel like you must immediately busy yourself for a period of time that can go up to an hour, turning into a chatterbox for the duration. You have trouble getting a full night's sleep.

Rank 7-9 (Severe): If things looked manageable before, they certainly don't look manageable to others who look at you now. The episodes grow in frequency and make your behavior erratic, careless and borderline self-destructive. You don't put a lot of thought into whatever it is you feel like doing, you just see a thing and want it now. This can lead you to try experimenting with dangerous combinations of substances and alcohol, jumping off a fifth floor into a swimming pool, or going on a massive shopping spree until you're neck-deep in debt.

Rank 10+ (Extreme): You can't even sleep for more than a few minutes at a time before you jolt awake with the need to do something. Your episodes are severe and frequent enough that there is no telling what you will do if left alone, so everyone would rather not take that chance and leave you in the care of professionals.

Indecisive

Rank 1-3 (Mild): You're not comfortable with responsibility and are always afraid that you will always make an irreparable mistake whenever you need to take the initiative. It doesn't get in the way of your day to day activities yet, but you shirk making decisions to others whenever possible.

Rank 4-6 (Moderate): You actively avoid having to make important decisions and outright tell your most trusted close ones to make them for you. As if that weren't enough, you will also blame them if something goes wrong. It is not enough to make you want to be accountable for your actions, but it is enough to irritate those you ask for help.

Rank 7-9 (Severe): You're now exceedingly clingy of the person who can put up with your crap the most. You leave most of the decision making to them, but whenever you're under pressure anyone else will do. It is a good thing that the chain of command exists, because otherwise you wouldn't be able to go out and battle at all.

Rank 10+ (Extreme): High-maintenance does not even begin to describe you, as you require having someone looking over your shoulder constantly to reassure you. You now desperately look to anyone else for support and any kind of responsibility forced on your person stuns you like a deer caught in the headlights. You can't even fire a beam rifle without asking how to do it, if you did it well, and if you will have to do it again.

Lonely

Rank 1-3 (Mild): You're a little shy with people and take any kind of criticism a little too hard, but you don't have any glaring personality flaws otherwise. It just means you put a lot of effort into pleasing everyone... Without trying to be a bother. You may even let some people take advantage of your kindness every now and then.

Rank 4-6 (Moderate): You feel a little lost in a crowd and it makes you nervous when you can't locate anyone that you can stick to. When presented with someone new, you try really hard to make a good first impression, and feel very glad when a new acquaintance does not reject you.

Rank 7-9 (Severe): You're always around people, even if they ignore you, because loneliness is unbearable. If you're not in contact with anyone for a period of more than a few hours, you suffer an episode that makes you enter a state of panic. You start sweating, your breath becomes uneven and you desperately seek close ones to calm yourself down.

Rank 10+ (Extreme): You need some kind of company within sight or hearing even to sleep at night, and probably aren't fond of silences at all. By this point you will even cling to television or radio personalities who can keep you company. Your panic episodes are more frequent and even getting briefly lost in a crowd when someone lets go of your hand will trigger them.

Monster

Rank 1-3 (Mild): You love seeing others in pain, whether it is physical or emotional. You don't necessarily pursue opportunities to cause said pain, but you're way too comfortable with the suffering of others. You're still self aware enough to keep the subject of your fascination to yourself.

Rank 4-6 (Moderate): Opportunities to hurt others sounds more enticing every day, you just don't want to get caught. Allowing others to do the deed themselves is much easier to justify, and in fact you think provoking them to be your instruments of pain is a pretty neat idea. You really should not be allowed near a giant robot.

Rank 7-9 (Severe): You like to make your obsession a subject of casual conversation and see yourself as an artist of sorts. You might even start comparing hurting others to brewing tea or to finger painting and it is clear to everyone that you're a ticking time bomb.

Rank 10+ (Extreme): You throw caution to the wind and go too far in indulging your sadism by your own hand. If this does not end in your death, it will probably get you locked up for a very long time or make you an outcast for life at the very least.

Paranoid

Rank 1-3 (Mild): You tend to isolate yourself, needing to be alone with your thoughts when under pressure. You don't like most people and have trouble trusting strangers, believing anyone you don't know only wants to approach you with ulterior motives.

Rank 4-6 (Moderate): You doubt casual acquaintances as well. You have your guard up with everyone except your closest friends and family, believing anyone can be a potential threat. This makes it really hard to cooperate with others, and if possible you'd like to do everything yourself and not have to rely on anyone.

Rank 7-9 (Severe): You are not really sure who your allies are anymore. Sure, someone that saved your life is trustworthy, but what if someone is pretending to be them over the phone? What if they are being coerced to hurt you against their will? You have to doubt everyone and must work alone. There is no other choice.

Rank 10+ (Extreme): Everybody is out to get you, and you have to watch out for threats at all times of the day. The first thing you do when you wake up is check the cameras you've set up and make sure everything is where you left it. You've come up with a vast and complex web of conspiracies to explain how things came to be this way, and anybody who tries to dismiss your theories without a very good reason is obviously one of them.

Pyro

Rank 1-3 (Mild): You feel a compulsion to light fires as a way to relieve yourself of stress. Lighting a fireplace or even a small piece of paper will do, you know how to keep it under control. You don't actually want to set everything on fire. Large fires fascinate you, and you often stand there watching them in a daze.

Rank 4-6 (Moderate): You now start lighting fires when so much as just bored and will take any excuse to let existing ones spread as long as safely possible. Sooner or later it is going to get out of hand. You request a flamethrower, napalm, or other such weaponry for your giant robot, if you don't already have it.

Rank 7-9 (Severe): You have taken a liking to using fire as a solution to your problems whenever the opportunity arises. Enemy in front of you? Use fire. Can't find a person hiding in a building? Set the whole place on fire and they'll come out. Need to take out the garbage? Set it on fire instead. You are also really insistent that your way is the best one as well.

Rank 10+ (Extreme): It is impossible to talk you out of setting things on fire on a daily basis and you actively stop others from trying to put them out. Most people don't like having their person or their possessions going up in flames, so they will do their best to stop you, by force if they have to.

Visionary

Rank 1-3 (Mild): You have your own framework to make more sense of this nonsensical world. There is a grand plan and you are witness to its inner workings. You don't need to share your vision with others - you know they won't understand anyway, but every now and then your need to prove yourself right surfaces... And usually ends in you looking like a fool.

Rank 4-6 (Moderate): The plan is getting more vast and intricate, there is much at stake and things look grim... But you have a role in it to play. Yes, you will convince the others to see things the way you do. And once they do, you can fix all that is wrong with this broken world together. All as is laid out in The Grand Plan.

Rank 7-9 (Severe): WHY WON'T THEY UNDERSTAND!? Either you stand WITH the GRAND PLAN or AGAINST it, and you are the only one who can keep them all safe! It is just so frustrating, because they refuse to see the truth! But you will do your job and will make your friends understand, removing the obstacles that blind them with force if you have to.

Rank 10+ (Extreme): You see yourself as the world's savior, thereby justifying all of your actions. By this point you can't keep yourself from babbling incoherently about the grand conspiracy, desperately seeking to convince others by all means necessary. Your outbursts of violence against perceived threats are frequent enough and usually unprovoked, so odds are you'll be confined until you have changed your mind somewhat.

MODIFIED TRAITS

Jaded

Anomaly Trait (0)

Effect: Instead of Testing Insanity to remove Insanity Ranks at the end of an Episode Arc, you do it at the end of every Episode in which you have gained any of them. When you remove Insanity Ranks, you remove one less Rank from normal, to a minimum of zero.

You are largely desensitized to things that others would find shocking or worse, and you've probably had more than your fair share of awful circumstances. Cynicism and a nihilistic outlook on life are obligatory.

Special: You can take this Trait at any time between Episodes. It is not compatible with the Enhanced Human Trait.

Time heals all wounds, but you have to stay out of trouble to make the healing stick. At least get in trouble with enough Willpower to keep yourself from suffering another breakdown.

Because the Test uses Insanity as a pseudo-Attribute, you lose more Insanity Ranks the more insane you are. It is easy to keep yourself functional at high Insanity- getting rid of a good three or more Insanity Ranks per Arc is likely more than enough to take you back to the game even if you went over the magic number of 10. The caveat is that it is really hard to lose those last few Insanity Ranks.

The modified Jaded Trait makes it so your character hardens pretty quickly to traumatic experiences. It is powerful enough that you are extremely unlikely to ever stay over Rank 10 after an Episode ends. But there is a catch: You will no longer heal naturally over time. Once you have been hardened - once you have desensitized yourself - you will keep those last few Insanity Ranks for the rest of your life.

ATTRITION AND ENERGIZING TERRAIN

The next two Rules Modules add a grittier flavor to the game, focusing on long term resource management and short term territorial control. The long term resource management part is done via a houserule from Battle Century G, reproduced in the sidebar to the right for your convenience.

The other Module involves PCs fighting enemies over important Zones of Terrain, called Energizing Terrain. These Zones can be used to repair and resupply Mecha without spending Restorations, mitigating the difficulties of long term resource management.

It is optional, but recommended, to give every PC the new Tethered Design Flaw. The new flaw makes PCs reliant on Energizing Terrain even more and grants 10 more MP, just enough to pay for one of the better Restoration Upgrades which everyone is going to need.

Having at least one Support-oriented Unit is recommended as well. The new Support Upgrades can create Energizing Terrain and make it easier to circumvent the positioning complications of the Tethered flaw.

The end result is Battle Century G set to Extra Hard difficulty. It works well at making the PCs feel more vulnerable and emphasizing the importance of having proper support in order to fight a prolonged conflict.

Usually Mecha are fully repaired between Operations and Pilots also have their stock Genre Points refreshed. The rules of the game are written assuming that you'll have one Operation each Episode with everyone at peak efficiency, because you want the game's challenge to be in having tough Enemies, not in the PCs getting weaker over time. But if you want a game that is grittier and gets progressively harder, you might want to try this rule.

Mecha don't restore their Threshold automatically between Operations, only between Episode Arcs. Any resources with a limited number of uses per Operation use Episode Arcs instead. Genre Points don't refresh between Episodes, they do between Episode Arcs as well. You get the idea. Don't give the PCs Genre whenever they lose a Threshold Level in combat either, but do give them three Genre Points at the beginning of each Episode Arc.

This means One Shot Weapons can only be used once per Episode Arc without abilities like Resupply to grant more uses, but Resupply itself can only be used a few precious times throughout the entire Episode Arc instead of every Operation. They can use those resources out of battle, for example they don't have to wait until a new combat starts to use Jury Rig. The Biological Feature should not be allowed for Player use since it circumvents these complications altogether.

NEW TERRAIN

Energizing Terrain

An instance of Energizing Terrain is a concentration of power related to whatever it is that your giant robots (or equivalent) are made of. That could mean energy crystals, a node of ley lines, or a good old fashioned supply cache. Whatever it is, it can prove to be a vital resource in the middle of a battle.

Energizing Terrain is charged with one Restoration that any Unit standing on it can use with its own Restoration Upgrades. After any Unit uses up this Restoration charge, the instance of Energizing Terrain is now Plain Terrain.

NEW DESIGN FLAW

Tethered

Design Flaw (+10 MP)

Effect: For as long as you are farther than 5 Zones from your Base Unit or from Energizing Terrain, you lose all benefits from Tension and each point of Energy you spend deals 1 Damage to yourself.

Your Mecha needs a connection to a source, via physical cables to feed it power or a wireless link to its carrier unit keeping all systems functional. Without this link, use of Element G critically damages the Mecha's internals, losing function of individual limbs until none can function anymore.

NEW SUPPORT UPGRADES

Energy Distribution

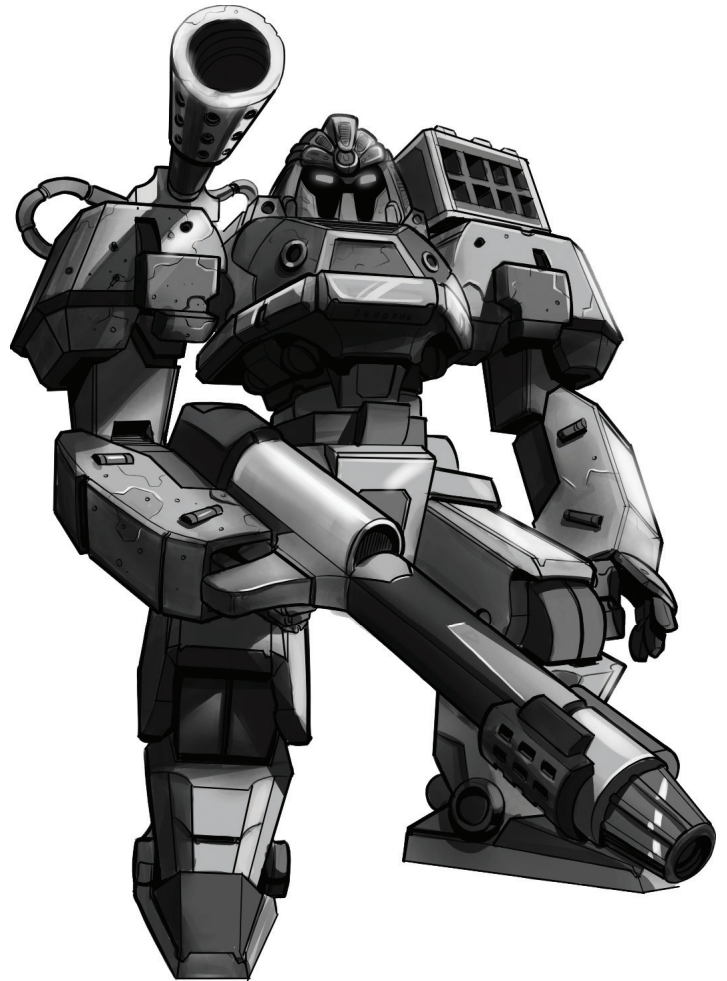
Separate Upgrade (5)

Effect: You and all Allies within Range ignore the drawbacks of the Tethered Design Flaw for a Round. That includes taking Damage from spending Energy in order to use this Upgrade. *You scatter a series of emitters around yourself to act as a relay between nearby allies and a power source, maintaining all units functional.*

Improved Fortification

Separate Upgrade (10)

Effect: A single Zone turns into Energizing and Defensive Terrain. When the Restoration charge is used up, the Defensive Terrain also fades into Plain terrain. *You deploy a few energy barrier projectors along with some supplies for an ally's benefit.*



Attrition Transpatial Randomizer Table

Roll Result	Support Upgrade
01-06	Assisted Targeting
07-12	Dividing Field
13-18	Energy Distribution
19-24	Overcharge
25-30	Remote Hotfix
31-36	Support Fire
37-42	Supply Delivery
43-48	Surprise Minefield
49-54	Targeting Disruption
55-59	Airstrike
60-64	Blue Screen Virus
65-69	Cryogenic Blast
70-74	Electromagnetic Detonator
75-79	Ensnaring Trap
80-84	Fire at Will
85-89	Gravity Manipulators
90-94	Improved Fortification
95-99	Jamming Barrage
00	Any Support Upgrade of your choice.

CIRCUMSTANCES OF WAR

If your game features a large war fought on many fronts, only one of which the PCs can cover at a time, then the table below is for you. The table itself is fairly setting-agnostic as long as the war is between humans, or humanlike enough, factions.

Each result in this table is the name of an event, the details of the event itself are explained in next few pages. Some of these events are circumstances that make things more difficult (like supply shortages or clever enemy plans) while others are just plot developments that may (or may not) change the course of the war. A few of them are even helpful to the PC Squad! This way you can use them to plan your next Episode (or Episodes) for you or just read them as inspiration.

The results that affect Operations directly have a Power Rating Modifier next to them. This is so you know just how much easier or harder they're making things as a whole and can adjust the Enemy lineup accordingly. All results also have a Recommended Duration in Episodes. Some of them can take a while to resolve and could need the PCs themselves to fix it, others shouldn't last more than one Episode.

