MECHA ASSAULT FORCE

TECHNICAL MANUAL

A Supplement For

MECHA vs KAIJU

By Johnathan Wright

THE MECHA ASSAULT FORCE TECHNICAL MANUAL

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M.A.F.

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POWERED BY FATE

INTRODUCTION

The original Mecha vs Kaiju book was a love letter to the movies of my youth, the Showa and Heisei eras of Godzilla, Gamera, and other Tokusatsu films. Ever since then I've sought to bring a sense of logic to these events, not worrying about returning the world to a sense of status quo by the end of a 90 minute adventure, but instead asking how such events would change the world. I think the various setting and kaiju books I've released so far paint a somewhat bleak but ultimately hopeful view of a world under constant threat of kaiju attack.

But it's been 10 years since the publication of the first edition of MvK, and the Millenium era of kaiju eiga has proven itself to be quite different from those of the past. From Japan's armed-forces-inspired films of the early 2000s to Legendary's Pacific Rim and reimagining of the Godzilla franchise, the emphasis has been on the soldier, the lowly grunt pitting their wits and courage against a force of nature.

This supplement is designed to compliment that new ethos. Here you'll find everything you need to run a military-science fiction campaign, from new Archetypes and Stunts, to rules for outfitting your character with conventional weapons. Now you can bring your soldiers up against the many human-scale threats in the MvK world, such as the Ogre and other kaiju cultists.

But at its heart the MAF Technical Manual is a record of the weapons developed by the Japanese government over the past 60 years to meet and overcome the kaiju threat. In this way it stands as another love letter, to Battletech and Mekton and the other giant robot games of my youth. To them, and the hours of pleasure they brought playing and just reading, this book is respectfully dedicated.

CHARACTER OPTIONS

New Stunts

Auxiliary Power: You may redirect energy from one mecha system to another to keep standing. Any time you would suffer a consequence or be taken out by physical stress, you may spend a Fate Point to remain standing or otherwise defer a consequence for one more exchange, or until you take stress again, whichever comes first. Once the extra time you've bought is up, all the effects you have deferred come to bear at once. You may keep spending Fate Points each time the time limit expires until you run out.

Cyborg: In a world of 10 ton mecha, creating high tech prostheses is extremely simple. This has led to a desire in some to improve the body through mechanical means. You may apply Conventional Equipment (see below) to your body, installing nearly any system available to mecha into yourself, including offensive, defensive, and movement systems. For example, if you had a Resource skill of 3 you could install a gun in your forearm (WV 1, Range 2), armored skin (AV 1) and Jump Jets that function as they do on mecha (at Human scale).

Field Technician: You are able to repair mecha in the field. You suffer no penalty when repairing a mecha without proper facilities, as long as you have resources that can be made to serve. These repairs can be made faster than normal, although the makeshift nature of the repairs will be visually apparent. Sever Consequences can be repaired after a Session, Moderate Consequences can be repaired in a Scene, and Mild Consequences can be repaired almost immediately.

Gaijin: All gaijin are foreigners, but not all foreigners are gaijin. Gaijin are those from other countries who do not try to integrate into their new home. They do not understand the formalities of older citizens, but younger characters and rebellious archetypes will have more in common with them. Gaijin are considered attractive to young, rebellious men and women, and gain a +2 to Rapport checks. They have quite the opposite effect to older "establishment" citizens, gaining +2 to Provoke checks. Limitation: Gaijin may not begin the campaign knowing the nation's native language.

Military Stunt Trees

The AKF and MAF are primarily military organizations, although they will recruit talented civilians. Those who wish to explore this aspect of the campaign are encouraged to choose a Duty Military Occupational Specialty (DMOS) for their character. The following stunt trees represent various military specialties.

Airborne

Altitude is your ally. Your expert eye can take in an entire battlefield in moments and guide others to victory.

- Tuck and Roll: The most important lesson of an airborne soldier is how to land. When making an Athletics roll to resist falling damage, add +2 to the roll. Airborne troops are considered to have Armor Value +1 against falling damage.
- Overwatch: (Requires "Tuck and Roll") Airborne are master scouts of the air. When

they have viewed an area from above, either from an aerial vehicle, parachute, or an elevated position on land, they can make tactical observations and either use them themselves or transmit them to others. In these circumstances the Airborne can replace Investigate with Notice to Overcome or Create an Advantage.

• Battlefield Secrets: (Requires "Overwatch") Airborne can uncover things about the battlefield that are unknown even to those who may live in the area. When they have viewed an area from above, either from an aerial vehicle, parachute, or an elevated position on land, they can spend a Fate point to Declare three story details.

Bruiser
Built like an inverted pyramid, the Bruiser is a walking slab of beef who strikes fear into all who see them. Normally tasked with handling the heaviest firearms, their most lethal weapon is often their own hands.

• Beatdown: You are an expert at damaging the body. When you succeed with style on a Fight check apply an aspect to the target instead of gaining a boost. This aspect can only be removed with an appropriate Fair (+2) skill check. The aspect and skills must be chosen when you take the stunt. For example, "When you succeed with style with a brass knuckles attack you may apply the aspect "Knuckle Sandwich" to the target. This aspect can be removed with a Fair (+2) Physique check."

• PsyOps: (requires "Beatdown") Your combat prowess makes your naturally intimidating, and nobody feels safe in your presence, making you a walking weapon of psychological warfare. Spend a Fate point and make a Provoke Overcome check against the highest Will score of any Nameless NPCs you can see and who can see you. For every point you roll over their Will, clear one zone of all Nameless NPCs, starting with the zone you are in, as they flee in terror.

• Infamy: (requires "PsyOps") The cries of your victims ring loud and long, and your name has become a word of fear. In social situations you may use your might instead of your personality, gaining the respect of the mighty. You may substitute Physique for Contacts, as you muscle others to get the information you want. You may also substitute Provoke for Rapport, as your abrasive style is seen as a sign of a fearless heart, even in those worthies who usually accept only deference from others.

Combat Engineer
When they call you a mechanical genius they aren't kidding. It's almost as if you can talk to machines. You know how to take them apart, put them together, and diagnose their ailments. Whether a soldier in the field scrounging for parts, or a mecha technician experimenting on 10-ton hardware, the ability of your tech is limited only by your imagination.

• Kitbash: Why buy when you can build? You build your own equipment whenever you can. Once per scene you may replace Resource with Craft.

- Signature Item: (requires "Kitbash") You have a custom item that you are famous for. Create a piece of specialized gear or equipment. This item may be either Conventional (see below) or Mecha-based. This equipment has an aspect in addition to its name, which can be invoked or compelled as normal. You may build this item using 3 points of Resource or CP, depending on what kind of device you choose.
- Overhaul: (requires "Signature Item") You are capable of making miraculous repairs to your Signature Item using nearly any materials around. You need no special facilities to repair Consequences or Stress. Once per scene you may make a recovery check to attempt to instantly heal one Consequence on a piece of equipment.

Commander

You are a leader, pushing your squad to their limits and maintaining unit integrity through your own force of will.

- Forced March: You instill in your troops an astonishing determination, allowing them to push themselves beyond their physical limits by leaning on your resolution. Once per scene you may replace the Physique skill of one or more of your party with your Will score when they attempt Overcome rolls representing feats of endurance.
- By Your Command: (Requires "Forced March") You are the commander of a war party, and they remember your instructions and orders even when you are not near. You may designate up to 6 individuals as your squad. At any time you may give your "squadies" an order and one of your Fate points. You may also narrate the squady's memory of your past instructions and give them a Fate point if you are not physically present.

Infantry

You are an expert in the use of heavy weapons, and provide high caliber, high explosive, long-range support to your squad. You also have the strength to carry these heavy weapons over long distances and use them effectively in combat.

- Heavy Load: You are strong enough to haul heavy loads all day long while marching. You gain +2 to Overcome or Create Advantage rolls with Physique that involve lifting great weights.
- Field Repairs: (Requires "Heavy Load") Your weapons are as complicated to maintain as they are vital to operations. You may use Shoot instead of Craft whenever you need to repair or modify your weapons. Your ability to care for your equipment and that of your squad is respected by those in your supply chain. Once per adventure you may replace Resources with Shoot to gain special equipment for your team.
- Suppressing Fire: (Requires "Field Repairs") You are an expert in using fully automatic assault weapons in support of your squad. Make an attack against all targets in a sector. Any target hit is tagged with the aspect "Pinned Down". If a squad member is attacked by a target with this aspect they receive a free invoke of "Pinned Down". The "Pinned Down" aspect goes away if you miss them or are no longer attacking them.

Scout

The wilderness is your ally. You listen and it tells you things no one else can hear.

• Survival: You are a wilderness warrior. You gain +2 to Lore when performing activities designed to keep you and your squad mates alive in the wild, including finding your way.

• Overland Mastery: Scouts can always find enough food and water for themselves without spending a Fate point, even in extreme situations. Roll a Lore check for Survival. The result is the number of other people for whom you can find food and water. In addition you suffer no increased difficulty due to a lack of tools.

• Scent the Prey. Scouts are never surprised. They always have a split-second warning of danger.

Stalker

You are expert at moving silently and creating ambushes against your foes.

• Disappear: You know how to remove yourself from the sight of another. When you are in the presence of only one viewer (including a single camera) you may use Provoke to Overcome their Notice skill. If you succeed you may immediately make a Stealth check to vanish from sight.

• Blindsided (requires "Disappear"): If you succeed with style when overcoming a single target's Notice check you may place the "Blindsided" aspect on them with a free invoke. The target must make a Fair (+2) Notice check to remove this aspect.

• Hunter Hunted (requires "Blindsided"): You may use Stealth to attack any target that has failed a Notice check against you.

Archetypes by Blood Type

For almost 100 years the use of blood type as a form of horoscope has been extremely popular in Japan. Many hold to the idea that a person's blood type determines a great deal about their personality. In keeping with this idea, here is a list of MvK Archetypes that you can choose based on your blood type.

| Blood Type	Ratio in Japan	Positive Traits	Negative Traits
A	40%	Earnest, Neat (Kawaiko, Shinyu)	Stubborn, Anxious (Furyoko, Otenba)
O	30%	Easygoing, Leadership Ability (Hancho, Otosan)	Insensitive, Unpunctual (Manzaishi)
B	20%	Passionate, Creative (Okasan, Yusha)	Selfish, Uncooperative (Raiburu)
AB	10%	Talented, Composed (Dasaiko)	Eccentric, Two-Faced (Baka)

CONVENTIONAL EQUIPMENT

The folly of using conventional weapons against kaiju was proven repeatedly during the first 10 years of their existence. In 1945 tanks and artillery were capable only of herding Kaibutsu towards its atomic doom. When used against it by American Marines during the Korean War these weapons could not even do that much. And they were completely useless during Kaibutsu's attack on Tokyo in 1954. When it became clear this was the new normal, that there was a new, terrifying reality to military combat, scientists plunged forward against this new challenge. However conventional equipment still has its place on the battlefield, countering the sometimes frightening abilities of the allies of the kaiju.

