

MECH4: KAIJU



BY JACOB ROSS

MECHA: KALJU

By Jacob Ross



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DEDICATION

To Amy, and to our Little One. Thanks for the time that I needed.

FOREWORD

This book you are reading is a kaiju-sized step for Mecha.

When I first wrote the core book, I had always hoped that maybe one day someone would write a supplement for it, but I was pretty sure it wasn't going to happen. It seemed like the wildest dream imaginable that my little robot game would inspire someone else to write an entire setting.

Wildest dream come true... check.

A big thank you for this book goes out to Jacob. When I first envisioned how I would write a kaiju supplement, my ideas were pretty vanilla. I'm not a huge fan of the genre (I don't have anything against it, I just never really got into it), so my ideas were basically a reimagining of the Godzilla film starring Matthew Broderick plus giant fighty robots. (And minus Matthew Broderick.)

Thankfully, Jacob had other ideas which were far and away much cooler than mine and his game world is a lot more fun to play in. So to him, I give heartfelt thanks. I never want anything to be mediocre for Mecha and Jacob saved Kaiju from being just that.

Thanks for this book also go out to

Pacific Rim. Guillermo del Toro's beautiful epic masterpiece of giant robots punching alien lizards in the face has pushed the envelope of how cool mecha movies can be. My sincerest hope is that Hollywood will take notice and we can soon expect a flood of giant robot movies, or, at the very least, a sequel to Robot Jox.

Still, while we're waiting for that day, grab some dice and get ready for some non-stop giant space lizard fighting action.

Now, go fight!



INTRODUCTION

From the ocean, a giant lizard attacks a power station, causing an environmental catastrophe.

A world government trades freedom for luxury and hides the truth about the existence of huge creatures known as kaiju.

People all around the world dream that Taoitora is coming, bringing pain and death to us all.

And somewhere, Order and Chaos continue their eternal struggle.

WHAT DO I NEED TO PLAY KAIJU?

Kaiju is a supplement for the core Mecha book. Playing Kaiju requires a copy of the core rules, especially the sections on character creation, scene structure, and how to play. All of the rules from the core book are fully compatible with this supplement.

Some of the rules reference Configurations presented in *Mecha West*, *Mecha Combiners* or *Mecha Mercenaries*. If you don't have those books, though, don't worry. They are not required, but some of their special rules do add extra flavor to *Mecha Kaiju*.

In addition to copies of this book and other Mecha books, you will need a good handful of six-sided dice (abbreviated D6s), one or more copies of a Mecha character sheet (which can be downloaded from mecharpg.com), a writing utensil of some sort, and something to represent Overdrive tokens.

Of course, having a few other people and some snacks to play never hurts!

CONVENTIONS USED IN THIS BOOK

For ease of reference, the first time a term is introduced in this book that is not addressed in the core rule book, it will be written in bold.

Also, as in *Mecha*, for clarity in writing, gender will be used to distinguish players from the Gamemaster (abbreviated GM.) When gender-specific pronouns are used, he or his refers to the players and their characters and she or her or hers always refers to the GM.

These gender distinctions are largely arbitrary and were chosen because I (a male) identify with the players more than the GM. The choice of pronoun should not be construed an attempt on my part to limit one gender or another to a given role. Males can be GMs and females can be players, but it will be useful in later sections to distinguish between GM and player. In these cases, having two different sets of pronouns is a good way keep everything straight.





RUNNING A KAIJU GAME

Running a game with kaiju is a little different than running a standard Mecha game. Kaiju are huge, overwhelming creatures that often attack solo. Most mecha games involve squads of relatively evenly matched mecha battling it out with all of the maneuvering and tactics that implies. Kaiju is a little different. Therefore, you have several options with your preferred type of game and how you size the opposition.

TYPES OF GAMES

As most fans of kaiju movies may know, in almost any kaiju film, the kaiju usually handily defeats any human forces. As the players will most likely not want that to be the outcome of each of their battles, this section will provide a few ideas for playing Mecha in a manner consistent with a kaiju film theme.

First, keep most of the Pilots' combat action against other human forces because most of the time the Pilots will be fighting opponents on a more-or-less even footing. Have the players only very rarely encounter kaiju. Start them off against a Titan or two (or the equivalently powered opponent in a custom setting) and give them a lot of time to power up before introducing larger kaiju, such as the Guardians or Champions.

Second, if you want, allow the players to control two different characters.

Once character is a standard Pilot, and the second is a minor kaiju created by the player who is fighting for the good guys. Then you can alternate between human and kaiju battles. This will allow the players plenty of entertaining kaiju action without having to worry about simple human Mecha eventually becoming too powerful.

Third, you can always forget the puny humans! Let the players play as their own kaiju, working to get stronger and finally take on a larger kaiju, like Taiotora and his allies. You'd still use the same Link Stats (and only use Pilot stats for out of combat rolls.)

If you're doing this in Dreams of Ruin, you can play kaiju growing in power until they are the undisputed ruler of the beasts. An easily-workable story for this type of game would be four players acting as a Titan seeking to usurp one of the mad Guardians and then to challenge Taiotora to defend the planet.

Fourth, let one or a few of the players to play psionic Pilots. These Pilots are not traditional Mecha Pilots, but rather characters who have formed a psychic bond with a kaiju and who guide and encourage it in battle. In game terms, this means that the Pilot and the kaiju both share an Overdrive pool, and in most rounds, the Pilot will stay still (or even ride their kaiju), watching the battle while the kaiju acts. The Pilot may, once per battle, spend a point of Overdrive to



RUNNING A KAIJU GAME

add their Intelligence to one of their kaiju's stats for one round. While this may seem at first to be very overpowered compared to a regular Pilot and Mecha, remember that the psionic Pilot is stuck on the ground, not protected by a Mecha. If the Pilot is ever incapacitated or killed, then its linked creature will go berserk, attacking friend and foe alike, or it will simply run off, reeling from psychic shock.

Fifth, you can always underpower the kaiju. However, keeping them awe-inspiringly large can be a fun challenge.

SIZING THE OPPOSITION

Unlike a lot of mecha games, determining the strength of the opposite kaiju can be tricky. On one hand, kaiju are extremely powerful since they are supposed to be the iconic enemies in the game. On the other hand, players won't want to be soundly defeated by superior foes for many battles.

Feel free to start the players off against weaker foes and build up to the kaiju. However, once you put a kaiju down on the bullseye battlemat, it can get killed. If that happens, don't worry about it, just file away the kaiju, make some changes to the character sheet and have the kaiju return a few battles later. Only this time it will appear in a new and more powerful form. Think Mecha-Ghidorah or Gigan's chainsaw upgrade from *Godzilla vs. Mecha-Ghidorah* and *Godzilla Final Wars*. The players will then have both a sense of accomplishment from the achievement of taking down a great kaiju and the dread of

having to face it when it is stronger and very mad.

Also, no matter how strong the kaiju foe, don't let it face the players alone in any game with a Tactical Waypoint. At the very least throw in some mooks so that the kaiju doesn't get flanked or overwhelmed by superior numbers.

A GOOD STORY

While most RPG settings revolve around the plot, as should a kaiju-based SRS, special attention must be given to the kaiju themselves. Think back to the last kaiju movie that you watched. What do you remember most about the film? Is it the dialogue, the story or the nuanced human characters? Or rather, is the first thought in your mind of an enormous reptile breathing fire on his enemies?

Historically, great kaiju movies have striven to be fine films in their own right. Movies like *Gojira* teach lessons about the folly of hubris and the true weakness of humanity in the face of nature. As a GM, you have an obligation to provide a worthwhile story to your players. Keep in mind, though, that the most brilliant of stories will fall flat if it does not offer a cast of truly spectacular kaiju. As with all things in life, balance is needed.

A truly compelling story will drive your players to really appreciate your hard work. Everything in kaiju films is larger than life. Real-world problems work best if presented in an overly dramatic manner. Pollution? Create a monster from garbage! Famine? Use a locust-like kaiju swarm! Poverty? The kaiju have come to level the infrastructure of the rich and return everything to the



INTEGRATING KAIJU

people! In good kaiju stories, the monsters do not exist simply to smash. They are often representative of an issue facing society.

INTEGRATING PLAYERS

In most kaiju films, human characters take a secondary role to the action. While this allows greater focus on the monsters, it would make for a poor role-playing experience.

The good news is that kaiju films do have some advice for how to make humans the star. Some of the most memorable human characters in kaiju film-dom are Captain Gordon from *Godzilla: Final Wars*, Commander Tachibana from *Godzilla*, Mothra, King Ghidra: *Giant Monsters All-Out Attack*, and, of course, Doctor Serizawa from *Gojira*. Each of these characters shine because they show the same larger-than-life attributes as their rubber-suited counterparts. For instance, Gordon, Tachibana and Serizawa display incredible courage and are each willing to put their lives in mortal peril to save the Earth. Pilots should be allowed and encouraged to display better-than-human feats of strength and courage when appropriate.

Finally, the kaiju themselves must be memorable. A truly fantastic monster is instantly recognizable and stands out from the rest. Therefore, when introducing the kaiju, describe in detail the exact attributes of a monster. Any kaiju fan can tell *Godzilla* or *King Ghidra* from their trademark roar or chirps. A shadowed silhouette of the daikaiju is also distinct. If possible, draw a picture of your monsters. Experiment with sound effects to play for your players to reinforce the feeling of dread when your behemoth arrives for battle.

Also, despite their bestial appearance, most monsters have complex and individual personalities. Is *Mothra* in Tokyo? You can bet that she's protecting her people from humanity. Does *Gigan* have his foe on the ropes? He will almost certainly gloat about it and taunt his enemy. Is a child in peril? *Gamera* will be there! Your own monsters should also have believable motivations and personalities. If possible consider your own passions or those of your players and assign personality traits to monsters based on what they value or what they fear.



MAKING KAIJU

As for the rule mechanics behind creating your own kaiju, follow these guidelines.

