# GUNWAVE

The Mecha RPG System

## Colony War
## Core Handbook

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# A History of the Future

Welcome to the future.

It is the 99th year of the Space Era. Mankind has reached the stars, establishing five clusters of space colonies, thanks to the development of huge humanoid construction machines called *mecha*.

Nine months ago, after years of political debate, the colonies known as Asgard declared its independence from the United Earth Government and formed its own militarized state. The U.E.G. deployed its space fleet, and the Separatists' War began.

## What is Gunwave?

*Gunwave* is a free tabletop role-playing system for playing war with giant robots.

In most RPGs, you play a character. In *Gunwave*, your character pilots a giant robot (a *mecha*) during an interstellar war between Earth and its colonies. The following sections of this handbook explain how to play with your character and robot, and the processes for combat and other skill resolutions.

*Gunwave* is licensed under a Creative Commons Attribution 3.0 license. It is strongly inspired by the *Dungeons & Dragons*™ 4th Edition[1] and *Savage Worlds* rules, to which its author owes a debt of gratitude and a tip of the Design Hat.

## What is Role-Playing?

Role-playing is "let's pretend" with rules. One of the players, a Narrator, introduces a scenario in a universe with giant robots, and plays incidental characters. You (along with your fellow players) play as a pilot in a giant robot, and you respond to the Narrator's description of the situation.

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A role-playing system provides clear rules for this game. The rules define your limitations and tradeoffs, exactly how much damage you can do with your robot, the relative power of your enemies, and your chances of success.

## Overview of the Gunwave System

In *Gunwave*, you choose a **mecha** (giant robot) and a **pilot character** who will fight as part of the Separatists' War, for either the bureaucratic United Earth Government or the rogue Nation of Asgard. You'll sit down with some buddies during a **session**, in which one of your buddies runs the game as the **Narrator** (like a referee), and everyone else plays their pilot characters.

Your mecha and pilot characters each have a **type** (scavenger, converting fighter, striker), a few powerful **weapons**, and a set of **traits** (special abilities). Traits can be Skill-based (used as often as you'd like), or limited to once per Battle or once per Day, depending on the trait.

As your pilot character fights through the Separatists' War, he or she will attempt various things—sneaking into an enemy base, attacking a remote outpost, sabotaging a weapons lab, escorting an important scientist, *etc.*—and to do so, you'll perform *rolls*. To roll, you'll use the number of six-sided dice listed on the appropriate trait (such as Stealth), apply modifiers (such as -1 if it's dark), and roll that many 6-sided dice. This set of dice is called a *dice pool*.

If you're just trying to succeed at something—hack into a computer system, for example—then you succeed if any die rolls a 5 or 6.

If you're attacking a mecha, the number of dice that roll 5 or 6 is subtracted from the enemy mecha's Armor. If attacking a person, if any die rolls a 5 or 6, the hit person is *stunned*, and drops unconscious if stunned enough times.

## What To Bring To a Gaming Session

To play a game of *Gunwave*, you'll need these

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rules, a handful of 6-sided dice, a character sheet, and a mecha sheet.  You'll find blank character and mecha sheets at the end of this document.

You can also use a *battle mat*—a grid of one-inch squares or hexes—to track the position of all the mecha or characters in a battle.

When you come to a session, be prepared with a good grasp of your pilot's personality.  He or she probably won't act exactly like you, so think in advance about how your character differs from you.

And bring snacks.

## Other Resources

The main Gunwave website at http://www.gunwave.net contains the latest edition of the following manuals:

- The *Gunwave Rule System*, a concise reference of all the rules in the *Gunwave* system.
- *Gunwave in a Nutshell*, an overview of the system
- The *Gunwave Narrator's Guide*, with advice for Narrators and sample story and campaign ideas.
- The *Gunwave Character Compendium*, listing dozens of sample characters (pilots as well as other characters that your pilot character may encounter).
- The *Gunwave Vehicle Compendium*, listing a number of mundane and exotic vehicles, including rules for using them.
- This handbook
- Handbooks for playing *Gunwave* in other settings.

# The Universe of the Colony War

## A History Of The Future

It is the 99th year of the Space Era. Mankind has finally established itself with homes among the stars, in massive orbiting space colonies and habitats throughout the solar system.

But all is not peaceful. The group of colonies known as Asgard have broken off from the United Earth Government and announced the formation of the independent Nation of Asgard. The U.E.G. counts this treason, and the two sides are now locked in a conflict called the Separatists' War.

The U.E.G. controls Earth and the various colonies besides Asgard, as well as numerous small settlements in space, on the moon, and on Mars.

Asgard's mecha are generally less powerful but faster than that of the U.E.G., and Asgard's pilots are also more skilled in mecha combat than the U.E.G.'s pilots.

There are three types of people in this universe: regular humans, super humans who have been born with advanced psychic abilities, and Augmented who have had circuitry implanted in their brains to enhance their mental abilities.

## United Earth Government

The U.E.G. was formed as a loose world government in response to global crises in food and energy production. The various nations of Earth maintain their own semi-autonomous regional governments, similar to those of U.S. states.

Because the colonies use mecha for all of their large-scale construction in space, the U.E.G. lags behind the colonies in mecha production and expertise. However, with the advent of the war, the U.E.G. marshaled its brightest minds to develop new U.E.G. mecha, especially those in the new Victory class. As a result, U.E.G. mecha often sport more advanced technology than those of the colonies, which are often retro-fitted construction mecha.

The U.E.G. also boasts a large, well-developed space fleet that operates with precision and discipline. This fleet consists of some forty destroyers (all named according to Norse mythology), seventy carriers (using Indian mythology), and eighty battleships (named according to Greco-Roman mythology).

The U.E.G. still technically controls the four colony groups besides Asgard, though they are all watching the war closely and will declare their independence if the war goes well. Asgard has insisted it will free the other colonies if it wins the war. The U.E.G. also controls the half dozen research domes on the moon, and the three on Mars.

## The Colonies

There are five major colony groups: Asgard, Svarlock, Olympus, Yahiro, and Annu. Each group consists of between ten and thirty individual colony units.

Most colony units are spinning wheels or cylinders, large enough to maintain their own atmosphere and agricultural facilities. Each colony unit produces most of its own food, though it also trades with other colonies and Earth. Each colony group has set up an independent mining company that processes raw metal from nearby asteroids.

Colony units are more independent than the U.E.G.; each unit has its own government, with a very loose alliance between all the units in a colony. The exception, of course, is Asgard, which has formed a highly unified government that's essentially identical across all its units.

Ships can dock at the center of the colony unit, which is stationary and has no gravity.

# Choosing Your Mecha

A lot goes into a mecha:  computer systems, oversized weaponry, fancy power systems, advanced (but oddly generic) "sensors," and a host of other aspects and attributes.  As far as game mechanics go, though, *Gunwave* keeps track of only a few key attributes and numbers:

- Name
- Mecha Type – a broad classification of what your mecha can do
- Attributes:
  - Armor – how much damage it can take
  - Energy – how many weapons it can use at once
  - Speed – how fast it can move
- Weapons – including the number of dice used in the dice pool.  If the weapon uses ammunition, it lists the types of ammunition it can take (each type uses a different number of dice)
- Traits – powerful abilities that can be used in and out of combat

Your Narrator may provide you with a list of pre-generated mecha to choose from, or may give you a particular pre-made mecha to pilot.

You can keep track of your mecha's attributes on a *Mecha Sheet*, like the one on page Error: Reference source not found.

## *A Note on Trait Descriptions*

Trait descriptions may include the following specific terms:

- **Target** – How many enemies the power affects.

- **Range** – How far away an enemy can be for the power to affect.  Ranges can be *adjacent*, *close*, *medium*, *long*, or *extreme*. *Regular* range is the range of whatever weapon you choose to use for your attack.

- **Attack** – The number of dice in your dice pool.

- **Burst** attack – Damages multiple enemies around the initial point of impact.  If an attack does "close burst ", then it also hits all enemies *close* to the enemy initially hit.

- **Damage** – How much damage the attack does.

- **Regular** damage – Perform a regular weapon attack, and use whatever damage that the weapon would normally do.

- **Personal** damage – Decrease the pilot character's Health by this amount; do not decrease the mecha's Armor.  If personal damage isn't specified, apply damage to mecha Armor.

- **Save ends** – The player affected by the power rolls two dice at the end of his or her turn.  If the combined total is 6 or higher, the power's effect ends immediately.  If the combined total is 5 or lower, the effect continues and the player will try another saving throw next turn.

## U.E.G. Mecha

### Dominator Class

These units have been loaded down with missiles and weapons, taking advantage of the U.E.G.'s superior arms production capacity. Dominators can't take much damage, and they can't move well, but enemies don't last long when faced with their barrage of weaponry.

All Dominators are equipped with Quad Shock Missiles, and 2 other weapons.

Dominators can carry double the number of rounds that any other mecha can carry (40 standard rounds instead of 20). It can fire its Quad Shock Missiles three times per encounter.

### Drone Swarm Commanders

This is a popular term used to describe a mecha equipped with an array of 6 drones, which the pilot can launch and control remotely. Each drone is equipped with small maneuvering jets and a laser cannon.

The drones move and fire as though they are a separate, single entity under the pilot's control. The pilot's turns are modified as follows:

1. Move action for mecha *or* drone swarm
2. Attack/heal action for mecha *or* drone swarm
3. Minor action

The drone swarm must always be centered on a particular location, though it can occupy the same location as a mecha, fighter, or ship. Drone swarms have a fast speed. At long range from the commander mecha, drone swarms subtract -1 die from attack dice pools. At extreme range, swarms subtract -3 dice.

Drone swarms consume 1 point of energy for every movement unit they move through, and 1 point of energy when the entire swarm fires.

Because of the mental concentration required to control drones, the pilot cannot control both his mecha and the drones simultaneously. However, a pilot can move his mecha and fire drones, or move the drones and fire a mecha weapon.

The amount of space required to store drones on the mecha limits the mecha's onboard weaponry to two weapons besides the drones.

A drone swarm attack consists of a dice pool equal to 1 plus the number of drones in the swarm (no attack attribute is added to a drone attack dice pool), with zero range (drone swarms must attack the mecha in the same location they're centered on). So, with a fresh drone swarm, you will attack with a dice pool of 7. If another pilot attempts to hit the swarm, that player subtracts -2 dice from the attack pool, but each hit (5 or 6) destroys one drone. Drones are not replenished until a mecha spends at least one turn replenishing weapons and energy in an allied ship. When the last drone is destroyed, the pilot must rely on onboard weaponry.

### Katar Class

The Katar class was designed for stealth infiltration missions. It's typically loaded with a cloaking device, jamming fields, EMP pulse weapons, and other equipment that can get it into and out of an explosive situation with a minimum of fuss.

### Victory Class

This is the standard workhorse mecha of the U.E.G. military. But a Victory-class mecha is nothing to scoff at; used properly, it can excel in any mission.

# Hephaestus, Dominator Class

Armor: 9          Energy: 60          Speed: 3

| | | |
|---|---|---|
| **Blast Lancer** | Dice: 4 | Energy: 4 |
| | Range: Medium | |
| | *+2 damage vs. spark* | |
| **Mega Photon Rifle** | Dice: 3 | Energy: 3 |
| | Range: Long | |
| **Quad Shock Missiles** | Dice: 5 | Energy: 10 |
| | Range: Long | |

### Scrambling Their Systems — Skill

You broadcast a burst of interference. Perform a regular attack, and if successful, your target must re-roll one successful die roll in all dice pools until the beginning of your next turn.

### Call In A Strike — Skill

*You ask an allied ship to fire its weapons at an enemy mecha.*

**Target:** One enemy          **Range:** See effect
**Attack:** 4          **Damage:** See effect

An allied ship within long range of your enemy fires a turret at the enemy, as a skill check of 4 dice. If successful, deals 1 damage.

### Heavy Barrage — Battle

Launch a second attack this round.

### Itano Circus — Battle

Your missiles veer out in a poetic dance of con trails, making them much harder to dodge. Perform a regular attack with an extra +3 dice, but you must roll at least one 6 to hit.

### Nice Design — Battle

You take advantage of your mecha's convenient design to use a repair operation as a minor action.

### Full Barrage — Daily

Perform a total of three attacks this round, and launch an extra attack next round. None of these attack actions may be used for healing surges or repair operations.

### Massive Bombardment — Daily

*You launch a huge barrage of missiles at a ship, dealing impressive damage.*

**Target:** One ship          **Range:** Long
**Attack:** 6          **Damage:** Regular
* 2

### Air Strike — Daily

*You ask an allied ship to unleash its full firepower on one enemy mecha.*

**Target:** One ship          **Range:** See effect
**Attack:** 5          **Damage:** See effect

A nearby ship within long range of the enemy fires its turrets at the enemy. If the attack is successful, roll a 1d6. Multiply that number by damage to calculate final damage.

# Tartaros, Dominator Class

Armor: 11          Energy: 65          Speed: 2

| Pulse Rifle | Dice: 5          Energy: 3<br>Range:  Medium |
|---|---|
| **Mega Photon Rifle** | Dice: 3          Energy: 3<br>Range: Long |
| **Quad Shock Missiles** | Dice: 5          Energy: 10<br>Range: Long |

### Scrambling Their Systems                    Skill

You broadcast a burst of interference.  Perform a regular attack, and if successful, your target must re-roll one successful die roll in all dice pools until the beginning of your next turn.

### Call In A Strike                    Skill

*You ask an allied ship to fire its weapons at an enemy mecha.*

**Target:** One enemy          **Range:** See effect

**Attack:** 4          **Damage:** See effect

An allied ship within long range of your enemy fires a turret at the enemy, as a skill check of 4 dice.  If successful, deals 1 damage.

### Heavy Barrage                    Battle

Launch a second attack this round.

### Itano Circus                    Battle

Your missiles veer out in a poetic dance of con trails, making them much harder to dodge. Perform a regular attack with an extra +3 dice, but you must roll at least one 6 to hit.

### Nice Design                    Battle

You take advantage of your mecha's convenient design to use a repair operation as a minor action.

### Full Barrage                    Daily

Perform a total of three attacks this round, and launch an extra attack next round.  None of these attack actions may be used for healing surges or repair operations.

### Massive Bombardment                    Daily

*You launch a huge barrage of missiles at a ship, dealing impressive damage.*

**Target:** One ship          **Range:** Long

**Attack:** 6          **Damage:** Regular

* 2

### Air Strike                    Daily

*You ask an allied ship to unleash its full firepower on one enemy mecha.*

**Target:** One ship          **Range:** See effect

**Attack:** 5          **Damage:** See effect

A nearby ship within long range of the enemy fires its turrets at the enemy.  If the attack is successful, roll a 1d6.  Multiply that number by damage to calculate final damage.

# Chaob, Dominator Class

Armor: 10          Power: 60          Speed: 2

| Flamethrower | Dice: 4          Energy: 3 |
| --- | --- |
| | Range: Medium |
| | *90-degree cone* |
| Crippler Railgun | Energy: 3 |
| | Range: Extreme |
| | *2 personal damage per round* |
| Quad Shock Missiles | Dice: 5          Energy: 10 |
| | Range: Long |

### Scrambling Their Systems                Skill
You broadcast a burst of interference.  Perform a regular attack, and if successful, your target must re-roll one successful die roll in all dice pools until the beginning of your next turn.

### Call In A Strike                Skill
*You ask an allied ship to fire its weapons at an enemy mecha.*
**Target:** One enemy          **Range:** See effect
**Attack:** 4          **Damage:** See effect
An allied ship within long range of your enemy fires a turret at the enemy, as a skill check of 4 dice.  If successful, deals 1 damage.

### Heavy Barrage                Battle
Launch a second attack this round.

### Itano Circus                Battle
*Your missiles veer out in a poetic dance of con trails, making them much harder to dodge.*  Perform a regular attack with an extra +3 dice, but you must roll at least one 6 to hit.

### Nice Design                Battle
You take advantage of your mecha's convenient design to use a repair operation as a minor action.

### Full Barrage                Daily
Perform a total of three attacks this round, and launch an extra attack next round.  None of these attack actions may be used for healing surges or repair operations.

### Massive Bombardment                Daily
*You launch a huge barrage of missiles at a ship, dealing impressive damage.*
**Target:** One ship          **Range:** Long
**Attack:** 6          **Damage:** Regular
* 2

### Air Strike                Daily
*You ask an allied ship to unleash its full firepower on one enemy mecha.*
**Target:** One ship          **Range:** See effect
**Attack:** 5          **Damage:** See effect
A nearby ship within long range of the enemy fires its turrets at the enemy.  If the attack is successful, roll a 1d6.  Multiply that number by damage to calculate final damage.

# Coyote, Dominator Class

Armor: 10          Energy: 50          Speed: 4

| | | |
|---|---|---|
| **Blast Lancer** | Dice: 4 | Energy: 4 |
| | Range: Medium | |
| | *+2 damage vs. spark* | |
| **Hyper Plasma Bazooka** | Dice: 5 | Energy: 5 |
| | Range: Medium | |
| **Quad Shock Missiles** | Dice: 5 | Energy: 10 |
| | Range: Long | |

| *Scrambling Their Systems* | Skill |
|---|---|

You broadcast a burst of interference. Perform a regular attack, and if successful, your target must re-roll one successful die roll in all dice pools until the beginning of your next turn.

| *Call In A Strike* | Skill |
|---|---|

*You ask an allied ship to fire its weapons at an enemy mecha.*

**Target:** One enemy          **Range:** See effect
**Attack:** 4          **Damage:** See effect

An allied ship within long range of your enemy fires a turret at the enemy, as a skill check of 4 dice. If successful, deals 1 damage.

| *Heavy Barrage* | Battle |
|---|---|

Launch a second attack this round.

| *Itano Circus* | Battle |
|---|---|

Your missiles veer out in a poetic dance of con trails, making them much harder to dodge. Perform a regular attack with an extra +3 dice, but you must roll at least one 6 to hit.

| *Nice Design* | Battle |
|---|---|

You take advantage of your mecha's convenient design to use a repair operation as a minor action.

| *Full Barrage* | Daily |
|---|---|

Perform a total of three attacks this round, and launch an extra attack next round. None of these attack actions may be used for healing surges or repair operations.

| *Massive Bombardment* | Daily |
|---|---|

*You launch a huge barrage of missiles at a ship, dealing impressive damage.*

**Target:** One ship          **Range:** Long
**Attack:** 6          **Damage:** Regular
* 2

| *Air Strike* | Daily |
|---|---|

*You ask an allied ship to unleash its full firepower on one enemy mecha.*

**Target:** One ship          **Range:** See effect
**Attack:** 5          **Damage:** See effect

A nearby ship within long range of the enemy fires its turrets at the enemy. If the attack is successful, roll a 1d6. Multiply that number by damage to calculate final damage.

# Osiris, Dominator Class

Armor: 7          Energy: 70          Speed: 3

| | | |
|---|---|---|
| **Wave Blaster** | Dice: 3          Energy: 3 | |
| | Range: Medium | |
| **Pulse Rifle** | Dice: 5          Energy: 3 | |
| | Range: Medium | |
| **Quad Shock Missiles** | Dice: 5          Energy: 10 | |
| | Range: Long | |

### Scrambling Their Systems                    Skill

You broadcast a burst of interference.  Perform a regular attack, and if successful, your target must re-roll one successful die roll in all dice pools until the beginning of your next turn.

### Call In A Strike                    Skill

*You ask an allied ship to fire its weapons at an enemy mecha.*

**Target:** One enemy          **Range:** See effect

**Attack:** 4          **Damage:** See effect

An allied ship within long range of your enemy fires a turret at the enemy, as a skill check of 4 dice.  If successful, deals 1 damage.

### Heavy Barrage                    Battle

Launch a second attack this round.

### Itano Circus                    Battle

Your missiles veer out in a poetic dance of con trails, making them much harder to dodge.  Perform a regular attack with an extra +3 dice, but you must roll at least one 6 to hit.

### Nice Design                    Battle

You take advantage of your mecha's convenient design to use a repair operation as a minor action.

### Full Barrage                    Daily

Perform a total of three attacks this round, and launch an extra attack next round.  None of these attack actions may be used for healing surges or repair operations.

### Massive Bombardment                    Daily

*You launch a huge barrage of missiles at a ship, dealing impressive damage.*

**Target:** One ship          **Range:** Long

**Attack:** 6          **Damage:** Regular * 2

### Air Strike                    Daily

*You ask an allied ship to unleash its full firepower on one enemy mecha.*

**Target:** One ship          **Range:** See effect

**Attack:** 5          **Damage:** See effect

A nearby ship within long range of the enemy fires its turrets at the enemy.  If the attack is successful, roll a 1d6.  Multiply that number by damage to calculate final damage.

# Lion's Roar, Drone Swarm Commander

Armor: 8          Energy: 80          Speed: 4

| Blast Pistol | Dice: 2          Energy: 1 |
| --- | --- |
| | Range: Medium |
| Fusion Saber | Dice: 4          Energy: 2 |
| | Range: Adjacent |
| Wave Blaster | Dice: 3          Energy: 3 |
| | Range: Medium |

| Rapid-Fire | Battle |
| --- | --- |

*Your drones fly around your enemy at amazing speed, utterly disorienting your enemy and opening him up for a piercing attack.*

**Target:** One enemy

**Range:** Medium range of swarm
**Attack:** Drones in drone swarm + 2

**Damage:** Regular

| Disconcerting Strike | Battle |
| --- | --- |

*The ferocity of your attack on an enemy disorients his nearby ally.*

**Trigger:** You successfully hit an enemy with a regular attack

One enemy within close range of the hit enemy cannot attack next turn (but can repair or heal).  You may decide to use this power immediately after a successful regular attack.

| Scattered to the Winds | Battle |
| --- | --- |

*Your drones scatter, making them almost impossible to hit.*

Any attacks against your drones subtract −2 dice from dice pools until the beginning of your next turn.

| Swarming the Battlefield | Daily |
| --- | --- |

*You reach the limits of your concentration, and your drones split up and fire at all the mecha around them.*

**Target** Each enemy within close range of the swarm

**Attack:** 8                    **Damage:** Regular + 2

Your mecha must have at least 1 drone.

| Unleashing Everything You've Got | Daily |
| --- | --- |

*You grab your controls and fire a weapon as you pour out attacks with your drones.*

You perform a mecha attack and a drone attack against one enemy this turn, re-rolling one failed die roll in each dice pool.

# Eternal Sun, Drone Swarm Commander

Armor: 9          Energy: 70          Speed: 5

| | |
|---|---|
| **8 Projectile Grenades** | Dice: 5 |
| | Range: Medium |
| **Force Cannon** | Dice: 3          Energy: 2 |
| | Range: Medium |
| | *No extra Energy use* |

### Rapid-Fire                                    Battle

*Your drones fly around your enemy at amazing speed, utterly disorienting your enemy and opening him up for a piercing attack.*

**Target:** One enemy

**Range:** Medium range of swarm

**Attack:** Drones in drone swarm + 2

**Damage:** Regular

### Disconcerting Strike                          Battle

*The ferocity of your attack on an enemy disorients his nearby ally.*

**Trigger:** You successfully hit an enemy with a regular attack

One enemy within close range of the hit enemy cannot attack next turn (but can repair or heal).  You may decide to use this power immediately after a successful regular attack.

### Scattered to the Winds                        Battle

*Your drones scatter, making them almost impossible to hit.*

Any attacks against your drones subtract –2 dice from dice pools until the beginning of your next turn.

### Swarming the Battlefield                      Daily

*You reach the limits of your concentration, and your drones split up and fire at all the mecha around them.*

**Target** Each enemy within close range of the swarm

**Attack:** 8                    **Damage:** Regular + 2

Your mecha must have at least 1 drone.

### Unleashing Everything You've Got              Daily

*You grab your controls and fire a weapon as you pour out attacks with your drones.*

You perform a mecha attack and a drone attack against one enemy this turn, re-rolling one failed die roll in each dice pool.