Circumstances of War Table

Roll Result	Circumstance Name	Power Rating Modifier	Recommended Duration
01-04	Times are Tough	+1 PR per PC.	1 Episode.
05-08	Hack the Planet	+1 PR per PC.	1 or 2 Episodes.
09-12	Stovepiped	+2 PR per PC.	1 or 2 Episodes.
13-16	Patchwork Fixes	+2 PR per PC.	1 or 2 Episodes.
17-20	WHO COMPILED THIS CRAP!?	+2 PR per PC.	1 or 2 Episodes.
21-24	Crossed Wires	+2 PR per PC.	1 or 2 Episodes.
25-28	Devious Infantry	+2 PR.	2 or 3 Episodes.
29-32	DrainVirus.exe	+2 PR.	2 or 3 Episodes.
33-36	Forced March	--	1 or 2 Episodes.
37-40	Took a Wrong Turn	--	1 Episode.
41-44	Under the Sea	--	1 Episode.
45-48	Dog Fight	--	1 Episode.
49-52	Who Needs Air Supremacy?	--	1 Episode.
53-56	Forced Assistant	-1 PR.	2 or 3 Episodes.
57-60	Favored by Command	-6 PR.	2 or 3 Episodes.
61-64	Time to Go	-10 PR.	1 or 2 Episodes.
65-68	Supply Grab	-1 PR per PC.	1 Episode.
69-72	Dirty Laundry	--	1 Episode.
73-76	Smile for the Camera	--	2 or 3 Episodes.
77-80	In the Navy	--	1 Episode.
81-84	Monsoon Season	--	As the plot demands.
85-88	Merry Christmas	--	As the plot demands.
89-92	Horrors of War	--	As the plot demands.
93-96	Long Live the King	--	As the plot demands.
97-00	The Beginning of the End	--	As the plot demands.

Times are Tough

It has been a while since the last time you resupplied, and the exhaustion is evident. There's shortages of fuel, parts and food. You don't even remember the last time you had a full night's sleep. **All PCs start the Episode with one less Genre Point.**

Hack the Planet

The enemy is attacking communications systems, satellite uplinks and detection or targeting apparatus of the PCs and their allies. This shutdown is believed to be part of a larger offensive, though it is one that is unlikely to involve the PCs. While everybody at HQ works on a solution, **the PC Squad only gains half benefit from Tension unless the bonus would be of 5 or higher.**

Stovepiped

Weapons systems have been "upgraded" by "experts" who, through faulty engineering, incompatible software, and general incompetence have made things much harder for the PCs until the problem is fixed. **The PC Squad's Units have their Might halved.**

Patchwork Fixes

A series of bad parts, bad mechanics, or just bad decisions have led to numerous shoddy repairs and upgrades of dubious nature and quality on the unit's machines. **The PC Squad's Units have their Guard halved.**

WHO COMPILED THIS CRAP!?

There's a massive bug in standard military software that somehow made it all the way out to Mecha out in the field. **The PC Squad's Units have their Systems halved.**

Crossed Wires

Fumbles in communication led to an overabundance of the wrong replacement parts for the Players' Mecha. Entire legs need to be repurposed and movement OS systems must be reprogrammed to even let these things move, let alone react quickly. **The PC Squad's Units have their Speed halved.**

Devious Infantry

There's been a resurgence of opposition in the area from militants and rebels propped up under some no-neck warlord and they will assist whoever the PCs fight next. They don't have any Mecha, but they've mined the whole battlefield with remote detonation bombs and are going to keep placing more until forced to retreat. **At the beginning of each Round in which Tension is odd, choose one of the PCs and turn the Zone they're in into Extreme Terrain for a Round.**

DrainVirus.exe

The enemy is trying out their latest cyber-warfare project. The PC Squad would do well to keep the enemy from completing their project before it can be employed en masse. **At the beginning of each Round in which Tension is even, choose one of the PCs. That PC does not regenerate Energy during their next Turn.**

Forced March

The campaign has led to supply lines being stretched thin, and now conserving and protecting food has become as major a priority as fighting off the enemy. Nerves are frayed and tempers are flaring, but you can't afford to rest right now. **Tension starts at 5 instead of 1.**

Took a Wrong Turn

The PCs made some errors in navigation and let the enemy commander corner them into a nearly undefensible position. Now it is raining after a dry spell and they're going to have to fight uphill to get out of there. **All Terrain during this Episode is Difficult, Sliding, or both.**

Under the Sea

Either natural weather patterns or careful ploys by the opposition have inundated the lands with water, slowing the momentum of battle considerably. **All Terrain during this Episode is Difficult and every Might Test made with a Beam Weapon against targets who aren't flying suffers a Disadvantage.**

Dog Fight

This battle is fought along a mountain range and is entirely aerial. There is no other way to traverse this territory at a decent speed, and Units need either some kind of flying ability or a Base Unit that can fly in order to participate. **Anybody who loses the ability to fly during the Operation will plummet to their defeat and be left behind.**

Who Needs Air Supremacy?

Recon units report that recent disappearances of flying Mecha are owed to a massive mobile array of lasers that shoot down anything in sight, and the PCs are ordered to shoot it down. The array is a sitting duck against ground attackers, but is heavily guarded. **The whole of the battlefield is covered in Anti-Air Extreme Terrain.**

Forced Assistant

A reporter has been attached to the unit, with one major caveat: they must accompany one of the PCs into battle, and be around the Players at all times until the end of the arc. **On the plus side, the PC gets an additional Genre Point and Genre Power of your choice from this NPC.**

Favored by Command

After having re-crunched some numbers, the powers that be no longer find the PC Squad's force allocations adequate. Luckily for them, this means they intend to help them out rather than take away some of their stuff. **The PC Squad now has access to Reinforcements of Level 1. If they already had access to Reinforcements, increase their Level by 1.**

Time to Go

An allied ace pilot has decided it's time to end everything. **The PC Squad now has access to Reinforcements of Level 3. If they already had access to Reinforcements, replace them with these. These Reinforcements will alternate between using Barrage and the Overwhelm Actions until their likely demise.** If the PCs can keep this character alive through the course of the Operation, they could be talked out of it.

Supply Grab

A supply convoy or vehicle was ambushed and wrecked in the middle of No-Man's Land. During the next combat encounter, designate one Zone as the location of the wreck. The PCs must attempt to secure this wreckage, either by taking an Action to do so while being on top of the corresponding Zone, or by starting and ending a whole Turn on it. **When the PCs secure this wreckage, an instant morale boost grants every PC Squad Unit one Genre Point each.**

Dirty Laundry

The PC Squad happens to witness how a secret unit belonging to their faction attacked enemy economic centers, industrial bases, resourcing operations and military strongholds with extreme prejudice. The actual impact on fighting ability may be questionable, but the humanitarian collateral is not. The PCs are ordered to pretend they saw nothing. Or else.

Smile for the Camera

A superior officer, news reporter, military policeman, or morale officer is on their way to get the 'real boots on the ground perspective.' In other words, they're going to spy on the PC Squad. Command wants everyone on point. Let's see how well that works out.

In the Navy

The Players are being forcibly taken off-duty for a weekend of rest and recuperation, mere hours before the next huge mission.

Monsoon Season

Natural disasters have struck multiple countries in an extremely short timespan, including the belligerent factions. Whether or not the PC Squad is redeployed to help with recovery, resources are sure to be strained by the efforts... As well as those of the enemy, providing a rare opportunity should the PCs capitalize on it.

Merry Christmas

Through some unclear methods, the belligerent factions have all agreed to a two-week truce to coincide with a major shared holiday. Give the Players some time for self-reflection, interaction, opening letters from home, and, just perhaps, talking with the enemy.

Horrors of War

It's recently come to light that the civilian casualty toll is some three times greater than what either side had reported. While it is up to you whether this affects the Players' families or friends in any way, this should absolutely color the mood within the unit for at least the remainder of the arc, or until a new option is rolled which could rival its emotional intensity.

Long Live the King

The president was targeted for assassination. The attempt failed, but the consequences involve your side of this conflict going in a particularly paranoid direction. Paranoia, purges, nationalist fervor, aggressive changes in tactics - yours or theirs - and everything in between are all on the table, here.

The Beginning of the End

Somebody on the other side set off a weapon of mass destruction! It could be nuclear warheads, biological or chemical weapons, or even a giant satellite laser. Whatever it was, the PC Squad is going to take part of a large scale Operation to guarantee this does not happen again... And if that means making a desperate push to end the war earlier than previously thought feasible, so be it.

Results like Forced March and Under the Sea don't have any Power Rating modifiers attached to them. This is because it is assumed you're going to use them fairly and make them hinder the Enemies just as much as it hinders the PCs, while allowing the PCs and their Enemies both to take advantage of the Terrain at the same time.

For example: If you're using Dog Fight, you should feel free to use Anti-Air Missiles but also allow your Grunts to be destroyed by an Ensnaring Trap, and don't throw a Boss with Souls Bound by Gravity at the PCs. If you're using Forced March, don't make every single Enemy a Technique user, but you can include some of them.

Depending on how much more benefit the Enemies get from the result you've given them, the Power Rating modifier could go up to +4 PR per PC if you make it hard enough. If you seriously want to use these rules to create a nightmare battle for the PCs, then use that modifier as a guideline.

ODDS AND ENDS FOR THE GM

This section has some tips for making the best of the last few Rules Modules as a GM. To the right there is also the Full Transpatial Randomizer Table in case you want to combine the Hardcore Difficulty rules with the Element System.

A FEELING OF DREAD

A game of BCG using the rules for Insanity and Trauma is harder for the PCs. They have less Genre Points and take Plot Armor Damage from experiencing or witnessing things that should be relatively common.

On average, each PC should be gaining 1 Insanity Rank every Episode. This is best achieved by mixing and matching the following methods:

- At least one DN 5 or 10 Willpower Test per Episode. Increase the DN to 15 or 20 starting at Power Level 3.
- A Willpower Test of DN 15 every two or three Episodes. Increase the DN to 20 starting at Power Level 3.
- Give all Enemies the Invasive Feature during Episodes in which you didn't feature any Willpower Tests.

Pacing your Willpower Tests is important. You should start out every Episode Arc hard, shaking things up with something traumatic. Then slow down and slowly ramp things up on the way to the finale, when you go all out again.

MANAGING ENERGIZING TERRAIN

Every battlefield needs a few Zones of Energizing Terrain in it, and their use is a balancing factor for the difficulty of the game as a whole. The suggested number of Energizing Terrain Zones per Operation is noted below:

Operation Variables	Number of Energizing Terrain Zones
Base number of Energizing Terrain per battlefield.	+5 Zones
For each PC with the Tethered Design Flaw.	+1 Zone
For each Enemy with one or more Restoration Upgrades.	+1 Zone
If the battlefield is 10x10 Zones or larger.	+1 Zone
For each Power Level above 0 of the PC Squad.	-1 Zone
For each PC with at least half their Restorations available*.	-1 Zone

* If the PC's Systems Attribute is 0 and they have no Restorations whatsoever, it still counts as a -1.

Example: Taking the base number (5), you have four PCs but only one of them has the Tethered Design Flaw (+1), there are no Enemies with Restoration Upgrades (+0), the battlefield is 15x20 Zones (+1), the PC Squad has a Power Level of 3 (-3) and two of them have spent Restorations below half their maximum (-2). You calculate the total (5+1+0+1-3-2=4) and you get a total of 2 Energizing Terrain Zones for this battlefield.

Energizing Terrain can still be used after an Operation ends for as long as it is not spent. This means that, after securing the battlefield, PCs can stick around to use all remaining Zones of Energizing Terrain with their available Restoration Upgrades. Since battle itself has already ended, Tension will not continue to increase and instead will stay at whatever number it was when the PCs achieved victory. This is particularly relevant for Jury Rig users with Power Conversion, who can get a lot of repair work done between battles thanks to their Energy bonus and the effectiveness of the Jury Rig Upgrade.

Full Transpatial Randomizer Table

Roll Result	Support Upgrade
01-05	Assisted Targeting
06-10	Circle of Protection
11-15	Dividing Field
16-20	Energy Distribution
21-25	Overcharge
26-30	Remote Hotfix
31-35	Support Fire
36-40	Supply Delivery
41-45	Surprise Minefield
46-50	Targeting Disruption
51-55	Airstrike
56-60	Blue Screen Virus
61-65	Cryogenic Blast
66-70	Electromagnetic Detonator
71-75	Elemental Amplification
76-80	Ensnaring Trap
81-85	Fire at Will
86-90	Gravity Manipulators
91-95	Improvised Fortification
96-00	Jamming Barrage

The transport craft loitered, gentle and precise, into the Earth Orbit, as planned by her crew. Deep within the Gear hangar's recesses, Pilot-Underclassman Lonnie Caldon drifted along with it, his tan limbs hanging as loose and gravity-free as his headphone cables and black hair tuft.

The cassette tape ground to a halt; he peeled his eyes open, took in the Earth view through the hangar's transparent-alumina bay doors. Just some ten meters away sat the massive blue-metal casing wrapped around his Gear, occluding maybe forty percent of the view. He blinked a few times, reached down and hit the rewind button on the cassette player, almost worn smooth, like all the other buttons and adjustors. He ran a finger along their surfaces, recalled the various controls, smoothed and jagged, in his monster. He had been told, of course, that the Childhood Department did not, nor had it ever seen fit to grow its Gears from Cryptid samples, but that did little to assuage his fears, did little to remove the constant, pungent iron-flesh scent within the cockpit.

The tape finished rewinding with another sharp clack. He let the song surge through his ears as he closed his eyes again. The song's spirit spoke, and Lonnie, with all his soul, sought to believe. Believe what?

Two sharp knocks sounded from the bulkhead Lonnie rested against. His eyes snapped open, darted over to the new arrival. "Oh, Cap."

The Captain - her uniform read 'Captain-Upperclassman Ellie Rigor' - rolled her broad shoulders, pulled her stout, sturdy legs into her torso as she drifted next to Lonnie. "That song again?"

Lonnie shrugged, "It fits our unit pretty well."

"Yeah, still don't hear what you mean by that. Still, thanks for sharing it with me the other day." She stares at Earth for a good minute. "You've seemed distant these past few days. I mean, exceptionally distant, even for you."

Lonnie let out a small sigh, turned his gaze to the Earth as well. "You joined the Department when there were still Cryptids around, right? Did...well, did what you were doing at least seem to make sense, then?"

"Caldon, we've already talked about these orders."

"No, Cap, that isn't what I mean --"

"Wagner took something from us, something that we would've traded to them. They killed our boys, and that's not gonna stand. I know your family's got relatives --"

"You know what, fuck all that, ma'am." Lonnie turned his wide, brown eyes to the Captain. "I've done the training. I know I'm the youngest Underclassman ever made a pilot, but I did the training. We did the winter huddles on Verne-2, we kept each other alive on Verne-1. I'm not going to flush this family on the off chance that some of my other one is on the wrong side."

The Captain's eyes hardened. "You watch yourself when you talk to an officer, Caldon."

"I'm sorry, ma'am. I really am. I just meant that...I mean, I signed up to stop Outsiders and Cryptids. I dunno if I'm ready to -- to be on Earth, let alone fight humans."

Captain Rigor sighed and slapped a reassuring hand against Lonnie's shoulder. "Guess what, kid? Nobody's ever ready for it. Nobody's ever ready to fight a Cryptid, either. You just do your damndest, and get it done. If you fall, we'll pick you up. We know you'll do the same. Just get it done. Just feel lucky you chose to join. Hell, I didn't get that choice, I was forced to deal with it."

"Cap, you really know how to...help without helping," Lonnie hesitated, almost spoke up again to correct himself, until the Captain laughed and he allowed himself a smile. Rigor opened her mouth to speak again, when the lights all shifted to a dull orange and the klaxon sounded twice. "Looks like we're in position. You ever done a combat drop before, Caldon?"

"Only Lunar, ma'am." He wrapped his headphone cables around the cassette player and shoved off toward the gangway. The Captain joined him, and the pair floated off towards the ready-room.

"You should be fine. The O-Field will handle pretty much all of the friction force, so just keep your eye on the alt-indicator so you know when to slow yourself down. Oh, and if they have any airships, or flyers that try to stop us? Leave 'em to me and the XO, we've got our ways. You just focus on landing and getting the mission done."

"I'll keep that in mind, cap. Thank you." Lonnie stopped himself right at the ready-room door. He snapped off a sharp salute to his Captain, who returned it, then blinked a few times.

"Do you ever wonder how long you'll live, Captain?"

"Nah, not worth thinking about. No one lives forever, anyway." The two pilots shared a smile, without quite knowing why, and joined their readying compatriots.

03:// RAMPING THE DIFFICULTY

Having trouble challenging your Players? Don't have time to spend creating enemies? This section has a list of powerful enemies of every Power Level ready for use in your games. If that is not enough, here are a few dirty tricks to make your enemies even stronger. Be warned that while these strategies are very much within the rules, they are bordering on unfair and sort of break their spirit a little. Still, it is preferable to accidentally make things too hard and have to dial down than to struggle to provide a proper challenge to your PCs, so these tricks are yours to use if you think you could use them.

For Grunts

At a high Power Level, Grunts have enough MP that a PC needs to make the most out of their Genre Powers in order to beat two optimized Grunts working in tandem. However, the scariest thing you can do with Grunts is use them in swarms of slightly lower Power Level than that of the PCs.