1. All NPC kaiju are their own entity, separate from a pilot (see Types of Games for a possible exception) and thus do not have Linked Stats, only one set of stats reflecting their capabilities.
2. They are all extremely tough and automatically gain an additional Success on all Defense rolls. This Success does not count towards earning Overdrive or Cutscenes.
3. Lesser kaiju, known as Titans, receive 24-28 points to distribute to their stats. Greater kaiju, either Champions or Guardians, receive 30 points to distribute.
4. Kaiju have a number of “weapons” equal to half their attack rating (rounded up.)
5. Kaiju have one combat skill, Kaiju

Combat, which is set at 3 for normal kaiju (for instance, Titans) or 4 for kaiju bosses (for instance, Champions or Guardians.) Kaiju Combat replaces Mecha Combat for all kaiju-related rolls.

RANDOM KAIJU

Kaiju come in many forms. If there is one that makes particular sense for the story, the GM should use that form. However, sometimes a GM won't have a clear idea of how the kaiju should look or what abilities it might have. In this case, GMs should feel free to consult the following Kaiju creation table.

To use it, choose 1-3 descriptors for a kaiju and use them to create your own giant beast. You can also roll a D66 twice to get two descriptors and use that as the basis for a kaiju.

	1	2	3	4	5	6
1	Tank	Force	Axe	Spikes	Strong	Climber
2	Flier	Impact	Tail	Forcefield	Tough	Commander
3	Fast	Fire	Grapple	Armor	Smart	Howler
4	Jumper	Electric	Extra Arms	Snake	Regenerating	Shark
5	Burrower	Acid	Claws	EMP	Stable	Ice
6	Long Limbed	Angry	Large	Swimmer	Berserker	Horns





MAKING KAIJU

KAIJU DESCRIPTORS

Once a set of descriptors has been chosen, GMs can consult the following write ups for what those descriptors might mean. Each write up contains a story description and a list of possible Configuration choices that GMs can use or they should feel free to choose their own.

Armor - Heavily armored with scales or plates of chitin, the kaiju can withstand a lot of physical damage. **Possible Configuration(s):** Stalwart

Axe - the creatures hands or beak form a powerful axe like weapon capable of delivering crushing blows and opening up armor. **Possible Configuration(s):** Butcher, Brawler, Targeter

Acid - Acid oozes from the creatures pores or flies from its mouth. This terrible organic attack melts armor and destroys solids. **Possible Configuration(s):** Brawler, Burner

Berserker - The more damage the kaiju takes, the angrier and the stronger it gets. One of these creatures can wipe out a couple of mecha on their own, but combine this with Stable and Regenerating and it will be unstoppable. **Possible Configuration(s):** Berserker

Burrower - This Kaiju's claws can dig holes quickly, allowing it to traverse enemy positions easily and causing the earth to buckle under their feet. **Possible Configuration(s):** Prowler, Mine Layer

Claws - Big nasty claws rip into their targets with the savage ferocity of a predator. These claws cause extra damage in melee attacks and could even help the Kaiju climb. **Possible Configuration(s):** Ripper, Slayer, Assassin

Climber - This creatures moves up the side of mountains and buildings like it was walking. It can reach to top faster then you can even think. **Possible Configuration(s):** Bombardier, though without its damage type restrictions.

Commander - This creature can coordinate with other Kaiju to make devastating combined attacks. It doesn't need to be smart, it could just be crafty, but combine it with smart and watch out. **Possible Configuration(s):** Scanner, Analyzer

Electric - Electricity arcs and takes out whatever is in its path shorting out circuitry and overloading systems. **Possible Configuration(s):** Assassin, Destructo, Prowler

EMP - An EMP burst is emitted either from some form of antenna or the kaiju's roar shuts down sensitive mecha equipment. Either way, mecha are left helpless. **Possible Configuration(s):** Destructo, Jammer

Extra Arms - Just what this says. Extra arms allow a creature to make multiple attacks and can be combined with other abilities like grapple, axe, etc. **Possible Configuration(s):** Supercharged, Berserker, Alpha Strike



MAKING KAIJU

Fast - Watch out! This Kaiju will move from one side of the battlefield to the other in a blink of an eye so that it can hit its target and then and run out of the way of slower mecha. **Possible Configuration(s):** Flanker, Booster

Fire - Flaming death! This is the fire-breathing dragon of fantasy stories. Unarmored infantry have no chance against this creature and its breath sets whatever it hits on fire, like napalm. **Possible Configuration(s):** Burner

Flier - Wings of any shape from bat to moth carry allow this creature to easily fly through the air, making it hard to hit and giving it more maneuverability. Of course, the trade off is that it's easier to damage with a good hit. **Possible Configuration(s):** Hot Shot, Flanker

Force - This Kaiju emits a beam of force like a laser striking unsuspecting Mecha from a distance and eating through armor. **Possible Configuration(s):** Ripper, Snap Shot

Forcefield - The monster generates its own force field, protecting it from missile and ranged attacks. **Possible Configuration(s):** Defender, ECM, Covered, Hardened, Protected

Grapple - the creature's limbs are designed for grabbing on and crushing an opponent, allowing it to devour its prey easily, or crush them like a tin can. **Possible Configuration(s):** Lasso, Disruptor

Horns - Terrible sharp horns protrude from this creature's head, allowing it to make rend attacks or do extra damage when charging enemy units. **Possible Configuration(s):** Brawler, Slayer, Charger

Howler - The bellows, roars, and growls that come out of this creature can shake a pilots nerves and cause ear drums to rupture and bleed and even cause soft tissues to explode. **Possible Configuration(s):** Assassin

Ice - Cold emanates from this monster and can cause joints to freeze up and slow of mechanical devices, and even allows the creature to freeze his enemies at a distance. **Possible Configuration(s):** Disruptor, Ablative

Impact - Spitting or throwing rocks or other solid matter the projectiles, this Kaiju hits with can crumble armor and walls easily. **Possible Configuration(s):** Boomer, Alpha Strike

Jumper - Strong legs carry this monstrosity flying over the heads of ground bound mecha without any effort. Watch out for death from above attacks as it slams down upon your cockpit! **Possible Configuration(s):** Flanker, Charger

Large - The creature is supersized. Deadly to smaller mecha. **Possible Configuration(s):** Stalwart or consider this creature to be on Combiner scale

Long Limbed - Normal Kaiju have to close with their enemies to use their melee attacks, but not this one. He can hit from distance, allowing him to attack without being countered. **Possible Configuration(s):** Brawler, Butcher, Berserker





MAKING KAIJU

Regenerating - Damage dealt to this creature heals up over time, allowing it to stay in the battle longer or run and come back another day to try again. Fire is the enemy of a regenerator. **Possible Configuration(s):** Engineer (but can work on itself)

Shark - The teeth on this creature are large and many. It can make a bite attack that can take a chunk out of the heaviest armored mecha. **Possible Configuration(s):** Prowler, Ripper

Smart - This monster is different. It thinks about its tactics and doesn't just blindly rush into battle. It analyzes its opponents and looks for weaknesses and exploits them. There is nothing scarier than a smart kaiju. **Possible Configuration(s):** Analyzer

Snake - This Kaiju slides across open terrain fast and is hard to knock off of it's feet since it doesn't have them. **Possible Configuration(s):** Prowler, Heavy Metal

Spikes - The creature's body is filled with spikes, allowing it to parry attacks and cause more damage with slamming attacks. A grappler with spikes is a thing to be feared on the battlefield. **Possible Configuration(s):** Slayer, Defender, Hardened

Stable - This creature can take its hits and keep on going even to the point of death. **Possible Configuration(s):** Stalwart

Strong - Muscles bulge on the creature and its great strength can tear limbs off of mechas' bodies. The damage delivered by this creature is enormous. **Possible Configuration(s):** Ripper, Distruptor

Swimmer - the large fins at the end of the monster's limbs allow it to swim and breathe in water. It will try and draw its prey into its element and destroy it. **Possible Configuration(s):** Hot Shot, Prowler, Bombardier

Tail - Whipping around the creature, its tail is to be feared because it can cause horrible damage to unsuspecting mecha. **Possible Configuration(s):** Lasso, Ripper

Tank - This Kaiju is big and slow. Lumbering across the battlefield, he can absorb a lot of damage before being taken down. **Possible Configuration(s):** Heavy Metal, Stonewall, Bulwark

Tough - Like the tank, this Kaiju can take a lot of damage. **Possible Configuration(s):** Stalwart, Defender

Whirlwind - The creature spins like the Tasmanian devil or buffets you with its wings or strong breath, blowing objects and mecha this way and that making it hard to stand. **Possible Configuration(s):** Jackhammer, Disruptor



MAKING KAIJU

BUILDINGS

No kaiju game would be complete without some terrain to smash. That's why it's highly advisable to have buildings in your game. Buildings are covered briefly in Mecha book and there are new rules in the Special Rules section of Dreams of Ruin.

LINKING

Given the popularity of a certain recent kaiju movie, Mecha Kaiju would not be complete without rules for two pilots operating the same giant war machine. In Kaiju, this is called "Linking."

Linking can take many forms, but it usually involves not one pilot, but several operating, communing or forming symbiosis with the same mecha unit. It's not Combining, in which multiple pilots join multiple mecha together to form a super robot. With Linking, there is only one mecha with multiple pilots.

HOW DOES LINKING WORK?

When using Linking in your games, GMs must decide how Linking works. Is the mecha just so complex that it needs two operators to handle all the levers or is there a more spiritual/communal aspect to the Link? This really has no mechanical effect on play, but oftentimes how Linking works affects the fiction of the game.

Note to GMs: If you don't have any strong ideas about how to make Linking work, consider having the Link be a direct mental connection between two or

more pilots. Once Linked, the pilots will be able to read each other's thoughts, feel their fears, see their dreams, and know their secrets. Again, it makes no difference mechanically, but this type of Linking makes for a good story and is fertile ground for role playing.