# S.H.I.E.L.D., Drone Swarm Commander

Armor: 7          Energy: 90          Speed: 3

| **Machine Gun** | Ammo: S          Energy: 1 |
| | Range: Medium |
| **Force Cannon** | Dice: 3          Energy: 2 |
| | Range: Medium |
| | *No extra Energy use* |

### Rapid-Fire                              Battle

*Your drones fly around your enemy at amazing speed, utterly disorienting your enemy and opening him up for a piercing attack.*

**Target:** One enemy

**Range:** Medium range of swarm
**Attack:** Drones in drone swarm + 2

**Damage:** Regular

### Disconcerting Strike                    Battle

*The ferocity of your attack on an enemy disorients his nearby ally.*

**Trigger:** You successfully hit an enemy with a regular attack

One enemy within close range of the hit enemy cannot attack next turn (but can repair or heal).  You may decide to use this power immediately after a successful regular attack.

### Scattered to the Winds                  Battle

*Your drones scatter, making them almost impossible to hit.*

Any attacks against your drones subtract –2 dice from dice pools until the beginning of your next turn.

### Swarming the Battlefield                 Daily

*You reach the limits of your concentration, and your drones split up and fire at all the mecha around them.*

**Target** Each enemy within close range of the swarm

**Attack:** 8                    **Damage:** Regular + 2

Your mecha must have at least 1 drone.

### Unleashing Everything You've Got          Daily

*You grab your controls and fire a weapon as you pour out attacks with your drones.*

You perform a mecha attack and a drone attack against one enemy this turn, re-rolling one failed die roll in each dice pool.

# Izanami, Katar Class

Armor: 11          Energy: 60          Speed: 5

| | | |
|---|---|---|
| **Fusion Axe** | Dice: 4 | Energy: 2 |
| | Range: Adjacent | |
| **Force Cannon** | Dice: 3 | Energy: 2 |
| | Range: Medium | |
| | *No extra Energy use* | |
| **Pulse Rifle** | Dice: 5 | Energy: 3 |
| | Range: Medium | |

Equipped with a Protonucleic Deflector Field (energy 10, see page 30) and a Jamming Field Generator.

| Sneak Attack | Skill |
|---|---|

*You slip around your enemy, unnoticed.*

**Target:** One enemy          **Range:** Regular
**Attack:** 4          **Damage:** Regular
Trade places with any adjacent enemy.

| I Can't Get A Lock On Him! | Skill |
|---|---|

*A distant enemy finds you particularly difficult to target.*

Perform a regular attack. Choose an enemy at extreme range; if it attacks you at any time before the beginning of your next turn, it must re-roll one successful die roll in each attack against you.

| Thermo-Active Cloak | Battle |
|---|---|

Your mecha is enveloped in active camouflage, making it very difficult to hit. Only 6's count as hits against you. At the end of every round that you're cloaked (except the one on which you engage the cloak), roll a dice pool of 1 die; if successful, you de-cloak. You can manually de-cloak as a minor action.

| Jam Comm Signals | Battle |
|---|---|

*You jam your enemy's communications.*

**Target:** One enemy          **Range:** Medium
**Attack:** 4          **Damage:** None
If successful, enemy cannot hear or talk to any allies until the beginning of your next turn.

| Transmit Brain Frequency | Battle |
|---|---|

*You transmit on a frequency that temporarily scrambles in-brain circuitry.*

For the next 3 turns, all Augmented and all Cyborg enemies within medium range subtract –2 dice from dice pools.

| Slam Into the Shield | Daily |
|---|---|

*You leap at your enemy, attempting to break through its armor.*

**Target:** One enemy          **Range:** Regular
**Attack:** Speed + 2          **Damage:** Regular

| EMP Pulse | Daily |
|---|---|

*You fire an EMP pulse at an enemy as a standard action.*

**Target:** One enemy          **Range:** 10
**Attack:** Speed effect          **Damage:** See

If successful, the Armor on the affected enemy drops to 0, but they do not explode. Treat them as disabled. Save ends.

# Hermes, Katar Class

Armor: 8          Energy: 70          Speed: 6

| | | |
|---|---|---|
| **Energy Whip** | Dice: 3 | Energy: 2 |
| | Range: Adjacent | |
| **Force Cannon** | Dice: 3 | Energy: 2 |
| | Range: Medium | |
| | *No extra Energy use* | |
| **Pulse Rifle** | Dice: 5 | Energy: 3 |
| | Range: Medium | |

Equipped with a Protonucleic Deflector Field (energy 10, see page 30) and a Jamming Field Generator.

| Sneak Attack | Skill |
|---|---|

*You slip around your enemy, unnoticed.*

**Target:** One enemy          **Range:** Regular

**Attack:** 4          **Damage:** Regular

Trade places with any adjacent enemy.

| I Can't Get A Lock On Him! | Skill |
|---|---|

*A distant enemy finds you particularly difficult to target.*

Perform a regular attack. Choose an enemy at extreme range; if it attacks you at any time before the beginning of your next turn, it must re-roll one successful die roll in each attack against you.

| Thermo-Active Cloak | Battle |
|---|---|

Your mecha is enveloped in active camouflage, making it very difficult to hit. Only 6's count as hits against you. At the end of every round that you're cloaked (except the one on which you engage the cloak), roll a dice pool of 1 die; if successful, you de-cloak. You can manually de-cloak as a minor action.

| Jam Comm Signals | Battle |
|---|---|

*You jam your enemy's communications.*

**Target:** One enemy          **Range:** Medium

**Attack:** 4          **Damage:** None

If successful, enemy cannot hear or talk to any allies until the beginning of your next turn.

| Transmit Brain Frequency | Battle |
|---|---|

*You transmit on a frequency that temporarily scrambles in-brain circuitry.*

For the next 3 turns, all Augmented and all Cyborg enemies within medium range subtract –2 dice from dice pools.

| Slam Into the Shield | Daily |
|---|---|

*You leap at your enemy, attempting to break through its armor.*

**Target:** One enemy          **Range:** Regular

**Attack:** Speed + 2          **Damage:** Regular

| EMP Pulse | Daily |
|---|---|

*You fire an EMP pulse at an enemy as a standard action.*

**Target:** One enemy          **Range:** 10

**Attack:** Speed          **Damage:** See effect

If successful, the Armor on the affected enemy drops to 0, but they do not explode. Treat them as disabled. Save ends.

# Artemis, Victory Class

Armor: 10        Energy: 50        Speed: 7

| Force Cannon | Dice: 3 | Energy: 2 |
| --- | --- | --- |
| | Range: Medium | |
| | *No extra Energy use* | |
| Pulse Rifle | Dice: 5 | Energy: 3 |
| | Range: Medium | |
| Hyper Plasma Bazooka | Dice: 5 | Energy: 5 |
| | Range: Medium | |

| Slip to the Side | Skill |
| --- | --- |

**Trigger:** An enemy attacks you and hits
**Attack:** Dexterity + half Speed (check)
You move up to two movement units away, and the attack misses.  This uses up your next regular attack/heal action.

| Anti-Ship Prejudice | Skill |
| --- | --- |

When attacking a ship, add +2 dice to your dice pool.

| Expeditious Retreat | Battle |
| --- | --- |

*You leap back from an attack, just in time to escape the worst of it.*
**Trigger:** An enemy attacks you
Immediately move up to 2 movement units away from the enemy and halve the damage you would have received.

| I'll Decide Your Fate | Battle |
| --- | --- |

You leap elegantly into battle, gaining +2 dice to your attack dice pool as you perform a regular attack.

| Infamous Strike | Daily |
| --- | --- |

*You pull out all your weapons and fire them simultaneously.*
**Target:** All enemies    **Range:** Medium
**Attack:** 5    **Damage:** Regular + 2
You can use any weapon you carry against each enemy, without needing a minor action to switch weapons.

| Crippling Starship Strike | Daily |
| --- | --- |

*You land directly on the outside of a ship, point a weapon, and deal massive damage at point-blank range.*
**Target:** One ship    **Range:** Adjacent
**Attack:** 7    **Damage:** Regular * 3
You can move up to 2 extra movement units, if that will move you adjacent to the ship you're attacking.

# Raiden, Victory Class

Armor: 9          Energy: 60          Speed: 4

| | | |
|---|---|---|
| **Wave Blaster** | Dice: 3<br>Range: Medium | Energy: 3 |
| **Pulse Rifle** | Dice: 5<br>Range: Medium | Energy: 3 |
| **Mega Photon Rifle** | Dice: 3<br>Range: Long | Energy: 3 |

| *Slip to the Side* | Skill |
|---|---|

**Trigger:** An enemy attacks you and hits
**Attack:** Dexterity + half Speed (check)
You move up to two movement units away, and the attack misses.  This uses up your next regular attack/heal action.

| *Anti-Ship Prejudice* | Skill |
|---|---|

When attacking a ship, add +2 dice to your dice pool.

| *Expeditious Retreat* | Battle |
|---|---|

*You leap back from an attack, just in time to escape the worst of it.*
**Trigger:** An enemy attacks you
Immediately move up to 2 movement units away from the enemy and halve the damage you would have received.

| *I'll Decide Your Fate* | Battle |
|---|---|

You leap elegantly into battle, gaining +2 dice to your attack dice pool as you perform a regular attack.

| *Infamous Strike* | Daily |
|---|---|

*You pull out all your weapons and fire them simultaneously.*
**Target:** All enemies          **Range:** Medium
**Attack:** 5          **Damage:** Regular + 2
You can use any weapon you carry against each enemy, without needing a minor action to switch weapons.

| *Crippling Starship Strike* | Daily |
|---|---|

*You land directly on the outside of a ship, point a weapon, and deal massive damage at point-blank range.*
**Target:** One ship          **Range:** Adjacent
**Attack:** 7          **Damage:** Regular * 3
You can move up to 2 extra movement units, if that will move you adjacent to the ship you're attacking.

## *Asgard Mecha*

### Pazu Class

This is the grunt unit of the Asgard military.  It's a heavily-armored class of unit that can deal a fair amount of damage, but has poor mobility.

### Penetrator Class

These mecha were developed as specific counterparts to the U.E.G.'s Katar class.  Asgard desperately needs a unit that can seize control of U.E.G. supply bases.  Penetrators are also ideal for urban infiltration missions.

# Pazu Mark I

Armor: 12          Energy: 45          Speed: 4

| **Machine Gun** | Ammo: H     Energy: 1 |
| | Range: Medium |
| **Blast Pistol** | Dice: 2          Energy: 1 |
| | Range: Medium |
| **Force Cannon** | Dice: 3          Energy: 2 |
| | Range: Medium |
| | *No extra Energy use* |

| *Shields Up!* | Skill |
| --- | --- |

You dig in at your current position.  Roll a Body check.  If successful, your opponent must roll at least one 6 to hit.  At level 10, opponent must instead re-roll one successful attack roll.

| *Bashing Surge* | Skill |
| --- | --- |

Perform a regular attack.  If successful, push an adjacent mecha back one movement unit, and move into its prior location.

| *Concentrate On That One* | Battle |
| --- | --- |

*You request assistance from your allies in taking down a troublesome enemy.*

All allies add +1 die to attack dice pools against your target until the beginning of your next turn.  At level 10, all allies add +2 dice to attack dice pools against your target.

| *Power Surge* | Battle |
| --- | --- |

Your mecha powers up!  Your gain an extra 10 Energy.  At level 10, you gain 20 Energy.

| *Dominate* | Daily |
| --- | --- |

*You unleash an amazing barrage of attacks.*

Attack twice this turn, each time using a Dexterity dice pool, dealing regular weapon damage + 2.  You may attack two different enemies, or the same enemy

## Pazu Mark II

Armor: 14          Energy: 40          Speed: 3

| **Blast Pistol** | Dice: 2          Energy: 1 |
| | Range: Medium |
| **Force Cannon** | Dice: 3          Energy: 2 |
| | Range: Medium |
| | *No extra Energy use* |
| **Pulse Rifle** | Dice: 3          Energy: 3 |
| | Range: Medium |

| *Shields Up!* | Skill |
| --- | --- |

You dig in at your current position.  Roll a Body check.  If successful, your opponent must roll at least one 6 to hit.  At level 10, opponent must instead re-roll one successful attack roll.

| *Bashing Surge* | Skill |
| --- | --- |

Perform a regular attack.  If successful, push an adjacent mecha back one movement unit, and move into its prior location.

| *Concentrate On That One* | Battle |
| --- | --- |

*You request assistance from your allies in taking down a troublesome enemy.*

All allies add +1 die to attack dice pools against your target until the beginning of your next turn.  At level 10, all allies add +2 dice to attack dice pools against your target.

| *Power Surge* | Battle |
| --- | --- |

Your mecha powers up!  Your gain an extra 10 Energy.  At level 10, you gain 20 Energy.

| *Dominate* | Daily |
| --- | --- |

*You unleash an amazing barrage of attacks.*

Attack twice this turn, each time using a Dexterity dice pool, dealing regular weapon damage + 2.  You may attack two different enemies, or the same enemy

# Heavy Pazu

Armor: 16          Energy: 35          Speed: 2

| | | |
|---|---|---|
| **Power Rifle** | Ammo: E | Energy: 1 |
| | Range: Long | |
| **Blast Pistol** | Dice: 2 | Energy: 1 |
| | Range: Medium | |
| **Force Cannon** | Dice: 3 | Energy: 2 |
| | Range: Medium | |
| | *No extra Energy use* | |

| *Shields Up!* | Skill |
|---|---|

You dig in at your current position.  Roll a Body check.  If successful, your opponent must roll at least one 6 to hit.  At level 10, opponent must instead re-roll one successful attack roll.

| *Bashing Surge* | Skill |
|---|---|

Perform a regular attack.  If successful, push an adjacent mecha back one movement unit, and move into its prior location.

| *Concentrate On That One* | Battle |
|---|---|

*You request assistance from your allies in taking down a troublesome enemy.*

All allies add +1 die to attack dice pools against your target until the beginning of your next turn.  At level 10, all allies add +2 dice to attack dice pools against your target.

| *Power Surge* | Battle |
|---|---|

Your mecha powers up!  Your gain an extra 10 Energy.  At level 10, you gain 20 Energy.

| *Dominate* | Daily |
|---|---|

*You unleash an amazing barrage of attacks.*

Attack twice this turn, each time using a Dexterity dice pool, dealing regular weapon damage + 2.  You may attack two different enemies, or the same enemy

# Heimdall, Penetrator Class

Armor: 14          Energy: 55          Speed: 3

| Heavy Rifle | Ammo: G | Energy: 2 |
| | Range: Long | |
| Grenade Launcher | Ammo: G | Energy: 2 |
| | Range: Long | |
| Mega Photon Rifle | Dice: 3 | Energy: 3 |
| | Range: Long | |

Equipped with Jamming Field Generator (energy 3, see page 30)

| Sneak Attack | | Skill |
| --- | --- | --- |

*You slip around your enemy, unnoticed.*

**Target:** One enemy          **Range:** Regular
**Attack:** 4          **Damage:** Regular

Trade places with any adjacent enemy.  At level 10, use 5 dice.

| I Can't Get A Lock On Him! | | Skill |
| --- | --- | --- |

*A distant enemy finds you particularly difficult to target.*

Perform a regular attack.  Choose an enemy at extreme range; if it attacks you at any time before the beginning of your next turn, it must re-roll one successful die roll in each attack against you.

| Thermo-Active Cloak | | Battle |
| --- | --- | --- |

Your mecha is enveloped in active camouflage, making it very difficult to hit.  Only 6's count as hits against you.  At the end of every round that you're cloaked (except the one on which you engage the cloak), roll a dice pool of 1 die; if successful, you de-cloak.  You can manually de-cloak as a minor action.

| Jam Comm Signals | | Battle |
| --- | --- | --- |

*You jam your enemy's communications.*

**Target:** One enemy          **Range:** Medium

**Attack:** 4          **Damage:** None

If successful, enemy cannot hear or talk to any allies until the beginning of your next turn.

| Transmit Brain Frequency | | Battle |
| --- | --- | --- |

*You transmit on a frequency that temporarily scrambles in-brain circuitry.*

For the next 3 turns, all Augmented and Cyborg enemies within medium range subtract −2 dice from dice pools.

| Slam Into the Shield | | Daily |
| --- | --- | --- |

*You leap at your enemy, attempting to break through its armor.*

**Target:** One enemy          **Range:** Regular
**Attack:** Speed + 2          **Damage:** Regular

At level 10, damage is regular + 4.

| EMP Pulse | | Daily |
| --- | --- | --- |

*You fire an EMP pulse at an enemy as a standard action.*

**Target:** One enemy and all nearby enemies (burst 3)          **Range:** 10
**Attack:** Speed          **Damage:** See effect

If successful, the Armor on all affected enemies drops to 0, but they do not explode.  Treat them as disabled.  At level 10, treat as a burst 5.

# Caernobog, Penetrator Class

Armor: 10          Energy: 60          Speed: 4

| | | |
|---|---|---|
| **Force Cannon** | Dice: 3 | Energy: 2 |
| | Range: Medium | |
| | *No extra Energy use* | |
| **Wave Blaster** | Dice: 3 | Energy: 3 |
| | Range: Medium | |
| **Mega Photon Rifle** | Dice: 3 | Energy: 3 |
| | Range: Long | |

Equipped with Jamming Field Generator (energy 3, see page 30)

| Sneak Attack | Skill |
|---|---|

*You slip around your enemy, unnoticed.*

**Target:** One enemy          **Range:** Regular
**Attack:** 4          **Damage:** Regular

Trade places with any adjacent enemy.  At level 10, use 5 dice.

| I Can't Get A Lock On Him! | Skill |
|---|---|

*A distant enemy finds you particularly difficult to target.*

Perform a regular attack.  Choose an enemy at extreme range; if it attacks you at any time before the beginning of your next turn, it must re-roll one successful die roll in each attack against you.

| Thermo-Active Cloak | Battle |
|---|---|

Your mecha is enveloped in active camouflage, making it very difficult to hit.  Only 6's count as hits against you.  At the end of every round that you're cloaked (except the one on which you engage the cloak), roll a dice pool of 1 die; if successful, you de-cloak.  You can manually de-cloak as a minor action.

| Jam Comm Signals | Battle |
|---|---|

*You jam your enemy's communications.*

**Target:** One enemy          **Range:** Medium
**Attack:** 4          **Damage:** None

If successful, enemy cannot hear or talk to any allies until the beginning of your next turn.

| Transmit Brain Frequency | Battle |
|---|---|

*You transmit on a frequency that temporarily scrambles in-brain circuitry.*

For the next 3 turns, all Augmented and Cyborg enemies within medium range subtract –2 dice from dice pools.

| Slam Into the Shield | Daily |
|---|---|

*You leap at your enemy, attempting to break through its armor.*

**Target:** One enemy          **Range:** Regular
**Attack:** Speed + 2          **Damage:** Regular

At level 10, damage is regular + 4.

| EMP Pulse | Daily |
|---|---|

*You fire an EMP pulse at an enemy as a standard action.*

**Target:** One enemy and all nearby enemies (burst 3)          **Range:** 10
**Attack:** Speed          **Damage:** See effect

If successful, the Armor on all affected enemies drops to 0, but they do not explode.  Treat them as disabled.  At level 10, treat as a burst 5.

# Shango, Penetrator Class

Armor: 8          Energy: 55          Speed: 7

| **Blast Pistol** | Dice: 2 | Energy: 1 |
|---|---|---|
| | Range: Medium | |
| | *No extra Energy use* | |
| **Force Cannon** | Dice: 3 | Energy: 2 |
| | Range: Medium | |
| **Pulse Rifle** | Dice: 5 | Energy: 3 |
| | Range: Medium | |

Equipped with Jamming Field Generator (energy 3, see page 30)

| *Sneak Attack* | Skill |
|---|---|

*You slip around your enemy, unnoticed.*

**Target:** One enemy          **Range:** Regular
**Attack:** 4          **Damage:** Regular

Trade places with any adjacent enemy.  At level 10, use 5 dice.

| *I Can't Get A Lock On Him!* | Skill |
|---|---|

*A distant enemy finds you particularly difficult to target.*

Perform a regular attack.  Choose an enemy at extreme range; if it attacks you at any time before the beginning of your next turn, it must re-roll one successful die roll in each attack against you.

| *Thermo-Active Cloak* | Battle |
|---|---|

Your mecha is enveloped in active camouflage, making it very difficult to hit.  Only 6's count as hits against you.  At the end of every round that you're cloaked (except the one on which you engage the cloak), roll a dice pool of 1 die; if successful, you de-cloak.  You can manually de-cloak as a minor action.

| *Jam Comm Signals* | Battle |
|---|---|

*You jam your enemy's communications.*

**Target:** One enemy      **Range:** Medium
**Attack:** 4      **Damage:** None
If successful, enemy cannot hear or talk to any allies until the beginning of your next turn.

| *Transmit Brain Frequency* | Battle |
| --- | --- |

*You transmit on a frequency that temporarily scrambles in-brain circuitry.*
For the next 3 turns, all Augmented and Cyborg enemies within medium range subtract –2 dice from dice pools.

| *Slam Into the Shield* | Daily |
| --- | --- |

*You leap at your enemy, attempting to break through its armor.*
**Target:** One enemy      **Range:** Regular
**Attack:** Speed      **Damage:** Regular + 2
At level 10, damage is regular + 4.

| *EMP Pulse* | Daily |
| --- | --- |

*You fire an EMP pulse at an enemy as a standard action.*
**Target:** One enemy and all nearby enemies (burst 3)      **Range:** 10
**Attack:** Speed      **Damage:** See effect
If successful, the Armor on all affected enemies drops to 0, but they do not explode. Treat them as disabled. At level 10, treat as a burst 5.

## Customizing your Mecha

You can also replace the standard elements of a mecha with special parts:

- **Energy Backpack** – Add 20 to your mecha's Energy rating, but lower your Mecha's speed by one.

- **Heat Shield** – Allows your mecha to descend safely into a planet's atmosphere. –1 to Speed.

- **Hover Skirt** – Your mecha's legs are replaced with a large propulsion unit.  +2 to Speed, –2 to Armor.

- **Jamming Field Generator** – While engaged, consumes 3 points of energy, subtracts –1 dice from dice pools attacking your subsystems, subtracts –2 from attack dice pools using missiles (does not combine with previous subsystem effect), and cancels any target locks against you.  Requires one minor action to engage, and one minor action to disengage.

- **Jump Jets** – If your mecha is walking on land, it can consume a total of 3 points of Energy during each turn to move an extra 2 movement units, and ignores all terrain effects.  It can only do this up to 3 times per encounter.

- **Missile Arm** – One arm is replaced with a missile launcher.  This is used exactly like Quad Shock Missiles with an Energy rating of 4, but cannot be swapped out.  A mecha with a missile arm has only two slots for other weapons.

- **Protonucleic Deflector Field** – This special system generates an energy field around the mecha, which blocks all ranged attacks, consuming 10 Energy during every turn while it's in use.  It takes one minor action to switch on the field, and one minor action to switch it off.

- **Treads** – Instead of traditional legs, your mecha uses huge tank treads.  –2 to Speed, +3 to Armor, and your mecha cannot fly.  It can, however, hold an extra weapon, and the pilot automatically gains a 4-dice Dual Mecha Weapons trait.  If the pilot already has a Dual Mecha Weapons trait, add 1 die to it while piloting this mecha.

# Weapons

You can equip up to three weapons on your mecha.  It takes one minor action to both deactivate one weapon (put it away) and activate another (pull it out).

