

THE DOMINION TANK POLICE

Role-Playing Game and Resource Book



Written By David L. Pulver

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Dedicated to Timothy and Peggy Pulver, John Nowak and Mark MacKinnon, for your support, trust, and friendship.

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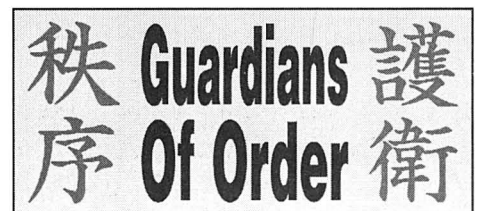
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Foreword

On behalf of Guardians Of Order Incorporated, I would like to thank you for purchasing our latest core role-playing game that features the Tri-Stat System. We are very pleased to have the *Dominion Tank Police* universe associated with our company, since we believe that it is one of the finest “retro” Japanese anime shows from the 1980s.

When we premiered our first licensed RPG based on the *Sailor Moon* television series, we made a conscious decision to add to the phrase “And Resource Book” to the end of the title. We have maintained this usage in the *Dominion* RPG as well, because we believe in the importance of the series *as a series*, as well as a role-playing game. *Dominion* has been a fan favourite since it was released domestically in 1991 by Central Park Media Corporation (largely due to the antics of the Puma Sisters, I believe). The show’s broad exposure on video, DVD, and cable television in Canada and the US has ensured that nearly every anime fan has seen it at least once; few anime OAVs from Japan have enjoyed the same level of awareness. Even if you never intend to role-play the adventures of Leona, Britain, and the Buaku gang, this book can serve as the definitive resource bible to the original four-part OAV series. David and the editors spent countless hours viewing and reviewing the series to ensure that this book only contained the most accurate and detailed information. We think there’s something in here for everyone.

When is the last time that you sat down with some friends and watched the entire *Dominion* series from start to finish? If it has been a while, treat yourself to the three-hour experience by borrowing, renting, or purchasing the series (if you don’t already own it) and inviting a group of your friends. *Dominion Tank Police* is one of those rare shows that only gets better after repeated viewing. Every time you watch the series, you will see something different and learn something new. During the development of this book we watched the series, in whole or in part, dozens of times. During the last viewing, we laughed more loudly and more often than during any other, and we still caught nuances that we missed when we watched it earlier. To its credit, both the subtitled and dubbed editions are equally enjoyable, for their own reasons. My personal favourite from the series is the dubbing of Britain’s voice into English — Sean Barrell was simply perfect.

There are a few important game design elements that I believe deserve your attention. First is the premiere of Guardians Of Order’s new Skill system for the Tri-Stat anime game lines. While Character Attributes and abilities work fine for high-power series such as *Sailor Moon*, a game mechanic was needed to differentiate between the abilities of low-powered human characters. What are the series-specific differences between Leona and Al? Well, Leona excels in heavy weapon artillery and motorcycle driving, while Al specializes in mechanics and tank driving. The new Skill system allows players to assign numerical values to their characters’ mundane, non-magical talents. Additionally, *Dominion Tank Police* includes a full mecha design system that expands on the Own A Big Mecha Character Attribute. This system allows players and GMs to create their own unique tank or mecha designs, or to customize the mecha presented in the series.

This book begins with a brief introduction to the mecha, the *Dominion Tank Police* OAV series, and role-playing games in general. Character creation follows in Chapter 2, which includes full entries for every major character in the series and a sixteen-page colour character gallery. Chapter 3: Game Mechanics outlines the Tri-Stat System, dice rolling conventions, Stat checks, Skill checks, combat rules, mecha movement, and mecha damage. The fourth chapter, The World of Dominion, presents information about the ecological and social conditions of Newport City, the various city organizations, and the secret government projects, and dispenses advice for the player. The book continues with Chapter 5: The Game Master’s Section, which provides advice and guidelines for both novice and expert GMs concerning campaigns, villains, story, and advancement. The chapter also includes advice for the GM and information about other Guardians Of Order anime RPGs. Two *Dominion Tank Police* adventures are provided in Chapter 6 — “Crime Zone” and “Sky Burglars”. Chapter 7:

Reference Section contains a listing of Masamune Shirow's published works, translations of the Japanese songs, and production credits for the series. Appendix 1 details a mecha design Sub-Attribute system that includes a comprehensive weapons ability and defect section. The Personal Gear Attribute is expanded in Appendix 2, providing entries for hand-held weapons, body armour, and special gadgets. Finally, Appendix 3 contains a compilation of all the tables used in the entire book. A blank character sheet, mecha design sheet, and the all-important index are found in the final pages of the book.

Guardians Of Order would like to thank the many people who helped make The Dominion Tank Police Role-Playing Game and Resource Book a reality:

- Gamal Hennessy and John O'Donnell from Central Park Media, for working with us on the license
- Stephane Chabot of the Business Development Bank for financial support
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- Dominic Papineau of Quebecor Printing, for his printing assistance
- All the playtesters for their efforts

Mark C. MacKinnon
July, 1999

Important Note

The Dominion Tank Police Role-Playing Game and Resource Book is a licensed product specifically for the first four OAV series. The second OAV series and *manga* volumes are not covered by the license from Central Park Media Corporation. Some information about the Dominion universe has been extrapolated based on the articles and notes written by Masamune Shirow, and is presented for reference only. No direct quotes from any published works have been used.

Warning: This book contains detailed information about the *Dominon Tank Police* OAV series, which may spoil some surprises if you have yet to watch the show.

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Chapter 1

INTRODUCTION





Chapter 1: Introduction



Why is the police department equipped with weapons with such a capacity for mass slaughter? You're supposed to protect the rights of civilians, not threaten their safety! When innocent lives are sacrificed in the name of controlling crime, the police become the criminals! Can't you understand?

Madame Mayor, you should've said that to the Council three years ago! Why can't you understand? The percentage of civilians killed in tank-related incidents is less than a mere 5 percent of the deaths from traffic accidents or bacterial poisoning. The crime rate went down 20% since we've used the tanks. I want the tank police recognized for their work!

A mere 5 percent you say? That callous talk will be the deaths of us public servants. Chief, you've no idea how easily the voters can turn against us.

Or how readily they'll see the wisdom of an idea like the Tank Police. Do you want us to protect the sensibilities of a few liberals while everyone else gets their asses shot off?

Why can't you protect everybody, even the criminals?

Don't give me that crap you feed the media! All you're worried about is getting re-elected! You can't cut out a cancer without shedding a little blood! Would you tell a surgeon not to operate while you watch society die of a malignant tumour?

I'm not saying the surgery shouldn't be done!

Sure, because it started three years ago!

I'm ordering that these hacksaw surgeries on society stop!

Hacksaw?

A surgeon sterilises his scalpel! Avoids unnecessary loss of blood! When tanks perform the surgery, society dies on the table!

Wait a minute! You politicians gave us surgeons the tanks in the first place! Nowadays the tanks are just about as effective as tooth picks.

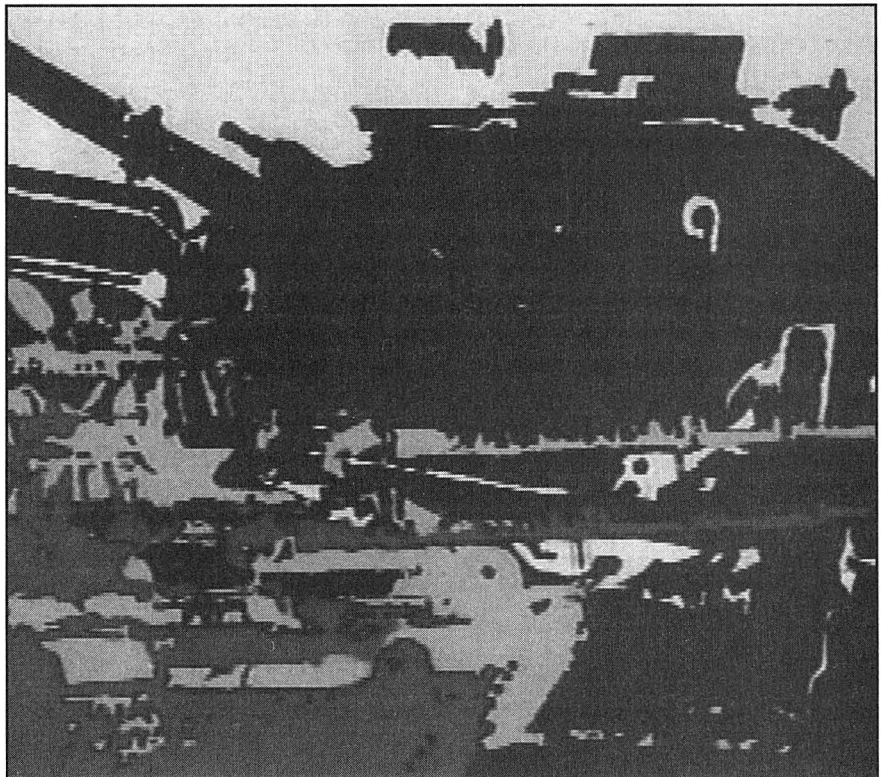
Toothpicks? If these atrocious tanks are toothpicks then what the hell do you consider appropriate equipment for the police department?

Well, I wouldn't mind sending the guys out with atomic bombs instead of guns.

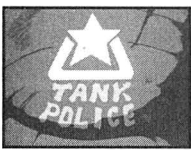
A - A-bombs?

If A-bombs can deter wars, they can deter crimes. Of course, we'll never completely deter crime this world. You can't be serious.

Of course I am! You people gave us the tanks to fight the bad guys. We've known that the law creating the Tank Police was a bad one. But a law is a law. The Tank Police must stay on the front lines of this fight. I'm not asking you to find a cure for society. But if you want law and order, give us more tanks! Don't you understand? We're already in the middle of a war!



— A dialogue between the Mayor of Newport City and the Chief of the Tank Police; Act I, *Dominion Tank Police*.



Chapter 1: Introduction



Dominion Tank Police

Dominion Tank Police (*Dominion Hanzi Gundan*, or *Dominion Crime Corps* in Japan) is a four-volume original animation video (OAV) series that was first released in Japan in 1988. Central Park Media Corporation released the subtitled version in North America in 1991, and the dubbed version in 1992. It is set in a madcap future world where the air is so polluted that one needs a bacterial mask to breathe. A city so ruthless that a crime happens every 36 seconds, and the police must patrol the streets inside armoured fighting vehicles.

Like many Japanese animated shows (anime), *Dominion Tank Police* was inspired by a *shonen manga* (Japanese boys' comic) series. The original *manga*, known simply as *Dominion*, was a short one-volume series written and illustrated by its famous creator, Masamune Shirow. *Dominion* ran in Hakusensha Publishing's now defunct magazine *Comi-Comi*. Shirow is perhaps best known in North America for his other two mecha police stories, the earlier *Appleseed* and the later *Ghost in the Shell*. Each of these series focuses on the adventures of female officers who serve in elite mechanized police forces in futuristic Japan, with a supporting cast that includes androids and other artificial lifeforms. While *Appleseed* and *Ghost in the Shell* depict worlds walking the razor's edge between technological utopia and dystopia, the *Dominion* world is a much grimmer place that has been lost to crime and pollution. Paradoxically, *Dominion* is also the most playful of Shirow's three science fiction series. Rather than a weighty exploration of counter-terrorism, artificial life and human identity, both the *manga* and the *Dominion Tank Police* anime series are action-packed comedies, in which serious themes (such as social violence, environmental destruction, the true value of art) are leavened by wild comedy and over-the-top mayhem.

The Mecha Genre

With its focus on police tanks, sexy combat androids, and power-armoured mercenaries, *Dominion Tank Police* falls squarely into the "mecha genre" of anime. In North America, the term "mecha" is sometimes used as a synonym for "giant robot". In Japan, however, it refers to any kind of machine or vehicle, as well as the genre of anime in which they are prominently featured. The prototypical mecha-genre anime was *Tetsuwan Atom* (1963), better known in North America as *Astro Boy*. In this show, the mecha was the hero: a super-powered robot boy. Other shows soon followed in which the characters were usually ordinary people who piloted the machines, including the 1967 series *Mach Go Go Go* (dubbed in English as *Speed Racer*), in which the hero drove a super-powered car.

In 1983, the first direct-to-video anime show (*Moon Station Dallos*) was released. The subsequent productions of OAVs opened the market for anime, allowing a wider range of shows than the simple action dramas. Today, mecha anime shows can run the gamut from sleek cyberpunk dramas (*Ghost in the Shell*) to action-packed space operas that serve a heady mix of transforming robot battles, soap-opera romance, and cute idol singers (*Robotech: The Macross Saga*).

Indeed there have been so many mecha shows produced that certain distinct sub-genres have developed within them. One of the more popular of these is the mecha police show, in which a special police agency is equipped with high-tech weapons and vehicles to battle criminals and terrorists that ordinary law enforcement cannot handle. The tone of mecha police anime may range from deadly serious (*AD Police*, *Patlabor 2*) to more lightweight fare (*Dirty Pair*, *Dominion*). Notable examples of mecha police shows include:

1982	<i>Techno Police 21C</i>
1985	<i>Dirty Pair</i> television series
1987	<i>Dirty Pair</i> OAV series
1987	<i>Bubblegum Crisis</i>
1988	<i>Appleseed</i>
1988	<i>Dominion Tank Police</i>
1988	<i>Mobile Police Patlabor</i> OAV series
1990	<i>AD Police</i>
1990	<i>Patlabor the Movie</i>
1991	<i>Bubblegum Crash</i>
1991	<i>Silent Mobius</i>
1993	<i>Patlabor the Movie 2</i>
1994	<i>Armitage III</i>
1994	<i>New Dominion Tank Police</i>
1995	<i>Ghost in the Shell</i>
1997	<i>Dirty Pair Flash</i>
1998	<i>Silent Mobius</i> television series
1999	<i>AD Police</i> television series

The most obvious element of any mecha police show is that the main protagonists work for a law enforcement agency. Consequently most shows have a similar cast of characters, such as the dedicated commander, the young and inexperienced rookies (often the protagonists), and the crusty police chief who stands between them and the civil authorities that complain about the mayhem the heroes are inflicting in their pursuit of crime. Another key element of the mecha police show is the need for super-powered villains; if the bad guys merely carried swords or guns, there would not be much need for a super-SWAT team. In *AD Police*, the villains are robot boomers; in *Patlabor*, they are rogue construction robots. In *Dominion*, they are the Buaku Gang: a collection of gun-toting misfits, androids and outlaws that (thanks to a secret government conspiracy) have managed to acquire battle tanks, helicopters, and rocket launchers.



Chapter 1: Introduction



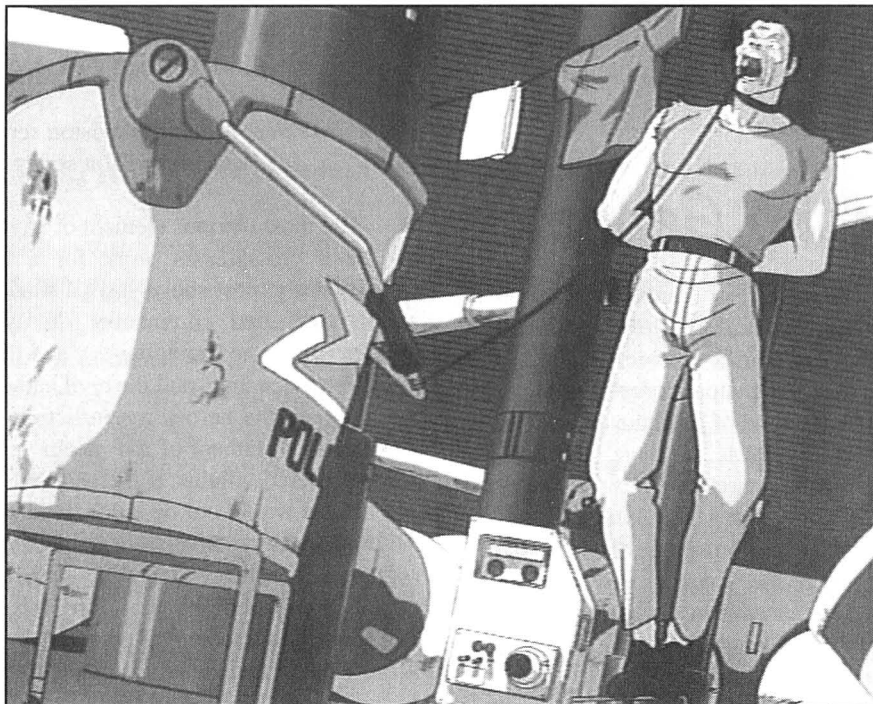
Dominion Tank Police Series Background

Dominion takes place in the early 21st century (2100), at a time when rampant pollution has created a huge bacterial cloud that covers most of the world. The setting is the Newport district of Shinhama City, Hayoga prefecture, Japan. The story is divided into four acts: Acts I and II tell how Leona Osaki joins the Tank Police and learns to accept their ideals, and Acts III and IV reveal the origin of the master criminal, Buaku.

Summary of Act I ("Crime Brigade")

A rather ugly man is riding in an ambulance, attended by two beautiful nurses, who are tightly bandaging his arm. The man is Buaku, the notorious leader of the super-criminal Buaku Gang. The nurses are his associates, Annapuna and Unipuma, known as the Puma Sisters. None of them are entirely human. The three are *en route* to a hospital to undertake the biggest heist of their careers.

At Newport Tank Police headquarters, Squad Leader Britain is seated on his tank reading his favorite magazine, *How to Kill*. His men are playing hand-grenade golf, and attempting to putt a grenade into a bucket using a rifle butt. Attached to the bucket is a string leading to a second grenade, which just happens to be jammed into a suspect's mouth. Young officer Al is persuaded to take a swing, but is distracted when a door suddenly opens. Al mistakenly drives the grenade into the eye of Leona Osaki, the newly arrived transfer officer. Leona playfully tosses the grenade away...right into the bucket, which pulls the pin out of the other grenade. KABOOM! Fortunately, no one is hurt, but the police chief's pile of paperwork is strewn throughout his office. The suspect quickly admits to all the charges — in fact, he even includes additional crimes in his confession.



Meanwhile, a bandaged Buaku and the Puma Sisters have arrived at the hospital. They talk their way past the guards who try to tell them the hospital is not for sick people. A doctor reluctantly gives Buaku an X-ray, revealing a machine pistol under the bandages. Mayhem ensues as the Puma Sisters and Buaku scare away the security guards and continue into the bowels of the hospital. In dark, creepy rooms filled with dazed, naked people, they find their treasure: small globes containing urine samples. As Buaku and the Sisters are leaving the building, they are confronted by a SWAT team. The Puma Sisters decide that a strip tease would make an ideal distraction — with the last items removed revealing their machine guns. More mayhem and destruction occurs, but the Buaku Gang manages to escape in their ambulance.

Squad Leader Britain and Al are on patrol, showing Leona the ropes. They are driving Britain's pride and joy, his enormous Tank Police Special, which is the only metal police tank still operational in an age of bio-plastic materials. Britain receives a report of an incident at the hospital, but believes it is not important enough to intervene. As Leona berates him for his nonchalant attitude, the tank is rear-ended by Buaku's ambulance. Angry that his tank might be scratched, Britain leaps out and yells at the ambulance driver. After listening briefly to Britain's raving, Buaku shoots him and speeds away. Fortunately, Britain is wearing body armour and thus is only stunned.

Unaware that their squad leader was not killed, Al orders Leona to give chase (leaving Britain behind). However, Leona has only driven motorbikes, and she is not used to high-speed tank chases. Although Leona manages to stay with the ambulance, she sideswipes many buildings and cars in the

process, and eventually crashes into a wall. Leona fires a final shot at the departing ambulance before the Britain's tank explodes, and manages to reduce it to scrap. Britain arrives on the scene just in time to see his precious tank destroyed, and is both angered and devastated by the sight. A dazed Buaku and the Puma Sisters pull themselves from the rubble of the ambulance and stagger away, but the samples of urine they had stolen were destroyed by Leona's attack.



Chapter 1: Introduction



When the mayor learns of Buaku's escape, he tears into the Police Chief. The Chief then blames Britain, who in turn blames Leona. However the real reason behind Britain's anger is Leona's careless destruction of his lovely Tank Special due to her reckless driving. When Leona retorts that she was only following Al's orders, Britain is barely restrained from attacking her.

The Tank Police assume control of the investigation into the hospital burglary. Britain and his advisor, Specs, interview the doctor who X-rayed Buaku, and discover what the hospital possesses that Buaku wants. The hospital is part of the Virus Atmosphere Pollution (VAP) Project which studies "healthy" people: those who have never developed illnesses, and thus do not have even the limited immunity that "normal" people possess against the artificial bacterial cloud. The samples of urine that Buaku tried to steal were being analyzed at the hospital as part of a classified government project.

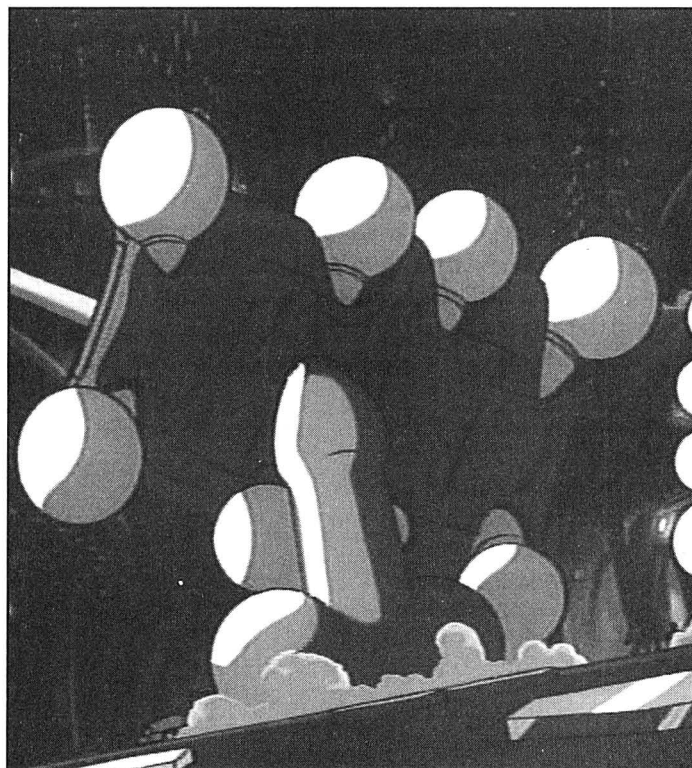
Meanwhile, the Tank Police's Chaplain finds a depressed Leona sitting outside. He suggests that her driving skills might be better suited to a smaller and more mobile tank. She adopts his idea with enthusiasm, and with Al's help, labours late into the night to build a new tank from the wreckage of the Tank Police Special. Leona names her creation Bonaparte, a speedy mini-tank the size of an automobile. Al is very happy for Leona; it is obvious that he has a crush on her. Britain is not at all happy — he thinks her "toy tank" is a sick joke, and orders that Leona Osaki be transferred to the Child Welfare Department.

Summary of Act II ("Crime War")

Information is presented about the Councillor, the mystery man who hired the Buaku Gang to steal the urine. He apparently represents a faction in the government that is opposed to whoever is funding the VAP Project. He orders Buaku to try again, but the Puma Sisters insist that they need tanks of their own if they are going to face the Tank Police again. Meanwhile, Leona disobeys orders to report to the Child Welfare Department (she continues to work on Bonaparte) and Britain assigns a tank to protect the hospital from further attacks.

The Buaku Gang sneaks into a warehouse near the wharf to acquire their two new tanks. The machines look like museum pieces that date back to the First World War, but the Councillor assures them this is merely camouflage — inside are Class-A battle tanks. More importantly, the tanks have a secret weapon: memory plastic mines, known as Ahhan or "Erecta-Cockies". The Buaku Gang park outside Tank Police Headquarters and begin to shell it. When the Tank Police (minus Leona and Al) deploy for battle, Buaku's tanks speed away. As they are pursued through the city streets, the tanks fire off the Ahhan, scattering what look like flat, plastic plates in front of the charging police

tanks. The scanners of the Tank Police do not detect any explosives, and so the officers proceed to drive right over the plates. This is a big mistake — the "harmless" plates are memory-plastic booby traps that expand into giant phallic obstacles, which topple the tanks over like flipped turtles.



Leona and Al have just finished the final adjustments on Bonaparte when the Chief tells them that he cannot make contact with Britain or the rest of the squad. Although Al is hesitant, Leona is quite anxious to take Bonaparte on the streets for its first assignment. Since it is small and highly manoeuvrable, Bonaparte is able to drive over the Ahhan mines before they activate. Bonaparte overtakes the "glorious Tank Police", who are now reduced to marching in formation down the road. Leona teases Britain, who decides even a "toy tank" is better than none, and cancels Leona's transfer. Britain squeezes inside the tank with Leona and Al, and Bonaparte speeds after Buaku and his gang.

Back at the hospital, Specs is standing guard in the Tank Police's remaining bio-tank. The two criminal tanks eventually arrive, with the Puma Sisters in one and Buaku in the other. Specs directs his tank inside the hospital, to outmaneuver the trio, but Buaku give chase. The resulting tank duel destroys much of the hospital, but Buaku emerges victorious. The Puma Sisters find the urine samples and load them into their tank. Bonaparte finally appears and the rival tanks battle like dueling samurai. After a lengthy struggle, Bonaparte destroys one tank, and prepares to fire upon the other as the hospital burns around it. At the last moment, however, Britain hesitates. The Puma Sisters'



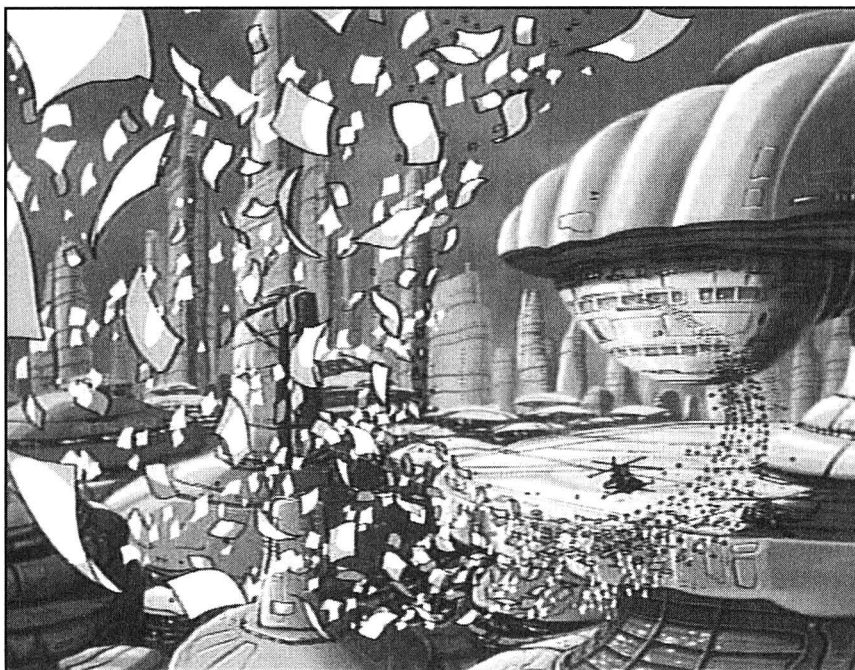
Chapter 1: Introduction



tank fires, causing the burning building to collapse on Bonaparte. Buaku and the Puma Sisters escape, and since they are confident that the Tank Police have been destroyed, they proceed straight to their boss. As Buaku is delivering the goods and collecting his fee, Bonaparte appears with Leona and Britain aboard. The Puma Sisters wonder how the tank could have survived the fire; Britain indicates that Bonaparte is made out of the same metal as his old Tank Special, and thus it could withstand more punishment than an ordinary bio-tank. The criminals' complacency has now led the authorities to the Councillor. As one of the Puma Sisters considers fighting, Britain orders Leona to cover them and shoot if they so much as twitch. Unfortunately, one of the Sisters sneezes, and Leona fires. Once again, another building collapses. Buaku's gang survives, but the Councillor does not.

The Mayor is enraged by the massive property damages that the Tank Police have caused in their pursuit of Buaku. Leona decides she is tired of taking abuse, and pulls out her pistol. As the Mayor panics, Leona insists that they are fighting a "crime war", and shoots the pile of complaints and damage claims. The complaints sail out of a window, gently fluttering in the breeze.

Britain is pleased. Leona has shown she has the spirit of a true Tank Police officer.



Summary of Act III ("Crime Ethic")

At Sotheby's auction house, a pop art painting called "Innocent" is sold for 900 million dollars. "Innocent" depicts a naked man who looks just like Buaku, reaching up with a yearning expression on his face. The painting is supposedly valuable because it was the last known artwork created while the world was still environmentally healthy.

A rowboat carrying Buaku and the Puma Sisters floats through the sewer system under the city. Their goal is to steal "Innocent" from the auction warehouse by entering through the basement. They are working for themselves this time, rather than a crime boss, and this leaves the Puma Sisters uneasy.

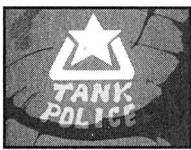
Meanwhile, another interrogation is taking place at Tank Police headquarters. The subject is tied to a spinning wheel while the officers throw knives and wager how long the subject will last before he confesses. Leona, wearing a bunny girl costume, readily participates. When her blind knife toss just misses the subject's groin, he spits the grenade from his mouth to confess. Yet another explosion rocks the Tank Police HQ. When Leona sees that the grenade blast scratched Bonaparte's paint, she vows to kill the suspect. The Chaplain is pleased — Leona has finally realized that a tank is more important than a man's life. Al mollifies Leona by offering to repaint Bonaparte; in exchange, she agrees to go on a date with him (in her tank, of course).

Back at the auction house, the Puma Sisters play "dress-up" with all of the fancy clothes and jewellery they find. When they

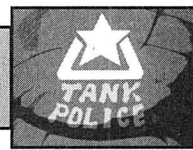
locate the painting, Buaku is ecstatic and admits the painting does indeed depict him. However, before he can enjoy it, he is attacked and wounded by a Red Commando, a member of an elite armoured security agency that has been hired to protect "Innocent". The Puma Sisters naturally pull out their own guns and return fire. Hundreds of valuable art objects are soon riddled with bullet holes. The Tank Police receive an alert about the battle at Sotheby's, and race to the scene. The Police salivate at the prospect of fighting

inside a warehouse full of priceless breakables. Britain insists that he finish his noodles first, and he sends Leona, Al, and Bonaparte to scout ahead. Leona gets the drop on Buaku, but is distracted by the battle between the Red Commando and the Puma Sisters. Buaku turns the tables on Leona by trapping her in a "bio-ball" — a gadget that wraps about her neck and strangles her if she attempts to resist. Buaku slips away into the sewers with the painting and Leona as his hostage, while the Puma Sisters keep the Red Commandos busy.

Outside, Britain finally finishes his lunch, and begins to worry about Leona. He orders the Tank Police to charge the auction house, but the warehouse is demolished. They find Al in the rubble, and tell him that Leona was taken captive. The Tank Police search everywhere, but cannot find any sign of Leona. A few hours later, a Red Commando visits Tank Police HQ. He insults the competency of the Tank Police and suggests Britain leave the investigation to them. Britain is enraged.



Chapter 1: Introduction



Drifting through the sewers in a rowboat, a badly wounded Buaku tries to convince Leona to help him escape, promising her the bio-ball's antidote in return. If Leona does not apply the antidote soon, the bio-ball will slowly strangle her. Leona refuses to participate in his plan, but still rescues Buaku when he slips out of the boat because, according to her, it is "a human thing to do". Buaku reveals that he is actually not human, but a genetically engineered artificial person. Buaku had been created as part of the mysterious "Greenpeace Project", but he was an early prototype of the project, and considered a failure.

Suddenly, events interrupt Buaku's reminiscences — a huge turbine is sighted downstream, churning up the sewer waters with giant blades. Their raft is sucked into its blades and chopped to bits, but Leona grabs a handhold and saves Buaku's life. Their life is in peril when Leona loses her grip...

Summary of Act IV

("Crime Factor" or "Good People Will Commit Crimes...Of Course, Bad People Too...")

Fortunately for Leona and Buaku, the broken rowboat jams the turbine blades, grinding it to a stop. Her need for an antidote to the bio-ball, and her "human nature", compels Leona to continue assisting Buaku. As they make their way out of the sewers, Leona and Buaku are attacked by a squad of Red Commandos. The Tank Police also show up, however, and in the resulting confrontation Leona and Buaku slip away. The leader of the Red Commandos blames Leona for Buaku's escape. When Britain argues that Leona was only a hostage, the Red Commandos refuse to listen. The leader then promises to wipe out the Tank Police if they get in their way again. Britain is more than willing to give the Commandos a fight they would not forget, but he would rather have Leona back.

The painting triggers another flashback for Buaku while he is hiding with Leona. He recalls how the lab in which he and other artificial persons were born was shut down by government troops. Buaku was the only one to escape the massacre, but due to his sheltered existence, he entered the vast world completely innocent and very vulnerable. A criminal used him as a decoy during a robbery, which resulted in Buaku's arrest for a crime he did not commit. This incident started him on the path to crime. When he awakes, Buaku reveals to Leona that the painting is important to him because research data from the Greenpeace Project on himself and others are encoded within it...data that was being used to study how the human mind and soul worked, in preparation for the creation of other artificial humans. Buaku thinks of this information as his "birth certificate", but it is obviously vital to anyone who is attempting to revive the project — presumably the very person who hired the Red Commandos.

The Red Commandos arrive *en masse* to retrieve the painting with a squadron of attack helicopters. It appears that Buaku and Leona will not survive, but Unipuma appears (in a battle suit), accompanied by other members of the Buaku Gang and a supply of rocket launchers and other heavy weapons. As the Commandos and the Buaku Gang prepare to battle, the Tank Police also arrive. There is a tense three-way impasse as each side realizes that the first group to shoot may wipe out his opponent, but will then be destroyed by the other faction. Suddenly Leona sneezes, and everyone opens fire at once. Tanks are blown to bits, attack helicopters are blasted from the air...and Unipuma naturally has a great time. Buaku and Leona escape on a motorbike, planning to rendezvous with his gang at the location with the bio-ball antidote. They are pursued by a Red Commando helicopter, but Al blows it from the sky with Bonaparte.

Leona attempts to drive Buaku to the rendezvous point, but she starts losing consciousness due to the bio-ball. The bike spins out of control, and crashes at the entrance of the Tank Police Headquarters. Buaku tells Leona that the Headquarters is indeed the rendezvous point: it is the safest place in the city when the Tank Police are on the warpath. The Chief emerges, believing that Leona has brought Buaku to the station to arrest him. However, before the Chief can throw Buaku in jail, Annapuna and the rest of the gang arrive. Although the gang has a clear advantage, Buaku orders Annapuna to give Leona the bio-ball antidote, remembering how she saved his life. During the distraction, the Red Commandos leader arrives, grabs the painting, and then flies away in his helicopter.

Buaku tells the Puma Sisters that the loss of the painting is no longer significant. Buaku's time with Leona and the painting has already changed him, unlocking his memories and instilling within him a higher purpose. Annapuna is glad to hear it — she does not care about the painting either, but she does want revenge on the Red Commandos. She jumps into the cockpit of a Tank Police self-propelled missile gun and blasts the Red Commando helicopter out of the air. Scratch one 900 million-dollar painting, and one Red Commando leader.

A triumphant Britain leads the Tank Police home, with the captured Red Commandos chained between two columns of tanks. Al is pleased to see that Leona has survived. Leona is pleased to see that Bonaparte has survived. Al is a bit miffed.

Buaku leads the Puma Sisters to the deserted laboratory where he was created. The Puma Sisters find the place eerie, but to Buaku it is like coming home. In the ruins, Buaku finds a pod and reaches towards it. The Puma Sisters notice that his actions resemble those from the painting. The pod opens and reveals the final result of the lifeform project: a green-skinned girl with wings. She is Crolis Greenpeace, the "true form" of the creature for which Buaku is merely an unfinished prototype. Greenpeace is a genetically-engineered species — part plant and part animal, she is designed to survive in the Earth's bacterial cloud without a mask. Is this what the future holds for humanity?



Chapter 1: Introduction



What is Role-Playing?

For many people a role-playing game (RPG) is the “mature” or “advanced” version of the games we used to play as children such as “House”, “Cops and Robbers” and “Super Heroes”. Each player creates a character that he or she wishes to play (appropriately called a **Player Character**, or **PC**), and endeavours to view the unfolding events of the game through the eyes of that character. The character’s outlook on life is separate and distinct from that of the player, though at times they may be similar. RPGs are not table-top board games — the games take place in the imagination of the players, occasionally assisted by visual aids such as pictures, figures, maps and other props. Role-playing can also be likened to improvisational theatre where everyone involved in the game must respond to the actions or decisions of the other players, but must do so from their character’s perspective (called playing “in character”). These character-character interactions are often the primary focus of the entire game, capturing the heart of the role-playing experience.

