

The background of the cover is a dark, monochromatic space scene. It features a large planet with a prominent ring system, similar to Saturn, in the lower half. Above it, a crescent moon is visible on the right side. The sky is filled with numerous small stars and a bright, diffuse light source in the upper left corner, creating a lens flare effect.

# ***GUNWAVE***

The Mecha RPG System

Settings

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DRAFT  
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## Introduction

*Gunwave* is a tabletop RPG system for playing games with giant robots.

This compendium describes five settings for use in the *Gunwave* system:

- The **Angsty Military** setting, similar to that of *Mobile Suit Gundam*<sup>™</sup>
- The **Epic Space Action** setting, similar to that of *Robotech*<sup>™</sup>
- The **Freewheeling Mercenaries** setting, similar to that of *Outlaw Star*
- The **Hulking War Machine** setting, similar to that of *BattleTech*<sup>™</sup>
- The **Mighty Warrior** setting, similar to Go Nagai's 1970's giant robot shows
- The **Powered Armor** setting, similar to that of *Starship Troopers*

This guide assumes that the reader has read the *Gunwave All-Purpose Player's Handbook*.

## **Angsty Military Setting**

### ***The Universe***

It is the 99<sup>th</sup> year of the Space Century. Mankind has finally established itself 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 Nation of Zion.

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

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

There are only humans, super-humans, and Augmented in this universe.

This universe focuses on relative realism in combat. These mecha are weapons of war, just like a tank or fighter jet.

### ***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 maintain their own semi-autonomous regional governments, similar to those of U.S. states.

Because the colonies use mecha for all of its large-scale construction in space, the U.E.G. lags behind the colonies in mecha production. However, with the advent of the war, the U.E.G. marshalled its brightest minds to develop new U.E.G. mecha. As a result, U.E.G. mecha often sport more advanced technology than those of the colonies.

The U.E.G. also boasts a large, well-developed 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 Zion, though they are watching the war closely. Zion 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 (now Zion), Svarlock, Olympus, Yahiro, and Annu. Each group consists of between ten and thirty individual colony units.

## Angsty Military Setting

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 provides raw metal from nearby asteroids.

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

## ***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 bloodless coup on Asgard, which renamed itself the Nation of Zion. Zanzibar was immediately elected President, despite protests from U.E.G. officials. Three months later, Zion 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 Zion 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 Zion mecha pilots. This became famous as the Battle for Edda, in which a mysterious pilot known only as the Black Death personally destroyed five Earth mecha.

The first major battle of the War took place two weeks later, when the U.E.G. attacked a Zion mining facility. After much intense fighting, Zion 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 Zion's grand strategist.

In response to Zion's repeated successes, the U.E.G. began Operation Treesplitter, an attempt to cut off Zion from its supplies. For six months, most battles centered on asteroid mining facilities and trade routes, as Zion 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 Zion outlying military facilities, and one daring attack by the newly-formed Cobra Squadron deep into Zion territory (the Ulysses Affair). The success of these offensives demonstrated that the tide of the war was beginning to turn against Zion.

Zion 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. The Black Death was never seen again.

Bolstered by their successful defense of Berlin, the U.E.G. launched counteroffensives against each colony unit constituting Zion, followed by the massive Operation Hammerstrike, in which practically every U.E.G. and Zion unit entered battle. After ten hours of intense

combat, Zion surrendered.

Despite Zion's surrender, Earth still feared uprisings in other colonies (and the remaining Zion military), so the U.E.G. granted Zion generous peace terms: the Land of Zion was formally established as an independent state with a standing Self-Defense Force, subject to U.E.G. inspections. However, anti-U.E.G. sentiment remained, and small, pro-colony militia groups harrassed Earth military facilities for years.