Rules for Conventional Equipment

Conventional weapons, equipment, and vehicles have no effect against anything above Human Scale, but are still a vital part of a soldier's kit. While Stunts are purchased with Refresh, access to equipment comes through the Resources skill. Resources describes your character's general level of material wealth in the game world and ability to apply it (Fate RPG pg.122), but it can also represent your ability to requisition military-grade hardware. Every point of Resources represents a piece of conventional equipment the character may allocate. Obtaining equipment requires the player to dedicate one or more points of Resources to it. As long as they dedicate points to it the character has access to it. This does not reduce the rank of the skill, only the ability to easily acquire equipment. Since they are "paid for" with player resources, a GM removing this equipment through play for a scene should compensate the character with a Fate point.

There are two ways of characters gaining equipment. One, they can kit out before play begins by allocating some or all of their Resources. This requires no action, but loses the flexibility of obtaining equipment based on need. The GM is the final arbiter of what can and cannot be gained this way. Or two, they can leave points open in order to be able to purchase whatever they need based on the requirements of their mission. To obtain equipment during play the character must Overcome a Resource difficulty equal to the cost of the item. If they succeed the resource points are allocated as normal. Anything which benefits a Recourses check may be used for this purpose. Once allocated, Resource points may not be changed until the player reaches a Minor Milestone.
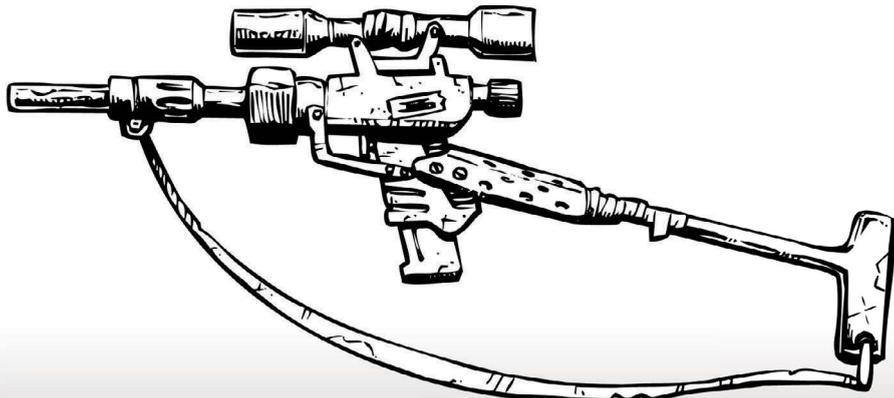
Like mecha systems, conventional equipment comes in the form of an Aspect. This grants the user permission to do something that piece of equipment would normally allow them to do. For example if the player wanted their character to have a sports car they might give it the aspect "Street Racer With Hella Big Fin." If they wanted an intimidating firearm they might have a "Big Honkin Revolver". Each of these pieces of equipment would give permission for a specific use: a car gives permission for players to move at Auto speed; the firearm allows the character to attack with their Shoot skill.

Conventional equipment can be improved by spending additional Resources on it. Most Mecha Systems can be applied to equipment, at a cost of 1 Resource for each system. For example 1 Resource point would add Weapon or Armor Value 1, or any single mecha modification. This makes it very easy to customize a character's equipment. Note that this equipment still functions at human scale: this simply applies a scale version of the modification to the equipment. Players may combine their character's Resources together to create more advanced equipment.

Characters spending Resources on military-grade equipment are assumed to have gone through the requisition process. Vehicles will be stored at an appropriate location, but will be available upon request. For example a pilot who has an attack chopper on standby would have to travel to the helipad where it is stored in order to use it. However they would not have to make any kind of skill check to gain access. If a vehicle could reasonably be seen on the road (such as a commercial jeep tricked out to look military) then it could be stored at the characters home.

Japan has very stringent firearm regulation, making it very difficult for civilians to own firearms. However members of the AKF and MAF have the authority to carry firearms, either openly or concealed. They can expect to get looks ranging from surprise to horror if they openly carry firearms. This authority extends over civilian law-enforcement and first responders. During a kaiju-related emergency, members of the AKF and MAF have jurisdiction.

Sample Conventional Equipment

Armor

Crisp Armored Uniform: Any field agent may requisition a regulation uniform with an Armor Value of 1. Cost 2

Force Multiplier System: This integrated armor system greatly adds to the effectiveness of any organized military. Ferrofluid armor combined with state-of-the-art communications and heads-up targeting make squads fielding the FMS vastly more dangerous. AV 2, Secure Communicator, Sharpshooter (Spend a Fate point, declare three character aspects cannot be invoked to defend against you). Cost 5

Electronics

Combat Laptop: This armored solid-state computer can survive the most vigorous use and damage. Auto-Repair System (Once per scene spend a Fate point and get the computer working again); Resistant to Electricity (+2 AV). Cost 3

Secure Communicator: transmit to any other secure communicator without risk of interception. Cost 2

Smart Phone: wireless communication and access to the sum total of the world's knowledge. Cost 1

Vehicles

Aerial Assault Copter: Helicopter Speed, Armor Value 1, Weapon Value 2, Crew 2 (protected by AV). Cost 5

Battle Taxi APC: Auto Speed, Armor Value 2, Crew 12 (protected by AV). Cost 4

Hot-Roddin' Sky Cycle: Helicopter Speed (10' max height). Cost 2

Mobile Battle Tank: Speed Auto, Armor Value 3, Weapon Value 3, Crew 3 (protected by AV), Ignore one zone aspect affecting movement. Cost 9

Mobile Strike Force Fighter: Jet Speed, Armor Value 2, Homing Missiles (WV2, follows its target until it hits; if it misses make a second attack roll; vehicles defend with Computer skill; living targets defend with Deceive skill; tag target with the Aspect "Homing In"; Succeed with style receives a free invoke of "Homing In" instead of a boost), Crew 2 (protected by AV). Cost 7

Street Racer with Hella Big Fin: Auto Speed, Speed Boost (this car is faster than any car that does not have speed boost). Cost 3

Vehicle-Assault/Multi-Purpose: Auto Speed, Weapon Value 1, Crew 4, Ignore one zone aspect affecting movement. Cost 4

Weapons

Big Honkin Gun/Knife: Weapon Value 1. Cost 2

Full Auto Assault Rifle: Weapon Value 1, Autofire (Attack all targets in a sector. Any target hit is tagged with "Pinned Down". If they attack you may invoke "Pinned Down" when defending at no charge). Cost 3

Master Crafted Katana: Weapon Value 2, Penetrating (Once per scene, when your target invokes a personal aspect that causes your attack to miss, you may invoke Penetrating for free). Cost 4

WEAPONS OF THE ANTI-KAIJU FORCE

The Question of Size
Using AKF vehicles on the same battlefield as mecha requires the use of Size. AKF vehicles simply don't pack the firepower of mecha. The following vehicles and mecha use the "Size as Static Bonus" option (MvK pg.72). If you choose not to use this option simply remove the Stress, AV and WV bonuses. Note that this option increases the CP cost.

The 1950s

The AKF was formed in 1954, but was more of a think tank at that time. No weapons existed that could harm the kaiju, and the organization spent most of this time coming up with strategies to herd the kaiju away from populated areas, while protecting citizens with kaiju shelters in all major cities. Fortunately the kaiju during this period were more a "threat in being", actually attacking Japan only 4 times in a 6 year period.

1960s

In 1960 Prof. Rampo Kyari made his Zeta Particle breakthrough, leading to the development of GAZER weapons (Gravity Amplification by Zeta Emission Recovery). The first vehicles to field GAZER weapons were essentially tractor trailers towing massive beam emitters, and providing power was a constant difficulty. During this time the AKF fielded dirigibles to serve as mobile weapons platforms, but it was the advent of battlefield robotics that changed the face of kaiju combat.

GAZER Truck

These were essentially flatbed semis that hauled massive ray dishes on extendable arms. They were usually trucked into the path of an oncoming kaiju and plugged into a city's power supply. In the field they could be plugged into massive "portable" generators, but these still had to be helicoptered in, making them ineffective for mobile defense. However they proved highly effective in herding kaiju away from major cities.

Design Philosophy: Best Defense = Good Offense   **Glitch:** Power Hog   **CP:** 6
Size: Monstrous   **Stress:** 3   **Consequences:** Mild, Moderate, Severe
Armor Value 1
GAZER Cannon: the first model Gazers were massive, with dish-shaped emitters mounted on hydraulic armatures.
• Weapon Value 2
• Ammo: A power failure is catastrophic for GAZER Cannons. Once per scene a missed attack may instead hit with +2 shifts. The weapon gains the "Power Outage" aspect and cannot be used. This aspect must be overcome with a Craft skill check before the weapon can be used again.
• Extended Range: This can strike targets 4 sectors away.

Alpha Assault Platform

This was the AKF's first foray into aerial vehicles, and was meant to solve the power limitations of GAZER weapons. Providing a generator large enough to power these weapons and still remain mobile required the lifting power of a dirigible. These airships would cruise the perimeter of Hokkaido and Honshu islands, maintaining a constant vigil. These sadly turned out to be easy prey for flying kaiju, and their mission was changed from one of prevention to response. The cost of maintaining airships that spent most of their time on the ground became prohibitive and they were phased out at the end of the decade, just as mecha were coming into their own.
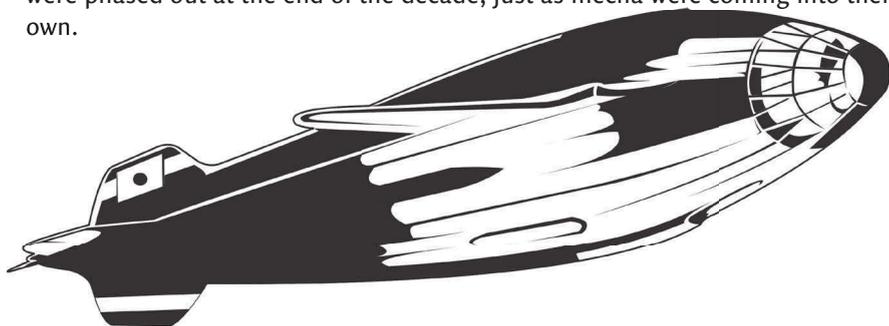
Design Philosophy: Aerial Guardian   **Glitch:** Easy Prey   **CP:** 7
Size: Towering   **Stress:** 3   **Consequences:** Mild, Moderate, Severe
Armor Value 2
Weapon Value 3
Long Range: This weapon is specifically designed to strike targets at great distances. Increase the range of this weapon to 6 sectors. The weapon cannot be used to attack a target 1 or 2 sectors away.
VTOL: This vehicle can Vertically Take Off Or Land, as well as fly at "Helicopter" speeds or slower. Out of combat it can travel from place to place faster than an automobile. In combat the pilot can use their Mecha Control Skill to Create Advantages dealing with flight. This vehicle may hover in mid-air, however it cannot fight on the land.