To help answer the question “What are the limitations on my character’s abilities and talents?”, RPGs employ a rule system to help settle character conflicts and resolve character actions. The system mechanic usually outlines the use of a random generator (dice for random numbers, cards for random events, etc.) to add an unpredictable element to the game. A typical role-playing scenario requires a handful of players and one person to run the game, known as the **Game Master** (GM) or referee. The players tell the GM what their respective characters would like to do throughout the course of the adventure scenario and the GM describes the results of their actions. When the GM works closely with each and every player, the game adventure remains exciting and fun for all.



In *The Dominion Tank Police Role-Playing Game*, players can create and assume the role of various character types, including:

- A Tank Police officer from the series (e.g. Leona Ozaki, Al, Britain)
- A super-criminal from the series (e.g. Buaku, Annapuna)
- A super-mercenary from the series (e.g. a Red Commando)
- A completely original character

The characters created will depend on the type of adventures the GM intends to run and the number of players. For example, if the GM is intending to run an adventure focused on the Tank Police set immediately after the events of the videos, he or she may wish to limit the player characters to those officers portrayed in the show: Leona, Britain, Al, Specs (Lovelock), Chaplain, and maybe even the Chief. Alternatively, the players might focus on a different tank police squad with mostly original characters, and perhaps only a few series characters (that have been transferred between squads). If the GM wants to focus on the Buaku Gang and has more than three players, the players will certainly need to create new characters since only three Buaku Gang members (Buaku, Annapuna and Unipuma) were presented in any detail. There is no limitation preventing the mixture of existing series and original characters in the same adventure.

The game system helps players assign some strengths and weaknesses to their characters, using number rankings to indicate relative ability. Much of the remaining elements of a character’s background, family, hobbies and interests are not covered by the rules but rather are described by each player according to his or her view of the character. Players may use information and statistics that this book presents on the characters in the *Dominion Tank Police* series, but can also choose to recreate the characters according to their own unique outlook on the characters’ background.

The Dominion Tank Police RPG can be played in sessions, episodes and/or campaigns. A **session** is the period of time in which the players gather to play the game. Sessions are often 2 to 8 hours in length, and are frequently held on a weekly or biweekly schedule. The players work their way through the immediate plot, picking up where the last session ended and proceeding until the current session is over. Over a period of time of usually one to four sessions, the players will have completed a number of tasks to achieve at least partial closure of the game plot. This closure does not answer all the questions or eliminate all of the characters’ problems, however, but is similar to the closure seen at the mid-point of the *Dominion Tank Police* series. The resolved story arc is called a game **episode**. An episode that only takes a single isolated session is referred to as a “one-shot” adventure, which are the scenarios primarily used at role-playing conventions. Finally, a number of episodes which use the same characters can be linked together to form a



Chapter 1: Introduction



Dominion Tank Police campaign. A campaign would typically be longer than the four-part OAV series, since the events of a campaign usually occur over weeks, months, or even years. Campaigns require more commitment from everyone involved, but watching the characters develop and gain new abilities and talents as the greater plot unfolds makes the effort worthwhile. The most engaging role-playing campaigns can last upwards of 5-10 years, but keeping a campaign running for 8 months to a few years is considered to be tremendously successful.

As a player, you will control your character's actions in the game as he or she works through the unexpected twists and turns of the plot, with assistance provided by the other player characters. Your character's actions can greatly affect the outcome of the adventure, but you must keep in mind that every action has a consequence that may return to haunt your character in a future session. Role-playing is a group effort, however, and positive interactions between your character and the characters of the other players is vital to everyone's enjoyment of the game.

As a GM, your contribution to the game will be much greater than that from any one player. You must establish the setting, villains, conflicts, and plot of the adventure, as well as all of the other **non-player characters (NPCs)** your gaming group will meet during the game. NPCs are similar to the background characters from the television show, ranging from the obscure and unimportant (nameless criminals and innocent bystanders) to rarely seen and mildly important (the Mayor, the Councillor) to frequently seen and very important (the Chief.) The enemies of the player characters are also NPCs, but because of their recurring importance to the plot they need to be better developed before game play begins.

If you plan to be a GM, you must also be able to project your imagination to the players by describing the world in which they live in vivid detail. Use of visual aids such as maps, diagrams, or even scenes from the *Dominion Tank Police* videos, can help make your players' world more tangible. Finally, your plot must remain sufficiently flexible to allow the characters' actions to make a definite impact on the adventure. A plot that is too rigid or "scripted" may leave players feeling that their characters have lost the free will to affect their own destiny. Should you assume the role of GM, you must possess creativity, sound judgment, and the ability to improvise in unexpected situations. Game Mastering takes extra time and effort, but the reward of watching the players revel in the game setting and plot that you created makes it all worthwhile.

Scope of the Book

This book focuses on the characters, plots, settings and themes presented in the *Dominion Tank Police* OAV series. The North American English subtitled release from U.S. Manga Corps (a division of Central Park Media Corporation) serves as the primary source for the game text, although the English dubbed version was also used extensively. Some background information was checked with other sources, such as essays and comments written by Masamune Shirow in the afterwards to his collected *manga* volumes and his *Intron Depot* art collection.

Other Dominion Works

Dominion is the original *manga* from Masamune Shirow. Its story is set after the events of *Dominion Tank Police*, and features further adventures of the main characters. It is available in a one-volume trade paperback English translation by Studio Proteus from Dark Horse Comics.

Dominion: Phantom of the Audience is very short Masamune Shirow *manga* featuring another adventure involving Leona. It is available in an English translation by Studio Proteus from Dark Horse Comics.

Intron Depot is a collection of Masamune Shirow's colour art, including cover paintings for the OAV series. It also includes some of Shirow's thoughts on the *Dominion* story.

Dominion: Conflict 1 (No More Noise) is a second volume of *Dominion manga* set in an alternative universe with many differences from the first *manga* series and OAVs. It is translated by Studio Proteus and available from Dark Horse Comics.

New Dominion Tank Police is a second anime series inspired by *Dominion: Conflict 1 (No More Noise)*.



Chapter 1: Introduction



An Example Of Play

The following dialogue is an example of how a typical role-playing session might progress. The fictitious game involves two players — Ellen (Leona Osaki) and Peter (Al) — and the Game Master (or GM), Pat. Leona and Al are in Bonaparte, and are currently in hot pursuit of Buaku, who has stolen a priceless *manga* collection from a library. They have found the suspect's abandoned van outside an old building.

GM: OK, you see Buaku's van parked outside the old Shimozawa Street subway station. The place has been closed for the last five years, after the old electric subway was replaced by the new magnetic levitation bio-trains.

Ellen: (as Leona) Let's check the van for clues.

Peter: (as Al) Wait! They may have booby-trapped it. I'll use the tank's scanner and scan for explosives.

Ellen: Huh? I'm the boss here. Al, check for traps!

GM: Peter, make a Mind Stat check. You get a -1 modifier for Bonaparte's Level 1 Sensors.

Peter: (rolls two dice) Al gets a 5. That's a 4 with the modifier, well under my Mind stat.

GM: The explosive scan is positive! He's left a little something for you: plastic explosives, probably rigged into the van door.

Ellen: Grrr. Wait 'til we catch him! Okay, we'll leave the van. I'd better radio headquarters to report the bomb.

GM: (as a police dispatcher): Yes, ma'am?

Ellen: Get me Britain.

GM: (as police dispatcher): Yes ma'am. I think he's interrogating some street criminals. (changes voice, as Britain) Hey, woman, you found those scum yet? I'm busy!

Ellen: Squad Leader, they've left a bomb in a van outside the station. I'm going in after them, but you should send someone to disarm it.

GM: (as Britain) Car-bombs? That's no job for the Glorious Tank Police! Call the fire department.

Ellen: You call them! I've got crooks to catch. (To GM) I hang up.

Peter: (as Al) Can we drive Bonaparte inside?

GM: The terminal door isn't big enough for Bonaparte. You could go on foot.

Peter: Hey, we're in a tank. I'll just smash through the door.

Ellen: No you idiot, you'll scratch my Bonaparte! (to GM) I swat Al.

Peter: Okay, okay. I'll take my pistol and some grenades. I'll get out and go up to...

Ellen: Huh? I'm aiming Bonaparte's cannon and shooting a hole in the wall.

GM: Al is outside and halfway to the door when he sees Bonaparte's turret swing around, and...

Peter: I'm ducking for cover!

GM: When the smoke clears, there is a big hole leading into the building. It is wide enough to drive through.

Ellen: (as Leona) That's how you take a tank through a door, Al.

Peter: (as Al) I dust myself off, get back into the tank and drive inside.

GM: Bonaparte drives into the old subway station terminal. It's rather dusty.

Ellen: Bonaparte's headlights are on. I stick my head out of the tank hatch and look for any tracks.

GM: You see two sets of footprints leading out through the old turnstiles, and down a flight of steps. You can also hear a rumbling. It sounds like a train is coming.

Peter: A train? You said the subway was abandoned.

GM: It's supposed to be abandoned. But...

Ellen: Let's go, Al!

Peter: Uh, down the steps?

Ellen: Sure. Bonaparte's cute treads have the traction. (To GM) In the OAVs, Bonaparte did a lot weirder stuff!

Peter: (to GM) How difficult is it?

GM: Call it a Driving Skill Body Stat check. You have Driving Skill with the correct specialization at Level 5, so that's a -6 modifier.

Peter: Easy. (Rolls two dice) I roll a 9, minus 6 equals 3. My Body Stat is 4. Made it!

GM: Thanks to your amazing driving skill, Bonaparte clammers and slides down the stairs, and skids along the platform. You see Buaku, looking totally stunned. He drops the sack he was carrying, and antique volumes of *manga* spill out. Oh, and the rumbling is getting louder.

Ellen: I swing Bonaparte's main gun toward him. (To Buaku) Come on, scum-bag! Make my day!

GM: Buaku puts his hands up. (As Buaku) Hey, cop-girl, why aren't you toast? I heard the explosion!

Peter: That was Bonaparte blowing a hole in the wall. What were you doing with that *manga*, anyway? Probably *hentai* stuff!

GM: The rumbling gets louder. From down the tunnel, you see a three-car subway train! It's heavily armored, and has an old German World-War II era Tiger Tank gun turret mounted on the roof!

Ellen: (To GM) I fire at the train! Can I? (GM nods, Ellen rolls two dice) 8! My Level 3 Heavy Weapons Skill with Gunnery subtracts 4, so that's a 4. Well under my Attack Combat Value. I hit!

GM: The cannon shell smashes into the ongoing train, but bounces off the armour plate — no damage! Meanwhile, Buaku has grabbed the sack of *manga* and is running down the platform toward the train.

Peter: (To GM) I gun the engine and chase him.

GM: As the train slows, the hatch atop its turret pops open, and out sticks the head of one of the Puma Sisters (as Annapuna) Ha ha! Your puny popgun can't hurt Buaku's Bitchin' Battle-Train! You lose, tank cops!

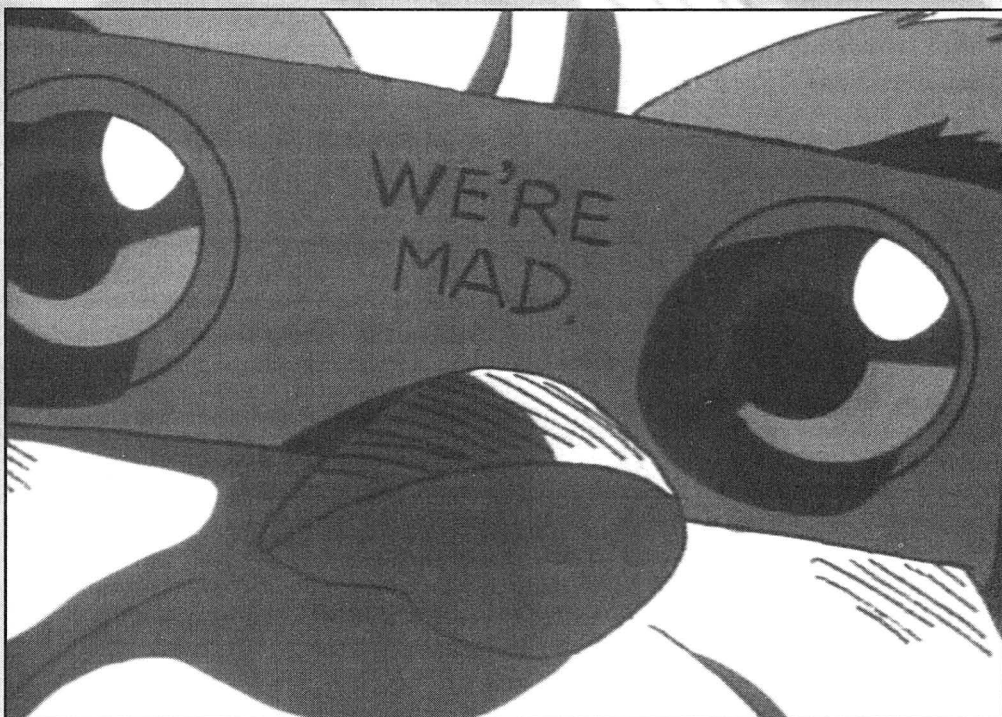
Ellen: Oooh! How about I aim for the point where the turret is bolted onto the subway car — does that count as shooting at a partial armour?

GM: Good plan, but now it's Annapuna's turn. The big gun on the battle-train swivels to point at your precious Bonaparte...

The direction of the rest of the adventure depends on the actions of the Tank Police characters, the Puma Sisters and the other characters in the game. Do the Police run away? Get blown up? Defeat the Puma Sisters in combat? Nearly any outcome is possible in a role-playing game.

Chapter 2

CHARACTER CREATION





Chapter 2: Character Creation



Creating a new character for *The Dominion Tank Police Role-Playing Game* involves a great deal of interaction between the player and the GM. As mentioned in the Introduction, there are numerous possible types of characters that you can create, including:

- A Tank Police officer from the series (such as Leona or Britain)
- A super-criminal from the series (such as Annapuna or Buaku)
- A super-mercenary from the series (such as a Red Commando)
- A completely original character who has joined one of the organizations in the series
- A completely original character from a new organization created by the GM for his or her own campaign (for example, the Royal Canadian Tank Police, Texas Tank Rangers, or a group of news reporters in Newport City)

In addition to your character's role (officer, outlaw, or mercenary) he or she can be:

- A human character (eg. Al or Leona)
- An artificial person (eg. Buaku or Greenpeace)
- A mechanical android (eg. the Puma Sisters)

If the GM has already developed the outline for a campaign, he or she may impose restrictions on certain types of characters or abilities. After all, it may be difficult to keep your villain out of trouble if the other players are playing Tank Police officers (unless your villain has reformed and joined the side of Law and Order). If you have any questions about game mechanics or specific character abilities, talk to the GM before you begin creating your *Dominion* character.

In *The Dominion Tank Police RPG*, you can choose to spend as little as ten minutes creating a character, or upwards of an hour — the difference is in the amount of details and individuality that is given to the character. The creation guidelines are easy to understand, flexible, and place the power in your hands. At no time during an RPG campaign do you have more control over the destiny of your character than during the creation process.

Throughout the initial steps of character creation, you can follow the progress of three player characters — Leona Osaki (Ellen's character), Al Cu Ad Solte (Peter's character) and Gyro Miyazaki (Timothy's character). As more details are added to the characters, the text will focus on the design of Leona Osaki. The examples are presented in italics following the main text of each step.

Character Creation Flowchart

Step 1: GM Discussion

Talk to the GM about the nature of the upcoming game. Issues that should be addressed include the duration of the game, scheduled play time, the setting and related timeline, and the thematic intensity level. See page 19.



Step 2: Character Outline

Use the game boundaries established earlier to sketch a rough character outline. Will you be playing a police officer? An enemy of the Tank Police? A non-human or bizarre character? Finally, will you have a personal mecha? See page 19.



Step 3: Assign Stats

If the GM asks you to create a character using Method A, divide the assigned points over the three Stats — Body, Mind and Soul. If you will be using Method B, roll 1 or 2 dice (GM's choice), add it to the static number chosen by the GM, and divide the point total over the three Stats. Stats cannot be lower than 1, nor higher than 12. See page 21.



Step 4: Character Attributes

Distribute the assigned Character Points (usually 15-25 points) over the Character Attributes. If you plan to own a tank or other mecha, be sure to acquire the Own A Big Mecha Attribute. Attribute Levels range from 1 to 6. See page 22.



Step 5: Character Defects

You are encouraged to take a maximum of 5 Defects appropriate to your character. These Defects will provide you with more role-playing opportunities, and give you Bonus Points to use in acquiring additional Character Attributes. See page 30.



Step 6: Skills

Your character receives 20 starting Skill Points, plus additional points if you assigned the Highly Skilled Attribute. Use the Skill Points to acquire Skills and specializations relevant to your character outline. Skill Levels range from 1 to 6. See page 34.



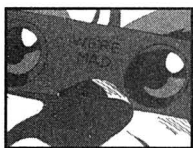
Step 7: Derived Values

After you have modified your character's Stats through Defects and Attributes, you can calculate his or her three derived values — Combat Value (both Attack and Defense), Health Points and Energy Points. See page 41.



Step 8: Background Points

You can earn 1-3 Background Points by giving the GM a background history of your character, an important character story, or a character drawing. Background Points are used to acquire additional Character Attributes. See page 42.



Chapter 2: Character Creation



Step 1: GM Discussion

Before any characters are created, you and the other players should have a discussion with the GM about the nature of the upcoming game. The GM needs to address several important issues, including:

The duration of the game.

Will it be a six hour one-shot, a mini-series that spans a half-dozen sessions, or an epic campaign lasting a year or longer?

Scheduled Play Time

Many players need to know the game schedule before they can commit to a campaign since the game might conflict with other responsibilities such as school, work, recreational activities, or family matters. Finding a regular time slot may prove quite difficult, so it may be necessary to keep the sessions flexible by alternating the game day or time. A word of caution: the decision to play “whenever we can all get together” will inevitably lead to a dead campaign within a few sessions.

The Setting and Related Timeline

The *Dominion* universe offers several potential one-shot or campaign settings — it could be set in Newport City in Japan, a different Japanese city, or a city elsewhere in *Dominion*’s future world (either before, during, or after the video series). If you have a setting preference, express your ideas before the GM has put too much work into creating his or her campaign. The GM is encouraged to utilize the information presented in the *Dominion Tank Police* video series, but should not let it limit his or her creativity if an alternative version of the *Dominion* universe is chosen for the game setting.

Thematic Intensity Level

You and the other players need to inform the GM about your preferences concerning the thematic scope of the game. Are you looking for straight comedy, intense drama, or the comedy-drama mixture presented in the television show? Will the characters be on the side of Law and Order, or will they be criminals? Will the focus be on the Tank Police or another organization, or will the characters be working on their own? Additionally, do you have any preferences involving issues such as the action/combat intensity, plot maturity, amount of character focus, or scenario complexity?

Although it is the GM that is ultimately responsible for establishing the game boundaries and presenting the game universe to the players, a role-playing campaign requires the combined effort of all participants to be successful. Consequently, you, the other players, and the GM must work together to create the game you all want to play.

Mike (the GM) sits down with Peter, Timothy and Ellen (the players) to gauge their interest in a Dominion campaign set immediately after the video series. The game takes place in an alternative universe, which gives the players the freedom to create characters from the show or make up their own. The players are very interested, and agree that an open-ended weekly campaign (Saturdays 1-6 PM) would be best. After an hour of discussion, they decide they like the comedy-drama mix of the video series and want to play Tank Police officers. However, they also want to add some extra “soap opera” elements, while exploring interpersonal relations between the officer and adding some new characters to the mix. The game will have a different tone from the videos, but will still use many of the characters and situations from the Dominion Tank Police series.

Step 2: Character Outline

Now that you know the game’s setting, time period, theme, the campaign duration, and expected time commitment, you can begin to develop a character outline. The outline is not a fully completed character, but a broad concept that provides you with a focus from which you will build the character. You need not concern yourself with the character points, specific abilities, or background details at this time. Use the game boundaries established in your discussion with the GM as the starting point for your character and build your outline on that foundation.

The following pages present some of the options you need to consider when establishing your character outline:

Will you be playing a Police Officer?

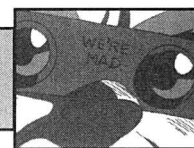
If so, then do you intend to play one of the main characters from the series (Al, Britain, Chaplain, Leona, Specs) in the Newport City Tank Police, or create your own character? Depending on the setting, a new character might be a member of the Tank Police, or another elite police agency the GM has created. Usually, all characters will be from the same agency, but the GM can allow characters with different backgrounds. For example, Leona was originally from the Motorcycle Patrol and was then transferred to the Tank Police. A character might even be from a foreign police force serving as part of an officer exchange program.

Will you be playing a criminal, or enemy/rival of the Tank Police?

Naturally, playing an outlaw is only practical if all the players are on the same side — mixing villains and heroes in the



Chapter 2: Character Creation



same campaign is a recipe for disaster. The obvious villains are the Buaku Gang, all of whom are still at large at the end of the video series. The named members of the gang are Buaku, Annapuna and Unipuma, but the gang itself is larger, as shown in Act IV when at least a half-dozen other henchmen (including the guy who always carries a bunny rabbit) accompany the Puma Sisters to rescue Buaku. Of course, the Buaku Gang are not the only outlaws in Newport City — remember, a crime is committed every 36 seconds, and thus characters could be members of a different gang. Your character need not be motivated by simple greed. Maybe he or she is an “eco-warrior”, dedicated to punishing (and stealing from) corporations responsible for destroying the environment. Alternatively, your character might be a vigilante who feels that the Tank Police are not doing a good enough job protecting the citizens, and thus takes the law into his or her own hands. One interesting possibility involves playing a former enemy of justice who has since seen the error of his or her ways. For example, since the Puma Sisters are androids, they might not be held responsible for their crimes. If they submit themselves to the law, they might even join the Tank Police as android law officers. A third possibility involves playing members of a private security or detective agency, such as the Red Commandos. While these groups are supposed to operate within the law, they do so on behalf of their clients rather than in the interests of justice, and this can result in conflict with both the police and criminals.

Will you be playing a non-human, android, or bizarre character?

Androids (humanoid robots with artificial intelligence) and artificial humans (people created through a mix of cybernetics and genetic engineering) are possible. In *Dominion*, such characters are almost human in terms of appearance and personality, and it is mostly society’s treatment of them that make them outsiders. The scenario may also allow for the creation of some truly odd player character choices. A good example of a bizarre character is Crolis Greenpeace, the first plant/human hybrid. It is possible to envision other artificial people created by genetic engineering with different special abilities as well. The flexibility of the Tri-Stat System used in *The Dominion Tank Police RPG* allows you to create a wide array of non-traditional characters for the non-traditional game.

Will you have a personal mecha?

One of the prevalent themes of *Dominion* is mecha action. It is possible to play a character who is not part of a mecha crew, but this may lead to boredom in an action-heavy adventure. If most characters have mecha, it is usually a good idea to ensure that your character also has his or her own mecha, or shares a multi-crewed mecha with another character. These mecha are not restricted to tanks — your character could fly a single-pilot helicopter or a powered suit, for example.

Keeping the game parameters in mind, the players have each developed their own character outline:

Ellen — She has decided to play Leona Osaki as presented in the Dominion Tank Police OAV series, without any significant changes. Leona is an athletic young woman, stubborn and quick-tempered. She is a highly skilled tank commander and gunner, and drives her own mini-tank, Bonaparte. Ellen’s goal is to play Leona as close to the series heroine as possible, since she welcomes the role-playing challenge of staying “in character”.

Peter — He decides to play Al Cu Ad Solte, Leona’s partner and Bonaparte’s driver. Al is quite intelligent, in good physical health, and is an excellent mechanic and tank driver. He is also in love with Leona, although the tank-obsessed woman is too absorbed with Bonaparte to notice Al’s affections. Both Ellen and Peter decide they want to have some fun with this relationship, but Peter wants to develop his character independently from the series, and create a new background for Al. This background includes a failed romance (before he met Leona) with a female Red Commando who still has a “fatal attraction” for him. The GM decides this will be fun, and encourages Al to run with the idea, since it will introduce an interesting NPC to the adventures.

Timothy — He has decided to play an original character: Gyro Miyazaki, a young helicopter pilot who is a member of the Osaka Air Police (an organization the GM has created specifically for this new campaign). Timothy and the GM decide that the members of the city council are exploring the idea of adding helicopters to their tank units to create combined ground-air forces; Gyro has been assigned to the Tank Police as part of this new program. The GM decides there is a bit of friction between Gyro and the Tank Police (especially Britain), since they do not think this is a good idea...especially since Gyro has an anti-tank helicopter. Timothy decides Gyro is a daredevil flyboy with a silk scarf and leather jacket, who loves his helicopter as much as Leona and Britain love their tanks. Timothy realizes that playing Gyro will be difficult, but he welcomes the challenge.



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Step 3: Assign Stats

Stats (or Statistics) are numerical assignments that reflect your character's base capabilities. Higher Stat numbers indicate an advanced level of accomplishment or achievement. *The Dominion Tank Police Role-Playing Game* is part of Guardians Of Order's Tri-Stat System game line and uses three Stats to represent your character's abilities — Body, Mind and Soul.

Body Stat

This Stat represents the physical aspects of your character. Overall health, strength, endurance, speed, rate of healing, manual dexterity and ability to withstand physical trauma are all governed by the Body Stat. Characters with a high Body Stat include Britain and the Puma Sisters.

Mind Stat

This Stat represents the power of the psyche and the ability to comprehend complex ideas. A character with a high Mind Stat is intelligent, witty, and a quick learner. Characters with a high Mind Stat include Buaku and Specs.

Soul Stat

This Stat represents the essence of the inner self and of willpower. A high Soul Stat places your character in balance with Nature, and helps focus his or her life-force to draw on personal energies to power special abilities, or in other times of need. The Soul Stat also represents elements of Luck. Characters with a high Soul Stat include Leona Osaki and Chaplain.

The total number of Stat Points available to you to distribute over the three Stats will depend upon the GM's preferred point generation method.

Method A

Every character will be assigned the same number of Stat Points, to avoid the possibility of unbalanced characters. Suggested values include 12 points (average characters), 15 points (above average characters), 18 points (significantly above average characters), 21 points (powerful characters) or 24 points (extremely powerful characters).

Method B

Every character will be assigned an initial number of Stat Points, to which is added a random number of extra points. For a smaller point variance, the static number should be high with the random number generated from one six-sided die. For a larger point variance, the static number should be low with the random number generated from two six-sided dice. Suggested point values include one die roll, plus 10 (average characters) to 20 (powerful characters), or two dice rolls, plus 6 (average characters) to 16 (powerful characters).

Non-human or bizarre characters are created using the same system as humans. Androids (such as the Puma Sisters) often have higher-than-average Body Stats, but average (or lower) Mind or Soul Stats.

The GM decides to use Method A to allow players to generate above-average characters, and gives each player 15 Stat Points.

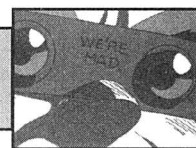
Ellen — In keeping with the portrayal of Leona from the video series as a physically fit person with strong willpower, Ellen assigns her a Body Stat of 5, a Mind Stat of 4 and a Soul Stat of 6.

Peter — He envisions Al as being average physically, but quite intelligent and determined. He distributes the points as follows: Body Stat 4, Mind Stat 6 and Soul Stat 5.

Timothy — In keeping with his interpretation of Gyro as daredevil action hero, Timothy gives him a high Body Stat of 7. He chooses an average Mind Stat 4 and above average Soul Stat 5. Since the points total to 16, Timothy must compensate for the one point shortage by acquiring an appropriate Character Attribute for Gyro in Step 4.



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After the total number of Stat Points has been determined, the points are distributed over the three Stats. Your character's achievements in each of the three Stats are largely determined by your character outline, and your personal point distribution preference. Stats cannot be lower than 1, nor higher than 12. Additionally, your character can only ever have one Stat at Level 12. If he or she ever becomes unequalled (Level 12) in more than one Stat, your character becomes One With The Universe, retires from all duties, and is removed from play! Each Stat Value Level is markedly better than the previous Level (see **Table 2-1: Stat Value Descriptions**). Note that characters with Body Stats of 10, 11 or 12 automatically gain 1, 2 or 3 Levels in the Speed Attribute (page 29).

There are no right or wrong ways to distribute points among the Stats. Some people prefer to target one Stat in which to excel, which gives their character a weakness in another. Other people create well-rounded characters that are not particularly adept in any one area, nor are they deficient. If you are playing one of the main characters from the show, reviewing a couple of episodes may give you some insight into the appropriate Stat Values. Additionally, by reviewing some of the strengths and weaknesses your character portrays (with help from the GM, players, or other anime fans), you can distribute your Stat Points in a manner more faithful to the show.

If your Stat Point total is low (due to a bad dice roll, or a low starting value assigned by the GM), or you simply wish to have higher Stat Values, you can increase your character's Stats through the options available in *Step 4: Character Attributes*. Three Derived Values — Combat Value, Health Points and Energy Points — are also based on your character's Stats and are detailed in *Step 6: Derived Values*.

Table 2-1: Stat Value Descriptions

<u>Stat Value</u>	<u>Description</u>
0	Completely and utterly useless.
1	Inept.
2	Significantly below human average (adult).
3	Below human average (adult).
4	Human average (adult).
5	Above human average (adult).
6	Significantly above human average (adult).
7	Highly capable.
8	Extremely capable.
9	Best in the land.
10	World-class ability.
11	Legendary ability.
12	Best in the universe. Unequalled.

Step 4: Character Attributes

While your character's base capabilities are represented by three Stats, many of his or her other innate talents and unusual abilities are assigned through Character Attributes. The total number of Character Points available to the character depends upon whether the GM plans to run a low-powered game (10 points), average-powered game (15 or 20 points), high-powered game (25 points) or very high-powered game (30+ points). 15-25 Character Points are recommended for campaigns based on the series characters. Most non-player characters can be effectively designed with 10 Character Points. The GM is free to create non-player characters with whatever point total he or she desires — an ordinary person, such as the Chief or Mayor, may have only 1-5 Character Points, while a major villain may have more than the player characters.

The different Character Attributes are divided into Levels 1 through 6. Increasing the value of an Attribute by 1 Level requires 1 or more Character Points, depending on the Attribute. The Character Point cost is printed in bold beside each Attribute name. The Attribute descriptions indicate game effects, limitations, examples, and the Stat most relevant to the Attribute's use should a Stat Check dice roll be needed (see page 83 of *Chapter 3: Combat and Other Actions*).

An example of the header layout for a Character Attribute is given below:

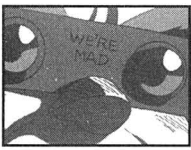
Heightened Senses (1 point/Level)

Relevant Stat: Body

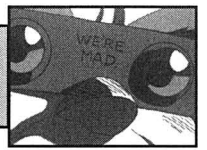
If one of your Attributes is modified by another Attribute to extend beyond Level 6 (such as the Appearance Attribute modifying the Art of Distraction Attribute), you should discuss the influence and limitations of the new Level with the GM.

Choosing Attributes is one of the most important and most detailed steps during character creation. You are defining much of what your character will do during the game sessions since Attributes come into play more often and more directly than Stats. Should you wish to play one of the main characters from the show faithfully you must chose your Attributes carefully. If you are playing an original character of your own design, however, you will have greater freedom to experiment with different or unique Attributes and ideas. Think carefully about the balance between a few high-level Attributes and a large number of low-level Attributes.

If you find yourself needing more Character Points than you have been assigned, consider burdening your character with a Character Defect (*Step 5: Character Defects*, page 30). Each Defect can provide you with an additional Character Point or two which can be used to acquire Character Attributes.



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The GM decides to run a game with characters of average power (20 Character Points). Ellen wishes to remain faithful to Leona Ozaki; after watching the series, she decides on the following Attributes: Appearance Level 2 (2 points), Aura of Command Level 1 (1 point), Combat Mastery Level 1 (2 points), Focused Damage Level 3 (3 Points), Highly Skilled Level 5 (5 points), Own a Big Mecha Level 2 (8 points), and Personal Gear Level 2 (2 points). Ellen notices that the number of Character Points she spent totals 23 points — 3 more than she was given by the GM. Ellen decides to leave the Attributes as they are and will try to make up the remaining points in Step 5: Character Defects by assigning several Defects to Leona.

Examples: Al is moderately attractive (Level 1). Leona is quite attractive (Level 2). Crolis Greenpeace is very attractive (Level 3). The Puma Sisters are extremely attractive (Level 4), which increases their Art of Distraction Attributes by 1 Level (or simply gives them Level 1 in the Attribute without requiring the expenditure of Character Points).

Table 2-2: Character Attributes

Appearance	Art of Distraction
Aura of Command	Combat Mastery
Cybernetic Body	Damn Healthy!
Divine Relationship	Energy Bonus
Focused Damage	Fortified Body
Heightened Senses	Highly Skilled
Massive Damage	Mechanical Genius
More Powerful Mecha	Own a Big Mecha
Personal Gear	Powerful Mind
Speed	Strong Soul
Unique Character Attribute	

Art of Distraction (1 point/Level)

Relevant Stat: Soul

The Art of Distraction Attribute allows a character to distract a number of people or animals at a critical moment, provided he or she has some method of communicating with them (for example, talking, dancing, television broadcast, illusionary image, written word, etc.) This Attribute may be modified by the Appearance Attribute, but only if the character is visible to his or her audience (see the Appearance Attribute description). If multiple people with this Attribute work as a team, the total number of people distracted is added together.

- Level 1 The character can distract one person or animal.
- Level 2 The character can distract up to two people or animals.
- Level 3 The character can distract a small crowd (1-10 people or animals).
- Level 4 The character can distract a medium crowd (11-50 people or animals).
- Level 5 The character can distract a large crowd (50-200 people or animals).
- Level 6 The character can distract a very large crowd (200-1000 people or animals).

Appearance (1 point/Level)

Relevant Stat: Body

This Attribute reflects physical attractiveness and prowess. A character lacking points in this Attribute is considered to be of average appearance. Values of 4, 5 or 6 increase the Art of Distraction Attribute by 1, 2 or 3 Levels respectively, but only when the character is visible to his or her audience.

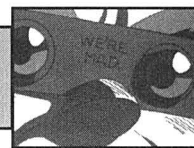
- Level 1 The character is moderately attractive.
- Level 2 The character is quite attractive.
- Level 3 The character is very attractive.
- Level 4 The character is extremely attractive. Art of Distraction Attribute is increased by 1 Level.
- Level 5 The character possesses legendary beauty. Art of Distraction Attribute is increased by 2 Levels.
- Level 6 The character possesses unparalleled beauty. Art of Distraction Attribute is increased by 3 Levels.

Example: Annapuna and Unipuma used this Attribute to distract a police SWAT Team outside the VAP clinic, by performing a sexy strip tease. They were able to distract the entire team by working together. They can each distract medium crowds (Level 4), but their Appearance Attributes reduces the cost from 4 Character Points to 3. Working together, the Puma Sisters can distract up to 100 people!





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Aura of Command (1 point/Level)

Relevant Stat: Soul.

The character possesses a natural knack for leadership. This Attribute is similar to Art of Distraction, except it is only useable with the character's allies (GM's option). Instead of distracting the team, the character is able to inspire allies into following him or her into dangerous situations that they might otherwise avoid. Simply because a character is in a position of authority over other people, it does not automatically imply that he or she possesses the Aura of Command Attribute. In a military (or Tank Police) structure, subordinates will usually follow most orders (even dangerous ones) without hesitation because it is part of their job. Aura of Command reflects a character's almost unnatural ability to inspire others to engage in actions that few people would ever consider undertaking. Note that few leaders have an Aura of Command sufficient to inspire their entire force at once. Commanders usually concentrate on key individuals (such as immediate subordinates) and hope the actions from these people will encourage others to follow them.

- Level 1 The character can inspire one person.
- Level 2 The character can inspire up to two people.
- Level 3 The character can inspire a small team (1-10 people).
- Level 4 The character can inspire a medium team (11-50 people).
- Level 5 The character can inspire a large team (50-200 people).
- Level 6 The character can inspire a very large team (200-1000 people).

Example: Britain, Leona, Buaku, and the Red Commando Leader all possess qualities that make good leaders (Levels 1-2). Even in very dangerous circumstances, they can inspire their allies to offer aid and support.

Combat Mastery (2 points/Level)

Relevant Stat: None (uses Combat Value)

This Attribute reflects the character's intimate knowledge of a wide range of offensive and defensive combat techniques, covering all aspects of armed and unarmed encounters (including ranged weapons). Individual combat Skills (page 34) allow a character to specialize with particular weapons or specific styles, but Combat Mastery allows a character to pick up any weapon (or use none at all) and still be proficient. See page 41 of *Step 6: Derived Values* for more information on the Combat Value.