THE MECHANICS OF LINKING: LINK COMPATIBILITY

Before pilots get into their mecha and start fighting, they must first determine how many of their Linked Attributes are Link Compatible. Mechanically, being Link Compatible means that all pilots who operate the same unit Link their Stats the same way in their Link Array. For instance, if all pilots link Agility to Weapons and Intelligence to Technology, those pilots are Link Compatible for Attack and Engineering. (Depending on the setting, it might be said they are 50% Link Compatible or have two points of Link Compatibility.)

Two pilots can operate a mecha if they have no Link Compatibility at all, but they won't be as efficient as two pilots who have the exact same Link Array.

THE MECHANICS OF LINKING: OPERATING A MECHA IN THE LINK

Once two or more pilots are operating a mecha in the Link, the way rolls work changes slightly. Instead of one pilot rolling for Movement, Attacks, Defense, Stability, etc., all pilots roll. All may earn Overdrive if they roll over 5 Successes and all rolls can generate



Cutscenes.

However, only one result will be used as the final result. If the pilots are Link Compatible for that Linked Stat, the higher number of Successes is used. If the pilots are not Link Compatible for that Linked Stat, they must use the lower number of Successes. Even if multiple players roll a Cutscene, the lowest roll is used for non-Link Compatible attributes. The exception to this rule is rolls during a Cutscene itself. During a Cutscene, the highest roll is always used.

The good news, though, is that because the pilots are synchronized and working closely together, they can spend Overdrive on each other's rolls. Also, perhaps even better, the lowest Stability roll is always used, no matter how Link Compatible the mecha's pilots are.

AN EXAMPLE

Lieutenants Day and Hunnam are operating the giant kaiju killer Hikarinotsurugi. They are Link Compatible for Attack and Defense, but not Movement or Engineering. On their turn, they decide they are going to close with a giant kaiju who happens to be sitting on the Tactical Waypoint.

To move, the players controlling Day and Hunnam both roll. Day's player rolls 5 Successes and Hunnam's player rolls 7. Both players collect a point of Overdrive for their Great Success, but Hikarinotsurugi will only have 5 Movement Points because Day and Hunnam are not Link Compatible. Fortunately, it's more than enough to close to melee range and they decide to use *Sword of Light*, a (Melee/o) attack to hack the kaiju to bits. Both pilots are Link Compatible for Attack rolls

and both players roll. This time Day's player rolls 2 Successes, while Hunnam's player rolls 4. Because the two pilots are Link Compatible, the Attack is Successful with 4 Successes.

Fortunately, the kaiju beast rolls a measly 3 Successes for Defense and takes a point of damage, however it passes its Stability roll.

On the Kaiju's turn, it moves back into the Tactical Waypoint and Attacks Hikarinotsurugi with a fiery breath weapon for a whopping 7 Successes. That's bad, but Day and Hunnam are Link Compatible on Defense and both players grab their dice.

In a truly impressive display of dice rolling that has the GM complaining about loaded dice, Hunnam's player rolls 8 Successes and Day's player rolls a whopping 11! That's a Successful Defense at 11 Successes and two Cutscenes!

Now for the Cutscenes. Day's player let's Hunnam go first, who decides to Attack the Kaiju. Both players roll 7 Successes, which turns out to be enough to hit the kaiju and knock it back 5 Movement Points. Next, Day decides he is going to occupy the Tactical Waypoint, so he uses his Cutscene for Movement. Both players roll. This time Day's player rolls 2 Successes, but Hunnam's rolls 7. Normally, Hikarinotsurugi would only get to move 2 Movement Points, but because this is a Cutscene, the higher roll is always used.

Hikarinotsurugi uses a few of its 7 Movement Points to move into the Tactical Waypoint and will win at the start of its next turn.

Note that had Day and Hunnam not Successfully Defended, both players would have rolled Stability and taken the higher roll.



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THE MECHANICS OF LINKING: EXTRA STURDINESS (OPTIONAL)

As an added, optional rule, some GMs may want mecha operated by Linked pilots to be a little sturdier than normal units. If so, a unit operated by Linked pilots may ignore their first point of damage in any battle. That damage requires no Stability Roll and does not check off a box on the Stability Track.

LINKING AND CHARACTER GENERATION

Lastly, players may wonder about how to generate their characters if they are sharing a mecha. Fundamentally, there is no difference between generating a shared mecha or a personal mecha. Traits are still selected based on the unit's Configurations, Stat Optimizations are spent the same way, etc.



DREAMS OF RUIN



DREAMS OF RUIN

THE EARLY DAYS

The political and social landscape of Earth in the year 2113 is vastly different from 2013. Mankind is unified under a single World Government, crime has been largely eliminated due to the tireless efforts of the Ministry of Domestic Peace, poverty has seen its end, and one never knows from day to day whether their house will be leveled by a giant monster.

The current situation finds its roots in the city of Tokyo, in the year 2076. During the summer of that year, mega-corporation Chiba Development Enterprise activated their newly-built clean fusion reactor. The new technology provided safe, environmentally friendly and cheap power for their entire prefecture and great profits for CDE. Unfortunately, only three days after coming on line, disaster struck.

An unknown creature rose from the water of Tokyo Bay onto the shore. Standing 100 meters tall, it was a completely unknown animal. Resembling a shark in vague respects, the beast made a beeline for the reactor. As the creature's appearance was totally unexpected, Tokyo was unprepared for the assault and it was able to reach the reactor before the Japan Ground Self-Defense Force was activated. While the JGSDF did eventually arrive, they were not able to save the reactor, and the monster retreated.

The damage to Tokyo was severe. While the destruction of the reactor did not result in a city-leveling explosion, the resulting radiation leaks meant that a quarter of the city had to be evacuated, contained and demolished. A full-scale manhunt was launched, but there was no sign of the beast, dubbed Kamizami by the JGSDF. The government acted swiftly

to blame the damage on faulty construction and to take legal measures to prevent the few civilian witnesses to the incident from talking.

Four months after the Kamizami incident, CDE was purchased by a private investor who began plans to bring a new reactor online in a more isolated area. The investor, a man only known as Yamashida, made good on his promise to ensure the safety of Japan while still providing for the nation's energy needs.

EMERGENCES

Yamashida soon began investing outside of Japan. His advances in agriculture wiped out famine in the third world, new forms of transport reduced pollution, and the introduction of the Mecha revolutionized industry and law enforcement.

Acting with industrialists from all corners of the globe, Yamashida and his associates helped introduce and were instrumental in passing, the United World Government Act at the United Nations. In the summer of 2088 every country on Earth formally submitted to a unifying alliance. Headed by a president elected from one of the member states, the UWG eliminated warfare and large-scale organized crime. It also instituted a system where the common citizen had access to enough food, water, medicine and entertainment programming at the expense of personal liberties.

Still, what should have been heralded as a golden age was clouded by a growing unease. While Japan had not heard from Kamizami in twelve years, reports from around the world indicated that other kaiju had emerged, attacking high-population centers and leaving devastation behind. This would have been bad enough on its own, but just as worrying as the attacks was the official response.



DREAMS OF RUIN

In the years leading up to the formation of the UWG, no national government had ever publicly acknowledged a kaiju attack, and all major media outlets remained silent despite their sensational nature. Before the development of the UWG, civilians only knowledge of kaiju was what they could glean from social media sites and low-quality viral video.

This was made worse in 2096. Following his election, Ronaldo Rodrigues of Brazil quickly established the Ministry of Information (Mol), which initiated sweeping security measures greatly restricting the online freedoms that most civilians had enjoyed in previous years.

As kaiju attacks increased in frequency, the Ministry of Domestic Peace introduced their new Mecha models designed to combat any threat from the feared behemoths. The valiant men and women of the MDP daily pilot their Mecha to protect important urban areas from the kaiju, and have succeeded in minimizing the worst of the attacks.

Elsewhere, civilians have to make due by surreptitiously converting industrial and farm Mecha into fighting suits, scavenging parts from whatever they can find to defend their meager properties and the lives of their families. Driven by the purest form of desperation, many of these homegrown Mecha Pilots have succeeded in killing scores of lesser kaiju that have become prevalent in recent decades.

REBEL NETWORKS AND CELEBRITY KAIJU

Just as ordinary citizens have turned to Mecha to protect themselves, others have developed methods of freely ex-

changing information despite Mol internet crackdowns. Running their own networks, these idealistic rogues hack Mol servers, find classified information and make it available to the public.

While the MDP and the rest of the UWG work to keep humans safe from kaiju, their ultra-strict methods and regulation have caused many to actually root for the kaiju they see in pirated video files. In fact, the four kaiju who most frequently attack (and then attack only military targets) have shown themselves to be far more powerful than other kaiju and have been dubbed the Guardians. These four lizards have become celebrities far more popular than any politician.

THE HARBINGER

While the actions of a scattered few governmental resisters and likable kaiju have given hope to many that freer days are coming, one ominous portent hangs over the population. Ever since the winter of last year, 2112, billions of people have reported having the exact same nightmares. It starts with visions of an enormous, malevolent entity whose form is only hinted at through flashes of light in the shadows. Screams and a horrific, dissonant music score the vision while a hooded man, whom every dreamer describes as “The Prophet,” casts his gaze upon the dreamer and says only, “Taiotora is coming.”

What this dream means and why it is plaguing mankind are questions that nobody seems able to answer. Still, everyone is certain. Every night the far-off nightmare form of Taiotora grows just a little larger.

It is this world that a group of brave Mecha Pilots must fight to save.



DREAMS OF RUIN: MODELS

MODEL: EXPERIMENTAL XJ-13

This model was developed specifically by Yamashida to level cities and installations before the kaiju can reach them and become Enraged. It is presented to the public, however, as a search-and-rescue Mecha whose capabilities are used to swiftly search through rubble for survivors of attacks.

Weapons: 2

Armor: 2

Technology: 3

Speed: 1

Stat Optimization Points: 3

Weapons:

Power Lance (0/Energy)

Seeker Missile (2/Missile)

Configurations:

Charger

Destructor



MODEL: LAWBOT

The standard law enforcement Mecha. It is used as often to round up dissidents opposing the United World Government as it is to prevent real crimes. Ironically, it is also frequently stolen and used by resistance movements in their sabotage efforts.