Metaro Gianto

Although this ushered in the era of mecha, the first remote-controlled battlefield robot is proudly claimed by the AKF. Originally designed merely as a support vehicle to track the movements of kaiju into areas GAZER trucks could not go (its diesel power plant being too weak to support GAZERs), Metaro soon proved its use driving off a gargantua terrorizing a mountain village. Built mainly as a test bed and prestige project by numerous zaibatsu corporations, Metaro won the hearts of the Japanese people, and proved the viability of the world-changing technology.
Control System: Metaro is remote controlled. The controller may use either Drive or Computers to operate both in and out of combat.

**Design Philosophy:** Slow and Steady   **Glitch:** Weak Response Time   **CP:** 5
Size: Monstrous   **Stress:** 3   **Consequences:** Mild, Moderate, Severe

- Armor Value: 3
- Weapon Value: 1
- Ablative Armor: When Metaro takes a mild physical consequence, it may instead reduce all defensive roles by -1. This reduction may be repaired in the same manner as a mild consequence.
- Cumbersome: Increase Armor Value by +2. Metaro is bulky and moves slowly. If a situation aspect makes moving from one zone to another difficult, increase the difficulty of the Overcome check by +2. It may not move more than one sector per round for any reason. This does not affect forced movement.
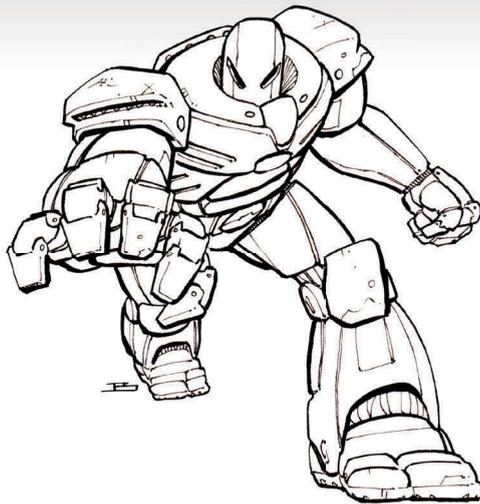
1970s

GAZER Tanks

With the advent of advanced fuel cells GAZER technology became truly mobile. No longer tethered to city power grids, GAZER tanks could now roam the countryside, driving off weaker kaiju and hounding stronger monsters towards the mecha that could defeat them. With a crew of up to 5, these tanks often featured a suite of command and control features enabling them to coordinate with conventional and kaiju-specific combat squads. These tanks were retrofitted, in the style of the Soviet Union, from existing and proven vehicle frames. However they did not always perform as well as later purpose-built vehicles.

Design Philosophy: Deadly on any terrain

Glitch: Retrofit doesn't always fit   **CP:** 5

Size: Monstrous   **Stress**: 3   **Consequences**: Minor, Moderate, Severe

Armor Value 1

GAZER Cannon: These weapons were variations on the original design, now mounted on tank turrets.

- Weapon Value 2
- Extended Range: This can strike targets 4 sectors away.

Command and Control Suite (Add 4 CP to final cost)

- Active Sensor Suite: Operators are able to sweep the battlefield quickly using advanced sensors. They may use Computers instead of Notice to be aware of combat conditions.
- Laser Painter: Paint a target with invisible lasers to make it easier to hit. Use an action to tag a target with the boost "Painted" with two free invokes.
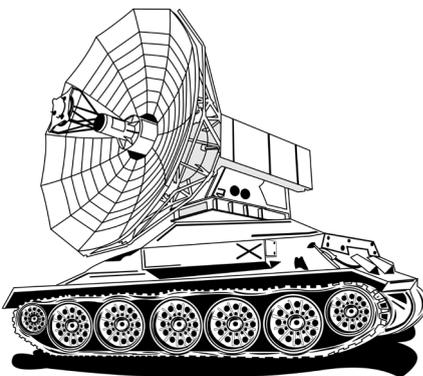
- Scanner Array: It is impossible to anticipate every situation on the battlefield. That is why this highly sensitive array of instruments can be quickly programmed to seek out anything the operator might need to find. Gain a +2 to one of the following actions: use Computers to create a non-combat Advantage or use Computers to Overcome in a non-physical situation.
- Target Analyzer: This system is designed to identify the strengths and weaknesses of an opponent. Gain +2 to Empathy checks to determine the aspects of a living enemy.

Current

Gazer Cruiser

The modern Gazer Cruiser is purpose-built for improved speed and maneuverability without sacrificing firepower. Gone are the lumbering vehicles of old (along with the insistence of viewing "gazer" as an acronym). Modern Gazer Cruisers patrol the highways and byways of Japan in the hundreds, always ready to track and delay the movement of kaiju.
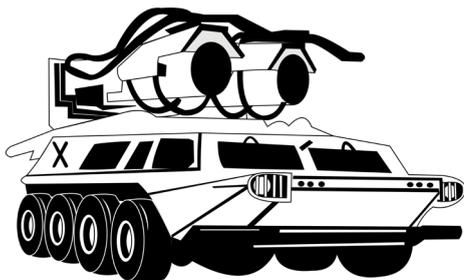
Design Philosophy: Fast Recon in Force **Glitch:** Overheats in Combat
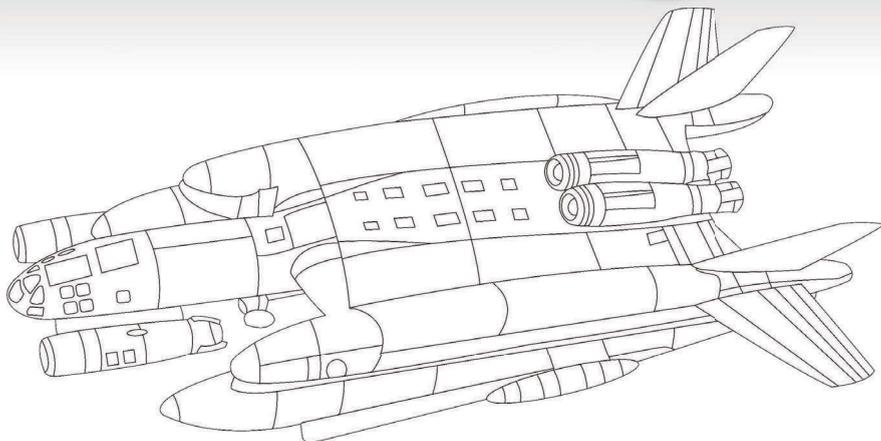**CP:** 10
Size: Monstrous **Stress:** 4
Consequences: Minor, Moderate, Severe Armor Value 1
GAZER Cannon: Modern Gazer weapons offer a variety of options, in this case concentrating the emissions so that they are capable of shooting over and through heavy cover.

- Weapon Value 2
- Extended Range: This can strike targets 4 sectors away.
- Indirect Fire: This weapon's attacks are designed to strike from unexpected directions. Spend a Fate point and choose any three setting aspects. These aspects cannot be invoked to defend against this weapon for the remainder of the scene.
- Laser Painter: This system paints a target with invisible lasers, making it easier for other weapon systems to strike. Use an action to tag a target with the boost "Painted" with two free invokes.
- Penetrating: This weapon is designed to ignore a target's defenses. Once per scene, when the target invokes a personal aspect that causes the attack to miss, invoke Penetrating for free.

The Super Z

Having learned the importance of air superiority, the skies of Japan are defended by the AKF's fleet of Z-29s, called the "Super Z" by their crews. In over 20 years of use on the battlefield no Super Z crewmember has ever died in combat, an incomparable operational history. This is due to the ship's robust defensive systems and their mandate to monitor and direct kaiju rather than facing them directly. The Super Z is the ultimate support vehicle, capable of fielding mission-specific technology pods under its hover-skirt quickly and effectively.

Design Philosophy: Air Superiority Through Superior Support

Glitch: Better Defense Than Offense   **CP:** 10

Size: Monstrous   **Stress:** 3   Consequences: 2 Minor, Moderate, Severe

Armor Value: 2

Ejection System: If the Super Z is taken out in combat, one member of the crew may spend a Fate point to concede instead. This player collects Fate points for conceding. The crew may reenter play in a subsequent scene. The crew takes no physical stress, however they suffer a minor consequence to reflect the dangers they defied.

Hover Skirt: This armored housing protects the lift system, as well as the various payload packages, or "Mission Pods", mounted underneath it.

• VTOL: This vehicle can Vertically Take Off Or Land, as well as fly at "Helicopter" speeds or slower. Out of combat it can travel from place to place faster than an automobile. In combat the pilot can use their Mecha Control Skill to Create Advantages dealing with flight. This vehicle may hover in mid-air, however it cannot fight on the land.

• Speed Boost: You move two sectors for free in a conflict without rolling, instead of one, provided there are no situation aspects restricting movement. The vehicle's air speed increases to "Jet".

Variform Weapon Pod: These weapon clusters are mounted on either side of the main fuselage, and can be reconfigured by the fire-control officer as the mission requires.

• Weapon Value: 2

• Damage Modulation: Vary the damage form of this weapon to take advantage of weaknesses within an enemy (fire, cold, etc). No other elements of this weapon are affected. Using this stunt does not require an action.

Mission Pods

Absolute Zero: This pod is designed to slow the advance of kaiju. Add the following effects to the Variform Weapon Pod. CP: +3

• Entangle: When attacking with this weapon, in addition to doing damage, tag the target with the Aspect "Entangled". Invoke this aspect to negate the movement of the target, in addition to the normal effects of an invoke. Succeeding with style

grants a free invoke of "Entangled" instead of a boost. To remove this effect the target must succeed at a Physique check. If the attacker is still present this check is resisted with the same skill used to inflict the effect.

- Immobilize: When attacking with this weapon, in addition to doing damage, reduce the target's movement by 1 sector. If movement is reduced to O the target gains the aspect "Immobalized". To remove these effects biological targets must succeed at a Physique check, while mechanical targets must succeed at a Craft or Mecha Repair check. If the attacker is still present this check is resisted with the same skill used to inflict the effect.
- Stunning: When attacking with this weapon, in addition to doing damage, tag the target with the Aspect "Stunned". This aspect may be invoked to prevent the target from attacking. Gain no other benefit from invoking this aspect. To remove this aspect the target must succeed at a Physique check. If the attacker is still present this check is resisted with the same skill used to inflict the effect.