- Level 1 The character's Combat Value is increased by 1 point.
- Level 2 The character's Combat Value is increased by 2 points.
- Level 3 The character's Combat Value is increased by 3 points.
- Level 4 The character's Combat Value is increased by 4 points.
- Level 5 The character's Combat Value is increased by 5 points.
- Level 6 The character's Combat Value is increased by 6 points.

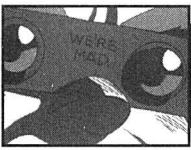
Example: Leona and Britain both have advanced combat training (Level 1), while the Red Commandos are highly trained combatants (Level 2).

Cybernetic Body (2 Points/Level)

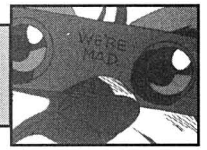
Relevant Stat: None

A character with this Attribute has a partially cybernetic or completely robotic body. Mechanical parts usually function as well or better than flesh-and-bone, but may have undesirable side effects, such as the need for regular high-level maintenance. Characters with more than Level 2 Cybernetic Body do not appear in the Dominion Tank Police series, and thus Level 3 and higher require GM permission. The GM and player should decide upon the specific advantages the mechanical body parts convey (for example, body armour, immunity to the bacterial cloud, or no need to eat).





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- Level 1 Cybernetic body offers a small advantage to the character.
- Level 2 Cybernetic body offers a moderate advantage to the character.
- Level 3 Cybernetic body offers a good advantage to the character.
- Level 4 Cybernetic body offers a great advantage to the character.
- Level 5 Cybernetic body offers an extreme advantage to the character.
- Level 6 Cybernetic body offers a primal advantage to the character.

Example: The Puma Sisters are androids with mechanical bodies and artificial brains. Most of their cybernetic abilities (agility, strength, toughness) are covered by other Stats or Attributes, but they do have one unique ability: they can survive in the Bacterial Cloud without masks. This is a slight advantage, so they are assigned Cybernetic Body Level 1. Buaku has a brain made from biochips, but since it duplicates a human brain, there is no reason for him to have any special Cybernetic Body Attribute. While it is possible that Buaku has a mechanical right arm, it does not seem to offer any advantage either.

- Level 1 The player may re-roll any 1 dice roll each game session.
- Level 2 The player may re-roll any 2 dice rolls each game session.
- Level 3 The player may re-roll any 3 dice rolls each game session.
- Level 4 The player may re-roll any 4 dice rolls each game session.
- Level 5 The player may re-roll any 5 dice rolls each game session.
- Level 6 The player may re-roll any 6 dice rolls each game session.

Example: Chaplain has the Divine Relationship Attribute at Level 2. He is not only a spiritual person, but is also the kind of person upon whom his God seems to smile.



Damn Healthy! (1 point/Level)

Relevant Stat: None

Possessing this Attribute increases the Health Points of the character, allowing him or her to withstand more damage in combat. The Damn Healthy! Attribute, along with the Body Stat, also reflects a character's resistance to sickness, disease, and other physical ailments. See page 41 of *Step 6: Derived Values* for more information on Health Points.

- Level 1 The character's Health Points are increased by 10 points.
- Level 2 The character's Health Points are increased by 20 points.
- Level 3 The character's Health Points are increased by 30 points.
- Level 4 The character's Health Points are increased by 40 points.
- Level 5 The character's Health Points are increased by 50 points.
- Level 6 The character's Health Points are increased by 60 points.

Examples: The Puma Sisters have durable mechanical bodies, which can withstand more damage than one of flesh and bone (Level 1). Squad Leader Britain takes a lot of punishment in the series, but recovers quickly (Level 2).

Divine Relationship (1 point/Level)

Relevant Stat: None

A character possessing a Divine Relationship has powerful forces acting as his or her Guardian, which can beneficially influence the outcome of important events (or maybe he or she is just really lucky). This relationship is represented through the re-rolling of undesirable dice rolls.

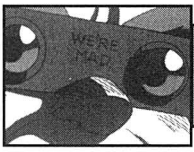
Energy Bonus (1 point/Level)

Relevant Stat: None.

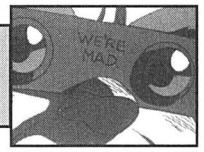
Possessing this Attribute increases the Energy Points of the character, allowing him or her to draw on a greater pool of energy reserves in times of need. See page 42 of *Step 6: Derived Values* for information on Energy Points and their uses.

- Level 1 The character's Energy Points are increased by 10 points.
- Level 2 The character's Energy Points are increased by 20 points.
- Level 3 The character's Energy Points are increased by 30 points.
- Level 4 The character's Energy Points are increased by 40 points.
- Level 5 The character's Energy Points are increased by 50 points.
- Level 6 The character's Energy Points are increased by 60 points.

Example: Buaku demonstrates the ability to keep moving despite serious injuries (Level 1). He may have used his Energy Points to help boost his Health Points temporarily, which kept him alive long enough to reach medical attention.



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Focused Damage (1 point/Level)

Relevant Stat: None.

A character with the Focused Damage attribute knows precisely how and where to hit any opponent in order to inflict incredible amounts of damage while using one specific weapon or method of attack (this attack is defined during character creation). For example, it might represent a special talent with a tank gun, or knowledge of a particular martial arts technique. For more information on physical combat and damage, see page 87 of *Chapter 3: Game Mechanics*.

- Level 1 Damage delivered in combat for the specific attack is increased by 5 points.
- Level 2 Damage delivered in combat for the specific attack is increased by 10 points.
- Level 3 Damage delivered in combat for the specific attack is increased by 15 points.
- Level 4 Damage delivered in combat for the specific attack is increased by 20 points.
- Level 5 Damage delivered in combat for the specific attack is increased by 25 points.
- Level 6 Damage delivered in combat for the specific attack is increased by 30 points.

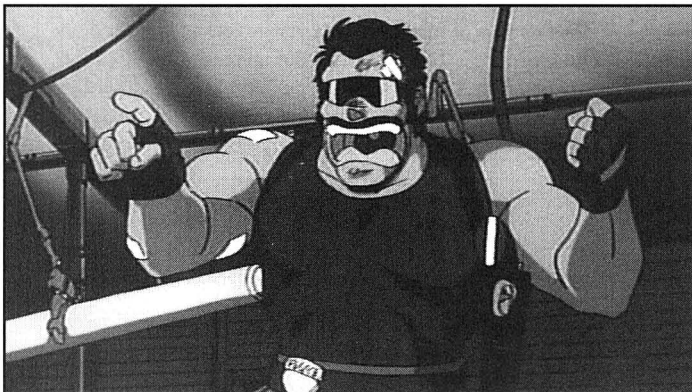
Example: Leona and Al both demonstrate enhanced ability to fire Bonaparte's cannon rounds into the location where they do the most damage (Level 3).

Fortified Body (1 point/Level)

Relevant Stat: None

A character with a Fortified Body receives a bonus to the Body Stat. The increase cannot raise the Stat above 12.

- Level 1 The character's Body Stat is increased by 1 point.
- Level 2 The character's Body Stat is increased by 2 points.
- Level 3 The character's Body Stat is increased by 3 points.
- Level 4 The character's Body Stat is increased by 4 points.
- Level 5 The character's Body Stat is increased by 5 points.
- Level 6 The character's Body Stat is increased by 6 points.



Examples: The Red Commandos and Britain have impressive physiques, and each possess 1-2 Levels in this Attribute.

Heightened Senses (1 point/Level)

Relevant Stat: Body

A character with Heightened Senses will have an acute perception of taste, touch, sight, smell, and hearing compared to those of an average human adult. Alternatively, a character may possess only one Heightened Sense at a greatly increased level of perception (shown in brackets below). Objects that enhance a character's senses (for example, a shotgun microphone) are not covered by this Attribute, but by the Personal Gear Attribute (page 28).

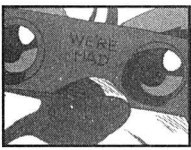
- Level 1 The character has a slight heightening of all senses (or twice as sharp for one single heightened sense).
- Level 2 The character's senses are all twice as sharp (or four times as sharp for one single heightened sense).
- Level 3 The character's senses are all three times as sharp (or six times as sharp for one single heightened sense).
- Level 4 The character's senses are all four times as sharp (or eight times as sharp for one single heightened sense).
- Level 5 The character's senses are all five times as sharp (or ten times as sharp for one single heightened sense).
- Level 6 The character's senses are all six times as sharp (or twelve times as sharp for one single heightened sense).

Examples: Britain's highly-sensitive palate can determine the molecular composition of certain liquids (Level 3). Arguably, the Puma Sisters (with big cat ears) might possess heightened hearing abilities or a feline ability to see in reduced light levels, but there does not seem to be any evidence in the OAV series that they actually do. However, it is quite possible that other androids, cyborgs, or artificial people might have these abilities.

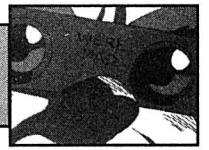
Highly Skilled (1 point/Level)

Relevant Stat: varies

A character with this Attribute is more experienced or better trained than an ordinary person, and as a result has more Skill Points (see page 34) than an average human adult. Skill Points are used to acquire individual Skills such as Driving, Gun Combat, or Mechanic. Extending this Attribute beyond Level 6 provides 10 additional Skill Points per Level (for example, Level 11 would provide a total of 110 Skill Points). Acquiring several Levels of the Highly Skilled Attribute is the ideal method for creating a versatile character.

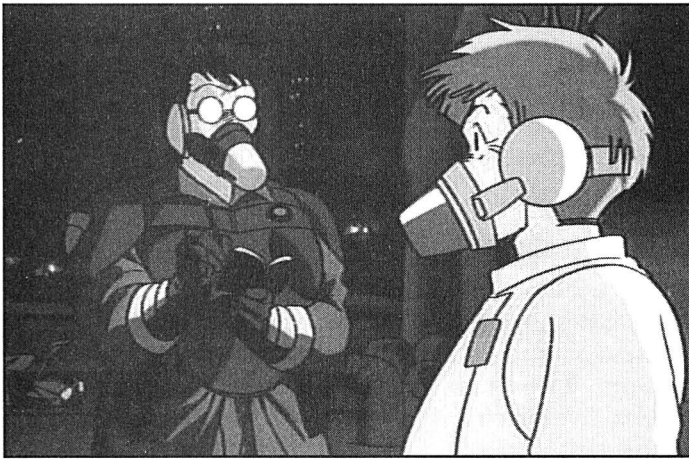


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- Level 1 The character gains an additional 10 Skill Points.
- Level 2 The character gains an additional 20 Skill Points.
- Level 3 The character gains an additional 30 Skill Points.
- Level 4 The character gains an additional 40 Skill Points.
- Level 5 The character gains an additional 50 Skill Points.
- Level 6 The character gains an additional 60 Skill Points.

Examples: Specs has advanced training in criminal law, computer programming, and biochemistry (Level 3), while Leona has a natural talent for long range combat and defense (Level 5).



Massive Damage (2 points/Level)

Relevant Stat: none

A character with the Massive Damage attribute knows precisely how and where to hit any opponent in order to inflict incredible amounts of damage. This knowledge can be applied to any form of physical combat, including armed, unarmed, martial arts and ranged weapons. Naturally, the character's attack must be successful to inflict any damage. Physical strength is not the key to delivering massive damage in an attack — the ability to see the weakness in any human, android, alien or animal body is far more important.

The damage modifier only applies to attacks in which the character has direct influence. For example, a character throwing a grenade or firing a tank gun is in direct control of the attack, but the same character does not have influence over a bomb with a delayed timer. For more information on physical combat and damage, see page 87 of *Chapter 3: Game Mechanics*.

- Level 1 The character's Damage is increased by 5 points.
- Level 2 The character's Damage is increased by 10 points.
- Level 3 The character's Damage is increased by 15 points.
- Level 4 The character's Damage is increased by 20 points.
- Level 5 The character's Damage is increased by 25 points.
- Level 6 The character's Damage is increased by 30 points.

Example: The Puma Sisters are familiar with a wide range of combat techniques and know precisely where to hit opponents to deliver enhanced damage (Level 2).

Mechanical Genius (2 points/Level)

Relevant Stat: Mind

The character has an unnatural affinity with complex machines. Unlike someone who is merely well trained in a particular technical skill, he or she is able to flip through a technical manual for an advanced-technology mecha in 30 seconds, then figure out a way to repair the mecha in an hour. Every other Level of Mechanical Genius (round up) also adds +1 Level to the Electronics and Mechanics Skills (see pages 37 and 38). A character with this Attribute can also build new gadgets at an astonishing rate, provided he or she has appropriate parts and facilities; in game terms, this means the character can modify existing mecha (or personal gear) as long as the overall point total is unchanged.

- Level 1 The character can repair mecha damage, or build things at 2 times normal speed; +1 to Mechanics/Electronics Skills.
- Level 2 The character can repair mecha damage, or build things at 5 times normal speed; +1 to Mechanics/Electronics Skills.
- Level 3 The character can repair mecha damage, or build things at 10 times normal speed; +2 to Mechanics/Electronics Skills.
- Level 4 The character can repair mecha damage, or build things at 20 times normal speed; +2 to Mechanics/Electronics Skills.
- Level 5 The character can repair mecha damage, or build things at 50 times normal speed; +3 to Mechanics/Electronics Skills.
- Level 6 The character can repair mecha damage, or build things at 100 times normal speed; +3 to Mechanics/Electronics Skills.

Example: Al demonstrates his mechanical genius when he takes the pile of junk that is the Tank Special (with the help of Leona) and transforms it into Bonaparte in only a few days (Level 2).

More Powerful Mecha (1 point/Level)

Relevant Stat: None

This Attribute adds to a character's Mecha Points, and is only available if he or she already has the Own a Big Mecha Attribute (see page 28) at Level 1 or higher.

- Level 1 The character gains an additional 5 Mecha Points.
- Level 2 The character gains an additional 10 Mecha Points.
- Level 3 The character gains an additional 15 Mecha Points.
- Level 4 The character gains an additional 20 Mecha Points.
- Level 5 The character gains an additional 25 Mecha Points.
- Level 6 The character gains an additional 30 Mecha Points.



Chapter 2: Character Creation



Example: This Attribute is useful for acquiring "intermediate" Mecha Point totals. If a character needs 25, 30 or 35 Mecha Points rather than 20 or 40 Mecha Points, assigning one Level of Own a Big Mecha and 1-3 Levels of More Powerful Mecha is recommended.

Own a Big Mecha (OBM) (4 points/Level)

Relevant Stat: None

This Attribute allows the character to own a tank or other mecha. The details of design, storage, and game impact are determined using *Appendix 1: Mecha Creation* (page 135). Characters must possess at least one Level in this Attribute to own a mecha. Each Attribute Level provides the player with 20 Mecha Points (MP, different from Character Points) to use in the construction of an original, balanced mecha design, or to acquire series mecha which have an assigned Mecha Point costs (see pages 57-64). Mecha Points that are used to acquire new mecha are designed after Step 6 but before Step 7 of *Character Creation*.

Multiple Mecha — A player may use Mecha Points from the Own a Big Mecha Attribute to acquire more than one mecha for his or her character. For example, a player could spend the majority of points on a tank, and the few remaining points on an enhanced racing bike. Each mecha must require the allocation of at least one Mecha Point, however. Note that very inexpensive mecha (costing only 1-5 Mecha Points), such as ordinary cars and motorcycles, can alternately be acquired through the Personal Gear Attribute (see next column).

Shared Mecha — Two or more players can pool some or all of their character's Mecha Points to acquire a more powerful mecha, or a group of mecha they own and operate in common. This is most common for tanks that have multi-person crews.

- Level 1 Modest mecha. 20 Mecha Points for Mecha Sub-Attributes.
- Level 2 Somewhat powerful mecha. 40 Mecha Points for Mecha Sub-Attributes.
- Level 3 Moderately powerful mecha. 60 Mecha Points for Mecha Sub-Attributes.
- Level 4 Highly powerful mecha. 80 Mecha Points for Mecha Sub-Attributes.
- Level 5 Extremely powerful mecha. 100 Mecha Points for Mecha Sub-Attributes.
- Level 6 Super mecha. 120 Mecha Points for Mecha Sub-Attributes.

Examples: Leona possesses this Attribute at Level 2, while Al has Level 1. Together, they have a total of 60 Mecha Points, which is enough to acquire the 60-Mecha Point mini-tank, Bonaparte.

Personal Gear (1 point/Level)

Relevant Stat: None

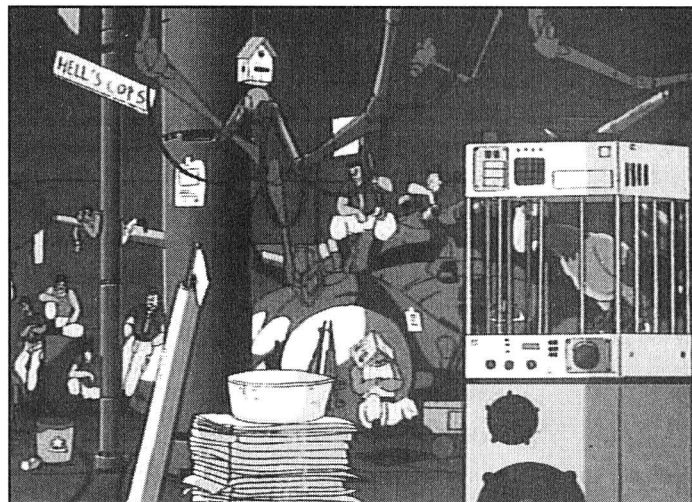
Characters should never be required to sacrifice Character Points for items that are utterly mundane in the campaign setting (such as clothing, a flashlight, a television, a backpack, etc.) However, GMs may decide to require players to allot points in this Attribute if their characters will begin the game with numerous pieces of specialized non-mecha equipment.

The Personal Gear Attribute is used to acquire items to which the average person might not have easy access, such as weapons or specialized professional or adventuring equipment. Personal Gear cannot include alien technology, secret prototypes, magic items, or super-artifacts. The GM always has the final say on whether or not an item is available to the characters.

Each Level in this Attribute permits the character to take one major and four minor items. Alternatively, the character can replace one major item with an extra four minor items. Use the guidelines below to differentiate between major and minor items:

Minor — Something somewhat hard to get, or rather expensive. In Dominion, it is available in a store but costs as much as an average person's monthly wage, or it is cheaper but needs a license or black market contact to acquire. This may include something with which an average police detective might be issued. Examples of minor items include handguns, shotguns, grenades, phone taps, premium medical kits, night vision goggles, full camping gear, burglary tools, expensive tool kits, and personal computers.

Major — The gear is usually illegal for civilians, but is an item which an elite law enforcement agency (such as the Tank Police), an average soldier or a government spy may be issued. Examples of major items include assault rifles, machine guns, rocket launchers, sniper rifles, and body armour. Major gear can also include quite expensive, but commercially available, equipment such as a science lab, workshop, car, or motorbike.





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Personal gear commonly used by police and criminals are described on page 156 in *Appendix 2: Personal Gear*. GMs should determine the game effect of other personal gear and related equipment as appropriate. The GM may decide that vehicles and suits of body armour in the minor or major equipment category can be designed as mecha, using 1-2 (minor) or 4-6 (major) Mecha Points. Likewise, weapons can be designed with the rules for mecha weaponry: a minor weapon has the equivalent of one Level of the Weapon Mecha Sub-Attribute (page 144), while a major weapon would be designed with two or three Levels.

- Level 1 The character possesses 1 major item and 4 minor items.
- Level 2 The character possesses 2 major items and 8 minor items.
- Level 3 The character possesses 3 major items and 12 minor items.
- Level 4 The character possesses 4 major items and 16 minor items.
- Level 5 The character possesses 5 major items and 20 minor items.
- Level 6 The character possesses 6 major items and 24 minor items.

Example: Leona has the Personal Gear Attribute at Level 2. She possesses two major items (a suit of police body armour and a motorcycle) and a number of minor items, including her gas/bacterial mask, radio headset and pistol.

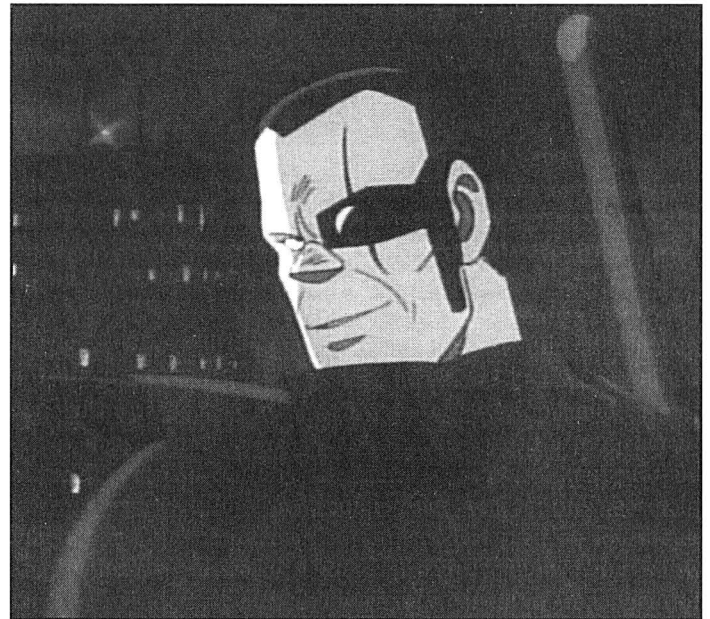
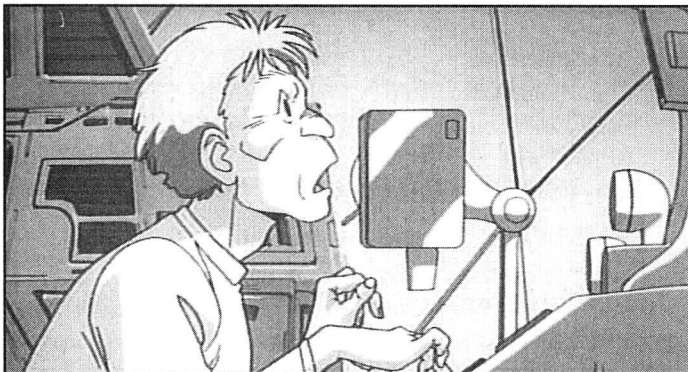
Powerful Mind (1 point/Level)

Relevant Stat: None

A character with a Powerful Mind receives a bonus to the Mind Stat. The increase cannot raise the Stat above 12.

- Level 1 The character's Mind Stat is increased by 1 point.
- Level 2 The character's Mind Stat is increased by 2 points.
- Level 3 The character's Mind Stat is increased by 3 points.
- Level 4 The character's Mind Stat is increased by 4 points.
- Level 5 The character's Mind Stat is increased by 5 points.
- Level 6 The character's Mind Stat is increased by 6 points.

Example: Specs, the VAP doctor, and Buaku each possess 1-2 Levels in this Attribute.



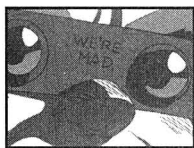
Speed (1 point/Level)

Relevant Stat: Body

The Speed Attribute dictates how quickly a character can potentially move (run, swim, fly) in comparison to an average human adult. Level 1, 2 or 3 is comparable to a character with a Body Stat of 10, 11 or 12 respectively. Thus if a character possesses a Body Stat of 10, 11 or 12, his or her Speed Attribute starts at Level 1, 2 or 3 respectively (without requiring Character Points). At Level 3 and above the character gains an Initiative bonus when engaged in physical combat; at Level 4 the character's Combat Value is also increased (*Chapter 3: Game Mechanics*, page 87).

- Level 1 The character is one and one-half times faster than an average human adult.
- Level 2 The character is two times faster than an average human adult.
- Level 3 The character is three times faster than an average human adult, gaining a +1 to Initiative.
- Level 4 The character is four times faster than an average human adult. His or her Combat Value is increased by 1 point, gaining a +2 to Initiative.
- Level 5 The character is five times faster than an average human adult. His or her Combat Value is increased by 1 point, gaining a +3 to Initiative.
- Level 6 The character is six times faster than an average human adult. His or her Combat Value is increased by 1 point, gaining a +4 to Initiative.

Examples: The Puma Sisters have quick reflexes, and can out-manoeuvre many opponents (Level 1), while the Red Commandos (Level 2) and Red Commando Leader (Level 3) are lightning-fast.



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Strong Soul (1 point/Level)

Relevant Stat: None

A character with a Strong Soul receives a bonus to the Soul Stat. The increase cannot raise the Stat above 12.

- Level 1 The character's Soul Stat is increased by 1 point.
- Level 2 The character's Soul Stat is increased by 2 points.
- Level 3 The character's Soul Stat is increased by 3 points.
- Level 4 The character's Soul Stat is increased by 4 points.
- Level 5 The character's Soul Stat is increased by 5 points.
- Level 6 The character's Soul Stat is increased by 6 points.

Example: Although few characters in Dominion have strong souls, the Chaplain's faith provides him with a spiritual peace (Level 1).

Unique Character Attribute (1-4 points/Level)

Relevant Stat: Varies

This section covers any and all Character Attributes not detailed in the rules. Often one single point in a Unique Character Attribute is sufficient to give the character "flavour", but more points can be allotted to enhance the effects on game play, and must be added if the Attribute would be of considerable benefit. Discuss the Attribute with the GM to determine what specific game effects the Unique Character Attribute possesses.

- Level 1 The Attribute has little character or game effect.
- Level 2 The Attribute has a moderate character or game effect.
- Level 3 The Attribute has a large character or game effect.
- Level 4 The Attribute has a major character or game effect.
- Level 5 The Attribute has an extreme effect on the character or game.
- Level 6 The Attribute has a primal effect on the character or game.

Example: Crolis Greenpeace's ability to filter the bacterial cloud and survive on sunlight and water (without requiring solid food) is a moderate advantage (Level 2). The GM may decide that this Unique Character Attribute requires 2 points/Level, for a total of 4 points at Level 2.



Step 5: Character Defects



Defects are small disadvantages through which your character must suffer in order to overcome the hardships of day-to-day life. *Dominion* characters are far from perfect, and Defects serve as an excellent, and often comical, role-playing opportunity. Defects only impede your character to a limited extent however, and are not intended to totally negate his or her many abilities. By taking a Character Defect you can gain one or two Bonus Points (BP) to use for acquiring Character Attributes (explained in *Step 4: Character Attributes*). After you have selected

your character's Defects, return to the previous step to use your Bonus Points. The Character Defects available are listed in **Table 2-3: Character Defects**. It is recommended that you assign no more than 5 Defects to your character.

The Defect descriptions below indicate the possible effect on role-playing and any adjustments made to Stats or other character values. When in doubt, consult the GM for details on how he or she plans to implement your character's Defects.

Ellen must still account for the 3 extra Character Points she spent on Character Attributes for Leona Osaki. After reflecting upon Leona's personality and situation, Ellen assigns Leona the following Defects: Conditional Ownership (1 BP), Easily Distracted (cool mecha, 1 BP), and Phobia (Bonaparte getting hurt, 1 BP). These Character Defects will return 3 Bonus Points to the character, which are used to eliminate the 3 Character Point deficit.

Table 2-3: Character Defects

Attack Restriction	Awkward
Conditional Ownership	Delicate Body
Easily Distracted	Empty Mind
Hollow Soul	Inept Combat
Less Powerful Mecha	Marked
Owned By a Megacorp	Phobia
Physically Unappealing	Recurring Nightmares
Rejected by Society	Unique Character Defect
Unskilled	



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Attack Restriction

A character with the Attack Restriction Defect has limitations on who he or she can attack because of moral reservations, emotional attachments, strict orders from a superior, or actual mental programming (for example, an android might be programmed to follow certain laws). The attack restriction can only be overcome during exceptional circumstances, and may result in harsh consequences, including unbearable guilt or punishment by superiors. Refusing to attack normal or innocent people is not considered to be an actual restriction for police, but rather a moral choice that places the character on the “Good Side”.

- 1 BP The character's restriction applies to very few people, or the character has moderately strong reservations.
- 2 BP The character's restriction applies to a number of people, or the character has very strong reservations.

Example: Unlike the other Tank Police officers, Al has moderately strong reservations about unnecessary violence and abuse of prisoners (1 BP).

Awkward

A character with the Awkward Defect has not yet learned exactly how his or her body works, and consequently is very clumsy. This Defect has the nasty tendency of hindering the character at crucial moments — in times of stress, when great concentration is required, and sometimes even in combat. Awkward characters often lack self-confidence because they are afraid of creating a mess once again. See *Step 6: Derived Values* (page 41) for more information on the Combat Value.

- 1 BP The character is generally clumsy and accident prone.
- 2 BP The character is very awkward. Combat Value is decreased by 1 point.

Example: No characters from the Dominion series seem especially clumsy, but it is easy to imagine creating a new character who suffers from this Defect.

Conditional Ownership

This Defect can only be acquired by a character who possesses the Own a Big Mecha Attribute. It indicates that the character's mecha actually belongs to another organization — it is issued to the character, but the agency imposes “mild” or “strict” conditions on its use.

“Mild conditions” indicate that the character can use the mecha for some personal business (such as travelling), but if he or she is released from the organization or disobeys direct orders, the mecha can be taken away. The character can also be assigned

a different mecha at any time. For example, a police detective might have conditional use of an unmarked police car (or tank).

“Strict conditions” indicate that the character is only permitted to use the mecha for activities as ordered by the organization. This is the way most military and police mecha are issued. If the character is caught using the mecha for personal pleasure, he or she will receive a severe reprimand!

If a character's body is actually the property of an organization or individual, he or she should take the Owned by a Megacorp Defect (page 33).

- 1 BP Mild conditions are imposed on the mecha's ownership and usage.
- 2 BP Strict conditions are imposed on the mecha's ownership and usage.

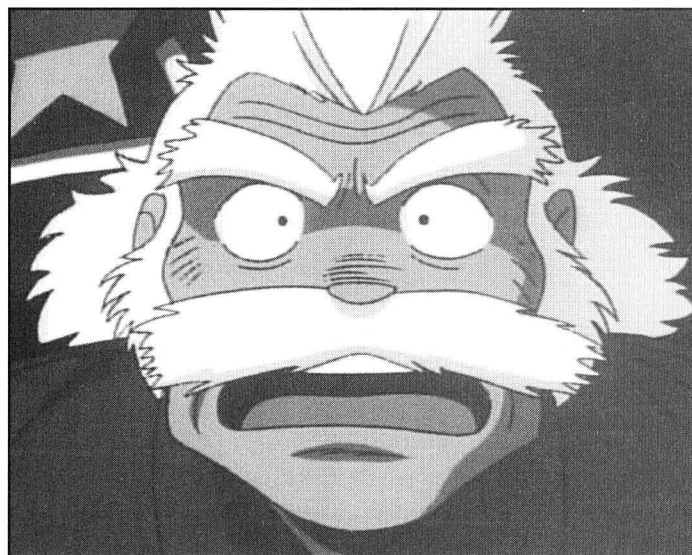
Example: Leona and Al each have Conditional Ownership of Bonaparte (1 BP). Britain would not object if Leona and Al quietly took Bonaparte for a spin to a drive-in burger joint, but they could not take the tank with them on a two-week vacation.

Delicate Body

A character with a Delicate Body suffers a penalty to the Body Stat. The penalty cannot lower the Stat below 1.

- 1 BP The character's Body Stat is decreased by 1 point.
- 2 BP The character's Body Stat is decreased by 2 points.

Example: Both Crolis Greenpeace and the aging Tank Police Chief have Delicate Bodies (1 BP).





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Easily Distracted

Some characters are Easily Distracted by events, objects, people, or ideas (called triggers). Notable examples of triggers include cool mecha (such as a new tank), food, movie stars, hobbies, gossip, music, their own looks, and cute members of the opposite sex. A character with this Defect will become enthralled with the trigger until it can no longer influence him or her. Many characters have interests in a variety of triggers, but do not possess this Defect because their interest is moderated by their sense of judgment.

- 1 BP The character is distracted by one specific trigger, or by a broad trigger that is encountered infrequently.
- 2 BP The character is distracted by a number of triggers, or by one trigger that is encountered frequently.

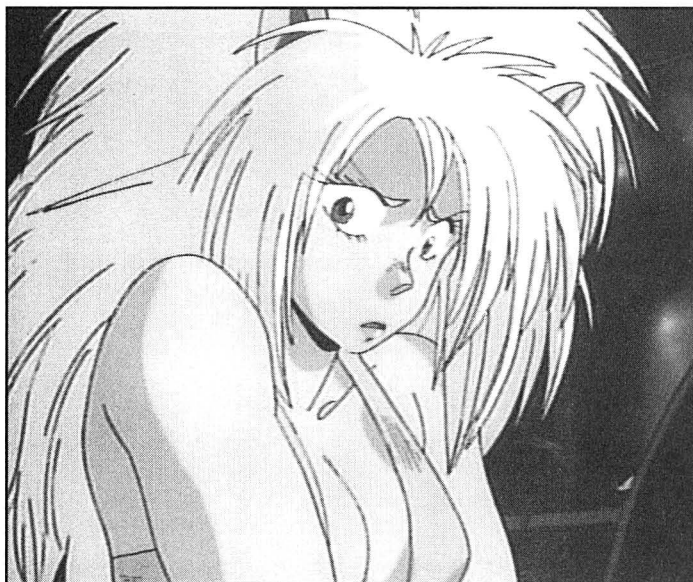
Example: Leona is easily distracted by exotic mecha (1 BP). She may stop to investigate them (or point and laugh maniacally) until Al manages to regain her attention once again.

Empty Mind

A character with an Empty Mind suffers a penalty to the Mind Stat. The penalty cannot lower the Stat below 1.

- 1 BP The character's Mind Stat is decreased by 1 point.
- 2 BP The character's Mind Stat is decreased by 2 points.

Example: The Puma Sisters are a little bubble-headed at times, and cannot always understand simple concepts.



Hollow Soul

A character with a Hollow Soul suffers a penalty to the Soul Stat. The penalty cannot lower the Stat below 1.

- 1 BP The character's Soul Stat is decreased by 1 point.
- 2 BP The character's Soul Stat is decreased by 2 points.

Example: Initially, Crolis Greenpeace has little sense of her own identity and very little willpower (2 BP).

Inept Combat

This Defect reflects a character's poor judgment in combat situations, which can often place him or her in precarious positions. A character with the Inept Combat Defect suffers a penalty to the Combat Value. The penalty cannot lower the Value below 1. See *Step 6: Derived Values* for more information on the Combat Value.

- 1 BP The character's Combat Value is decreased by 1 point.
- 2 BP The character's Combat Value is decreased by 2 points.

Example: The violence-hating Mayor Weatherbea is a good example of a character with Inept Combat (1 BP). Many Newport citizens will also have this Defect.

Less Powerful Mecha

This Defect reduces the number of Mecha Points available to the character for acquiring Mecha Sub-Attributes (page 138).

- 1 BP Mecha Point total is reduced by 5 Points.
- 2 BP Mecha Point total is reduced by 10 Points.

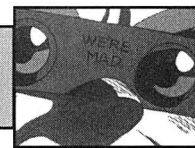
Example: An ordinary police or SWAT officer with a squad car or police van (requiring only 10-15 Mecha Points) would probably possess one Level of the Own a Big Mecha Attribute and one or two Levels of the Less Powerful Mecha Defect.

Marked

A character is considered Marked if his or her body hosts a permanent and distinguishing design that may be difficult to conceal. The design may be a family symbol, an identifying birthmark, a permanent scar, or a unique tattoo. If the mark is not considered out of the ordinary (such as freckles or a common tattoo), this Defect does not apply. Traditional Japanese gangsters (*Yakuza*) wear identifiable tattoos, which would count as a Marked Defect. A character with a slightly non-human appearance also applies.



Chapter 2: Character Creation



- 1 BP The mark is easily concealable because it is small or in an inconspicuous location.
- 2 BP The mark is difficult to conceal because it is large or in an obvious location.

Example: The Puma Sisters have an easily concealable mark — their feline ears — that can be hidden under a cap or hat (1 BP). Conversely, Crolis Greenpeace's green skin and wings are difficult to conceal (2 BP).

Owned By A Megacorp

Free-will has little meaning for a character who is Owned By A Megacorp. Control over the character can be exerted through a variety of methods including blackmail, brainwashing, legal contract, cybertechology, or just highly effective propaganda. Dire consequences await a character whose actions conflict with the mandate of the owning corporation. It is important to remember that some megacorps are more commonly known as “the government”.

- 1 BP Megacorp has partial ownership of the character.
- 2 BP Megacorp has near total ownership of the character.

Example: Androids and artificial life-forms do exist in the year 2010. While there does not appear to be any series Dominion characters that are currently possessions of a corporation, Buaku was once part of the genetic experiments in the Greenpeace project and would have been assigned this Defect at Level 2.