## U.E.G. Mecha

### PT Standard

Armor 4	Energy 20	Speed 3		
<b>Blast Pistol</b>	Dice: 2	Energy: 1	Range: 5	
<b>Pulse Rifle</b>	Dice: 5	Energy: 3	Range: 5	

### PT Custom

Armor 5	Energy 25	Speed 4		
<b>Blast Pistol</b>	Dice: 2	Energy: 1	Range: 5	
<b>Pulse Rifle</b>	Dice: 5	Energy: 3	Range: 5	
<b>Fusion Saber</b>	Dice: 4	Energy: 2	Range: 1	

### Tankcannon

Armor: 7	Energy: 30	Speed: 1		
<b>Heavy Photon Cannon</b>	Dice: 5	Energy: 3	Range: 10	
<b>Quad Shock Missiles</b>	Dice: 5	Energy: 5	Range: 5	

A few hundred of each Victory-class mecha were produced near the end of the war.

### Artemis (Victory Class)

Armor: 10	Energy: 50	Speed: 7		
<b>Force Cannon</b>	Dice: 3	Energy: 2	Range: 5	<i>No extra Energy use</i>
<b>Pulse Rifle</b>	Dice: 5	Energy: 3	Range: 5	
<b>Hyper Plasma Bazooka</b>	Dice: 5	Energy: 5	Range: 4	

### Raiden (Victory Class)

Armor: 9	Energy: 60	Speed: 4		
<b>Wave Blaster</b>	Dice: 3	Energy: 3	Range: 5	
<b>Pulse Rifle</b>	Dice: 5	Energy: 3	Range: 5	
<b>Mega Photon Rifle</b>	Dice: 3	Energy: 3	Range: 10	

## Angsty Military Setting

### Zion Mecha

#### Pazu Mark 1

Armor: 3	Energy 25	Speed 5			
<b>Fusion Axe</b>		Dice: 3	Energy: 2	Range: 1	
<b>Machine Gun</b>		Ammo: S, H	Energy: 1	Range: 5	<i>2<sup>nd</sup> attack, half dmg</i>

#### Pazu Mark 2

Armor: 2	Energy 35	Speed 5			
<b>Fusion Axe</b>		Dice: 3	Energy: 2	Range: 1	
<b>Machine Gun</b>		Ammo: S, H	Energy: 1	Range: 5	<i>2<sup>nd</sup> attack, half dmg</i>
<b>Flamethrower</b>		Dice: 4	Energy: 3	Range: 3	<i>90-degree cone</i>

#### Heavy Pazu

Armor; 4	Energy 25	Speed 5			
<b>Force Cannon</b>		Dice: 3	Energy: 2	Range: 5	<i>No extra Energy use</i>
<b>Power Rifle</b>		Ammo: S, H, E	Energy: 1	Range: 9	
<b>Energy Whip</b>		Dice: 3	Energy: 2	Range: 2	

#### Roz

Armor: 6	Energy: 25	Speed: 5			
<b>Machine Gun</b>		Ammo: S	Energy: 1	Range: 5	<i>2<sup>nd</sup> attack, half dmg</i>
<b>Heavy Rifle</b>		Ammo: H	Energy: 2	Range: 10	
<b>Energy Whip</b>		Dice: 3	Energy: 2	Range: 2	

#### Javelin (Penetrator Class)

Armor: 5	Energy: 15	Speed: 5			
<b>Fusion Saber</b>		Dice: 4	Energy: 2	Range: 1	
<b>Blast Pistol</b>		Dice: 2	Energy: 1	Range: 5	
<b>8 Shrapnel Grenades</b>				Range: 7	<i>-2 attack against adjacent, half dmg</i>

*Also has EMP Pulse and Jam Comm Signals powers*



## **Epic Space Action Setting**

### ***The Universe***

Twenty years ago, a massive battleship crash-landed on Earth, introducing Terran scientists to vastly advanced alien technology, and the new certainty that extraterrestrial life exists...and packs a wallop.

It took a couple of decades, but Earth's scientists figured out enough of the alien technology to build their own mecha and space battleships. Just in time, as successive waves of aliens then attacked Earth with tremendous fleets of advanced ships.