Eye in the Sky: This pod is stuffed with a 3-person crew and every form of sensor imaginable. "Eyes" patrol the western border of Japan, looking for the earliest signs of kaiju incursion. CP: +6

- Active Sensor Suite: Sweep the battlefield quickly using advanced sensors. Use Computers instead of Notice to be aware of combat conditions.
- Bio Detectors: Finding biological organisms is always possible. Gain a +2 when trying to locate a living thing that is hiding. In addition this system is always aware of the location of living things not actively trying to hide and can compensate for them in combat. Multiple living opponents never get a teamwork bonus when attacking.
- Scanner Array: It is impossible to anticipate every situation on the battlefield. That is why this highly sensitive array of instruments can be quickly programmed to seek out anything the operator might need to find. Gain a +2 to one of the following actions: use Computers to create a non-combat Advantage or use Computers to Overcome in a non-physical situation.
- Tactical Computer: This system uses the delicate instruments of the Scanner Array as its eyes and ears in order to make split-second decisions on the battlefield. Once per scene gain a +2 to one of the following actions: use a combat skill to create an Advantage; use a combat skill to Overcome an obstacle; use a combat skill to Attack in a specific situation; use a combat skill to Defend in a specific situation.
- Target Analyzer: This system is designed to identify the strengths and weaknesses of an opponent. Gain +2 to Empathy checks to determine the aspects of a living enemy.
- Omphalos Circuit: This subsystem maximizes the efficiency of an attack. When invoking an opponent's aspects in combat, gain an additional +2 on the roll.

Fire Mirror: This huge dish absorbs power into a bank of capacitors and then transfers it into devastating energy attacks. There is only one such mirror in existence, so it is used only in dire emergencies. Add the following effects to Variform Weapon Pod. CP: +6

- Burst: This weapon fires a barrage of projectiles at a single target. Increase Weapon Value by +2. However such attacks are less accurate. Reduce your attack roll by

-1 shift. If this attack ties it is treated as a miss.

- Compel Consequences: Once per scene when the attacker successfully hits, they may offer a Fate Point to the target. If the target takes the Point then they agree to take the Mild Consequence "Burned to the Bone". The target may choose instead to avoid taking the consequence by giving the attacker a Fate Point instead, in which case they take the stress damage normally. If the attack Ties it is instead treated as a miss.
- Long Range: This weapon is specifically designed to strike targets at great distances. Increase the range of this weapon to 6 sectors. The Variform Weapon Pod cannot attack a target 1 or 2 sectors away if it has used any of the benefits of the Fire Mirror in the previous exchange.
- Overload: This weapon is extremely powerful, but has a tendency to overload. Spend a Fate point and declare two dice to be "Overload Die" for the scene. When an Overload Die rolls a [+] add +2 shifts to damage. The following round all vehicle-related actions are at -2 due to energy drain. This penalty disappears the following round.
- Reflection: When the pilot performs the Full Defense action (Fate Core 159) in an exchange add +2 to the Super X's next attack.
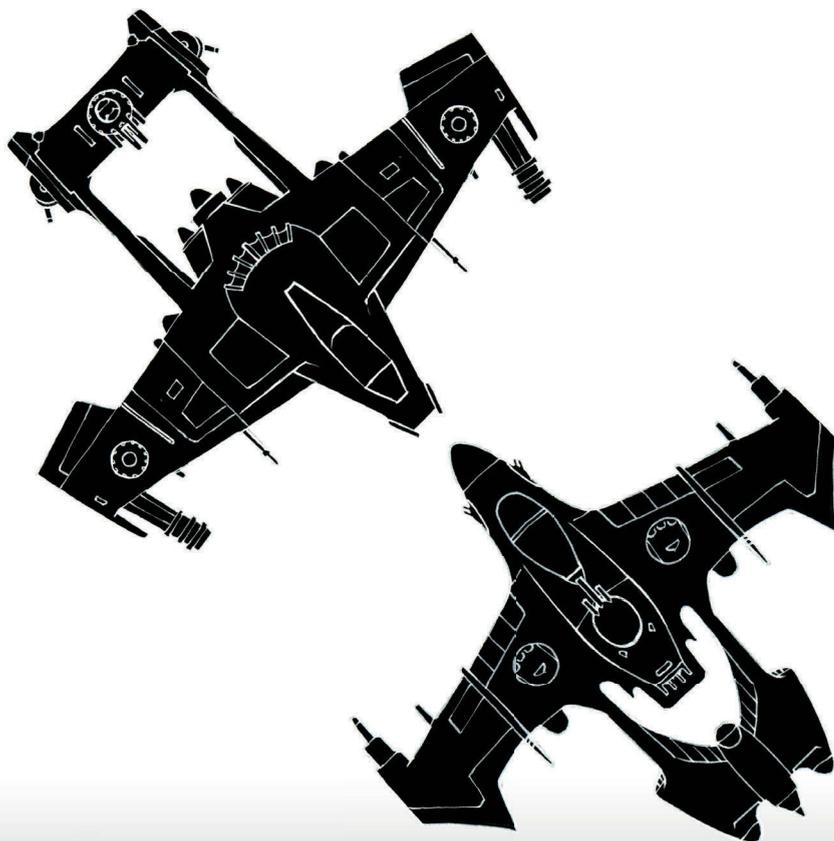
FAMOUS MECHA OF HISTORY

The following are the famous machines Japan's brave pilots have used to defend their homeland since the beginning of the kaiju era.

1960s

While Metaro Gianto was technically a robot, the first crewed mecha was created by the Japanese Navy department, in cooperation with the Anti-Kaiju Force. As it neared completion Prof. Kyari was already at work designing the next generations of mecha, and it was clear that this important new phase of kaiju defense required a new division of labor – the Mecha Assault Force. While the AKF would focus on detection and deterrence, the MAF would be responsible for combating any kaiju that made it onto the island.

Senkanbuku

The origins of the "Battleship Warrior" are clear in its name and design. Constructed by the Japanese Navy, Senkanbuku used standard radar for navigation and wireless for communications. A 5-man crew was required for operations: Helmsman, Engineer, Radio Operator, Radarman, and Gunner, all under the command of an MAF Captain. The first crew was split between an AKF technical crew and an MAF operations crew. This lead to an intense rivalry between the services which continues in one form or another to this day.
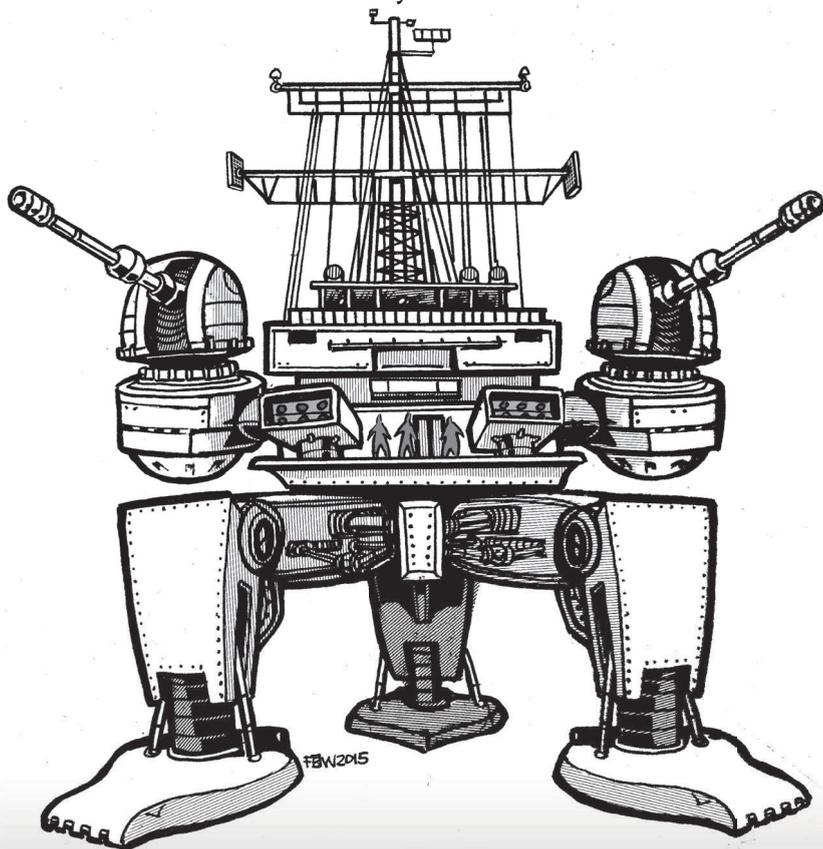
Design Philosophy: Battle-Tested Technology   **Glitch:** Lumbering Gate   **CP:** 13
Size: Towering   **Stress:** 3   **Consequences:** Mild, Moderate, Severe
Belt Armor: the hull is comprised of 12" thick steel, like the armor belt of a battle-ship.
• Armor Value 4
• Barricade: Sanshuseki was designed to be nearly impregnable. Gain +2 to defend when it takes the Full Defense action.
• Cumbersome: Increase Armor Value by +2. This vehicle is bulky and moves slowly. If a situation aspect makes moving from one zone to another difficult, increase the difficulty of the Overcome check by +2. This mecha may not move more than one sector per round for any reason. This does not affect forced movement.
Yamato Guns: primary firepower is provided by the two 18" Type 94 naval guns, the last manufactured for the Yamato-class battleship, and secured from the Imperial Naval Museum for use heref
• Weapon Value 3
• Area: These guns could use high-explosive shells. Make one attack roll. The attack is applied to each target, which must defend against this attack as if it were the sole target. Reduce damage by -2 shifts. If the attack does no damage the attacker gains a Boost instead.
• Extended Range: This can strike a target 4 sectors away.
• Penetrating: This weapon is designed to ignore a target's defenses. Once per scene, when the target invokes a personal aspect that causes the attack to miss, invoke Penetrating for free.

1970s

Kagutsuchi

In the 1970s Prof. Kyari solved the energy crisis. In a move now famous to all he released the secrets of his fuel-cell technology to the world, but kept the military applications to himself. And while it would take other nations two decades to begin to fully exploit the battlefield possibilities of fuel cells, the MAF created Kagutsuchi in 1973. Named after the Shinto fire god, this mecha was built to be the pride of Japan, and it lived up to that goal.

Kagutsuchi was the first mecha designed with a fully functional GAZER system, the legendary Phoenix Wave. Even today school children playing mecha vs kaiju on the playground will chase and wrestle their friend pretending to be Kaibutsu and then, as the bell rings, throw their arms back and pantomime their chest opening, crying "FENIKKUSUU˜ĒBU!" with their friend throwing themselves back onto the ground with mock-explosion sounds.