Phobia

A Phobia is often an irrational fear of an event, object, or person that can limit a character's choice of actions. Avoiding situations that could trigger the phobia may take a high priority in the character's life. Note that a Phobia that effectively cripples the character with fear does not add constructively to the role-playing experience.

- 1 BP The character has a minor phobia, or one that is encountered infrequently.
- 2 BP The character has a significant phobia, or one that is encountered frequently.

Example: Leona has a Phobia about Bonaparte getting dented, scratched, or suffering “hurt feelings”. Since she will still take Bonaparte into battle, however, it counts as only a minor phobia (1 BP).

Physically Unappealing

A physically unappealing character may find it difficult to blend into a crowd because their appearance is very distinctive. The term “unappealing” does not necessarily mean ugly, but can also refer to disfigurement or other supernatural abnormalities.

- 1 BP The character is mildly unappealing.
- 2 BP The character is highly unappealing.

Example: Buaku is a good example of a mildly unattractive character (1 BP). Buaku's early life in a laboratory as a scientific experiment may have affected his appearance.

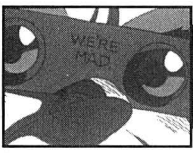
Recurring Nightmares

When the Recurring Nightmare Defect haunts a character, he or she has trouble sleeping at nights and occasionally functions at less than optimum performance during the day. The nightmare can be a memory of a tragic event or traumatic experience, or it might be something else, such as a side effect from brainwashing. The nightmare may not occur every night but it will haunt the character on a regular basis. The nightmares do not need to portray the exact same events again and again, but the visions should be related in some way. Alternatively, recurring nightmares can refer to flashbacks to some traumatic event — the GM should decide when something triggers the memory, and how the flashback impacts the character's behavior. The details concerning the subject matter of the nightmares or flashbacks and why they occur is the responsibility of the GM and the player.

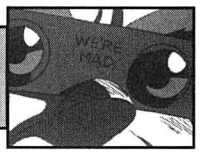
- 1 BP The nightmares occur infrequently and have a small effect on the character's lifestyle.
- 2 BP The nightmares occur frequently and have a large effect on the character's lifestyle.

Example: Buaku has infrequent flashbacks of his “innocent” life before he became a criminal (1 BP).





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Rejected by Society

The character is frequently subject to prejudice from many people in mainstream society (for example, he or she may be homeless, or an android), or is actively wanted by the law. This Defect affects the way people react to the character, limits his or her chances of securing a normal job, and may impede his or her ability to wander around in public without risking harassment or arrest.

- 1 BP The character is frequently the victim of prejudice.
- 2 BP The character is actively "wanted" by the police.

Examples: The Puma Sisters and Buaku are both wanted outlaws (2 BP). Even if the Pumas were reformed into "model citizens," they would still be victims of prejudice (1 BP) as they are androids and considered "less than human" by many citizens.

Unique Character Defect

This section covers any and all possible Character Defects that a character might possess but is not detailed in the rules. The boundaries and limitations of the Defect should be discussed with the GM.

- 1 BP The Defect occurs rarely, or has a small effect on the character.
- 2 BP The Defect occurs frequently, or has a large effect on the character.

Examples: Possible unique character defects include amnesia, Easily Enraged (Britain has this Defect at 1 BP), terrible allergies, and a physical affliction (the Red Commander Leader seems to have only one eye). Another example of a Unique Defect might be Reduced Immunity to the Bacterial Cloud (manifested by suffering double or quadruple damage from exposure).

Unskilled

An Unskilled character starts with less than the usual number of Skill Points. This Defect cannot be combined with the Highly Skilled Attribute.

- 1 BP The character has 10 fewer starting Skill Points.
- 2 BP The character does not have any starting Skill Points.

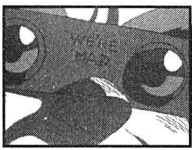
Example: At the end of the Dominion series, Crolis Greenpeace was only just "hatched" from suspended animation, and thus does not have any starting Skill Points (2 BP).

Step 6: Skills

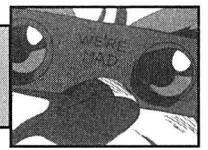
Your character's Skills represent his or her extensive training and experience in a particular field. Skill Points, not Character Points, are used to acquire skills. A starting character receives 20 Skill Points, plus an additional 10 Skill Points for each Level of the Highly Skilled Attribute (page 26) that he or she possesses. A character with the Unskilled Defect (left column) has 10 or 20 fewer Skill Points. Non-player characters created by the GM may have any number of Skill Points. An ordinary person (such as the Mayor) will usually have only 5-15 Skill Points, for example.

The different Skills are divided into Levels 1 through 6. Increasing the value of a Skill by 1 Level requires 1 or more Skill Points, depending on the Skill (see **Table 2-4: Character Skills**, page 36). The higher the Skill Level, the better your character is at that Skill, and the broader his or her knowledge within the field. In the Tri-Stat System, the point cost of a Skill is based on its utility in the genre, and not the difficulty of learning the Skill. Thus, in *Dominion Tank Police*, action-oriented skills are fairly costly at 3-6 Skill Points for each Level, while other skills (which are less likely to come into play in a game about tank cops and super-criminals) only require 1-2 Skill Points for each Level. The Skill Point cost is printed in bold beside each Skill name. The description indicates possible game effects, and the Stat most relevant to the Skill's use if a Skill Check dice roll is needed (see page 84 of *Chapter 3: Combat and Other Actions*).





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Skill Level 1 — Trained. The character has had some training and practice within the Skill.

Skill Level 2 — Well-Trained. The character has had moderate training and practice within the Skill.

Skill Level 3 — Expert. The character has had significant training and practice within the Skill.

Skill Level 4 — Veteran. The character has had extensive training and practice within the Skill.

Skill Level 5 — Master. The character has had exhaustive training and practice within the Skill.

Skill Level 6 — Grand Master. The character has unparalleled ability and knowledge within the Skill.

Every Skill has a number of associated “specialties”, which describe the different ways that the Skill may be used. For example, Gun Combat is divided into Auto-fire, Pistol and Rifle. When you assign a Skill to your character, choose one of the listed specialties or create a new specialty with GM approval. Your character will be significantly better in the chosen specialization than he or she will be in the other aspects of the Skill. A specialization is usually recorded in parenthesis after the Skill, for example, “Gun Combat Level 3 (Auto-fire)”.

Instead of improving a Skill by one Level, it is possible to take an extra specialization. Each extra specialization costs only one Skill Point, regardless of the point cost of the Skill. If your character has Skill Points to spare, you may find it advantageous to add an extra Skill Level rather than take many extra specializations. For example, Cultural Arts at Level 3 with the History specialty costs 6 Skill Points (2 Skill Points/Level). Adding the Archaeology specialty would cost an additional 1 point (7 points total), while adding the Archaeology and



Literature specialties would cost an additional 2 points (8 points total). However, the cost of increasing the entire Cultural Arts Skill by one Level also costs 2 Skill Points (8 points total), and may thus be more beneficial than just acquiring the additional specialties.

Game mechanics for using Skills in game play are described in Chapter 3, but there is no need to worry about them while designing a character — simply choose those Skills that most closely fit your character concept. If you are recreating a character from the *Dominion Tank Police* series, you should choose Skills which the character displays, or would logically possess based on their background.

Important Note: You do not need to assign your character’s Skill Points to a particular Skill to justify some familiarity within the field (this tends to lead to skill inflation). Even a Level 1 Skill assignment reflects a significant amount of training, and will demonstrate that your character is quite knowledgeable or capable in the chosen area. If your character has only limited capabilities with any Skill, he or she should not possess any Levels in the Skill. For example, a character that knows how to drive a car safely on city streets does not automatically need the Driving (Car) Skill. Similarly, a character that only took a first year university course in criminology does not automatically need the Law (Criminal) Skill. And of course, a character that can pick up a pistol, aim along the sight, and fire, does not automatically need the Gun Combat (Pistol) Skill.

Ellen’s character, Leona Osaki, possesses the Highly Skilled Attribute at Level 5, giving her an extra 50 Skill Points. Added to the starting 20 Skill Points, she has a total of 70 Skill Points. Ellen thinks about what Leona has done in the series, and the Skills (such as Law and Medical) that she thinks any police officer would need. Ellen uses the 80 Skill Points to acquire the following Skills and specializations: Driving (motorcycle) Level 2 (10 Points), Gun Combat (pistol) Level 1 (4 Points), Heavy Weapons (gunnery, artillery) Level 3 (16 Points), Interrogation (psychological) Level 1 (4 Points), Law (criminal) Level 1 (2 Points), Mechanics (automotive, amoury) Level 1 (5 Points), Medical (emergency response) Level 1 (3 Points), Melee attack (sword) Level 1 (3 Points), Melee Defense (sword) Level 1 (3 Points), Navigation (urban) Level 2 (4 Points), Ranged Defense (on foot, ground vehicle) Level 3 (16 Points). In most cases, Ellen has only assigned a single specialization to Leona; the exceptions are Mechanics and Ranged Defense, where she decided that two specializations were appropriate. Leona’s lack of any specialization in Driving (armored vehicle) is deliberate: she was reassigned from the motorcycle patrol, and she is not at her best when driving a tank (she prefers to leave that to Al).



Chapter 2: Character Creation



Table 2-4: Character Skills

Acrobatics	Architecture
Biological Science	Boating
Business Management	Computers
Cooking	Cultural Arts
Demolitions	Disguise
Driving	Electronics
Forgery	Gaming
Gun Combat	Heavy Weapons
Interrogation	Law
Linguistics	Mechanics
Medical	Melee Attack
Melee Defense	Military Scinces
Navigation	Performing Arts
Physical Science	Piloting
Police Science	Ranged Defense
Sleight of Hand	Social Sciences
Sports	Stealth
Thrown Weapons	Unarmed Attack
Unarmed Defense	Urban Tracking
Visual Arts	Wilderness Survival
Wilderness Tracking	Writing

Acrobatics (4 Skill Points/Level)

Relevant Stat: Body

The ability to perform gymnastic feats including jumps, flips, bends and contortions.

Specializations: Balance, Flexibility, Jumps, Tumbling

Architecture (2 Skill Points/Level)

Relevant Stat: Mind

Knowledge of construction methods, architectural drafting, etc. In the world of *Dominion*, this includes some aspects of biotechnology, since many buildings are made from engineered organic materials. A successful use of this skill can also find weak points in constructions, or help in locating old structural plans.

Specializations: Aquatic (including oil rigs and floating cities), Bridges, Buildings, Fortifications, Space Habitats

Biological Sciences (4 Skill Points/Level)

Relevant Stat: Mind

This field covers scientific knowledge of how living things function. In the *Dominion* world, this can be a very important field.

Specializations: Bacteria/Viruses, Botany, Ecology, Genetic Engineering, Physiology, Zoology

Boating (2 Skill Points/Level)

Relevant Stat: Varies

The ability to safely operate a watercraft.

Specializations: Hovercraft, Large Ships, Small Boats, Submarines

Business Management (2 Skill Points/Level)

Relevant Stat: Mind or Soul

The ability to run part or all of a business, as well as knowledge of how businesses operate (useful for detectives investigating money laundering or fraud). If characters run their own business, the GM can assume it is profitable if they make a successful Skill Check every month. If not, they may be losing money, and need to accept a special assignment to pay the bills or risk bankruptcy. For mercenary groups, such as the Red Commandos, this Skill is useful for locating new employees.

Specializations: Accounting, Banking, Fraud, Marketing, Recruitment, Securities, Small Business.

Computers (3 Skill Points/Level)

Relevant Stat: Mind

Practical knowledge of computer use. Computer engineering (hardware) is covered by Electronics.

Specializations: Artificial Intelligence, Databases, Intrusion/Security, Networks, Programming

Cooking (1 Skill Point/Level)

Relevant Stat: Mind or Soul

The ability to prepare tasty meals, and to find the best ingredients when shopping.

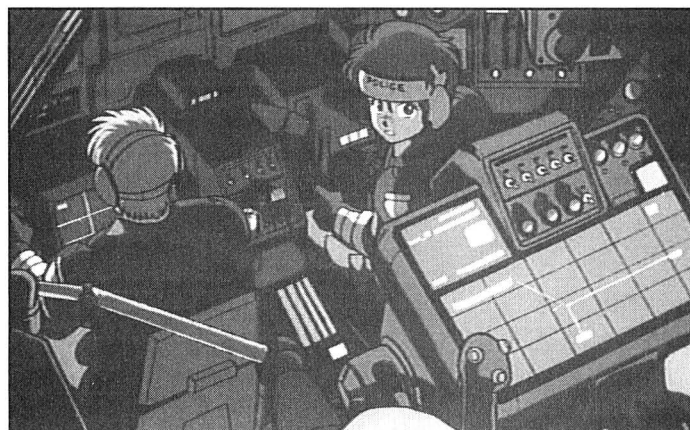
Specializations: Ethnic, Exotic, Fast Food, Gourmet, Home

Cultural Arts (2 Skill Points/Level)

Relevant Stat: Mind

Knowledge of aspects of human culture

Specializations: Art Appraisal, Archaeology, History, Literature, Occultism, Urban Legends



Demolitions (2 Skill Points/Level)

Relevant Stat: Varies

The ability to set explosive charges without getting hurt in the process, or inflicting undesired collateral damage.

Specializations: Artificial Structures, Bomb Disposal, Natural Structures, Underwater



Chapter 2: Character Creation



Disguise (2 Skill Points/Level)

Relevant Stat: Varies

The ability to change one's personal appearance, in an attempt to deceive others.

Specializations: Costume, Make-up, Prosthetics

Driving (5 Skill Points/Level)

Relevant Stat: Body

The ability to operate a powered ground vehicle. Skill checks are only necessary in difficult situations, such as performing vehicular stunts, avoiding hazards, etc. Most characters in *Dominion Tank Police* will have this Skill. Police generally specialize in Armoured Fighting Vehicle, Car, Motorcycle, or Van. For humanoid suits of powered armour, this Skill is not necessary since the Acrobatics Skill is used to perform complex manoeuvres.

Specializations: Armoured Fighting Vehicle, Car, Big Rig (large tractor/trailer trucks), Combat Walkers, Motorcycle, Snowmobile, Van (and small trucks).



Electronics (3 Skill Points/Level)

Relevant Stat: Mind

The ability to maintain, repair, build, modify (and at high levels, design) electronic equipment.

Specializations: Communications, Computers, Consumer Electronics, Robotics, Security, Sensors

Forgery (2 Skill Points/Level)

Relevant Stat: Mind

The ability to counterfeit documents and papers. In the world of *Dominion*, this skill is often used in conjunction with the Computer Skill.

Specializations: Electronic Documents, Handwriting, Paper Documents

Gaming (1 Skill Point/Level)

Relevant Stat: Mind or Soul

The ability to play various games and simulations well.

Specializations: Board Games, Computer Games, Card or Gambling Games, Military Simulations

Gun Combat (4 Skill Points/Level)

Relevant Stat: None (uses Attack Combat Value)

The ability to accurately shoot with a hand-held firearm, and to keep it properly maintained. This is an Attack Combat Skill. "Auto-fire" applies to firing bursts from any gun, whether it is a small submachine gun, a big assault rifle, or a machine gun. Pistol applies to single-handed guns, designed without a shoulder stock, which fire individual rounds. Rifle applies to guns with a shoulder stock that fire individual rounds (it also includes shotguns).

Specializations: Auto-fire, Pistol, Rifle

Heavy Weapons (5 Skill Points/Level)

Relevant Stat: None (uses Attack Combat Value)

The ability to accurately fire and maintain vehicle-mounted or tripod-mounted weapons (such as a tank cannon or heavy machine gun), as well as hand-held man-portable rocket and grenade launchers. This is an Attack Combat Skill.

Specializations: Artillery (indirect fire weapons, such as Howitzers), Gunnery (tank guns and other vehicle-mounted direct-fire weapons), Launchers (rocket and missile launchers)

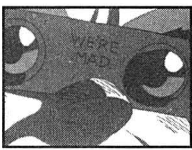
Interrogation (4 Skill Points/Level)

Relevant Stat: Mind

The ability to convince someone to provide information against their will. Most Tank Police are very experienced in psychological interrogation.

Specializations: Drugs, Physical, Psychological





Chapter 2: Character Creation



Law (2 Skill Points/Level)

Relevant Stat: Mind

This Skill reflects knowledge of legal procedure and practice. GMs may assume that anyone with Level 3 or more has a license to practice law. In addition to lawyers, many police officers and politicians have the Law Skill at Level 1 or 2. All specializations, except International, are specific to one country or region only (for example, "Japanese Criminal Law").

Specializations: Civil, Criminal, Family, International, Political

Linguistics (2 Skill Points/Level)

Relevant Stat: Mind

Reflects an aptitude for languages and their historical usage. Additionally, a character will be able to speak and write one foreign language at Level 1, two at Level 2, three or four at Level 3, five to eight at Level 4, nine to twelve at Level 5, and more than twelve at Level 6.

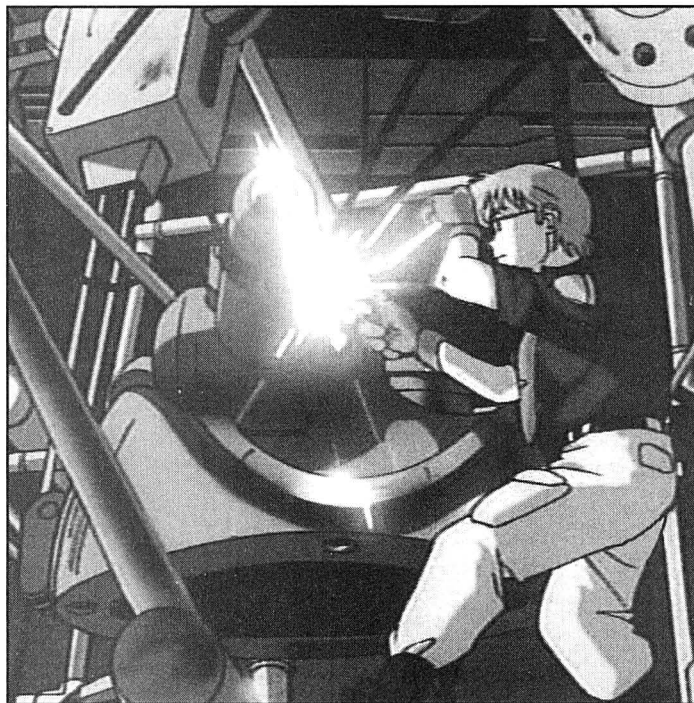
Specializations: Any one language, Code Language, Sign Language, Braille

Mechanics (4 Skill Points/Level)

Relevant Stat: Mind (sometimes Body)

The ability to maintain, repair or build mechanical and electro-mechanical devices. This also includes knowledge of tool use, welding, etc. Armourer applies to heavy vehicle-mounted weapons, while Gunsmith covers personal weaponry. Tanks and similar devices are covered by Automotive.

Specializations: Aeronautical, Armourer, Automotive, Gunsmith, Locksmith, Micro, Traps

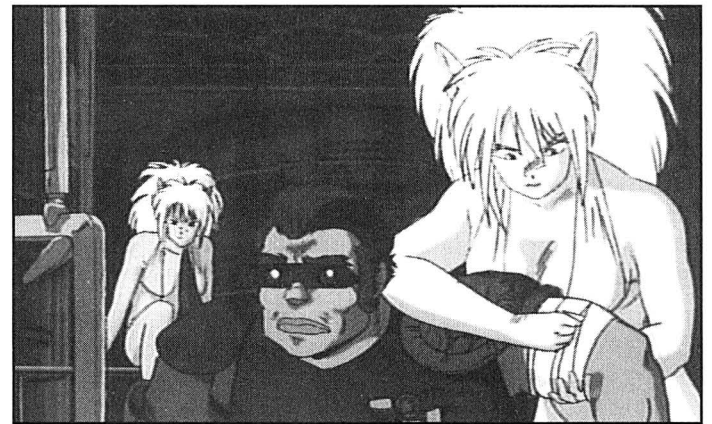


Medical (3 Skill Points/Level)

Relevant Stat: Mind (sometimes Body)

This Skill reflects knowledge of how to heal the human body. A typical general practitioner would usually specialize in Diagnosis, while most police officers or paramedics specialize in Emergency Response (or First Aid).

Specializations: Acupuncture, Aromatherapy, Dentistry, Diagnosis, Emergency Response, Homeopathy, Pathology, Pharmacy, Surgery, Veterinary



Melee Attack (3 Skill Points/Level)

Relevant Stat: None (uses Attack Combat Value)

The ability to attack effectively with a hand-to-hand weapon. This is an Attack Combat Skill, which is fairly common in Dominion's Japan, since swordplay has become a popular spectator sport.

Specializations: Axe, Baton/Club, Knife, Improvised Weapons (from the nearby area), Polearms (spears, naginata, etc.), Sword, Whips/Chains

Melee Defense (3 Skill Points/Level)

Relevant Stat: None (uses Defense Combat Value)

The ability to defend well with a melee weapon. By acquiring different levels of the Attack and Defense Skill, a character's personal style can be simulated. For example, a conservative fencer would have high levels of Melee Defense, while an aggressive attacker would specialize in Melee Attack.

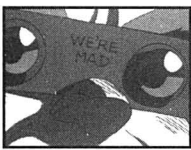
Specializations: Axe, Baton/Club, Knife, Improvised Weapons (from the nearby area), Polearms (spears, naginata, etc.), Sword, Whips/Chains

Military Sciences (3 Skill Points/Level)

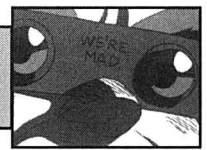
Relevant Stat: Mind

The character has military-style tactical, staff, or leadership training. SWAT and other tactical units (such as the Tank Police) often have individuals who pick up similar skills (and often recruit ex-military personnel).

Specializations: Hardware Recognition, Intelligence Analysis, Logistics, Strategy, Tactics



Chapter 2: Character Creation



Navigation (2 Skill Points/Level)

Relevant Stat: Mind

The ability to read maps or use specialized navigation equipment. The Navigation Skill will help a character find the fastest/safest route to a destination.

Specializations: Air, Sea, Space, Urban, Wilderness

Performing Arts (2 Skill Points/Level)

Relevant Stat: Average of Body and Soul

The ability to perform well before an audience. With the GM's approval, a successful Skill Check can temporarily increase the character's effective Level in Art of Distraction by one.

Specializations: Comedy, Dance, Drama, Public Speaking, Singing.

Physical Sciences (2 Skill Points/Level)

Relevant Stat: Mind

Scientific training in the way the universe works, including the necessary mathematical background.

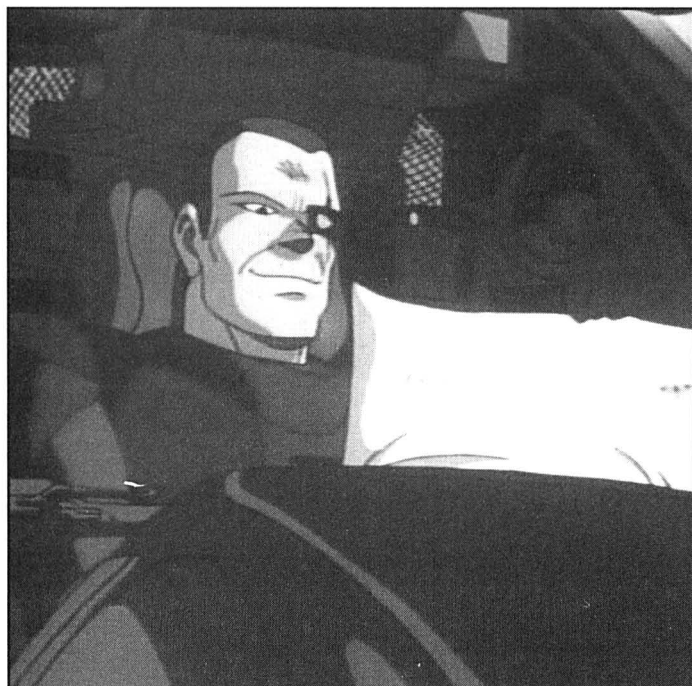
Specializations: Astronomy, Biochemistry, Chemistry, Physics

Piloting (5 Skill Points/Level)

Relevant Stat: Body

The ability to operate air vehicles. Skill checks are normally only necessary when performing an unusual manoeuvre, avoiding a hazard, piloting an unfamiliar aircraft, etc.

Specializations: Heavy Airplane, Helicopter, Jet Fighter, Light Airplane, Lighter-Than-Air Craft, Space Plane



Police Sciences (4 Skill Points/Level)

Relevant Stat: Mind

This is the science behind detective work. Criminology focuses on studies of criminal behaviour and strategies, while forensics covers evidence gathering (including hair-and-fibre, fingerprint and DNA-based identification techniques).

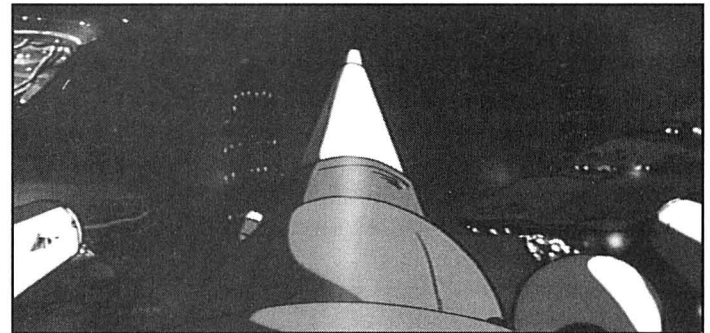
Specializations: Ballistics, Criminology, Forensics

Ranged Defense (5 points/Level)

Relevant Stat: None (uses Defense Combat Value)

The ability to avoid ranged attacks. This Defense Combat Skill does not enable a character to actually dodge bullets. Rather, it is a combination of situational awareness and tactical movement, as well as knowing when to keep moving (to present a more difficult target), and when to drop for cover.

Specializations: Personal (on foot), Air Vehicle, Ground Vehicle, or Water Vehicle, Space Vehicle



Sleight of Hand (2 Skill Points/Level)

Relevant Stat: Body

A character with this Skill (also known as prestidigitation) has superior manual dexterity, greater than that suggested by his or her Body Stat. This includes the ability to perform "magic" tricks, palm small objects, cheat at cards, plant an item on someone, etc.

Specializations: Card Sharking, Lock Picking, Pick Pocketing, Stage Magic

Social Sciences (2 Skill Points/Level)

Relevant Stat: Mind

Understanding of the way people function in society, as well as societal behavioural patterns.

Specializations: Anthropology, Politics, Psychology, Social Work, Sociology, Theology

Sports (1 Skill Point/Level)

Relevant Stat: Body (sometimes Mind or Soul)

The ability to play well with others in a team-sporting event with specialized rules.

Specializations: Baseball, Basketball, Cricket, Hockey, Volleyball, others



Chapter 2: Character Creation



Stealth (4 Skill Points/Level)

Relevant Stat: Body (sometimes Mind)

The ability to disguise objects or people so that they blend into their surroundings. This also includes the ability to conceal small objects on one's person, and the ability to move silently.

Specializations: Camouflage, Concealment, Silent Movement

Thrown Weapons (4 Skill Points/Level)

Relevant Stat: None (uses Attack Combat Value)

Accurate throwing of weapons or objects to hit a target. This is an Attack Combat Skill.

Specializations: Blade, Grenade, Rocks

Unarmed Attack (3 Skill Points/Level)

Relevant Stat: None (uses Attack Combat Value)

The ability to attack without weapons. This is an Attack Combat Skill.

Specializations: Strikes, Holds, Throws

Unarmed Defense (3 Skill Points/Level)

Relevant Stat: None (uses Defense Combat Value)

The ability to block unarmed attacks without using a weapon. This is a Defense Combat Skill.

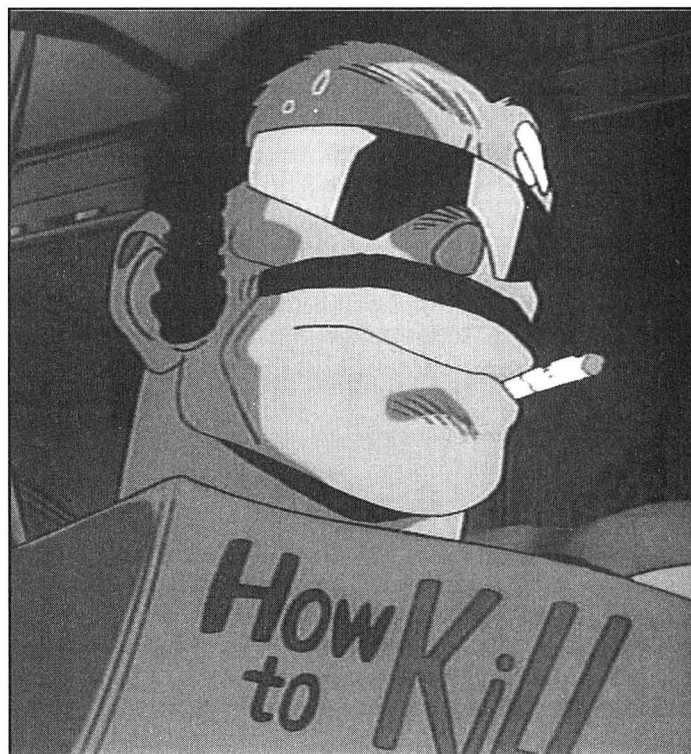
Specializations: Strikes, Throws, Wrestling

Urban Tracking (4 Skill Points/Level)

Relevant Stat: Mind

Urban Tracking is the ability to "shadow" someone through an industrialized, populated area, or to find certain people in a particular sub-culture or environment by asking the right questions.

Specializations: Academic, Corporate, Residential, Underworld



Visual Arts (2 Skill Points/Level)

Relevant Stat: Varies (often the average of all three Stats)

The ability to produce a work of fine or commercial art in a particular visual field.

Specializations: Animation, Drawing, Painting, Photography, Sculpting, Video

Wilderness Survival (2 Skill Points/Level)

Relevant Stat: Mind (sometimes Body)

The ability to find food and shelter in the outdoors, to avoid natural hazards, and to identify wild plants and animals.

Specializations: Arctic, Aquatic, Desert, Forest, Jungle, Mountain

Wilderness Tracking (2 Skill Points/Level)

Relevant Stat: Mind (sometimes Soul)

The ability to successfully trail or track someone or something while outdoors in a rural or wilderness setting.

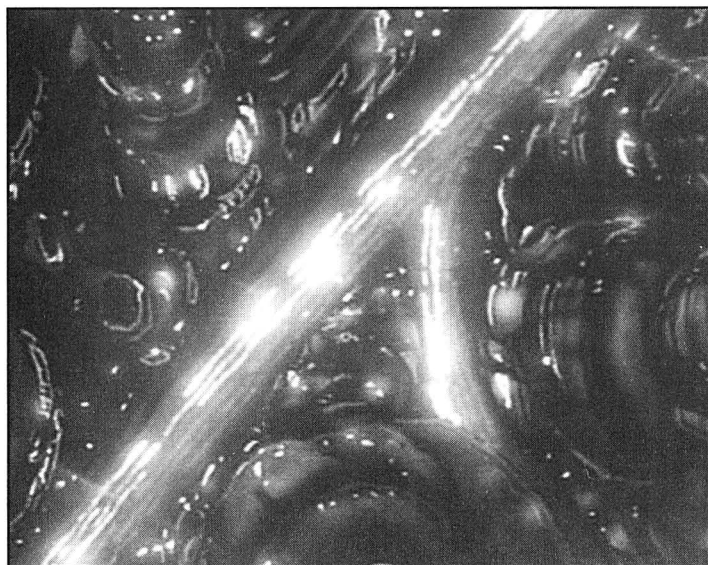
Specializations: Arctic, Aquatic, Desert, Forest, Jungle, Mountain

Writing (1 Skill Point/Level)

Relevant Stat: Average of Mind and Soul

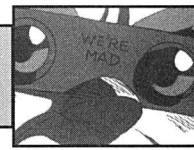
The ability to communicate ideas, arguments, or emotions in written work.

Specializations: Academic, Fiction, Journalistic, Poetic, Technical





Chapter 2: Character Creation



Step 7: Derived Values

After you have modified your character's Stats through Defects and Attributes, you can calculate his or her Derived Values. These values are based directly on the Body, Mind, and Soul Stats and thus do not afford any choices of point distribution.

Combat Value

This value governs all facets of physical conflict, including your character's skills in attacking, defending and delivering damage. A higher Combat Value reflects an increased ability level and knowledge of all physical combat forms: armed, unarmed, martial arts, ranged weapons, and special mecha attacks. There are two separate components of the Combat Value — Attack and Defense. Character Attributes and Defects may modify either component separately, but unless otherwise noted, the term "Combat Value" refers to both Attack and Defense.

Increased ability in combat can only be achieved through harmony of the Complete Self. Lack of self-unity through weakness of any facet of the character will restrict his or her ability in combat. Consequently, the Body, Mind and Soul are all of equal importance to the combat master: Body Stat for a forceful attack and defense, Mind Stat for quick wit, knowledge of combat techniques and anticipation of an opponent's actions, and Soul Stat for the winning spirit and good fortune. For example, a petite female standing less than five feet tall with martial arts training can take down an opponent nearly twice her size — knowledge and determination is just as important as brute force. To calculate the base Attack Combat Value, add together all the Stat Values and divide by three (round down). The Defense Combat Value is two less than the Attack Combat Value. $[(\text{Body} + \text{Mind} + \text{Soul}) \div 3]$



Ellen's character, Leona Osaki, has a Body Stat of 5, a Mind Stat of 4 and a Soul Stat of 6. Her base Attack Combat Value is therefore equal to 5 $[(5+4+6) \div 3 = 5]$ and her Base Defense Combat Value is two less than that, or 3 $(5-2 = 3)$. Leona's Combat Mastery Attribute at Level 1 increases both values by 1, raising them to 6 and 4 respectively. Her Attack and Defense Combat Skills do not increase the Combat Value directly, but will provide favourable combat dice roll modifiers.

Health Points

This Derived Value dictates the amount of physical damage your character's body can sustain before it ceases to function (death of your character). Damage points delivered in combat are subtracted from your character's current Health Point total. If the total ever falls below zero, a fatal blow was delivered to your character. Alternatively, the GM may decide that your character was only rendered unconscious if the delivered damage does not reduce his or her Health Points below -20. The base number of Health Points is equal to the sum of the Body Stat and Soul Stat, multiplied by 5. $[(\text{Body} + \text{Soul}) \times 5]$ Possession of the Damn Healthy! Attribute (page 25) will increase this total.

With a Body Stat of 5 and a Soul Stat of 6, Leona's base Health Point Value is equal to 55 $[(5 + 6) \times 5 = 55]$.





Chapter 2: Character Creation



Energy Points

This Derived Value represents the personal reserves and fortitude your character has at his or her disposal when carrying out difficult tasks. Energy Points can be used to temporarily increase Stats or Health Points, but the increase usually lasts for only a few minutes — the duration to finish an important task. Any Stat can be raised by 1 point for every 10 Energy Points drained from your character's total. The new Stat Value can be used during Stat check dice rolls, but does not affect your character's Combat Value. Health Points can also be increased by 1 point for every 5 Energy Points sacrificed and may keep a character who has fallen below zero Health Points alive long enough to receive medical attention. This translation between Energy Points and Health Points will occur automatically if a character's life is in danger. If your character's Energy Point total is ever reduced below zero, he or she will fall unconscious from exhaustion. To calculate your character's initial Energy Point total, add together the Mind and Soul Stats and multiply by 5. **[(Mind+Soul) x5]** Possession of the Energy Bonus Attribute (page 25) will increase this total.

With a Mind Stat of 4 and a Soul Stat of 6, Leona's base Energy Point value is equal to 50 [(4+6) X 5 = 50].



Step 8: Background Points

Now that the numerical component of your character is complete (Stats, Attributes, Defects and Derived Values), you should concentrate on fine-tuning his or her personality. One of the most effective ways to better visualize your creation is to provide detail through a background history, an important character story, a character drawing, etc. If you have created a character from the *Dominion Tank Police* OAV series, you should be creative with your character background contributions and not simply regurgitate what is already

common knowledge. Spending time to develop your character without a rule structure will enhance your role-playing greatly, and can give the GM a window into your character's motivations. As an incentive, the GM can award your character 1-3 Background Points for each contribution that you complete, which are then used to acquire additional Character Attributes. If any of your character's Stats are changed after using the Background Points, you should recalculate the Derived Values — they might have changed as well.

This final step in character creation also serves as your last chance to answer important character questions before play begins. Where does he or she live? Work? Earn money? What are your character's hobbies? Knowledge? Likes? Dislikes? Strengths? Weaknesses? What about family? Friends? Romantic interests? Enemies? Details add realism to your character, but you should not become obsessed with them. Leaving room for growth can provide numerous character development opportunities during the course of the adventures.