Weapons: 2

Armor: 3

Technology: 1

Speed: 2

Stat Optimization Points: 3

Weapons:

Net (1/Melee)

Nightstick (0/Impact)

Configurations:

Disruptor

Bulwark



DREAMS OF RUIN: MODELS

MODEL: CONSTRUCTION MECHA

The most common Mecha used by the resistance because it is the easiest to acquire. It also seldom raises suspicion from the Ministry of Justice when seen walking the streets. The only problem is the base model's lack of ranged weapons forces it to go toe-to-toe with kaiju.

Weapons: 2

Armor: 2

Technology: 2

Speed: 2

Stat Optimization Points: 3

Weapons:

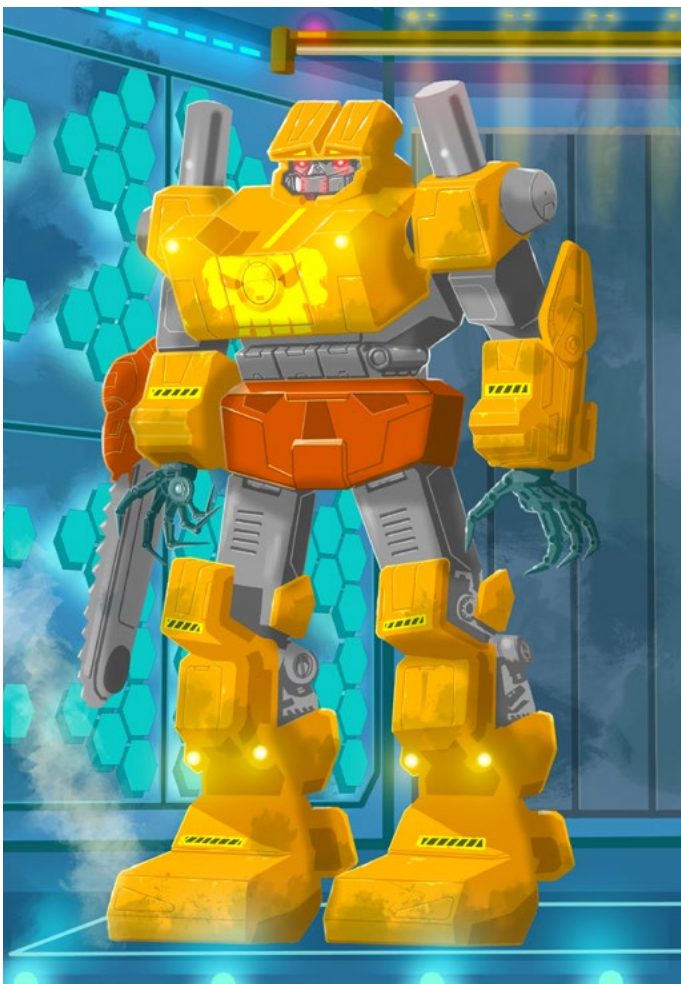
Chain Saw (o/Energy)

Claw (o/Melee)

Configurations:

Ripper

Heavy Metal



MODEL: MILITARY WALKER MK II

Made for one mission, seek and destroy, this powerful model is capable of standing against weaker Titans with little modification. Despite its firepower, the Military Walker Mk II is usually seen acting as an artillery unit and hanging back due to its slow speed and high range. The only resistance fighters to use this model are usually military deserters.

Weapons: 3

Armor: 3

Technology: 1

Speed: 1

Stat Optimization

Points: 3

Weapons:

AR-45 Assault

Rifle (3/Impact)

Flamethrower

(2/Energy)

MK-Bar(0/Melee)

Configurations:

Berserker

Slayer



DREAMS OF RUIN: MODELS

MODEL: REBEL

A cobbled-together Mecha developed by the resistance. Able to take a beating and dish damage from a distance, the Rebel is equipped with external speakers which blare resistance propaganda to all innocent bystanders, warning them of the UWG's malicious intent.

Weapons: 1

Armor: 3

Technology: 3

Speed: 1

Stat Optimizations Points: 3

Weapons:

The Voice of Truth
(3/Sonic)

Configurations:

Supercharged
Flanker



ARCHETYPES

Characters in Dream of Ruins are usually on the fringe. Hunted by their government because they spread the word of kaiju or for other crimes, they find themselves thrown into battle against the Titans and Gaurdians.

PLUCKY KID

"Not all of the kaiju are bad; one of them is even my friend!"

The world may yet be saved by annoyingly-optimistic children. They are usually naïve and loud-mouthed, but provides a surprising amount of insight into kaiju behavior. Some have even persuaded a kaiju to cease its attacks with their innocent pleas.

Strength: 1

Agility: 3

Intelligence: 2

Will: 2

Stat Optimization Points: 3

Skills:

Mecha Combat 2

Personal Combat 2

Social 2

Field Ops 2

Repair 1

Medic 1

Skill Points 3

Traits: Curious, Annoying, Plucky, Inexperienced, Worldly, Conniving, Kindhearted

GEARHEAD

"Quit breakin' my work, will ya?"

Kaiju are tough, and fighting them causes a lot of damage to a Mecha. This makes the Gearhead among the most useful members of a resistance cell and the

one with whom the others all try to make friends.

Strength: 1

Agility: 1

Intelligence: 4

Will: 2

Stat Optimization Points: 3

Skills:

Mecha Combat 2

Personal Combat 1

Social 1

Field Ops 2

Repair 3

Medic 1

Skill Points 3

Traits: Nerdy, Curious, Inquisitive, Fan-boy/girl, Smelly, Anti-Social, Pedantic

MILITARY OFFICER

"My government betrayed me. I will not rest until I have my revenge."

Experienced deserters from the military make the best soldiers. Of course each new deserter is initially viewed with suspicion until she proves herself to be dedicated to the cause and not a secret infiltrator.

Strength: 3

Agility: 2

Intelligence: 1

Will: 2

Stat Optimization Points: 3

Skills:

Mecha Combat 2

Personal Combat 2

Social 1

Field Ops 2



DREAMS OF RUIN: ARCHTYPES

Repair 2
Medic 1
Skill Points 3

Traits: Gruff, Militaristic, Confident, Strategic, Gung Ho, Tough, Aggressive

LAW OFFICER

"To serve those in my precinct and protect them from the lumbering kaiju!"

Similar to the Military Officer, the Law Officer often finds himself in conflict with kaiju. For her, it is a personal thing. The monster has invaded her home territory, has destroyed the landmarks that she holds dear and has menaced her charges. Sadly, Law Officers who diligently investigate kaiju attacks usually find themselves running afoul of the Ministry of Justice and wind up on the run.

Strength: 1
Agility: 3
Intelligence: 2
Will: 2
Stat Optimization Points: 3

Skills:
Mecha Combat 2
Personal Combat 1
Social 1
Field Ops 3
Repair 2
Medic 1
Skill Points 3

Traits: Straight-laced, Dutiful, Protective, Hardworking, Committed, Blunt, Hard Case

CONCERNED CITIZEN

"If nobody else is going to save my home, it falls on me to do so!"

Just your average, everyday citizen. However, push someone to the brink of

desperation, and even the most ordinary person is capable of anything. In the wake of the kaiju incursions, more and more citizens have taken up arms to protect their homes. Although not trained for war, their diverse background gives them access to a wide array of skills.

Strength: 2
Agility: 2
Intelligence: 2
Will: 2
Stat Optimization Points: 3

Skills:
Mecha Combat 2
Personal Combat 2
Social 2
Field Ops 1
Repair 1
Medic 2
Skill Points 3

Traits: Concerned, Curious, Troublemaker, Pacifist, Passionate, Afraid, Determined

POLITICIAN

"Read my lips, NO NEW KAIJU!"

Stereotyped as a sleazy, spineless gladhandler, the average politician has no desire to do anything more than make speeches and line his pockets. Some, however, are motivated by their ideals and want to mobilize against the kaiju menace. Others, however, do it for show, hoping that the image of them in combat gear will further their political careers.

Strength: 2
Agility: 1
Intelligence: 1
Will: 4
Stat Optimization Points: 3



DREAMS OF RUIN: NPCS

Skills:

Mecha Combat 2
Personal Combat 2
Social 3
Field Ops 1
Repair 1

Medic 1
Skill Points 3

Traits: Liar, Smooth Talker, White Knight, Blowhard, Cheesy, Trustworthy, Untrustworthy

NPCs - HUMANS

MR. YAMASHIDA- VISIONARY OF HISTORY

In his late seventies, Junichiro Yamashida possesses the appearance, wit, energy and physique of a much younger man. He attributes all of this to his hard work; he has devoted his life to the single cause of elevating humanity above squalor, poverty, disease and war.

Yamashida quietly made his billions and then burst onto the public scene when he began to provide affordable clean energy to the world. Yamashida's altruism directly led to the founding of the United World Government and the driven philanthropist has had a central role in its administration from day one.

Strength: 2
Agility: 2
Intelligence: 3
Will: 4

Weapons: 4
Armor: 3
Technology: 3
Speed: 1

Links:
Attack-> Will
Defense-> Intelligence
Engineering-> Agility
Movement-> Strength

Linked Stats:
Attack: 8

Defense: 6
Engineering: 5
Movement: 3

Skills (Yamashida is an ace):
Mecha Combat: 3
Personal Combat: 3

Mecha of choice: Experimental XJ-13

Weapons:
Power Lance (0/Energy)
Seeker Missile (2/Missile)
Laser Rifle (3/Energy)
Machine Gun (1/Impact)

Configurations:
Charger
Destructor

KAYLEIGH O'HARE- OPTIMISTIC IDEALIST

A bright-eyed young girl from Portland, Kayleigh has lived her entire life in the beautiful forests of the Pacific Northwest. A psionically gifted youth, Kayleigh has always felt attuned to the beautiful wilds. Hiking one day, she happened upon the waking form of Vamaros. Kayleigh reached out with her mind to bond with the noble beast, and since that day she and Vamaros have shared a connection.