Until its decommission in the early 1980s, Kagutsuchi defended all of Japan. Due to the unpredictable nature of kaiju attacks, it was based in the geographic center of the big island. When it could not reach an attack zone in time on its own it would be hoisted by helicopters onto the field. When this proved inefficient and dangerous for the far northern and southern portions of the island chain, the mecha was upgraded into "Kagutsuchi Zeta".

Design Philosophy: Burning with Power   **Glitch:** Top Heavy   **CP:** 21
Size: Towering   **Stress:** 4   **Consequences:** Mild, Moderate, Severe
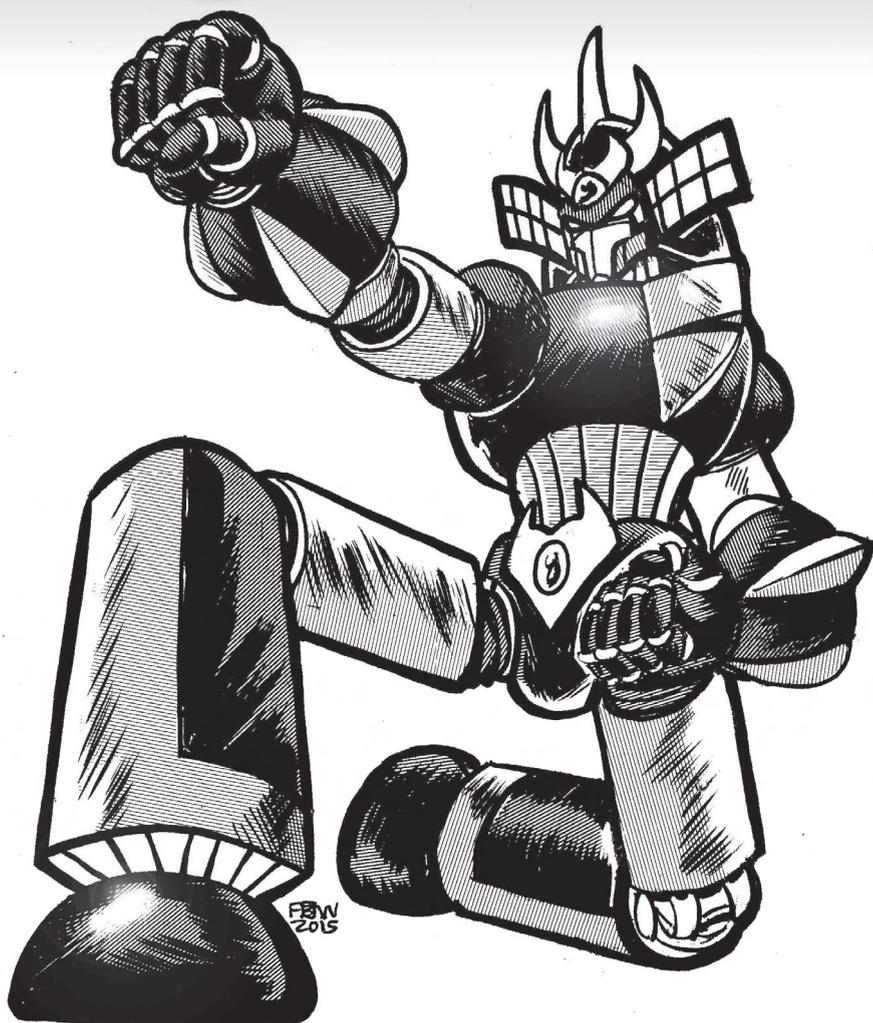
Advanced Fuel Cell System: This provided all power necessary for full combat operations, and could be quickly "spiked" to provide an extra boost when needed.

•Nitro: This mecha can put on a sudden burst of power. Once per scene take two dice actions in one exchange. Afterwards, gain the aspect "Strained Power Plant" until Overcome with a Fair mecha repair roll.

Control System: This system offered state-of-the-art electronics and the finest mechanical servo-valves, perfected over 10 years of experimentation on previous mecha.

•Active Sensor Suite: Sweep the battlefield quickly using advanced sensors, using Computers instead of Notice to be aware of combat conditions.

•Copilot System: Kagutsuchi uses the Group Mecha Control option (MvK pg.47).

•Jump Jets: It can leap over obstacles. Invoke Jump Jets to move normally, regardless of situational aspects limiting movement.

- Mechanical Controls: Some pilots believe that simple mechanical controls help them feel the ground under their feet, connecting them better to their opponents. Piloting checks to Create Advantage and Defend gain a +1.
- Scanner Array: This highly sensitive array of instruments can be quickly programmed to seek out anything the operator might need to find. Gain +2 to one of the following actions: use Computers to create a non-combat Advantage or use Computers to Overcome in a non-physical situation.

Gasshiri Armor: This mecha was always part weapon, part prestige project showcasing Japanese technology. As such it's exterior was designed to simulate Samurai armor, while its hull was comprised of the hardest and lightest alloys.

- Armor Value: 3
- Auto Repair System: Kagutsuchi is capable of repairing a limited amount of damage during combat. Once per scene spend a Fate Point and uncheck any one of your mecha's stress boxes.
- Deflection: It has a means of deflecting ranged attacks away. Increase Armor Value by +2 against such attacks.
- Fortified: This armor is strengthened against devastating damage. Once per scene reduce the level of a Consequence before recording it: Severe to Moderate, Moderate to Mild, or Mild to no damage. The attacker still receives a free invoke of any Consequences recorded.

Ōdachi: This massive katana could not be forged in any factory. A special facility was constructed at Mt. Mihara, an active volcano on Izu Ōshima island, and overseen by true swordsmiths.

- Weapon Value: 4
- Aspect "Forged in a Volcano's Heart": can be invoked for free once per scene.
- Charger: This weapon is best used after closing in with a target. When successfully attacking after taking a move action towards an enemy increase the Weapon Value by +2.
- Penetrating: This weapon is designed to ignore a target's defenses. Once per scene, when the target invokes a personal aspect that causes the attack to miss, invoke Penetrating for free.
- Reach: This melee weapon can attack targets one sector away.
- Two-Handed: This massive melee weapon is devastating but unwieldy. Increase Weapon Value by +2. However such attacks are less accurate. Reduce the attack roll by -1 shift. If this attack Ties it is instead treated as a miss.

Rocket Fist: These fists weigh 2 tons each, and hit with the concussive force of a hurricane. Their return flight is controlled automatically by first-generation laser guidance.

- Weapon Value: 2   • Range 2
- Homing: This weapon follows its target until it hits. If an attack misses with a Homing weapon make a second attack roll. If the target is a vehicle the pilot defends with their Computer skill; if living they defend with their Deceive skill. If the attacker succeeds tag the target with the Aspect "Homing In". If the succeed with style receive a free invoke of "Homing In" instead of a boost. Once the fist has struck its target it returns at the beginning of the following round.

Phoenix Wave: This weapon focuses the mecha's entire output into a single burst, rendering it inoperative until power is manually redirected. For this reason it is usually only used when the crew can be reasonably certain of victory. If fighting within a population center the weapon requires MAF command-level authorization to use.

> Burn Out: CP Cost 10; Usable once per adventure. Spend a Fate point to use this weapon. After attacking, Kagutsuchi receives the aspect "Burned Out" and is unable to move or attack the round after using this weapon. It also loses access to all other mecha systems. Attacks made against this mecha can only be defended with dice rolls. On the following turn attempt to overcome Burned Out with a successful mecha repair skill check.

- Weapon Value 7
- Area: This weapon strikes all targets in a sector. Make one attack roll. The attack is applied to each target, which must defend against this attack as if it were the sole target. Reduce damage by -2 shifts. If the attack does no damage the attacker gains a Boost instead.
- Cone: This weapon may affect 2 additional sectors. These sectors must be either in a straight line or adjacent to the attacker's sector.
- Explosive Area: This attack affects the target sector and all 8 adjacent sectors.
- Increased Range: This weapon is effective up to 3 sectors.

Kagutsuchi Zeta
The "KZ" adds a massive set of jet-powered wings that link to Kagutsuchi's back, serving as both a flight system and an energy booster. This system is launched through remote control, and requires a successful Mecha Control check to dock. CP+3
- Armor Value: +1
- Flight System: Kagutsuchi can fly at "Jet" speeds. Out of combat it can quickly travel from place to place. In combat a pilot can use their mecha control skill to Create Advantages dealing with flight. This does not limit the ability to fight on the land. While flying in combat the pilot must always take a movement action to remain aloft. If they are ever unable to move then the mecha lands at the end of that exchange. If they are more than one sector up they must make a successful mecha control roll to land safely. This replaces, or rather incorporates, the Jump Jet system.
- Supersonic: It can fly at "Rocket" speed, breaking the sound barrier. By triggering a burst of speed the pilot can Attack with their mecha control skill, targeting everyone in the sector they occupy.
- Build Up: The Zeta energy capacitor allows crew to slowly draw power from the mecha's plant until it unleashes a devastating attack. This weapon stunt has no cost. Each round make a Mecha Repair check. If the roll succeeds store up one shift of damage. The crewmember must declare which weapon they are storing up power for. This power cannot be applied to the Phoenix Wave.
- Pheonix Wave: Add Weapon Value +1 and Penetrating.
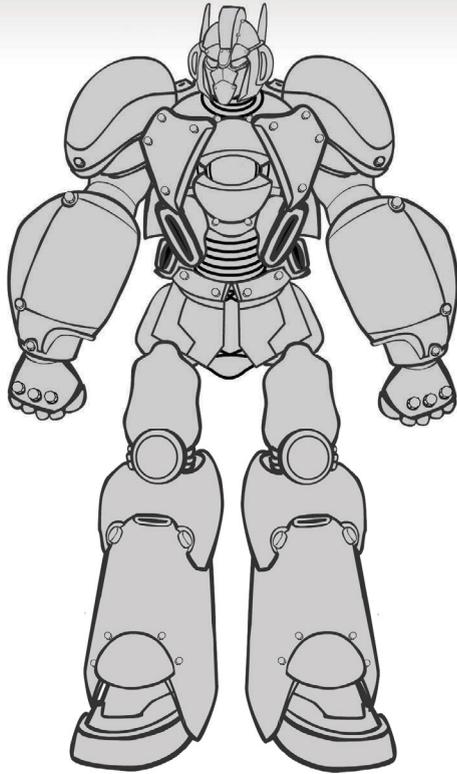
1980s

Tetsujin

With the return of the kaiju in the mid 1980s the MAF needed to rearm quickly. Fortunately Prof. Rampo had been planning for just such an eventuality and had the schematics for the first mass-produced mecha, the Tetsujin (Iron Man), which would become the backbone of the Force from then on. The design was simple: a small, powerful GAZER reactor inside a heavily armored torso housing a standardized command pod. This torso could then be modified with mission-specific arms and legs, making the Tetsujin infinitely upgradable and updatable. The fact that the unit has maintained its same basic form over the past 30 years is testament to the professor's genius.