Ellen chose to create a character from the series, but she still wishes to earn some Background Points. Ellen writes a two-page account of Leona's life before she joined the Tank Police, adding some background about her family, her childhood, and her time with the Osaka Highway Patrol. The GM is impressed by the creativity of the history and awards Ellen 2 Background Points to increase Leona's Attributes. Ellen decides not to use the points immediately, electing to save them to increase Leona's Own a Big Mecha Level in the future (to add some extra cool modifications to Bonaparte).

DOMINION TANK POLICE

SERIES CHARACTERS





Leona Osaki



Leona was originally assigned to the Motorcycle Patrol, but as the *Dominion* story opens, she has just transferred to the Tank Police (and seems to be the only female officer in Britain's squad). Although she is initially unsure of her role, Leona finds her niche after she and Al build Bonaparte, a tank more suited to her temperament and skills. Leona's experiences while fighting the Buaku Gang have left her convinced that the Tank Police are engaged in a war against crime, and she has now whole-heartedly embraced the ideals of the Tank Police. She has a strong disdain for criminals, a belief that one cannot use too much firepower, and an equally powerful belief that the Tank Police are an instrument of justice (despite their occasional excesses).

Leona likes mecha of all sorts, but her one true love is her mini-tank, Bonaparte. Her devotion for Bonaparte is obsessive — even Britain, who taught her to “love her tank”, thinks she is a bit crazy, as her passion is erotic in its intensity. While Leona will willingly take Bonaparte into battle herself, if other people scratch her tank (even Al), she will come down upon them like the wrath of god. While Leona remains faithful to Bonaparte, an especially cool motorbike, powered suit or other nifty mecha can distract her, but she may experience some related guilt. Leona is both stubborn and quick-tempered, and her initial judgement of a person's character is usually based on how well they treat her tank. Leona possesses a rational mind, however, and will change her opinions if she is proven wrong.

Unlike many other Tank Police officers (including Britain and Al), Leona was born and raised in Japan. She lives at home with her mother and little brother, but prefers to spend most of her time at Tank Police Headquarters. Leona's grandfather is a strict Buddhist. Leona's astrological sign is a Leo, and she has Type B blood. She is 166cm tall and weighs 54 kg.

Mecha Notes — Leona has 40 Mecha Points available for Mecha Sub-Attributes. She combines her points with Al's to afford the 60 Mecha Point Mini-Tank Bonaparte.

Personal Gear Notes — Leona wears police body armour and owns a motorcycle (two major items); she also has a radio headset, gas/bacterial mask, and a pistol.



Stats, Attributes, Defects and Skills

Body 5	Mind 4	Soul 6
Health Points 55		Energy Points 50
Attack Combat Value 6		Defense Combat Value 4
Total Character Points 20		Total Skill Points 80

Attribute	Level	Points
Appearance	2	2
Aura of Command	1	1
Combat Mastery	1	2
Focused Damage (Bonaparte's cannon)	3	3
Highly Skilled	5	5
Own a Big Mecha	2	8
Personal Gear	2	2

Defect	Bonus Points
Conditional Ownership (Tank Police equipment)	1
Easily Distracted (cool mecha)	1
Phobia (people hurting Bonaparte)	1

Skill	Level	Points
Driving (motorcycle)	2	10
Gun Combat (pistol)	1	4
Heavy Weapons (gunnery, artillery)	3	16
Interrogation (psychological)	1	4
Law (criminal)	1	2
Mechanics (automotive, armoury)	1	5
Medical (emergency response)	1	3
Melee attack (sword)	1	3
Melee defense (sword)	1	3
Navigation (urban)	2	4
Ranged Defense (on foot, ground vehicle)	3	16





Al Cu Ad Solte



Al is a young Tank Police officer. Originally assigned to Britain's Tank Special, he is currently partnered with Leona as Bonaparte's driver — a skill in which he excels. Al is also an excellent mechanic, and he and Leona Ozaki form a close-knit team, (although Leona is obviously the one in charge). Al is the most "ordinary" member of the Tank Police, who lacks the world-weary cynicism and the manic gung-ho attitudes the other officers possess. He prefers to operate "by the book", and is much less likely to bend the rules, brutalize suspects, or go out of his way to destroy things as compared to other Tank Police officers. However, while he may question their over-the-top methods, he remains a team player. Al is a romantic at heart, as demonstrated in his belief that the Police should serve the citizens, and in his largely unrequited crush on Leona. He has learned that by doing favours for Bonaparte (such as an extra tune-up or a new paint job), he can encourage Leona to think more kindly of him. Al is mildly jealous of the mini-tank's hold on Leona's affections, however. The other Tank Police officers usually blame Al when Leona finds herself in trouble.

Mecha Notes — Al has 20 Mecha Points available for Mecha Sub-Attributes. He combines his points with Leona's to afford the 60 Mecha Point mini-tank Bonaparte.

Personal Gear Notes — Al wears police body armour and often carries an M16 rifle; he also has a radio headset, gas/bacterial mask and a pistol.



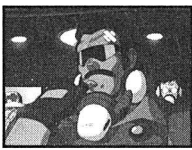
Stats, Attributes, Defects and Skills

Body 4	Mind 6	Soul 5
Health Points 55		Energy Points 55
Attack Combat Value 6		Defense Combat Value 4
Total Character Points 20		Total Skill Points 90

Attribute	Level	Points
Appearance	1	1
Combat Mastery	1	2
Damn Healthy!	1	1
Focused Damage (Bonaparte's cannon)	2	2
Highly Skilled	7	7
Mechanical Genius	2	4
Own a Big Mecha	1	4
Personal Gear	1	1

Defect	Bonus Points
Attack Restriction (innocents)	1
Conditional Ownership (Tank Police equipment)	1

Skill	Level	Points
Driving (armoured fighting vehicle)	5	25
Electronics (sensors)	3	6
Gun Combat (autofire)	1	4
Heavy Weapons (gunnery)	3	15
Law (criminal)	1	2
Mechanics (automotive)	5	16
Medical (emergency response)	1	3
Navigation (urban)	2	4
Ranged Defense (ground vehicle)	3	15



Britain



This hard-boiled, cigar-chomping police lieutenant is the veteran field commander of Newport City's Tank Police squad. Britain has no great drive to bring criminals to justice, but if anyone makes the Tank Police look foolish, or threatens his people or tanks, it means war! Nothing is more important to Britain than the honour of the Tank Police. In his view, the most enjoyable part of the job is not enforcing the law — it is riding around in a huge tank (preferably posing on top of it next to a fluttering banner), crushing buildings to a pulp, and shooting heavy ordinance (the “man stuff”). Britain is a connoisseur of destruction: if he sees a super criminal gang in combat against a SWAT team, he is likely to pause to admire their technique before entering the battle. The more firepower Britain can employ, the better. He sometimes wishes to rebel against the rules holding him in check (for example, he would like to rob a bank or commit wanton destruction just once, purely for its own sake), but he knows that he cannot do this. After all, failing to stay within the law would reflect badly on the Glorious Tank Police.

Britain uses rough language and easily loses his temper, but despite this, his bark is worse than his bite — he genuinely cares for the welfare of his fellow Tank Police officers. He is quite tolerant as far as discipline is concerned: as long as the Tank Police are ready to roll, he does not care what they do in the squad room, and is unlikely to punish officers who disobey orders if their actions vindicate them. Britain is impatient with public officials, paperwork, and computers, but he is smarter than he acts. He sometimes “plays dumb” with politicians, academics, or scientists so that these people will underestimate him. Britain has an expert knowledge of guns and ammo (he has a lifetime subscription to *How To Kill* magazine), and he likes to relax on the firing range. Britain also has a highly-sensitive palate, and can determine the molecular composition of certain liquids by simply tasting them (for example, he determined that an unknown liquid, which was actually urine, contained a high concentration of urea). He has one brother (Brady), who is heavily into physical fitness, and his parents are still living.

Notes about Britain's Name: In some Japanese sources, the Squad Leader is named “Brenten”. According to Masamune Shirow, this is derived from the powerful Bren Ten 10mm handgun, which is the famous weapon used by the hero of the North American police show, *Miami Vice*. Not surprisingly, Britain loves shooting 10mm pistol ammunition.

Mecha Notes — Britain has 30 Mecha Points available for Mecha Sub-Attributes. He combines his points with two other Tank Police officers (Chaplain and Mohican) to afford a 45 Mecha Point bio-tank. Britain's personal bio-tank is usually painted gray rather than blue, and has a flag pole and a traditional samurai banner attached to it, with the Japanese symbols for wind, forest, fire, and mountain. Previously, Britain's Mecha Points were combined with Al's to afford the 60 Mecha Point Tank Special.

Personal Gear Notes — Britain wears police body armour, and carries a magnum pistol and a gas/bacterial mask.



Stats, Attributes, Defects and Skills

Body 7	Mind 4	Soul 5
Health Points 80		Energy Points 45
Attack Combat Value 6		Defense Combat Value 4
Total Character Points 15		Total Skill Points 50

Attribute	Level	Points
Aura of Command	1	1
Combat Mastery	1	2
Damn Healthy!	2	2
Fortified Body	1	1
Heighten Senses (taste)	3	3
Highly Skilled	3	3
More Powerful Mecha	2	2
Own a Big Mecha	1	4
Personal Gear	1	1

Defect	Bonus Points
Conditional Ownership (Tank Police equipment)	1
Easily Distracted (Mega-violence)	2
Unique Defect (Easily Enraged)	1

Skill	Level	Points
Driving (armoured fighting vehicle)	1	5
Gun Combat (pistol, autofire)	4	17
Heavy Weapons (gunnery)	1	5
Interrogation (psychological)	1	4
Law (criminal)	1	2
Military Science (hardware recognition)	1	2
Navigation (urban)	1	2
Unarmed Combat (wrestling)	1	3
Ranged Defense (ground vehicle)	2	10



Specs

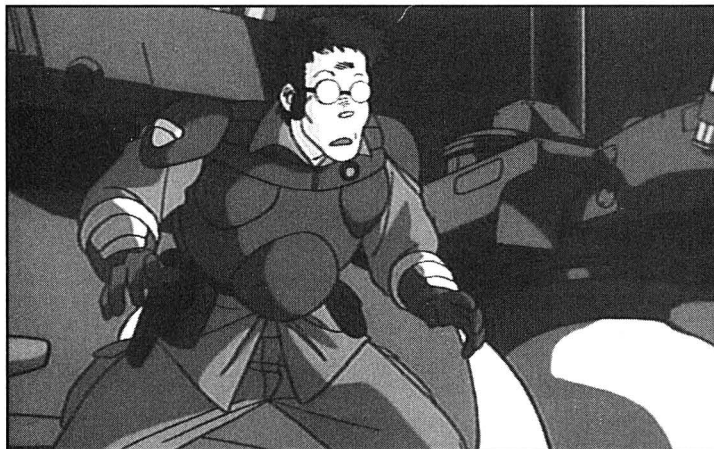


Specs is the Tank Police's own scientific brain and one of the few university graduates in the force. Specs is a good officer, but he would like nothing more than to get out of the Tank Police and be accepted by a prestigious scientific institute. Despite his degrees, Specs is also a decent tank commander, and shares the rest of the unit's characteristic disregard for civilian damage (he once maneuvered his tank through a hospital). He is one of the few officers Britain asks for advice, perhaps because of his qualifications. Specs' tank is often assigned to independent patrols and stakeouts. Specs wears eyeglasses at all times.

Notes about Spec's Name: Specs is known in the Japanese version as "*Megane*" (which just means "glasses"); his real name is Jim Lovelock. The name pays homage to James Lovelock, the 20th century scientist who came up with the "Gaia" hypothesis, suggesting Earth was a self-regulating ecosystem.

Mecha Notes — Specs has 25 Mecha Points available for Mecha Sub-Attributes. He combines his points with his driver (an ordinary Tank Police officer with 20 Mecha Points) to afford a 45 Mecha Point bio-tank.

Personal Gear Notes — Specs has an M16 rifle and gas/bacterial mask, and he wears police body armour. When commanding his tank, he also uses a radio headset.



Stats, Attributes, Defects and Skills

Body 4	Mind 6	Soul 4
Health Points 40		Energy Points 55
Attack Combat Value 5		Defense Combat Value 3
Total Character Points 10		Total Skill Points 50

Attribute	Level	Points
Highly Skilled	3	3
Own a Big Mecha	1	4
More Powerful Mecha	1	1
Personal Gear	2	2
Powerful Mind	2	2

Defect	Bonus Points
Conditional Ownership (Tank Police equipment)	1
Easily Distracted (new discoveries)	1

Skill	Level	Points
Biological Science	1	3
Computers (Programming)	2	4
Driving (armoured fighting vehicle)	1	5
Gun Combat (autofire)	1	4
Heavy Weapons (gunnery)	2	10
Interrogation (psychological)	1	4
Law (criminal)	2	4
Navigation (urban)	1	2
Physical Science (biochemistry)	2	4
Ranged Defense (ground vehicles)	2	10



Chaplain



Chaplain is the oldest member of Britain's Tank Police squad. He is very much a father figure to the other Tank Police officers, and tries to keep an eye on each squad member's emotional well-being. It is Chaplain who consoles Leona after Britain threatens to transfer her out of the unit, and who suggests that Al and Leona build Bonaparte to create a tank more suited for Leona's talents. It is rumored that Chaplain was a street cop and once took pity on a crook, who then shot his partner. After that incident, Chaplain lost any sympathy he might have had for criminals, and transferred to the Tank Police (Internal Affairs still keeps an eye on him). However, Chaplain did not lose his faith in God — he is a pious Christian who believes that he is doing God's work, both by ministering to the spiritual needs of the Tank Police and by arresting criminals. Chaplain and Specs share a friendly rivalry of science versus religion. Although Chaplain is a bit slower on the trigger than some of the Tank Police, he is sure God would agree that a good tank is more valuable than any criminal's life. Chaplain sometimes drives Britain's bio-tank (Mohican usually drives). Chaplain wears a cross around his neck, and often carries a Bible.

Mecha Notes — Chaplain has 15 Mecha Points available for Mecha Sub-Attributes. He combines his points with Britain's to afford a 45 Mecha Point bio-tank.

Personal Gear Notes — Chaplain has a pistol and gas/bacterial mask, and usually wears police body armour.



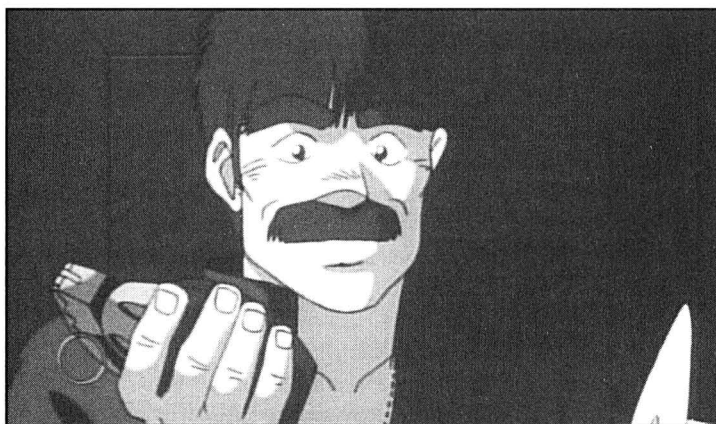
Stats, Attributes, Defects and Skills

Body 4	Mind 4	Soul 7
Health Points 45		Energy Points 45
Attack Combat Value 4		Defense Combat Value 2
Total Character Points 10		Total Skill Points 50

Attribute	Level	Points
Art of Distraction	1	1
Divine Relationship	2	2
Highly Skilled	3	3
Own a Big Mecha	1	4
Personal Gear	1	1
Strong Soul	1	1

Defect	Bonus Points
Conditional Ownership (Tank Police equipment)	1
Less Powerful Mecha	1

Skill	Level	Points
Driving (armoured fighting vehicle)	2	10
Gun Combat (pistol)	1	4
Interrogation (psychological)	3	12
Law (criminal)	1	2
Mechanics (automotive)	1	4
Navigation (urban)	1	2
Police Science (criminology)	1	4
Ranged Defense (ground vehicles)	2	10
Social Science (theology)	1	2





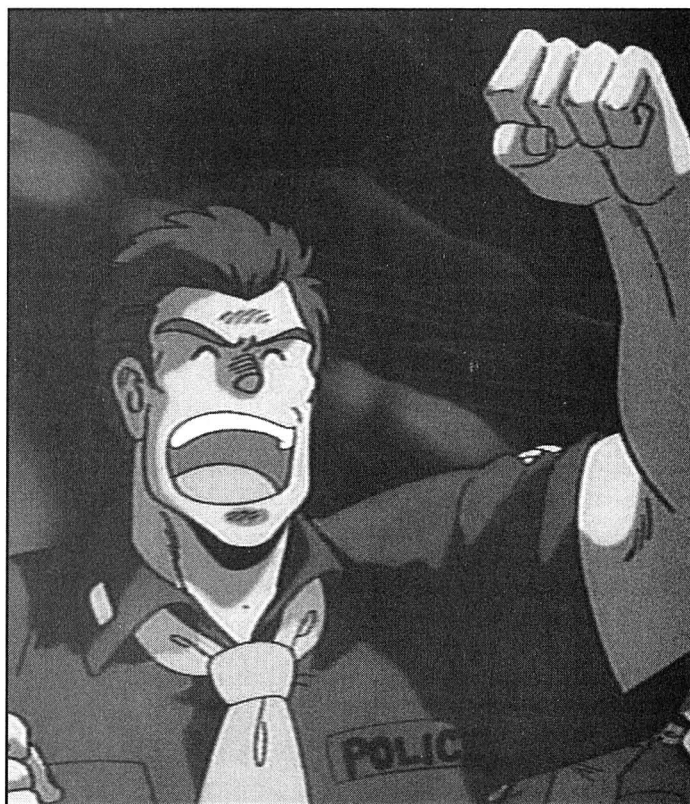
A Typical Tank Police Officer



The typical Tank Police officer is bubbling with enthusiasm for anything that involves a chance to torment suspects or cause massive destruction...all in the name of the law, of course. Most Tank Police officers in the Newport City department are cheerfully insubordinate to Britain and the Chief at HQ, but strictly follow orders once they get onto the street. All the male officers regard Leona with considerable affection, although none of them (except Al) display any romantic interest in her. Britain tends to attract officers who share his fascination for weapons, and thus most officers are familiar with (and frequently play with) knives, machine guns, grenades, and ordinary pistols. Some of the names of ordinary officers mentioned include Mohican (who has a mohawk haircut), and Skelton.

Mecha Notes — Three officers will generally operate a bio-tank by combining their Mecha Points.

Personal Gear Notes — Tank Police offers are typically issued body armour, an M16 rifle (or a pistol, in some cases) and a gas/bacterial mask.



Stats, Attributes, Defects and Skills

Body 5	Mind 4	Soul 4
Health Points 45		Energy Points 40
Attack Combat Value 5		Defense Combat Value 3
Total Character Points 8		Total Skill Points 30

Attribute	Level	Points
Combat Mastery	1	2
Fortified Body	1	1
Highly Skilled	1	1
Own a Big Mecha	1	4
Personal Gear	2	2

Defect	Bonus Points
Conditional Ownership (Tank Police equipment)	1
Less Powerful Mecha	1

Skill	Level	Points
Driving (armoured fighting vehicle)	1	5
Gun Combat (pistol or autofire)	1	4
Heavy Weapons (gunnery)	1	5
Interrogation (psychological)	1	4
Law (criminal)	1	2
Mechanics (automotive, armoury)	1	5
Ranged Defense (ground vehicles)	1	5



The Chief & Mayor Weatherbea



The Chief is the frustrated (but fearless) commander of the Newport Tank Police. He agrees that the laws that created the Tank Police were ill-conceived, but considers them the lesser evil compared to rampant crime. The Chief is usually found acting as an intermediary between the Mayor and the officers. In practice, this means the Mayor chews out the Chief, who then in turn takes it out on Britain. The chief fights a never-ending battle against paperwork from concerned citizens (property damage and police brutality claims), not to mention the occasional bomb threat sent to his office. The Chief remains unswerving in his commitment to law and order, however, and he is willing to stand up for the Tank Police (and demand more tanks from the politicians). The Chief demonstrates a genuine affection for Leona, and is quite upset when he learns of her capture by Buaku. Interestingly, he also keeps pet hens at the station, which he claims are his only "true friends".



Stats, Attributes, Defects and Skills

Body 3 **Mind 4** **Soul 5**
Health Points 35 Energy Points 35
Attack Combat Value 4 Defense Combat Value 2
Total Character Points 2 Total Skill Points 30

Attribute	Level	Points
Highly Skilled	1	1
Personal Gear	1	1
Strong Soul	1	1

Defect	Bonus Points
Delicate Body	1

Skill	Level	Points
Driving (car)	2	10
Gun Combat (pistol)	1	4
Law (criminal)	2	4
Mechanics (automotive)	1	4
Police Science (criminology)	1	4
Social Science (politics)	2	4

Mayor Weatherbea is the long-suffering political leader of Newport City. Weatherbea helped draft the legislation that put the Tank Police on the streets, but now regrets ever having done so. She believes the cure is worse than the disease, and if she gets a chance, she would love to remove the Tank Police from duty. Unfortunately, super-criminals such as Buaku are an ever-present threat, and for every citizen denouncing police violence, there is another screaming for more cops and more tanks to protect them from crime. The Mayor knows she is walking a thin line between order and chaos.



Stats, Attributes, Defects and Skills

Body 3 **Mind 4** **Soul 4**
Health Points 35 Energy Points 40
Attack Combat Value 2 Defense Combat Value 1
Total Character Points 0 Total Skill Points 10

Attribute	Level	Points
Art of Distraction	4	4

Defect	Bonus Points
Delicate Body	1
Inept Combat	1
Phobia (public opinion)	1
Unskilled	1

Skill	Level	Points
Performing Arts (public speaking)	2	4
Social Science (politics)	3	6



Annapuna and Unipuma



The Puma Sisters are humanoid robots, or androids, but during the OAV series this is not generally known — people might instead mistake them for biological constructs. Consequently, they are immune to the bacterial cloud, and do not need to wear a mask. They seem to have been built as “love dolls” for some rich person with exotic tastes, although their considerable agility and strength suggest they might also have been intended to double as bodyguards. Their history remains a mystery, but somehow they eventually had to support themselves by working for a living. The Puma Sisters initially worked as strippers, but soon found that a life of crime was more lucrative. They are rumored to have dabbled in the black market (selling used robot parts, etc.) before meeting Buaku and joining his gang as lieutenants.

Anna and Uni are nearly identical twin 6’4” beauties — the only difference is that Uni’s cat-ears are tiny bit longer than Anna’s (hence her nickname “long ears”). They both enjoy expensive toys, such as fine clothes, jewels and fast motorcycles. They often use coarse language, swearing at the Tank Police (and each other, when frustration builds). They are proud of their android bodies and do not hesitate to use their sex appeal as a weapon against humans. They also believe that they are superior to humans, and resent being called “love dolls” (they prefer the term “Artificial Intelligence”).

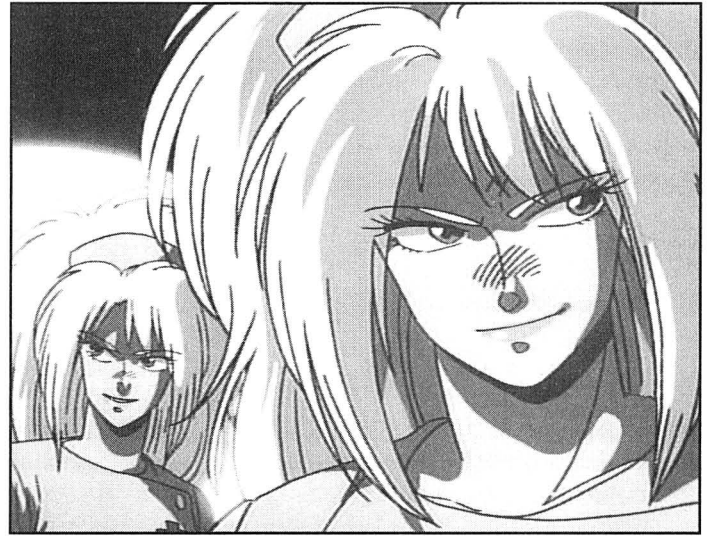
As androids, the Puma Sisters have little chance of making an honest living. While they seem to enjoy the adventure of the criminal life, their main motivation is mercenary — they see money as a means to acquire the finer things in life. The Puma Sisters enjoy a challenge and love a good fight; once they are in the action, they are extremely competent. They do not like to be thwarted, naturally, and if someone crosses them, they will want revenge as soon as possible. When things go awry, they pout and bicker among themselves, often blaming each other for whatever has gone wrong. Additionally, the sisters are impulsive and quick to anger, and will steal any object that catches their fancy. Their sometimes childish behavior is not surprising. Since they are machines, it is quite possible that the Puma sisters are only a few years old.

Notes about their names: Although some sources (such as the *manga*) refer to the one cat sister as “Annapuma”, the anime OAV series uses the name “Annapuna”. This spelling is consistent in the subtitled edition, dubbed edition, and original Japanese-language edition.

The Puma Sisters have identical statistics.

Mecha Notes — The mecha that the Puma Sisters have used include motorcycles, Class-A battle tanks, and battlesuits. Since they lack repair facilities for the mecha, they tend to acquire new machines from clients, run them into the ground, and then beg, borrow, or steal a new system. (In game terms, they combine their Mecha Points with Buaku and end up with about 100 Mecha Points of gear for their gang.)

Personal Gear Notes — The Puma Sisters favour submachine guns and (unless undercover) often wear partial body armour.



Stats, Attributes, Defects and Skills

Body 10	Mind 3	Soul 4
Health Points 80	Energy Points 45	
Attack Combat Value 7	Defense Combat Value 5	
Total Character Points 25	Total Skill Points 70	

Attribute	Level	Points
Art of Distraction	3	2
Appearance	4	4
Combat Mastery	1	2
Cybernetic Body	1	2
Damn Healthy!	1	1
Fortified Body	1	1
Highly Skilled	5	5
Massive Damage	1	2
Own a Big Mecha	2	8
Personal Gear	2	2
Speed	1	1

Defect	Bonus Points
Easily Distracted (expensive items and jewellery)	1
Empty Mind	1
Marked (cat ears)	1
Rejected by Society	2

Skill	Level	Points
Acrobatics (gymnastics)	4	12
Driving (motorcycle, armoured fighting vehicle)	2	11
Gun Combat (autofire, pistol)	2	9
Heavy Weapons (gunnery, launcher)	2	10
Performing Arts (dance)	4	8
Ranged Defense (personal)	2	11
Stealth (silent movement)	1	3
Unarmed Attack (striking)	1	3
Unarmed Defense (striking)	1	3



Buaku



The depredations of the “super criminal”, Buaku, were the major impetus behind the formation of the Tank Police. Despite this, Buaku is more mischievous and self-centered than he is evil. He is a professional criminal who delights at thumbing his nose at society. Ultimately, he would like to leave humanity altogether, but for a person such as him, there is no place on Earth to go...

Buaku is an artificial person. He has an organic body that is functionally human, but his brain is completely artificial (composed of biochips). It is unclear whether he can be considered a “flesh-and-blood human”, but he is clearly not an android. He was one of several humanoids created as an early prototype for the Greenpeace project, to enable the scientists to study how a completely artificial mind would develop from a blank slate. When the project was shut down by government troops, Buaku was loaded into a truck with the other subjects for imminent termination. An accident knocked one of the truck doors open, and a can of water fell out. When Buaku went outside to drink from the can, the truck moved on, and inadvertently left him behind. Buaku’s innocence did not last long on the streets, however. A beautiful woman soon used him as a decoy to evade the police. Left “holding the bag” (literally), Buaku was brutally beaten by the cops, arrested for possession of stolen money and a firearm, and sent to jail. By the time he was released, he was a hardened criminal with a grudge against humanity and (until recently) no real understanding of his true origin.

Buaku is crude and rather rude, and in some ways is a mirror image of Britain. Buaku always expects the worst from humans, and is surprised when treated with kindness. He also has a softer and more philosophical side to his personality, but he usually keeps it well hidden. He always plans ahead, using ruses or diversions to distract police and security guards, and ensuring that he has at least one escape route. Buaku’s right arm is either a cybernetic implant, or is covered with a metallic exoskeleton. Since the arm does not exhibit any special qualities, it would not be assigned the Cybernetic Body Attribute. Buaku and his gang prefer not to deliberately kill or murder anyone (especially innocents), but will use deadly force if necessary. Buaku is the “brains” and inspiration behind his operation, but he will also engage in heavy combat to reach his goals. Buaku always wears a visor with the words “We’re Mad” inscribed on it.

Mecha Notes — Buaku usually combines his Mecha Points with other gang members to acquire heavy equipment. In the past, he has operated a Class-A battle tank and a motorcycle.

Personal Gear Notes — Buaku usually carries a machine pistol and a bio-ball, and often wears partial body armour.



Stats, Attributes, Defects and Skills

Body 5	Mind 6	Soul 5
Health Points 60		Energy Points 75
Attack Combat Value 5		Defense Combat Value 3
Total Character Points 10		Total Skill Points 40

Attribute	Level	Points
Aura of Command	2	2
Damn Healthy!	1	1
Energy Bonus	2	2
Highly Skilled	2	2
Own a Big Mecha	1	4
Personal Gear	2	2
Powerful Mind	1	1

Defect	Bonus Points
Physically Unappealing	1
Rejected by Society	2
Recurring Nightmares	1

Skill	Level	Points
Driving (car)	2	10
Gun Combat (autofire)	1	4
Heavy Weapons (gunnery)	1	5
Ranged Defense (personal)	2	10
Stealth (silent movement)	1	3
Urban Tracking (underworld)	2	8

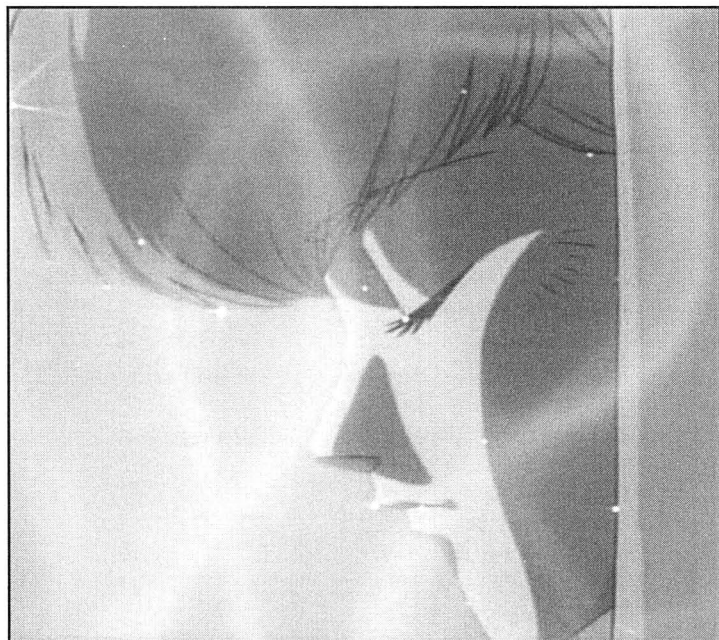
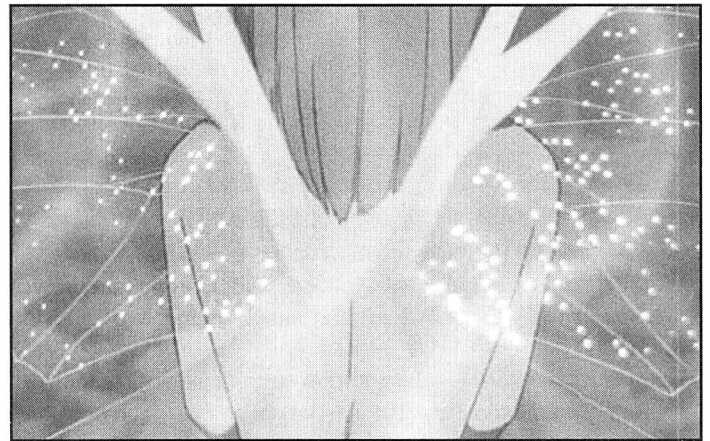
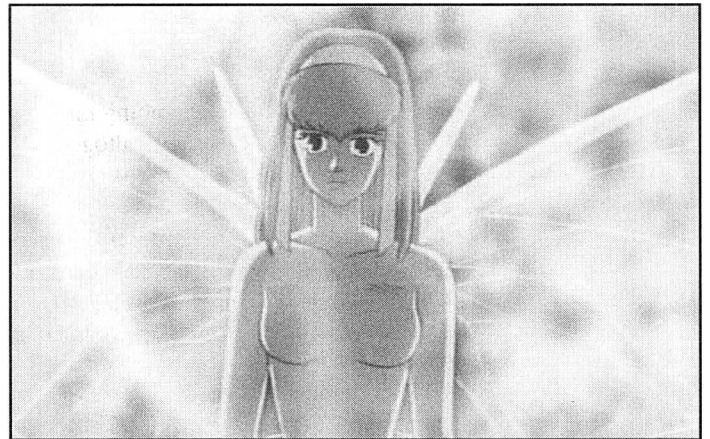
Crolis Greenpeace

Crolis Greenpeace is a genetically-engineered artificial human. She resembles a green-skinned teenage girl with gossamer wings, but she is actually partly plant, partly animal, and partly a colony of micro-organic life that were designed to adapt to hostile environments (such as the heavily-polluted Earth). Greenpeace is a micro-ecology in humanoid form that (like plants) does not require solid food — only bacteria, sunlight, and water. Her “wings” are solar collectors (similar to petals), and are not functional for flight. Greenpeace functions as a living air filter — she takes in bacteria-polluted air and exhales fresh oxygen. Consequently, it is refreshing to be in her company, since even the filtered air indoors is usually slightly contaminated.

Greenpeace was created soon after the bacterial cloud began to form, but she was placed in suspended animation because scientists were not sure how to deal with an individual who was a “*tabula rasa*”, or blank slate. The invaders that shut down the project somehow overlooked her suspended animation pod, and thus she remained in her chrysalis until the last act of *Dominion Tank Police*, when she was awakened by Buaku. Since she has only just entered the world, Greenpeace is completely innocent. Although she has an adult brain and is quite intelligent, she will passively follow anyone anywhere. Greenpeace is observing and learning all the time, however, and will eventually develop a personality of her own. Her main desire during the day is to absorb more sunlight.

Crolis Greenpeace may be an academic experiment, or a secret prototype for a new race of humans. To Buaku, Greenpeace is the reason that he was created, and he naturally feels a proprietary (and perhaps filial) interest in her. Greenpeace is certainly valuable property that many people would kill to possess.

Notes on Greenpeace’s Name: “Greenpeace” is derived from the global environmental action group, which was founded in Canada in 1971 in hopes of a “greener” and more “peaceful” world.



Stats, Attributes, Defects and Skills

Body 3	Mind 4	Soul 2
Health Points 50		Energy Points 45
Attack Combat Value 3		Defense Combat Value 1
Total Character Points 2		Total Skill Points 0

Attribute	Level	Points
Attractive	3	3
Damn Healthy!	2	2
Energy Bonus	1	1
Unique Attribute (living air cleaner/micro-ecology)	2	4

Defect	Bonus Points
Delicate Body	1
Hollow Soul	2
Marked (green skin, wings)	2
Rejected by Society	1
Unskilled	2

Skill
Crolis Greenpeace does not have any Skills



The Red Commandos



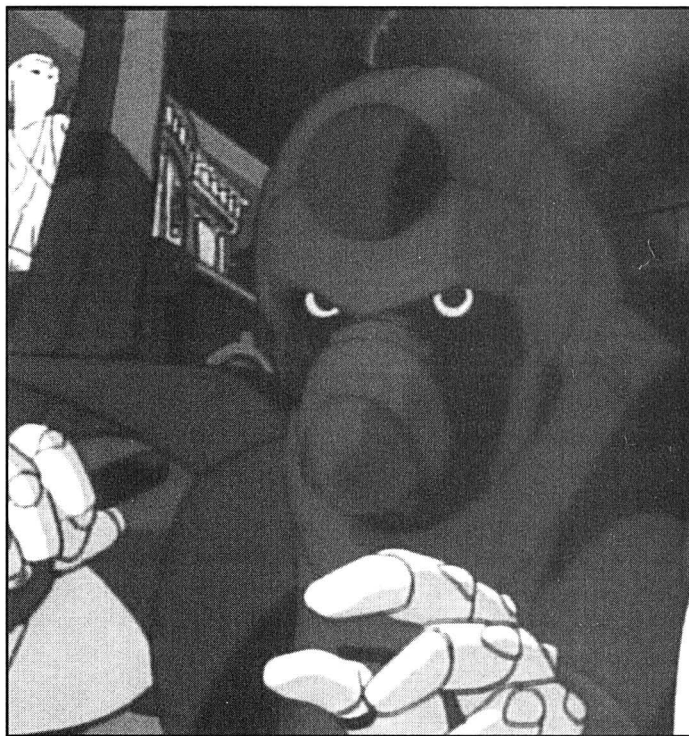
The Red Commandos are an elite private security agency that possesses weaponry and equipment comparable to the Buaku Gang or Tank Police. These mercenaries are as cool as ice and hard as steel; they are unwilling to compromise on their mission, and are extremely proud of their reputation. Unlike the Tank Police or Puma Sisters, a typical Red Commando does not seem to enjoy in fighting for its own sake. Their goal is singular in desire: fulfill their client's commission. If that means they must destroy everyone and everything in the way, or blatantly disregard the law, so be it.