Kayleigh realizes that not all of the attacks blamed on Vamaros were his doing. While the kaiju has certainly destroyed his share of human development, the vast



DREAMS OF RUIN: NPCS

majority of the reports on his activities are false. After trying to tell the media the truth through legitimate channels, Kayleigh finally joined the resistance to clear her friend's name once and for all.

Strength: 2
Agility: 4
Intelligence: 2
Will: 3

Weapons: 3
Armor: 4
Technology: 3
Speed: 1

Links:
Attack-> Will
Defense-> Agility
Engineering-> Intelligence
Movement-> Strength

Linked Stats:
Attack: 6
Defense: 8
Engineering: 5
Movement: 3

Skills (Kayleigh is an ace):
Mecha Combat: 3
Personal Combat: 2

Mecha of Choice: Experimental XJ-13

Weapons:
Power Lance (0/Energy)
Seeker Missile (2/Missile)
Logger Saw (0/Melee)

Configurations:
Charger
Destructor

SHINYA TAZAKI- BITTER WARRIOR

Shinya is a grizzled, unhappy man. He was serving as a lowly lieutenant that fateful day when Kamizami first attacked Tokyo. Shinya's unit provided the first response to the attack and valiantly provided the aid needed to ensure that the devastation did not spread to catastrophic levels.

Unfortunately, Shinya's girlfriend, Mayumi, was a causality of the attack. Shortly after the fighting, she died an agonizing death from radiation poisoning. Shinya vowed that he would one day cause Kamizami to suffer tenfold what Mayumi had suffered.

Shinya became a high-ranking member of the Ministry for Domestic Peace. For years he coordinated efforts against the kaiju until he realized that the United World Government seemingly had little interest in killing the monsters. Shinya left the MDP and began a resistance cell using stolen MDP equipment and Mecha. He fights continually in Mayumi's name, hoping to one day join her after finally avenging her tragic death.

Strength: 4
Agility: 4
Intelligence: 1
Will: 2

Weapons: 4
Armor: 4
Technology: 1
Speed: 2

Links:
Attack-> Strength
Defense-> Agility
Engineering-> Intelligence
Movement-> Will



HISHAM 2013

DREAMS OF RUIN: NPCS

Linked Stats:

Attack: 8

Defense: 8

Engineering: 2

Movement: 4

Skills (Shinya is an ace):

Mecha Combat: 3

Personal Combat: 3

Mecha of choice: Military Walker Mk II

Weapons:

AR-45 Assault Rifle (3/Impact)

Flamethrower (2/Energy)

MK-Bar(o/Melee)

Ribbon (1/Impact)

Configurations:

Berserker

Slayer

OTIS MACHENAMIN-SIMPLE MAN

Otis is a simple man with a simple purpose. Born into a long line of farmers, Otis would have been content to spend his life at the plow. However, because of the chaos of constant kaiju attacks, that life has been denied him and Otis finds himself fighting to protect his community.

When the various Ministries of the UWG failed to protect his farmland from the pollution caused by the fighting between kaiju and human forces, Otis covertly upgraded his farming Mecha. What once worked the earth to feed the population became a tool instead for its defense.

Otis is a large, kindly man who nevertheless has gained a reputation as a ruthless Titan hunter. He takes any refugees into his farmhouse who come his way and he is proud to say that nobody under his protection has ever fallen to the abominable kaiju that plague his territory.

Strength: 4

Agility: 2

Intelligence: 2

Will: 3

Weapons: 2

Armor: 4

Technology: 2

Speed: 3

Links:

Attack-> Will

Defense-> Strength

Engineering-> Intelligence

Movement-> Agility

Linked Stats:

Attack: 4

Defense: 8

Engineering: 4

Movement: 5

Skills (Otis is an ace):

Mecha Combat: 3

Personal Combat: 3

Mecha of choice: Construction Mecha

Weapons:

Chain Saw (o/Energy)

Claw (o/Melee)

Configurations:

Ripper

Heavy Metal

CLAIRE COCTEAU-COP ON THE RUN

Clare Cocteau is an intimidating presence. At nearly seven feet tall, she towers over nearly everyone, a fact that she used to good effect as a police officer. She was fiercely devoted to the Ministry of Justice and its mission, until she found herself on the run as a fugitive.



DREAMS OF RUIN: NPCs

Set up by a spiteful gang in retaliation for arresting their leader, Clare was forced to run from the law. Her friends on the force provided no help, as she soon discovered that she was one of the few non-corrupt officers within the Ministry.

Claire fled her home city of Paris by night, taking her patrol Mecha after disabling its tracking system. Right now, all that she wants is to be able to stop running. In order to pay for food and repairs, though, Claire freelances for various resistance cells. While she never goes without, Claire longs for the day when she can somehow clear her name and return to the City of Light.

Strength: 2
Agility: 3
Intelligence: 4
Will: 2

Weapons: 2
Armor: 3
Technology: 1
Speed: 3

Links:
Attack-> Agility
Defense-> Intelligence
Engineering-> Strength
Movement-> Will

Linked Stats:
Attack: 5
Defense: 7
Engineering: 3
Movement: 5

Skills (Claire is an ace):
Mecha Combat: 3
Personal Combat: 4

Mecha of choice: Law Bot

Weapons:
Net (1/Melee)
Nightstick (0/Impact)

Configurations:
Disruptor
Bulwark

ELIZA BROADMOOR- UNLIKELY PILOT

A socialite from the Belgravia neighborhood of London, Eliza Broadmoor never thought that she would one day become a Mecha Pilot. Chiefly concerned with parties and charitable work, Eliza found herself in the middle of a fierce melee between a local resistance Pilot and a Titan.

When the Titan knocked down its opponent, the young heiress felt compelled to act. She quickly leapt into the cockpit to aid the injured Pilot. Acting on the Pilot's instruction, Eliza successfully, if clumsily, managed to get the Mecha back to the local resistance headquarters. The Pilot was the cell leader, and in appreciation of her efforts, made Eliza an honorary cell member.

Eliza is far from the ditz blonde that she appears to be. She is a woman of action. She has funneled massive portions of her fortune to better outfit her cell, and she pilots her own Mecha on various missions.

Strength: 2
Agility: 1
Intelligence: 4
Will: 4

Weapons: 2
Armor: 4
Technology: 4
Speed: 1





Links:

Attack-> Intelligence
Defense-> Will
Engineering-> Strength
Movement-> Agility

Linked Stats:

Attack: 6
Defense: 8
Engineering: 6
Movement: 2

Skills (Eliza is an ace):

Mecha Combat: 4
Personal Combat: 2

Mecha of choice: Rebel

Weapons:

The Voice of Truth (3/Sonic)
Dueling Pistol (1/Impact)

Configurations:

Supercharged
Flanker

THE PROPHET- HERALD OF TAIOTORA

The Prophet is the most notorious man on Earth. Thought at first to be a mass delusion inspired by some strange environmental effect, his existence was proven when footage of him piloting a wicked Mecha was leaked.

The Prophet is a menace to the entire planetary population. By means of power granted to him by Taiotora, he coordinates the actions of Kamak and Rendaza to simultaneously weaken Earth's ecology, attack the Guardians and gather the power needed to open a portal to the realm of Chaos and Order. This same power heightens his physical abilities, and he is a match for any other human in both single combat and Mecha piloting.

DREAMS OF RUIN: NPCS

No one has seen his face, as the Prophet is always shrouded in a dark black cloak. His deep, echoing voice is the stuff of nightmares. If he is not stopped, his mad ambition will lead to the greatest era of suffering in the history of human civilization.

Strength: 3
Agility: 2
Intelligence: 4
Will: 4

Weapons: 5
Armor: 5
Technology: 4
Speed: 3

Links:

Attack-> Will
Defense-> Agility
Engineering-> Intelligence
Movement-> Strength

Linked Stats:

Attack: 9
Defense: 6
Engineering: 8
Movement: 6

Skills:

Mecha Combat: 3
Personal Combat: 4

Mecha of choice: The Prophet's Mecha

Weapons:

Scythe-whip (1/Melee)
Scythe-whip (2/Melee)
Cape Strike (0/Energy)
Dead Silence (0/Sonic)
Vile Darkness (4/Energy)

Configurations:

Charger
Destructor



KAIJU GUARDIANS

These are the four great kaiju who have reached celebrity status amongst the people.

KAMIZAMI

The first and greatest of the kaiju to appear, Kamizami is a slumbering leviathan brought from the depths of the sea to wreak vengeance on those who disturb his habitat. Like all Guardians he is a sentient being, capable of making canny strategic choices in combat.

Kamizami stands a towering 100 meters tall at the crest of his head, while his dorsal fin rises somewhat higher. The kaiju looks like a bipedal shark. His aspect is always intimidating, whether it is the sight of thousands of liters of water cascading from his silver scales as he rises from the depths or the sound of his terrible roar as he smashes skyscrapers with his fists.

In combat, Kamizami relies mostly on melee attacks to devastate man-made structures and the occasional burst of superheated electrical plasma from his eyes. His moves are vaguely reminiscent of karate and he never adopts a passive role in combat.

Out of the four Guardian kaiju, Kamizami holds humanity in the lowest regard. He seldom, if ever, acts to preserve human life. While some of his actions have led to benefits for humankind, this is due to the fact that it serves Kamizami's agenda, rather than a fondness for humans. He prefers to swim the waters of the Pacific and Indian Oceans and considers everything from Hawaii west to India and from China south to Australia to be his own territory. Within this area, his name is always whispered in fearful tones.

Stats:

Attack: 8

Defense: 9

Engineering: 5

Movement: 8

Skills:

Kaiju Combat: 4

Weapons:

Roar (4/Sonic)

Eye Burst (1/Energy)

Dorsal Strike (0/Melee)

Claw (0/Melee)

Configurations:

Heavy Metal

Assassin

SUZUMEGANE

The swiftest, most graceful kaiju to appear, Suzumegane is by far the most beautiful, as well. A deceptively fragile-looking creature, Suzumegane leaves every combat with an opponent who will never again underestimate her.