If a weapon is active (in your mecha's hands or otherwise ready to fire), it consumes an amount of the mecha's Energy equal to its Energy rating during every turn it's active.  When a ranged energy weapon is fired, it consumes *extra* Energy equivalent to its Energy rating.  So, if a Blast Pistol is active but not firing, it consumes 1 Energy that turn; if it's active and you fire it, it consumes a total of 2 Energy that turn.  Melee energy weapons (any with a range of 2 or less) and ballistic weapons do not use extra Energy during an attack; they only consume their Energy rating each turn they're active.

You can have as many weapons active as your mecha has arms.

## Mecha Melee Energy Weapons

| Weapon | Dice | Energy | Range | Special Effect |
| --- | --- | --- | --- | --- |
| Vibro Knife | 10 | 5 | 1 | |
| Fusion Saber | 8 | 4 | 1 | If any dice hit, deal an extra die of damage |
| Fusion Axe | 8 | 4 | 1 | If any dice hit, deal an extra die of damage |
| Energy Whip | 6 | 4 | 2 | Transfer 4 Energy per round from target to you. Can sustain as attack/ heal action, but cannot attack others or move while sustaining. |

## Mecha Ranged Energy Weapons

| Weapon | Dice | Energy | Range | Special Effect |
| --- | --- | --- | --- | --- |
| Blast Pistol | 2 | 2 | 5 | |
| Force Cannon | 3 | 4 | 7 | Does not use extra Energy when firing |
| Wave Blaster | 3 | 6 | 5 | |
| Pulse Rifle | 5 | 6 | 4 | |
| Blast Lancer | 4 | 8 | 5 | Add +2 to damage against sparking mecha |
| Mega Photon Rifle | 3 | 8 | 10 | |
| Quad Shock Missiles | 5 | 10 | 5 | If any dice hit, deal a total of 4 damage. Can only be used twice per encounter. |
| Hyper Plasma Bazooka | 5 | 10 | 4 | |
| Flame-thrower | 4 | 6 | 3 | Hits all enemies in a 90-degree cone, close range |

## Mecha Ballistic Weapons

There are four kinds of ammunition: standard rounds (S), heavy rounds (H), explosive bullets (E), and grenades (G).  Different guns can hold different types of ammunition.

A mecha can store up to 20 standard rounds, 10 heavy rounds, or 5 explosive bullets or grenades of any type (except Heavy Missile Platforms, which can store double that).  Grenade launchers come with 4 grenades, in any combination (which must be specified before entering battle).  It takes a minor action to change out ammunition types (from standard rounds to heavy rounds, for example).

| Weapon | Energy | Range | Ammo | Special Effect |
| --- | --- | --- | --- | --- |
| Machine Gun | 1 | 3 | S, H | If using standard |

| Weapon | Energy | Range | Ammo | Special Effect |
|---|---|---|---|---|
| | | | | rounds, attack same target again |
| Power Rifle | 1 | 9 | S, H, E | |
| Heavy Rifle | 2 | 10 | S, H, E, G | |
| Grenade Launcher | 2 | 12 | G | |
| Crippler Railgun | 3 | 20 | 4 dice to hit | Fires 1 of 3 gas-filled, spear-like bullets that disperse gas in a mecha's cockpit, doing 2 personal damage per round (save ends). Adding more gas to a poisoned cockpit has no effect. |

| Ammunition | Dice | Special Effect |
|---|---|---|
| Standard Round | 3 | If you hit, deal 1 extra point of damage |
| Heavy Round | 4 | If you hit, deal 1 extra point of damage |
| Explosive Bullet | 5 | If you hit, deal 1 extra point of damage |
| Projectile Grenade | 6 | |
| Energy Grenade | 5 | On a hit, a medium-range energy field spreads from the impact point. Anyone within the field takes −1 to attack dice pools for the next 5 rounds. |
| Flash Grenade | 5 | On a hit, pilot cannot attack next turn (but can heal, move, and take a minor action). |
| Shrapnel Grenade | 5 | On a hit, also attack all adjacent mecha or people with −1 to your dice pool, dealing half damage. |
| Firebomb Grenade | 5 | On a hit, also attack all adjacent mecha or people with −1 to your dice pool, dealing half damage. |

| | | half damage. |
|---|---|---|
| Tack Grenade | 5 | On a hit, this grenade sticks to the target for 2 rounds, dealing 1 damage per round, then explodes (save ends and disables grenade). |

Grenades can also be carried on their own. If equipping a mecha with grenades, you must fill up a weapon slot with 8 grenades; a mecha cannot have just 1 grenade. Grenades do not consume Energy. They have a medium throwing range.

If you fire a ballistic weapon in space and miss your target, the bullet continues to travel in space. You can make further attacks with that bullet on each enemy in a straight line behind your target. For each movement unit beyond your weapon's range, subtract −1 dice from your dice pool.

If you fire a ballistic weapon in an atmosphere and miss, you can make a secondary attack on one other enemy mecha within medium range in a straight line behind your missed target. Subtract −2 dice from your dice pool.

## Handheld Weapons

These are personal weapons for hand-to-hand combat. For simplicity's sake, handheld ballistic ammunition mimics mecha ballistic ammunition. All grenades can be thrown 50 meters.

If a handheld weapon is used against mecha, each point of the mecha's Armor is equivalent to 10 Health. So, a mecha with 40 Armor has 400 Health.

If a mecha weapon is used against people, and the weapon hits, the people are instantly killed.

| Weapon | Dice/ Ammo | Range | Effect |
|---|---|---|---|
| Laser Pistol | 2 | 20 meters | |
| Regular Pistol | S, H | 20 meters | |

| Weapon | Dice/ Ammo | Range | Effect |
|---|---|---|---|
| Stun Glove | 3 | 1 meter | If this weapon takes the target to 4 or less Health, or is held against them for 8 consecutive seconds, they're knocked out for 4 hours |
| EMP Pulser | – | 1 meter | Hold this against exposed electronics for 10 seconds to destroy them |
| Standard Rifle | 4 | 40 meters | |
| Shock Rifle | 4 | 30 meters | If this weapon takes the target to 4 or less Health, they're knocked out for 2 hours |
| Submachine Gun | S, H | 20 meters | |
| Sniper Rifle | H, E | 800 meters | |
| Grenade Launcher | G | 50 meters | |
| Smoke Grenade | 5 | 50 meters | On a hit, does 1 damage and spreads a cloud 20 meters wide. Anyone within the cloud subtracts –1 from dice pools for the next 5 rounds. |
| Rocket Launcher | 6 | 50 meters | Loaded with 6 rockets. If firing at a mecha at most 25 meters away, subtract Armor equal to number of hits. Roll 1d6; if you roll a 3 or above, double damage to mecha. |

# Choosing a Character

Characters in Gunwave are made up of several *traits*. Each trait comes with a name, the number of dice to roll when you attempt to use that trait, a frequency (how often you can use it; skill, once per battle, or once per day), and a description of its effect or ability. Some traits are called *skills*, and can be used any time you want (in combat, only once per round).

Every character also has four common traits called *attributes*: **Body**, **Brains**, **Charisma**, and **Piloting**. Body covers anything having to do with your character's physical abilities: raw muscle power, dexterity, and toughness. Brains covers raw brainpower as well as common sense. Charisma covers your character's ability to manipulate and influence others.

Piloting covers overall skills and ability as a pilot. This always starts at 1, and increases by 1 for every major military campaign the character completes.

If you attempt any action for which you don't have a specific applicable trait, you can use the appropriate generic attribute. So, if you're trying to intimidate a captive soldier, you can use your Charisma. Attributes can be used as frequently as skills.

Every character also has a **background trait**, a historical event or aspect of the character that gives that character a special ability.

Note that you're not limited to playing exactly the characters listed here. You can customize them by swapping out traits (skill for skill, daily for daily, *etc.*), and adjusting their attributes, and you can change their personalities completely as you wish.

You can also create a new character using an archetype as a basis;

## *Gunwave* **Character Sheet**

Player Name  _____

Character Name  *Castille Arrayner*  _____

Specialty  *Squad Leader*  _____

Race  *Super Human*  _____

*"Why are we fighting at all?"*

Body  ___3___     Brains  ___2___     Charisma  ___3___     Pilot  ___1___

❑ ❑ ❑

Handheld Weapons:                              Inventory:

Physical Description:                          Personality and Mannerisms:

*Castille is a teenager with a strong sense of honor and justice, which often gets him into trouble.  The one reason he's in the war is his sense of duty to his side.  He is frustrated that the adults around him are so calloused about the random death and destruction around them.*

---

**Trait:** *Insight*                                          Skill / Skill / Battle / Daily

Target:                              Range:                    Dice:  *2*

Effect:  *You can often intuit what other people are feeling or thinking.*

---

**Trait:** *Perception*                                       Skill / Skill / Battle / Daily

Target:                              Range:                    Dice:  *3*

Effect:  *You are very aware of your surroundings, and notice things about your environments before others can.*

---

**Trait:** *Encouraging Word*                                 Skill / Skill / Battle / Daily

Target:  *1 ally*                    Range:                    Dice:

Effect:  *As you perform a regular attack, you shout an encouragement to an ally, who gains +1 to his or her next attack dice pool.*

**Trait:** _Are You All Right?_                                                Skill / <mark>Skill</mark> / Battle / Daily

Target: _1 ally_                    Range: _Long_              Dice:

Effect: _As you perform a regular attack, one ally makes an immediate saving throw against an ongoing effect._

---

**Trait:** _Natural-Born Flexibility_                                          Skill / <mark>Skill</mark> / Battle / Daily

Target:                              Range:                      Dice:

Effect: _Your human flexibility comes in handy. Perform a regular attack, and add 1 die to any skill check this turn._

---

**Trait:** _Anger-prone (background)_                                         Skill / Skill / <mark>Battle</mark> / Daily

Target:                              Range:                      Dice:

Effect: _When your mecha is hit, move an extra 1 movement unit in any direction and halve the damage you receive (rounded down)._

---

**Trait:** _Follow My Lead_                                                   Skill / Skill / <mark>Battle</mark> / Daily

Target:                              Range:                      Dice: _5_

Effect: _You and your allies charge into battle, yelling wildly that you can't be defeated. On success, double your damage, and each of your allies gets a free immediate move action (use it or lose it)._

---

**Trait:** _Psychic Battle Control_                                           Skill / Skill / <mark>Battle</mark> / Daily

Target:                              Range:                      Dice:

Effect: _You can see where your allies are in danger, and boost their reflexes. On success, all your allies count 4's as hits until the beginning of your next turn._

---

**Trait:** _Stopped Short_                                                    Skill / Skill / <mark>Battle</mark> / Daily

Target: _1 enemy_                   Range: _Long_              Dice: _4_

Effect: _You complain that this war is pointless, and your enemy pauses in surprise and thought. On success, one enemy within long range cannot move until the end of your next turn._

---

**Trait:** _Grieving Rage_                                                    Skill / Skill / Battle / <mark>Daily</mark>

Target:                              Range:                      Dice: _6_

Effect: _When an ally goes down to 0 Armor or Health, you swear vengeance and immediately perform this roll as an attack roll, adding 2 to your final damage._

## Gunwave Character Sheet

Player Name _____

Character Name  *Falcon Retalier* _____

Specialty  *Squad Leader* _____

Race  *Augmented* _____

*"I will take on the future with my own free will!"*

Body ___2___   Brains ___3___   Charisma ___3___   Pilot ___1___

❑ ❑

**Handheld Weapons:**                          **Inventory:**

**Physical Description:**                       **Personality and Mannerisms:**

*Falcon is a mysterious man who seems to be working both sides of the Separatists' War.  While officially a member of the Nation of Asgard, he has appeared to abandon his allies at times, though his subordinates defend him fiercely.*

**Trait:** *Insight*                                          Skill / Skill / Battle / Daily

Target:                          Range:                 Dice: *2*

Effect:  *You often know what others are getting at, and can often intuit another's feelings or desires.*

**Trait:** *Diplomatic*                                      Skill / Skill / Battle / Daily

Target:                          Range:                 Dice: *5*

Effect:  *You can negotiate a peace treaty or a better price on a comm unit with equal ease.*

**Trait:** *Perception*                                      Skill / Skill / Battle / Daily

Target:                          Range:                 Dice: *3*

Effect:  *You are very aware of your surroundings, and notice things about your environments before others can.*

**Trait:** *Martial Artist*                                  Skill / Skill / Battle / Daily

Target:                          Range:                 Dice: *4*

Effect:  *You can attack others and defend yourself without a weapon.*

**Trait:** *Long-Standing Nemesis (background)*          Skill / Skill / Battle / Daily

Target: *1 enemy*          Range:          Dice:

Effect: *You add 2 dice to any attack dice pools against your rival.*

**Trait:** *Calling Name Repeatedly*          Skill / Skill / Battle / Daily

Target:          Range:          Dice:

Effect: *If an ally is hit for personal damage, he or she is stunned as normal but does not have to use a point of Body.*

**Trait:** *Twisted Psychic Blast*          Skill / Skill / Battle / Daily

Target:          Range:          Dice: *5*

Effect: *You unleash a massive blast of psychic power against one enemy within long range.  No matter the outcome, this enemy can only move half normal speed on its next turn.*

**Trait:** *Battle Scream*          Skill / Skill / Battle / Daily

Target:          Range:          Dice: *5*

Effect: *You scream in agony, and gain +2 to all dice pools for the rest of the encounter. Perform a regular attack.*

**Trait:** *Screamed Attack Phrase*          Skill / Skill / Battle / Daily

Target:          Range:          Dice:

Effect: *You scream the name of a ridiculous attack.  You and all allies add +2 to dice pools until start of your next turn. Hit enemy subtracts 1 from all mecha attack dice pools for the rest of the encounter.*

**Trait:**          Skill / Skill / Battle / Daily

Target:          Range:          Dice:

Effect:

**Trait:**          Skill / Skill / Battle / Daily

Target:          Range:          Dice:

Effect:

Player Name _____

Character Name  *Hammer Zen* _____

Specialty  *Sniper* _____          Race  *Super Human* _____

*"My super-human accuracy always finds my enemy.  Or a lovely evening companion."*

Body    *2*          Brains    *3*          Charisma    *3*          Pilot    *1*

❑  ❑

Handheld Weapons:                              Inventory:

Physical Description:                          Personality and Mannerisms:

*Hammer is suave, blonde, and an incredibly good sniper.  Life seems to come easy for him.  But don't take him lightly; he can't stand to see a woman or the weak mistreated.*

**Trait:** *Diplomacy*                                    Skill / Skill / Battle / Daily

Target:                    Range:                    Dice:  *4*

Effect:  *You can negotiate a treaty—or a better price on a spare part—with equal ease.*

**Trait:** *Dual Mecha Weapons*                          Skill / Skill / Battle / Daily

Target:                    Range:                    Dice:  *3*

Effect:  *You can fire two mecha weapons at once.  See the "Wielding Dual Weapons" section, page 60.*

**Trait:** *Insight*                                      Skill / Skill / Battle / Daily

Target:                    Range:                    Dice:  *4*

Effect:  *You often know what others are getting at, and can often intuit another's feelings or desires.*

**Trait:** *Stealth*                                      Skill / Skill / Battle / Daily

Target:                    Range:                    Dice:  *4*

Effect:  *You can sneak into enemy bases and past unsuspecting guards.*

**Trait:** *Deadly Accuracy*                                    Skill / Skill / Battle / Daily

Target: *1 enemy*          Range: *Long/Extreme*   Dice:

Effect: *If attacking a target at long or extreme range, add 2 dice to your attack dice pool.*

**Trait:** *Battle Intuition*                                    Skill / Skill / Battle / Daily

Target:                    Range:                Dice:

Effect: *Next turn, all attacks on your or your allies within close range lose 1 die.*

**Trait:** *Accuracy of the Damned*                              Skill / Skill / Battle / Daily

Target:                    Range:                Dice: *5*

Effect: *Mark a target, meaning you add 1 die to your dice pool against that target for the rest of the battle.*

**Trait:** *I'll Take You On!*                                    Skill / Skill / Battle / Daily

Target: *1 enemy*          Range: *Extreme*       Dice: *7*

Effect: *Pull an enemy within long range up to 4 movement units towards you; does not have to be directly towards you.  The target cannot attack any of your allies next turn.*

**Trait:** *Lover in Military (background)*                        Skill / Skill / Battle / Daily

Target: *1 enemy*          Range:                Dice:

Effect: *If your lover is hit during a battle, you gain 3 dice to your dice pool if you attack your lover's attacker on your next turn.*

**Trait:** *Insight on the Verge of Death*                        Skill / Skill / Battle / Daily

Target:                    Range:                Dice:

Effect: *If you fall unconscious in battle, next turn you revive with an inspiring vision from your near-death experience.  You revive at half your Armor (rounded down), and gain 1 to all dice pools for the rest of the battle.*

**Trait:**                                                        Skill / Skill / Battle / Daily

Target:                    Range:                Dice:

Effect:

## Gunwave Character Sheet

Player Name  _____

Character Name  _Hunk Masterson_____

Specialty  _Infiltrator_____

Race  _Super Human_____

*"I always get what I want."*

Body  ___3___     Brains  ___3___     Charisma  ___2___     Pilot  ___1___

☐ ☐ ☐

Handheld Weapons:

Inventory:

Physical Description:

Personality and Mannerisms:

*Hunk is a bit of a mystery. He works both sides of the conflict, but neither is he a simple money-grubbing mercenary. He has his own reasons and moral code.*

---

**Trait:** *Double Agent (background)*              Skill / Skill / Battle / Daily

Target:                          Range:                  Dice:

Effect:  *You are a respected member of both sides of the war, and are accepted at any military institution.*

---

**Trait:** *Insight*                              Skill / Skill / Battle / Daily

Target:                          Range:                  Dice:  *4*

Effect:  *You can often intuit others' feelings and desires.*

---

**Trait:** *Massive Machinery Operation*              Skill / Skill / Battle / Daily

Target:                          Range:                  Dice:  *4*

Effect:  *You can pilot and otherwise operate very large ships and machines.*

---

**Trait:** *Perception*                              Skill / Skill / Battle / Daily

Target:                          Range:                  Dice:  *4*

Effect:  *You are very aware of your surroundings.*

---

**Trait:** *Dual Personal Weapons*                    Skill / Skill / Battle / Daily

Target:                          Range:                  Dice:  *3*

Effect:  *You can wield two personal weapons at once.*

**Trait:** *Battle Intuition*                                Skill / `Skill` / Battle / Daily

**Target:**                          **Range**: *Close*              **Dice**:

**Effect**: *You and your compatriots notice an enemy attack, just in time to avoid it.  All attacks against you and any allies within close range lose one die until the beginning of your next turn.  You must wait two full rounds before using this trait again.*

**Trait:** *Making It Hurt*                                Skill / `Skill` / Battle / Daily

**Target**: *1 mecha*                **Range**: *Extreme*          **Dice**:

**Effect**: *Perform a regular attack on a target at extreme range, and add 1 die to your dice pool.  You do not suffer any range penalties.*

**Trait:** *Psychic Blast*                                Skill / Skill / `Battle` / Daily

**Target**: *1 enemy pilot*          **Range**: *Long*            **Dice**: *4*

**Effect**: *You blast your enemy's mind with psychic power and disorient him or her.  Roll 4 dice; on a hit, your enemy is stunned.*

**Trait:** *Bet You Weren't Expecting This!*                Skill / Skill / `Battle` / Daily

**Target**:                          **Range**:              **Dice**:

**Effect**: *You suddenly move forward a number of movement units equal to half your Speed (rounded down, at least 1), and perform an attack with +1 extra die.  If successful, your enemy is so surprised that he or she subtracts -1 from his or her dice pool on attacks against you until the beginning of your next turn.*

**Trait:** *Steal Mecha*                                Skill / Skill / `Battle` / Daily

**Target**: *1 enemy mecha*          **Range**: *Adjacent*        **Dice**: *Brains*

**Effect**: *You attempt to take over an adjacent mecha.  Attack with dice equal to your Brains.  If you succeed, you force an ejection of the enemy pilot, and you climb into the enemy mecha's cockpit.  See the "Piloting an Unfamiliar Mecha" section, page 71.*

**Trait:**                                          Skill / Skill / Battle / Daily

**Target**:                          **Range**:              **Dice**:

**Effect**:

**Trait:**                                          Skill / Skill / Battle / Daily

**Target**:                          **Range**:              **Dice**:

**Effect**:

## Gunwave Character Sheet

Player Name _____

Character Name  _Kodo, the Wild Joker_____

Specialty  _Scavenger_____

Race  _Human_____

*"I have the devil's own luck!"*

Body ___3___     Brains ___2___     Charisma ___3___     Pilot ___1___

☐ ☐ ☐

Handheld Weapons:

Inventory:

Physical Description:

Personality and Mannerisms:

*Kodo has a reputation as unkillable among his comrades.  He's been through dozens of battles (usually watching from a scavenger's vessel), and narrowly escaped death more times than anyone wants to count.  He's developed a devil-may-care attitude that infuriates some of his teammates.*

---

**Trait:** *Member of Secret Society (background)*          Skill / Skill / Battle / Daily

Target:                          Range:                     Dice:

Effect:  *You have a network of informants within a secret society.*

---

**Trait:** *Martial Artist*          Skill / Skill / Battle / Daily

Target:                          Range:                     Dice: *5*

Effect:  *You can easily defend yourself with unarmed strikes.*

---

**Trait:** *Nerdiness*          Skill / Skill / Battle / Daily

Target:                          Range:                     Dice: *5*

Effect:  *You are very familiar with computer systems.*

---

**Trait:** *Toughness*          Skill / Skill / Battle / Daily

Target:                          Range:                     Dice: *5*

Effect:  *You are physically very tough, and can withstand a lot of physical punishment.*

**Trait:** *Natural Born Flexibility*                      Skill / <mark>Skill</mark> / Battle / Daily

Target:                              Range:                         Dice:

**Effect**: *Your human flexibility comes in handy.  Add 1 die to any skill check this turn.*

**Trait:** *Swift of Foot*                               Skill / <mark>Skill</mark> / Battle / Daily

Target:                              Range:                         Dice:

**Effect**: *You can take your move action before or after your attack/heal action.*

**Trait:** *Bet You Weren't Expecting This!*             Skill / Skill / <mark>Battle</mark> / Daily

Target:                              Range:                         Dice:

**Effect**: *You suddenly move forward a number of movement units equal to half your Speed (rounded down, at least 1), and perform an attack with +1 extra die.  Your enemy is so surprised that he or she subtracts -1 from his or her dice pool on attacks against you until the beginning of your next turn.*

**Trait:** *Battle Deception*                            Skill / Skill / Battle / <mark>Daily</mark>

Target:                              Range:                         Dice: *7*

**Effect**: *Attack with 7 dice, adding 1 to your damage. The first time your target rolls a die on its next turn, you can steal that result.  Your enemy re-rolls, and you can use the stolen result for your next die roll.*

**Trait:** *Right Back At You!*                          Skill / Skill / <mark>Battle</mark> / Daily

Target: *1 enemy mecha*              Range: *Medium*               Dice: *5*

**Effect**: *You perform an amazing spin and reflect your opponent's attack back at him or her.  Double the damage of this attack.  On its next turn, your enemy takes half damage from its own attacks.*

**Trait:**                                               Skill / Skill / Battle / Daily

Target:                              Range:                         Dice:

**Effect**:

**Trait:**                                               Skill / Skill / Battle / Daily

Target:                              Range:                         Dice:

**Effect**:

Player Name _____

Character Name  _Maria_____

Specialty  _Scavenger_____          Race  _Super Human_____

*"You idiot!"*

Body ___3___          Brains ___2___          Charisma ___3___          Pilot ___1___

❏ ❏ ❏

Handheld Weapons:                              Inventory:

Physical Description:                              Personality and Mannerisms:

*Maria's cute, and she knows it.  She also has an angry streak, and everyone knows it.*

---

**Trait:** *Raised in Junkyard (background)*          Skill / Skill / Battle / Daily

Target:                              Range:                              Dice:

**Effect:**  *You can use "That's Gonna Cause Some Trouble," below.*

---

**Trait:** *Acrobatics*          Skill / Skill / Battle / Daily

Target:                              Range:                              Dice: *3*

**Effect:**  *You can perform various physical stunts.*

---

**Trait:** *Diplomacy*          Skill / Skill / Battle / Daily

Target:                              Range:                              Dice: *3*

**Effect:**  *You can negotiate a treaty—or a better price on a spare part—with equal ease.*

---

**Trait:** *Mecha Intuition*          Skill / Skill / Battle / Daily

Target:                              Range:                              Dice: *3*

**Effect:**  *You can pilot even an unfamiliar mecha with surprising skill.*

---

**Trait:** *Are You All Right?*                              Skill / ==Skill== / Battle / Daily

Target:                                    Range:                    Dice:

**Effect:** *Perform a regular attack.  One ally makes an immediate saving throw against an ongoing effect.*

---

**Trait:** *No Rest for the Weary*                          Skill / ==Skill== / Battle / Daily

Target:                                    Range: *Long*             Dice:

**Effect**: *You use a healing rest, but gain nothing from it.  An ally within long range recovers from being stunned (if applicable),  and can immediately use an attack/heal action.*

---

**Trait:** *Rally Cry*                                      Skill / Skill / ==Battle== / Daily

Target:                                    Range:                    Dice:

**Effect**: *You call out a rallying cry to your compatriots, who shake off ill effects.  Any negative effects from traits on your allies are cancelled.*

---

**Trait:** *Repairs on the Fly*                             Skill / Skill / ==Battle== / Daily

Target:                                    Range:                    Dice:

**Effect**: *Perform a regular attack, and use a repair operation as a minor action this turn.*

---

**Trait:** *Remember the Good Times*                        Skill / Skill / Battle / ==Daily==

Target:                                    Range: *Medium*           Dice:

**Effect**: *You remind an ally of pleasant memories you share.  That ally regains the use of one encounter power that he or  she used previously in this encounter.*

---

**Trait:** *That's Gonna Cause Some Trouble*                Skill / Skill / Battle / ==Daily==

Target:                                    Range:                    Dice:

**Effect**: *Your regular attack does double damage, and deals ongoing 2 damage (save ends).*

---

**Trait:**                                                  Skill / Skill / Battle / Daily

Target:                                    Range:                    Dice:

**Effect:**

---

**Trait:**                                                  Skill / Skill / Battle / Daily

Target:                                    Range:                    Dice:

**Effect:**

## *Gunwave* Character Sheet

Player Name _____

Character Name  *Ray Starchild* _____

Specialty  *Scavenger* _____

Race  *Human* _____

---

Body ___2___   Brains ___4___   Charisma ___2___   Pilot ___1___

❏ ❏

Handheld Weapons:                          Inventory:

Physical Description:                       Personality and Mannerisms:

*Ray grew up in the scrapyards of Olympus Colony, an orphan with a sunny personality and a knack for repairing things.*

---

**Trait:** *Hacking*                                    Skill / Skill / Battle / Daily

Target:                          Range:                Dice: 5

Effect: *You can hack into many computer systems.*

---

**Trait:** *Insight*                                    Skill / Skill / Battle / Daily

Target:                          Range:                Dice: 5

Effect: *You often know what others are thinking or feeling.*

---

**Trait:** *Nerdiness*                                  Skill / Skill / Battle / Daily

Target:                          Range:                Dice: 5

Effect: *You know huge amounts about the latest technology.*

---

**Trait:** *Natural Born Flexibility*                          Skill / `Skill` / Battle / Daily

Target:                                  Range:                    Dice:

**Effect:** *Your human flexibility comes in handy.  Add 1 die to any skill check this turn.*

---

**Trait:** *Parents Killed (background)*                          Skill / `Skill` / Battle / Daily

Target:  *Your parents' killer*          Range:                    Dice:

**Effect:** *You add 2 dice to any attack dice pool against your parents' killer.*

---

**Trait:** *Superior Repair Experience*                          Skill / `Skill` / Battle / Daily

Target:  *1 ally*                        Range:  *Long*            Dice:

**Effect:** *You sacrifice a repair operation, and an ally within long range regains Armor as though he or she had used a repair operation.*

---

**Trait:** *Battle Deception*                          Skill / Skill / `Battle` / Daily

Target:                                  Range:                    Dice:

**Effect:** *Attack with 7 dice, adding 1 to your damage. The first time your target rolls a die on its next turn, you can steal that result.  Your enemy re-rolls, and you can use the stolen result for your next die roll.*

---

**Trait:** *He's All Yours*                          Skill / Skill / `Battle` / Daily

Target:  *1 enemy and 1 ally*            Range:  *Medium*          Dice:

**Effect:** *Perform a regular attack.  If successful, an ally within medium range makes a free attack against your enemy.*

---

**Trait:** *Sneaking Onto Base*                          Skill / Skill / Battle / `Daily`

Target:                                  Range:                    Dice:

**Effect:** *Perform a regular attack, and add +3 to your next Stealth roll.*

---

**Trait:**                                            Skill / Skill / Battle / Daily

Target:                                  Range:                    Dice:

**Effect:**

---

**Trait:**                                            Skill / Skill / Battle / Daily

Target:                                  Range:                    Dice:

**Effect:**

## Gunwave Character Sheet

Player Name _____

Character Name  *Rick Striker*_____

Specialty  *Squad Leader*_____

Race  *Super Human*_____

*"I'll protect them all!"*

Body ___4___    Brains ___2___    Charisma ___2___    Pilot ___1___

❑ ❑ ❑ ❑

**Handheld Weapons:**

**Inventory:**

**Physical Description:**

**Personality and Mannerisms:**

*Rick didn't initially want to fight, but stumbled into battle and was, er, encouraged to join after what he saw.  He can be sullen and withdrawn at times, but he's accepted his role and believes strongly in defending those he cares about among his squad- and ship-mates.*

| | |
|---|---|
| **Trait:** *Born Fighter (background)* | **Skill** / Skill / Battle / Daily |

Target:                              Range:                              Dice:  5

Effect:  *You can use the "Right Back At You!" trait, below.*

| | |
|---|---|
| **Trait:** *Insight* | **Skill** / Skill / Battle / Daily |

Target:                              Range:                              Dice: *5*

Effect:  *You can often intuit what others are thinking or feeling.*

| | |
|---|---|
| **Trait:** *Mecha Intuition* | **Skill** / Skill / Battle / Daily |

Target:                              Range:                              Dice: *5*

Effect:  *You can pilot even an unfamiliar mecha with surprising skill.*

| | |
|---|---|
| **Trait:** *Nerdiness* | **Skill** / Skill / Battle / Daily |

Target:                              Range:                              Dice: *5*

Effect:  *You are very knowledgeable about the latest mecha systems.*

---

**Trait:** *Toughness*                                       Skill / Skill / Battle / Daily

Target:                                  Range:                    Dice:

**Effect:** *Your body is physically tough and resistant to damage.*

---

**Trait:** *Attack Formation*                               Skill / Skill / Battle / Daily

Target: *All allies*                     Range: *Medium*           Dice:

Effect: *You rally your troops into an attack formation. You and all your allies within medium range can count one roll of 4 as a hit in all dice pools until the start of your next turn. Perform a regular attack.*

---

**Trait:** *Driving the Confrontation*                      Skill / Skill / Battle / Daily

Target:                                  Range:                    Dice:

Effect: *Perform a regular attack. Lower any negative modifiers on your attack dice pool by 1 die.*

---

**Trait:** *Follow My Lead*                                 Skill / Skill / Battle / Daily

Target:                                  Range:                    Dice: *Body + 1*

Effect: *You and your allies charge into battle, yelling wildly that you cannot be defeated. Attack with Body + 1. If successful, double your damage, and each of your allies within long range gets a free immediate move action (use it or lose it).*

---

**Trait:** *Stopped Short*                                  Skill / Skill / Battle / Daily

Target: *1 enemy mecha*                  Range: *Medium*           Dice: *Brains + 2*

Effect: *You complain that this war is pointless, and your enemy pauses in surprise and thought. Perform an attack with Brains + 2 dice. If successful, count as damage, and your target cannot attack next turn.*

---

**Trait:** *Right Back At You!*                             Skill / Skill / Battle / Daily

Target: *1 enemy mecha*                  Range: *Medium*           Dice: *5*

Effect: *You perform an amazing spin and reflect your opponent's attack back at him or her. Double the damsage of this attack. On its next turn, your enemy takes half damage from its own attacks.*

---

**Trait:** *Screamed Attack Phrase*                         Skill / Skill / Battle / Daily

Target:                                  Range:                    Dice:

Effect: *You scream the name of a ridiculous attack. You and all allies add +2 to dice pools until start of your next turn. Hit enemy subtracts 1 from all mecha attack dice pools for the rest of the encounter.*

## Gunwave Character Sheet

Player Name _____

Character Name  *Sora Ace* _____

Specialty  *Infiltrator* _____     Race  *Augmented* _____

---

Body  ___3___     Brains  ___3___     Charisma  ___2___     Pilot  ___1___

❏ ❏ ❏

**Handheld Weapons:**                    **Inventory:**

**Physical Description:**                 **Personality and Mannerisms:**

*A certain male chauvinism remains among fighter pilots, and Sora has climbed to the top despite that.  It doesn't hurt that she's a knock-out beauty and incredibly skilled at the controls of anything.  She recently transferred to the mecha corps after realizing that mecha are inexorably replacing fighters.*

---

**Trait:**  *Dual Mecha Weapons*                    Skill / Skill / Battle / Daily

Target:                         Range:                    Dice:  *3*

Effect:  *You can fire two mecha weapons at once (see the Wielding Dual Weapons section, page 60).*

---

**Trait:**  *Dual Personal Weapons*                 Skill / Skill / Battle / Daily

Target:                         Range:                    Dice:  *3*

Effect:  *You can fire two personal weapons at once.*

---

**Trait:**  *Perception*                            Skill / Skill / Battle / Daily

Target:                         Range:                    Dice:  *3*

Effect:  *You are very aware of your physical surroundings.*

---

**Trait:**  *Ship Schematics*                       Skill / Skill / Battle / Daily

Target:                         Range:                    Dice:  *3*

Effect:  *You know the schematics of many capital ships.*

---

**Trait:** *Toughness*                                      ~~Skill~~ / Skill / Battle / Daily

**Target:**                          **Range:**                     **Dice:** *3*

**Effect:** *Your body can withstand quite an amount of physical punishment.*

---

**Trait:** *Deadly Accuracy*                               Skill / ~~Skill~~ / Battle / Daily

**Target:**                          **Range:** *Long*              **Dice:**

**Effect:** *Perform a regular attack on a target at long or extreme range, and add +2 to your attack roll.*

---

**Trait:** *Take My Place!*                                Skill / ~~Skill~~ / Battle / Daily

**Target:** *1 enemy*                **Range:**                     **Dice:**

**Effect:** *Your enemy is bewildered to find you've traded places with him or her.  Perform a regular attack, and if you hit, trade places with the unit you attack.*

---

**Trait:** *Duty-Bound (background)*                       Skill / Skill / ~~Battle~~ / Daily

**Target:**                          **Range:**                     **Dice:** *3*

**Effect:** *If fulfilling an order against your better judgment, add 3 dice to your attack dice pool.*

---

**Trait:** *Once This Scumbag Goes Down, We'll Celebrate*   Skill / Skill / ~~Battle~~ / Daily

**Target:**                          **Range:** *Medium*            **Dice:** *4*

**Effect:** *Attack one enemy within medium range, using a dice pool of 4 dice.  On a hit, double your damage and you and one ally within close range can each use a healing rest or repair operation.*

---

**Trait:** *Madness*                                       Skill / Skill / Battle / ~~Daily~~

**Target:**                          **Range:** *Close*             **Dice:**

**Effect:** *You fly into a screaming rage, attacking every enemy within close range.  You then collapse into an exhausted heap, unable to perform any actions during the next combat round.*

---

**Trait:** *Steal Mecha*                                   Skill / Skill / Battle / ~~Daily~~

**Target:**                          **Range:**                     **Dice:** *Mecha's speed*

**Effect:** *You attempt to take over an adjacent mecha, using a dice pool equal to your mecha's speed.  If you succeed, you force an ejection of the enemy pilot, and you climb into the enemy mecha's cockpit.  See the "Piloting an Unfamiliar Mecha" section, page 71.*

## Gunwave Character Sheet

Player Name _____

Character Name  _Subject Seven_____

Specialty  _Cyborg_____          Race  _Augmented_____

*"I exist only to fulfill my duty."*

Body ___3___     Brains ___2___     Charisma ___3___     Pilot ___1___

❏ ❏ ❏

**Handheld Weapons:**                          **Inventory:**

**Physical Description:**                    **Personality and Mannerisms:**

*Subject Seven was part of super-secret experiments to create a super soldier. She betrays minimal emotion, except for intense dedication to her duty.  Never get in her way.*

---

**Trait:** *Is Technological Key (Background)*                Skill / Skill / Battle / Daily

Target:                          Range:                Dice:

**Effect**: *You can subconsciously use some secret technological device.*

---

**Trait:** *Acrobatics*                          Skill / Skill / Battle / Daily

Target:                          Range:                Dice:  *3*

**Effect**: *You can perform great feats of dexterity.*

---

**Trait:** *Hacking*                          Skill / Skill / Battle / Daily

Target:                          Range:                Dice:  *4*

**Effect**: *You can hack into most computer systems.*

---

**Trait:** *Massive Machinery Operation*                Skill / Skill / Battle / Daily

Target:                          Range:                Dice:  *3*

**Effect**: *You can operate very large machinery, including capital ships.*

**Trait:** *Machine Empathy*                                    Skill / Skill / Battle / Daily

Target:                          Range:                     Dice:

**Effect**:  *You meditate on your machine, synchronizing with it.  On your next turn, add +1 die to your dice pool.*

**Trait:** *Taking One for a Comrade*                           Skill / Skill / Battle / Daily

Target:                          Range:                     Dice:

**Effect**:  *An attack that would have hit an Augmented hits you, instead.*

**Trait:** *Surge of Self-Righteous Power*                      Skill / Skill / Battle / Daily

Target:                          Range:                     Dice:

**Effect**:  *Besides this attack, you can take another attack/heal action.*

**Trait:** *Well-Placed Strikes*                                Skill / Skill / Battle / Daily

Target:                          Range:                     Dice:

**Effect**:  *Perform a regular attack.  If it succeeds, for the rest of the battle, you can count one 4 as a hit in all dice pools.*

**Trait:** *Battle Scream*                                      Skill / Skill / Battle / Daily

Target:                          Range:                     Dice:

**Effect**:  *You scream in agony from your alterations, and after this attack you gain +2 to all your dice pools for the remainder of the encounter.*

**Trait:** *Unbelievable Domination*                            Skill / Skill / Battle / Daily

Target:                          Range:                     Dice:

**Effect**:  *You completely overwhelm your enemy with a precisely controlled attack.  Attack one enemy with Brains + 3 dice, and double your damage.  Until the end of your next turn, your target subtracts -1 die from his or her attack rolls.*

**Trait:**                                                      Skill / Skill / Battle / Daily

Target:                          Range:                     Dice:

Effect:

## Gunwave Character Sheet

Player Name _____

Character Name  _Tenor Finality_____

Specialty  _Cyborg_____          Race  _Super Human_____

*"Super humans are the superior life form in the universe.  Why can't you see that?"*

Body ___2___          Brains ___4___          Charisma ___2___          Pilot ___1___

❏ ❏

Handheld Weapons:                                  Inventory:

Physical Description:                              Personality and Mannerisms:

*Tenor knows he has powers beyond those
of ordinary humans, and believes he is
part of the next evolutionary stage of
humanity.  As a result, he tends to look
down on normal people.*

---

**Trait:** *Perception*                                              `Skill` / Skill / Battle / Daily

Target:                              Range:                      Dice:  *5*

**Effect**:  *You are very aware of your surroundings, often spotting hidden items before your
peers.*

---

**Trait:** *Nerdiness*                                              `Skill` / Skill / Battle / Daily

Target:                              Range:                      Dice:  *4*

**Effect**:  *You are very familiar with computer systems.*

---

**Trait:** *Acrobatics*                                              `Skill` / Skill / Battle / Daily

Target:                              Range:                      Dice:  *3*

**Effect**:  *You can perform great feats of dexterity.*

---

**Trait:** *Stealth*                                              `Skill` / Skill / Battle / Daily

Target:                              Range:                      Dice:  *3*

**Effect**:  *You can sneak past guards and don disguises with equal ease.*

**Trait:** *Battle Intuition*                          Skill / **Skill** / Battle / Daily

Target:                          **Range**: *Close*          Dice:

**Effect**: *You and your compatriots notice an enemy attack, just in time to avoid it. All attacks against you and any allies within close range loses one die until the beginning of your next turn. You must wait two full rounds before using this trait again.*

**Trait:** *Fix Comm Lines*                          Skill / **Skill** / Battle / Daily

Target:                          **Range**:          Dice: *1*

**Effect**: *If your comm system is disabled, roll 1 die. On a success, you fix your comm system.*

**Trait:** *Psychic Blast*                          Skill / Skill / **Battle** / Daily

Target: *1 enemy*                          **Range**:          Dice: *4*

**Effect**: *You blast your enemy's mind with psychic power and disorient him or her. Roll 4 dice; on a hit, your enemy is stunned.*

**Trait:** *Super Soldier (Background)*                          Skill / Skill / **Battle** / Daily

Target:                          **Range**:          Dice:

**Effect**: *Add 2 dice to any one dice pool this round.*

**Trait:** *Head Shot*                          Skill / Skill / **Battle** / Daily

Target:                          **Range**:          Dice:

**Effect**: *Attack with Brains + 2 dice, and double your damage.*

**Trait:** *Desperate Self-Protection*                          Skill / Skill / Battle / **Daily**

Target:                          **Range**:          Dice:

**Effect**: *You recognize when an enemy is trying to take out one of your subsystems. If an enemy targets one of your subsystems, you can use this power to immediately subtract 2 dice from the enemy's dice pool.*

**Trait:**                          Skill / Skill / Battle / Daily

Target:                          **Range**:          Dice:

**Effect**:

## *Gunwave* Character Sheet

Player Name _____

Character Name  *Victor Scrapyard*_____

Specialty  *Scavenger*_____          Race  *Super Human*_____

*"You gotta take what you can get in this life."*

Body  ___3___        Brains  ___2___        Charisma  ___3___        Pilot  ___1___

❏ ❏ ❏

Handheld Weapons:                          Inventory:

Physical Description:                      Personality and Mannerisms:

*Victor has always had to take what he can get from life, from scavenging for food to slapping together parts for impromptu jobs.  He's tough as nails, incredibly strong, and never cracks a joke.*

---

**Trait:** *Insight*                                    Skill / Skill / Battle / Daily

Target:                          Range:                    Dice: *5*

Effect:  *You can often intuit what other people are feeling or thinking.*

---

**Trait:** *Stealth*                                    Skill / Skill / Battle / Daily

Target:                          Range:                    Dice: *5*

Effect:  *You can sneak onto an enemy base or pass an unsuspecting guard.*

---

**Trait:** *Toughness*                                  Skill / Skill / Battle / Daily

Target:                          Range:                    Dice: *5*

Effect:  *You have an incredibly strong body that can withstand huge amounts of physical punishment.*

**Trait:** *Kicking a Man When He's Down*      Skill / **Skill** / Battle / Daily

**Target**: *1 enemy*      **Range**: *Long*      Dice:

**Effect**: *You gain +1 die on personal attack rolls against a stunned or sparking enemy within long range.*

---

**Trait:** *Natural-Born Flexibility*      Skill / **Skill** / Battle / Daily

**Target**:      **Range**:      Dice:

**Effect**: *Your human flexibility comes in handy. Perform a regular attack, and add 1 die to any skill check this turn.*

---

**Trait:** *Sibling Killed (background)*      Skill / **Skill** / Battle / Daily

**Target**: *Your sibling's killer*      **Range**:      Dice:

**Effect**: *You add 2 dice on any attack dice pool against your sibling's killer.*

---

**Trait:** *The Calm in the Storm*      Skill / Skill / **Battle** / Daily

**Target**:      **Range**:      Dice:

**Effect**: *Perform a regular attack, and add 1 die to your next saving throw.*

---

**Trait:** *Stunning Blow*      Skill / Skill / **Battle** / Daily

**Target**:      **Range**:      Dice:

**Effect**: *Perform a regular attack. If successful, the enemy cannot use any traits (personal or mecha) until the end of your next turn.*

---

**Trait:** *Scavenger's Intuition*      Skill / Skill / Battle / **Daily**

**Target**:      **Range**:      Dice:

**Effect**: *The sixth sense you've developed as a scavenger gives you special insight into a situation. Add +3 to your next Insight or Perception skill check.*

---

**Trait:**      Skill / Skill / Battle / Daily

**Target**:      **Range**:      Dice:

**Effect**:

# Using Traits

## *Trait Checks*

If your pilot character has to perform some difficult operation, your Narrator may ask you to perform a trait check. To do so, you'll roll the number of dice listed for that trait. Any dice that come up 5 or 6 are *successes*.

| Example |
| --- |
| Your character is slipping into an enemy base, and comes upon an attentive guard. You want to slip past the guard. The Narrator tells you to do a Stealthy check, and that you'll need at least 2 to succeed. You have 4 dice of Stealthy. You roll 4 dice, of which one is a 5 and one is a 6. You successfully distract and sneak past the guard. |

If you roll more than the required number of successes, you may exceed your expectations of success. In the example above, if you rolled 4 successes, you may be able to sneak up to guard, knock him out, and steal his uniform.

Note that your Narrator may not tell you the difficulty outright.

Also note that you only need to roll a trait check if it's *not obvious* whether you'd succeed. If you have four dice of Stealthy, you can sneak past a sleeping guard without having to roll a trait check.

## *Gaining Traits on Failure*

*Optional* At the Narrator's discretion, you can gain one die in each trait after ten failed checks in that trait. After gaining the die, you must fail another ten checks in that trait to gain another die. This represents your increased ability in that skill as you try it over and over.

---

### *Playing a Role*

All these rules and lists aside, when you play a game of *Gunwave*, you're playing a pilot in the middle of the Separatists' War. That pilot isn't you. She grew up with different parents and different genes, in a different culture, with different pressures and problems.

So, get into your character's head. Figure out how she'd react. Have fun with it.

Your Narrator will create a scenario and situation for you to play. Dig in! Explore the problems that your Narrator provides for you, and think about the consequences of your actions (and those of your comrades). This is a story that you're helping to create, so the more you add to it, the more interesting the story will be.

## *Assuming One Success*

*Optional* If you're attempting a trait check outside of combat when you have at least 10 in-game minutes to perform it, you can "Assume One Success." Instead of rolling a dice pool, assume that you rolled a dice pool and got 1 success (specifically, you rolled a 6). You may not get a tremendous success, but at least you'll succeed.

Your Narrator will tell you if you can't Assume One Success at any given time.

# Combat

Combat works a little differently than you may be used to.

Combat is divided into three phases:

1. Action phase
2. Reaction phase
3. Minor action phase
4. Energy consumption phase

## The Action Phase

During the action phase, all players determine their combat and movement this turn. Once all players have decided on their actions, they move their mecha simultaneously to their new positions and resolve attacks. Players can attack and move during the same action phase.

Players can perform any **one** of the following actions during the action phase:

- Move and attack (or just one)
- Use a trait
- Repair

Players can also skip this phase.

## The Reaction Phase

During this phase, all attacks are resolved.

Start with the non-player enemy with the highest pilot rank. Find out which players are attacking that enemy. These players' characters and the enemy all resolve their attacks simultaneously. Continue with each remaining enemy.

After all enemies have been dealt with, any players not targeting a specific enemy can resolve their attacks.