The Red Commandos have a high opinion of themselves, and view the Tank Police as undisciplined, trigger-happy fools, and the Buaku Gang as amateur scum. Even individually, they are powerful adversaries: one armoured Red Commando was able to hold his own against both Puma Sisters at once. They may be overconfident, but they learn from their mistakes, and do not hesitate to bring overwhelming fire-power to a confrontation.

Many of the Red Commandos were arrested (presumably for obstructing and assaulting police officers) at the end of the *Dominion* OAV series. However, the agency is likely powerful enough to have survived this setback. Statistics for a typical Red Commando are given below, but individuals may vary.

Mecha Notes — Red Commandos have 45 Mecha Points, which they use to acquire specialized Red Commando powered armour (15 Mecha Points) and attack helicopters (30 Mecha Points).

Personal Gear Notes — In addition to their heavy weapons (see Red Commando Powered Armour, page 64), each commando carries a knife and a hand grenade.



Stats, Attributes, Defects and Skills

Body 6	Mind 4	Soul 4
Health Points 60		Energy Points 65
Attack Combat Value 6		Defense Combat Value 4
Total Character Points 20		Total Skill Points 40

Attribute	Level	Points
Combat Mastery	2	4
Damn Healthy!	1	1
Fortified Body	2	2
Highly Skilled	2	2
More Powerful Mecha	1	1
Own a Big Mecha	2	8
Personal Gear	1	1
Speed	2	2

Defect	Bonus Points
Conditional Ownership	1

Skill	Level	Points
Acrobatics (jumping)	2	6
Gun Combat (autofire)	1	4
Heavy Weapons (launcher)	1	5
Melee Attack (knife)	1	3
Piloting (helicopter)	1	4
Ranged Defense (personal)	2	10
Urban Tracking (underworld)	1	4
Thrown Weapons (grenade)	1	4





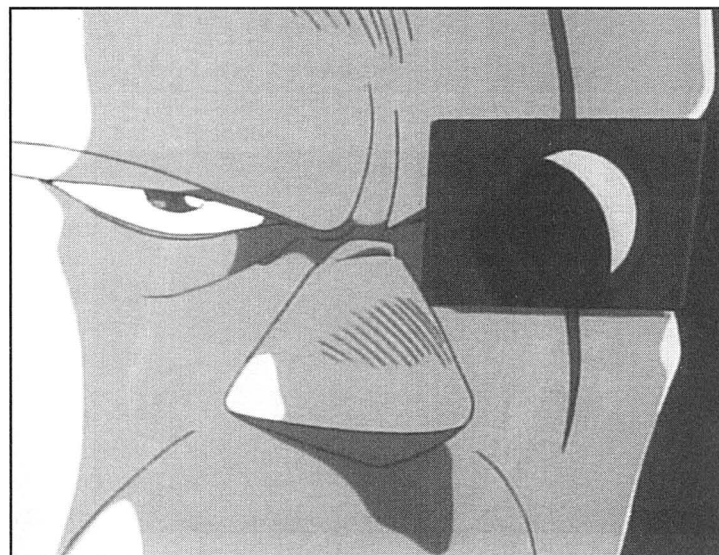
The Red Commando Leader



The Red Commando's field leader is an imposing but arrogant individual, dangerously overconfident in his abilities and in the prowess of his organization. He also displays an unparalleled ability to antagonize Britain. He and his organization were hired to protect the valuable painting, "Innocent". Unfortunately, his overconfidence caused him to underestimate his opponents; this particular leader was killed by Annapuna at the end of *Dominion Tank Police Act IV*, but it is certain that there are more individuals like him in the Red Commando organization. The Red Commando Leader is missing one eye.

Mecha Notes — The Red Commando Leader operates his own Attack Helicopter (30 Mecha Points), and wears a powered suit similar to the armour worn by the other Red Commandos.

Personal Gear Notes — Unknown; probably the same as the standard Red Commando.



Stats, Attributes, Defects and Skills

Body 6	Mind 5	Soul 5
Health Points 55		Energy Points 50
Attack Combat Value 7		Defense Combat Value 5
Total Character Points 25		Total Skill Points 60

Attribute	Level	Points
Aura of Command	2	2
Combat Mastery	2	4
Damn Healthy!	1	1
Fortified Body	2	2
Highly Skilled	4	4
More Powerful Mecha	2	2
Own a Big Mecha	2	8
Personal Gear	1	1
Speed	3	3

Defect	Bonus Points
Unique Defect (one eye)	1
Unique Defect (dangerously overconfident)	1

Skill	Level	Points
Acrobatics (jumping)	2	6
Gun Combat (autofire)	2	8
Heavy Weapons (gunnery, launcher)	2	11
Melee Attack (knife)	1	3
Navigation (air)	1	2
Piloting (helicopter)	2	8
Ranged Defense (personal)	2	10
Throwing (grenade)	1	4
Urban Tracking (underworld)	2	8



Minor Characters



The Councillor

A powerful but corrupt politician, presumably a senior member of Newport's city council. The Councillor had an interest in at least one secret government project, and has links to organized crime. The Councillor hired the Buaku Gang to steal the urine samples from the VAP Project, although he was acting as a middleman for another agency — a mysterious "Mr. Big" who may have also hired the Red Commandos to protect "Innocent". Additionally, the Councillor was attempting to revive the Greenpeace project. He also has sufficient black market connections to acquire state-of-the-art military hardware for the Buaku Gang on short notice.

The Councillor was a careful but confident individual, not at all intimidated by the hardened criminals he hired. He was accidentally killed at the end of *Dominion Tank Police Act II* when Leona fired Bonaparte's cannon while she was inside the villain's hideout.



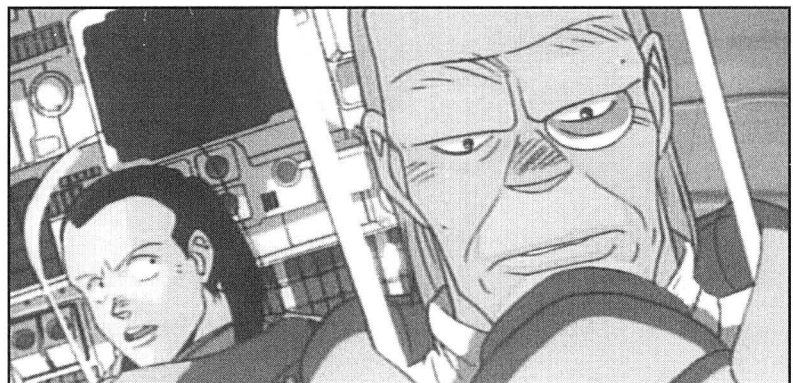
The VAP Doctor

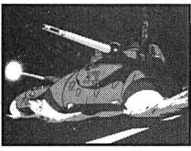
This slightly scatter-brained individual was a doctor at the Viral Atmosphere Project hospital, working on a secret government project related to human immunity to the bacterial clouds. He was a trained physician with Level 5 security clearance who reluctantly treated Buaku's staged injury, but his main interest was scientific research. The VAP Doctor is presumed dead, since he was apparently trapped in the hospital when it completely collapsed.



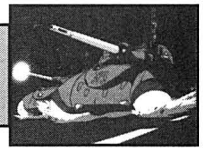
Professor Shaha and his assistant Mayara

These two scientists worked on the Greenpeace Project, studying abnormal human psychology, and can be considered the "parents" of both Greenpeace and Buaku. Professor Shaha believed that the true purpose of the project was not merely to create an artificial life form adapted to the bacterial cloud, but also to understand the human soul. Both Shaha and Mayara were killed when government agents terminated the Project.

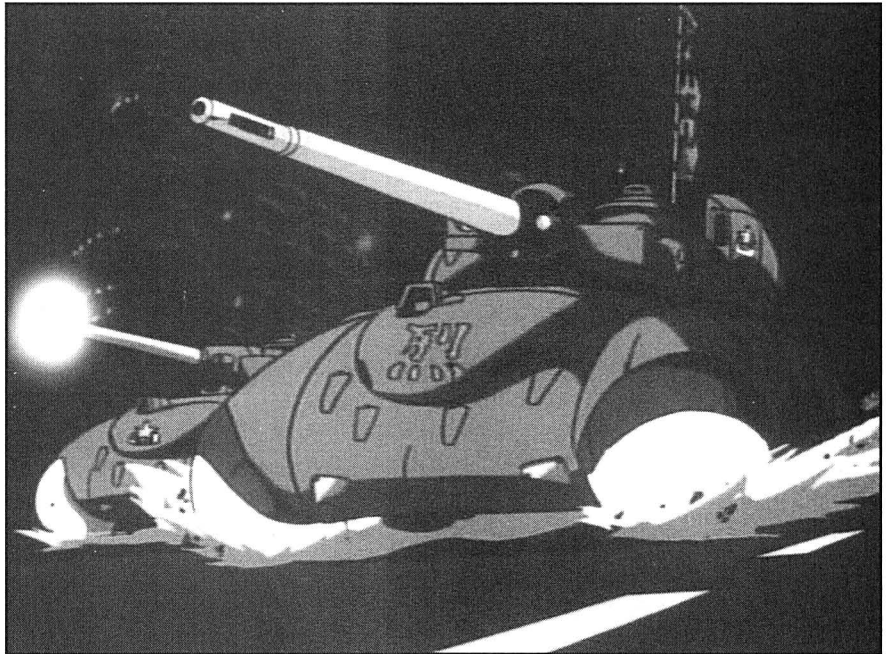




Heavy Bio-tank



45 Mecha Points. The bio-tank, sometimes called a “Patrol Tank,” is the mainstay of the Tank Police. With its 150mm smoothbore cannon and thick bulletproof armour, these blue-painted behemoths are capable of striking fear into the hearts of lawbreakers and citizens alike. Bio-tanks are similar to military tanks, but with a few distinct differences. The most important is that a bio-tank’s hull is built of hardened bio-plastics and synthetics (such as resin-bonded para-aramid fibres). This makes it much cheaper than a military tank, and is the main reason that the Newport City Police Department can afford its own arsenal of armoured fighting vehicles. Use of bio-plastics also makes the tank somewhat harder to spot on radar, and greatly reduces its weight, which makes it easier to tow a damaged tank. More importantly, it also reduces ground pressure, so that the tank is less likely to tear up the road. The same consideration leads to the second innovation in the bio-tank — instead of using traditional treads, it uses roller balls.



Once again, these are designed to minimize damage to the city streets, while their unique design still enables the tank to clamber over barricades or other small obstacles. The heavy use of bio-plastics does have two drawbacks, however. First, unlike steel, the tank’s structure can melt in a high-temperature fire. Additionally, its light weight makes it less stable than a similarly sized metal tank — a big explosion or collision could cause it to flip over. Buaku’s Ahhan anti-tank obstacles exploited this weakness. When it is necessary to reach the top of buildings, one tank can use another tank as a jumping ramp.

Three crew members (driver, commander, and gunner) operate a bio-tank. The bio-tank possesses the same multi-function sensor system as Bonaparte. Only two tank names are presented in the series: “Come On” and “Little Angel”. See *Appendix 1: Mecha Creation*.

Structural Sub-Attributes

Armour Level 3 (12 MP). Extra Capacity Level 2 (carries 3 people, 2 MP). Extra Endurance Level 1 (operates for most of the day, 1 MP). Toughness Level 3 (12 MP).

Mobility Sub-Attributes

Ground Speed Level 2 (70 kph, 4 MP).

Other Sub-Attributes

Accessories Level 2 (lights, sirens, police radio, 2 MP). Life Support Level 1 (1 MP). Sensors Level 1 (1 MP). Special Equipment Level 1 (sound surveillance system, 2 MP). Special Equipment Level 1 (smoke grenade launcher, 2 MP).

Weapon Sub-Attributes

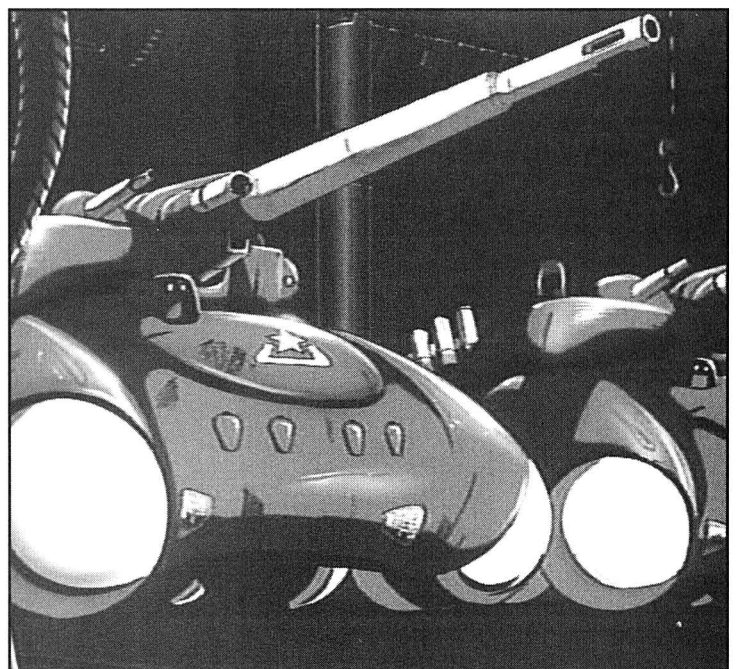
Weapon Level 5: 150mm smoothbore cannon (Damage 75, Long Range, Slow, 20 MP). Weapon Level 3: 12.7mm Machine Gun (Damage 30, Auto-Fire, 1 MP). Cannon and machine gun are fired by the gunner.

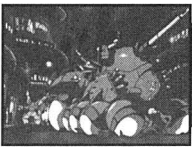
Mecha Defects

Awkward Size (about 20 tonnes, 3 MBP). Crew Requirement (two crew: driver and commander/gunner, 1 MBP). Less Armour (2 MBP). Not So Tough (2 MBP). No Arms (2 MBP). Noisy (1 MBP). Partial Armour (1 MBP). Poor Maneuverability (+1 Defense penalty, -1 Initiative, 1 MBP). Volatile (2 MBP).

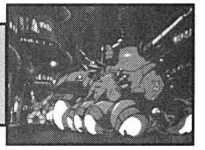
Derived Values

Armour: 25. Health Points: 90.





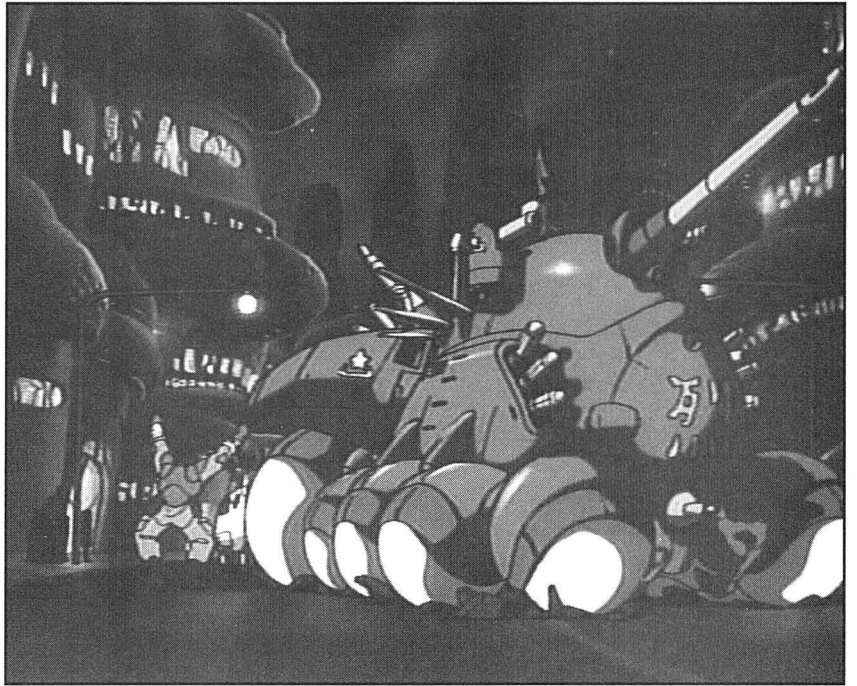
Tank Special (Tiger Special)



60 Mecha Points. Britain's original command tank was made of steel rather than bio-plastics and synthetics. It was larger than ordinary bio-tanks, with a hefty super-structure, and an even bigger gun. Its propulsion system was distinctive: like the bio-tanks it moved on roller balls rather than tracks, but it also possessed a pair of insect-like "legs" mounted in front, possibly intended to prematurely detonate anti-tank mines before they passed under the vehicle. It had a very powerful engine, and despite its mass, handled like a sportscar.

The Tank Special was armed with a 150mm long barrel cannon, a set of 12.7mm Gatling mini-guns and several smoke grenade launchers. The heavy cannon was capable of elevating up to 60 degrees to perform indirect artillery fire. The tank featured a sophisticated sensor system (the same as Bonaparte). The Special only needed two crew members to operate, but usually carried three (driver, commander, and gunner).

The Tank Special was Britain's pride and joy — the ultimate personification of machismo. It was crippled when Leona accidentally rammed it into a building while in pursuit of the Buaku Gang. Leona had time to get off one shot (destroying the Buaku Gang's vehicle) and then jump out before the ammunition cooked off (caught fire), resulting in an explosion that reduced the tank to a pile of scrap. See *Appendix 1: Mecha Creation*.



Structural Sub-Attributes

Armour Level 4 (16 MP). Extra Capacity Level 2 (carries 3 people, 2 MP). Extra Endurance Level 1 (operates for a full day, 1 MP). Toughness Level 4 (16 MP).

Mobility Sub-Attributes

Ground Speed Level 3 (150 kph, 6 MP).

Other Sub-Attributes

Accessories Level 2 (lights, sirens, police radio, 2 MP). Life Support Level 1 (1 MP). Sensors Level 1 (1 MP). Special Equipment Level 1 (sound surveillance system, 2 MP). Special Equipment Level 1 (smoke grenade launcher, 2 MP).

Weapon Sub-Attributes

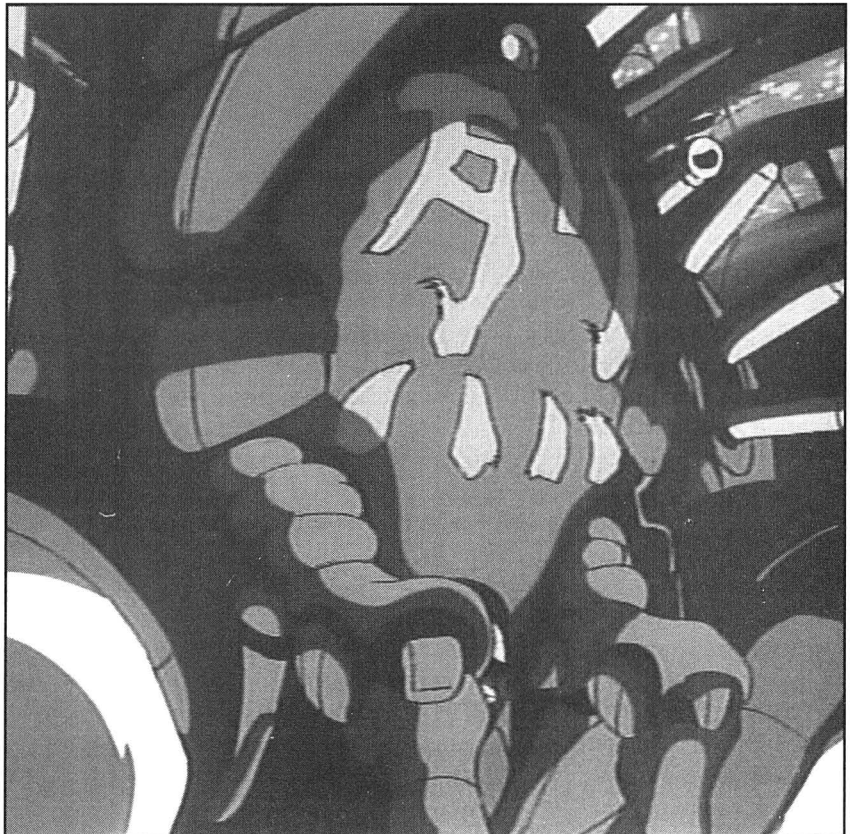
Weapon Level 6: 150mm cannon firing Armour-Piercing round (Damage 75, Indirect, Long Range, Slow, 24 MP). Weapon Level 4: 12.7mm Gatling guns (Damage 30, Accurate, Auto-Fire, 1 MP). All weapons are fired by the gunner.

Mecha Defects

Awkward Size (about 110 tonnes; 4 MBP). Crew Requirement (two crew members: driver, and commander/gunner, 1 MBP). No Arms (2 MBP). Noisy (2 MBP). Not So Tough (2 MBP). Partial Armour (1 MBP). Volatile (2 MBP).

Derived Values

Armour: 40. Health Points: 110.





Mini-tank Bonaparte



60 Mecha Points. Leona's personal mini-tank was built using parts that were salvaged from Britain's Tank Special. Consequently, it is the only tank in the Tank Police that is made of steel rather than bio-plastic material. Despite Bonaparte's compact size, it is actually a tougher tank than an ordinary bio-tank. Its steel frame and Chobham-reinforced steel armour are resistant against 30mm cannon fire or light anti-tank rockets, although the armour is thinner in some places (notably the hatches, treads and gun barrel). The tank weighs about five tons. Bonaparte (like the other bio-tanks) is powered by a hydrogen fuel cell.

Bonaparte's track systems are unique: it has four rather than two sets of tracks, and the rear tracks can be tilted up or down for extra traction or to provide a "lift off" that enables it to scale nearly all obstacles or even jump! Since Bonaparte uses tracks rather than rollers, it does damage to city roads, although its compactness results in fewer toppled buildings (so on the whole, it does no more damage than a bio-tank). Its small size and high maneuverability make it better suited for urban combat than the standard patrol tank — a fact that Britain is reluctantly beginning to recognize. If the Tank Police receive new tanks in the future, they would be well advised to adopt designs based on Bonaparte.

Bonaparte has two features that make it especially suited for police work. First, it possesses a very sophisticated sensor suite that includes night vision, low-light television cameras, and thermal imaging gear that enables both the driver and commander to see in the dark. The sensor suite also includes an explosive scanner that can detect conventional anti-tank mines or other plastic explosives, and a sound detector that can categorize and analyze noises within a range of about one city block. It is sensitive enough that it can tell the difference between similar sounds, such as a gunshot or a car backfiring, and by comparing vehicle noises (such as the "whoop whoop" of a helicopter or the sound of a car engine) to its onboard computer database, it can even give a general idea of the type of machine that is producing the sounds.

A second ideal design element is Bonaparte's gun. This stubby, short-barreled 105mm cannon does not have the sheer power of the 150mm guns used on bio-tanks, but it is capable of firing a wide variety of ammunition, including non-lethal glue and stun rounds. Leona still likes to carry nastier stuff "just in case". Secondary weapons include a single 12.7mm (0.50-caliber) multi-barrel Gatling gun (for anti-helicopter fire), and a set of smoke grenade launchers intended to create an obscuring smoke cloud around the tank.

Bonaparte's name follows the U.S. tradition of naming tanks after famous generals — and there is no one more famous than the "little dictator", Napoleon Bonaparte. Ironically, the future leader of France first made his reputation in an urban police action. While he was a young artillery captain in Paris, he dispersed a rioting mob with artillery fire...an action of which the Tank Police would certainly approve. At the same time, "Bonaparte" is also a pun on the Japanese pronunciation of "Leopard", the name of a popular German-designed main battle tank. See *Appendix 1: Mecha Creation*.

Structural Sub-Attributes

Armour Level 4 (16 MP). Extra Capacity Level 1 (carries 2 people, 1 MP). Extra Endurance Level 1 (operates for most of the day, 1 MP). Toughness Level 3 (12 MP).

Mobility Sub-Attributes

Ground Speed Level 2 (90 kph, 4 MP). Jumping Level 2 (2 MP). Maneuver Bonus Level 3 (Ground only, 3 MP).

Other Sub-Attributes

Accessories Level 2 (lights and sirens, police radio, loudspeaker and tape deck, 2 MP). Life Support Level 1 (1 MP). Sensors Level 1 (1 MP). Special Equipment Level 1 (sound surveillance system, 2 MP). Special Equipment Level 1 (smoke grenade launcher, 2 MP).

Weapon Sub-Attributes

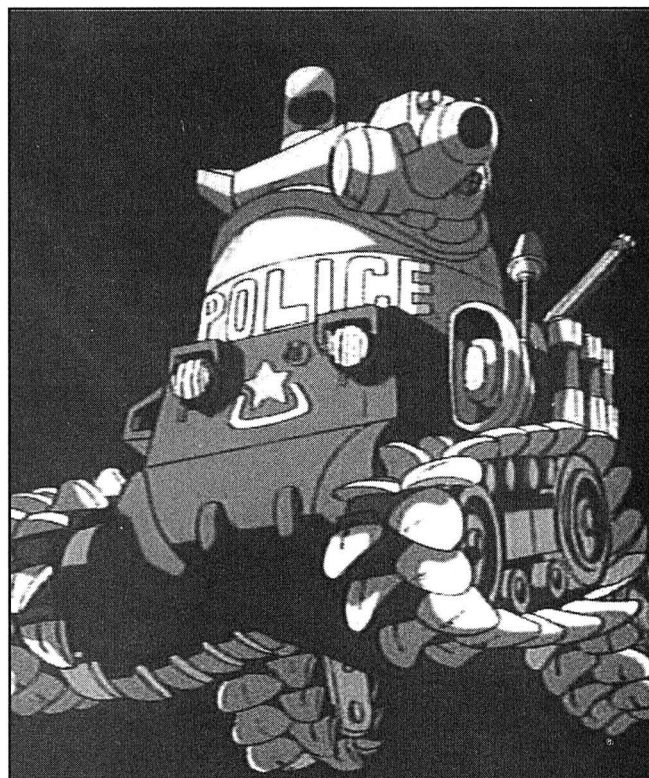
Weapon Level 4: 105mm short-barrel cannon firing Armour-Piercing round (Damage 60, 16 MP). Weapon Level 4: 12.7mm Gatling gun (Damage 30, Accurate, Auto-Fire, 2 MP). Weapon Level 3: 105mm cannon firing rubber canister rounds (Damage: 45, Spreading, No Damage, 1 MP). Weapon Level 3: 105mm cannon firing glue shell (Damage 30, Area Effect, Tangle, No Damage, 1 MP). All weapons are usually fired by the commander rather than the driver.

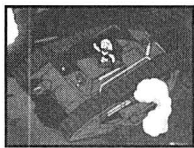
Mecha Defects

Awkward Size (about 10 tonnes, 2 MBP). No Arms (2 MBP). Noisy (1 MBP). Partial Armour (1 MBP). Volatile (1 MBP).

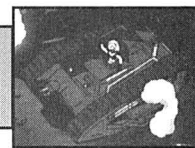
Derived Values

Armour: 40. Health Points: 100.



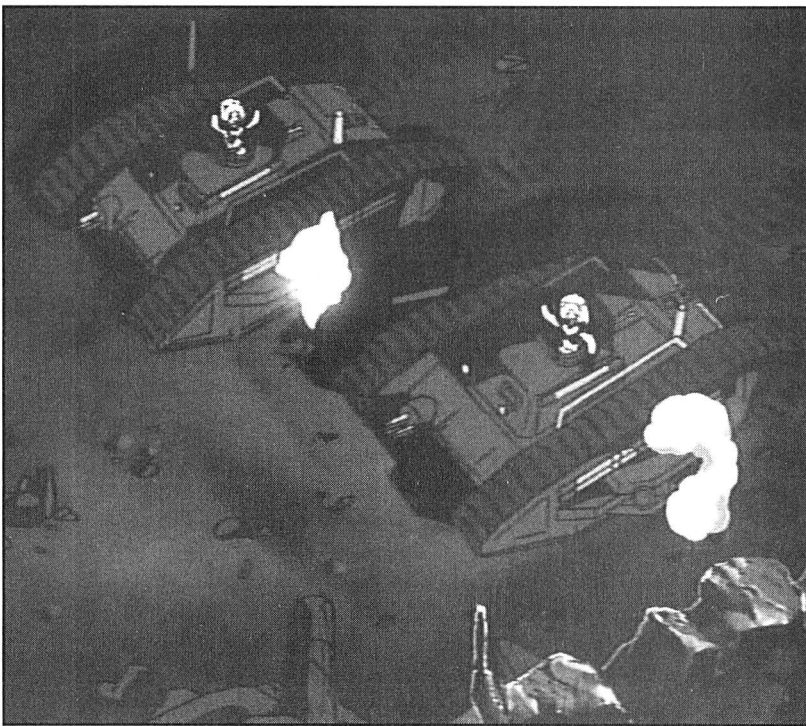


Class-A Battle Tank



50 Mecha Points. These tanks were provided by the Councillor through his black-market connections, and delivered to the Buaku Gang for use in their second assault on the VAP Hospital. Despite the gang's disgust ("they look...bad"), they are state-of-the-art military battle tanks. However, they have been carefully modified to resemble obsolete hunks of junk, and are similar to the Mk. V "Mother" tank built by the British army in 1918 (the very first tank to ever see combat action). Like the "Mother", they have no actual turrets, but instead mount their guns in "sponsons" on the side. Despite their obsolete appearance, the Class-A tanks incorporate top-line electronics, tough armour and considerable firepower. Their control systems incorporate considerable automation as well — a single person can drive and fire weapons, if necessary.

Ahhan: In addition to its cannon, the Class-A battle tanks were fitted with mortars that scattered "Ahhan" — pressure-reactive, bio-memory plastic plates to the rear of the tank (also known as "Erecta-Cockies"). When a vehicle drives over one of these plates, the Ahhan transforms into a giant phallic obstacle. If an Ahhan transforms under a bio-tank (or most other vehicles), it's expansion is more than enough to flip the vehicle, resulting in a crash. A successful Mind Stat check dice roll is required to notice them in time to take action but a tank driving on a narrow road may have no way to go around them. Ahhan take one second to expand, and thus a small (Awkward Size 2 or less) vehicle travelling at more than 80 kph will drive over them before they can transform. In game terms, these can be treated as "tangle" weapons; if they deliver enough damage to "trap" a vehicle, they will overturn it. See *Appendix 1: Mecha Creation*.



Structural Sub-Attributes

Armour Level 4 (16 MP). Extra Capacity Level 2 (carries 3 people, 2 MP). Extra Endurance Level 1 (operates for most of the day, 1 MP). Toughness Level 3 (12 MP).

Mobility Sub-Attributes

Ground Speed Level 2 (80 kph, 4 MP).

Other Sub-Attributes

Accessories Level 1 (radio, 1 MP). Life Support Level 1 (1 MP). Sensors Level 1 (1 MP).

Weapon Sub-Attributes

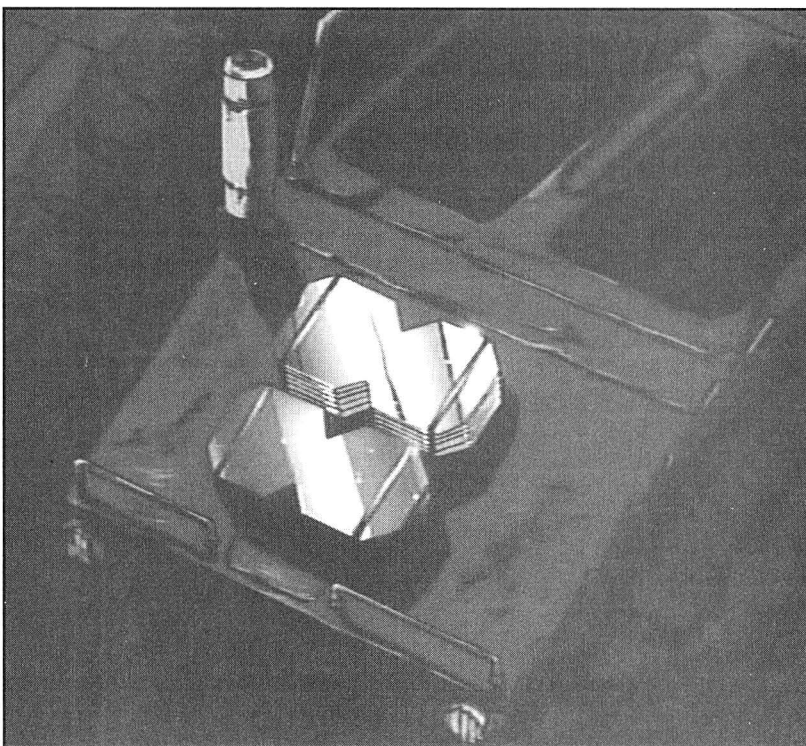
Weapon Level 4: 105mm cannon firing Armour-Piercing rounds (Damage 60, 16 MP). Weapon Level 4: Ahhan mine dropper (Damage 90, Area, Tangle, Trap, Fixed, Limited Shots x2, No Damage, Short-Range, 2 MP). Weapon Level 3: triple machine guns (Damage 30, Auto-Fire, 1 MP). All weapons are fired by commander rather than driver.

Mecha Defects

Awkward Size (2 MBP). No Arms (2 MBP). Noisy (1 MBP). Partial Armour (1 MBP). Volatile (1 MBP).

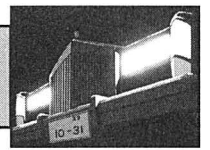
Derived Values

Armour: 40. Health Points: 100.





Cars, Vans and Limousines



Civilian Car (8 Mecha Points)

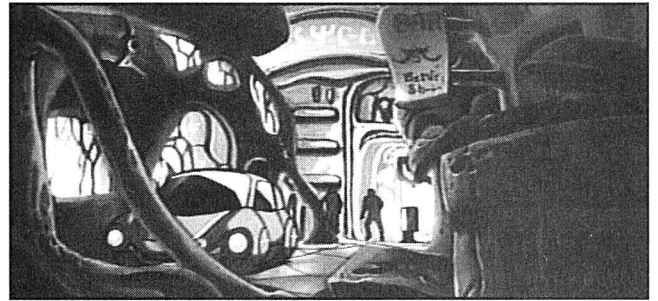
A civilian car is similar to the cars used today, but uses a hydrogen fuel cell engine. See *Appendix 1: Mecha Creation*.

Structural Sub-Attributes — Armour Level 1 (4 MP). Extra Capacity Level 2 (carries 4 people, 2 MP). Toughness Level 2 (8 MP).

Mobility Sub-Attributes — Ground Speed Level 3 (150 kph, 6 MP).

Mecha Defects — Awkward Size (2 MBP). Less Armour (2 MBP). No Arms (2 MBP). Noisy (1 MBP). Not So Tough (1 MBP). Partial Armour (2 MBP). Restricted Ground Movement (Roadbound, 1 MBP). Volatile (1 MBP).

Derived Values — Armour: 5. Health Points: 75.



Police Car (10 Mecha Points)

These cars are used by the Newport City police department. The standard vehicle is compact with only two doors, but it does seat four people comfortably. See *Appendix 1: Mecha Creation*.

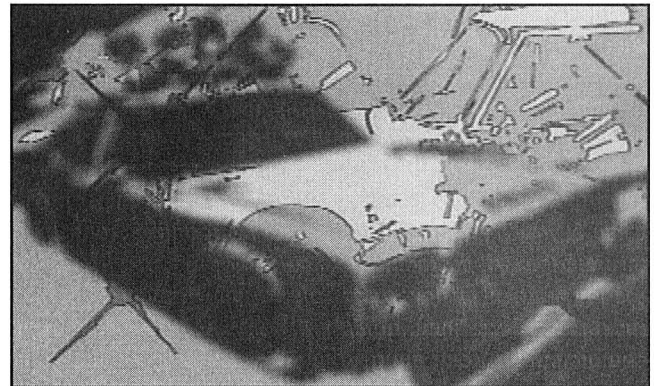
Structural Sub-Attributes — Armour Level 1 (4 MP). Extra Capacity Level 2 (carries 4 people, 2 MP). Toughness Level 2 (8 MP).

Mobility Sub-Attributes — Ground Speed Level 3 (150 kph, 6 MP).

Other Sub-Attributes — Accessories Level 2 (police radio, lights and sirens, computer, 2 MP).