This universe has only humans, super-humans, and Augmented. The Zedarin race uses Mutant stats, while the Overlords and the Vezar use Shinken stats.

### ***The Humans***

Earth boasts a fleet of about fifty battleships, forty carriers, and twenty destroyers (depending on the timeframe). It specializes in Converting Fighters, which comprises at least two-thirds of its mecha fleet.

Humans have a number of colony bases on the moon, Mars, and Venus, as well as ten free-floating colonies.

### ***The Zedarin***

The Zedarin are dedicated to the extermination of all other life in the universe. They are not particularly cruel; they just have no mercy or concept of giving quarter. This sometimes plays to humans' advantage, as the Zedarin single-mindedness can lead them straight into traps. Indeed, Zedarin "tactics" mostly involve throwing overwhelming force at an enemy.

The Zedarin have a fleet of hundreds of starships. They favor Heavy Missile Platforms and Bruisers.

### **Zedarin Society**

The Zedarin are an ancient military society, created and bred specifically as soldiers. They are hard-headed, logical, simple-minded, and highly structured. Every Zedarin follows orders (unless those orders fly in the face of military protocol or that unit's purpose).

A Zedarin is released from the cloning vats in a full adult body, with its mind already primed with a basic education. Zedarin have neither gender nor sexual organs (primary or secondary). The Zedarin then needs approximately three months of physical training—exercising muscles, getting used to speech, *etc.*—then another three months of educational

## Epic Space Action Setting

training, for concepts that cannot be conveyed in the vats. Any Zedarin who does not comply, or shows excessive regression, is immediately destroyed.

The Zedarin is then promoted to Soldier in a public ceremony, and placed in a Unit of six to twenty Zedarin under a Commander; this is effectively the Zedarin family.

Zedarin believe that the only worthwhile death is one in the frenzy of battle. Death by accident or illness is shameful; these Zedarin are simply cremated and forgotten. A valiant death, on the other hand, will be recorded in the Great Journal. The Great Journal is available to all to read, and is the Zedarin equivalent of immortality.

All Zedarin speak Zinar Prime. The Zedarin are so widely spread out that there are several major dialects and dozens of secret variations on this central language. Zedarin have absolutely no interest in learning other languages, except in the extreme case of deciphering unexpectedly powerful enemy technology.

A few judges hold court and preside over the rare legal case. The vast majority of these things are resolved with a pistol or the loosening of a maintenance bolt.

## Zedarin Culture

Zedarin spend their leisure time at war games and reading books on military tactics or “romances.”

The Zedarin concept of love is roughly like humans' love for a comrade. This can develop into a very strong emotion, and a number of Zedarin books and novels explore this idea. Love, courage, and hate are the only acceptable emotions, though fear is acknowledged.

Zedarin have a mild nudity taboo, at least within a Unit. The average Zedarin will think nothing of walking from showers to bunk naked, or sleeping naked (beneath a blanket).

To a Zedarin, an object is owned either by the Zedarin race, or by the Unit. Nothing is owned by an individual, though one individual may be designated as the carrier for a particular object. In that case, other Zedarin may not take the object away.

## Zedarin Military Structure

Ten to twenty Units make up a Zedarin Company (~180 soldiers). Twenty to thirty Companies make up a Brigade. Ten Brigades make up a Division, and there are fifty Divisions in the primary Zedarin fleet, plus another eighty special Divisions.

Outside of the regular military are the Scientific Corps (research and development), the Engineer Corps (repair and everyday operations), and the Spy Corps.

This implies a total of nearly six million Zedarin soldiers alone.

## **Zedarin Characters**

A Zedarin is a very strong humanoid with blue-tinged skin, no gender, and no sexual organs (primary or secondary). All bodily waste comes out of one hole where the legs meet. Zedarin hair is more like thick fur than human hair, but otherwise grows in the same places.