Suzumegane, or "Suzi", as she is known by admirers, is 115 meters long, with most of this length being a forked tail resembling that of a scissor-tail kite. Her wing span is equal to her length, but her torso is relatively small, only about the size of Kamizami's head. Her most striking feature is the millions of tiny prismatic crystals that cover her wings and tails. The crystals sing in the gusts and jets of wind where Suzi flies and cause hope in the hearts of her admirers and dread in her enemies. A brilliant rainbow streaks across her moving form and trails behind her as she flies.



DREAMS OF RUIN: GUARDIANS **VAMAROS**

Suzi's less-than-formidable frame makes her a poor melee combatant, at least as far as kaiju go. She is, however, not a pushover. Her forked tail gives her incredible agility while flying, allowing her to dodge many attacks. She is capable of causing great damage with her falcon-like screech that is augmented by her crystalline scales. Because of this, Suzi prefers to snipe from a distance, but will dive-bomb enemies who enrage her.

Suzi does not share Kamizami's hatred of humanity, but she has little tolerance for human meddling in the natural world. Suzi lives mostly in Russia, but she has been known to fly as far as Spain in her travels. She will generally leave human settlements alone, but will attack any intrusion into undeveloped territory, such as logging operations in virgin forest areas. She will also violently attack any other kaiju who invades as well.

Stats:

Attack: 8

Defense: 10

Engineering: 4

Movement: 8

Skills:

Kaiju Combat: 4

Weapons:

Tail (2/Impact)

Screech (3/Sonic)

Flying Assault (0/Melee)

Crystal Blur (1/Energy)

Configurations:

Flanker

Hot Shot

A stalwart and implacable beast, Vamaros is a behemoth, towering over most other kaiju. Gentle to his allies and those whom he chooses to protect, Vamaros is nevertheless a terrible foe. He does not leave an enemy alive if he can help it, and will surely die one day in combat, fangs bared as he attacks his rival with the last of his strength.

Vamaros is 150 meters tall and is the most human-looking of the Guardians. He looks like a hybrid of a wolf and a gorilla, which has led many to believe he was the original inspiration for the Sasquatch myth. While he looks ungainly and slow with his long limbs and coating of moss and lichen that grow on his fur during his long hibernations, Vamaros is very agile and a skilled melee fighter. While able to utilize a cold-breath attack, Vamaros seldom does so, as he prefers pummeling an opponent with his bare hands or the trunk of a massive tree.

Vamaros seems to like some humans. He seems to instinctively know when children, the elderly or the infirm are in danger and even while stomping a city flat when fighting another kaiju, Vamaros will never destroy a school or a hospital. He will attack any military facility or fighting force, though. He prefers to spend the summer months in his home at the base of Mount Hood in North America and the winter months at Chichen Itza in South America.

Stats:

Attack: 10

Defense: 6

Engineering: 7

Movement: 7





Skills:**Kaiju Combat:** 4**Weapons:**

Fangs (o/Melee)

Cold Breath (1/Energy)

Batter Up! (o/Impact)

Powerful Kick (o/Melee)

Devastating Punch (o/Melee)

Configurations:

Slayer

Ripper

ATANITHOS

Mysterious and the least-known of the Guardians, Atanithos rarely makes appearances in populated areas. With no known loyalties or enemies, Atanithos may one day attack his fellow kaiju, retreat when it seems he has them on the ropes and retire for months on end only to return to aid that same kaiju in battle.

Atanithos is 40 meters tall and 90 meters long. He is insectoid, but does not resemble any known Earth species except for a vague resemblance to a scarab. His black exterior is a super-dense chitin carapace that shines like an oil slick. Spikes at vital areas ensure that any kaiju who strikes Atanithos will pay for it dearly. He also has limited flight ability, although it is nothing compared to the graceful flight of Suzumegane.

Atanithos is capable of generating enormous amounts of heat, which allows him to shoot lava from his stomach at an enemy, burning them severely. His claws and mandibles will crush stone and shred metal with little effort. Knowing that he is immune to much damage, Atanithos likes to grab an enemy and burn them or maul them as they struggle futilely.

DREAMS OF RUIN: GUARDIANS

Atanithos has yet to assault a human city directly. Each appearance that he has made in an urban center has been to challenge a kaiju already in the area. He seldom loses a fight, but has never actually killed an opponent, either. Thus far, no one has been able to deduce the logic behind his behavior. Atanithos likes to stay in the Sahara desert and can be tracked by following the trails of glass and molten dunes that he leaves in his wake.

Stats:**Attack:** 7**Defense:** 9**Engineering:** 8**Movement:** 4**Skills:****Kaiju Combat:** 4**Weapons:**

Spikes (1/Impact)

Lava Barf (2/Energy)

Claws (o/Melee)

Mandibles (o/Melee)

Configurations:

Flanker

Bulwark

KAIJU TITANS

All kaiju who are neither one of the four Guardians nor acting as Champion of the enemies of humanity are classified as Titans. Titans are considerably less ferocious and powerful than Guardians or Champions, but are still a threat to civilization. At any given moment there are up to two dozen Titans roaming the planet.

Titans exist in this SRS as a means of allowing the players to fight gigantic kaiju at an early stage in the story without ruining the credibility of the Guardians or the Champions as endgame threats. Presented below is a table for generating Titans on-the-fly.

SAMPLE TITAN:
RANARG

Ranarg began life as a simple Gila monster. Content to spend his days lazing in the heat of the desert, Ranarg's inconsequential existence was dramatically altered when he came into contact with waste from a Yamashida plant in the southwestern United States.

Ranarg's appetite became insatiable, and he began to grow to impossible dimensions as he ate. Topping out at 20 meters tall, Ranarg became a fearsome Titan. Though he does not possess the raw pow-

er of the Guardians, Ranarg has become a powerful creature indeed.

Named for the sound of his disconcerting roar, Ranarg scurries quickly into battle, spitting and biting with terrible venom. He has taken down far larger foes with a simple bite, running off and waiting for the poison to do its work. Pilots who feel invulnerable against the poison in their metal battle frames are in for a nasty shock when the caustic venom begins to corrode their armor.

Stats:
Attack: 6
Defense: 8
Engineering: 5
Movement: 8

Skills:
Kaiju Combat: 3

Weapons:
Terrible Scream (3/Sonic)
Bite (0/Melee)
Spit (1/Impact)

Configurations:
Slayer
Prowler

d6	Form	Disposition	Powers
1	Mythological creature	Vicious	Electrical
2	Dinosaur	Jittery	Fire
3	Primate	Protective	Wind
4	Sea Monster	Territorial	Ice
5	Bird-of-prey	Kind	Poison
6	Roll twice on this column	Lonesome	Exotic (star plasma, dark matter, etc.)

KAIJU CHAMPIONS

TAOITORA

Taiotora is the ultimate human nightmare. He is the scourge of planets and he is headed straight for the Earth.

Taiotora is 200 meters tall at his shoulders. He is roughly feline, with bile-colored fur and two horrible tiger heads that are always restlessly searching for prey. His tail is too long for a feline, and seems to possess its own awareness, attacking targets behind him with a horrible venomous barb. Still, his worst feature does not cause fear, but rather distress. Rather than a proud battle cry, each of Taiotora's heads emits a wail that sounds exactly like a woman screaming in terror. This wail can be heard for miles, and its volume does not decrease with distance from the kaiju.

Taiotora fights like one would expect from a cat: swiping, biting and pouncing. He is a blur in melee, stopping only to eat his fallen opponents. He will do this even

while surrounded by enemies and uses his tail to continue the fight while he dines at an almost leisurely pace. Each of set of his eyes are completely white, with no visible irises or pupil and frequently fire a deadly beam. The beams are ultra-violet, having the same visible effect as a black light and cause horrendous pain in their targets, usually incapacitating them while the beast moves in for the kill.



DREAMS OF RUIN: CHAMPIONS

Taiotora has not reached Earth. He has been headed here for centuries, after psionically detecting life. Now, Taiotora waits at the edge of the solar system, just outside the Oort cloud, waiting for some unknown reason.

Stats:

Attack: 10

Defense: 8

Engineering: 6

Movement: 8

Skills:

Kaiju Combat: 4

Weapons:

Scream of the Dishonored Dead (5/Sonic)

Tail Strike (1/Impact)

Tail Barb (0/Impact)

Eye Beams (2/Energy)

Claws (0/Melee)

Configurations:

Assassin

Berserker

KAMAK

The name Kamak is seared forever into the minds of the inhabitants of countless worlds. A sadistic monster, Kamak fights for anyone willing to pay him and is often used to attack a planet as a vanguard and decimate its defenses. In return, Kamak receives upgrades to his cybernetics, unique trinkets or captives to torture for his amusement.

Kamak is not a true kaiju, but the last survivor of a race of giants. He engineered the downfall of his fellows on a whim and has spent the last few centuries finding ever more creative ways to kill and tougher enemies to fight. He stands 80 meters tall, a mass of twisted

flesh and metal, the cobbled-together product of the enhancements of dozens of grateful and fearful employers.

Kamak is an unrelenting opponent. He spins like a dervish, striking out with his four bladed arms, heedless of the danger to himself. Kamak also possesses a dangerous electromagnetic field weapon, which causes chunks of earth to erupt from beneath his opponents, turning the ground itself into a weapon. While deadly, Kamak has a crippling weakness. He feels that there is no true threat to him, so when he has an opponent on the ropes, he will take a moment to gloat, roaring and leaping about to demoralize any onlookers. One day, he may find that he has made a deadly mistake.

Kamak currently fights for Taiotora. Kamak does not care for Taiotora's reasons, only that he will receive the ultimate enhancements that Taiotora has promised him. Meanwhile, he is a cerebral fighter and knows that a blow to an enemy's psyche is just as painful as one to his body. Kamak will ruthlessly target major residential centers, leveling cities while he laughs gleefully and flies away to cause more misery.