You don't need high stats to use debuffing Supports or One-Shots effectively, so you can mix and match them with stronger Grunts, Rivals or Bosses. Example options for Grunts that run interference are **Electromagnetic Detonator, Ensnaring Trap, Finger Net and Radiation Bomb** while Grunts meant for duking it out with the PCs are at best with **Weapons like Pressure Point Attack, Bombardment, Incinerator and Lux Cannon**.

In defensive terms, look to **Invincible Alloy and Expansion Pack** to increase the survivability of all your Grunts to make them last at least two hits (barring Weapons that do bonus Damage like Rocket Sword or Resonance Cannon) while also serving all your antimaim needs. If you want another easy bump to endurance, **Terrain Specialist is a Disadvantage to all attacks without much of a drawback** against PCs who don't play around with Extreme Terrain.

What you should not do under any circumstance is use Grunts with Combination Upgrades. If you want to play around with Combiners, read below...

For Rivals

To make Rivals that are easily comparable to a Boss what you have to do is **make two of them, one a regular Rival meant to fight one or more PCs and another a Universal Component** to boost its Attributes and give it an extra Utility Action every Round. The Component Rival is a steady source of GP with which to **spam repeatable Powers like Try Again and I Don't Think So, while also Maneuvering every Turn** to more or less double the Combined Rival's Defense.

If you really want to make a single Superboss-tier Enemy, consider either **attaching a Universal Component to a Boss or outright making an Invincible Super Combination**. The latter might be too much trouble to be worth it considering that the former is an absurd power boost to Bosses (we're talking an easy +7 Defense and access to Powers and Upgrades they usually don't get to use like Signature Weapon and Internal Fortification) for minimal effort, but Invincible Super Combination can be fun to pull once.

Be careful with this last option. All Combiners are extremely powerful and you could accidentally create an invincible foe when you slap a Rival with Universal Component on top of a Boss of Power Level 4 or above. If you use this strategy, do it with extreme care and try to stay away from the Boss Upgrades with the most raw power like It Keeps Coming Back and Caustic Touch.

For Bosses

Replacing Not so Fast with **I Don't Think So** or **grabbing the Oldtype Feature** is very useful for Bosses, making it much easier to withstand focus fire from optimized, well coordinated squads of PCs. Of all the tricks in this page, this is by far the least overpowered of the whole lot and is almost necessary against PCs who prioritize offense before everything else.

Only one step above it in the ladder of unfairness is the Parting Shot Power. Most Bosses - and many Rivals for that matter - have no use for the Live Another Day Power and Parting Shot lets them get one last attack in after being downed, in case the battle wasn't over the moment they got beaten.

The ultimate dirty trick to pull on PCs is to use the Unstable Reactor Feature. Not only will the Boss (or Rival) get free Energy, but they also explode on death taking out with them PCs that were low on Threshold. High Energy and Threshold builds with Limit Engine are best for exploiting this. This kind of build breaks the spirit of the rules though, so don't do it more than once.

KNIGHT GRUNT

Attributes

Power Level	Might	Guard	Threshold	Energy	Systems	Speed	Spare MP
0	4	4	5	0	0	4	5
1	4	5	5	4	0	4	20
2	5	5	5	4	0	4	45
3	6	6	7	4	0	4	50
4	6	6	8	6	0	6	50
5	8	8	8	6	0	6	50

Abilities

Power Level	Upgrades	Upgrades	Weapons
0			Dueling Blade
1	Absolute Barrier		Assassin Blade
2	Duelist Model	Nanopaste Skeleton	
3			
4			
5			

User's Guide

The Knight Grunt has a simple battle plan: Engage the PCs and keep them that way. They even have Assassin Blade to make ganging up against the same PC a viable strategy. They only have moderate Speed and no way to attack beyond a Range of 1, so they work best in small battlefields or as surprise reinforcements.

Use your Knight Grunts to disrupt PC battle plans by locking down ranged attackers. The PCs will probably intercept with melee-oriented characters, which is why you use Assassin Blade to overwhelm them. Remember to activate Absolute Barrier for the maximum amount of Energy available every Turn, except when you need to use Nanopaste Skeleton. Knight Grunts are some of the most universally useful to have around in your NPC lineups because they're threatening but straightforward. They do a good job as annoyances to pester the PCs and keep them from blasting your more important NPCs to smithereens.

If you want to make them tougher to kill or don't feel like having to use Nanopaste Skeleton, you can replace it and Absolute Barrier with the Squadron Feature, two Custom Defenses and Dispersion Aura. This makes them immune to Maiming, ups their defense against regular attacks and covers their weakness to Blasts, Bursts and Lines with a very effective barrier they can share with Allies.

ARCHER GRUNT

Attributes

Power Level	Might	Guard	Threshold	Energy	Systems	Speed	Spare MP
0	6	4	4	0	3	2	10
1	6	4	4	3	4	2	20
2	6	5	5	3	5	2	35
3	8	5	5	3	5	2	50
4	8	7	7	4	5	2	50
5	9	8	8	5	5	2	50

Abilities

Power Level	Upgrades	Weapons	Weapons
0		Sniper Rifle	Assault Rifle
1	Shielding Aura		
2	Sniper Model		
3	Nanopaste Skeleton		
4			
5			

User's Guide

Archer Grunts provide excellent support fire for their Allies from long distances. They can pack quite a punch for Grunts, thanks to their Sniper Rifles, but that requires them to Aim before firing. Otherwise, Assault Rifle is their go-to Weapon of choice to use. They have little to no movement range, though, so they have to be careful with their positioning.

The average Archer Grunt isn't much of a threat unless it is combined with Knight and Buffer Grunts. A walking shield that keeps PCs distracted while the Archer Aims or, even better, the constant benefits of Aim without having to waste a Turn on it first represent a huge spike in power. Their barriers aren't very strong, but can be shared with others, which is good to keep in mind when other Units are taking the hits in their stead.

Possible modifications for your Archer Grunts would be replacing their Sniper Rifle with a more reliable Weapon like the Superheavy Machinegun or the Rail Bazooka. Long range is key to their survivability and usefulness against select targets, and the ability to inflict Disadvantages or attack in an area can compensate for the loss of raw attack power. Nanopaste Skeleton and Shielding Aura can be replaced by Squadron, Dispersion Aura and the Electronic Cloaking System to drastically increase their toughness.



LASER GRUNT

Attributes

Power Level	Might	Guard	Threshold	Energy	Systems	Speed	Spare MP
0	4	4	2	3	1	4	10
1	6	4	4	3	2	4	20
2	6	4	4	4	2	4	20
3	6	4	4	4	2	4	50
4	8	5	5	4	2	5	50
5	8	6	6	4	5	6	50

Abilities

Power Level	Upgrades	Weapons	Weapons
0	Squadron	Burnout Edge	Point Singularity Projector
1	Dispersion Aura		
2	Experimental Reactor	Gravity Knuckle	Lux Cannon
3			
4			
5			

User's Guide

Laser Grunts are powerful and can attack in many ways, but are also frail and entirely reliant on their Energy reserves. They're what you would call a glass cannon, who can dish out Damage but can't take much of it. Avoid Withering Terrain like the plague and you should be good when using them.

The Laser Grunt's Primary Weapon, at least from Level 2 onwards, is the Lux Cannon. While Lux Cannon is on cooldown, they use whatever else is more appropriate. They can debuff PCs, knock them around like bowling pins, or even buff the attacks of their Allies. Having one or two of them around to complement the rest of your NPCs can work well, preferably with someone who can undo stat-halving in case they eat a debuff to their Energy.

Laser Grunts can be modified by reducing some of their Speed or Systems in exchange for more Energy, which they can then use to fuel better Active Defenses or even Invincible Alloy - forsaking Squadron and its drawbacks entirely. Their repertoire of Weapons can work well with the Beam Ripper (to alternate with the Lux Cannon) or the Incinerator and Double Blaster for a multitarget capability.

HYBRID GRUNT

Attributes

Power Level	Might	Guard	Threshold	Energy	Systems	Speed	Spare MP
0	4	4	4	0	0	4	10
1	5	5	5	0	0	5	20
2	6	6	6	1	1	5	30
3	8	6	6	2	2	6	35
4	8	6	6	5	3	6	50
5	8	8	8	5	3	6	50

Abilities

Power Level	Upgrades	Weapons	Weapons
0	Squadron	Stun Rod	Riot Weapon
1	Versatile Model		
2	Dispersion Aura		
3	Reactive Booster		
4	Learning Computer	Pressure Point Attack	Radiation Bomb
5			

User's Guide

The Hybrid Grunt is like a mini Player Character Unit - well rounded with no obvious weaknesses. They're a bit fragile and lack reach before Power Level 2, but after that they make up for it with a good loadout that can supplement the rest of the NPCs very well. The worst you can say about them is that they lack firepower, but Pressure Point Attack and Radiation Bomb can make up for that without much problem.

Hybrid Grunts are best used as a distraction. It is useful to think of them as Knight Grunts that can use ranged weapons and can shield other NPCs. They're fairly tough to kill for Grunts and two of them can make use of the Paired Attack Action to guarantee those Pressure Point Attacks land a solid hit. They are best used in conjunction with NPCs that resupply their One Shots.

Because of their versatility, you can do a lot to them and they will still be useful. Consider dumping some redundant Active Defenses for more points in Might or Stun Rod and Riot Weapon for other useful One Shots like Great Crusher and Lockdown Missile. If they will only live for a few Turns, you don't have to worry about conserving ammo. Just make those hits count.

DEFENDER GRUNT

Attributes

Power Level	Might	Guard	Threshold	Energy	Systems	Speed	Spare MP
0	0	2	2	5	2	3	20
1	0	4	4	5	5	4	20
2	0	5	5	5	5	4	40
3	0	6	6	7	5	5	40
4	0	6	6	8	6	6	50
5	0	8	8	8	6	6	50

Abilities

Power Level	Upgrades	Upgrades
0	Squadron	Guardian of Steel
1		
2	Dispersion Aura	Power Conversion
3		
4	Stealth Field	
5		

User's Guide

The Defender Grunt is one of the nastiest you can spring on your PC Squad, because they can turn the simplest of Operations into a puzzle that they have to solve. And the key to said puzzle is how to get rid of the Defender Grunt before the rest of their Enemies blow them to bits. Just plop one of them in the middle of your back line, where all the fragile glass cannons are sitting, and Maneuver every Turn to give them a humongous Defense boost.

The natural weakness of this strategy are, of course, high-damage Blasts. Dispersion Aura can mitigate the Damage to their Allies but Squadron means that the Defender Grunt is still very vulnerable to them. Remember to Maneuver using Systems in place of Speed when the inevitable Blasts that debuff Speed come down. Also, keep in mind that Stealth Field only applies to the Defender Grunt, not to the Allies they defend with Guardian of Steel.

The Defender Grunt can make use of an Absolute Barrier, Absorbing Armor, or just plain more Guard and Threshold... The real question isn't what to get but what what to give up for any of those. You can sacrifice Power Conversion and the extra points in Energy, but that means being unable to use Guardian of Steel if your Energy gets reduced. You can sacrifice Systems and just use Speed to Maneuver, but then you're more susceptible to Difficult Terrain and their ilk.

BARRAGE GRUNT

Attributes

Power Level	Might	Guard	Threshold	Energy	Systems	Speed	Spare MP
0	0	2	2	1	5	2	25
1	0	2	2	2	5	3	50
2	0	4	5	4	5	4	50
3	0	4	5	4	9	4	50
4	0	4	9	4	9	4	50
5	0	5	10	5	10	4	50

Abilities

Power Level	Upgrades	Upgrades	Upgrades
0	Fire at Will	Reload	Commander Type
1	Ensnaring Trap		
2	Early Warning and Control		
3	Surprise Minefield		
4			
5			

User's Guide

A strong if not very versatile Enemy Grunt. The Barrage Grunt excels at dealing Damage without directly attacking the PCs. Instead, they do Damage via Fire at Will or Surprise Minefield. The good news is that this kind of attack is impossible to dodge entirely for most builds, the bad news is that their Damage is below what you can get with most Weapons.

After Power Level 2, they should use Ensnaring Trap and Fire at Will in the same Turn, then Reload to recharge Ensnaring Trap and follow up with that plus Surprise Minefield. Teams of Barrage Grunts can deal considerable, almost guaranteed Damage with multiple Fire at Wills aimed at the same PC after an Ensnaring Trap. As one of the squishiest Grunts out there, they'll need Knight or Hybrid Grunts to tank for them or a big bad like the Exploder Boss that draws the PC's attention away.

Losing some points in Threshold in exchange for some Energy can allow the Barrage Grunt to use an Active Defense like the Absolute Barrier. It would also mean they can use Resupply to refill all their Supports at once. This makes them even more reliant on Energy to, well, do anything but that was always a problem with them.

BUFFER GRUNT

Attributes

Power Level	Might	Guard	Threshold	Energy	Systems	Speed	Spare MP
0	0	2	2	5	2	1	25
1	0	2	2	9	2	1	25
2	0	4	4	9	4	4	25
3	0	5	5	9	5	4	40
4	0	7	6	9	6	4	45
5	0	8	7	10	6	4	50

Abilities

Power Level	Upgrades	Upgrades	Upgrades
0	Assisted Targeting	Early Warning and Control	Commander Type
1			
2			
3	Remote Hotfix	Overcharge	Supply Delivery
4	Support Fire		
5	Surprise Minefield		

User's Guide

Nearly useless on their own but extremely powerful when combined with other NPCs, the Buffer Grunt is one of the most dangerous and difficult to use. Starting from Power Level 1, their vast Energy reserves let them use two Support Upgrades per Turn without having to spend either of them. This means they can give two users of Shooting Weapons the benefits of the Aim Action every Turn right there, and after Power Level 3 their utility value just skyrockets.

Between boosting available Energy, resupplying One Shot Weapons, making Weapons Crippling and even fixing Maims in a pinch there's very little they can't do for their team. All in all, Buffer Grunts are one of the easiest ways to make your teams of other Grunts extremely threatening. They even have Surprise Minefield if they absolutely MUST defend themselves without relying on a different NPC to take down the PCs.

Regarding modifications, you can give them Slippery Chassis to let them walk away from Duels. If you only intend to use one of the Support Upgrades (like only using Assisted Targeting or only using Supply Delivery) then you can drop the others in place of Power Conversion and Absolute Barrier to make them tougher to kill too.

DEBUFFER GRUNT

Attributes

Power Level	Might	Guard	Threshold	Energy	Systems	Speed	Spare MP
0	0	3	3	1	3	3	25
1	0	4	4	2	3	3	45
2	0	5	5	2	6	3	50
3	0	5	6	2	8	5	50
4	0	6	9	2	8	5	50
5	0	9	9	2	8	6	50

Abilities

Power Level	Upgrades	Upgrades	Upgrades
0	Ensnaring Trap	Commander Type	Reload
1	Electromagnetic Detonator	Gravity Manipulators	
2	Surprise Minefield		
3			
4			
5			

User's Guide

This is a Grunt that the PCs will grow to hate should it appear often enough, because it is a really annoying one. Ensnaring Trap is universally irritating to every PC, or at least those who don't want to get blown up. Electromagnetic Detonator is either vaguely troublesome or crushingly crippling to deal with. Gravity Manipulators don't look like much but they're brutal with special Terrain conditions floating around - particularly Extreme Terrain. They can only use one Support Upgrade each Turn, but they're so powerful that it should be all they need.

Debuffer Grunts really need someone that draws fire away from them, because their defenses are average at best. Grunts, Rivals and Bosses with a focus on Melee engagements are preferable but not obligatory. Users of Guardian of Steel combo particularly well with them too. Mixed troops with several Debuffer Grunts are one of the easiest ways to ramp up the difficulty of your game, because two of them are all it takes to nerf a PC into a Grunt.

Debuffer Grunts are built with the rare mineral known as explodium and next to useless at actually doing Damage themselves. Trading some Guard and Threshold for Energy and Absolute Barrier can give them the survivability they need to endure anything worse than a mean look. The problem with buffing their survivability is that flight-enabled PCs may just figure out that all they need to do is overpower the other Enemies and then the Debuffer Grunt will have their battle plan reduced to harsh insults and hurting the PC's feelings in lieu of actually trying to win. Consider giving them Fire at Will in place of some Speed to remedy this.

SKIRMISHER GRUNT

Attributes

Power Level	Might	Guard	Threshold	Energy	Systems	Speed	Spare MP
0	5	4	4	0	0	4	5
1	5	5	4	4	0	4	20
2	5	5	4	4	0	5	45
3	7	6	5	4	0	6	45
4	8	8	5	4	0	7	45
5	9	8	7	4	2	7	50

Abilities

Power Level	Upgrades	Upgrades	Weapons
0	Squadron		Boosted Lance
1	Slippery Chassis	Reactive Booster	
2	Overbooster	Skirmisher Frame	
3			
4			
5			Hook Launcher

User's Guide

Skirmisher Grunts are most defined by their Speed, which allows them to do considerable Damage every Turn with Boosted Lance. They need to make use of that Speed, meaning they need large battlefields and are weak to Speed debuffs. The Squadron Feature also means they're vulnerable to Blasts, Bursts and Lines.