A Zedarin has a maximum charisma of 2, and a minimum strength of 3. Instead of starting character creation with 1 point of strength, start with 2 points of strength.

## ***The Overlords***

The more powerful Overlords have similar mecha to those of the Zedarin, but the Overlords are much smarter. They use relatively smaller strike forces, piloted by experienced soldiers, who attack specific targets (such as military installations, supply lines, *etc.*). The Overlords also use their vast cloning vats to create human spies.

The Overlords command a fleet of about fifty massive destroyers, each half a mile wide, and favor Penetrators and Strikers.

## ***The Vezar***

The Vezar are a mystery. The few humans who claim to have seen Vezar all have wildly different stories: Blue giants, floating brains, ghostly lights, many-tentacled beasts. Some scientists theorize that the Vezar's appearance depends on the viewer's preconceptions, while others believe that the Vezar are composed of many biologically diverse species.

Either way, the Vezar maintain a fleet of scout ships that patrol Earth, usually in singles or squads of three. Larger Vezar mecha sport very strange designs, and all Vezar mecha use only close-range or medium-range energy weapons (nothing over 10 squares in range).

The Vezar also maintain hundreds of spherical bases around earth, which also serve as starports for the innumerable scout and tiny transport ships traveling to space and back. The Vezar do everything on relatively small scales, but with huge numbers of units.

## ***The War For Earth***

The Zedarin attacked without warning. They swooped into the solar system, wiping out all of Earth's outlying probes, ships, and stations, and taking over (and greatly expanding) Earth settlements on Mars.

Earth then launched its entire fleet, including the massive retrofitted alien destroyer, the FPS-Alpha. The humans punched through the aliens' defenses, incurring significant losses in an attempt to find and destroy the aliens' mothership. They made it through, only to discover that the mothership was a decoy. The main Zedarin fleet had snuck past them, and was attacking Earth.

## Epic Space Action Setting

The FPS-Alpha made it back just in time to find Earth embattled and mostly scoured clean. However, thanks to the timely discovery of the FPS-Alpha's Atomic Energy Cannon, the Terrans annihilated much of the alien fleet, severely damaging the FPS-Alpha, which crashed into the sea. The crippled Zedarin fleet surrendered.

But the war was far from over. The Zedarin had been sent by a master race known only as the Overlords, who arrived with their own cruisers and destroyers to conquer Earth.

This, however, was a different war. The Overlords preferred to blockade Earth, trying to keep it from its rich asteroid resources. Both sides picked away at each other for months, Earth defending its precious supply routes as best it could. The Overlords also took over and expanded the Martian colonies even further, creating Olympus Base.

The Overlords finally tired of Terrain skirmishers, and launched a three-pronged attack against Earth. Known ever after as the Defense of Earth, Terrans fought desperately for five grinding days to drive back the Overlord offensive, succeeding partly due to luck and partly to surgical covert operations.

Particularly lucky was the capture of numerous powerful Overlord mecha. The Overlords pulled back, and a few weeks later Earth struck back with the Final Offensive. It was an all-out, no-holds-barred assault on every Overlord ship and mecha. After two solid days of fighting, enough Overlord ships were destroyed that they were forced to retreat. Earth was safe.

Briefly.

Attacking from a completely different sector of the universe, the Vezar overwhelmed the exhausted human fleet. Earth was reduced to a miserable slave state, its inhabitants working in massive energy mines.

After a few years of brutal rule, the humans mounted a small resistance force. This received a huge boost from Doctor Zen, a mecha genius who finally solved the problem of effective combiner technology. The resistance slowly cobbled together mecha, which eventually turned into the Terran Combiner Force.

After six months of fierce fighting, the humans uncovered the remains of the FPS-Alpha, and retrofitted it into a massive transforming ship, the FPS-Beta. This gave humans a desperately needed edge, and two months later, the Vezar lay defeated and Earth was finally free.