Design Philosophy: Tried and True
Glitch: Mass Produced   **CP:** 10
Size: Towering   **Stress:** 4
Consequences: Mild, Moderate, Severe

Moyasu Gazer Rifle: The standard long-arm of the MAF in the mid-1980s.
• Weapon Value 2
• Accurate: Some weapons are designed to hit no matter how many distractions are on the battlefield. Once per scene, when a target invokes a scene aspect that causes the attack to miss, invoke Accurate for free.
• Burst: This weapon may fire a barrage of projectiles at a single target. Increase Weapon Value by +2. However such attacks are less accurate. Reduce attack rolls by -1 shift. If this attack Ties it is instead treated as a miss.

Kofun Armor: A light armor coating consisting of large ceramic lamellar panels. These panels are designed to vaporize under intense strain, redirecting damage away from the main hull. These plates could be easily replaced in the field in the event of long sorties.
• Armor Value 2
• Ablative Armor: Whenever your mecha takes a mild physical consequence, you can choose to instead damage its armor. Reduce all defensive roles by -1. This reduction must be repaired in the same manner as a mild consequence.
• Extra Stress Box: This armor adds 1 stress box.

Shield: Shields add +1 to Armor Value. Invoke a shield to absorb a single mild consequence. Doing so destroys the shield, and it can only be repaired out of combat.

2000s

Tetsujin Zeta

As the millennium dawned the Tetsujin line enjoyed a massive upgrade to compensate for the changing face of kaiju threats. However some pilots complained that they had so automated the systems that it felt like the mecha was piloting them rather than the other way around.

Design Philosophy: Homeland Guardian
Glitch: Excessive Programming **CP:** 15
Size: Towering   **Stress:** 4
Consequences: 2 Mild, Moderate, Severe
Gusoku Armor: The standard armor system for current mecha adds both toughness and durability, giving it more staying power than previous models.

• Armor Value 3
• Extra Consequences: This mecha can survive devastating blows that would crush lesser vehicles.
• Extra Stress Box: Add an additional stress box to the mecha.

Kābin Gazer Carbine: This is the most accurate gazer rifle ever fielded, specifically designed to be used in urban environments, where the primary concern was keeping collateral damage to a minimum.

• Weapon Value 3
• Accurate: Some weapons are designed to hit no matter how many distractions are on the battlefield. Once per scene, when your target invokes a scene aspect that causes your attack to miss, you may invoke Accurate for free.
• Aspect "Old Reliable"
• Sharpshooter: This weapon is designed to strike its target, regardless of any inherent advantages it has. Spend a Fate point and declare any three character aspects. These aspects cannot be invoked to defend against this weapon.

Kasurigama: This melee weapon consists of a sickle attached to a long weighted chain. It is used primarily to control the movement of kaiju by grappling limbs and forcing the creatures movement away from civilians.

• Weapon Value 2
• Entangle: When attacking with this weapon, in addition to doing damage, tag the target with the Aspect "Entangled". This aspect may be invoked to negate the movement of the target, in addition to the normal effects of an invoke. If the attack succeeds with style it receives a free invoke of "Entangled" instead of a boost. To remove this aspect the target must succeed at a Physique check. If the attacker is still present this check is resisted with the same skill used to inflict the effect.
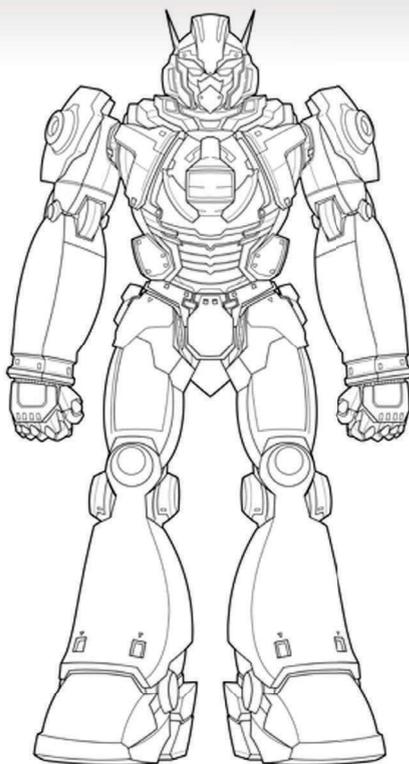
- Pulled: When invoking the Entangled Aspect the pilot may move the target into their Sector if they are not there already. On the target's next action if they move they may force the target to move with them if the target is still Entangled.
- Reach: This melee weapon can attack targets one sector away.

Beyond

Tetsujin ZZ System Upgrade

Over the years Prof. Rampo has spent a great deal of time working with the Miko, the prescient intelligence branch of the MAF, with an uncanny – some say super-natural – capacity for detecting kaiju. There are some who say that, due to their influence, the professor's technology has crossed over into the realm of magic. For evidence they point to the experimental Psyche Drones of the "Double Zeta".

These drones function on broadcast power generated by the mecha. They orbit the vehicle within this energy field, providing a physical barrier as they intercept attacks, or boosting offensive power by adding blasts of energy to an attack. Combined with an experimental Piloting AI, the Double Zeta is the pinnacle of MAF technology.

Add the following upgrade to an existing Tetsujin mecha (CP +4):

- Psyche Drones: The Double Zeta has an AV pool of +3. For every point above 2 rolled during an attack the pilot may add +1 WV. This must be applied before the opponent rolls their defense. Reduce the AV of the Drones by a like amount until the beginning of the next exchange.
- Piloting AI: The pilot controls the mecha through voice command and vision-guided control. The pilot may use their Movement action to Create an Advantage using Athletics, Crafts/Mecha Repair, Drive, Notice, or Stealth (if usable by the mecha).

TASK FORCE ICHIBAN

By the second decade of the 21st century, Japanese society had completely adapted to the almost weekly threat of kaiju incursion. When alarms struck people calmly moved to shelters, usually continuing whatever work they had. The shelters became popular hang outs, many featuring coffee shops, and it was not uncommon for raves to break out underground in the more fashionable districts while massive attacks were fought on the streets above. And much of this confidence came from the success of Task Force Ichiban.

As the name implied, Ichiban was the number one mecha group, conceived by government edict. Rather than field multiple extremely expensive mecha teams around the country, the idea was to create a single 3-member mecha squad, armed with the most advanced technology and the fastest delivery system. The MAF hierarchy bitterly opposed the move, but to no avail. Fortunately for the government, the plan worked, and Task Force Ichiban was not only able to protect the country from multiple kaiju attacks, but become super stars in the process.

Rather than dozens of anonymous pilots, TFI offered 3 brave and photogenic heroes for the country to rally behind: Captain Rīdā "Cappy" Fujima, Lieutenant Ace Kasuragi, and Sergeant Keiko Watanabi. The Ichiban mecha were all designed to represent the perfection of kaiju combat doctrine – isolate, immobilize, destroy – all before arrival within large population centers. Ace's Iron Striker was a mecha retrofitted into a massive fast-attack aircraft, an experimental vehicle only he was ever capable of flying. He would streak into combat ahead of the team and draw the kaiju into uninhabited areas. Cappy's massive "Iron Demon" mecha, arriving soon after using reusable solid-rocket boosters, was designed to take the brunt of kaiju attacks, immobilizing the mecha and holding them in place. Sarge's Iron Angel assault mecha, also arriving by rocket, would then scan the kaiju for weaknesses and finish the job. And for those truly mighty monsters the three mecha would unite into their "Iron Beast" mode.

For over 2 years Task Force Ichiban were the sole defenders of Japan in the eyes of the nation, and the country prospered under the illusion. That all changed in a night, when the government revealed that the entire team was lost while fighting a kaiju incursion in the Sea of Japan. The nation mourned, and wondered who could possibly take their place.
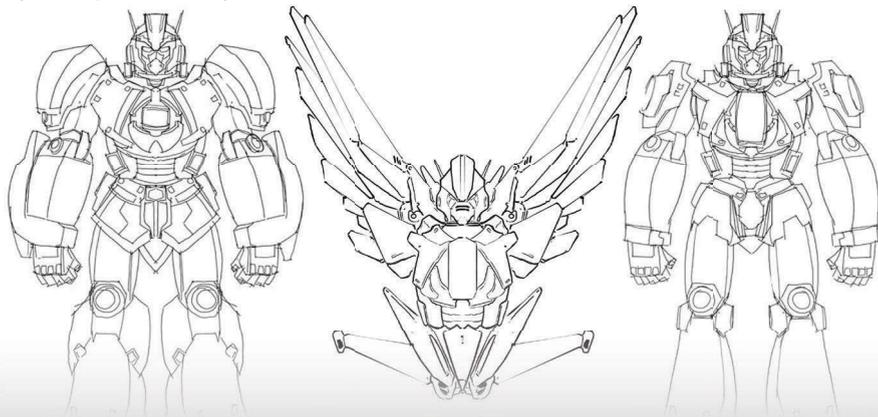
Iron Demon

Pilot: Captain Rīdā "Cappy" Fujima
Design Philosophy: Built to Last   **Glitch:** Chronic Power Fluctuations   **CP:** 18
Size: Towering   **Stress:** 5   **Consequences:** 2 Mild, Moderate, Severe
Combiner: This mecha combines with 2 others to create the Iron Beast.
Kamayari: This massive spear is designed specifically to immobilize kaiju and keep them away from the mecha while squad mates target the creature with range weapons. It funnels energy from the mecha's power plant through induction plates to the spear head, increasing its damage potential.

•Weapon Value: 4
•Immobilize: This attack reduces the target's movement by 1 sector. If movement is reduced to O the target gains the aspect "Immobalized". To remove these effects biological targets must succeed at a Physique check, while mechanical targets must succeed at a Craft or Mecha Repair check. If the attacker is still present this check is resisted with the same skill used to inflict the effect.
•Overload: This weapon draws a dangerous amount of energy from the mecha's power plant. Spend a Fate point and declare one die to be an "Overload Die" for the scene. When an Overload Die rolls a [+] add +2 shifts to damage. The following round all mecha-related actions are at -1 due to energy drain. This penalty disappears the following round.
•Reach: This melee weapon can attack targets one sector away.
•Two-Handed: This massive melee weapon is devastating but unwieldy. Increase Weapon Value by +2. However such attacks are less accurate. Reduce the attack roll by -1 shift. If this attack Ties it is instead treated as a miss.