The Skirmisher Grunt is hardly worth talking about before Power Level 2 and should be used primarily from then onwards. They make for good distractions because of all the Damage they do but they don't play well with other melee-oriented NPCs. Hook Launcher has great utility value for disrupting Guardian of Steel or Defensive Terrain formations, or even for pulling PCs into harmful Terrain created by your other NPCs.

If you want to tweak the Skirmisher Grunt, you can start by boosting Speed a little more in place of Guard or Threshold to make them more of a glass cannon. They won't live long, but with the Damage they can put out, they won't need to. For a more resilient variant, you can ditch the Hook Launcher, Squadron, a point of Might and all two points in Systems to gain 20 MP for Invincible Alloy. This way, you lose a minimum of offense and utility value for a decent boost to your defenses.

BLASTER GRUNT

Attributes

Power Level	Might	Guard	Threshold	Energy	Systems	Speed	Spare MP
0	4	4	4	0	0	4	10
1	6	4	4	3	2	4	20
2	7	5	5	3	3	4	30
3	7	5	5	4	6	6	30
4	9	5	7	4	6	6	30
5	10	5	7	4	6	6	50

Abilities

Power Level	Upgrades	Weapons	Weapons
0	Squadron	Kamaitachi	Rail Bazooka
1	Reactive Booster	Magneburst	
2	Expert Support		
3			
4			
5	Artillery Frame		

User's Guide

The Blaster Grunt's battle plan is to slam the Enemy with area attacks while creating Interference Terrain. They work very well in tandem with each other and can represent a considerable headache for some PCs... And to their own Allies lacking in area Weapons. Their other big flaw is that, between Squadron and the use of Interference Terrain as a substitute for Guard, a good Blast can take out a good chunk of their health pool if not outright kill them.

Magneburst is their best Weapon, the other two are best used only when that is somehow unusable or tactically unviable. This also means that it is best to use Blaster Grunts starting from Power Level 1 onwards and preferably not at all before then. As for potential teammates? A whole Squad consisting of nothing but users of Blasts, Bursts or Lines can make for an interesting Operation. They have Expert Support so they should be fine if you use them sparingly even with other kinds of Enemies along for the ride.

You can modify the Blaster Grunt to focus on Blasts in place of Magneburst. Charge Cannon and Bombardment are good replacements for Magneburst and Kamaitachi respectively. You can also lose two points of Might and two points of Systems for one of Energy, Superior Integration, and Great Crusher. This way you don't need Squadron and have one more activation of Reactive Booster each Turn, buffing the Blaster Grunt's toughness with a small loss in offensive power.



DUELIST RIVAL

Attributes

Power Level	Might	Guard	Threshold	Energy	Systems	Speed	Spare MP
0	4	4	4	4	0	4	50
1	5	5	5	5	0	4	60
2	7	6	6	5	0	5	60
3	7	8	8	5	0	5	60
4	8	8	9	5	0	7	60
5	8	9	9	7	0	8	60

Abilities

Power Level	Upgrades	Upgrades	Weapons	Powers
0	Duelist Model	Custom Defense	Dueling Blade	
	Extreme Body	Custom Defense	Boosted Lance	
1	Overbooster			Believe in Myself
2				Gotta go Fast
3				Mind Over Matter
4				I'm Breaking Through
5				My Defense is Impregnable

User's Guide

The Duelist Rival is one of the most useful ones you can deploy in your Operations. They're resilient, have the mobility needed to get to their targets in time, and hit hard. Just charge in using Gotta go Fast plus the Overbooster and do as much Damage as you can with Boosted Lance, then use the Dueling Blade afterwards. Do keep in mind that they are best used as a distraction, using Extreme Body and their Genre Powers aggressively to do as much Damage as possible with their limited lifespan.

With all that said, versatility is not their strong suit. They only know how to do one thing, and while they do that very well, you're wasting your time if you charge straight at another meleeist PC. Aim for their most vulnerable Units, preferably Support users if there are any. Snipers are the second priority, and anybody who looks like they can take a hit and fight well in melee is better ignored.

Possible modifications to the Duelist Rival could include a Stun Rod and Great Crusher in place of their current Weapons to make them better at playing interference. Extreme Body can turn into Pulling Field using a similar logic.

SNIPER RIVAL

Attributes

Power Level	Might	Guard	Threshold	Energy	Systems	Speed	Spare MP
0	5	4	4	5	4	4	30
1	5	5	5	5	4	4	50
2	5	5	5	5	4	4	50
3	9	9	5	5	4	4	50
4	9	9	9	5	4	4	50
5	10	10	10	5	4	4	50

Abilities

Power Level	Upgrades	Upgrades	Weapons	Powers
0	Commander Type	Assisted Targeting	Sniper Rifle	
	Early Warning and Control			
1	Sniper Model		Superheavy Machinegun	Believe in Myself
2				My Pain is your Pain
3				I'm Breaking Through
4				My Defense is Impregnable
5				You are Already Dead

User's Guide

The Sniper Rival is characterized by two things: A very long attack range and a very high attack power. The secret to its success is the use of Assisted Targeting to buff itself every Turn. It does not spare much MP in the way of defenses other than with raw Attributes, so its Allies should try to shield it whenever possible.

They can make for a formidable enemy that has both raw strength plus tough defenses. Without proper positioning, however, they are a sitting duck that duelists will gobble up and spit them out unceremoniously. Superheavy Machinegun gives them something to do when under Withering Terrain or a similar debuff. Deploy Duelist Rivals or Knight Grunts to give the Sniper Rival some breathing room and they should get their job done.

If you want to modify the Sniper Rival, you can start with losing some of those 10's in Attributes plus a little bit of Systems for more Energy to use Custom Defense with. Trading You are Already Dead for I Cannot be Defeated can often buy the Sniper Rival another Turn of life to keep shooting, hopefully for more than 5 Damage.

BEAMSPAM RIVAL

Attributes

Power Level	Might	Guard	Threshold	Energy	Systems	Speed	Spare MP
0	6	5	5	4	2	3	30
1	8	5	5	4	2	3	45
2	8	7	7	4	2	4	45
3	8	10	7	4	3	4	45
4	9	10	9	4	4	4	45
5	9	10	10	4	4	4	65

Abilities

Power Level	Upgrades	Weapons	Weapons	Powers
0	Absorbing Armor	Burnout Edge	Powered Rifle	
	Absorbing Armor	Ground Zero	Reactor Overdrive	
1	Experimental Reactor			My Style is Impetuous
2				Believe in Myself
3				Mind Over Matter
4				My Pain is your Pain
5	Superior Integration			I'm Breaking Through

User's Guide

The Beamspam Rival is a monster of a fighter. They hit hard, they have high defenses, and their Genre Powers support both things to make them a target that just cannot be ignored. It has two Techniques, both of which are likely to hit more than one PC when used, so they're probably going to down at least one PC if they're not focused on immediately.

All this adds up to make an Enemy that, even with their multiple defensive Genre Powers, is probably going to be priority target number one when the PCs figure out just how dangerous they are. Your job, therefore, is to add other annoying Enemies that make taking the Beamspam Rival down harder and buy off at least a fourth Turn for them. Director Rivals, Debuffer Grunts, or Striker Bosses all make good teammates.

You can give the Beamspam Rival different Weapons like Incinerator and Double Blaster in place of the Techniques and replace My Style is Impetuous with I Cannot be Defeated. This trades offense for defense, but paradoxically means you may accidentally hurt yourself. Whatever you do, keep Mind Over Matter because you need to keep those debuffs away.

BESTIAL RIVAL

Attributes

Power Level	Might	Guard	Threshold	Energy	Systems	Speed	Spare MP
0	4	4	4	4	0	4	50
1	4	4	4	4	0	4	80
2	5	5	5	5	0	4	90
3	7	6	6	5	0	4	90
4	9	7	7	5	0	4	90
5	9	9	9	5	0	4	90

Abilities

Power Level	Upgrades	Upgrades	Upgrades	Powers
0	The Beast	Expansion Pack	Absolute Barrier	
1	Limit Engine	Antigravity		I Cannot be Defeated
2	Overbooster			My Defense is Impregnable
3				I am your Opponent
4				Mind Over Matter
5				Can't let you do That

User's Guide

The Bestial Rival is, quite possibly, the strongest member of their Squad. They start off strong and only get stronger after that, becoming an unstoppable monster if they can hold themselves together at their last Level of Threshold. Overbooster and Antigravity add a way to get around harmful Terrain and reach their targets quickly. Their Powers are all defensive in nature, with some of them even intended for use in protecting Allies. Its primary means of attack is CQC, and they should try to always be in a Duel with someone else.

The weakness of the Bestial Rival is that, if ignored, it is only a moderate threat instead of the terrifying nightmare that it becomes once it has lost a few Threshold Levels. Paradoxically, it is also weak to focus fire, and it is possible for a team of coordinated PCs who know what's coming to make the Bestial Rival go boom before it gets to use its buffed up Absolute Barrier. A Squad of mixed troops is the best course of action to prevent either scenario from happening, with other meleeists to draw away fire and support Mecha to protect with Genre Powers.

You could add Pulling Field in place of the Mobility Upgrades and Invincible Alloy in place of Expansion Pack, adding some more Attributes here and there. This makes the Bestial Rival less capable of choosing its target, but said target won't be able to take its eyes away from it.



ARTILLERY RIVAL

Attributes

Power Level	Might	Guard	Threshold	Energy	Systems	Speed	Spare MP
0	4	4	4	4	0	4	50
1	4	4	4	4	0	4	80
2	5	5	5	5	4	4	80
3	9	5	5	5	4	4	80
4	9	9	5	5	4	4	80
5	9	9	9	5	4	4	80

Abilities

Power Level	Upgrades	Upgrades	Weapons	Weapons	Powers
0	Custom Defense	Invincible Alloy	Whirlwind Attack	Rail Bazooka	
	Custom Defense		Finger Net	Bombardment	
1	Artillery Frame	Expert Support			My Style is Impetuous
2					My Defense is Impregnable
3					I'm Breaking Through
4					I Cannot be Defeated
5					Twin Strike

User's Guide

Few things make the PCs break formation like a good Artillery Rival. Expert Support and Artillery Frame combine very well to let its Blast Weapons have a huge radius while minimizing just how much they can hurt Allied NPCs. Custom Defense and Invincible Alloy add considerable survivability to what would otherwise be a very frail build... But they still need somebody to tank for them, mostly because otherwise they'll end up shooting at just one target and more or less wasting their talents.

The opening move of the Artillery Rival should be Rail Bazooka, followed by Bombardment (with My Style is Impetuous), then another use of Rail Bazooka. After three Turns, odds are there will be one or more enemies in melee range, which is when it should use its Twin Strike combo of Finger Net into Whirlwind Attack. Debuffer Grunts with Gravity Manipulators to keep duelists Disengaged are ideal Squadmates.

You can also add Slippery Chassis and Expert Support in place of some Attribute points to do this without Ally backup. Other Weapons that can work well when used as part of a Twin Strike combo are the Great Crusher, Radiation Bomb and Super-heavy Machinegun.

TECHNICIAN RIVAL

Attributes

Power Level	Might	Guard	Threshold	Energy	Systems	Speed	Spare MP
0	5	5	5	4	0	5	30
1	9	5	5	4	0	5	30
2	9	5	5	4	0	5	60
3	9	5	5	4	0	5	90
4	9	6	6	7	0	5	90
5	9	8	8	7	0	5	90

Abilities

Power Level	Upgrades	Upgrades	Weapons	Weapons	Powers
0	Defensive Technician	Master Technician	Zweihander	Missile Massacre	
1					My Style is Impetuous
2	Limit Engine	Absolute Barrier			Believe in Myself
3	Invincible Alloy	Antigravity			I Cannot be Defeated
4					Pierce the Heavens
5					I am Helping!

User's Guide

The Technician Rival is similar to the Bestial Rival, but more dependent on Energy and less reliant on getting beat up before it can start putting the hurt on the PCs. It should open up with My Style is Impetuous and Pierce the Heavens if it is available, then charging towards the same PC and engage them until one of either duelist is defeated.

A proper Technician always uses both of its namesake Upgrades, prioritizing Master Technician if energy constraints force them to only use one. Its Powers are to be used aggressively, because a competent Squad of PCs will try to destroy this jerk before its Technique spam turns unbearable.

If you'd like to modify the Technician Rival, you can start by giving it Mind Over Matter so that it won't roll over and die when an Electromagnetic Detonator comes its way. Antigravity keeps the Technician Rival safe from Extreme Terrain, which hurts quite a bit when Limit Engine is going into Overdrive, but you can trade it for Versatile Model if you'd like a little more offense.

CONTROLLER RIVAL

Attributes

Power Level	Might	Guard	Threshold	Energy	Systems	Speed	Spare MP
0	0	5	3	2	4	3	60
1	0	5	5	5	5	4	60
2	0	5	5	5	9	4	60
3	0	5	5	5	10	4	80
4	0	5	9	5	10	4	80
5	0	5	10	5	10	4	100

Abilities

Power Level	Upgrades	Upgrades	Weapons	Powers
0	Expansion Pack	Fire at Will		
	Resupply	Ensnaring Trap		
	Commander Type			
1				Don't Give Up
2				The Tacticool Approach
3	Electronic Cloaking System		Stumbling Fists Style	Take Cover!
			Electrosapper Pods	
4				This is my Battlefield
5	Airstrike	Cryogenic Blast		I Cannot be Defeated

User's Guide

The Controller Rival is one of the most annoying Enemies you can make your PCs face. What they do is deal Damage without needing to Test Might first or spread debuffs among the PCs, but they can use their Weapons to defend themselves in a pinch. Electronic Cloaking System makes them hard to hit and Take Cover! compensates for its weakness.

The Controller Rival starts out with three shots of the Ensnaring Trap plus Fire at Will combo at Power Level 0 and only gets stronger from there. This is my Battlefield can create Extreme Terrain to make this combo even deadlier. Cryogenic Blast and Airstrike make better opening moves though, if they're available.

You can build a sturdier Controller Rival by replacing Electronic Cloaking System with Absolute Barrier and its Weapons with Power Conversion. The Tacticool Approach is no longer a good Power option to take then, so you can replace it with Mind Over Matter to help yourself and other Allies against enemy debuffs. You can also take Antigravity in place of another Support Upgrade, like Airstrike, to resist the harmful instances of Terrain you will be creating.

DIRECTOR RIVAL

Attributes

Power Level	Might	Guard	Threshold	Energy	Systems	Speed	Spare MP
0	0	4	4	5	5	4	40
1	0	4	4	5	5	4	70
2	0	5	5	5	5	4	90
3	0	6	5	6	7	5	90
4	0	8	5	8	7	5	90
5	0	9	7	8	8	5	90

Abilities

Power Level	Upgrades	Upgrades	Upgrades	Powers
0	Commander Type	Assisted Targeting	Surprise Minefield	
	Early Warning and Control	Remote Hotfix	Supply Delivery	
1	Power Conversion	Organic Barrier	Jury Rig	I'll Patch you Up
2	Invincible Alloy			Dont Give Up
3				Believe in Myself
4				I Cannot be Defeated
5				Take Cover!

User's Guide

The one thing worse than an Enemy who is really hard to kill is an Enemy that is always being healed. The Director Rival is, you guessed it, the jerk responsible for keeping that Enemy healed. Armed with a series of buffs on top of its Threshold restoration skills, the Director Rival can distribute over 60 Threshold points with as little as four Actions and four Genre Points. Doing this is far from ideal, because distributing uses of Assisted Targeting and Supply Delivery to Allies takes priority... But it is nice to know you have that much extra HP to give out if you need it.

You should be using one Support Upgrade every Turn with Commander Type and then either spend your Action using Jury Rig, Maneuvering, or another Support if you have another 4 Energy available to restore it after use. Organic Barrier is your Energy sink whenever you don't have anything else to use it on or whenever you're threatened. Who knows, you may just end up banking 15 Energy or so into a single Turn's Jury Rig for 30 Threshold with a Genre Point.

The Director Rival is a not a build that leaves much room for changing things around. Absolute Barrier makes you more durable, Support Fire works better with duelist Allies and Mind Over Matter makes the whole Squad immune to Attribute debuffs and to Maiming. They're small changes, but you might just find something that makes the NPC work much better for you.