## ***Terran Mecha***

### CF-1 Stallion

Armor: 10

Energy: 20

Speed: 6

8 Projectile Grenades

Range: 7

<b>Blast Pistol</b>	Dice: 2	Energy: 1	Range: 5	
<b>Force Cannon</b>	Dice: 3	Energy: 2	Range: 5	<i>No extra Energy use</i>

**CF-2 Amazon**

Armor: 9	Energy: 24	Speed: 6		
<b>Grenade Launcher</b>	Energy Grenades	Energy: 2	Range: 12	
<b>Fusion Saber</b>	Dice: 4	Energy: 2	Range: 1	
<b>Force Cannon</b>	Dice: 3	Energy: 2	Range: 5	<i>No extra Energy use</i>

**Zedarin Mecha****Rapid Assault Mech (RAM)**

Armor: 3	Energy: 20	Speed: 3		
<b>Laser Pod</b>	Dice: 3	Energy: 1	Range: 5	

**Heavy Assault Armor**

Armor: 5	Energy: 20	Speed: 3		
<b>Fusion Saber</b>	Dice: 4	Energy: 2	Range: 1	
<b>Force Cannon</b>	Dice: 3	Energy: 2	Range: 5	<i>No extra Energy use</i>

**Overlord Mecha****Zor**

Armor: 4	Energy: 20	Speed: 4		
<b>Wave Blaster</b>	Dice: 3	Energy: 3	Range: 5	

**Kalar**

Armor: 5	Energy: 25	Speed: 5		
<b>Fusion Saber</b>	Dice: 4	Energy: 2	Range: 1	
<b>Pulse Rifle</b>	Dice: 5	Energy: 3	Range: 5	

**Zekim**

Armor: 6	Power: 30	Speed: 2		
<b>Flamethrower</b>	Dice: 4	Energy: 3	Range: 4	<i>90-degree cone</i>
<b>Grenade Launcher</b>	Flash Grenades	Energy: 2	Range: 12	
<b>Cripler Railgun</b>		Energy: 3	Range: 20	<i>2 personal damage per round</i>

**Veazar Mecha****Light Ground Mecha**

## Epic Space Action Setting

Armor: 4                      Energy 15                      Speed 3  
**Wave Blaster**                      Dice: 3                      Energy: 3      Range: 5

## Heavy Assault Unit

Armor: 6                      Energy 20                      Speed 2  
**Force Cannon**                      Dice: 3                      Energy: 2      Range: 5      *No extra Energy use*  
**Grenade Launcher**                      Tack Grenades      Energy: 2      Range: 12

## Elite Assault Unit

Armor: 7                      Energy 25                      Speed 5  
**Force Cannon**                      Dice: 3                      Energy: 2      Range: 5      *No extra Energy use*  
**Grenade Launcher**                      Tack Grenades      Energy: 2      Range: 12  
**Energy Whip**                      Dice: 3                      Energy: 2      Range: 2

## Freewheeling Mercenaries Setting

This is a vast universe, full of weird aliens, ever-expanding commerce, and innumerable ways to get (and lose) money.

While you may want to limit the players to only the races specified in the *All-Purpose Player's Handbook*, feel free to create many alien races in this setting, and many different kinds of mutants and “enhanced” humans. This is a wild, wooly universe.

The players are bounty hunters or mercenaries, who take jobs or pursue bounties. They're in it for the money and the glory.

In this universe, mecha are unusual sights—enough to make heads turn, though certainly heard of. However, this universe is so vast and varied that people see all sorts of machinery and vehicles all the time. Between the spider robots, personal helicopters, mentally controlled drone bodies, and living pistols, mecha are just yet more marvels of the modern age.

There's much demand for bounty hunters and other mercenaries-for-hire. There are always a few wars going on somewhere, and many militaries and warlords will pay a good shot quite well. Sensitive data and packages need to make it to their (usually shady) destinations. Important people sometimes need some extra protection. And every so often, a mystery just begs to be solved.