Unless preceded by a [target lock](page 60) (page 60), ranged attacks target a particular location in space, and hit at the beginning of the reaction phase (regardless of what is in the location when

the attack hits). If a ranged attack does at least 3 damage, it deals 1 damage to each adjacent mecha.

Melee attacks always target a particular mecha, and the mecha must still be within the weapon's range for the attack to succeed.

## The Minor Action Phase

During this phase, the pilot character can perform short actions, such as swapping out a weapon, swapping out ammunition, picking up a pilot, *etc*.

## The Energy Consumption Phase

During this phase, players account for any energy used this turn by:

- Weapons that are active
- Ranged weapons fired this turn
- Movement (1 point of energy per movement unit moved)

You can delay your turn. If you do, then you'll remain in the same place in the order for the rest of the encounter. If you decide to do nothing this turn, then you'll keep the same place in the order that you always had next turn.

There are two types of combat in *Gunwave*: personal and mecha. Personal combat consists of combat between individual pilots or people, while mecha combat focuses on combat between mecha. While there may be mecha around during a personal combat fight, and ground soldiers may fight during mecha combat, they're ignored for the purposes of the type of combat.

## *Mecha Combat*

When you're attacking a mecha, you construct a dice pool. Take a number of dice equal to the dice score for the weapon you're firing. If you're under an effect that adds to or subtracts from your dice pool, make the appropriate change.

Then roll the dice in your pool.

**Ranged attacks:**  On a ranged attack, any dice that roll a success (5 or 6) count as one hit.  For each hit, one point is subtracted from the enemy's Armor.  If 3 or more dice hit, deal 1 damage to each adjacent mecha.

**Melee attacks:**  During a melee attack, the defender also gets a chance to block or dodge the attack.  The defender rolls a number of *defense dice* equal to the defender's pilot score.  Any successes are subtracted from the attacker's hits.

### Ranged Example 1

You are under no effects, and you use a ranged weapon worth 5 dice.  You roll 5 dice, which come up 1, 3, 5, 5, and 6.  That's three hits!  The opponent subtracts 3 from his or her mecha's Armor.

### Ranged Example 2

Same as above; you have no attack modifiers, and you use a ranged weapon worth 5 dice.  You roll the 5 dice in your dice pool, but this time you roll 1, 1, 2, 3, and 4.  You miss completely this turn.

### Melee Example

You attack with a melee weapon worth 8 dice.  Your opponent has a pilot level of 2.  You roll a 1, 2, 2, 3, 4, 5, 5, and 6.  You have a total of 3 hits.  Your opponent rolls 2 dice, rolling a 3 and a 5.  That's 1 success, so only 2 of the hits succeed.  Your opponent subtracts 2 from his or her mecha's Armor.

When you begin battle, you must choose which of your weapons are active.  You can fire any one of your active weapons on your turn.  You'll need one minor action to deactivate one weapon and activate another.

If a mecha gets down to half its total Armor or less (rounded down), it begins to emit sparks.  It's considered to be "sparking," which may provide advantages or disadvantages.

If a mecha gets down to 0 Armor or less, the mecha is disabled.  Subtract the remaining damage from the pilot's Health.  So, if a mecha's at 1 Armor and is hit for 4 damage, subtract 3 from the pilot's Health.

A pilot may choose to remain inside a disabled mecha, but might be picked up by an enemy (or pirate) salvage operation.

## Wielding Dual Weapons

If you have the Dual Mecha Weapons trait, you can fire two weapons during your attack/heal action.  However, the second weapon subtracts dice equal to 5 minus your Dual Mecha Weapons trait (minimum 0) from its attack dice pool.  So, if your Dual Mecha Weapons trait is 2, you subtract 3 (5 – 2) dice from the second weapon's attack dice pool.

The same goes for the Dual Personal Weapons trait.

## Target Lock

You can spend one entire round *locking on* to an enemy mecha.  Afterwards, ranged attacks always target that mecha, not a location in space.  However, you can only attack that mecha until you break the lock.  You can break the lock at any time during your turn.

If the targeted mecha moves more than 1 movement unit during its move action immediately after you get a lock on it, the lock breaks, but you get an immediate, free attack action against the mecha.

## Targeting A Subsystem

*Optional*  When taking a shot, you can target a particular part of a mecha.  When you do, you take a minus

to your attack roll (indicating the difficulty of the shot). If you hit the mecha, not only do you do the damage indicated by the weapon, you also do damage to that part of the mecha. Each part takes a certain number of hits to disable.

*Optional*

To repair a damaged subsystem, see the Healing and Repair section, page 63.

| Part | Dice Pool Modifier | Hits to Disable | Effect |
|---|---|---|---|
| Arm | −1 | 1 | Lose one weapon |
| Leg | −2 | 1 | Speed decreases by 2 |
| Cockpit | −1 | 3 | 2 personal damage per hit; when disabled, pilot health goes to 0. |
| Reactor | −1 | 2 | Energy goes to 0 |
| Coolant System | −1 | 2 | Mecha will overheat (become disabled) after number of turns equal to mecha's Energy / 10 |
| Thrusters | −1 | 1 | Mecha cannot fly or move in space |
| Hip Joint | −1 | 1 | Mecha cannot walk on the ground |
| Comm System | −1 | 1 | Pilot can't talk to or hear allies |

*Optional* If you are at long or extreme range, double the dice pool modifier.

Note that there are two arms and two legs on each mecha, unless it's been specifically built without them.

If attacking with a close-range weapon (range of 2 or less), you can state that you wish to sever a specific arm or leg. The above rules apply. If you perform the hit after you've stated that you wish to sever, then the specified arm or leg flies away from the mecha. It can be recovered after the battle, but it cannot be repaired during battle.

*Optional*

## Targeting Weapons

You may target a weapon that another mecha is currently wielding, if you take a −2 to your dice pool for every 2 movement units away you are. If you hit, the enemy's weapon is destroyed.

So, if you are 4 squares away, and attempting to hit a weapon, subtract −4 dice from your pool.

## Disabled Mecha

When your mecha gets down to 0 or fewer Armor, it switches off and is considered *disabled*. Its Energy and Speed are 0. Roll 2d6 every round.

If you roll 12, your mecha returns to its previous Energy and Speed, with 1 Armor.

If you roll 6–11, your mecha remains disabled.

If you roll 1–5, make a mark somewhere. If you get three marks before rolling a 12 or the end of the battle, your mecha explodes and your pilot ejects.

You may not spend a repair operation while your mecha is disabled.

*Optionally*, if your Narrator allows it, when your mecha gets down to 0 Armor or less, it remains operational with half Speed. You still roll 2d6 every turn. 12 returns your mecha to full Speed and 1 Armor. 8–11 has no effect. 1–7 gives you a mark against your mecha, and after three marks the mecha explodes and your pilot ejects, taking 4 dice pool damage.

## Grabbing

*Optional* You can attempt to grab any adjacent mecha, by making an attack with a dice pool equal to your mecha's Speed, as your attack/heal action.

If you successfully grab, the enemy mecha cannot use its weapons or move. You cannot use your weapons while you have an enemy grabbed, and you take 1 damage every time the grabbed enemy is hit. You can sustain the grab as a minor action,

and you can end the grab at any time during your turn.

All allies add +2 dice when attacking the mecha you have grabbed.

While grabbed, a mecha can attempt its own Speed attack (dice pool equal to its Speed) to break free of the grab, as its regular attack/heal action.

If you want to move an enemy you've grabbed, you must make another Speed attack. If successful, you can move up to half your speed, dragging the enemy with you.

## *Ejecting*

You can manually eject from your mecha at any time. If you do, your mecha will usually no longer be attacked. When piloting, you always wear a bodysuit capable of sustaining your life in space for the remainder of the battle, unless your Narrator specifically tells you otherwise. When outside your mecha, you can move 2 meters per combat round.

Other mecha (friendly or not) can pick you up, and you can attempt to hang on to a mecha. You will take personal damage equal to a dice pool of 3 every time the mecha is hit. You can climb into the cockpit of a mecha you're hanging on to, protecting yourself from damage, but that will hamper the pilot so much that he or she will subtract –2 from all attack dice pools.

You can also climb into an empty mecha and pilot that. If you're not familiar with your new mecha, see the section on "Piloting an Unfamiliar Mecha," page 71.

## *Self-Destruction*

All mecha come with a self-destruct mechanism. You can engage it so that it will go off immediately, or be delayed for up to 24 hours. The self-destruct mechanism can be cancelled if a character with mecha experience (pilot,

technician, *etc.*) spends 10 minutes disarming it, unless your Narrator says otherwise.

When the self-destruct activates, your mecha explodes. It deals damage to all mecha around it, using a number of dice equal to the total Energy attribute of the exploding mecha, divided by 10, minus the number of movement units that each mecha is from your mecha when it explodes.

### *Example*

A mecha with a full Energy of 50 explodes. 50 / 10 = 5. An enemy that's 2 movement units away is attacked with a dice pool of 3 (5 – 2 = 3). An enemy 4 movement units away is attacked with a dice pool of 1 (5 – 4 = 1).

The pilot needs one round to eject after engaging the self-destruct mechanism. If the pilot engages it immediately, the pilot dies in the explosion.

Your mothership can remotely cancel your self-destruct mechanism at any time.

## *Personal Combat*

Personal combat works a little differently, since people don't have tons of armor and energy shielding.

In personal combat, the attacker rolls dice equal to the weapon. If any of the dice roll 5 or 6, the target is *stunned* for the next round. A stunned person cannot use their attack/heal action, and can only move at most 1 meter per round. They recover after their stunned round.

### *Example 1*

You attack, and have no effects, with a 3-die weapon. You roll 3 dice, and you get 1, 3, and 5. That's one hit. Your opponent is stunned for one round.

### *Example 2*

Same as above; you attack, with no

> effects, and roll 3 dice.  You roll 1, 3, and 4.  You don't hit at all.

A character can be stunned for a number of times equal to their Body trait each battle.  So, a character with a Body of 3 can be stunned up to 3 times in battle.  The next hit will knock the character unconscious.

## Repair

Your mecha gets 5 *repair operations* every day.  You can use a repair operation as an attack/heal action to regain 3 Armor (up to its maximum), or return a disabled mecha subsystem to full functioning again.  You can also use repair operations outside of combat.

Note that scavengers can repair a disabled subsystem as a minor action, though they still must use a repair operation.

## Steroid Boost

*Optional* Your mecha comes with one steroid syringe.  You can use it as a minor action.  The syringe is refilled when you spend at least one turn docked at an allied ship or base.  If you use the syringe, you gain 3 Health, and:

On your next turn, count all 3's and 4's as hits.

On the turn after that, count all 4's as hits.

On the turn after that, you're exhausted.  Count only 6's as hits, and you cannot move.

On the turn after that, your exhaustion begins to wear off.  Count only 6's as hits, and you can move like normal.

## Unconsciousness and Death

If your character is hit after taking all of the stuns available, the character fall unconscious.  If your character is piloting a mecha, the mecha stops all movement and action.  When the battle ends, the character returns to consciousness.  Until then,

roll two dice every round; if you roll a 6 on either dice, your character returns to consciousness immediately.

When your character is knocked unconscious, you can declare that this kills your character, if you wish.

## Communication

Every mecha in a squad maintains a constant audio link with the others members of the squad.  A pilot can switch to a narrow-beam signal for one-on-one communication with any other mecha (even enemies, if they accept the incoming signal).

If two mecha physically touch, anything shouted by one pilot can be heard by the other pilot.

# List of Effects

To be clear, this is a list of all effects in the game:

- **Disabled** – Your mecha's armor is reduced to 0.  You can use a repair operation to recover from this, at which point you'll have 3 Armor.

- **Sparking** – Your mecha has at most half its Armor remaining.

- **Stunned** – Your character cannot attack, and can move at most 1 meter during his or her turn.

- **Unconscious** – Your character cannot attack, move, or otherwise take actions. While your character is unconscious in combat, you must roll two dice every turn; if you roll a 6 on either dice, your character returns to consciousness.

# Ships and Space Colonies

The universe is full of starships, which transport personnel and mecha around planets and space. There are also a number of space stations and colonies to visit.

## *Space Ships*

### Carriers

A carrier is a very large ship, capable of transporting anywhere from 4 to 40 mecha, depending on its design and size. Carriers also bristle with weapons and defenses.

Most carriers can only fly in space; they are not atmosphere-capable. Both the U.E.G. and Asgard have about 20 carriers each.

A typical carrier has 15 Armor, carries twelve Tor photon turrets (see Ship Weapons below), and can only move slow.

Carriers follow large ship movement rules (see page 67).

### Battleships

A battleship is essentially a lightweight carrier. It's capable of atmospheric as well as space flight, and only carries from two to six mecha.

A typical battleship has 10 Armor, carries eight Tor photon turrets, and can move slow. It also follows large ship movement rules.

### Shuttles

A shuttle is a small transport ship, usually only large enough to carry 8 to 20 people (no mecha). Shuttles are the preferred ship for dignitaries and diplomats, as they combine comfort and speed.

Shuttles are capable of planetary as well as space flight.

A typical shuttle has 4 Armor, and can move at medium speed.

## Troop Transports

If you want to move a lot of people at once, you'll use a troop transport. These modular ships can be reconfigured to house anywhere from 20 to 200 troops at once. One or two mecha might fit in a troop transport, but will significantly slow it.

Troop transports can be used on planet surfaces as well as in space.

A typical troop transport has 7 Armor, and can move at a medium speed.

## Destroyers

A destroyer is a massive flying weapons platform, and has spelled the death of many a pilot. It may house 2 to 4 mecha and/or fighters as support units, but it relies on its turrets and cannons to inflict massive damage.

Destroyers can only fly in space, though there are also water-based destroyers. The U.E.G. has about ten destroyers; Asgard only has three.

A typical destroyer has 25 Armor, can move at slow speed, and boasts eight Tor photon turrets, eight missile turrets (see Ship Weapons below), and four super-heavy cannons (also see Ship Weapons below). Most can move at slow speed.

Destroyers follow large ship movement rules (see page 67).

## Fighters

A fighter is a small ship, usually about half the size of a mecha, manned by a single pilot. Most are capable of atmospheric as well as space flight.

A typical fighter has 5 Armor, and can move fast speed. However, they follow large ship movement rules, and can only fire their front-mounted lasers in a 90-degree arc in front of them (5 dice, range

5).

## Land Vehicles

### Mecha Flat Beds

This is a large truck with a flat bed behind it, built so that a mecha can lie on its back strapped to the bed and be transported.

### Tanks

In an age of mecha combat, tanks are of commensurate power. A tank is only slightly less powerful than a mecha, and has the advantages of fewer moving parts and less need for computer control.

Most tanks have 8 Armor, and can move medium speed. They fire force cannons or pulse cannons (like pulse rifles), which can swivel 360 degrees.

## Miscellaneous Vehicles

### Escape Pods

Most space ships are equipped with small escape pods, large enough for one to six occupants depending on the ship's size. These pods have small maneuvering thrusters, enabling them to move up to one movement unit per round, and can survive atmospheric entry.

### Repair Scaffolds

When a large ship has to be repaired in space, a temporary skeleton of struts can be built around it. The struts of this scaffold contain lights, batteries, and a large array of equipment used to repair the ship. A scaffold can be built or torn down to almost any size in a matter of hours.

## Stations and Colonies

### Asteroid Station

This is a space station that's carved out of an asteroid, and which uses the asteroid for raw materials.

An asteroid station typically has 30 Armor (due to the toughness of the asteroid), and four to eight Tor photon turrets. They are immobile.

### Free-Floating Station

This is a space station that floats in space, usually orbiting a planet. About half the stations in space remain loyal to the U.E.G., while a quarter are aligned with Asgard and the rest remain as neutral as they can.

A free-floating station typically has 10 to 20 Armor, and four to eight missile turrets.

### Colony

This is a massive self-sustaining environment, usually in the shape of a cylinder or wheel. They often cluster together.

A colony typically has 25 to 30 Armor, and four to eight Tor turrets or missile turrets. Most colonies (or clusters) are protected by a battalion of mecha and/or fighters.

### Planetary Base

Many planets lack breathable atmospheres, but are nevertheless worth human habitation. Often, a base will be established here, with its own self-contained environment. A valuable planet may have several bases clustered together.

Most planetary bases have about 20 Armor, eight turrets, and a super-heavy cannon.

## Armageddon Machine

There's sure to be at least one massively destructive death weapon lurking somewhere.

Expect an Armageddon Machine to have at least 20 Armor, and all sorts of special weaponry.

## *Large Ship Movement Rules*

Carriers and destroyers are so massive that they cannot increase or decrease their speed at will. They must increase or decrease their speed at 1–movement–unit increments each turn.

### *Example 1*

A carrier is stationary. Next turn, it can move 1 movement unit, not 2.

### *Example 2*

A destroyer moves 1 movement unit, then the next turn, moves 2 units. The turn after that, it may decrease its speed to 1, stay at 2, or increase to 3; it may not immediately decrease its speed to 0.

## *Ship Weapons*

| Weapon | Dice | Range | Special Effect |
|---:|---|---|---|
| Tor Photon Turret | 3 | 20 | |
| Missile Turret | 4 | 15 | Can only be fired 16 times per combat |
| Super–Heavy Cannon | 5 | 30 | Hits all targets directly in front of the ship. Requires two full turns unused to recharge. Starts battle charged. |

When firing, roll just once for all attacks.text

# Institutions

## *United Earth Government*

### The Space Corps

These are the proud men and women who patrol the space lanes for pirates, unlawful scavengers, and lately, enemy Asgard ships.

Until Asgard's rebellion, the Space Corps was understaffed—Earth preferred to leave space safety to spacers. With the Separatists' War, the Space Corps is scrambling to fill out its ranks.

### U.E.G. Peacekeepers

These are the ground forces of the U.E.G., highly trained in dealing with a wide variety of conflicts on Earth. They've become versatile soldiers in space, efficiently securing facilities and generally working as boots-on-the-ground support for the overworked Space Corps.

## *Asgard*

### The Atherean Fleet

Since Asgard has almost no land or sea, its space fleet makes up 90% of its military might; the rest are glorified security guards.

Since the Atherean Fleet is completely new, and the colonies themselves still maintain a certain American Wild West feel, the Fleet's extremely fluid and decentralized. This is changing under General Brin's guidance.

### The Spear's Point

This is a special ops group of mecha pilots, proven in battle and all-around excellent soldiers. They do what they're told, and they do it well. They've become the poster children for Asgard loyalty, which is turning into a bit of a problem—

media spends an awful lot of time digging around for information on them, and they've become hot targets for U.E.G. pilots.

**Mission:** Follow whatever orders are given as soldiers of the U.E.G.

**Ideology:** Follow orders.

**Economic Status:** Medium; they're showered with some of the best technology that the U.E.G. can provide.

**Influence:** Higher-ups respect the Spear's Point and are willing to listen to their input on strategic decisions and even modify mission parameters based on members' expertise.

## The Black Death

The tough men and women of this tightly-knit unit were mostly mercenaries before the war, and after enlisting they found each other and formed a shockingly effective independent unit. They can be callous and downright cruel, which unnerves certain Asgard officials, but they're so good at what they do that they keep getting jobs and are left well enough alone otherwise.

The Black Death is led by Scar Wilhelm, a charismatic and charming man in his 30's who remains a complete mystery to most everyone around him.

The Black Death was instrumental in the Battle for Edda and the defense of Asgard during the Ulysses Affair (page 74).

**Mission:** Stabilize outer space with Asgard in opposition to the U.E.G. so there'll be plenty of opportunities for the Black Death to continue fighting.

**Ideology:** Do whatever's necessary to accomplish the mission and win the war for Asgard. Only the strong survive, and conscience is for the weak.

**Economic Status:** Low

**Influence:** Varies wildly. Some officers won't

touch them; others rely on the Black Death to do the dirty work. Few know of them outside of the Asgard military, except as a feared rumor.

## *Scavengers and Pirates*

### The Crimson Tigers

This ragtag band of scavengers formed about five years ago. The Skilton family had owned a scrapyard on an Annu colony for over two decades, only to be run out of town by organized crime. Their various mercenary friends gathered around to support them, and they created the Crimson Tigers.

It's more of an extended family than a mercenary group; they patrol various areas near Asgard for wreckage and abandoned equipment. As loyal born colonists, they sympathize with Asgard, and have been known to nick a U.E.G. supply carton or three.

The core of the Tigers are the Skilton family—the two parents and their 17-year-old daughter—and two pilots. Besides them are a dozen crew, mechanics, and hangers-on.

**Mission:** Collect useful scrap, and sell to the highest bidder.

**Ideology:** The Tigers have the scruples of the working poor; they won't steal from the disadvantaged (especially women and children), and while they love surprise attacks, they respect surrender and giving quarter.

**Economic Status:** Low. They make enough to get by and throw the occasional party, but almost all their equipment is scavenged.

**Influence:** The Tigers are well-loved among most scavengers, and enjoy a large network of informants.

### Blackstone's Raiders

This rough-and-tumble group of hardened career

criminals are pirates, plain and simple.  They steal, they attack innocent civilians, and they torture captives for information.  They never give quarter, and are amazingly skilled at escaping capture.

Worse, they've grown bold in recent months, attacking lightly-defended military outposts on both sides of the War.

They're led by "Scar" Blackstone, a heavyset rogue in his 40's who's always chewing a cigar and almost always barking out orders.

## *Industries*

### Tomino Heavy Industries

Until the war broke out, Tomino Heavy Industries supplied most mecha in use.  They became an exclusive supplier of Asgard's military, so the U.E.G. now relies on several smaller companies.

**Mission:** Build shareholder value

**Ideology:** Design and manufacture solid, dependable mecha, keeping as much in-house as possible.  Very conservative.

**Economic Status:**  High

**Influence:**  Asgard's military relies on THI to provide 95% of the mecha in the Atherean Fleet.  While Asgard isn't wealthy, THI can almost name its price.

# Movement

All mecha movement is in *movement units*, which are abstract representations of distance. If representing your mecha's movement on a battle map, each square or hex corresponds to a movement unit.

Every movement unit you move consumes one point of your Energy.

Every mecha can operate on land, under the sea, and in space. If moving underwater, decrease your Speed by 1 (fast becomes medium, medium becomes slow, and slow stays slow).

## Range Zones

Ranges are divided into various zones, which each consume a certain number of movement units.

- **Adjacent** – 0 movement units between
- **Close** – 1 movement unit between
- **Medium** – 2 to 3 movement units between
- **Long** – 4 to 5 movement units between
- **Extreme** – 6 or more movement units between

## Difficult Terrain

*Optional:* If your mecha is walking on land, it may encounter blocked terrain. This terrain will be marked with a difficulty rating, usually 1 or 2. Subtract the difficulty rating from your mecha's speed as you move through this terrain.

## Escaping Gravity

No mecha can escape a planet's gravity using its own propulsion. A mecha must be carried on a ship capable of both planetary and space travel, or must be strapped to rockets of some sort.

## Descending Into an Atmosphere

A mecha can descend safely into an atmosphere only if it uses a heat shield. A heat shield can be built on to a mecha, or a temporary one can be carried, which uses up a weapon slot. A mecha descending into an atmosphere cannot attack, as it cannot change its position from behind its heat shield. However, every round a mecha spends in descent it will automatically move faster, 1 movement unit per round, to a maximum of 10 movement units per round. Descent into a planet's atmosphere takes about 2 minutes (20 combat rounds).

## Three Dimensional Movement

Technically, while fighting in space, mecha can move in three dimensions. Practically, while sitting around a gaming table, it's easier to position tokens in two dimensions, and to describe and think of movement in a 2D plane. Thus, this system focuses on two-dimensional movement, even though 3D movement is certainly possible.

## Pushing Mecha

You can push a mecha that's no longer moving (it's been disabled, it has no pilot, or its pilot is unconscious or dead). You must stay next to a mecha for one full round, unmoving, to push it. It then moves in the direction you push it, at 1 round per turn. For each additional round that you stay adjacent to the mecha you're pushing, it will move an additional round per turn.