SHIELD RIVAL

Attributes

Power Level	Might	Guard	Threshold	Energy	Systems	Speed	Spare MP
0	0	4	4	5	4	5	40
1	0	5	5	5	5	5	55
2	0	5	5	9	5	5	55
3	0	5	5	9	9	5	55
4	0	5	9	9	9	5	55
5	0	5	10	9	10	5	60

Abilities

Power Level	Upgrades	Upgrades	Weapons	Powers
0	Guardian of Steel	Absorbing Armor		
	Stealth Field	Absorbing Armor		
1	Nanopaste Skeleton			Mind Over Matter
2				Come at me Bro
3				Take Cover!
4				I am your Opponent
5			Stumbling Fists Style	Believe in Myself

User's Guide

Of all the Enemy NPCs in this section, probably none come close to the Shield Rival in terms of changing the flow of battle and forcing PCs to adapt to them. A Shield Rival simply parks itself around a bunch of Enemies and grants them up to 10 Defense points every Turn. Naturally, it has a selection of Genre Powers to protect itself and its allies plus a lot of Threshold, an Active Defense, and Stealth Field to stick around.

Mind Over Matter lets the Shield Rival defend itself from the debuffs that otherwise would cripple it and Take Cover! protects it and its Allies from extreme area of effect attacks. It has basically only one weakness, and that is forced movement. There is nothing it can do to prevent Gravity Manipulators and their ilk from making its efforts useless. On the other hand, it means that any PC Squad who doesn't have access to those is going to have to overpower the Shield Rival somehow. Be careful, you do not want to accidentally make the Operation impossible.

The Shield Rival is not one you can change much about. You could trade Stealth Field, Stumbling Fists Style and some Speed Points for some points in Guard to make them even bulkier. Nanopaste Skeleton can be replaced with Invincible Alloy for a similar reason as well.

COMPONENT RIVAL

Attributes

Power Level	Might	Guard	Threshold	Energy	Systems	Speed	Spare MP
0	4	4	4	4	4	4	40
1	5	5	5	5	5	5	40
2	6	6	6	5	6	6	40
3	6	8	8	5	6	6	40
4	6	8	8	5	8	8	40
5	9	8	8	6	8	8	40

Abilities

Power Level	Upgrades	Upgrades	Upgrades	Powers
0	Universal Component	Stealth Field		
1				Mind Over Matter
2				Lightspeed Assault
3				Believe in Myself
4				I Cannot be Defeated
5				Dont Give Up

User's Guide

The Component Rival is one of the most deceptively powerful Enemies in this section. Just choose another Rival and make them combine. The result will be the same Unit as before but with a truckload more Genre Points (and Powers) and a huge boost to its Defense from the constant Maneuvering with Stealth Field on. Combined Rivals can be even stronger than Bosses in some circumstances.

Good partners for the Component Rival include the Duelist, Sniper, or Beamspam Rivals due to their straightforward nature. Bestial Rivals might be too difficult to harm to effectively attract enemy fire, but Technicians work pretty well. You can attach a Universal Component to a Boss, but this creates a nasty Enemy only to be used against experienced Players who know what they're doing.

Component Rivals are best when their Attributes are tailored to a particular partner. Raise some Attributes, lower others, and make it so they average into something that works for you. Remember to increase Might, Guard, Systems and Speed by 1 point afterwards. Mind Over Matter is the most useful Genre Power to a combiner, because their Defense bonus from Maneuvering is the key to their survivability.



SPEEDSTER BOSS

Attributes

Power Level	Might	Guard	Threshold	Energy	Systems	Speed
0	5	6	7	0	5	6
1	5	6	7	5	5	6
2	5	6	7	5	5	8
3	5	7	8	5	5	8
4	5	8	8	6	5	8
5	5	8	9	7	5	8

Abilities

Power Level	Powers	Upgrades	Weapons	Features
0	You are too Slow		Needle Storm	Oldtype
1		Three Times Faster		
2			Terrifying Attack	
3	Useless!			
4		Rules of Nature		
5		The Ultimate Shield		

User's Guide

The Speedster is like a red comet, designed around the Three Times Faster Upgrade and using it to single out a PC to cripple them with Needle Storm and beat them one by one. Power Levels 2 and 3 don't offer a lot to this Boss, but Levels 4 and 5 are a tremendous boost in allowing them to easily overpower any singular PC at a given time.

Save You are too Slow for attacks that are either likely to miss when forced to reroll or when positioning is key, such as when a PC just Engaged you. Aim for the PC who is most like a glass cannon to weaken them with Needle Storm and Rules of Nature. Keep Useless! active at all times unless you're being actively ignored, for whatever reason.

The most customizable aspect of the Speedster Boss is its Weapon selection. Merge and Antimatter Shot hit harder and could do an even better job of keeping the Boss alive. Marked for Death can be a decent alternative to Useless! if there are more Enemies around, especially if you have The Ultimate Shield available to mitigate the extra heat that it will attract.

TENTACLE BOSS

Attributes

Power Level	Might	Guard	Threshold	Energy	Systems	Speed
0	6	6	6	0	6	5
1	6	6	8	0	6	5
2	8	6	8	0	6	5
3	8	6	8	0	8	5
4	8	6	9	0	8	6
5	9	7	9	0	8	6

Abilities

Power Level	Powers	Upgrades	Weapons	Features
0	I Believe This is Yours		Tentacle Lash	Oldtype
1		It Keeps Coming Back		
2			Whirling Death	
3	I Believe This is Yours			
4		Caustic Touch		
5		Colossus		

User's Guide

The Tentacle Boss has a very simple concept that is no less deadly in its execution than more complex ones. The idea is to attack as many PCs every Turn as humanly (or inhumanly, as the case may be) possible. Use Whirling Death whenever it is available and Tentacle Lash while it is on cooldown.

If you're of at least Power Level 4, try to save your Genre Points until after losing at least one Threshold Level to make sure your attacks get to benefit from Caustic Touch. At Power Level 5 the reach of your Bursts will be humongous and Oldtype should keep you alive long enough to spread chaos and disorder for a good while. What is especially good about this approach to mass attacks is that Bursts don't cause friendly fire, so you can use Knight or Hybrid Grunts to keep PCs in place.

Good alternate Powers for a Tentacle Boss Colossus include You are too Slow and Useless! to let you reposition and stall as long as possible while your large body deals its extra Damage. Souls Bound by Gravity can have a similar effect, as could the Flyer Feature. Just be careful about that last one, as being the target of an Ensnaring Trap will render you immobile.



MEGAPARTICLE BOSS

Attributes

Power Level	Might	Guard	Threshold	Energy	Systems	Speed
0	5	7	8	4	0	4
1	6	7	8	5	0	5
2	7	8	8	5	0	5
3	7	8	9	5	0	6
4	8	8	9	5	0	7
5	8	9	9	6	0	7

Abilities

Power Level	Powers	Upgrades	Weapons	Features
0	Behold my True Power		Overfreeze	Oldtype
1		Power of Despair		
2			Ultrabeam Cannon	
3	Useless!			
4		It Keeps Coming Back		
5		Energy Drain		

User's Guide

The Megaparticle Boss is one of the most brutal Enemies you can unleash on your PCs. Overfreeze and Ultrabeam Cannon are going to hit really hard once Power of Despair kicks in. Until Power Level 3, when you unlock Useless!, you don't have much else to do with your Genre Points though, so you will be bit frail.

Power Levels 3 and 4 help a bit with the durability issue, but it is Power Level 5 that makes you a complete powerhouse. Not only does that cripple one PC out of their Energy reserves, but it also makes Power of Despair exceedingly strong... Moreso with Behold my True Power. Just be careful around Electromagnetic Detonators, they can make you accidentally blow yourself up if you're not careful.

You can tweak the order in which you gain the Powers and Weapons to trade raw power for reliable endurance. Nanoskin Shell can be a good replacement to It Keeps Coming Back against PC Squads with Electromagnetic Detonator users as well.

EXPLODER BOSS

Attributes

Power Level	Might	Guard	Threshold	Energy	Systems	Speed
0	4	4	5	0	10	4
1	4	5	6	0	10	4
2	4	6	7	2	10	4
3	4	7	8	2	10	4
4	4	8	9	2	10	4
5	4	9	9	4	10	4

Abilities

Power Level	Powers	Upgrades	Weapons	Features
0	Catch me if you Can		Technoleeches	Oldtype
1		Bullet Hell		
2			Suicide Swarm	
3	Useless!			
4		Eye for an Eye		
5		The Ultimate Shield		

User's Guide

The Exploder Boss is one of the trickiest to use right. You have to try and get as many PCs within the range of your Bullet Hell as possible, meaning you want to use Suicide Swarm when you're in the middle of their bunch and Technoleeches plus Useless! the rest of the time.

Because of your nature as a time bomb against yourself, you should have a few other buddies around - preferably snipers of some kind. If you can take out one or two PCs with the large amounts of Damage you do, your job with the Exploder Boss is pretty much done. Eye for an Eye is your best option to finish off that second PC.

If you're fine with an even more suicidal Exploder Boss, you could add Die for Me! in place of Useless! Perhaps replace Catch me if you Can with You are too Slow for a slightly more defensive build. Ultimate Bomb can be an useful replacement for Technoleeches if you think you'll be having trouble catching up to the PCs.



TEMPO BOSS

Attributes

Power Level	Might	Guard	Threshold	Energy	Systems	Speed
0	0	7	9	6	0	3
1	0	8	9	7	0	3
2	0	8	10	7	0	4
3	0	9	10	7	0	4
4	0	10	10	8	0	4
5	0	10	10	10	0	4

Abilities

Power Level	Powers	Upgrades	Weapons	Features
0	Behold my True Power		Final Beam	Oldtype
1		We are Many		
2			Assimilation Sweep	
3	I Accept your Offering			
4		Nanoskin Shell		
5		The Ultimate Shield		

Repair Drone

Might	Guard	Threshold	Energy	Systems	Speed	Upgrades
0	4	4	4	4	0	Jury Rig

User's Guide

The Tempo Boss is a very big Damage sponge that continuously blows up the whole of the battlefield, including itself, and is designed to outlast you. That's the short version. the long version is that it alternates between charging its overpowered laser, firing it, and cooling down afterwards... With some short interrupts every now and then to use Assimilation Sweep if there's a need for it. An Operation with a Tempo Boss has its own rhythm and PCs would do well to adapt themselves to it, lest the Final Beam destroy them.

The trick that makes the Tempo Boss work is that it spawns Repair Drones as it loses Threshold Levels. These Repair Drones will use Jury Rig to (hopefully) restore the 16 Threshold points they can afford with 4 Energy and 4 Systems. But 16 is not enough, the Tempo Boss must use I Accept your Offering to sacrifice more of them and, hopefully, raise that number over 20. Behold my True Power must be used before every firing of the Final Beam, no matter how much it will hurt to yourself.

Modifications to the Tempo Boss could start with Tyrant of Lost Souls in place of The Ultimate Shield. The Threshold it restores probably won't even come remotely close to the amount of Damage that the barrier would prevent, but it does extra Damage and discourages focusing on other Enemies first. That will not Work Again can be a good replacement to I Accept your Offering, as the Tempo Boss is tanky enough to restore some Threshold points out of it.

BOMBARDIER BOSS

Attributes

Power Level	Might	Guard	Threshold	Energy	Systems	Speed
0	7	5	5	0	6	6
1	7	5	5	0	6	8
2	7	7	5	0	6	8
3	7	7	7	0	6	8
4	7	7	7	5	6	8
5	7	7	7	5	6	10

Abilities

Power Level	Powers	Upgrades	Weapons	Features
0	You are too Slow		Ultimate Bomb	Oldtype
1		Three Times Faster		
2			Needle Storm	
3	That will not Work Again			
4		Phantom Predator		
5		Hypersonic Striker		

User's Guide

The Bombardier Boss is one of the nastiest Bosses in this rogue's gallery... But only after reaching Power Level 5. That's because it is designed around Ultimate Bomb, and that's the kind of Weapon that really needs something like Hypersonic Striker to get the most out of it. The plan is to spam Ultimate Bomb on the PCs while running away, which could very well last forever unless there are limitations regarding battlefield size.

As if its mobility and reach weren't enough, it has Phantom Predator to bump up its Defense and That will not Work Again to drastically reduce the effectiveness of the few Weapons that can reliably target it. You can use the Bombardier Boss before Power Level 5 and reposition using Genre Powers, but it is not as effective.

If you'd like to tweak the Bombardier Boss, you could replace Phantom Predator and Ultimate Bomb with Assimilation Sweep and It Keeps Coming Back. This makes it even more durable assuming it can Boost away to regenerate safely, but considerably less lethal to fight. Be careful using the Bombardier Boss, it is easy to accidentally design an unwinnable Operation with it. If your PCs don't have ways to lock down the Bombardier Boss or to trivialize its movement range with Speed debuffs, Gravity Manipulators or Portal Generator, then keep the size of the battlefield down to 20x20 or under.

STRIKER BOSS

Attributes

Power Level	Might	Guard	Threshold	Energy	Systems	Speed
0	7	6	6	0	0	7
1	7	6	8	0	0	7
2	8	6	8	0	1	8
3	8	8	8	0	1	8
4	8	8	8	5	1	8
5	8	8	8	6	4	8

Abilities

Power Level	Powers	Upgrades	Weapons	Features
0	Useless!		Constrict	Oldtype
1		Bloodlust		
2			Whirling Death	
3	You are too Slow			
4		Afterimages		
5		Aura of Misfortune		

User's Guide

The Striker Boss is the meaner, bigger brother of the Duelist Rival and Knight Grunt. It is as straightforward as the rest of the family, charging into the fray and locking down and kicking the ass of one PC at a time until they've all been defeated. The big difference between it and its siblings is that the Striker Boss is much harder to kill and its Capstone is much more dangerous than Extreme Body.

Power Level 5 is when this Boss really takes off, because Aura of Misfortune makes each Disadvantage from Afterimages and You are too Slow that much stronger. Constrict works well with Bloodlust, but Whirling Death is a superior option if you've got more than one PC within range.

You could replace Afterimages with Caustic Touch and Aura of Misfortune with The Ultimate Shield, this makes you even more lethal though you lose the ability to make most PC Weapons malfunction. Merge and Terrifying Attack are viable options for this alternate build, if really like the brute force approach.

OVERLORD BOSS

Attributes

Power Level	Might	Guard	Threshold	Energy	Systems	Speed
0	8	6	7	0	0	5
1	8	8	7	0	0	5
2	9	8	7	0	3	5
3	9	8	8	0	4	5
4	9	9	9	0	4	5
5	10	9	9	0	5	5

Abilities

Power Level	Powers	Upgrades	Weapons	Features
0	You are in my Sights		Needle Storm	Oldtype
1		We are Many		
2			Antimatter Shot	
3	Make my Monster Grow			
4		Portable Battlefield		
5		My Final Masterpiece		

Sniper Drone

Might	Guard	Threshold	Energy	Systems	Speed	Upgrades	Weapons
6	4	4	0	1	2	Squadron	Sniper Rifle

Defender Masterpiece

Might	Guard	Threshold	Energy	Systems	Speed	Upgrade 1	Upgrade 2	Upgrade 3
0	9	9	5	0	9	Guardian of Steel	Internal Fortification	Stealth Field

User's Guide

As the name implies, the Overlord Boss is a commander of vast armies... An army of seven Grunts. Look, the rest of their forces were defeated before the PCs got to them, alright? Point is, this is a Boss unlike most others because it is not that much of a threat by itself. The Drones it spawns, however, can pack quite a punch when they use Paired Attack and are buffed by You are in my Sights. The Overlord Boss itself can do some decent Damage when it buffs itself, but it is not as much as its six minions can dish out.

But the real star of the show is the Defender Masterpiece. Unless you have additional Grunts around the battlefield (which you probably should have), you have only two uses of Make my Monster Grow... One of which should go to your Masterpiece when it is about to be defeated. After that, not only will the reach of its Maneuvering have increased considerably, but it will also hurt any PCs trying to fight the Boss or the Drones in melee.

You could try reversing the setup between the Drones and the Masterpiece. That means making the former the shields that Maneuver to share Defense bonuses the old fashioned way and the Masterpiece the glass cannon that can assassinate PCs with little difficulty.

LEECH BOSS

Attributes

Power Level	Might	Guard	Threshold	Energy	Systems	Speed
0	3	6	7	5	5	5
1	3	7	8	5	5	5
2	3	7	9	6	5	5
3	3	8	9	7	5	5
4	6	8	9	7	5	5
5	7	8	9	8	5	5

Abilities

Power Level	Powers	Upgrades	Weapons	Features
0	Useless!		Assimilation Sweep	Oldtype
1		Overheating Field		
2			Technoleeches	
3	Souls Bound by Gravity			
4		Portable Battlefield		
5		All Becomes Dust		

User's Guide

The Leech Boss is not much of a fighter, it is more of an obstacle that moves around and drains Energy. Use it alongside strong Grunts or Rivals, because by itself it is mostly just an annoyance that happens to deal Damage sometimes. Good ideas include the Beamspam or Technician Rivals, who can exert consistent pressure on PCs. Its ability to alter the battlefield is barely a nuisance without others to benefit from the Defensive Terrain, after all.