## Races

Among the many races you'll find:

- The **Teel** look like leafy green blobs; they use small psuedopods to cling to and crawl across any surface. They cannot speak, but they can communicate telepathically. Inscrutable, they can nevertheless be found all across the galaxy at the helm of surprisingly sophisticated vehicles and weaponry. If attacked directly, they fling long, poison-tipped pseudopods at their enemies (5 dice, dealing 1 damage per turn [save ends]).
- The **Kisarath** are your typical feline aliens. Proud and warlike, they look like humanoid tigers, and dress in Arabian-style clothes.
- **Iktektra** are insectoid collective intelligences, composed of about half a dozen creatures that stand atop each other to form an “individual” Iktektra. The creatures secrete a foul-smelling, glue-like substance to keep them together while standing still or sleeping. Iktektra have a difficult time speaking Standard, but manage. They are fantastic merchants, partly because many can't stand to haggle with them for long.

## ***Vehicles***

- A **Skimmer** is a small, enclosed personal vehicle, about the size of a cockpit, with just enough thrusters and lifters to float a foot from the ground and go about fifty miles before refuelling.
- **Flitters** are essentially open-air hovercraft, with two bench seats large enough to hold a total of about five people. Very popular with families.
- **Construction Hard Suits** are essentially mecha, though they're only about twice as tall as a human, and they're mostly empty metal frame. They're used in heavy construction for lifting multi-ton loads.
- **Hardzone Walkers** are six-legged vehicles greatly prized for their ability to move over practically any terrain. They seat up to two people in a canopied main section, while the rugged six legs scramble over rocks, moss, *etc.* They're also waterproof, and can move underwater at a respectable speed.

## ***Planets***

- **Iskelliar** is a beautiful, mostly ocean world. Massive, bubble-like habitats float through its endless seas, or anchor themselves to the purple-blue coral reefs that extend for hundreds of miles. Active volcanoes cover most of the planet's surface, but their activity create some of the most prized minerals in the universe.
- **Bondiss** is covered with thick vegetation; the weird spiral shoots of the heavy forest is tens of thousands of years old.

## ***Personal Technology***

- A **Levitation Harness** straps around a humanoid and lets it float and fly short distances. Often used by entertainers, this can be very useful for those in trouble, despite its relative bulk.
- Anyone wearing an **Impact Shield** is protected from any ranged attack. Anything travelling at high velocity is instantly repelled by the shield, though a slow hand (or blade) will penetrate it.
- **Little Buggers** are very popular in the underworld. These consist of a small watch-like device, which has a small barrel pointing at the wearer's hand. The wearer can then angle their hand down and fire an almost microscopic bug at a target. This bug collects minimal biometric and location information on the target, and transmits it wirelessly back to the wearer, who can see this information on the watch. The information gets increasingly unreliable with distance, though.



## Hulking War Machine Setting

Earth is a distant legend. Mankind has spread to the stars, where the powerful High Houses vie for control of the Five Arms.

### *The Five Arms*

The unimaginably vast galaxy is split into five arms: Toro, Astera, Manichae, Farstock, and Mandibara. Each arm contains some four hundred habitable planets.

There are several major battlegrounds in the Five Arms:

- Terra Nova, a solar system of seven planets in the Astera Arm. Each planet is rich in the unique ores used to create mecha.
- The Dust Fields, a vast stretch of pulverized asteroids and planets in the Toro Arm. Huge dust collectors ply the dustlanes here, collecting just about every mineral known to science, avoiding pirates and the occasional large asteroid.
- The Industrial Core in the Manichae Arm. Most mecha in known space are manufactured here, in a huge cluster of interlocking space-based factories.

### *The High Houses*

While there are hundreds of Houses, four dominate known space.

Certainly the most populous of High Houses, **House Almeida** is well-known for infighting and inbreeding. It seems everyone in House Almeida is related to everyone else, and its innumerable internal factions squabble constantly.