Stats:

Attack: 8

Defense: 8

Engineering: 7

Movement: 7

Skills:

Kaiju Combat: 4



Weapons:

Blade Arm (0/Melee)
Blade Arm (0/Melee)
The Ground Itself (2/Impact)
Cyber Eye Ray (3/Energy)

Configurations:

Flanker
Boomer

RENDAZA

An unknown quantity, Rendaza is about to make its entrance into the struggle for Earth. Created by The Prophet using plans given to him by Taiotora, Rendaza is the key to Taiotora's plans.

In its base form, Rendaza resembles a mechanical eight-limbed starfish. It is 70 meters in diameter, but this base form is seldom seen. Instead, Rendaza mounts tens of thousands of hard light projectors, scent synthesizers, acoustic speakers and energy emitters. He utilizes this equipment to alter its appearance and abilities to appear like any other kaiju that it has observed.

Rendaza fights in the style of the kaiju whom it is currently emulating. It will spend a great deal of time tracking its target and observing every mannerism and ability. When observing, Rendaza uses its projectors for stealth, remaining undetected until it departs, ready to assume a new form for whatever mission it must accomplish.

Rendaza houses a battery capable of absorbing energy in many forms from kaiju or Mecha that it fights. This stored energy is being hoarded to accomplish Taiotora's goals, but exactly how this will happen is as yet unknown. Rendaza was built without a personality, but as it encounters various forms of life, it

DREAMS OF RUIN: CHAMPIONS

is slowly developing sentience. To what path this will lead remains to be seen.

Stats:

Attack: 6
Defense: 12
Engineering: 7
Movement: 5

Skills:

Kaiju Combat: 4

Weapons:

Limb (0/Impact)
Limb (0/Impact)
Hard Beam (4/Energy)

Configurations:

Prowler
Supercharged

THE PROPHET'S MECHA

A tall, slender Mecha that resembles no other earthly design, this mechanical terror is a stalking nightmare. Because the Prophet has duties to attend elsewhere, he seldom makes an appearance in his Mecha. When he joins a battle, onlookers and participants can be sure that critical events are unfolding.

Seemingly carved from obsidian, this spindly Mecha resembles nothing so much as a black humanoid skeleton. Eyewitnesses claim that tiny blue sparks dance along or just below the surface of its plating, but these sparks are not evident in the few video and still images available. A free-floating cape and cowl surround the Mecha, serving as a form of active armor, catching missiles and absorbing energy fire.

Whether moving normally or in combat, the Mecha makes no sound as it hovers slightly above the ground. The



DREAMS OF RUIN: CHAMPIONS

only noise is the eerie whisper-swish of its flying scythe-whip. That and the screams of its victims.

While formidable, this Mecha does not often see combat. If the tide turns against him, the Prophet will turn tail and run. He fights only when necessary, as the completion of his plan is more important than the outcome of a single battle.

Weapons: 5

Armor: 5

Technology: 4

Speed: 3

Configurations:

Charger

Destructor

Weapons:

Scythe-whip (1/Melee)

Scythe-whip (2/Melee)

Cape Strike (0/Energy)

Dead Silence (0/Sonic)

Vile Darkness (4/Energy)



SPECIAL RULES

AVAILABLE DAMAGE TYPES

Kaiju uses the standard damage types from Mecha: Energy, Missile, Impact, and Melee and also adds Sonic as a damage type to pay homage to numerous kaiju scream weapons.

AVAILABLE CONFIGURATIONS

All Configurations from the core book are allowed in this setting.

NEW CONFIGURATIONS

CHARGER

“Hey, the enemy smashed through the building, why shouldn’t we?”

– Claire Cocteau, formerly of the Ministry of Justice

Traits: Hurried, Relaxed

Description: Any mecha can smash through a building, but Chargers do it in style. Whether they are better fortified to smash into a building, have special battering rams, hooks, or other equipment, a Charger is as much an enemy to the scenery around it as it is to the enemies it is trying to kill.

Game Effects: Spend 1 point of Overdrive to active Charger. For each sector through which your character moves, you may make an unarmed Attack (roll half your Attack dice) against every building in the sector.

DESTRUCTOR

“An Enraged kaiju’s nothing to sneeze at. That’s why we take down the buildings. Yeah, we’re doing the beast’s work for it, but at least we’re doing it on terms. That’s got to count for something, right?”

– Captain Jaysin Liebgott, 1st Division, United States Army

Traits: Constructive, Destructive

Description: Destructors are a building’s worst nightmare, even more than a rampaging kaiju. Destructors come equipped with special equipment: blasting charges, mining drills, dozer blades, etc. that allow them to be especially lethal to buildings. Even more impressive, they can make attacks against several buildings at once.

Game Effects: Spend 1 point of Overdrive to active Destructor and make an Attack roll. This amount of damage is applied to all buildings in the given Sector. Destructor may only be used once per turn per Sector, however, it can be used in multiple Sectors in a given turn with each Sector getting an Attack roll.

BUILDINGS

Buildings play a larger role in Kaiju than in other Mecha settings, so here are optional rules that you can use when putting buildings into combat.

First, the Gamemaster should indicate how many buildings are in a given Sector, how many Damage Points each building has and whether they impede line of sight and/or movement. The number of Damage Points doesn’t need to be shared with players, but they will



SPECIAL RULES

obviously know if the buildings block line of sight or movement.

DAMAGE POINTS

Damage Points work just like damage against mooks. In other words, Damage Points are the number of Successes it takes to destroy the building and can range from 3 (an apartment building) to 10 (a military bunker.) Damage to building is cumulative and buildings cannot be healed in a turn.

Example: Kayleigh O'Hare's player decides he will have Kayleigh attack a skyscraper. The Gamemaster determines that the skyscraper has 8 Damage Points. On his attack, the player rolls four Successes and tells the GM. She marks four points off the building and notes the skyscraper can take four more points before collapsing.

LINE OF SIGHT

Sometimes buildings are so large that you cannot see even a giant kaiju behind it. When this is the case, it means that certain units will not be targetable on the board. If the GM determines a building blocks line of sight, then all units in the Sector with the building cannot be targeted. Also, the Attacking player should trace a path using the shortest range possible between the Attacker and the Defender. If that path crosses a building blocking line of sight, the Attacker cannot make the Attack.

Units in the Sector that blocks line of sight can still Attack so long as another Sector doesn't block line of sight.

BLOCKING MOVEMENT

Some building will prevent movement from a certain direction into and

out of the Sector. When this is the case, the GM must indicate which sector is impeded and from which direction(s), movement is blocked. Units cannot moved into the Sector from the impeded directions nor leave in those directions until the building is destroyed.

DESTROYING BUILDINGS

The player or NPC that destroys a building gains 1 Point of Overdrive.

MAYHEM

To represent both the high level of scenery destruction in kaiju films and the boost in power that kaiju receive from eliminating modern infrastructure, the Mayhem mechanic has been devised. Mayhem acts to keep the action in this SRS in line with that of the greatest kaiju movies.

In any round in which a kaiju specifically targets and damages a building, they gain one point of Mayhem. If a kaiju attacks and damages a building on the round after he first gains a point of Mayhem, then he gains two points instead, and on the third round he gains a three points. When a kaiju gains a total of six points of Mayhem, he becomes Enraged.

An Enraged kaiju gains an additional point of Overdrive. On the round after he becomes Enraged, the kaiju's Kaiju Combat skill is temporarily increased by one, and any Cutscenes that the kaiju may roll give a whole combat action, instead of a half combat action. For Titans, the Enraged state passes after one round, whereas Guardians and Champions stay enraged for two. After the Enraged state passes, Mayhem is reset to zero and the process begins all over again.



STORY STAGES

Story Stages are major arcs within a campaign. They are presented to players and GMs so that everyone is on the same page about where the game starts and what might happen during a Kaiju campaign. These stages are just a suggestion and the GM should feel free to tell whatever story she would like.

Each stage lists three things: Initial Conditions, Types of Action, and Story Milestones.

- **Initial Conditions** describe the status of the setting at the start of the stage. You should notice that the stages build on each other so that the types of action and milestones from one stage should lead naturally to the next. There are no rules that say a story has to go through each stage, or any of them. They are provided as a broad outline of how a game could go.
- **Types of Action** list the different battles that players should expect. GMs can use the Types of Action list to give them some ideas of the types of battles they can setup.
- Lastly, the **Story Milestones** give GMs some ideas of different things which might happen at each stage.

STAGE ONE: THE GATHERING

INITIAL CONDITIONS

The various Pilots may not know one another at this point, and will likely have to be introduced. One possibility for bringing together the group is utilizing a shadowy patron who recruits the Pilots and acts as mission control. Another idea is to begin in media res, placing all of the Pilots together at the site of a kaiju attack.

TYPES OF ACTION

Hunting Titans, investigating the United World Government and its Ministries, clashes with other resistance movements, scavenging upgrade parts.

STORY MILESTONES

At this stage, players should be familiarized with the setting, one of a totalitarian utopia anticipating the apocalypse. Players should see that neither the UWG nor the industrialists led by Mr. Yamashida are to be trusted. The Pilots will likely be hunting down dangerous Titans, and should be hearing rumors about the locations and intentions of the Guardians. While contact with the Guardians should be limited, feel free to tease future developments with glimpses of the Guardians in action or in cryptic psionic communications with the great kaiju.

Beginning in this stage and continuing until the very end of the game, on her turn the GM should roll a d6 for each



STORY STAGES

player. On a result of 1, that player's Pilot suffers from a visionary nightmare of Taiotora. Pilots having nightmares must engage in a "pre-scene" where they encounter the psychic projection of Taiotora and/or the Prophet. After this, they must roll their Will, using the Willpower as their skill.

Failure on this roll means that in their Scene for this episode, their TN is increased by 1 if they choose a Social or Field Ops Scene, or the number of Successes rolled is considered one fewer for Recovery or Repair Scenes. If a player has a psionic Pilot who has a nightmare, that Pilot suffers a penalty to their Will for the roll to resist the nightmare equal to the number of the current Story Stage.