The Leech Boss should just skip the Power Levels between 1 and 5 unless you want a breather Boss. Power Level 1 is the 'base' that makes it a relatively sturdy debuffer, while Power Level 5 is the one in which it becomes a halfway competent combatant. All Becomes Dust is very strong when combined with Souls Bound by Gravity, moreso with an Assimilation Sweep thrown in for good measure. Technoleeches are fine to use while Assimilation Sweep is on cooldown.

You can modify the Leech Boss to be more like its Tempo Boss cousin. That would mean using Final Beam in place of other Weapons while its passive Upgrades make it much harder to win the Damage race against it.

ANNOYER BOSS

Attributes

Power Level	Might	Guard	Threshold	Energy	Systems	Speed
0	6	6	7	0	5	5
1	6	6	7	5	5	5
2	8	6	7	5	5	5
3	8	8	7	5	5	5
4	9	8	7	5	6	5
5	9	9	7	5	6	6

Abilities

Power Level	Powers	Upgrades	Weapons	Features
0	Marked for Death		Needle Storm	Oldtype
1		Phantom Predator		
2			Terrifying Attack	
3	Behold my True Power			
4		Overheating Field		
5		Possession		

User's Guide

True to its name, this is another Boss that is not going to win any prizes for making things simple on the PCs. Its general tactics are to pick one PC and weaken them then Maneuver with Phantom Predator to make itself really hard to hit. At Power Level 5, the Annoyer Boss gains the Possession Capstone which is what really makes its name. With Possession in the mix, the Annoyer Boss can force one PC into a losing fight while making another beat up its own friends.

The effectiveness of the Annoyer Boss spikes dramatically when there are one or more Units with The Beast in the PC Squad to Possess. Without those around, you're probably better off using another Boss instead. Otherwise, its best Power Level is 1 and you should stick to those unless you want a Boss with low attack power that isn't much more than a distraction.

Alternative builds for the Annoyer Boss can make use of other passive Upgrades in place of Overheating Field like Portable Battlefield or Bullet Hell to mess with PC tactics. We are Many using Grunts that have a high attack power but low defenses can complement its skillset nicely as well.



TRENCH WARFARE

Overview

This Operation places the Squad of PCs in a precarious position. They must cross a long gulf of Difficult Terrain while under fire to reach the Enemy on the other side. Said Enemy sits comfortably on top of Defensive Terrain and will do their absolute best to kick the PCs out of any defensible positions they're in.

In terms of flavor, the most important thing about this Operation is how stacked the odds are against the PCs. It works best as an ambush from a savvy commander or as a desperate charge against a well-defended stronghold. A wasteland without much in the way of cover makes a pretty good battlefield for this Operation, as does charging into a fortified mountainside.

The Enemy Grunts have Graviton Guns and Gravity Knuckles, but a different kind of technology that can knock giant robots around is an acceptable alternative if your setting doesn't have that tech level.

How it Works

The whole of the Battlefield, except for the Zones marked as Defensive Terrain, are considered Difficult Terrain. The PCs start in Defensive Terrain between 15 and 20 Zones away from the Enemy's Command Unit. The rest of the Enemy forces are divided in two camps, with each one of them placed in Defensive Terrain as well. These camps can be to the side of the direct path between the PCs and the Command Unit or one right in front of the other, forming two barriers for the PCs to break through.

The Enemy Command Unit is a Sniper Rival, able to shoot from 18 Zones away for a lot of damage, but vulnerable once forced into a direct battle. Each of the other two Enemy camps consist of two modified Laser Grunts plus two Attack Turrets each. The Attack Turrets have two attack modes. The first is a Blast that creates Extreme Terrain, but cannot fire into Defensive Terrain. The second is an anti-air precision attack that ruins the day of anybody who dares to try and fly over all that Difficult and Extreme Terrain everywhere. The rules data for both Units is described in the next page.

The Victory condition for this Operation is to defeat the Enemy Command Unit or to defeat all other Units. Once the Command Unit is shot down or forced to retreat, all other Enemies will begin to Boost during their Turns trying to retreat to safety - the Turrets will just cease to function when left on their own. Should the PCs have captured the Commander via Suppression, the rest of the Enemies will surrender instead. If all other Units are defeated, the Command Unit simply retreats.

Tactics

The Enemies are sitting in the Zones most safe from bombardment and the Command Unit can snipe comfortably from their position. They should be in no hurry to try and change the status quo, either. The whole plan revolves around the Attack Turrets, which should cover as much of the battlefield around the PCs in Extreme Terrain as possible. Even when the PCs are hunkering within Defensive Terrain, you should lay waste to the area and let the Laser Grunts push them out of it.

Speaking of them, the Laser Grunts also have a key role in this strategy. Their job is to push PCs out of Defensive Terrain with Gravity-based Weapons and use Burnout Edge or Lux Cannon afterwards to cripple them.

Last but not least, the Command Unit is the Enemy Squad's weak spot in their defenses. They have little in the way of protection but it is effective in its simplicity - they are really, really far away from the PCs. They should aim for whoever can get around this protection, this can mean speedsters capable of closing the distance quickly or snipers trying to beat them at their own game.

Tweaking the Operation

This Operation is balanced around a Squad with 4 PCs of at least Power Level 1, but preferably higher. Two Artillery Turrets are the equivalent of a Grunt NPC of the same Power Level and you can add or remove Turrets or Grunts as you see fit. A greater diversity of Grunts to go with their numbers can make things considerably harder for the PCs - Debuffer Grunts in particular complement the existing ones very well.

You can add more Defensive Terrain between the Enemy camps and the PCs to make getting around the battlefield easier.

This Operation works well in games using the Attrition rules Module. Just stack an instance of Energizing Terrain on top of the Defensive Terrain for each Enemy camp. You can add a Director Rival to one or more camps to go with it, if you'd like to make the PCs have to fight over that resource.

ATTACK TURRET

Attributes

Power Level	Might	Guard	Threshold	Energy	Systems	Speed
0	5	0	0	0	4	0
1	5	5	0	0	4	0
2	5	5	5	0	4	0
3	7	5	5	0	4	0
4	9	5	5	0	4	0
5	10	5	5	0	5	0

Abilities

Power Level	Feature	Weapon 1	Weapon 2
All	Immobile Attacker*	Artillery Fire**	Anti-Air Fire***

***Immobile Attacker:** Internal Upgrade. You do not lose any abilities allocated to your Areas from Maiming but can not Move as part of your Actions or be Moved by other abilities.

****Artillery Fire:** Shooting Weapon. Blast (1), Long Range. This Weapon turns all Zones affected into Extreme Terrain for a Round.

*****Anti-Air Fire:** Shooting Weapon. Crippling, Long Range. This Weapon always gets a result of 10 when Testing Might. Anti-Air Fire may only target Enemies with Flyer or using Antigravity.

MODIFIED LASER GRUNT

Attributes

Power Level	Might	Guard	Threshold	Energy	Systems	Speed	Spare MP
0	4	4	2	3	1	4	10
1	6	4	4	3	2	4	20
2	6	4	4	4	2	4	20
3	6	4	4	4	2	4	50
4	8	5	5	4	2	5	50
5	8	6	6	4	5	6	50

Abilities

Power Level	Upgrades	Weapons	Weapons
0	Squadron	Burnout Edge	Graviton Gun
1	Dispersion Aura		
2	Experimental Reactor	Gravity Knuckle	Lux Cannon
3			
4			
5			

ASTEROID DROP

Overview

In this Operation the PCs will have to stop a mining asteroid, alien mothership, space colony or other suitably large object from causing major damage to the Homeworld. The PCs must destroy the asteroid's Weak Points within a time limit. This will split it into smaller fragments and alter their trajectory to make the largest ones fall harmlessly in remote locations without any discernible collateral damage to known population centers. Should the PCs fail to do so... Well, let's just say the last time something like this happened, the dinosaurs went extinct. Obviously, there will be plenty of Enemies trying to make this already difficult task even harder.

This is the kind of Operation that only works as a surprise attack. Otherwise, the rest of humanity wouldn't depend on just the PCs to stop a threat of this magnitude... Not unless the powers that be are actively trying to cause an extinction event.

An Operation like this needs technology that makes space travel relatively easy. If the ones behind this are other humans, they need a way to get to their object of choice and propel it towards the Earth. Even if it is the work of aliens, the PCs need to get there ASAP.

How it Works

There is no Command Unit for the Enemy Squad in this Operation. Instead, there are seven Enemy Grunts: four Knight Grunts and three Laser Grunts. The former are the first defense line against the PCs, while the others provide support from the back. These will run interference as much as they can to keep the PCs from destroying the Weak Points.

The Weak Points are scattered all over the battlefield. To destroy a Weak Point the PCs can place Demolition Charges on them or just plain attack them with their Weapons as if they were Enemies. Placing Demolition Charges takes time, a PC must stand over the Weak Point and either spend an Action or start and end a whole Turn in the same Zone. Each PC has two Demolition Charges. For PCs that want to try destroying the Weak Points the hard way (and you should inform them that they are *very* tough to destroy with conventional weaponry), the rules data for the Weak Points is in the next page.

The Victory Condition is to destroy all Weak Points in 5 Rounds. At the beginning of Round 6, all Demolition Charges are detonated at the same time to maximize the damage dealt. At this point the PC's priority should be to get out of there alive - if they can capture one or two of the people responsible for this, that's a bonus. For each remaining Weak Point, one large fragment will impact the Earth causing an explosion comparable to a nuclear detonation.

Tactics

Defeating the Enemy Grunts is the easy part of this Operation. The real threat here is the time limit of 5 Rounds. The Knight Grunts are the easiest to use correctly. Select a PC with each of them, Engage and try to defeat them if possible. The Laser Grunts with a PC in Melee reach should prioritize Gravity Knuckle to knock them away from the remaining Weak Points and Burnout Edge to halve Energy the rest of the time.

Squads of PCs without very coordinated teamwork are going to have a really hard time meeting this Operation's time limit. The only thing that can potentially make it really easy without considerable effort on their part are a multitude of Blasts to blow up Grunts and Weak Points at the same time.

Speaking of which, the PC Squad should be fitted, at least in flavor only, with explosive or energy weaponry to justify doing this kind of structural Damage to the asteroid.

Tweaking the Operation

This Operation is balanced for a Squad of 4 PCs of any Power Level. The next page has a table with suggestions of how to adjust the difficulty to any Power Level. For larger or smaller Squads, each PC corresponds to one Knight and one Laser Grunt.

This is a very difficult Operation, but its primary danger isn't to the lives of the PCs. It is ideal for a challenge that raises the stakes of the ongoing narrative without necessarily meaning a bad end for the Season as a whole.

If you'd like to make this Operation less of a "time attack" challenge, you can make it a multi-stage battle. The destruction of each Weak Point buys the PCs one more Round to finish the job and NPC Allies show up at the beginning of Round 6 and destroy all remaining Enemy Grunts. The catch is that a Technician Rival (of the same Power Level as the PCs) shows up on the Enemy side as well. The allied reinforcements will keep more Enemy Grunts from showing up, but now the PCs have to deal with one last Enemy on top of taking down the remaining Weak Points with whatever time they have left.

WEAK POINTS

Attributes

Power Level	Might	Guard	Threshold	Energy	Systems	Speed
5	0	10	10	0	0	0

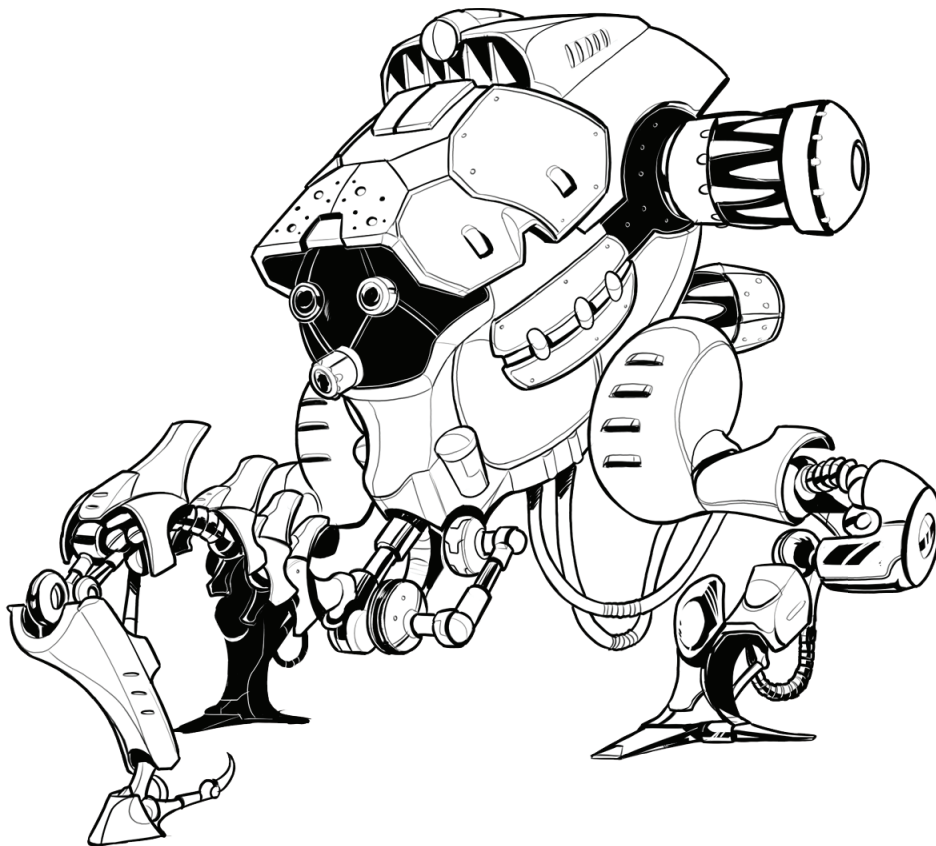
Abilities

Power Level	Feature
All	Stationary Object*

***Stationary Object:** Internal Upgrade. You can not take Actions and may not Move in any way, not even by other Units trying to Move you. Halve all Damage you would usually take from anything that isn't a Might Test. Whenever you lose a Level of Threshold, all damage carrying over from the same instance of Damage to the next Threshold Level is halved.

Power Level Enemy Squad Adjustments

PC Power Level	# of Weak Points	# of Knight Grunts	# of Debuffer Grunts	Grunt Power Level
0	2	4	3	0
1	3	4	3	1
2	4	4	3	2
3	5	4	3	3
4	6	4	3	4
5	7	4	3	5



KEEP RUNNING

Overview

In this Operation the PCs are chasing after their enemy while running from a Dimensional Anomaly trying to suck them in. The pull of the Anomaly is constant over time, and while not immediately lethal, it does considerable Damage. It is possible to escape from its sphere of influence, but the antagonists will not make it easy to do so.

This Operation works best as the aftermath of another in which things went catastrophically wrong - perhaps with some kind of Boss Mecha made out of experimental technology being destroyed. Another possible take is to feature an enemy capable of creating the Dimensional Anomaly in the first place and ambushing the PCs with it.

Obviously, you need a way to justify the Dimensional Anomaly in your setting... Or you can come up with an alternate take on it. You can make an Operation in which everybody must run away from a lava flood or even an invincible giant monster. Just have the threat chase the PC Squad instead of trying to pull them towards itself.

How it Works

The PCs start with the Enemy Command Unit 10 Zones ahead of them and with the Dimensional Anomaly 5 Zones behind. The Dimensional Anomaly is a single Zone that drags all Units in the battlefield 5 Zones towards itself. It has a fixed Initiative of 0 and it deals 5 Damage to Units when they're dragged into it, when those Units start their Turns within it, and when they end their Turns within it. This means that if you're sucked into it and don't leave, you've taken 15 Damage total and are about to take 15 more - if you don't even bother trying to escape its pull, the Damage from that still applies. The Dimensional Anomaly also pulls instances of special Terrain that have been created by Units, but does not affect affixed Terrain properties.

To further complicate things, the Dimensional Anomaly pulling things all over the battlefield also makes it harder to move around. After it is done pulling things during its Turn, it creates a Blast (1) of Impassable Terrain in the way of the PCs that is also pulled in by the Dimensional Anomaly. This Impassable Terrain turns into Difficult Terrain after one Round, then disappears if it still hasn't been pulled in somehow.

As for the Enemies themselves, all this Operation needs to work is a modified Speedster Boss of PL 5. This Boss can act as a Command Unit for any other optional Enemies you may have around. The modified Speedster Boss is in the next page. The victory condition is to either defeat this Command Unit (after which any remaining Enemies will run for their lives) or to escape the pull of the Dimensional Anomaly. That pull has a range of 20 Zones - which makes escaping no small feat. If all the PCs escape, the Boss will use its remaining strength to get away from them.