Javier Almeida currently rules House Almeida, though some whisper that his wife Mariana and sister Lucia wield more practical power. Between them, their influence spreads throughout the stars, and a number of political marriages have improved their standing with other Houses.

While House Almeida may slightly outnumber **House Zhu**, the latter has far more agents in the field. Every House's secret files bear ample testimony to the tenacity, patience, and ubiquity of Zhu's spies. Every major House certainly contains at least half a dozen Zhu spies.

Tsao-jin rules House Zhu with an iron fist; he is considered one of the cruellest leaders in its history. As is typical for this House, this cruelty is tempered by a strong sense of duty and proper manners.

In contrast, **House Brawn** maintains great pomp and ceremony, and pays much public lip service to its honor and integrity. Their flags fly high, their uniforms remain spotless, and many flock to their protection and perceived moral high ground.

## Hulking War Machine Setting

Of course, House Brawn has as much dirty laundry as any other High House; it just has a very good PR department.

Control of House Brawn is split between two brothers, Noah and Ivan. Literally split: Each controls half the resources and territory controlled by the House. Noah mostly concerns himself with expanding the Brawn Empire, while Ivan is particularly invested in Brawn's longstanding feud with House Kaya (Ivan lost his left eye during a skirmish with the Kaya when he was fourteen).

**House Kaya** positions itself as the protector of learning and culture. Even its military barracks feel opulent, somehow. Wherever Kaya puts down its roots, vast research centers, libraries, and palaces sprout like flowers in the desert.

Mehmet rules House Kaya, and incredibly shrewd man. He is generally benevolent, but can be shockingly dispassionate in pursuit of a goal. This is especially true of his ongoing feud with House Brawn.

## Mecha

Most houses prefer Heavy Missile Platforms for their overwhelming power. Since all mecha are built by HAIC (the Heavy Artillery Industrial Co-operative), every High House makes use of every mecha type. Note, however, that elite pilots in each house customize their own mecha.

### Hephaestus

Armor: 9	Energy: 70	Speed: 3			
<b>Blast Lancer</b>	Dice: 4	Energy: 4	Range: 5		<i>+2 damage vs. spark</i>
<b>Mega Photon Rifle</b>	Dice: 3	Energy: 3	Range: 10		
<b>Quad Shock Missiles</b>	Dice: 5	Energy: 5	Range: 5		

### Tartaros

Armor: 11	Energy: 60	Speed: 2			
<b>Wave Blaster</b>	Dice: 3	Energy: 3	Range: 5		
<b>Pulse Rifle</b>	Dice: 5	Energy: 3	Range: 5		
<b>Mega Photon Rifle</b>	Dice: 3	Energy: 3	Range: 10		

### Chaob

Armor: 10	Power: 50	Speed: 2			
<b>Flamethrower</b>	Dice: 4	Energy: 3	Range: 4		<i>90-degree cone</i>
<b>Grenade Launcher</b>	Ammo: G	Energy: 2	Range: 12		
<b>Cripler Railgun</b>		Energy: 3	Range: 20		<i>2 personal damage per round</i>

## Mighty Warrior Setting

The dastardly Lizard Men, in concert with Professor Evil, have launched a deadly set of attacks on the peaceful people of Earth! You must use your mighty giant robot to defend innocent mankind.

The King of the Lizard Men, Kezzar, promised Professor Evil complete reign over Earth, if they are successful. Professor Evil has since created an army of fearsome, beast-like giant robots, which he sends out one at a time to destroy Earth.

Fortunately, the good Dr. Yamato built the Mighty Warriors, a set of giant robots that just might be able to defend Earth.

This campaign is perfect for Combiners or Giant Fighter Power Battlers. The enemy mecha use all sorts of weird weapons, such as energy nets, eye beams, mouth beams, tentacles, whirlwind attacks, chest hatches that open to launch missiles, weather control, gravity powers, rocket punches, super speed, burrowing attacks, magnetic powers, and super kicks.