## Piloting an Unfamiliar Mecha

If you get into a mecha that you're not trained or otherwise familiar with, you take a penalty whenever you use it.

During the first encounter in which you pilot the mecha, subtract 2 dice from all attack dice pools (including traits) when using this mecha.

## Movement

During the second and third encounters, subtract
1 die from all your attack dice pools.

From then on, you may pilot this mecha normally.

# Hero Points

*Optional* At the beginning of every day, your pilot character has 1 Hero Point.  After every battle, your character gets 1 more Hero Point.  After your character sleeps for about 8 hours, your character returns to having 1 Hero Point.

You can trade in a Hero Point to do any of the following:

- Re-roll any dice pool

- Re-roll a death roll

- Take an extra attack/heal action

## The Separatists' War

You can set a campaign at any point during the Separatists' War.

Six months before the war, Mesalah Zanzibar staged an overwhelming (and relatively bloodless) coup on the colony of Asgard, which renamed itself the Nation of Asgard. Zanzibar was immediately elected President, despite protests from U.E.G. officials. Three months later, Asgard declared a war of independence, officially beginning the Separatists' War.

The first conflict of the War took place several months later, starting with a skirmish around the Asgard colony Edda. Zion forces discovered a much larger U.E.G. force probing their defenses, and attacked the U.E.G. force. The success of this battle established the superior skill of Asgard mecha pilots. This became famous as the Battle for Edda, in which a mysterious pilot known only as the Scar Wilhelm personally destroyed five Earth mecha.

The first major battle of the War took place two weeks later, when the U.E.G. attacked an Asgard mining facility. After much intense fighting, Asgard forces roundly defeated the Earth attackers, wiping out three destroyers, five battleships, two carriers, and eighty-three mecha. This is now known as the Battle in the Asteroids. It also featured the brilliant tactical maneuvering of General Brin, who went on to become Asgard's grand strategist.

In response to Asgard's repeated successes, the U.E.G. began Operation Treesplitter, an attempt to cut off Asgard from its supplies. For six months, most battles centered on asteroid mining facilities and trade routes, as Asgard consolidated its resources (and lost a few).

After six months of fighting with mediocre success, the U.E.G. launched Operation Tigerclaw, with several surgical strikes against Asgard outlying military facilities, and one daring attack by the newly-formed Cobra Squadron deep into Asgard territory (the Ulysses Affair). The success of these offensives demonstrated that the tide of the war was beginning to turn against Asgard.

The Asgard military responded with a show of massive force. They launched Operation Zanzibar, dropping small asteroids on North America, decimating much of its food-producing land. This was followed by Operation Immunity, an assault led by the Black Death on the massive U.E.G. fortress at Berlin. This was repulsed by the new U.E.G. Victory-class mecha.

It is now nine months into the Separatists' War. It is at a stalemate.

# The Goal

Your character is trying to stop the Separatists' War, by winning for whatever side you're fighting on. Your fellow players, naturally, are trying to do the same.

How do you do that? It's mainly the Narrator's job to lay out missions in which the characters will drive the story forward, by securing important resources or attacking enemy installations vital to the war effort. However, it's also up to the characters to succeed in these missions, and do so in ways that support the overall mission of winning the war.

As your character completes missions, she will see the war evolve, as the enemy gets increasingly desperate and more enemy installations fall.

Note, however, that the war may not end with your side winning.

As the war progresses, each player-character's background trait will work its way into the story, either through specific Narrator introduction or good role-playing by the player. Each character must deal with the demons of his or her past.

# Definitions

**Armor** attribute – The amount of armor on your mecha.

**Augmented** Human – A person surgically altered and trained to be a better mecha pilot, as part of an evil governmental plot.

**Battle** – Refers to a specific conflict between two or more individuals, in or out of mecha.

**Disabled** (effect) – When a mecha gets down to 0 or less Armor, it's considered "disabled" and cannot move, fire, or use any of its traits. The pilot inside can use a repair operation to recover from this, at which point the mecha will have 3 Armor.

**Energy** (attribute) – The measure of how many weapons a mecha can keep active at once. Each weapon uses some amount of energy.

**Insight** (skill) – How well your character judges another person's intentions and feelings.

**Level** – A simple numeric indicator of a character's age and power. Higher-level characters can do more than lower-level ones.

**Mecha** – Piloted machines, usually giant robots

**Narrator** – The person who describes your character's situation, and plays the side characters and villains.

**Ongoing** damage – Some traits grant ongoing damage, which is added to any normal damage.

**Perception** (skill) – How well your character notices elements of his or her physical surroundings.

**Repair Operation** – You can take one attack/heal action to perform a repair operation, after which your mecha regains 3 Armor, up to five times per day.

**Save Ends** – If an effect is described with the words "save ends," then the affected player rolls a

2d6 on every round after the effect is applied. If the player rolls a 6 on either die, the effect stops. Otherwise, the effect is applied and the player repeats this process every turn until the encounter ends.

**Scavenger** – A person who hops around space, looking for damaged mecha and ships to rebuild and sell.

**Sparking** – When a mecha loses at least half its Armor, it begins to emit showers of sparks, which can subject it to the affect of certain powers.

**Specialty** – Your character's profession or training focus.

**Speed** (attribute) – The measure of a mecha's speed, measured in 10-meter units (a meter is roughly a yard).

**Stunned** (effect) – Your character cannot attack, and can move at most 1 meter during his or her turn.

**Super Human** – A human with advanced psychic powers.

**Targeted** (effect) – The enemy who targets you adds 1 die to all dice pools when attacking you, and you subtract 1 die from all dice pool when attacking anyone other than the enemy who targeted you.

**Unconscious** (effect) – Your character cannot attack, move, or otherwise take actions. While your character is unconscious in combat, you must roll two dice every turn; if you roll a 6 on either dice, your character returns to consciousness.

## *Gunwave* Character Sheet

Player Name _____

Character Name _____

Specialty _____

Race _____

Body _____     Brains _____     Charisma _____

Handheld Weapons:                    Inventory:

Physical Description:                Personality and Mannerisms:

**Trait:** _____        Skill / Skill / Battle / Daily

Target: _____        Range: _____        Dice: _____

Effect:

**Trait:** _____        Skill / Skill / Battle / Daily

Target: _____        Range: _____        Dice: _____

Effect:

**Trait:** _____        Skill / Skill / Battle / Daily

Target: _____        Range: _____        Dice: _____

Effect:

**Trait:** _____        Skill / Skill / Battle / Daily

Target: _____        Range: _____        Dice: _____

Effect:

**Trait:** _____          Skill / Skill / Battle / Daily

Target: _____     Range: _____        Dice:

Effect:


**Trait:** _____          Skill / Skill / Battle / Daily

Target: _____     Range: _____        Dice:

Effect:


**Trait:** _____          Skill / Skill / Battle / Daily

Target: _____     Range: _____        Dice:

Effect:


**Trait:** _____          Skill / Skill / Battle / Daily

Target: _____     Range: _____        Dice:

Effect:


**Trait:** _____          Skill / Skill / Battle / Daily

Target: _____     Range: _____        Dice:

Effect:


**Trait:** _____          Skill / Skill / Battle / Daily

Target: _____     Range: _____        Dice:

Effect:


**Trait:** _____          Skill / Skill / Battle / Daily

Target: _____     Range: _____        Dice:

Effect:


**Trait:** _____          Skill / Skill / Battle / Daily

Target: _____     Range: _____        Dice:

Effect:

# *Gunwave* Mecha Sheet

Player Name  _____

Mecha Name  _____

### Armor

| | |
|---|---|
| Total: | |
| Sparking: | (½) |
| Current: | |
| Repair Ops: | |

Type  _____

Speed  _____

### Energy

| | |
|---|---|
| Total: | |
| Current: | |

Weapon 1     Name _____     Dice _____     Energy _____     Range _____

Effect:                                                                              Active

Weapon 2     Name _____     Dice _____     Energy _____     Range _____

Effect:                                                                              Active

Weapon 3     Name _____     Dice _____     Energy _____     Range _____

Effect:                                                                              Active

**Trait:** Skill / Battle / Daily

Target: Range: Dice:

Effect:

**Trait:** Skill / Battle / Daily

Target: Range: Dice:

Effect:

**Trait:** Skill / Battle / Daily

Target: Range: Dice:

Effect:

**Trait:** Skill / Battle / Daily

Target: Range: Dice:

Effect:

**Trait:** Skill / Battle / Daily

Target: Range: Dice:

Effect:

**Trait:** Skill / Battle / Daily

Target: Range: Dice:

Effect:

**Trait:** Skill / Battle / Daily

Target: Range: Dice:

Effect:

**Trait:** Skill / Battle / Daily

Target: Range: Dice:

Effect:

# Appendix A – Sample Adventures

Here's an example of some introductory adventures that your characters could go on.

## U.E.G. Adventure: A Bitter Discovery

The pilots begin in the pilot's lounge aboard the U.E.G. battleship *Vanguard*, which during a recent offensive ended up stranded behind enemy lines. After a few minutes of banter, the alarm klaxon goes off; Asgard mecha are attacking the ship! It's a force of two Pazus and a Caernobog.

### Pazu Mark I

| Armor: 12 | Energy: 45 | | Speed: 4 |
| --- | --- | --- | --- |
| **Blast Pistol** | | Dice: 2 | Energy: 1 |
| | | Range: 5 | |
| **Machine Gun** | | Ammo: H | Energy: 1 |
| | | Range: 5 | |
| **Force Cannon** | | Dice: 3 | Energy: 2 |
| | | Range: 5 | *No extra* |
| *Energy use* | | | |

### Caernobog

| Armor: 10 | Energy: 60 | | Speed: 4 |
| --- | --- | --- | --- |
| **Force Cannon** | | Dice: 3 | Energy: 2 |
| | | Range: 5 | *No extra* |
| *Energy use* | | | |
| **Wave Blaster** | | Dice: 3 | Energy: 3 |
| | | Range: 5 | |
| **Mega Photon Rifle** | | Dice: 3 | Energy: 3 |
| | | Range: 10 | |

After the second Asgard mecha is destroyed, their battleship appears on the horizon and lays down withering cover fire. If possible, the remaining Asgard mecha retreat to the battleship; either way, the battleship then escapes into the distance.

The *Vanguard* is ordered to follow the battleship, which they soon discover is protecting a small base in the foothills of a mountain range, which is near a village. The players are ordered to infiltrate this base, discover its purpose, then ideally do as much damage to it as possible.

The base is nestled in a valley.

Once inside, the players discover children are being grown in vats, then trained as lethal fighters.

## U.E.G. Adventure: Nothing So Simple

### Surprise Attack

Your team is assigned to take out a small Asgard military research base. It's a small, asteroid-based outpost that's rumored to be developing an advanced heavy mecha.

When you arrive, you find yourselves facing a surprisingly large force of mecha, three *Pazu*s and a Penetrator-class *Caernobog*.

### Pazu Mark II

| Armor: 14 | Energy: 40 | | Speed: 3 |
| --- | --- | --- | --- |
| **Blast Pistol** | | Dice: 2 | Energy: 1 |
| | | Range: 5 | |
| **Force Cannon** | | Dice: 3 | Energy: 2 |
| | | Range: 5 | *No extra* |
| *Energy use* | | | |
| **Pulse Rifle** | | Dice: 3 | Energy: 3 |
| | | Range: 5 | |

### Caernobog

| Armor: 10 | Energy: 60 | | Speed: 4 |
| --- | --- | --- | --- |
| **Force Cannon** | | Dice: 3 | Energy: 2 |
| | | Range: 5 | *No extra* |
| *Energy use* | | | |
| **Wave Blaster** | | Dice: 3 | Energy: 3 |
| | | Range: 5 | |
| **Mega Photon Rifle** | | Dice: 3 | Energy: 3 |

Range: 10

## A New Foe

After you dispose of those, the party may advance on the research base. They may be surprised to discover that the base has a powerful set of defenses, including 20 Armor, four turrets, and a super-heavy cannon. Shortly after the base launches its attack, the fabled new mecha appears.

| AX-97 Treesplitter | | |
|---|---|---|
| Armor: 18 | Energy: 80 | Speed: 5 |
| **Wave Blaster** | Dice: 3 | Energy: 3 |
| | Range: 5 | |
| **Pulse Rifle** | Dice: 5 | Energy: 3 |
| | Range: 5 | |
| **Mega Photon Rifle** | Dice: 3 | Energy: 3 |
| | Range: 10 | |

As the base nears 0 Armor, your commanding officer calls out an order not to destroy it. Even if the players disobey this order, the base will not explode once it gets to 0 or less Armor.

## Inside the Base

You're then ordered to fly into the base and proceed on foot to eliminate any further opposition. You initially find a large hangar bay, with two exits. Both exits lead to the same complex, a figure-eight hallway with various mecha research labs off the hallways. At the Narrator's discretion, about half the rooms contain hostile Asgard military personnel and researchers.

A normal Asgard guard at this base comes equipped with a standard rifle (4 dice), and has a Body of 2. You may encounter one or two elite guards, who fire submachine guns loaded with 20 standard rounds and have a Body of 3. The researchers are armed with laser pistols (2 dice), and have a Body of 2.

Within the figure-eight hallway, opposite the hangar bay exits are two other exits. One leads

to living quarters and life support, which are essentially empty at the moment. The other leads to the command bridge. Here, you encounter three elite guards and the base commander, who wields a regular pistol loaded with 8 heavy rounds and carries 2 smoke grenades.

## *Asgard Adventure: Desperate Defense*

## A Rude Interruption

Your characters are enjoying a quiet moment in the pilot's lounge, on the remote asteroid research base you currently call home. This is a good opportunity to introduce your characters to each other.

After a few minutes, your characters are jolted by an alert—a U.E.G. attack! You scramble into your mecha to find yourself under assault by a squad of scouts.

| U.E.G. Scout | | |
|---|---|---|
| Armor: 4 | Energy: 50 | Speed: 4 |
| **Blast Pistol** | Dice: 2 | Energy: 1 |
| | Range: 5 | |
| **Fusion Saber** | Dice: 4 | Energy: 2 |
| | Range: 1 | |

| U.E.G. Scout Leader | | |
|---|---|---|
| Armor: 7 | Energy: 50 | Speed: 4 |
| **Force Cannon** | Dice: 3 | Energy: 2 |
| | Range: 5 | *No extra* |
| *Energy* | | *use* |
| **Pulse Rifle** | Dice: 3 | Energy: 3 |
| | Range: 5 | |

After repulsing the mecha, you are quickly enveloped by bombardment from a heavy U.E.G. battleship. The ship has 14 Armor, carries eight Tor photon turrets, and can move slow speed.

## Larger Problems

You may now return to the base and rest.  You're then summoned before your commanding officer, who informs you that a U.E.G. force is skulking around in the asteroids not far from the base; the battleship you repulsed was just one of the ships in that gathering force.

You're all sent on a recon mission to that area of space.  You quickly stumble upon a VR-10 Warhawk scout fighter, which will engage briefly before attempting to escape and warn the rest of the U.E.G. fleet.  You must destroy it within 4 rounds.

### VR-10 Warhawk

Armor: 5          Energy: 120          Speed: 9

| | | |
|---|---|---|
| **Laser Cannon** | Dice: 5 | Energy: 2 |
| | Range: 10 *Only targets ahead* | |
| **Machine Gun Turret** | Dice: 6 | Energy: 1 |
| | Range: 5 | |

You can then advance to discover a cluster of two battleships and a destroyer.  In addition, there's a hastily-constructed repair scaffold, surrounding a number of unmanned probes.

The players are also notified that they hear a burst of static—a U.E.G. tech is talking over an unsecured channel!

Turns out this is a major U.E.G. hunting party that's fallen on hard times.  They were sent here to wipe out rumored Asgard military installations in this area.  They discovered your base, and sent one of their finest ships, but was surprised when you destroyed it.  They hung back to investigate further, but their unmanned drones can't navigate the asteroid field well enough, and keep smashing into the rocks.

You now have a number of options.  You can launch a surprise attack against the U.E.G. hunting party, though you'll be in for a tough fight.  You can attempt to lure the destroyer away and thus take them on one-by-one.  Or, you can return to base, though you'll immediately be sent

back out to destroy this U.E.G. force before it attacks the base.

If you attack immediately, after about four combat rounds you'll get some help:  a friendly NPC enters the battle, piloting the AX-97 *Treesplitter*.  If you return to base, the *Treesplitter* is sent back out with you.

### AX-97 Treesplitter

Armor: 18          Energy: 80          Speed: 5

| | | |
|---|---|---|
| **Wave Blaster** | Dice: 3 | Energy: 3 |
| | Range: 5 | |
| **Pulse Rifle** | Dice: 5 | Energy: 3 |
| | Range: 5 | |
| **Mega Photon Rifle** | Dice: 3 | Energy: 3 |
| | Range: 10 | |

# Appendix B - Creating Your Personal Mecha from Scratch

Want to create your own mecha?

The following sections list minimum, average, and maximum scores for each mecha attribute in a particular mecha's type. Start with the average score for each attribute. You can raise any score, but you have to lower another score by an equivalent amount. For every point of Armor or Speed that you add or subtract, you may add or subtract five points of Energy. You must stay within minimum and maximum listed for each attribute.

## Bio Armor

|        | Minimum | Average | Maximum |
|--------|---------|---------|---------|
| Armor  | 9       | 11      | 13      |
| Energy | 45      | 50      | 65      |
| Speed  | 4       | 5       | 6       |

## Bruiser

|        | Minimum | Average | Maximum |
|--------|---------|---------|---------|
| Armor  | 12      | 14      | 16      |
| Energy | 30      | 40      | 50      |
| Speed  | 2       | 3       | 4       |

## Combiner

The following stats are on the individual units.

|        | Minimum | Average | Maximum |
|--------|---------|---------|---------|
| Armor  | 7       | 9       | 11      |
| Energy | 20      | 35      | 50      |
| Speed  | 3       | 4       | 5       |

## Converting Fighter

|        | Minimum | Average | Maximum |
|--------|---------|---------|---------|
| Armor  | 8       | 10      | 12      |
| Energy | 20      | 40      | 60      |
| Speed  | 5       | 6       | 8       |

## Drone Swarm Commander

|        | Minimum | Average | Maximum |
|--------|---------|---------|---------|
| Armor  | 5       | 8       | 12      |
| Energy | 60      | 80      | 110     |
| Speed  | 3       | 4       | 6       |

## Giant Fighter Power Battler

|        | Minimum | Average | Maximum |
|--------|---------|---------|---------|
| Armor  | 8       | 11      | 14      |
| Energy | 30      | 50      | 70      |
| Speed  | 2       | 5       | 8       |

## Heavy Missile Platform

|        | Minimum | Average | Maximum |
|--------|---------|---------|---------|
| Armor  | 7       | 9       | 11      |
| Energy | 50      | 60      | 80      |
| Speed  | 2       | 3       | 4       |

## Penetrator

|  | Minimum | Average | Maximum |
|---|---|---|---|
| **Armor** | 8 | 11 | 14 |
| **Energy** | 40 | 60 | 80 |
| **Speed** | 4 | 5 | 7 |

## Striker

|  | Minimum | Average | Maximum |
|---|---|---|---|
| **Armor** | 8 | 12 | 16 |
| **Energy** | 30 | 50 | 70 |
| **Speed** | 3 | 5 | 7 |

## Mecha Types

There are several different types of mecha, each of which have a different set of Armor, Energy, Agility, and Attack attributes.

**Armor** indicates the mecha's ability to take damage, **Energy** measures the mecha's ability to move and keep its weapons charged and firing, while **Speed** shows how far the mecha can move each turn, in increments of 10 meters (yards).

Energy is consumed by:

- Moving one movement unit (1 point)
- Having a weapon active for one turn (points equal to that weapon's Energy)
- Firing a ranged energy weapon (points equal to that weapon's Energy)
- Using a power (points equal to damage done)

Energy is replenished by returning to an allied ship.

You have access to all of a mecha's powers as

long as your character is piloting it.

Every mecha except Bio Armors have the following power:

**Ship Scan (Skill)**

*You scan an enemy ship for weak spots, and target them for maximum damage.*

**Target:** One ship          **Range:** 12
**Attack:** Ship Schematics skill  **Damage:** 5
Heavy Missile Platforms and Strikers add +2 to damage.

## *Bruiser*

This is a heavily-armored unit that can deal a fair amount of damage, but has poor mobility.

### Baldr's Sword

Armor: 14          Energy: 40          Speed: 3

| | | |
|---|---|---|
| **Blast Pistol** | Dice: 2 | Energy: 1 |
| | Range: 5 | |
| **Force Cannon** | Dice: 3 | Energy: 2 |
| | Range: 5 | *No extra* |
| *Energy use* | | |
| **Pulse Rifle** | Dice: 3 | Energy: 3 |
| | Range: 5 | |

### Urd's Hammer

Armor: 12          Energy: 45          Speed: 4

| | | |
|---|---|---|
| **Machine Gun** | Ammo: H | Energy: 1 |
| | Range: 5 | |
| **Blast Pistol** | Dice: 2 | Energy: 1 |
| | Range: 5 | |
| **Force Cannon** | Dice: 3 | Energy: 2 |
| | Range: 5 | *No extra* |
| *Energy use* | | |

### Vali's Vengeance

Armor: 16          Energy: 35          Speed: 2

| | | |
|---|---|---|
| **Power Rifle** | Ammo: E | Energy: 1 |
| | Range: 9 | |
| **Blast Pistol** | Dice: 2 | Energy: 1 |
| | Range: 5 | |
| **Force Cannon** | Dice: 3 | Energy: 2 |
| | Range: 5 | *No extra* |
| *Energy use* | | |

The Bruiser can use the following attack powers:

| Shields Up! | Skill |
|---|---|

You dig in at your current position. Roll a Dexterity check. If successful, your opponent must roll at least one 6 to hit. At level 10, opponent must instead re-roll one successful attack roll.

| Bashing Surge | Skill |
|---|---|

Perform a regular attack. If successful, push an adjacent mecha back one movement unit, and move into its prior location.

| Concentrate On That One | Battle |
|---|---|

*You request assistance from your allies in taking down a troublesome enemy.*

All allies add +1 die to attack dice pools against your target until the beginning of your next turn. At level 10, all allies add +2 dice to attack dice pools against your target.

| Power Surge | Battle |
|---|---|

Your mecha powers up! Your gain an extra 10 Energy. At level 10, you gain 20 Energy.

| Dominate | Daily |
|---|---|

*You unleash an amazing barrage of attacks.*

Attack twice this turn, each time using a Dexterity dice pool, dealing regular weapon damage + 2. You may attack two different enemies, or the same enemy.

## Converting Fighter

This mecha can transform into a super–fast jet fighter or a powerful tank, and back again.