Tactics

The Command Unit can only focus on one target at a time, it will try to stay away from the PCs and shoot whoever is farthest away from the Dimensional Anomaly with Needle Storm. It will switch to Antimatter Shot against PCs who aren't even trying to fight back.

If you add more Enemies to this Operation, they should try to run interference with the PCs. Grunts with Support Upgrades who alternate between using them and Boosting away from the Dimensional Anomaly are ideal.

Make sure to put pressure on the PCs, because otherwise they will easily Boost every Turn until they can just escape to safety. You don't have to make it impossible, but you have to make it just as challenging as taking on the Boss. If they decide to split up so that a few of them are guaranteed to escape while the others stay behind, you can have the Boss swoop in and capture the defeated PCs.

Tweaking the Operation

This Operation is balanced for a Squad of 4 PCs with a Power Level of 2 - the Dimensional Anomaly is factored into the Power Rating of 32. It is, however, a single Enemy against the whole PC Squad and those tend to not last long against a coordinated assault. You can make things easier or harder on the fly by choosing where the Blast of Impassable Terrain spawns as well.

Making things harder for the PCs is simple, just add a Buffer Grunt to make the Boss stronger and a Barrage Grunt if you still need more firepower. Making things easier, however, is trickier. The Boss needs to be of PL 5 to have the Hypersonic Striker Capstone, so you'll have to stat up your own Rival with Reversible Thrusters if you want to make it happen. It would not be fair to PCs of PL 0 or 1 to make them fight a superboss while expecting them to outrun the anomaly's pull, though, so this is not recommended.

The most interesting change you can make to this Operation, from a flavor standpoint, is to make this a chase scene. All you need to do is replace the Dimensional Anomaly with an Invincible Big Wall of Damage that advances 5 Zones every Turn. You can even still make judicious use of Impassable and Difficult Terrain to spice up this chase. You will need a very long map for this, though.

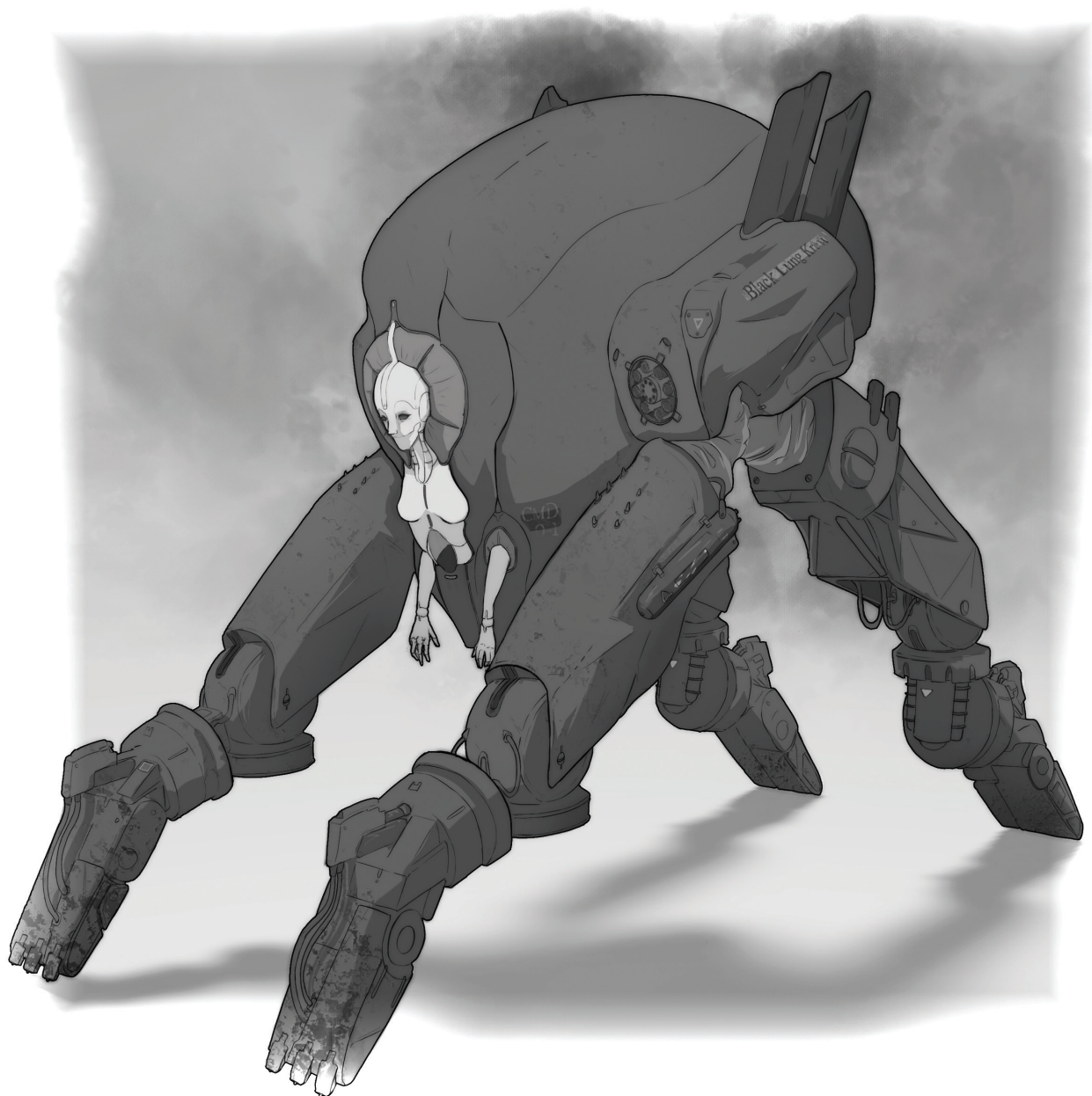
MODIFIED SPEEDSTER BOSS

Attributes

Power Level	Might	Guard	Threshold	Energy	Systems	Speed
5	7	9	9	0	6	8

Abilities

Power Level	Powers	Upgrades	Weapons	Features/Capstones
5	Catch me if you Can	Three Times Faster	Needle Storm	Oldtype
	You are in my Sights	Nanoskin Shell	Antimatter Shot	Hypersonic Striker



FOG OF WAR

Overview

In this Operation the PCs are going through an area full of Interference Terrain. In addition to the annoyance that poses to anyone who wants to use single-target Weapons, this jams all long-distance communications and makes most electronic methods of enemy detection useless. Of course, Enemies will make a series of hit and run attacks to confuse the PCs.

This is a good Operation to spring on PCs who need to cross a dangerous place that most factions won't touch. Perhaps this is the only route not patrolled by the enemy or the most direct route to their destination and they can't afford to waste time. Whatever the case, the area is the territory of brigands, monsters, or other sorts of hostiles.

This "no man's land" can be an asteroid belt where space pirates are said to dwell, the surroundings of an abandoned laboratory where mysterious events take place, or a strange area of the sea where it is almost always stormy. At some point, sensors will detect activity in the vicinity and the PCs should deploy in their Mecha.

How it Works

The entire battlefield is covered in Interference Terrain and this carries the usual consequence of two Disadvantages to any Weapons that aren't Blasts, Bursts or Lines. But there is another secondary effect: the Fog of War. No Units (PC or NPC) can see beyond their Systems in range. The good news is that all data is shared between PCs, so anything one PC can see in their monitor is shared with all other PCs automatically. The bad news is that the Enemy Command Unit ignores the effects of Interference Terrain entirely.

Moving into unexplored Terrain is not recommended. Your vision after Moving does not 'refresh' until after you've taken the rest of your Action. If you run into any obstacles in the middle of your Movement like Impassable Terrain or an Enemy, you'll be stuck there and will have to carry out the rest of your intended Action as best as you can. You can't change Actions, but you can change the specifics of your Action. That means you can change who to target with your attack or the Weapon you are going to use against the Enemy.

The Enemy is the Ninja Combiner, a fusion of two Rivals that favors hit and run tactics. The PCs can tell the general direction the attack came from, but not from how far away. Likewise, they can tell in which direction the Ninja Combiner ran away, but not if it changed directions after fading from view. To achieve victory you must, of course, defeat this Command Unit. The Ninja Combiner's rules data is in the next page.

Tactics

The Ninja Combiner's Subpilot should use the Maneuver Action every Turn and activate Reactive Boosters against any attack aimed in their direction. Between both Pilots they have multiple uses of some of the best defensive Genre Powers in the game. All of this on top of having Interference Terrain everywhere makes the Ninja Combiner a very tough foe.

The Ninja Combiner spawns a good 10 Zones or so away from the closest PC and their first Action should be using Anti-Mecha Cannon on them. The PCs will most likely give chase and attack, but moving at different Speeds and possibly from or into different directions which is the opening the Ninja Combiner needs to single out one of them for two Turns of using Signature Weapon (Boosted Lance) then running back into the shadows.

Afterwards, and once the PCs have more or less cornered the Ninja Combiner, it should start using Lightspeed Assault and Rocket Sword to hit the whole lot of them. Your weaknesses are halved Attributes, area-of-effect Weapons and the Dividing Field, so your priority should be to defeat Support Units first and artillery-types second.

Tweaking the Operation

This Operation is balanced for a Squad of 4 PCs with a Power Level of 2. It will be hard, but not impossible, and you can adjust the difficulty on the spot by making the Ninja Combiner go all-out offensively with You Are Already Dead to secure defeating at least one of the PCs early or go easy on them by Boosting with the Subpilot instead of Maneuvering.

You can increase the Power Rating of the encounter for larger PC Squads or higher leveled ones with the addition of Artillery Grunts. The Artillery Grunts will try to hit as many PCs as possible with each attack as is the norm for their kind. The Interference Terrain tips the odds slightly in their favor more than would be usual but not very much.

Instead of a Combiner pulling close-range hit and run attacks, you can have two Sniper Rivals. Give them the Hunter Feature and replacing some of their Attributes or Upgrades with Reversible Thrusters and Slippery Chassis.

NINJA COMBINER

Attributes

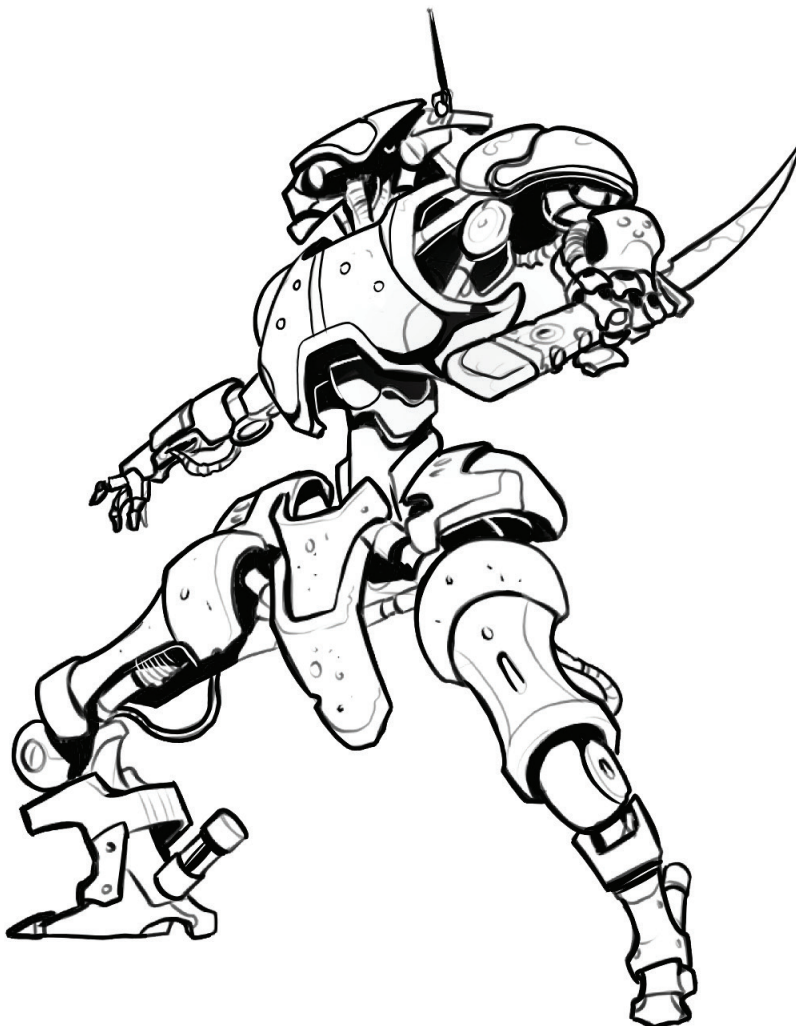
Power Level	Might	Guard	Threshold	Energy	Systems	Speed
5	10	8	8	6	6	10

Abilities

Power Level	Powers	Upgrades	Weapons
5	Believe in Myself (x2)	Stealth Predator*	Anti-Mecha Cannon
	I Cannot be Defeated (x2)	Slippery Chassis	Boosted Lance
	Lightspeed Assault (x2)	Reactive Booster	Rocket Sword
	Signature Weapon° (x2)	Reversible Thrusters	
	You are Already Dead (x2)		

°Signature Weapon: The chosen Weapon is Boosted Lance.

*Stealth Predator: You are entirely unaffected by the downsides of Interference Terrain. This includes the special “Fog of War” rules for this Operation.



THE FINAL BATTLE

Overview

This Operation pits the PCs against a foe against which most Weapons backfire nearly all the time. The PC Squad will have to destroy the Power Nodes sustaining the barrier protecting the Boss then focus fire it before the Power Nodes repair themselves.

Conceptually, this is a fitting climactic fight against a big bad that is cornered and must pull out all the stops to face the PCs. It doesn't work as an Operation to catch the PCs off-guard or ambush them since it is a single foe using stationary Power Nodes to buff itself.

The nature of the Power Nodes is best left vague and impossible to reverse engineer - lest your PCs try to create some of their own. All they do is power up a forcefield while repairing themselves, so this Operation should be able to fit easily in most settings using Battle Century G.

How it Works

The Boss, who is obviously the Command Unit for the Enemy Squad, starts within 5 Zones of its Power Nodes, and each of them already has its Linked Defense System up and running. Each Power Node imparts a Disadvantage to all attacks made against the Boss, adding up to four Disadvantages total. Suffice to say, trying to take on the Boss without knocking down a few of them first is going to prove rather difficult.

But the Power Nodes are far from defenseless themselves! PCs within shooting distance will be attacked with energy weapons and their range can go quite far indeed. Not only that, but downed Power Nodes have a self-repair capability to ensure they can keep coming back to assist the Boss. Power Nodes have their rules data in the next page.

The victory condition is very simple: Defeat the Boss. The Power Nodes may be capable of attacking, but they're easy to dismantle or otherwise permanently disable while on their own. The Boss won't retreat, making this the ideal time for a decisive match between them and the PCs. The Boss is a modified Striker Boss, with its rules data in the next page.

Tactics

Between the Power Nodes' barrier plus its own Powers and Upgrades, the Boss is extremely resilient. It should, therefore, prioritize offense as much as it possibly can during its Turns. Use Marked for Death every Turn and Whirling Death every other Turn. Without any other use for Energy, you might as well use Afterimages against all PC attacks and see how many times you can trigger Unreliable or Overheating. Useless! Should be reserved for when you're down at least three Threshold Levels and Power Nodes together.

The Power Nodes are glass cannons, Their priority is, of course, to keep the Linked Defense System functional - which they will do even if under an Electromagnetic Detonator. Their next priority is to try and use the Point Singularity Projector to power up the Boss' next attack. If they can't do that, they will just shoot someone with the Powered Rifle.

A very obvious flaw in the Linked Defense System is that it doesn't prevent indirect Damage, so you should aim for the heads of Support-oriented PCs first. Four members of this lineup's five are immobile and the Squad's MVP is a melee duelist, so taking down Units with movement control or abilities that can shove the Boss around is also a good idea.

Tweaking the Operation

This Operation is balanced for a Squad of 4 PCs with a Power Level of 5. The battlefield should be large enough (like say, a 10x10 board) to potentially pull the Boss away from one or more (but not all) of its Power Nodes' Linked Defense System.

Adjusting the difficulty of this Operation up and down is as simple as changing the number of Power Nodes. Each one has the Power Rating of a Level 5 Grunt. You can try deleveling the Boss or the Power Nodes... But this is meant to be a fierce battle against a major antagonist, each Enemy Unit should be as powerful as it can be.

Of all the rules modules, this Operation thematically fits best with a setting that makes use of Elemental rules. Make each of the four Power Nodes to correspond with one of the four Elements, resisting itself and being weak to its opposite. This does not make as much thematic sense if you have more than four Nodes, however. Consider adding regular Grunts instead, like other Knight Grunts to match their knightly Boss.