Kozane Armor: heavy, energy-absorbing plates cover all major striking areas, making the Zeta a slow but sure combatant on the modern kaiju battlefield.

•Armor Value 5
•Cumbersome: Increase Armor Value by +2. This armor is bulky and makes movement difficult. If a situation aspect makes moving from one zone to another difficult, increase the difficulty of the Overcome check by +2. This mecha may not move more than one sector per round for any reason. This does not affect forced movement.
•Extra Consequence: 1 Minor
•Reactive Armor: Explosives redirect impact away, preventing more damage. When you take physical stress, you may check off two stress boxes instead of one.

Nambu Zeta: named after the signature sidearm of WWII, this small but powerful gazer pistol can be fired in one hand, while the mecha holds an immobilized target with its Kamayari. Due to the spear's power induction system the Nambu does not draw power from the mecha, as most other weapon systems do.

•Weapon Value: 2
•Ammo: This weapon uses an external ammo supply. Once per scene declare that a missed attack instead hits with +2 shifts. The weapon gains the "Out of Ammo" aspect and cannot be used. This aspect must be overcome with a mecha control skill check before the weapon can be used again.

- Sharpshooter: This weapon is designed to strike its target, regardless of any inherent advantages it has. Spend a Fate point and declare any three character aspects. These aspects cannot be invoked to defend against this weapon.

Sode Shoulder Shields: These ablative plates serve as shields without needing an arm to be used.
- Shield: add +1 to Armor Value. You can Invoke a shield to absorb a single mild consequence. Doing so destroys the shield, and it can only be repaired out of combat.

Iron Striker

Pilot: Lt. Ace Kasuragi
Design Philosophy: Hit Fast, Strike Hard   **Glitch:** Flies Like a Bee   **CP:** 18
Combiner: This mecha combines with 2 others to create the Iron Beast.
Flight System: While most mecha use their massive power plants to move tons of arms and legs in combat, the Striker focuses that awesome energy into flight.
- Aspect: Hard to Fly, but Harder to Catch
- Flight System: This mecha can fly at "Jet" speeds. Out of combat it can quickly travel from place to place. In combat the pilot can use their mecha control skill to Create Advantages dealing with flight. This does not limit their ability to fight on the land. While flying in combat they must always take a movement action to remain aloft. If they are ever unable to move then the mecha lands at the end of the pilot's turn. If they are more than one sector up they must make a successful mecha control roll to land safely.
- Speed Boost: The mecha moves two sectors for free in a conflict without rolling, instead of one, provided there are no situation aspects restricting movement. It's overland speed increases one step.
- Hover: The extremely fine controls of the mecha's flight system allow it to hover in mid air and travel at slower speeds than normal. It also no longer needs to take movement actions to stay aloft in combat. Rolls to create flight-based Advantages are made at +2.

Missile Swarm: The Striker is armed with pods of mini-missiles that attack in bursts. These feature programmable warheads able to alter their damage types to suit multiple missions.
- Weapon Value: 4
- Burst: This weapon fires a barrage of projectiles at a single target. Increase Weapon Value by +2. However such attacks are less accurate. Reduce attack rolls by -1 shift. If this attack Ties it is instead treated as a miss.
- Damage Modulation: The damage form of this weapon may be modified to take advantage of weaknesses within the enemy. No other elements of this weapon are affected. Using this stunt does not require an action.
- Homing: This weapon follows its target until it hits. If the initial attack misses make a second attack roll. If the target is a vehicle the pilot defends with their Computer skill. If the target is living they defend with their Deceive skill. If the attacker succeeds they tag the target with the Aspect "Homing In". If they succeed with style they receive a free invoke of "Homing In" instead of a boost.

- Long Range: This weapon is specifically designed to strike targets at great distances. Increase the range of this weapon to 6 sectors. The weapon cannot be used to attack a target 1 or 2 sectors away.
- Unstable: Add 2CP worth of stunts. Every time they weapon attacks reduce the damage/effect -1 shift for duration of the scene.

Backseat Blaster: Since the Striker is usually the first mecha on scene, it has an offensive and defensive AI designed to watch its back. It uses flechette rounds specifically designed to damage the wings of flying kaiju.
- Weapon Value 2
- Self Targeting: This weapon has a built in AI that controls its attack. Any relevant skill roll is made at Fair ability. The AI can attack every other round. This is in addition to the pilot's own actions.
- Specialized: This weapon is especially effective against flying kaiju. Increase the Weapon Value by +2 against such targets.

Twin Gazer Cannons: Instead of arms the Striker has two massive Gazer emitters, used primarily to harass kaiju and keep them off balance while the other team members move in for the kill. The blasts are designed disrupt the kaiju's gamma thalamus, causing widespread systemic pain.
- Weapon Value 4
- Autofire: This weapon fires constantly, making it possible to spray an entire area with fire. Make an attack against all targets in a sector. Any target hit is tagged with the aspect "Pinned Down". If a target with this aspect attacks a teammate they may invoke "Pinned Down" when they defend against that attack at no charge. The "Pinned Down" aspect goes away if you miss them or are no longer attacking them.
- Compel Consequences: Once per scene when this weapon hits, offer a Fate Point to the target. If they take the point then they agree to take a Mild Consequence "Gamma Thalamus Disruption". The target may choose to avoid taking the Consequence by giving the attacker a Fate Point instead, in which case they take the stress damage normally.

Iron Angel

Pilot: Sgt. Keiko Watanabi
Design Philosophy: Ready for Anything   **Glitch:** Master of None   **CP:** 18
Combiner: This mecha combines with 2 others to create the Iron Beast.
Multiform Rifle: This weapon compliments Sarge's gift of improvisation. Her usual tactic is to analyze the weaknesses of a kaiju then configure her weapon to do maximum damage to it. This is one of her standard configurations.
- Weapon Value 4
- Alternate Form: Spend a Fate point and completely reconfigure this weapon using 6 CP. The weapon retains this form until another Fate point is spent to reconfigure it. This takes a standard action.
- Guided: This weapon uses advanced sensors to strike its target. Use the Computer skill instead of the normal attack skill when using this weapon.

- Laser Painter: This system paints a target with invisible lasers, making it easier for other weapon systems to strike. Use an action to tag a target with the boost "Painted" with two free invokes.
- Penetrating: This weapon is designed to ignore a target's defenses. Once per scene, when the target invokes a personal aspect that causes an attack to miss, invoke Penetrating for free.
- Specialized: This weapon has been calibrated to be especially effective against one particular kaiju. Increase the Weapon Value by +2 against that specific kaiju.

Battlemaster Array: This customized electronic intelligence package can quickly penetrate the secret workings of even the mightiest kaiju, enabling the team to know all their enemy's weak points, and providing invaluable knowledge to aid in the long-term fight against the creatures.

- Active Sensor Suite: Sweep the battlefield quickly using advanced sensors. Use Computers instead of Notice to be aware of combat conditions.
- AI Analysis: An artificial intelligence system is dedicated to analyzing opponents. Use Computers instead of Empathy or Craft for determining the aspects of an enemy.
- Scanner Array: It is impossible to anticipate every situation on the battlefield. That is why this highly sensitive array of instruments can be quickly programmed to seek out anything the operator might need to find. Gain a +2 to one of the following actions: use Computers to create a non-combat Advantage or use Computers to Overcome in a non-physical situation.
- Target Analyzer: This system is designed to identify the strengths and weaknesses of an opponent. Gain +2 to Empathy checks to determine the aspects of a living enemy, or +2 to Craft checks to determine the aspects of a mechanical enemy.

Koutetsu Zeta: This is an advanced variant of the "commando" mecha armor, specifically designed to move the mecha into striking distance without being seen.

- Armor Value 2
- Aspect: "Getting Up Close and Personal"
- Camouflage: This mecha is covered in hexagonal plates which can be colored, heated, or cooled to mask it from detection. They pilot may use their Stealth skill as normal against those trying to locate them, so long as they can narrate how the environment is conducive to the mecha hiding.

Iron Beast

Although the power of the Iron Beast mecha was unparalleled, combining the three mecha of Taskforce Ichiban was a rare occurrence. Though a finely tuned team, each pilot was also an expert warrior with their own fighting style and job to do in the group. Combining their mecha gave them raw power, but at the cost of their unique abilities. However when the job required it the crew behaved admirably.

   The torso of the Iron Angel folded in half and created a centaur-form with the Iron Demon, while the Iron Striker docked with the Demon's back, forming wings. The power of the Angel was transferred to the Striker, which reigned fire on the kaiju, while the Demon served as a mobile defensive barrier.

Design Philosophy: Strength in Unity   **Glitch:** Ungainly   **CP:** 21

Size: Gargantuan   **Stress:** 5   **Consequences:** 2 Mild, 2 Moderate, Severe

Angel Power: the Iron Angel provides a power boost for all the Beast's systems, especially weapons.

• Build Up: This weapon slowly draws power from the mecha's plant until it unleashes a devastating attack. This weapon stunt has no cost. Each round make a Mecha Repair check. If the check succeeds store up one shift of damage.

• Multi-Legged: The kaiju gains +2 to Overcome checks related to movement and remaining upright.

• Overclock (2): The mecha can deliberately increase its power output to dangerous levels. Spend a Fate point and declare two mecha control die to be "Overclock Dice" for the scene. When an Overclock Die rolls a [+] on a non-combat roll add +2 shifts to the result. The following round all mecha-related actions are at -2 due to energy drain. This penalty disappears the following round.

• Overload (2): This functions the same as Overclock for combat-related rolls.

Demon Armor: the body of the Iron Demon serves to armor the entire mecha, absorbing the brunt of all attacks.

• Armor Factor: 6

• Barricade Maneuver: This mecha is designed to be nearly impregnable when the pilot chooses it to be. Gain +2 to defend when taking the Full Defense action.

• Cumbersome: Increase Armor Value by +2. This armor is bulky and makes move-ment difficult. If a situation aspect makes moving from one zone to another difficult, increase the difficulty of the Overcome check by +2. This mecha may not move more than one sector per round for any reason. This does not affect forced movement.

• Extra Consequences: 1 Minor, 1 Moderate

• Reactive Armor: When taking physical stress, two stress boxes may be checked off instead of one.

• Reactive Armor-Offensive: Seeing the Beast apparently take a massive explosion and still stand tall is a psychological attack unique to this mecha. Once per scene, when taking physical stress, choose to incur either an additional point of stress or a physical consequence. If the mecha takes an extra point of stress tag an opponent with the aspect "Unnerved". If the mecha takes the extra Consequence "Spectacular Damage" gain a number of free invocations of the aspect based on its severity: two for a minor consequence, three for moderate, or four for severe. The "Unnerved" aspect cannot be removed until these free invocations are used. Removing the aspect afterwards requires a Fair (+2) Will roll.