Mecha Defects — Awkward Size (2 MBP). Less Armour (2 MBP). No Arms (2 MBP). Noisy (1 MBP). Not So Tough (1 MBP). Partial Armour (2 MBP). Restricted Ground Movement (Roadbound, 1 MBP). Volatile (1 MBP).

Derived Values — Armour: 5. Health Points: 75.



SWAT Van (12 Mecha Points)

These vans are used by the Newport City Police SWAT teams. A van carries a squad of officers and their equipment. They are slightly tougher than police cars, but are not bulletproof. See *Appendix 1: Mecha Creation*.

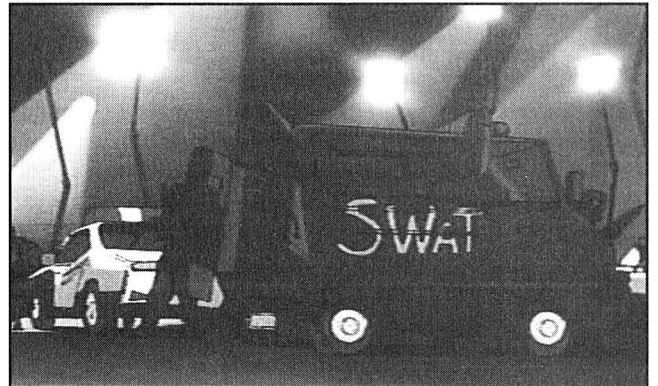
Structural Sub-Attributes — Armour Level 1 (4 MP). Extra Capacity Level 3 (carries 8 people, 3 MP). Toughness Level 2 (8 MP).

Mobility Sub-Attributes — Ground Speed Level 3 (125 kph, 6 MP).

Other Sub-Attributes — Accessories Level 2 (police radio, lights and sirens, computer, 2 MP).

Mecha Defects — Awkward Size (3 MBP). Less Armour (1 MBP). No Arms (2 MBP). Noisy (1 MBP). Partial Armour (2 MBP). Restricted Ground Movement (Roadbound, 1 MBP). Volatile (1 MBP).

Derived Values — Armour: 10. Health Points: 80.



Limousine (12 Mecha Points)

Corporate executives, politicians and celebrities use big stretch limousines. The Councillor uses one, and the mayor probably has one at her disposal as well. See *Appendix 1: Mecha Creation*.

Structural Sub-Attributes — Armour Level 1 (4 MP). Extra Capacity Level 2 (carries 6 people, 2 MP). Toughness Level 2 (8 MP).

Mobility Sub-Attributes — Ground Speed Level 3 (135 kph, 6 MP).

Other Sub-Attributes — — Accessories Level 3 (wet bar, cell phone, stereo system, TV, smoked glass windows, 3 MP).

Mecha Defects — Awkward Size (2 MBP). Less Armour (2 MBP). No Arms (2 MBP). Noisy (1 MBP). Partial Armour (2 MBP). Restricted Ground Movement (Roadbound, 1 MBP). Volatile (1 MBP).

Derived Values — Armour: 5. Health Points: 75.





Ambulances, Motorcycles, Jeeps



Ambulance (15 Mecha Points)

Buaku and the Puma Sisters use a Newport City ambulance in their initial attempt to steal the urine samples from the VAP hospital. During their getaway, the ambulance was destroyed by a shot from the Tank Special. The ambulance can carry four people, plus two patients on stretchers. See *Appendix 1: Mecha Creation*.

Structural Sub-Attributes — Armour Level 1 (4 MP). Extra Capacity Level 2 (carries 8 people, or 4 people and 2 stretchers, 2 MP). Toughness Level 2 (8 MP).

Mobility Sub-Attributes — Ground Speed Level 3 (140 kph, 6 MP).

Other Sub-Attributes — Accessories Level 1 (radio, lights and sirens, 2 MP). Special Equipment Level 2 (stretchers and emergency resuscitation/medical gear, 4 Mecha Points).

Mecha Defects — Awkward Size (3 MBP). Less Armour (2 MBP). No Arms (2 MBP). Noisy (1 MBP). Partial Armour (2 MBP). Restricted Ground Movement (Roadbound, 1 MBP). Volatile (1 MBP).

Derived Values — Armour: 10. Health Points: 80.



Motorcycle (4 Mecha Points)

Motorcycles are used by the police Motorcycle Patrol (Leona had one) and the Buaku Gang. See *Appendix 1: Mecha Creation*.

Structural Sub-Attributes — Armour Level 1 (4 MP). Toughness Level 1 (4 MP).

Mobility Sub-Attributes — Ground Speed Level 3 (180 kph, 6 MP).

Mecha Defects — Awkward Size (1 MBP). Exposed Occupants (2 MBP). Less Armour (2 MBP). No Arms (2 MBP). Noisy (1 MBP). Not So Tough (1 MBP). Restricted Ground Movement (Roadbound, 1 MBP).

Derived Values — Armour: 5. Health Points: 55.



Rocket Launcher Jeep (20 Mecha Points)

To rescue their boss from the Red Commandos, the Buaku Gang equipped themselves with extra artillery. This Jeep carries a post-mounted 4-shot rocket launcher in the cargo bed. See *Appendix 1: Mecha Creation*.

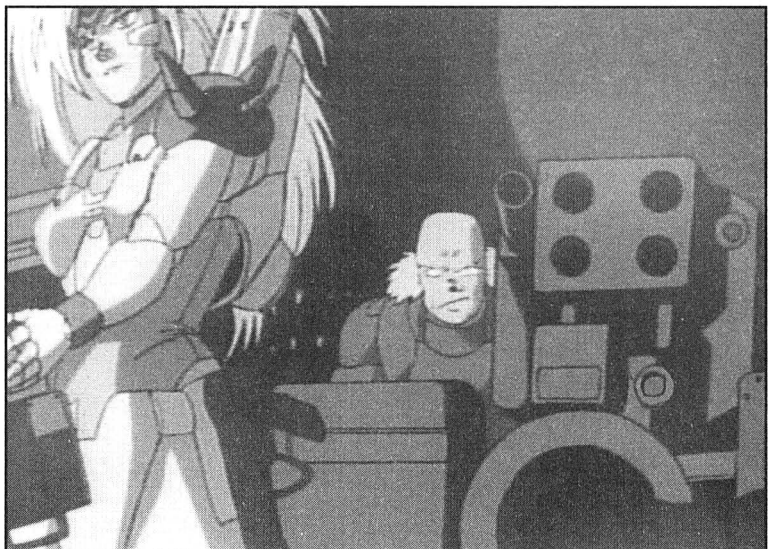
Structural Sub-Attributes — Armour Level 1 (4 MP). Extra Capacity Level 2 (carries 3 people, 2 MP). Toughness Level 2 (8 MP).

Mobility Sub-Attributes — Ground Speed Level 3 (120 kph, 6 MP).

Weapon Sub-Attributes — Weapon Level 3: Rocket Launcher (Damage 60, Area, Long Range, Exposed, Limited Shots x2 with 4 shots, 12 MP).

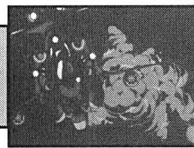
Mecha Defects — Awkward Size (2 MBP). Exposed Crew (1 MBP). Less Armour (1 MBP). No Arms (2 MBP). Noisy (1 MBP). Partial Armour (2 MBP). Restricted Ground Movement (Roadbound, 1 MBP). Volatile (1 MBP).

Derived Values — Armour: 5. Health Points: 80.





Self-Propelled Gun & Helicopter



Self-Propelled Gun (40 Mecha Points)

This weapon is not a true tank — it is a mobile artillery piece, built around a large, long-barreled cannon similar to that used in the Tank Special. The gun can elevate up to 75 degrees enabling it to be used against aircraft, or for long-range indirect fire. This vehicle has not been authorized for use by the Tank Police yet, but it was stationed outside their headquarters for trials. The Puma Sisters do not care about authorizations, however, Annapuna used it to destroy the Red Commando leader's getaway helicopter. See *Appendix 1: Mecha Creation*.

Structural Sub-Attributes — Armour Level 2 (8 MP). Extra Capacity Level 1 (carries 3 people, 1 MP). Extra Endurance (operates for a full day, 1 MP). Toughness Level 3 (12 MP).

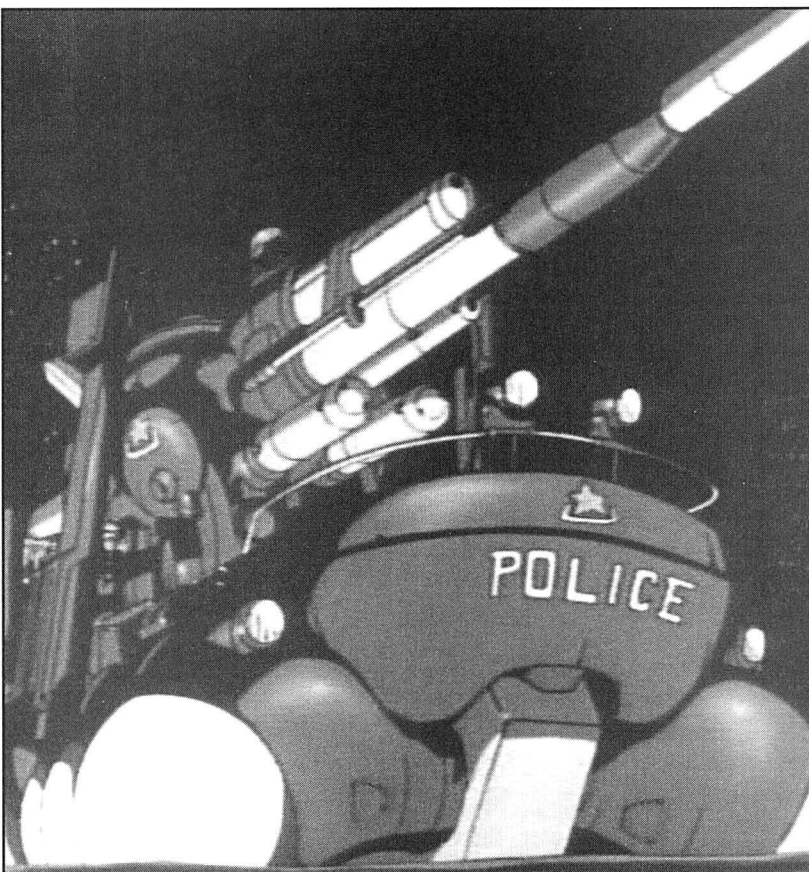
Mobility Sub-Attributes — Ground Speed Level 1 (50 kph, 2 MP).

Other Sub-Attributes — Accessories Level 2 (lights, sirens, police radio, 2 MP). Life Support Level 1 (1 MP). Sensors Level 2 (2 MP).

Weapon Sub-Attributes — Weapon Level 6: Heavy missile cannon (Damage 60, Indirect, Long Range x2, Slow, Static, 24 MP). Fired by gunner rather than driver.

Mecha Defects — Awkward Size (about 110 tonnes, 4 MBP). Crew Requirement (two crew: driver and commander/gunner, 1 MBP). No Arms (2 MBP). Noisy (1 MBP). Partial Armour (1 MBP). Poor Maneuverability (+2 Defense penalty, -2 Initiative, 2 MBP). Volatile (2 MBP).

Derived Values — Armour: 20. Health Points: 100.



Red Commando Helicopter (30 Mecha Points)

These large twin-engine attack helicopters provide the Red Commandos with both mobility and striking power. The helicopters have a family resemblance to the old Russian MI-24 Hind, but have a sleeker design and are packed with more electronics (for single person operation). It is quite possible that they were indeed originally Russian designs, purchased by the Red Commandos on the international arms market. The helicopters mount forward machine guns (about 0.50-caliber) and rocket pods under their stubby wings, and are quite capable of destroying tanks. The helicopters have bulletproof armour, but a single shot from a tank cannon is enough to overcome them. They only carry enough fuel for a few hours of flight. See *Appendix 1: Mecha Creation*.

Structural Sub-Attributes — Armour Level 1 (4 MP). Extra Capacity Level 2 (carries 3 people, 2 MP). Toughness Level 1 (4 MP).

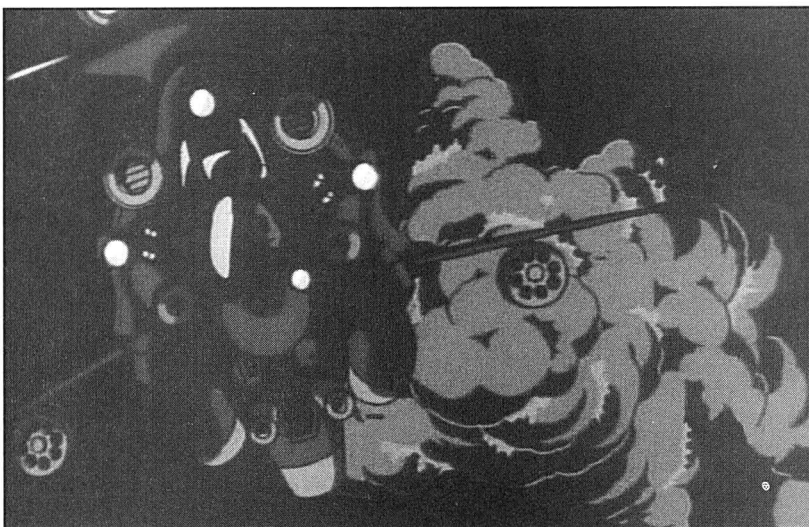
Mobility Sub-Attributes — Flight Level 2 (can hover, 200 kph, 8 MP). Maneuver Bonus Level 2 (flight, 2 MP).

Other Sub-Attributes — Accessories Level 2 (searchlights, radio, 2 MP). Life Support Level 1 (1 MP). Sensors Level 1 (1 MP).

Weapon Sub-Attributes — Weapon Level 4: rocket pods (Damage 45, Area, Spreading, Limited Shots — 6 attacks, 16 MP). Weapon Level 4: 12.7mm machine guns (Damage 30, Accurate, Auto-Fire, 2 MP).

Mecha Defects — Awkward Size (2 MBP). No Arms (2 MBP). Noisy (2 MBP). Restricted Ground Movement (2 MBP). Weak Point (2 MBP). Volatile (2 MBP).

Derived Values — Armour: 10. Health Points: 60.





Battlesuit and Armour



Unipuma's Battlesuit (15 Mecha Points)

This armoured battlesuit was worn by Unipuma while rescuing Buaku from the Red Commandos near the end of Act IV. Its main armament consists of two six-shot mini-rocket pods, but Uni also carried a heavy assault cannon. The suit has no head armour, and thus does not obscure visibility, which eliminates the need for an expensive built-in sensor system. See *Appendix 1: Mecha Design*.

Structural Sub-Attributes — Armour Level 1 (4 MP). Toughness Level 1 (4 MP).

Weapon Sub-Attributes — Weapon Level 3: twin multiple rocket pods (Damage 45, Area, Auto-Fire, Penetrating, Inaccurate, Limited Shots x2, 12 MP). Weapon Level 2: hand-held assault cannon (Damage 30, 1 MP).

Mecha Defects — Mutual Damage (2 MBP). Not so Tough (1 MBP). Partial Armour (2 MBP). Reduced Capacity (1 MBP).

Derived Values — Armour: 10. Health Points: 55



Red Commando Armour (15 Mecha Points)

This red and white powered suit is worn by all Red Commandos, except their leader. The suit covers the entire body, and provides the wearer with an agility bonus, but also protects him from weapons fire, gas, and the effects of the bacterial cloud. The suit is armed with a backpack-mounted multiple mini-rocket launcher barrel Gatling machine gun. The Red Commando Leader wears a similar armoured suit (with a slightly different design and fit), but he does not usually attach the helmet. See *Appendix 1: Mecha Creation*.

Structural Sub-Attributes — Armour Level 1 (4 MP). Toughness Level 1 (4 MP).

Mobility Sub-Attributes — Jumping Level 2 (2 MP). Maneuver Bonus (Ground) Level 1 (1 MP).

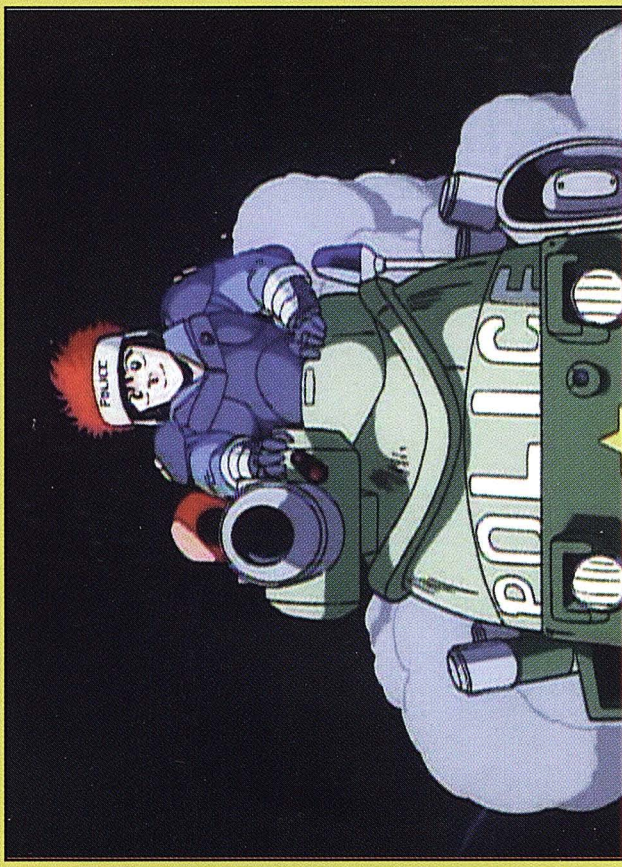
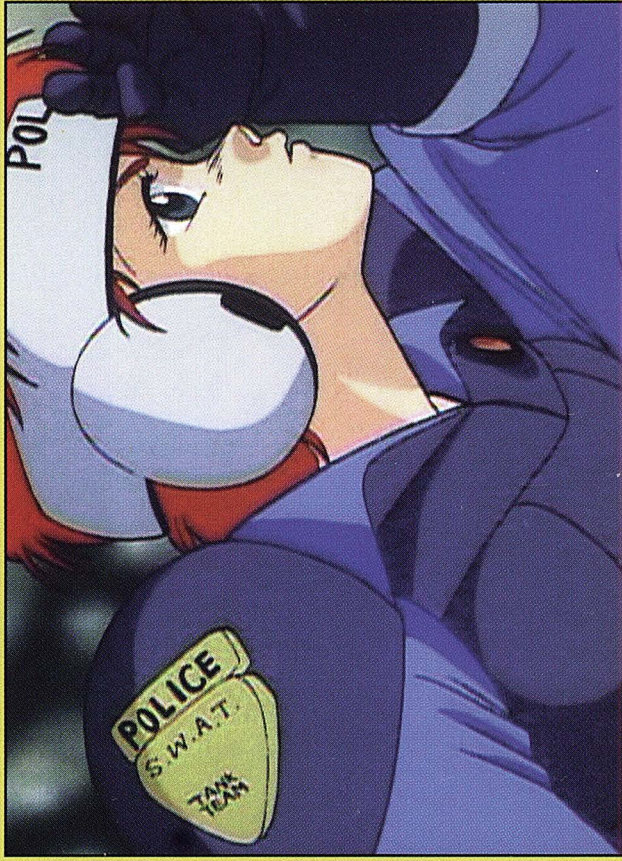
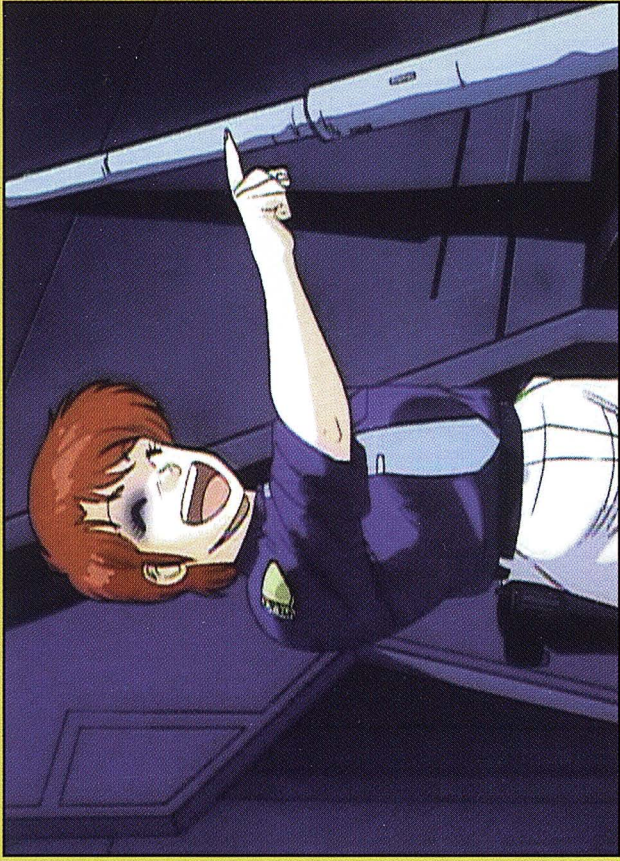
Other Sub-Attributes — Life Support Level 1 (1 MP).

Weapon Sub-Attributes — Weapon Level 2: Gatling machine gun (Damage 15, Accurate, Autofire, Limited Shots — 6 bursts, 8 MP). Weapon Level 1: backpack rocket launcher (Damage 30, Area, Spreading, Limited Shots x3 — one attack, 1 MP).

Mecha Defects — Mutual Damage (2 MBP). Hangar Queen (1 MBP). Not So Tough (1 MBP). Partial Armour (1 MBP). Reduced Capacity (1 MBP).

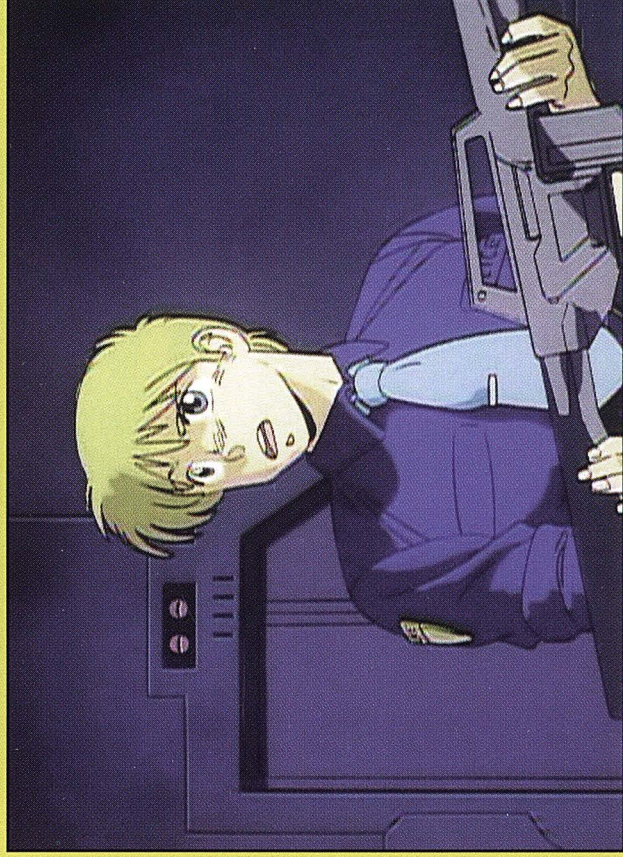
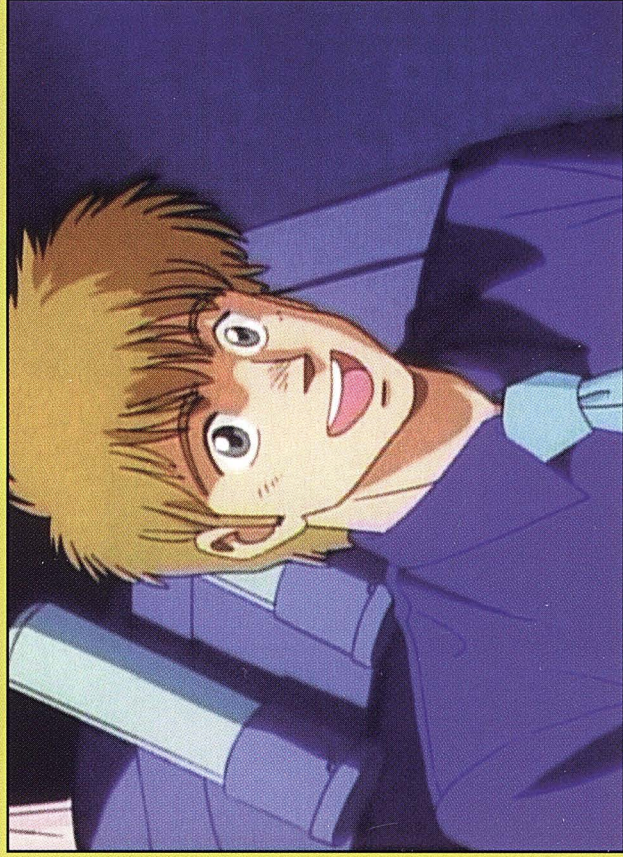
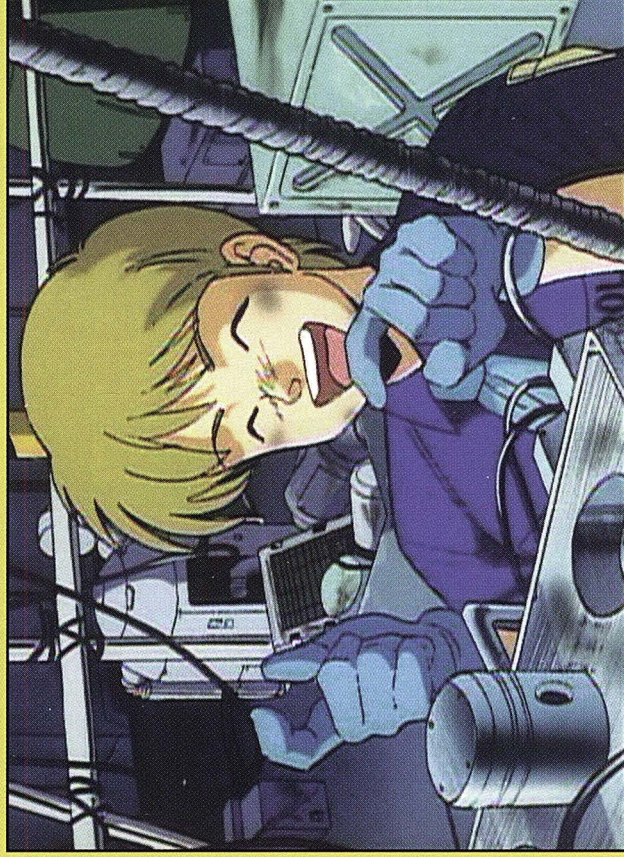
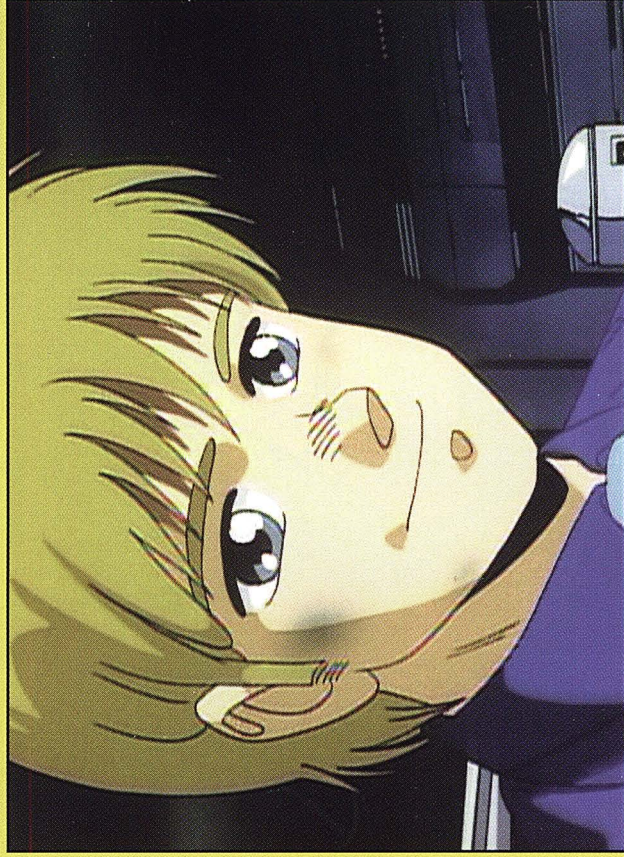
Derived Values — Armour: 10. Health Points: 55.

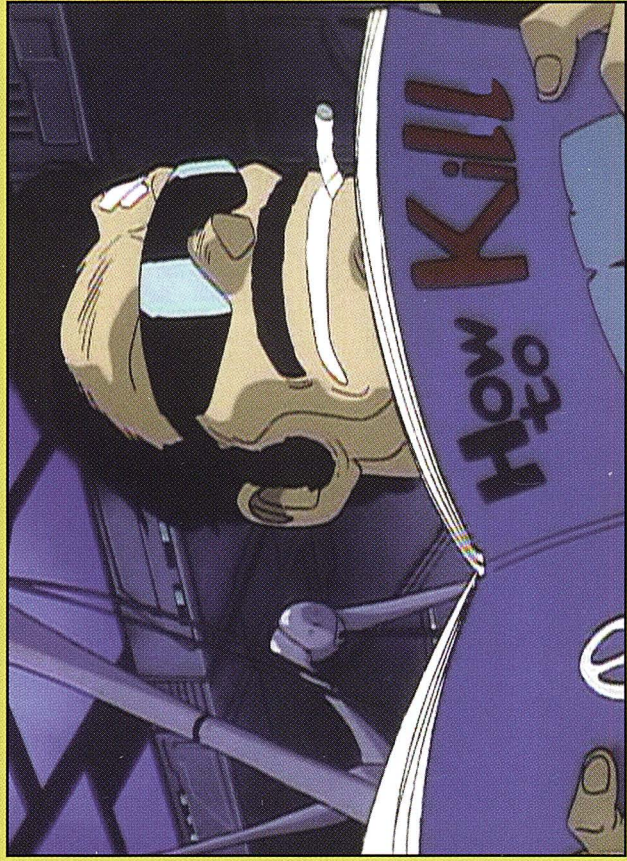
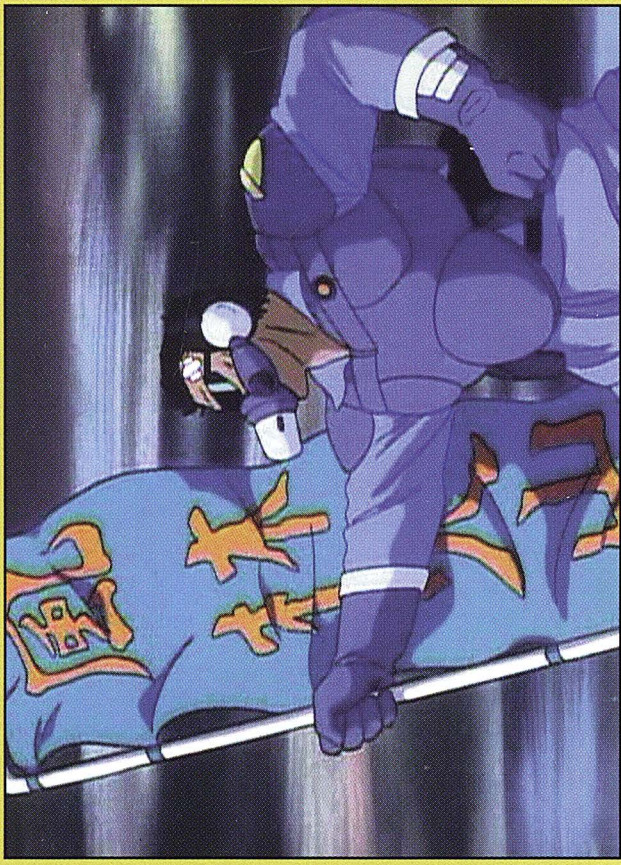
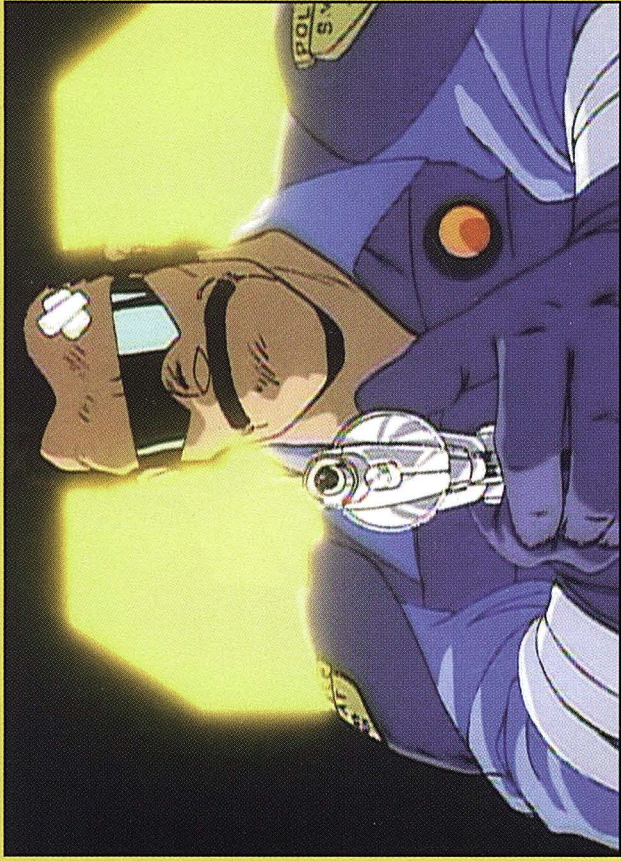