### CF–1 Stallion (Fighter)

Armor: 10         Energy: 40         Speed: 6

| | | |
|---|---|---|
| **8 Projectile Grenades** | Dice: 5 | |
| | Range: 7 | |
| **Blast Pistol** | Dice: 2 | Energy: 1 |
| | Range: 5 | |
| **Force Cannon** | Dice: 3 | Energy: 2 |
| | Range: 5 | *No extra* |

*Energy use*

### X5 Leopard (Fighter)

Armor: 9         Energy: 35         Speed: 8

| | | |
|---|---|---|
| **Blast Pistol** | Dice: 2 | Energy: 1 |
| | Range: 5 | |
| **Machine Gun** | Ammo: S | Energy: 1 |
| | Range: 5 | *2nd attack,* |

*half dmg*

| | | |
|---|---|---|
| **8 Energy Grenades** | Dice: 3 | |
| | Range: 7 | *Within 5, -2* |

*attack*

### Stormwatch (Tank)

Armor: 9         Energy: 40         Speed: 7

| | | |
|---|---|---|
| **Blast Pistol** | Dice: 2 | Energy: 1 |
| | Range: 5 | |
| **Fusion Saber** | Dice: 4 | Energy: 2 |
| | Range: 1 | |
| **Plasma Cannon Arm** | Dice: 4 | Energy: 4 |
| | Range: 10 | |

### Thunderstrike (Tank)

Armor: 12         Energy: 35         Speed: 5

| | | |
|---|---|---|
| **Plasma Cannon Arm** | Dice: 4 | Energy: 4 |
| | Range: 10 | |
| **Machine Gun** | Ammo: H | Energy: 1 |
| | Range: 5 | *2nd attack,* |

*half dmg*

| | | |
|---|---|---|
| **8 Shrapnel Grenades** | Dice: 4 | |
| | Range: 7 | *-1 attack* |

*against*

*adjacent, half dmg*

Anyone piloting a Converting Fighter also has access to these powers, in addition to any other existing powers:

### Fighter Mode · Skill

Transform into fighter mode. You must have chosen the Fighter mode for your mecha. While transformed, you gain +4 to speed, but you can only have one weapon active. You can switch between weapons while in fighter mode.

### Tank Mode · Skill

Transform into tank mode. You must have a Transforming Plasma Cannon Arm, and have chosen the Tank mode for your mecha. Your plasma cannon arm immediately becomes your only weapon. Add +2 to your dice pool, but subtract –1 from damage. Subtract 1 from speed while in Tank mode.

### Mecha Mode · Skill

Transform back into mecha mode, canceling any effects you had while in Fighter or Tank mode.

### Beat a Hasty Retreat · Battle

You transform into fighter mode and gain an extra +2 to speed next turn. You must have chosen the Fighter mode for your mecha.

### Lucky Shot · Battle

**Target:** One enemy     **Range:** Long
**Attack:** 5     **Damage:** Regular
+ 1

You must have chosen the Tank mode for your mecha. At level 3, attack uses 6 dice.

### Missile Barrage · Battle

*Fire a dizzying swarm of missiles at an enemy.*
**Target:** One enemy     **Range:** Medium
**Attack:** 6     **Damage:** Regular
At level 3, use 5 dice in your dice pool. At level 5, use 6 dice.

### The Icarus Maneuver · Battle

*You throw out your arms, in a perfect position to unleash a devastating attack on a ship.*
Perform two regular attacks against a ship,

adding +2 to both attack dice pools.

### Press the Advantage · Daily

*You surge forward at the enemy.*
**Target:** All enemies     **Range:** Close
**Attack:** 5     **Damage:** Regular
Take another attack action.

## Drone Swarm Commander

This mecha comes with an array of 6 drones, which the pilot can launch and control remotely. Each drone is equipped with small maneuvering jets and a laser cannon.

The drones move and fire as though they are a separate, single entity under the player's control. The pilot's turns are modified as follows:

4. Move action for mecha *or* drone swarm
5. Attack/heal action for mecha *or* drone swarm
6. Minor action

The drone swarm must always be centered on a particular location, though it can occupy the same location as a mecha, fighter, or ship. Drone swarms have a speed of 5. At long range from the controlling player, drone swarms subtract –1 dice from attack dice pools. At extreme range, swarms subtract –2 dice.

Drone swarms consume 1 point of energy for every movement unit they move, and 1 point of energy when the entire swarm fires.

Because of the mental concentration required to control drones, the pilot cannot control both his mecha and the drones simultaneously. However, a pilot can move his mecha and fire drones, or move the drones and fire a mecha weapon.

The amount of space required to store drones on the mecha limits the mecha's onboard weaponry to two weapons besides the drones.

A drone swarm attack consists of a dice pool equal to 1 plus the number of drones in the swarm (no attack attribute is added to a drone attack dice pool), with zero range (drone swarms must attack the mecha in the same location they're centered on). So, with a fresh drone swarm, you will attack with a dice pool of 7. If another pilot attempts to hit the swarm, that player subtracts –2 dice from the attack pool, but each hit (5 or 6) destroys one drone. Drones are not replenished until a mecha spends at least one

turn replenishing weapons and energy in an allied ship. When the last drone is destroyed, the pilot must rely on onboard weaponry.

### Lion's Roar

| Armor: 8 | Energy: 80 | | Speed: 4 |
|---|---|---|---|
| **Blast Pistol** | | Dice: 2 | Energy: 1 |
| | | Range: 5 | |
| **Fusion Saber** | | Dice: 4 | Energy: 2 |
| | | Range: 1 | |
| **Wave Blaster** | | Dice: 3 | Energy: 3 |
| | | Range: 5 | |

### Eternal Sun

| Armor: 9 | Energy: 70 | | Speed: 5 |
|---|---|---|---|
| **8 Projectile Grenades** | | Dice: 5 | |
| | | Range: 7 | |
| **Force Cannon** | | Dice: 3 | Energy: 2 |
| | | Range: 5 | *No extra* |
| *Energy use* | | | |

### S.H.I.E.L.D.

| Armor: 7 | Energy: 90 | | Speed: 3 |
|---|---|---|---|
| **Machine Gun** | | Ammo: S | Energy: 1 |
| | | Range: 5 | |
| **Force Cannon** | | Dice: 3 | Energy: 2 |
| | | Range: 5 | *No extra* |
| *Energy use* | | | |

The Drone Swarm Commander has access to the following powers:

| Rapid–Fire | Battle |
|---|---|

*Your drones fly around your enemy at amazing speed, utterly disorienting your enemy and opening him up for a piercing attack.*

**Target:** One enemy

**Range:** Medium range of swarm

**Attack:** Drones in drone swarm + 2

**Damage:** Regular

| *Disconcerting Strike* | Battle |
|---|---|

*The ferocity of your attack on an enemy disorients his nearby ally.*

**Trigger:** You successfully hit an enemy with a regular attack

One enemy within close range of the hit enemy cannot attack next turn (but can repair or heal). You may decide to use this power immediately after a successful regular attack.

| *Scattered to the Winds* | Battle |
|---|---|

*Your drones scatter, making them almost impossible to hit.*

Any attacks against your drones subtract –2 dice from dice pools until the beginning of your next turn.

| *Swarming the Battlefield* | Daily |
|---|---|

*You reach the limits of your concentration, and your drones split up and fire at all the mecha around them.*

**Target** Each enemy within close range of the swarm

**Attack:** 8 **Damage:** Regular + 2

Your mecha must have at least 1 drone.

| *Unleashing Everything You've Got* | Daily |
|---|---|

*You grab your controls and fire a weapon as you pour out attacks with your drones.*

You perform a mecha attack and a drone attack against one enemy this turn, re-rolling one failed die roll in each dice pool.

## *Heavy Missile Platform*

These units have been loaded down with missiles and weapons.  They can't take much damage, and they can't move well, but enemies don't last long when faced with their barrage of weaponry.

All Heavy Missile Platforms are equipped with Quad Shock Missiles, and 2 other weapons.

Heavy Missile Platforms can carry double the number of rounds that any other mecha can carry (40 instead of 20).  It can fire its Quad Shock Missiles three times per encounter instead of the usual two.

### Hephaestus

Armor: 9          Energy: 60          Speed: 3

| | | |
|---|---|---|
| **Blast Lancer** | Dice: 4 | Energy: 4 |
| | Range: 5 | *+2 damage* |
| *vs. spark* | | |
| **Mega Photon Rifle** | Dice: 3 | Energy: 3 |
| | Range: 10 | |

### Tartaros

Armor: 11          Energy: 65          Speed: 2

| | | |
|---|---|---|
| **Pulse Rifle** | Dice: 5 | Energy: 3 |
| | Range: 5 | |
| **Mega Photon Rifle** | Dice: 3 | Energy: 3 |
| | Range: 10 | |

### Chaob

Armor: 10          Power: 60          Speed: 2

| | | |
|---|---|---|
| **Flamethrower** | Dice: 4 | Energy: 3 |
| | Range: 4 | *90-degree* |
| *cone* | | |
| **Crippler Railgun** | | Energy: 3 |
| | Range: 20 | *2 personal* |
| *damage* | | |
| | | *per round* |

### Coyote

Armor: 10          Energy: 50          Speed: 4

| | | |
|---|---|---|
| **Blast Lancer** | Dice: 4 | Energy: 4 |
| | Range: 5 | *+2 damage* |
| *vs. spark* | | |
| **Hyper Plasma Bazooka** | Dice: 5 | Energy: 5 |
| | Range: 4 | |

### Osiris

Armor: 7          Energy: 70          Speed: 3

| | | |
|---|---|---|
| **Wave Blaster** | Dice: 3 | Energy: 3 |
| | Range: 5 | |
| **Pulse Rifle** | Dice: 5 | Energy: 3 |
| | Range: 5 | |

Heavy Missile Platforms can use any of the following attack powers:

| Scrambling Their Systems | Skill |
|---|---|

You broadcast a burst of interference. Perform a regular attack, and if successful, your target must re-roll one successful die roll in all dice pools until the beginning of your next turn.

| Call In A Strike | Skill |
|---|---|

*You ask an allied ship to fire its weapons at an enemy mecha.*

**Target:** One enemy  **Range:** See effect
**Attack:** 4  **Damage:** See effect

An allied ship within long range of your enemy fires a turret at the enemy, as a skill check of 4 dice. If successful, deals 1 damage.

| Heavy Barrage | Battle |
|---|---|

Launch a second attack this round.

| Itano Circus | Battle |
|---|---|

Your missiles veer out in a poetic dance of con trails, making them much harder to dodge. Perform a regular attack with an extra +3 dice, but you must roll at least one 6 to hit.

| Nice Design | Battle |
|---|---|

You take advantage of your mecha's convenient design to use a repair operation as a minor action.

| Full Barrage | Daily |
|---|---|

Perform a total of three attacks this round, and launch an extra attack next round. None of these attack actions may be used for healing surges or repair operations.

| Massive Bombardment | Daily |
|---|---|

*You launch a huge barrage of missiles at a ship, dealing impressive damage.*

**Target:** One ship  **Range:** Long
**Attack:** 6  **Damage:** Double

| Air Strike | Daily |
|---|---|

*You ask an allied ship to unleash its full firepower on one enemy mecha.*

**Target:** One ship  **Range:** See effect
**Attack:** 5  **Damage:** See effect

A nearby ship within long range of the enemy fires its turrets at the enemy. If the attack is successful, roll a 1d6. Multiply that number by damage to calculate final damage.

## Penetrator

Some pilots prefer a little more...finesse in their mecha.  A penetrator is typically loaded with a cloaking device, jamming fields, EMP pulse weapons, and other equipment that can get it into and out of an explosive situation with a minimum of fuss.

Penetrators are also ideal for urban infiltration missions.

### Izanami

| Armor: 11 | Energy: 60 | Speed: 5 |
|---|---|---|
| **Fusion Axe** | Dice: 4 | Energy: 2 |
| | Range: 1 | |
| **Force Cannon** | Dice: 3 | Energy: 2 |
| | Range: 5 | *No extra* |
| *Energy use* | | |
| **Pulse Rifle** | Dice: 5 | Energy: 3 |
| | Range: 5 | |

### Hermes

| Armor: 8 | Energy: 70 | Speed: 6 |
|---|---|---|
| **Energy Whip** | Dice: 3 | Energy: 2 |
| | Range: 2 | |
| **Force Cannon** | Dice: 3 | Energy: 2 |
| | Range: 5 | *No extra* |
| *Energy use* | | |
| **Pulse Rifle** | Dice: 5 | Energy: 3 |
| | Range: 5 | |

Equipped with Protonucleic Deflector Field (energy 10, see page 30)

### Heimdall

| Armor: 14 | Energy: 55 | Speed: 3 |
|---|---|---|
| **Heavy Rifle** | Ammo: G | Energy: 2 |
| | Range: 10 | |
| **Grenade Launcher** | Ammo: G | Energy: 2 |
| | Range: 12 | |
| **Mega Photon Rifle** | Dice: 3 | Energy: 3 |
| | Range: 10 | |

Equipped with Jamming Field Generator (energy 3, see page 30)

### Caernobog

| Armor: 10 | Energy: 60 | Speed: 4 |
|---|---|---|
| **Force Cannon** | Dice: 3 | Energy: 2 |
| | Range: 5 | *No extra* |
| *Energy use* | | |
| **Wave Blaster** | Dice: 3 | Energy: 3 |
| | Range: 5 | |
| **Mega Photon Rifle** | Dice: 3 | Energy: 3 |
| | Range: 10 | |

### Shango

| Armor: 8 | Energy: 55 | Speed: 7 |
|---|---|---|
| **Blast Pistol** | Dice: 2 | Energy: 1 |
| | Range: 5 | *No extra* |
| *Energy use* | | |
| **Force Cannon** | Dice: 3 | Energy: 2 |
| | Range: 5 | |
| **Pulse Rifle** | Dice: 5 | Energy: 3 |
| | Range: 5 | |

Equipped with Jamming Field Generator (energy 3, see page 30)

Penetrators can use the following attack powers:

At level 10, damage is regular + 4.

| Sneak Attack | Skill |
|---|---|

*You slip around your enemy, unnoticed.*

**Target:** One enemy  **Range:** Regular
**Attack:** 4  **Damage:** Regular

Trade places with any adjacent enemy.  At level 10, use 5 dice.

| I Can't Get A Lock On Him! | Skill |
|---|---|

*A distant enemy finds you particularly difficult to target.*

Perform a regular attack.  Choose an enemy at extreme range; if it attacks you at any time before the beginning of your next turn, it must re-roll one successful die roll in each attack against you.

| Thermo-Active Cloak | Battle |
|---|---|

Your mecha is enveloped in active camouflage, making it very difficult to hit.  Only 6's count as hits against you.  At the end of every round that you're cloaked (except the one on which you engage the cloak), roll a dice pool of 1 die; if successful, you de-cloak.  You can manually de-cloak as a minor action.

| Jam Comm Signals | Battle |
|---|---|

*You jam your enemy's communications.*

**Target:** One enemy  **Range:** Medium
**Attack:** 4  **Damage:** None

If successful, enemy cannot hear or talk to any allies until the beginning of your next turn.

| Transmit Brain Frequency | Battle |
|---|---|

*You transmit on a frequency that temporarily scrambles in-brain circuitry.*

For the next 3 turns, all Augmented and all Cyborg enemies within medium range subtract –2 dice from dice pools.

| Slam Into the Shield | Daily |
|---|---|

*You leap at your enemy, attempting to break through its armor.*

**Target:** One enemy  **Range:** Regular
**Attack:** Speed  **Damage:** Regular + 2

| EMP Pulse | Daily |
|---|---|

*You fire an EMP pulse at an enemy mecha as a standard action.*

**Target:** One enemy mecha and all nearby enemies (burst 3)  **Range:** 10
**Attack:** Speed  **Damage:** See effect

If successful, the Armor on all affected enemies drops to 0, but they do not explode.  Treat them as disabled.  At level 10, treat as a burst 5.

## Striker

This is a beautiful multipurpose machine.  It can wade into the thick of battle, or use powerful ranged weapons.  It can take abuse and keep on delivering.

While piloting a Striker, add your **dexterity** to your attack dice pools.

### Ryujin

Armor: 12      Energy: 50      Speed: 5

| | | |
|---|---|---|
| **Blast Pistol** | Dice: 2 | Energy: 1 |
| | Range: 5 | |
| **Force Cannon** | Dice: 3 | Energy: 2 |
| | Range: 5 | *No extra* |
| *Energy use* | | |
| **Pulse Rifle** | Dice: 5 | Energy: 3 |
| | Range: 5 | |

### Vulcan

Armor: 16      Energy: 45      Speed: 2

| | | |
|---|---|---|
| **Fusion Axe** | Dice: 4 | Energy: 2 |
| | Range: 1 | |
| **Machine Gun** | Ammo: S | Energy: 1 |
| | Range: 5 | *2nd attack,* |
| *half dmg* | | |
| **8 Shrapnel Grenades** | | |
| | Range: 7 | *-2 attack* |
| *against* | | |
| | *adjacent, half dmg* | |

### Fortuna

Armor: 8      Energy: 60      Speed: 7

| | | |
|---|---|---|
| **Blast Pistol** | Dice: 2 | Energy: 1 |
| | Range: 5 | |
| **Wave Blaster** | Dice: 3 | Energy: 3 |
| | Range: 5 | |
| **Pulse Rifle** | Dice: 5 | Energy: 3 |
| | Range: 5 | |

### Raiden

Armor: 12      Energy: 65      Speed: 4

| | | |
|---|---|---|
| **Wave Blaster** | Dice: 3 | Energy: 3 |
| | Range: 5 | |
| **Pulse Rifle** | Dice: 5 | Energy: 3 |
| | Range: 5 | |
| **Mega Photon Rifle** | Dice: 3 | Energy: 3 |
| | Range: 10 | |

### Rama

Armor: 14      Energy: 45      Speed: 6

| | | |
|---|---|---|
| **Blast Pistol** | Dice: 2 | Energy: 1 |
| | Range: 5 | |
| **Fusion Saber** | Dice: 4 | Energy: 2 |
| | Range: 1 | |
| **Force Cannon** | Dice: 3 | Energy: 2 |
| | Range: 5 | *No extra* |
| *Energy use* | | |

### Artemis

Armor: 13      Energy: 35      Speed: 7

| | | |
|---|---|---|
| **Force Cannon** | Dice: 3 | Energy: 2 |
| | Range: 5 | *No extra* |
| *Energy use* | | |
| **Pulse Rifle** | Dice: 5 | Energy: 3 |
| | Range: 5 | |
| **Hyper Plasma Bazooka** | Dice: 5 | Energy: 5 |
| | Range: 4 | |

### Fenrir

Armor: 12      Energy: 60      Speed: 3

| | | |
|---|---|---|
| **Power Rifle** | Ammo: S | Energy: 1 |
| | Range: 9 | |
| **Force Cannon** | Dice: 3 | Energy: 2 |
| | Range: 5 | *No extra* |
| *Energy use* | | |
| **Mega Photon Rifle** | Dice: 3 | Energy: 3 |
| | Range: 10 | |

The Striker can use the following attack powers:

| *Slip to the Side* | Skill |
|---|---|
| **Trigger:** An enemy attacks you and hits | |
| **Attack:** Body + half Speed (check) | |

You move up to two movement units away, and the attack misses.  This uses up your next regular attack/heal action.

### Anti-Ship Prejudice — Skill

When attacking a ship, add +2 dice to your dice pool.

### Expeditious Retreat — Battle

*You leap back from an attack, just in time to escape the worst of it.*

**Trigger:** An enemy attacks you

Immediately move up to 1 movement unit away from the enemy and halve the damage you would have received.

### I'll Decide Your Fate — Battle

You leap elegantly into battle, gaining +2 dice to your attack dice pool as you perform a regular attack.

### Infamous Strike — Daily

*You pull out all your weapons and fire them simulatenously.*

**Target:** All enemies **Range:** Medium

**Attack:** 5 **Damage:** Regular + 2

You can use any weapon you carry against each enemy, without needing a minor action to switch weapons.

### Crippling Starship Strike — Daily

*You land directly on the outside of a ship, point a weapon, and deal massive damage at point-blank range.*

**Target:** One ship **Range:** Adjacent

**Attack:** 7 **Damage:** Regular * 3

You can move up to 2 movement units, if that will move you adjacent to the ship you're attacking.

# Appendix C – Creating Your Own Character from an Archetype

An archetype is a blueprint for a *Gunwave* character. An archetype uses common mecha tropes to set out a series of simple choices you can make to create a character. Of course, you can also tweak these templates—or create completely new ones—to suit your own preferences.

Note you don't have to limit yourself to these archetypes. As long as your character is fun to play, you can mix and match traits and skills, and even create your own archetypes.

For more detail on creating characters and archetypes, see the *Gunwave Character Creation Guide*.

## Background Traits

A background trait helps to define some historical fact about a character, which defines his or her personality.

| Ace Pilot | Battle |
| --- | --- |

When your mecha is hit, move an extra 1 movement unit in any direction and halve the damage you receive (rounded down).

| Anger-prone | Battle |
| --- | --- |

Add 2 dice to your attack dice pool, but do not count them towards damage.

| Born Fighter | |
| --- | --- |

You can choose an extra trait in the Brawler or Squad Leader specialties (see the Character Creation Guide).

| Child Soldier | Skill |
| --- | --- |

If attacking someone who manipulated you personally as a child, add 2 dice to your attack dice pool.

| Chosen One | Daily |
| --- | --- |

Add 3 dice to your attack dice pool.

| Corporate Spy | |
| --- | --- |

You have a network of informants. Add 1 die when using the Nerdiness skill.

| Death Wish | Daily |
| --- | --- |

Your mecha instantly self-destructs, damaging units around it using standard self-destruct rules.

| Discriminated Against | |
| --- | --- |

You gain +1 dice against individuals who participated in discrimination against you personally in the past.

| Displaced | |
| --- | --- |

You gain +2 dice to Insight and Diplomacy checks against a fellow member of your displaced tribe/race/*etc.*

| Double Agent | |
| --- | --- |

You are a respected member of both sides in this conflict, and are accepted at any military institution.

| Duty-bound | Battle |
| --- | --- |

If fulfilling an order against your better judgment, add 3 dice to your attack dice pool.

| Estranged From Parents | Daily |
| --- | --- |

You scream in agony about your parents, and roll an attack with 7 dice.

| Ex-Spy | |
| --- | --- |

You add 2 dice on any Insight or Diplomacy checks when dealing with any of your past contacts or informants.

| Ex-Super Soldier | |
| --- | --- |

Once per battle, you can ignore your Energy maintenance phase.

| Is Technological Key | |
| --- | --- |

You can unconsciously use some secret technological device.

| Long-standing Nemesis | Skill |
| --- | --- |

You add 2 dice on any attack dice pools

against this nemesis.

### Lover in Military                    Battle

If your lover is hit during a battle, you gain 3 dice if you attack your lover's attacker on your next turn.

### Lover Is Spy

If your lover is hit during a battle, you gain 1 die if you attack your lover's attacker on your next turn. You also have access to your lover's informants, with -1 to any trait checks with them.

### Lover Is Super Soldier

Any trait that requires your lover to rest is does not require a rest if used while you are in the same battle.

### Lover Killed                        Skill

You add 2 dice on any attack dice pool against your lover's killer.

### Member Of Secret Society

You have a network of informants within this secret society.

### Parents Killed                      Skill

You add 2 dice on any attack dice pool against your parents' killer.

### Raised in Junkyard

You can spend an extra 5 points towards one trait in the Munitions Expert or Scavenger specialties.

### Scarred                            Battle

Add 2 dice to any trait check involving the incident that caused your scar.

### Sees Visions

Your visions sometimes give you insight into future events, or present events you would otherwise know nothing about.

### Sibling in Military

You gain +1 to all attack rolls when your sibling is fighting as an ally with you in battle.

### Sibling Killed                      Skill

You add 2 dice on any attack dice pool against your sibling's killer.

### Spy

You have a network of informants in whatever side you're really on.

### Super Soldier                       Battle

Add 2 dice to any dice pool.

### Was Technological Key

You can unconsciously use some old technological device.

## Curious Sidekick

You get your hands dirty, always doing your part to keep the team functioning. You often smooth out problems with your teammates, and just as often get them into trouble with your rampant curiosity.

Human Brawler, Infiltrator, or Scavenger

Body 3          Brains 3          Charisma 2

Put a total of 15 points into any of the following skills:

Hacking, Insight, Martial Arts, Nerdiness, Stealth, Toughness

All Curious Sidekicks get the following racial traits:

| Natural Born Flexibility | Skill |
|---|---|

Your human flexibility comes in handy. Add 1 die to any skill check this turn.

| Battle Deception | Daily |
|---|---|

Attack with 7 dice, adding 1 to your damage. The first time your target rolls a die on its next turn, you can steal that result. Your enemy re-rolls, and you can use the stolen result for your next die roll.