By the end of this stage, Pilots formerly loyal to Yamashida and the UWG should be formally and publicly renounced as traitors, knowledge of resistance movements should be open to the players and the fact that Yamashida's technological breakthroughs are making things worse should be apparent.

STAGE TWO: STORMFRONT

INITIAL CONDITIONS

The Pilots are now active members of a resistance movement. They have had experience in combating weaker kaiju. Barring the players' use of disguises, every encounter with the UWG will be hostile. As they are public enemies of the state, their options for carrying on a normal life are severely limited, but many sympathizers will provide for their basic needs.

TYPES OF ACTIONS

Infiltrating and sabotaging military installations and Yamashida plants and laboratories, researching and seeking out the Guardians, recruiting new resistance members, negotiating between rival cells.

STORY MILESTONES

The Pilots will soon learn the nature of the Guardians and of the nightmares of Taiotora (see What's Really Going On? in the GM section). This knowledge can be gleaned from ancient archaeological sites guarded by the UWG or from downloading files on Yamashida servers.

Players should see their first action with the Guardians. These will be major encounters, almost always in high-population areas. Psionic characters will be given flashes of insight into the Guardian minds, allowing them to perceive that the Guardians are indeed not their true enemies. As the Guardians are opposed to the industrialization of the planet, an easy way to make allies of them is for the players to attack cities, factories and the like. This of course will raise questions about the morality of destroying innocent cities, as opposed to evil UWG forces, in order to accomplish a hopefully greater good.

Rendaza should make an appearance, and it is best used in a scenario that brings the Guardians together. Having Rendaza revealed as an impostor will serve to unite the Guardians against a hated new foe. Kamak should be making his rounds as well. To prevent Pilots and kaiju from teaming up against the Champions too easily, have the two Champions make attacks against differ-



ent areas of the planet simultaneously. The party can be split up, with different groups allying with various Guardians.

STAGE THREE: FINAL CLASH

INITIAL CONDITIONS

Yamashida forces have finally succeeded in weakening the force field around the Oort cloud sufficiently for Taiotora to pass through and approach the Earth. Although many brave battles have been fought to prevent the terrible Champion from arriving, those efforts have been for naught. Taiotora is near and hope is dwindling. Regardless of whether or not it has been destroyed by the players, Rendaza has fully charged and activated its special battery, tearing open a portal to the dimension where Order and Chaos have been trapped for eons. It only requires the will of Taiotora to activate it and enter the dimension to completely eradicate Order.

TYPES OF ACTIONS

It is entirely possible that the players have advanced to this point but are not powerful enough to stand against Taiotora and his minions. If this is the case, there are several things that can be done to help them out.

Any or all of the Guardians may have fallen in battle. To fill in this roster gap, the GM may “promote” any Titans previously encountered to Guardian status. The fallen Guardian’s elemental power is absorbed into the Titan, strengthening it for its new role.

Any Pilots who are psionically controlling a Titan may, at their wish, have

their kaiju promoted to Guardian instead of an NPC Titan. This must make thematic sense, however. Each Guardian represents an element, so the promoted Titan will have to fill in the same role as their predecessor.

STORY MILESTONES

This is going to be the shortest of all the stages. Once the world-devouring menace touches down, it is only going to be a matter of hours or days at the most before the matter of Earth’s survival is settled.

The final battle should be the most spectacular of the entire story. Taiotora and his surviving minions are struggling mightily to destroy the Guardians so that the vile Champion can do away with Order itself.

At the end of the battle, any surviving Guardians will regard the Pilots with gratitude before moving on to slumber once more. Whatever is next for the Pilots is up to the group. Do they retire now that the danger of the kaiju has passed? Do they continue on in their efforts, now determined to bring about a truly beneficial United World Government? Do they go their separate ways or do they stay together? Whatever the choice, the story is now finished. The Pilots have proven to be brave until the end, standing strong in the face of the mightiest threats in the universe and prevailing.

THE REALM OF CHAOS AND ORDER

The final battles of this SRS will take place within the Realm of Chaos and Order. For eons both have been locked away, with Chaos fighting bitterly to get



STORY STAGES

Order to relent and break down the barriers that hold them both in place, while Order struggles to repair any damage done to their prison.

The realms are mainly featureless. For the most part it is a flat stone bed stretching to an infinite horizon. The sky is always black and lightning strikes constantly. Above the characters float giant stone slabs at various elevations and impossible cloud-manifestations of earth. Where the landscape is damaged in battle, holes form in the ground, revealing that it is only about ten meters thick and that it is just another floating slab in the unfathomably large void.

Sparsely dotting the landscape are a series of structures. Some of these are black, twisted, wrong-looking stonework. Klein bottles, hyperbolic non-Euclidean structures and other shapes incomprehensible to the human brain twist and sway, watching and laughing at the characters. Others are white. These are obelisks, Moebius bands, pyramids and the like, standing stalwart and radiating warm light.

The structures represent various machinations of Chaos and Order, manifested in forms visible to humans and kaiju. These should dot the Bullseye Map in the same manner as buildings on Earth. When a Guardian destroys a black structure, they gain Mayhem just as if they had destroyed a building. Taiotora and the Prophet, although not Rendaza or Kamak (if these two are somehow present in the Realm) will suffer -1 die on all rolls per black structure destroyed in the previous round.

If the forces of Chaos destroy a white structure, then they gain Mayhem. Additionally, if all of the white structures on a map are destroyed by Taiotora or the

Prophet personally (at least 4 per map), then Taiotora will become infused with the power of Chaos, and will gain an extra Cutscene every time he gains a Cutscene. The players may decide to level one or more white structures themselves in order to prevent Taiotora from powering up. This will cause pain to the Guardians, but it will prevent Taiotora from powering up. All Guardians suffer -1 die per white structure destroyed in the previous round.

In addition to the black and white structures, there are several points of opalescent energy radiating above the ground. These points are manifestation nodes. Manifestation nodes are points where either Chaos or Order can establish a firmer hold upon a small area of the Realm. In game terms, the Tactical Waypoint on any Bullseye Map within the Realm of Chaos and Order will be a manifestation node. Controlling the Tactical Waypoint means securing the area for the force of Order, giving a brief respite from combat.

There are a total of three combats in the Realm of Chaos and Order. If after two combats Taiotora has not fallen, then at the beginning of the third combat he will become permanently bound to the force of Chaos. Chaos Taiotora receives an extra Cutscene every time that he receives a Cutscene. He also has two extra boxes on his Stability Track. These boxes do not count when making Stability Checks. In fact, the first Stability Check isn't rolled until the third point of damage is taking.

If Chaos Taiotora is ever slain and the Prophet or Kamak (but not Rendaza) are alive, then he will drain their life force, healing a number of boxes equal to their remaining Stability. In a battle



with Chaos Taiotora, there is no Tactical Victory. He must be destroyed utterly, and he will seek nothing less.

GAMEMASTERS

WHAT'S REALLY GOING ON?

Great stalking monstrosities with ineffable motivations, a global government secretly run by a reclusive individualist and a species-wide communal nightmare. These are all elements of the story, but a question has to be asked: what does it all mean?

The awakening of the Guardians and the coming of Taiotora are events that trace their origins to the beginning of time. Hundreds of millions of years ago there existed two great Forces. Each was nameless, as they preceded the existence of any species intelligent enough to comprehend their natures, and they are known today only as the Orderly Force and the Chaotic Force.

These Forces were personifications of light and dark, creation and decay, order and chaos. Each was diametrically opposed to the other, and eventually they began a war that lasted for eons, wiping out countless newly-formed wild worlds, until the Orderly Force managed to lock away the Chaotic Force in a secluded reality wholly separate from this one.

The cost of imprisoning Chaos was that Order had to sacrifice its own freedom. While far from ideal, Order's purpose was to give the lesser species a chance to escape Chaos' wrath, even if that meant they would not benefit from Order's guidance.

The four Guardian kaiju are all that remain in this reality of the forces of

Order. Lesser avatars of the greater whole, they have been tasked with protecting the Earth, the key to the seal that binds the two forces away. Their goal is to stop any machinations of those who would release Chaos upon creation once more. Unfortunately all four Guardians have damaged minds. The final confrontation between Order and Chaos psychically wounded each of them, causing them to forget their identities. While united the four are an invincible fighting force, at this point they are unaware of or do not trust each other.

Taiotora, the last Champion of Chaos, has spent centuries seeking the location of the seal. Having finally found it on the Earth, he has begun his plan for revenge. A force field erected by Order and maintained by the Guardians prevents any Chaotic being from passing through the Oort cloud of this solar system. The force field relies upon Order, as represented by ecological harmony. In order to deplete the field, Taiotora has psionically recruited Mr. Yamashida to be his Prophet. Yamashida has done well for his master, sowing fear and maneuvering industry to the point where harmony will be upset so greatly that Taiotora will be able to approach Earth.

While Yamashida currently runs a clean energy program, his facilities are stocked with dangerous material that is released when the facilities are destroyed. Resistance fighters, Titans and even enraged Guardians are all unwittingly playing a part in decaying the barrier.

Still, Yamashida is not alone. The mercenary kaiju Kamak has been called in to aid the mayhem, and to weaken or kill any Guardians that he can. Rendaza, built by Yamashida on Taiotora's orders,



STORY STAGES

serves as an agent of obfuscation, using the forms of the Guardians to place blame on them for the death of innocents.

When the barrier falls, Taiotora will assault the seal by opening a portal from Earth. The power to open the portal will come from Rendaza, who has been storing energy collected from many battles for just this purpose. More than just opening the seal, Taiotora and his minions also plan to kill the Guardians and

release Chaos. Should this come to pass then Chaos will surely triumph, as Order will be bereft of its avatars and assailed by merciless, nigh-omnipotent foes. The day that the Guardians fall is the day that all creation weeps in the face of unyielding doom.

Okay pilot, there are kaiju roaming free out there and order to save. Go fight!