MODIFIED STRIKER BOSS

Attributes

Power Level	Might	Guard	Threshold	Energy	Systems	Speed
5	8	8	8	4	6	8

Abilities

Power Level	Powers	Upgrades	Weapons	Features/Capstones
5	Marked for Death	Bloodlust	Constrict	Oldtype
	You are too Slow	Afterimages	Whirling Death	Aura of Misfortune

POWER NODE GRUNT

Attributes

Power Level	Might	Guard	Threshold	Energy	Systems	Speed
5	8	8	8	8	6	0

Abilities

Power Level	Upgrades	Weapons
5	Immobile Attacker*	Powered Rifle
	Linked Defense System**	Point Singularity Projector
	Linked Self-Repair System***	

***Immobile Attacker:** Internal Upgrade. You do not lose any abilities allocated to your Areas from Maiming but can not Move as part of your Actions or be Moved by other abilities.

****Linked Defense System:** At the beginning of your Turn you may spend 4 Energy to protect a Boss within a Range equal to or lower than your Systems for one Round. Once active, each Linked Defense System imparts a Disadvantage to all attacks made against the Boss, to a total of four Disadvantages once all Power Nodes have activated their Linked Defense Systems. This does not count as an Active Defense, so it stacks with Afterimages and other similar abilities.

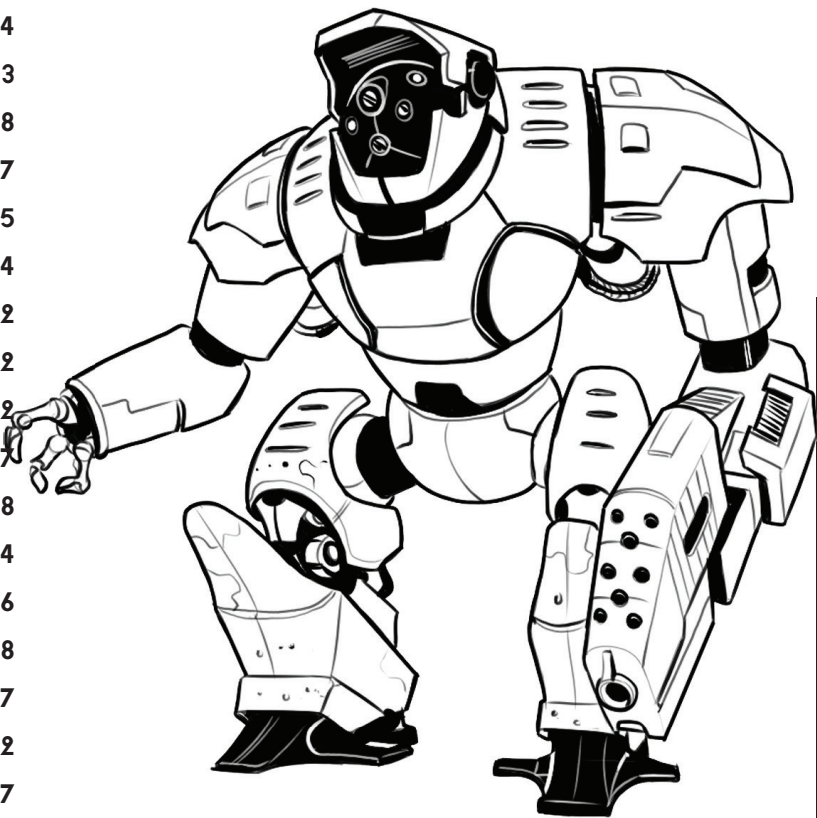
*****Linked Self-Repair System:** At the beginning of your Turn, if there's one or more Power Nodes damaged, you may restore 8 points of Threshold to one of them. This can bring back a defeated Power Node back into the fight with exactly one fully restored Threshold Level to work with.

It is in your best interest as GM to make sure the PCs are rolling with Disadvantages at all times, in order to maximize the effectiveness of Aura of Misfortune. Two net Disadvantages, so that the PCs roll three die and keep the worse result, is what you're going for. Any further Disadvantages are best used as a bonus of +2 to the Defense of the Striker Boss. Remember that PCs of Power Level 5 can have anywhere from 2 to 4 Advantages to all their Might Tests, so don't blindly trust the Linked Defense System to do all the work and make the best of You are too Slow and Afterimages.



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Dear Diary,

It seems silly to keep a diary at my age. I never had one before, but I realized I needed to collect my thoughts somewhere. It's been difficult going at this alone. I haven't been able to rest in what feels like years now. There are just these dreams every time I go to sleep. They fade away when I wake up, but I'm left with this sense that there's something real about them.

The same dream every night for years. I hate it. Not exactly the same, really. I can barely keep my thoughts straight. The details are different, but the basic idea is the same. I'm trapped somewhere. It feels like I'm sleeping inside my dream. Have you ever felt that? Just totally helpless while things happen around me. I used to have this feeling when I was first waking up, like a lingering dream paralysis.

I get this feeling like ants are crawling around me, or in me, too. Sometimes even when I'm awake. Maybe that's just because I'm not sleeping right. I don't want to talk to a doctor about this. Everyone's on such high alert that even if I'm just having nightmares I'll probably be locked up. That's what you're for, diary. If I can just get things in order and write about them, I can stop dreaming about them.

Then I can rest.

He stumbled down into the mine, his head pounding. He'd left the radiation badge behind him. It had started beeping incessantly, and he didn't want to be found by any of the mining drones, not that they ever came down this deep. He was the first to venture this way, guided by a sense of direction that struck him with a crystal clarity. He'd seen these walls before, with different eyes.

Dear Diary,

I'm writing to you in the middle of the night. My dreams are getting stranger. Tonight, in the dream, I was rushing through a tunnel, not fully in control of myself. I felt almost like I was being carried along in a river, flowing towards some distant end.

It wasn't until near the end of the dream that I realized I was coming out from underneath the earth, ascending in search of escape. It was a frantic dream, with the sense that I'd been searching for as long as I could remember.

At the end of the dream, I felt something at the end of a long tunnel. I rushed through the dark, and I found myself standing there in the corridor. Just as I reached for my own face with hands I could not see, I woke up.

I know what I need to do, and I don't think I can do it here.

He coughed, blood leaking from his mouth as the coughing fit passed. He was already running a fever, had been even before he'd come here. It didn't matter. This was the most important thing in his life. It was the most important thing he'd ever do, and he knew it to his core. He saw light around the corner. For a moment he was afraid he had taken a wrong turn, or he had run into a bot that lost its way.

He crept towards the glow, and his eyes went wide. A room covered entirely in glowing crystals. He remembered this. He knew where he was. A new strength filled him. He had to get there before it was too late and his body gave out. If he made it, nothing that happened to him now would matter. If he didn't... he didn't want to think about that. Would he be trapped down here for unknown ages in the dark, waiting for someone else to hear his cries for help?

He got to his weak feet and ran, the harsh light from the crystals too warm against his skin.

Dear Diary,

I decided to speak to an expert today. It was foolish of me. I thought if I found someone who could understand what I'd seen, I'd be better prepared for what I had to do. That there would be some kind of trick to it. He met with me in his office with an obvious amount of skepticism, and I couldn't blame him for that. Those who aren't gifted don't understand that we know the difference between a vision and a dream, and when one becomes the other.

I knew I'd been having visions. I knew what I had to do. What I was going to do. I thought he might help. He was supposed to be an expert! If anyone should have sympathy for the Cryptids, it's him.

After I told him what I'd seen, what I was planning on doing, I could see it on his face. He thought I was insane. More than that, he was going to stop me. It wouldn't take much – even with my gifts, I'm only one person right now. A call to the police would end my plans in a second, and might keep anyone from being able to follow in my footsteps.

He had to be stopped. I wasn't glad about it. I wasn't happy to do it. No matter what the news says, it wasn't some random, violent crime. I did it because he was trying to keep me from my destiny, and there is nothing worse you can do to a man, not even murder. I'll have to live with that guilt, but it was my own choice.

I'm leaving for the island in the morning.

The tunnel had almost stopped, but he could feel it. It wasn't much further. It had been easier in the dream. This passage was almost collapsed, leaving little more than a crack between boulders that he had to crawl between, even though the goal was just beyond. In the dream, this was always where it had started, just on the other side of this barrier, flowing through the crack with his fluid form.

In the dream he didn't have to worry about his body getting in the way. In reality, he'd never felt more tired. He was struggling to get through the crack, twisting and trying to get his shoulders and chest through a tight spot where the rock dipped. He let out his breath, the rough rocks pressing into his torso, his ribs aching from the pressure as he tried to force himself through.

He felt himself slip forwards an inch, and scraped his back against a protrusion of rock like a spike between his shoulderblades. He gasped, or tried to, the rock not letting him draw breath, crushing him. Stars started to swim in front of his eyes as he squeezed forwards, growing weaker by the second, the tunnel closing tight around him as his vision faded to gray.

There was a popping sensation as one of his ribs broke, and he was suddenly free, drawing a deep, painful breath. The stars faded, and color, what little of it he could see in this tomb, returned to the world. With slow efforts, made slower by his broken rib making him stop and struggle for breath every few seconds, he managed to get his hips through the dip.

His head emerged from the other side of the crack, and he could see the vast cavern beyond, the walls lined with cracks. There was something in the center, a vast crystal pulsing slowly with light, veins of Element G growing from it and sinking into the rocks like arteries leading away from a heart. He tried to pull himself free, his chest emerging from the crack, and his leg twitched as he banged his knee, kicking something. There was a rumble.

He didn't have time to react before the boulder above him dropped down, crushing his lower body.

Dear Diary,

I am leaving this as a final entry. I've included my sketches and notes in the rest of this book, collected so that some day, someone can make sense of this if I cannot. I won't deny that I know that this is a dangerous, foolish path to take.

If I succeed, everyone will know my name. I will transcend my weak human form, and blaze a path for those others who are worthy to follow me. They will awaken when I shake the bones of this old world.

The man tried to cough, but something was broken inside him, and it only came out as a gurgling hiss. Blood trickled from the rock, and he watched as it pooled under him, crawling along a groove in the floor. It started to flow, curving around in a thin stream towards the crystal heart.

It should have hurt. It didn't feel like anything. He knew he was broken, but he just felt cold. Maybe he was too badly broken to hurt. The blood crawled uphill, impossibly, towards the heart. It touched, and a spark shot through the man. His body collapsed, a final breath leaving his lungs.

An earthquake shook the island, the soil freeing itself as the entire island moved, waves crashing against the shoreline. It rose up, a head of rock and crystal breaking free of its bonds, stretching and roaring with the force of a volcano. Something exploded against the side of its face, near its great lens-like eye. The beast turned to see ranks of foes arrayed against it, pitiful things that were as ants to it. The Others had come to stop them.

The beast - their name was Hiva - roared. Somewhere deep inside its alien intellect, the man looked out, his disintegrating sense of self awash in a torrent of power and joy. He was finally free. With a sweep of an arm like a landslide, the beast scattered the ranks arrayed against it, explosions chipping away at its rocky body and exposing the framework of crystal below. It pulled itself free from the earth, taking a first mighty step from the stone womb it had been born in. The earth shook around it, the shockwave carrying some of the scattered enemies out to sea and knocking the rest from where they stood. They were nothing. Just toys and twisted mockeries of the greatness that was them.

He slammed a talon down, crushing one of his foes as they tried to escape. The great beast started to sing, the crystals in its maw resonating and creating pure pitches like tuning forks. From somewhere beyond the sea, far away over the horizon, it could feel a response, another song waiting to join his. The man inside the monster rejoiced, though there was little to distinguish them now, their consciousnesses rapidly merging.

A beam of intense heat and light slammed into the mountain of a beast, burning across its face and leaving a scorch mark of molten stone, the beam straying into its mouth and shattering crystals, cutting off its song. The monster turned, enraged, to the being that dared to strike it so. Just under the surface, a whirlpool of crystals circled a floating core, energy crackling between them, holding them together in a matrix of energy and power. A bead of light grew in the focus of the spiral of shards before erupting again, the heat of the beam momentarily splitting the ocean and burning the seawater into steam as it struck the geological monster in the chest, carving out a deep crater.

Hiva was angry. The man inside it remembered pain. Power welled up inside the beast as it let out a guttural roar that ended in an eruption of molten, radioactive rock, a pyroclastic flow directed at the Outsider that attacked it. The seawater offered no sanctuary from the blast, crystals blackening and shattering from the heat as the whirlpool of shards. The glowing core at the center of the vortex pulled away, dragging the rest of the mass with it in an invisible web of force, quickly retreating down into the abyss.

The island-beast watched it go, violet-tinged magma dripping from its jaw. It still remembered where it had felt the response to its song. It would take time before the crystals in its mouth grew back enough to sing again, but it had time. The world was waking up, one piece at a time, and its distant cousin would be the next part.

Deep inside, the human part of its mind, little more than a distant whisper, remembered the name of the island they were striding towards. Hiryu. That was it. There was something important about that island, but the fading mind was finding it difficult to recall, the facts slipping away as the human mind burned away in the raging power around it.

He was finally at peace as he evaporated like dew in the summer sun. The first peace he'd felt in too many years. Now he could rest, in the belly of the beast.

Hiva had risen and soon Hiryu would join both of them.

BATTLE CENTURY G

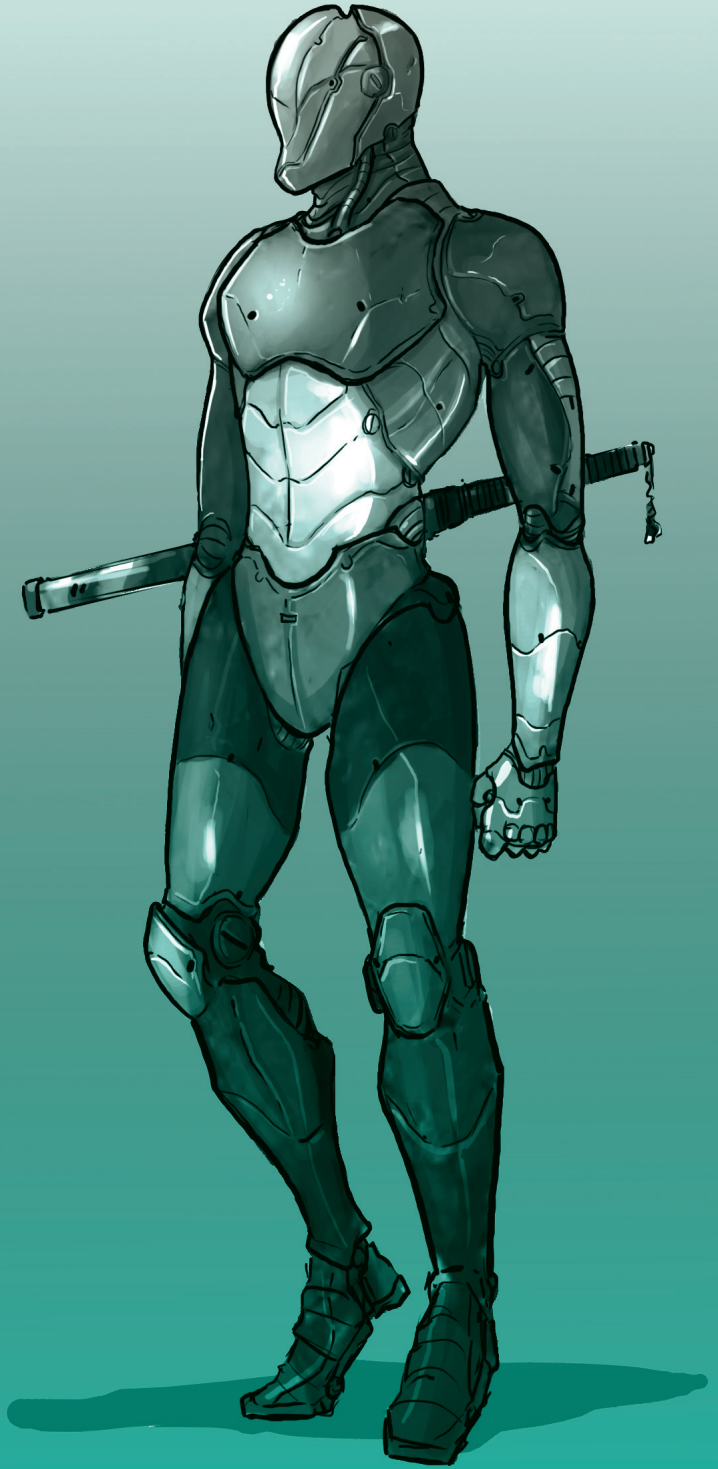
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