Choose **one** of the following three traits:

| Fists of Fury | Skill |
|---|---|

When engaged in a melee fight outside your mecha, perform a regular attack, and deal 1 extra damage.

| Swift of Foot | Skill |
|---|---|

You can take your move action before or after your attack/heal action.

| Superior Repair Experience | Skill |
|---|---|

You sacrifice a repair operation, and an ally regains Armor as though he or she had used a repair operation.

Choose **two** of the following five traits:

| Bet You Weren't Expecting This! | Battle |
|---|---|

You suddenly move forward a number of movement units equal to half your Speed (rounded down, at least 1), and perform an attack with +1 extra die. Your enemy is so surprised that he or she subtracts -1 from his or her dice pool on attacks against you until the beginning of your next turn.

| He's All Yours | Battle |
|---|---|

Perform a regular attack. If successful, an ally within medium range makes a free attack against your enemy.

| Stunning Blow | Battle |
|---|---|

Perform a regular attack. If successful, the enemy cannot use any traits (personal or mecha) until the end of your next turn.

| Right Back At You! | Daily |
|---|---|

*You perform an amazing spin and reflect your opponent's attack back at him or her.*

**Target** One enemy          **Range** Regular
**Attack** 5          **Damage** Double

On its next turn, your enemy takes half damage from its own attacks.

| Sneaking Onto Base | Daily |
|---|---|

Perform a regular attack, and add +3 to your next Stealth roll.

## Cute Girl

You're always hanging around, typically because you have a bit of a thing for one of the guys. Not that you'd ever admit it. But put you into a mecha, and you demonstrate a surprising level of familiarity—even comfort—with these hulking war machines. You're also awfully handy for distracting the occasional male guard.

Many Cute Girls grew up in a scrapyard or as part of a paramilitary organization, and they come with all *sorts* of surprises.

Human Munitions Expert, Scavenger, or Squad Leader

Body 3          Brains 2          Charisma 3

Put a total of 12 points into any of the following skills:

    Acrobatics, Diplomacy, Insight, Martial Arts,
    Massive Machinery Operation, Mecha
    Intuition, Stealth

All Cute Girls get the following racial traits:

| *No Rest for the Weary* | Skill |
| --- | --- |

You use a healing rest, but gain nothing from it. An ally recovers from being stunned (if applicable), and can immediately use an attack/heal action.

| *Rally Cry* | Battle |
| --- | --- |

You call out a rallying cry to your compatriots, who shake off ill effects. Any negative effects from traits on your allies are cancelled.

Choose **two** of the following three traits:

| *Target Lock* | Skill |
| --- | --- |

You gauge the exact effectiveness of a weapon, and gain +1 on your next 2 attack rolls with that weapon.

| *Repairs on the Fly* | Battle |
| --- | --- |

Perform a regular attack, and use a repair operation as a minor action this turn.

| *Are You All Right?* | Skill |
| --- | --- |

Perform a regular attack. One ally makes an immediate saving throw against an ongoing effect.

Choose **one** of the following four traits:

| *Remember The Good Times* | Daily |
| --- | --- |

You remind an ally of pleasant memories you share. That ally regains the use of one encounter power that he or she used previously in this encounter.

| *Screamed Attack Phrase* | Daily |
| --- | --- |

You scream the name of a ridiculous attack. You and all allies add +2 to their dice pools until the start of your next turn. The hit enemy subtracts –1 to all dice pools for the rest of the encounter (save ends).

| *Superior Repair Experience* | Skill |
| --- | --- |

You sacrifice a repair operation, and an ally regains Armor as though he or she had used a repair operation.

| *That's Gonna Cause Some Trouble* | Daily |
| --- | --- |

Your regular attack does double damage, and deals ongoing 2 damage (save ends).

## Dedicated Soldier

You know that even peace is hard-won. Whether it's the need for trained fighters to maintain order, a feeling of injustice that needs to be put right, or your inherent respect for the chivalry of the soldier, you strive to uphold the honor of your cause and complete the mission. Nothing will stop you.

Augmented Human Infiltrator, Sniper, or Squad Leader

Body 3          Brains 3          Charisma 2

Put a total of 15 points into any of the following skills:

> Dual Mecha Weapons, Dual Personal Weapons, Hacking, Massive Machinery Operation, Mecha Intuition, Perception, Ship Schematics, Toughness

All Dedicated Soldiers get the following traits:

| Take My Place! | Skill |
|---|---|

Your enemy is bewildered to find you've traded places with him or her. Perform a regular attack, and if you hit, trade places with the unit you attack.

| The Augmented's Madness | Daily |
|---|---|

You fly into a screaming rage, attacking every enemy within close range. You then collapse into an exhausted heap, unable to perform any actions during the next combat round.

Choose **one** of the following three traits:

| Swift of Foot | Skill |
|---|---|

You can take your move action before or after your attack/heal action.

| Deadly Accuracy | Skill |
|---|---|

Perform a regular attack on a target at long or extreme range, and add +2 to your attack roll.

| Attack Formation | Skill |
|---|---|

You rally your troops into an attack formation.

You and all your allies can count one roll of 4 as a hit in all dice pools until the start of your next turn. Perform a regular attack.

Choose **one** of the following three traits:

| Bet You Weren't Expecting This! | Battle |
|---|---|

You suddenly move forward a number of movement units equal to half your Speed (rounded down, at least 1), and perform an attack with +1 extra die. Your enemy is so surprised that he or she subtracts -1 from his or her dice pool on attacks against you until the beginning of your next turn.

| Head Shot | Battle |
|---|---|

You go for the kill. Attack using a dice pool equal to double your Brains attribute, and double your damage.

| Once This Scumbag Goes Down, We'll Celebrate | Battle |
|---|---|

Attack one enemy within normal range, using a dice pool of 4 dice. On a hit, double your damage and you and one ally within close range can each use a healing rest or repair operation.

Choose **one** of the following three traits:

| Steal Mecha | Daily |
|---|---|

You attempt to take over an adjacent mecha, using a dice pool equal to your mecha's speed. If you succeed, you force an ejection of the enemy pilot, and you climb into the enemy mecha's cockpit. See the "Piloting an Unfamiliar Mecha" section, page 71.

| Vengeance from the Shadows | Daily |
|---|---|

You unleash the full power of your honed skills. Attack with 2 + your Body or 2 + your Brains attribute. If successful, you deal damage as though all your dice hit.

| Screamed Attack Phrase | Daily |
|---|---|

You scream the name of a ridiculous attack. You and all allies add +2 to their dice pools until the start of your next turn. The hit enemy subtracts -1 from all dice pools for the rest of

the encounter (save ends).

## Femme Fatale

You know how distracting the female body can be, and you've leveraged that power to its maximum effectiveness. You may dress in revealing attire, or just carry yourself so that men (and some women) drool. But you're not evil; you're just a knockout.

Super Human Infiltrator, Sniper, or Squad Leader

Body 2          Brains 3          Charisma 3

Put a total of 10 points into any of the following skills:

Acrobatics, Diplomacy, Insight, Martial Arts, Perception, Stealth, Toughness

All Femme Fatales get the following traits:

| Battle Intuition | Skill |
|---|---|

You and your compatriots notice an enemy attack, just in time to avoid it. Next turn, all attacks on you or your allies within close range lose 1 die.

| Leaping Out of Danger | Battle |
|---|---|

Perform a regular attack, and move at most a number of movement units equal to your Brains. You cannot be attacked until the beginning of your next turn.

Choose **one** of the following three traits:

| Ridiculous Impersonation | Skill |
|---|---|

You impersonate an enemy officer and disorient your enemy. Attack 1 enemy within medium range with Charisma + 2 dice.

| Making It Hurt | Skill |
|---|---|

Perform a regular attack on a target at extreme range, and add 1 die to your dice pool.

| Attack Formation | Skill |
|---|---|

You rally your troops into an attack formation. You and all your allies can count one roll of 4 as a hit in all dice pools until the start of your next turn. Perform a regular attack.

Choose one of the following three traits:

| Silencing an Enemy | Battle |
|---|---|

Perform a regular attack, targeting an enemy's comm system. Add +2 dice to your dice pool.

| Accuracy of the Damned | Battle |
|---|---|

Mark 1 enemy for the rest of the encounter, and perform a regular attack.

| Follow My Lead | Battle |
|---|---|

You and your allies charge into battle, yelling wildly that you cannot be defeated. Attack one enemy with your Charisma + 1 dice. Double your damage. Each of your allies gets a free immediate move action (use it or lose it).

Choose **one** of the following three traits:

| Creating Some Kind of Distraction | Daily |
|---|---|

You distract your enemies from what they were doing, and deal them a surprising blow. Attack all enemies within medium range with your Charisma + 3 dice. All affected enemies subtract 1 from their dice pools next turn.

| Shutting The Enemy Down | Daily |
|---|---|

You fire straight at an enemy's reactor. Attack with your Body + 2 dice. If successful, deal 1 extra point of damage, and treat as two hits against the enemy's reactor.

| Screamed Attack Phrase | Daily |
|---|---|

You scream the name of a ridiculous attack. You and all allies add +2 to their dice pools until the start of your next turn. The hit enemy subtracts –1 to all dice pools for the rest of the encounter (save ends).

## Fun-Loving Fat Guy

You're everyone's friend, the one in the photos with a hand around a buddy's shoulder and your other holding a drumstick of fried chicken.  While your love of food has kept you from being the fastest fighter, you more than make up for it with tenacity and brute strength.  You may have few enemies, but among them, they fear you most.

Human Brawler, Munitions Expert, or Scavenger

Body 3          Brains 2          Charisma 3

Put a total of 10 points into any of the following skills:

> Insight, Massive Machinery Operation, Mecha Intuition, Perception, Toughness

All Fun-Loving Fat Guys get the following traits:

| Earthbound Tenacity | Skill |
|---|---|

After a successful attack against a single enemy, on subsequent turns you can sacrifice all your actions to deal half the original damage (rounded down, at least 1) to that enemy, without needing an attack roll.  You also take the same amount of damage you deal to the enemy that turn.  You can only do this if you are not sparking or stunned.  This can continue as long as you wish until you are sparking or stunned, or the battle ends.  Once you stop using this power, you can't restart, though you can use this power on later attacks.

| Rally Cry | Battle |
|---|---|

You call out a rallying cry to your compatriots, who shake off ill effects.  Any negative ongoing effects on your allies are cancelled.

| No Rest for the Weary | Daily |
|---|---|

An ally immediately recovers from being stunned, and can immediately use an attack/heal action.

Choose **one** of the following three traits:

| Fists of Fury | Skill |
|---|---|

When engaged in a fight outside your mecha, perform a regular attack, and deal 1 extra damage.

| Target Lock | Skill |
|---|---|

You gauge the exact effectiveness of a weapon, and gain +1 on your next 2 attack rolls with that weapon.

| Superior Repair Experience | Skill |
|---|---|

You sacrifice a repair operation, and an ally regains Armor as though he or she had used a repair operation.

Choose **one** of the following three traits:

| Second Wind | Battle |
|---|---|

Immediately upon being hit, you shake off the hit and resist being stunned.

| You Don't Wanna Get That Close To Me | Battle |
|---|---|

You redirect the power on your mecha to temporarily boost the destructive effect of your melee weapon.  Perform a regular attack using a weapon of range 2 or less; if successful, deal double damage.  If it fails, deal half damage (rounded down, minimum 1).

| Disable Mecha | Battle |
|---|---|

If you're adjacent to a mecha, you can attempt to switch it off.  Roll a dice pool equal to your Brains.  If you succeed, the mecha becomes disabled as if its Armor had been reduced to 0.

Choose **one** of the following three traits:

| He's All Yours | Battle |
|---|---|

Perform a regular attack.  If successful, an ally within medium range makes a free attack against your enemy.

| Inspire Fear | Daily |
|---|---|

You unleash a fearsome attack against an enemy, who cowers in fear for the rest of the fight.  You attack 1 enemy using 5 dice, doubling your damage.  If hit, your enemy takes half damage from its own attacks until the end of its next turn.

| *Punching It Up* | Daily |
|---|---|

Your regular attack does double damage, and one of your enemy's allies within medium range (of that enemy) is also hit with regular damage.

## Grim Rogue

Your tragic past has soured and silenced your tongue. You have no taste for frivolity; there's work to be done. You're dedicated to a cause that may take you to hell and back, though you may never reveal it to another soul.

Super Human Cyborg, Infiltrator, or Sniper

Body 3          Brains 3          Charisma 2

Put a total of 15 points into any of the following skills:

> Acrobatics, Dual Mecha Weapons, Dual Personal Weapons, Hacking, Insight, Martial Arts, Massive Machinery Operation, Nerdiness, Perception, Stealth

All Grim Rogues get the following traits:

| Battle Intuition | Skill |
|---|---|

You and your compatriots notice an enemy attack, just in time to avoid it. All attacks against you and any allies within close range loses one die until the beginning of your next turn. You must wait two full rounds before using this trait again.

| Psychic Blast | Battle |
|---|---|

You blast your enemy's mind with psychic power and disorient him or her. Roll 4 dice; on a hit, your enemy is stunned.

Choose **one** of the following four traits:

| Fix Comm Lines | Skill |
|---|---|

If your comm system is disabled, roll 1 die. On a success, you fix your comm system.

| Reactor Repair | Skill |
|---|---|

If your reactor is disabled, roll 1 die. On a success, you fix your reactor.

| Detailed Schematic Knowledge | Skill |
|---|---|

You perform a regular attack against a ship, and your deep knowledge of its schematics grants you +1 dice on your attack roll.

| Making It Hurt | Skill |
|---|---|

Perform a regular attack on a target at extreme range, and add 1 die to your dice pool. You do not suffer any range penalties.

Choose **one** of the following three traits:

| Hacking an Enemy Mecha | Battle |
|---|---|

Attack with Brains + 1. On a hit, subtract half the enemy's Armor (rounded down) from its Armor for three rounds. Re-calculate the half Armor every round (so it's not the same amount every round). After three rounds, if its Armor is more than 0, add all Armor subtracted by this trait back to its Armor.

| Bet You Weren't Expecting This! | Battle |
|---|---|

You suddenly move forward a number of movement units equal to half your Speed (rounded down, at least 1), and perform an attack with +1 extra die. If successful, your enemy is so surprised that he or she subtracts -1 from his or her dice pool on attacks against you until the beginning of your next turn.

| Head Shot | Battle |
|---|---|

Attack with Brains + 2 dice, and double your damage.

Choose **one** of the following three traits:

| Desperate Self-Protection | Daily |
|---|---|

You recognize when an enemy is trying to take out one of your subsystems. If an enemy targets one of your subsystems, you can use this power to immediately subtract -2 dice from the enemy's dice pool.

| Steal Mecha | Daily |
|---|---|

You attempt to take over an adjacent mecha. Attack with dice equal to your Brains. If you succeed, you force an ejection of the enemy pilot, and you climb into the enemy mecha's cockpit. See the "Piloting an Unfamiliar Mecha" section, page 71.

| Accuracy of the Damned | Daily |
|---|---|

Mark 1 target for the remainder of the encounter.

## Square-Jawed Leader

Your teammates follow you without (much) hesitation, primarily because of your unwavering devotion to honor and your duty.  Some may call you simple; you see yourself as uncompromising and pure in the midst of evil.

Super Human Brawler, Scavenger, or Squad Leader

Body 3          Brains 2          Charisma 3

Put a total of 15 points into any of the following skills:

> Acrobatics, Diplomacy, Insight, Martial Arts, Mecha Intuition, Nerdiness, Perception, Ship Schematics

All Square–Jawed Leaders get the following traits:

| *Driving the Confrontation* | Skill |
| --- | --- |

Perform a regular attack.  Lower any modifiers on your attack dice pool by 1 die.

| *Stopped Short* | Battle |
| --- | --- |

You complain that this war is pointless, and your enemy pauses in surprise and thought.  Perform an attack with Brains + 2 dice.  If successful, count as damage, and your target cannot attack next turn.

Choose **one** of the following three traits:

| *Fists of Fury* | Skill |
| --- | --- |

When engaged in a melee fight outside your mecha, perform a regular attack, and deal 1 extra damage.

| *Scrapyard Dog's Senses* | Skill |
| --- | --- |

You sense danger from an enemy.  Roll a dice pool equal to your Brains + 1.  If successful, subtract -1 from all attack dice pools against you until the beginning of your next turn.

| *Attack Formation* | Skill |
| --- | --- |

You rally your troops into an attack formation.  You and all your allies can count one roll of 4 as a hit in all dice pools until the start of your next turn.  Perform a regular attack.

Choose **one** of the following three traits:

| *Clearing Away the Rabble* | Battle |
| --- | --- |

Perform two separate regular attacks against two different enemies (one attack each), but subtract one die from the second attack.

| *The Enemy of my Enemy is my Friend* | Battle |
| --- | --- |

You dodge between two enemies, just so that the attack from one hits the other.  When you are successfully attacked by an enemy, roll Brains + 2.  The attack instead hits an enemy of your choice that is within medium range of the enemy attacking you.  This uses up your next attack/heal action.

| *Follow My Lead* | Battle |
| --- | --- |

You and your allies charge into battle, yelling wildly that you cannot be defeated.  Attack with Body + 1.  If successful, double your damage, and each of your allies within long range gets a free immediate move action (use it or lose it).

Choose **one** of the following three traits:

| *Inspire Fear* | Daily |
| --- | --- |

You unleash a fearsome attack against an enemy, who cowers in fear for the rest of the fight.  You attack 1 enemy using 5 dice, doubling your damage.  If hit, your enemy takes half damage from its own attacks until the end of its next turn.

| *He's All Yours* | Daily |
| --- | --- |

Perform a regular attack.  If successful, an ally within medium range makes a free attack against your enemy.

| *Screamed Attack Phrase* | Daily |
| --- | --- |

You scream the name of a ridiculous attack.  You and all allies add +2 to their dice pools until the start of your next turn.  The hit enemy subtracts -1 to all dice pools for the rest of the encounter (save ends).

## Unstable Super Soldier

The agonizing surgeries were worth it: you now have reflexes and intelligence beyond those of normal humans. When you climb into a mecha, your foes quake in fear. Now if you could only get rid of these headaches....

Augmented Human Cyborg, Munitions Expert, or Sniper

Body 2          Brains 3          Charisma 3

Put a total of 10 points into any of the following skills:

> Acrobatics, Dual Mecha Weapons, Dual Personal Weapons, Hacking, Martial Arts, Massive Machinery Operation, Mecha Intuition, Nerdiness, Ship Schematics, Stealth

All Unstable Super Soldiers get the following traits:

| Taking One for a Comrade | Skill |
|---|---|

An attack that would have hit an Augmented hits you, instead.

| Surge of Self-Righteous Power | Battle |
|---|---|

Besides this attack, you can take another attack/heal action.

| Battle Scream | Daily |
|---|---|

You scream in agony from your alterations, and after this attack you gain +2 to all your dice pools for the remainder of the encounter.

Choose **one** of the following three traits:

| Machine Empathy | Skill |
|---|---|

You meditate on your machine, synchronizing with it. On your next turn, add +1 die to your dice pool.

| Knock Out That Unit! | Skill |
|---|---|

You perform a regular attack, targeting your opponent's reactor, coolant, or comm system. You gain +2 dice to your dice pool. Can only

be used 3 times per encounter.

| Deadly Accuracy | Skill |
|---|---|

Perform a regular attack on a target at long or extreme range, and add +2 to your attack roll.

Choose **one** of the following three traits:

| Sage Advice | Battle |
|---|---|

You tell an ally of a repair trick. Your ally repairs Armor as though he or she had used a repair operation. You can use this power twice per encounter.

| Well-Placed Strikes | Battle |
|---|---|

Perform a regular attack. If it succeeds, for the rest of the battle, you can count one 4 as a hit in all dice pools.

| Head Shot | Battle |
|---|---|

You go for the kill. Attack with Brains + 2, and double your damage.

Choose **one** of the following five traits:

| Unbelievable Domination | Daily |
|---|---|

You completely overwhelm your enemy with a precisely controlled attack. Attack one enemy with Brains + 3 dice, and double your damage. Until the end of your next turn, your target subtracts –1 die from his or her attack rolls.

| That's Gonna Cause Some Trouble | Daily |
|---|---|

Your regular attack does double damage, and deals ongoing 2 damage (save ends).

| Silence! | Daily |
|---|---|

You target an enemy's comm system with tremendous accuracy. Attack with Body + 2. If successful, deal an extra die of damage, and treat as two hits against the enemy's comm subsystem.

| Heating Things Up | Daily |
|---|---|

Your enemy's coolant system is dead in your sights. Attack with Body + 2. If successful, deal an extra die of damage, and treat as two hits against the enemy's coolant subsystem.

*Shutting the Enemy Down*　　　　　　　Daily

You fire straight at an enemy's reactor.  Attack with Body + 2.  If successful, deal an extra die of damage, and treat as two hits against the enemy's reactor.

## Womanizing Rogue

You love the ladies, and it shows.

Human Brawler, Munitions Expert, Scavenger, or Sniper

Body 3          Brains 2          Charisma 3

Put a total of 15 points into any of the following skills:

   Diplomacy, Dual Mecha Weapons, Dual Personal Weapons, Insight, Massive Machinery Operation, Perception, Ship Schematics, Stealth

All Womanizing Rogues get the following traits:

| Natural-Born Flexibility | Skill |
| --- | --- |

Your human flexibility comes in handy. Perform a regular attack, and add 1 die to any skill check this turn.

| The Calm in the Storm | Battle |
| --- | --- |

Perform a regular attack, and add 1 die to your next saving throw.

Choose **one** of the following four traits:

| Kicking a Man When He's Down | Skill |
| --- | --- |

You gain +1 die on personal attack rolls against a stunned or sparking enemy.

| Target Lock | Skill |
| --- | --- |

You gauge the exact effectiveness of a weapon, and gain +1 on your next 2 attack rolls with that weapon.

| Scrapyard Dog's Senses | Skill |
| --- | --- |

You sense danger from an enemy. Roll a dice pool equal to your Brains + 2. If successful, subtract –1 from all attack dice pools against you until the beginning of your next turn.

| Deadly Accuracy | Skill |
| --- | --- |

Perform a regular attack on a target at long or extreme range, and add +2 to your attack roll.

Choose **one** of the following four traits:

| Stunning Blow | Battle |
| --- | --- |

Perform a regular attack. If successful, the enemy cannot use any traits (personal or mecha) until the end of your next turn.

| Well-Placed Strikes | Battle |
| --- | --- |

Perform a regular attack. If it succeeds, for the rest of the battle, you can count one 4 as a hit in all dice pools.

| Disable Self-Destruct | Battle |
| --- | --- |

You desperately attempt to switch off a self–destruct mechanism in an adjacent mecha. Roll a dice pool equal to your Brains + 3.

| Accuracy of the Damned | Battle |
| --- | --- |

Mark 1 target. Add +1 die to your dice pool against that target for the rest of the encounter.

Choose **one** of the following four traits:

| Right Back At You! | Daily |
| --- | --- |

You perform an amazing spin and reflect your opponent's attack back at him or her. Roll 5 dice, and double your damage. On its next turn, your enemy takes half damage from its own attacks (rounded down, minimum 1).

| Punching It Up | Daily |
| --- | --- |

Your regular attack does double damage, and one of your target's allies within medium range of your target is also hit with regular damage.

| Scavenger's Intuition | Daily |
| --- | --- |

The sixth sense you've developed as a scavenger gives you special insight into a situation. Add +3 to your next Insight or Perception skill check.

| Vengeance from the Shadows | Daily |
| --- | --- |

You unleash the full power of your honed skills. Attack with 2 + your Body or 2 + your Brains attribute. If successful, you deal damage as though all your dice hit.

# Index

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