Striking Force: The Iron Striker transfers all its power to weapons and, boosted by the Angel, has the power to level cities.

• Weapon Value: 6

• Burst: This weapon fires a barrage of projectiles at a single target. Increase Weapon Value by +2. However such attacks are less accurate. Reduce the attack roll by -1 shift. If this attack Ties it is instead treated as a miss.

• Damage Modulation: Vary the damage form of this weapon to take advantage of weaknesses within your enemy. No other elements of this weapon are affected. Using this stunt does not require an action.

- Unstable: Add 2CP worth of stunts. Every time it attacks reduce the damage/effect -1 shift for duration of the scene.
- Weakness (Electricity): When attacked with this element add no skill to defense. Aspects may be invoked as normal.

Burn Out: [11cp] Using this weapon requires spending a Fate point, and may be used only once per adventure. After attacking with this weapon the mecha receives the aspect "Burned Out".

- Weapon Value: 8
- Area: This weapon strikes all targets in a sector. Make one attack roll. The attack is applied to each target, which must defend against this attack as if it were the sole target. Reduce damage by -2 shifts. If the attack does no damage the attacker gains a Boost instead.
- Cone: This weapon may affect 2 additional sectors. These sectors must be either in a straight line or adjacent to the attacker's sector. This does not increase the range of the weapon.
- Explosive Area: This attack affects the target sector and all 8 adjacent sectors. This does not increase the range of the weapon, but it may be used in conjunction with other stunts that do increase range.
- Increased Range: This weapon is effective up to 3 sectors.
- Penetrating: This weapon is designed to ignore a target's defenses. Once per scene, when your target invokes a personal aspect that causes your attack to miss, you may invoke Penetrating for free.

HOME FRONT DEFENSE
Mecha Assault Force
ICHIMASU!!!
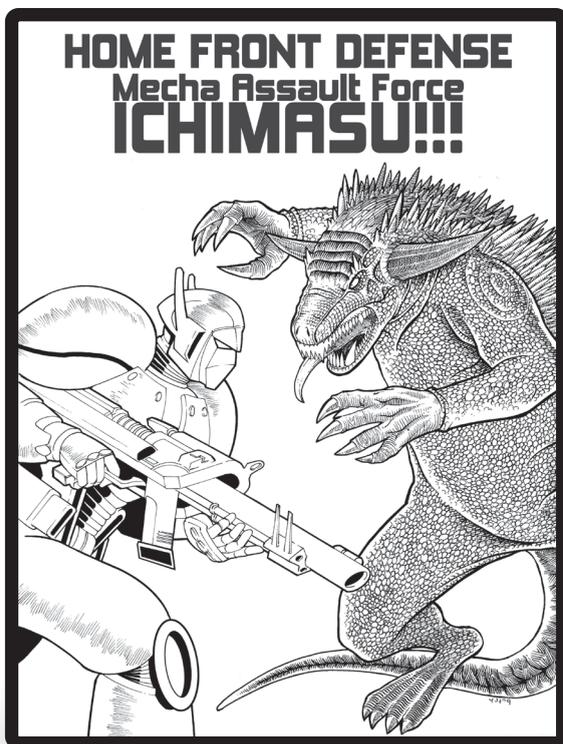
NEW MECHA SYSTEMS

Auto-Defense: When you succeed with style on a defend action against an opponent's Fight roll, you automatically trigger a defensive system that attaches a situation aspect on your opponent with a free invoke, instead of just a boost. For example, a "Dazer" might feed an electric charge through the mecha's armor, attaching the Dazed aspect on the attacker.

Build Up: This weapon slowly draws power from the mecha's plant until it unleashes a devastating attack. This weapon stunt has no cost. Each round make a Mecha Repair check. If you succeed you store up one shift of damage.

Burn Out: [update] This is a weapon of last resort, as it focuses all the mecha's power into a single attack. This weapon stunt has no cost. Instead create a single weapon system worth ½ the total number of CP used to create the mecha. This power allows you to ignore any limitations on Weapon Value. Using this weapon requires spending a Fate point, and may be used only once per adventure. After attacking with this weapon your mecha receives the aspect "Burned Out" and is unable to move or attack the round after using this weapon. You also lose access to all other mecha systems. Attacks made against your mecha can only be defended with dice rolls. You may not use your own skills or any mecha system. You may still invoke any aspects you wish. On the following turn you may attempt to overcome Burned Out with a successful mecha repair skill check. The target for this check is the CP cost for the system being restored. Any mecha system without a CP cost requires a Fair repair roll. If you fail that system is still unable to function. You may repair multiple systems at once by adding the CP costs together, however you must decide how many systems you are attempting to restore before making the roll. For example: a mecha is built on a total of 12 CP. The pilot may install a Chrysanthemum Gazer Array, with a WV: 5 and Extended Area.

Ejection System: If your mecha is taken out in combat, you may spend a Fate point to concede instead. You may still collect Fate points for conceding. You may reenter play in the subsequent scene. You take no physical stress, however you suffer a minor consequence to reflect the dangers you defied.

Entangle: [Update] When you attack with this weapon, in addition to doing damage, you may tag your target with the Aspect "Entangled". This aspect may be invoked to negate the movement of the target, in addition to the normal effects of an invoke. If you succeed with style you receive a free invoke of "Entangled" instead of a boost. To remove this aspect the target must succeed at a Physique check. If the attacker is still present this check is resisted with the same skill used to inflict the effect.

•**Pulled:** (Requires Entangle) You are able to move entangled targets where you want them to go. When you invoke the Entangled Aspect you may move the target into your Sector if they are not there already. On your next action if you move you may force the target to move with you if the target is still Entangled.

Immobilize: This attack reduces the target's movement by 1 sector. If movement is reduced to 0 the target gains the aspect "Immobalized". To remove these effects biological targets must succeed at a Physique check, while mechanical targets must succeed at a Craft or Mecha Repair check. If the attacker is still present this

check is resisted with the same skill used to inflict the effect.

✚ **Increased Range:** [Update] This weapon is effective at a farther range than normal. Increase the weapon's range by 1 sector.

Inertial Redirection: Once per scene, after taking physical stress, you may spend a fate point to add the shift value of the attack (after any reduction by consequences) as a bonus to an action in the next exchange taken against the person who inflicted the stress.

Life Support System: Some mecha are designed for long patrols in hostile terrain. In addition to having full food service and water purification systems, mecha with life support grant each crew member +2 to overcome or defend with Physique against hunger, thirst, poison, or weather-related aspects. This benefit only extends to the regular crew and not to passengers.

Multi-Legged: The mecha gains +2 to Overcome checks related to movement and remaining upright.

Piloting AI: This advanced control system allows a human pilot to direct their mecha by voice command and vision-guided control. The pilot gives commands to its mecha and the AI does the rest. This leaves the pilot free to perform other actions. Use your Movement action to Create an Advantage using Athletics, Crafts/Mecha Repair, Drive, Notice, or Stealth (if usable by the mecha).

✚ **Psyche Drones:** These drones function on broadcast power generated by the mecha. They orbit the vehicle within an energy field, providing protection as they intercept attacks, or boosting offensive power by adding blasts of energy to an attack. For every CP invested you gain a pool of either Armor Value or Weapon Value. The default is to apply the pool to the mecha's AV. However for every point above 2 rolled during an attack you may add +1 WV. This must be applied before the opponent rolls their defense. Reduce the AV provided by the Drones by a like amount until the beginning of the next exchange. Example: the pilot of the Tetsujin ZZ has a Psyche Drone system rated at 5. This system provides an Armor Value of +5 to the mecha. When the pilot attacks they roll a final result of 4. They may add Weapon Value +2 to the attack. Their Armor Value is reduced by 2 until the beginning of their next exchange.

Reactive Armor: Reactive armor is standard on many tanks. Designed to detonate outward upon a ballistic impact, reactive armor deflects explosions. When you take physical stress, you may check off two stress boxes instead of one.

• **Reactive Armor-Offensive:** (requires Reactive Armor) When fighting up close with mutant monsters, some pilots find their reactive armor can be used as a weapon. This system has been modified to immediately counter attack when triggered, at the cost of additional damage to the mecha. These modifications are frowned on by most militaries, for obvious reasons. Once per scene, when you take physical stress, you may choose to incur either an additional point of stress or a physical consequence. If you take an extra point of stress you may create a situation aspect on your opponent. If you take an extra Consequence you gain a number of free Invokes of the aspect based on its severity: two for a minor consequence, three for moderate, or four for severe. The aspect cannot be removed until these free invocations are used. Removing the aspect afterwards requires a Fair (+2) Will or

Physique roll, chosen at the time the system is created.

Reflection: You turn an opponent's attack against it. Take your turn performing the Full Defense action (Fate Core 159). Add +2 to your next attack.

Scanner Array: [Update] It is impossible to anticipate every situation on the battlefield. That is why this highly sensitive array of instruments can be quickly programmed to seek out anything you might need to find. You gain a +2 to one of the following actions: use Computers to create a non-combat Advantage or use Computers to Overcome in a non-physical situation.

Stunning: When you attack with this weapon, in addition to doing damage, you may tag your target with the Aspect "Stunned". This aspect may be invoked to prevent the target from attacking. You gain no other benefit from invoking this aspect. To remove this aspect the target must succeed at a Physique check. If the attacker is still present this check is resisted with the same skill used to inflict the effect.

Target Analyzer: [Update] This system is designed to identify the strengths and weaknesses of your opponent. Gain +2 to Empathy checks to determine the aspects of a living enemy, or +2 to Craft checks to determine the aspects of a mechanical enemy.

•**AI Analysis:** [Update] (requires "Target Analyzer") You have an artificial intelligence system dedicated to analyzing your opponent. You may use Computers instead of Empathy or Craft to determine the aspects of an enemy.

•**Omphalos Circuit:** [Update] (requires "Target Analyzer") This subsystem maximizes the efficiency of your attack. Any time you invoke an opponent's aspect in combat, you get an additional +2 on the roll.

VTOL: This vehicle can Vertically Take Off Or Land, as well as fly at "Helicopter" speeds or slower. Out of combat it can travel from place to place faster than an automobile. In combat the pilot can use their Mecha Control Skill to Create Advantages dealing with flight. This vehicle may hover in mid-air, however it cannot fight on the land.

Weakness: Your mecha is more powerful, but has an Achilles Heal. When attacked with this element you add no skill to your defense. You may still invoke Aspects as normal. You gain bonus Creation Points based on the rarity of its weakness. A Common Weakness will grant 4CP; these include Fire, Cold, or any element that the mecha may encounter on a typical day. A Rare Weakness will grant 2CP; these include unusual chemicals or natural substances that the mecha would not normally be exposed to.