Dr. Yamato's lab must be located near or inside some major historical landmark, depending on the nationality of the players: within Mount Rushmore in America, very near the Eiffel Tower in Paris, next to Mount Fuji in Japan, *etc.* The players may also be an international team with individual bases in their native countries.

## Powered Armor Setting

Man reached for the stars...then was swatted down by a powerful alien race, bent on their destruction. Humans now struggle to survive against the overwhelming armies of the Shinken.

### ***The Universe***

Instead of piloting giant war machines, in this universe soldiers are strapped into armored suits called “powered armor” about three meters tall. You can think of them as high-tech suits of knight armor. In all other respects, powered armor are equivalent to mecha.

Because powered armor cannot transform or combine, this universe has neither Converting Fighters nor Combiners.

The Shinken created the Mutants, who serve them as a quasi-slave race, though some Mutants have defected to the humans' side.

Most combat involves assaults on alien worlds, or defense from alien assaults. Note that players can play on the Shinken side, if desired.

### ***The Humans***

Human technology favors power and force, so it uses mainly Bruisers and Heavy Missile Platforms. Their fleet is composed of a wide range of ships types. Humans control twenty worlds:

- Altair III
- Brosinia
- Kairon
- Darwin III
- Earth
- Erisia
- Helicon
- Hirios
- Iris
- New Jerusalem
- Krakatoa
- Lithium
- Metaluna
- Nostromo
- Orthus

- Peridia
- Rygel IV
- Sanctorum
- Tessa
- Vine

## ***The Shinken***

Shinken favor speed above all else. As such, they use mostly Striker and Penetrator mecha, maxed out for speed.

In all fairness, the Shinken are very similar to humans. As the dominant lifeform on their planet, they eventually spread to the stars, where they created a vast empire of over a hundred worlds. The Shinken see humanity as a violent threat to their expanding empire.

Shinken organize their society around community. Shinken belong to close-knit family clans, which are tightly integrated with larger social units. Shinken naturally work in groups. As a result, Shinken settlements are well-designed and have no need for modularity; they usually know what they need. Shinken designs favor circles and spheres.

The Shinken space fleet is composed mostly of medium-sized ships, and lots of them, plus a few destroyers.

Among the Shinken worlds:

- Abarron, the Shinken homeworld
- Akamar
- Askarron
- Ebessel
- Emellabar
- Estemel
- Illium
- Imallen
- Takimeen
- Tikbarren
- Umbakek

## ***The War Thus Far***

After First Contact with the Shinken, the Shinken began the Drive for Earth. After successfully overpowering dozens of worlds, most of their fleet made it through. It was only after a fifteen-hour battle (the Terran Defensive) that they were driven back.

Thus began the six month period known as the Drawing of the Lines, in which the Shinken attacked many human planets, while the humans wrested back control of some of their own

## Powered Armor Setting

worlds. After this, the humans were in control of an even twenty worlds, while the Shinken maintained control of 127 in their own empire.

Meanwhile, the Shinken General Asbarra pushed the War Council for a heavy assault on three key human population centers: Erisia, Metaluna, and Tessa. When the War Council tabled his suggestion for the third time, he acted on his own and launched the First Shinken Assault. His elite units quickly captured Erisia, but Metaluna was a tough and tenuous conquest. Human forces successfully (but barely) kept Tessa to themselves.

Humanity now faced a serious problem: nearly 20% of its population lived on Erisia and Metaluna, which were now part of the Shinken Occupation. Human Commander Driscoll quickly dispatched several elite units to Erisia to establish the Erisian Underground; within weeks they had bombed four Shinken barracks on the planet. This emboldened the already-established revolutionaries on Metaluna, who built a large non-mecha force on their world. After four months of guerilla resistance, the underground human armies on both planets revolted on the same day and, thanks to simultaneous space and air support by Commander Driscoll, both planets were reclaimed for humanity.

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## Credits

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