Leona Osaki

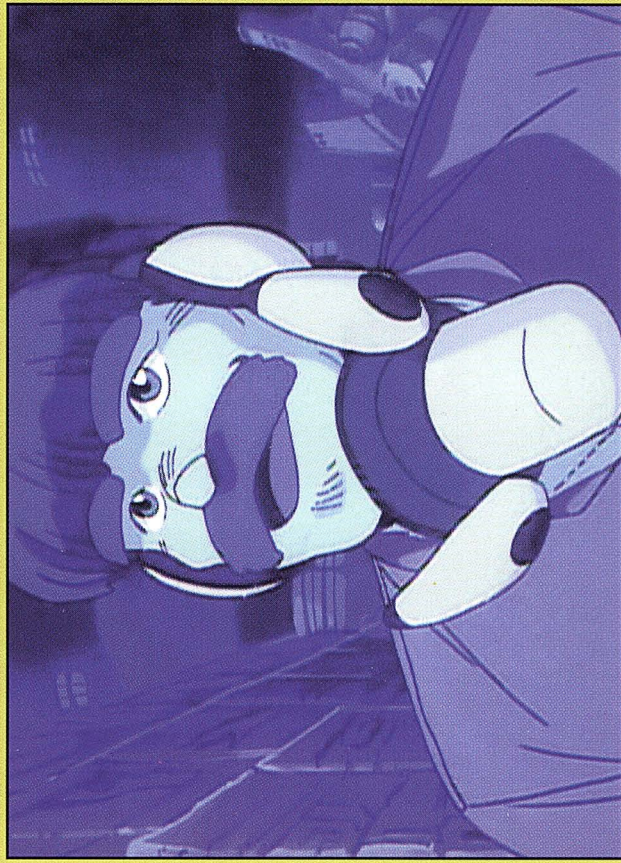
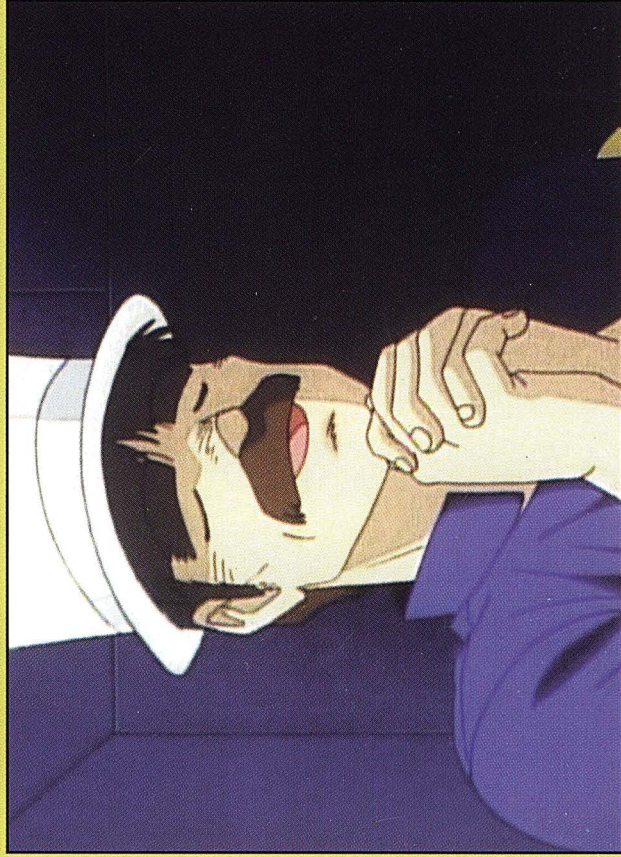
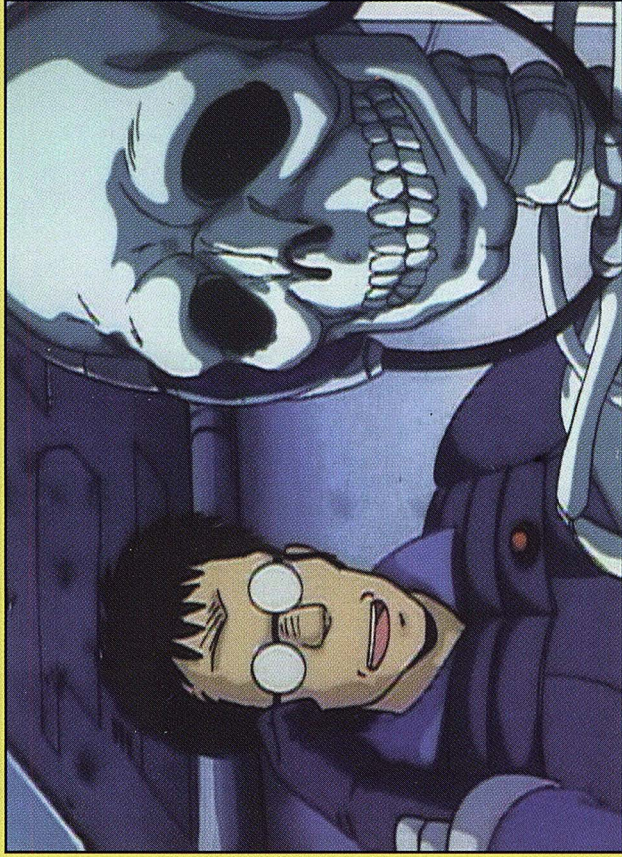
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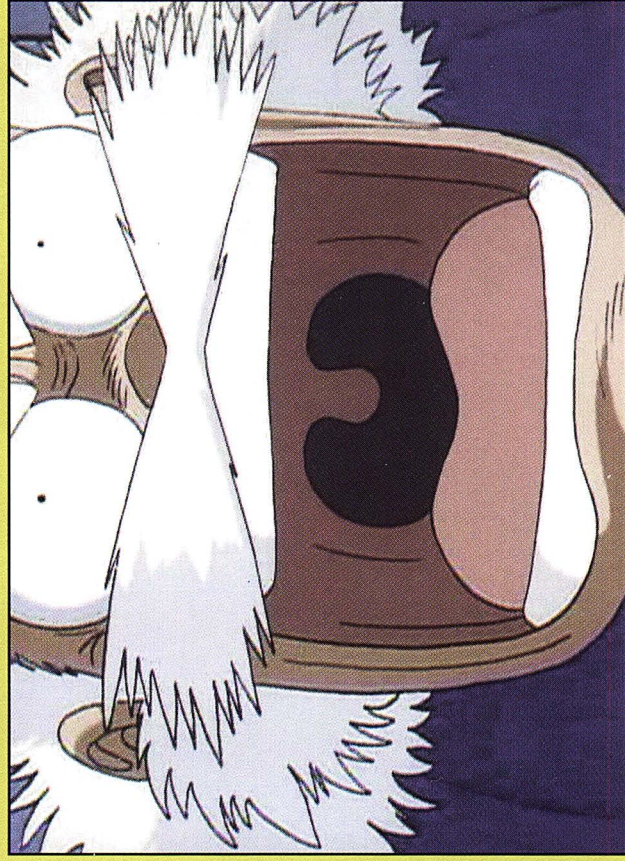




Britain

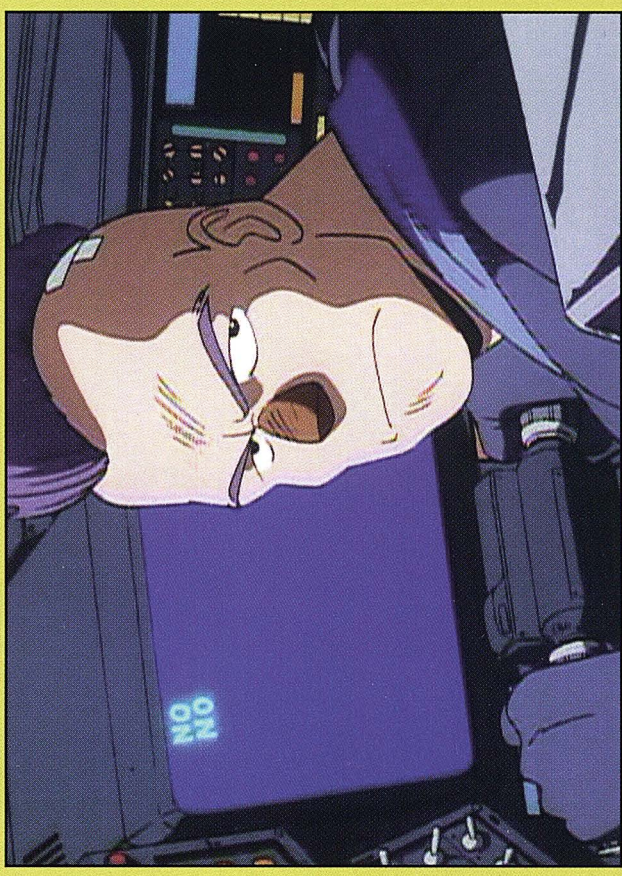
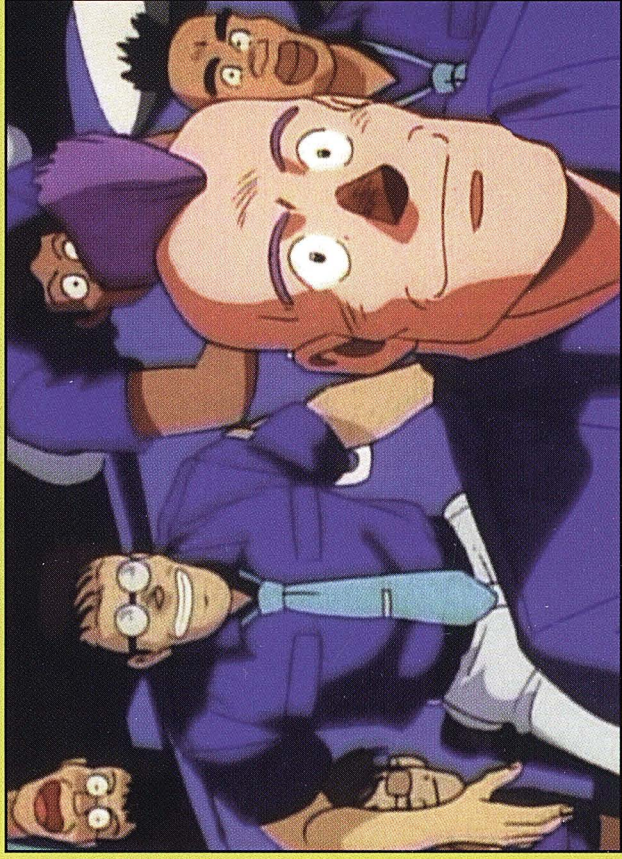
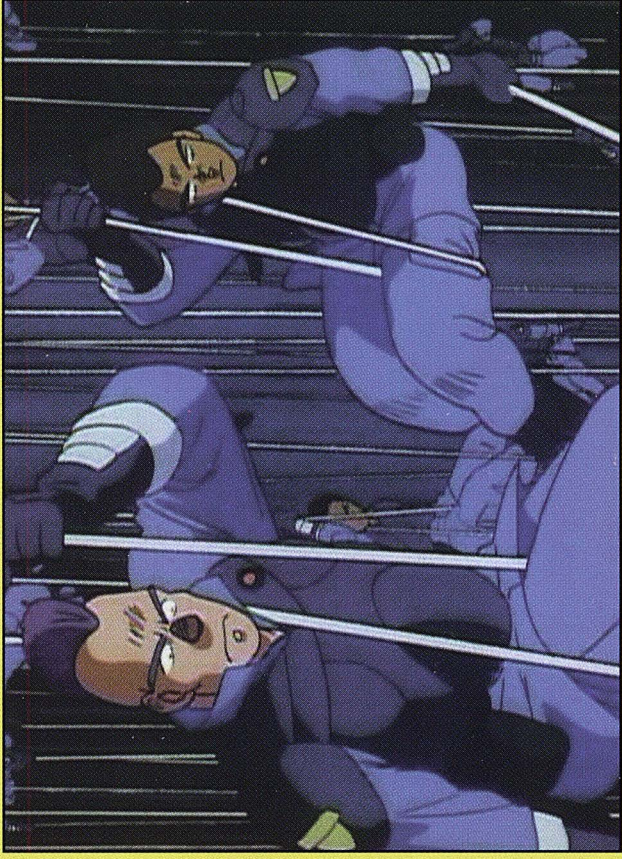
Specs and Chaplain

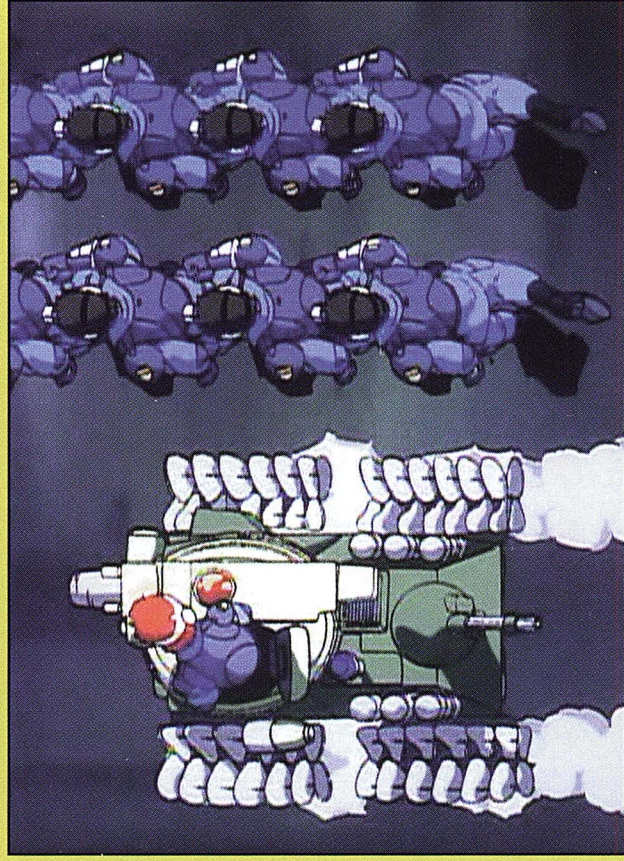
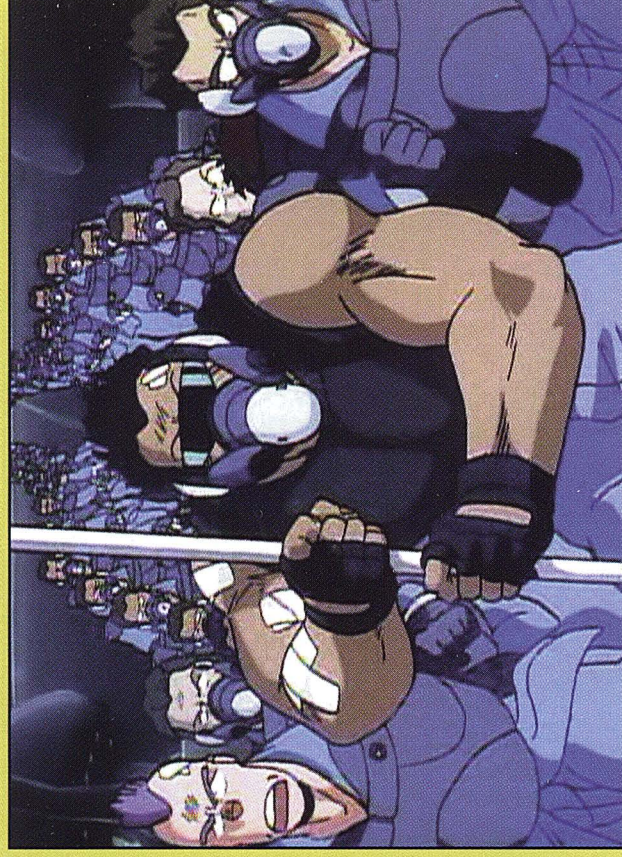
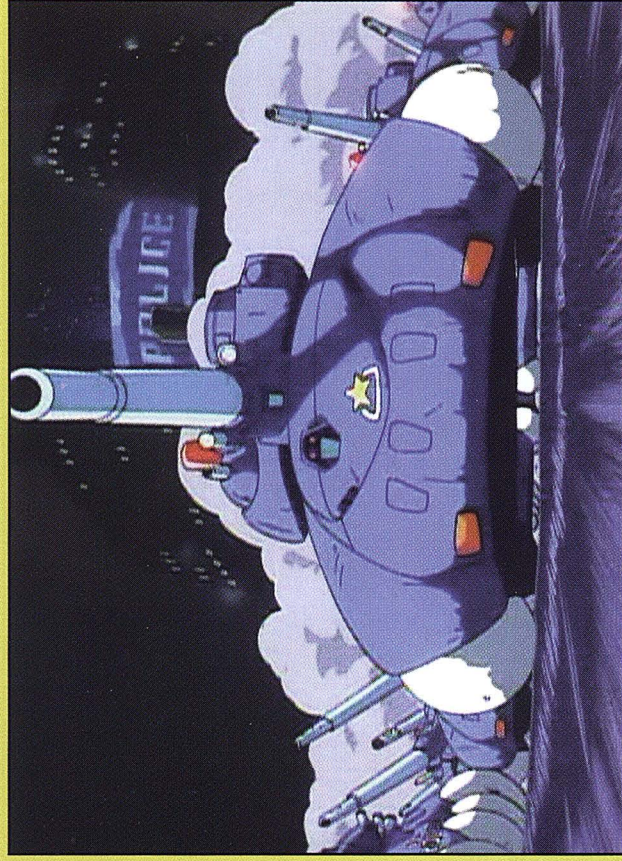




Tank Police Chief

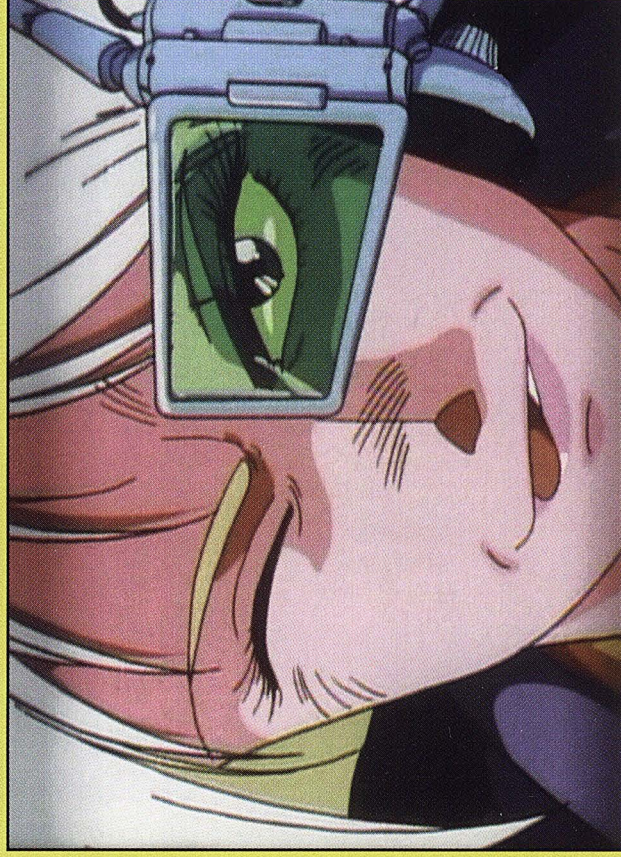
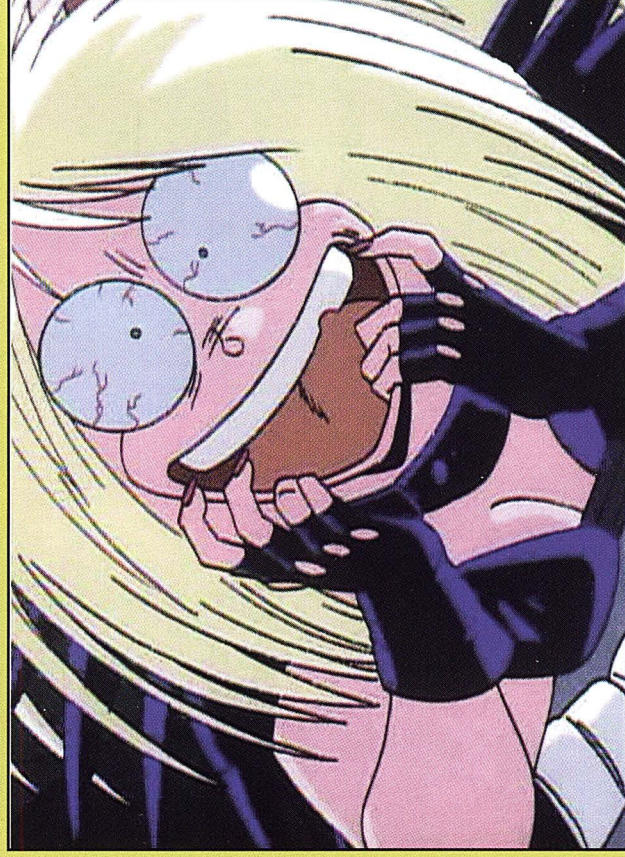
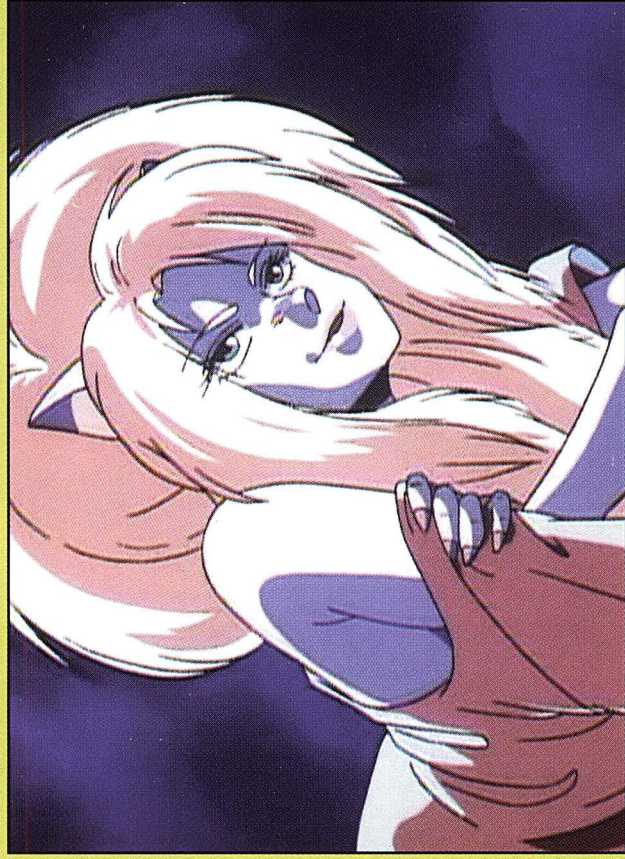
Mohican and Officers

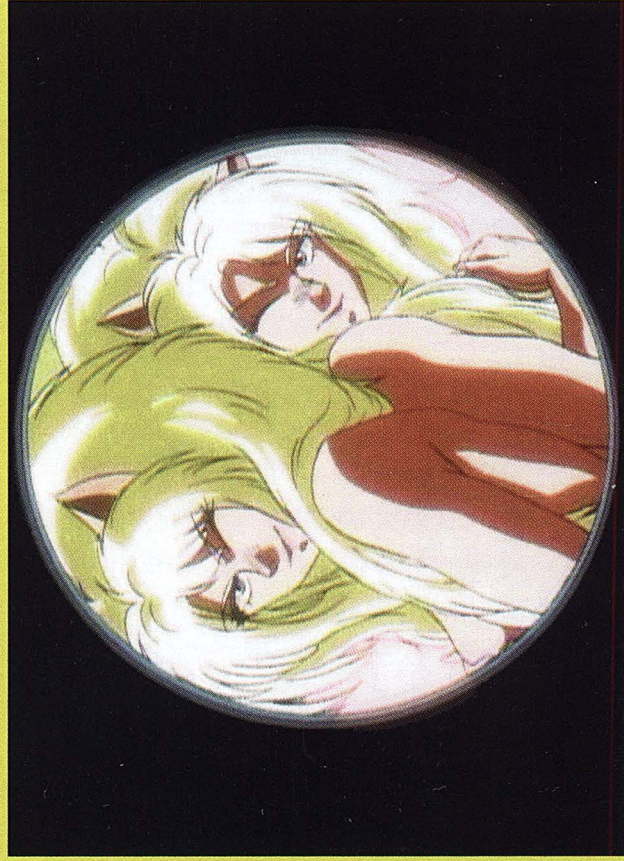
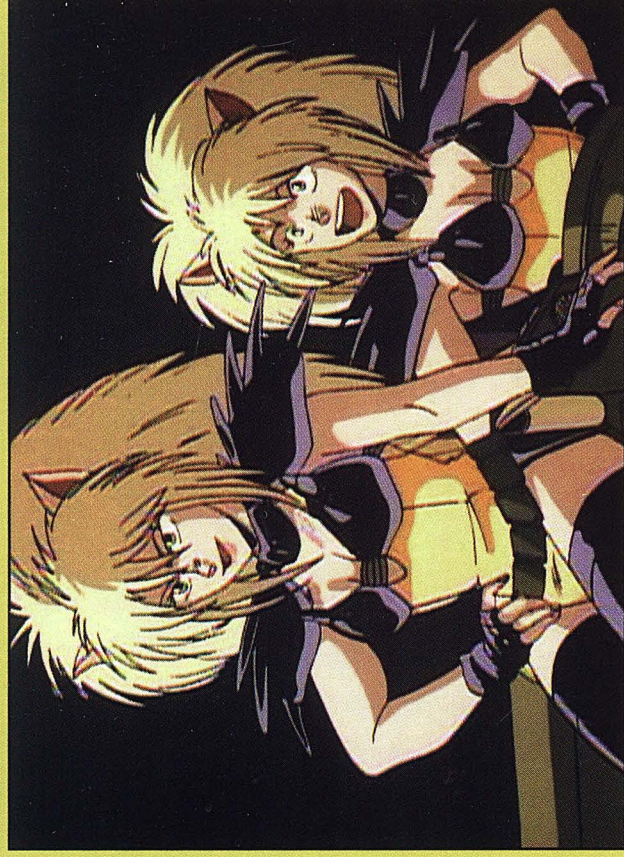
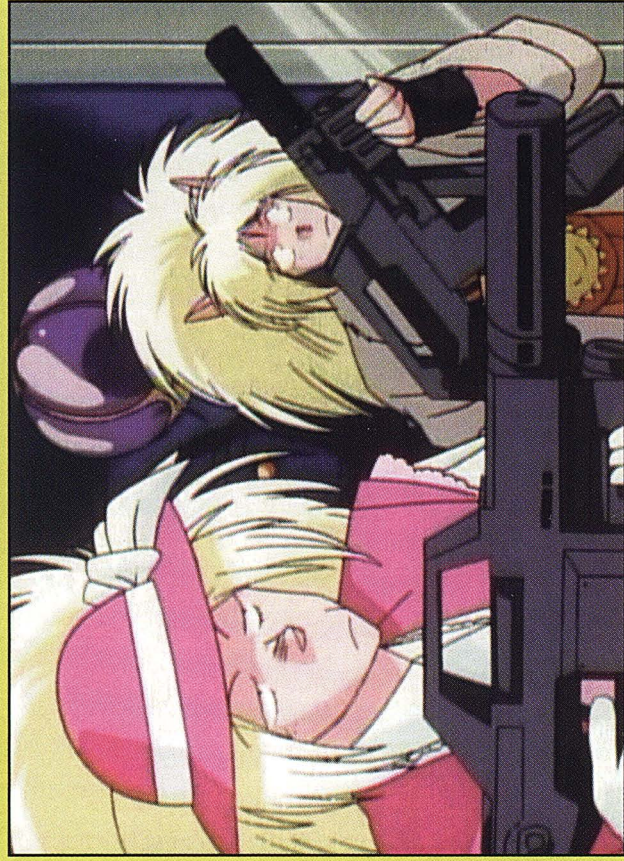




The Newport City Tank Police

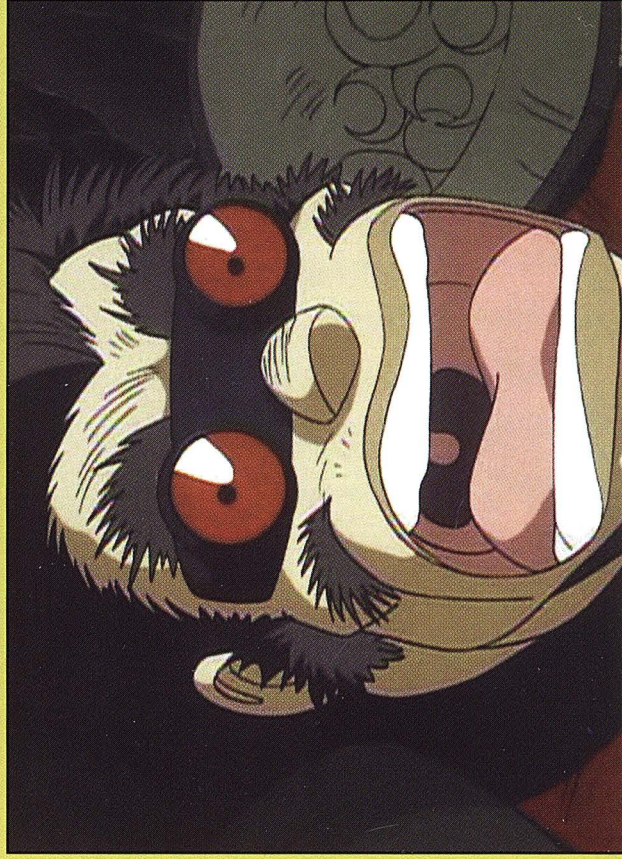
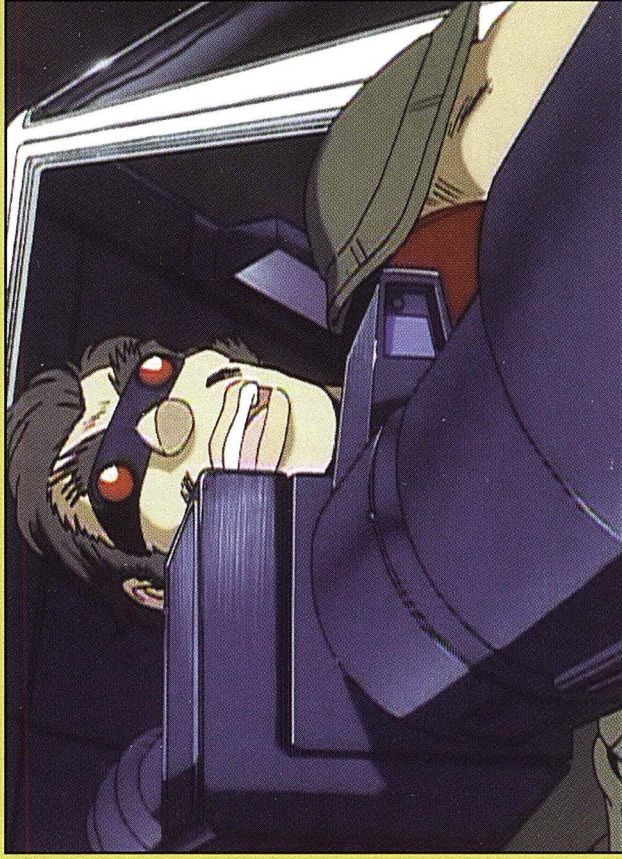
Annapuna and Unipuma

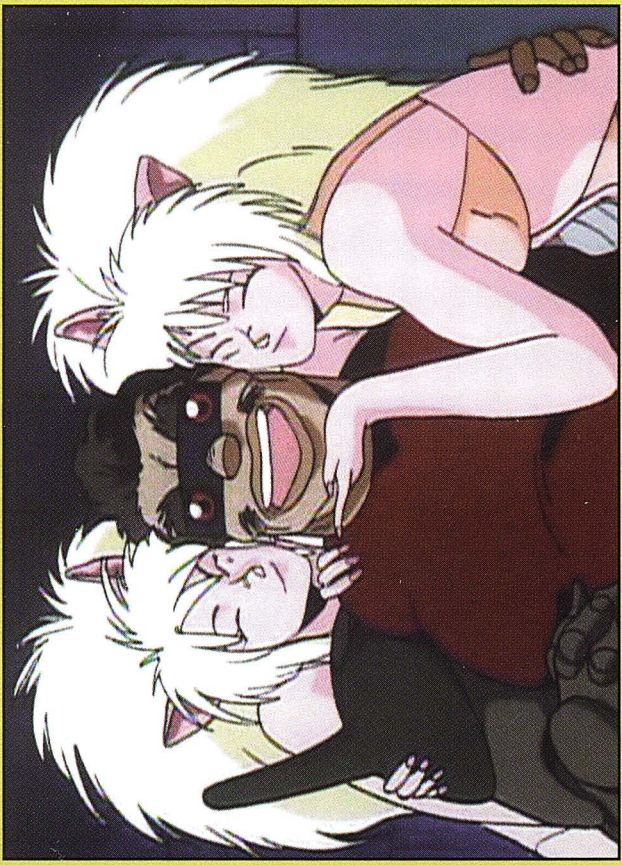
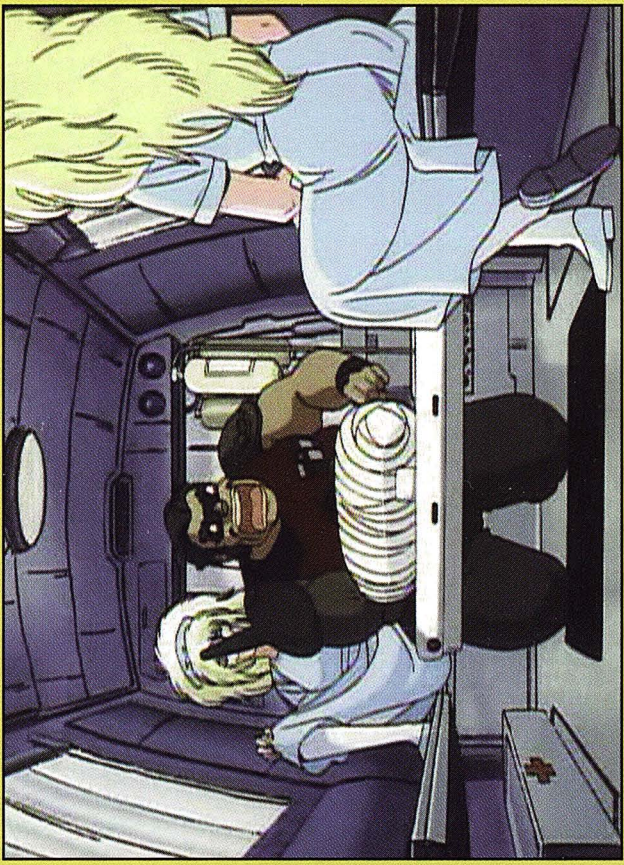




The Puma Sisters

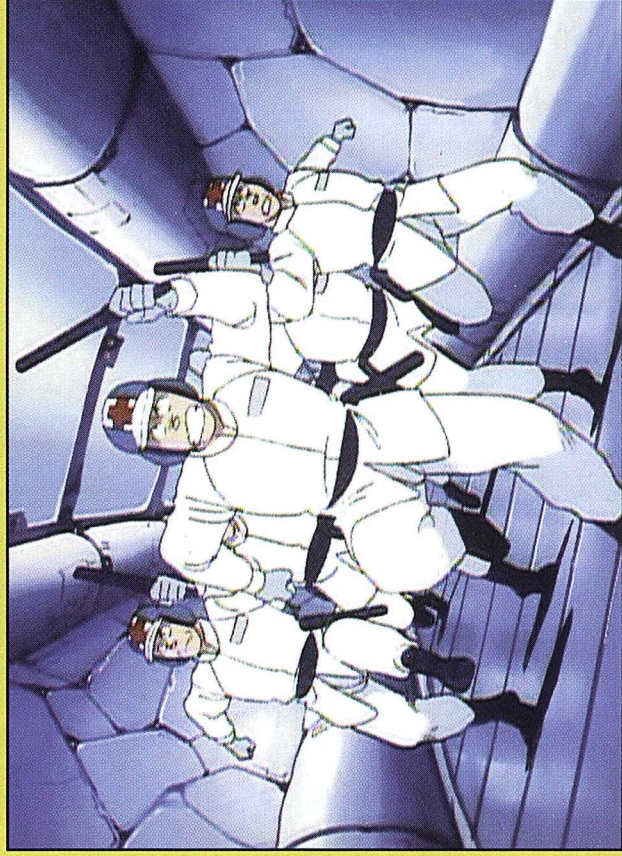
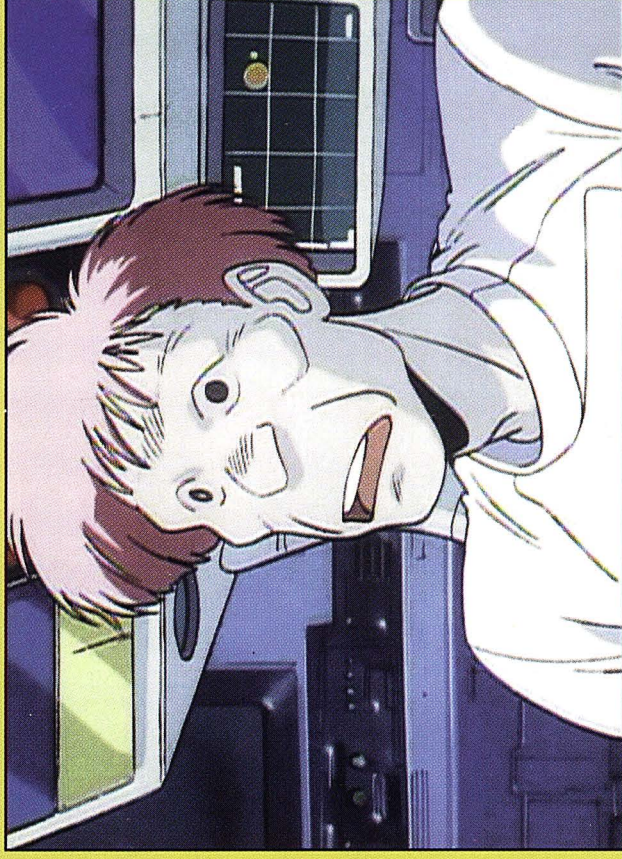
Buaku

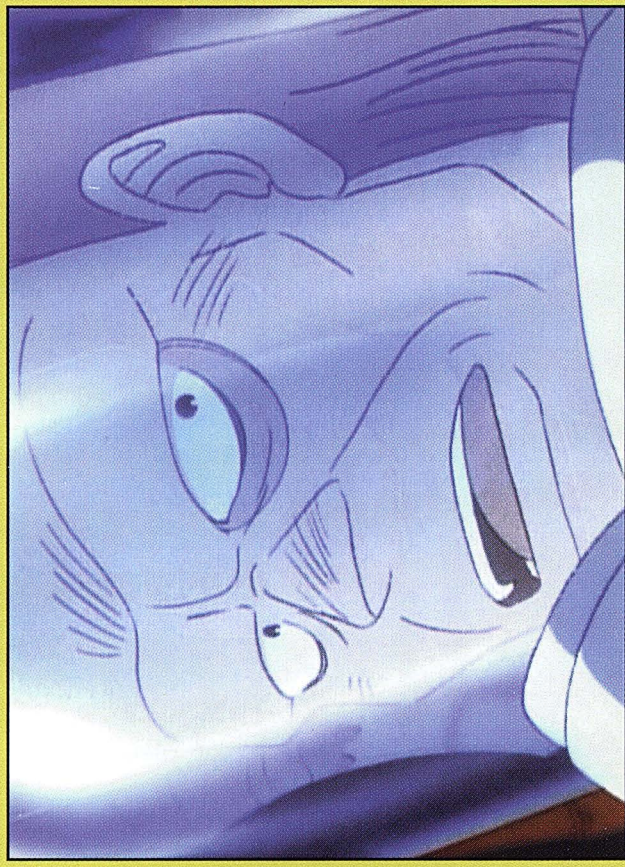
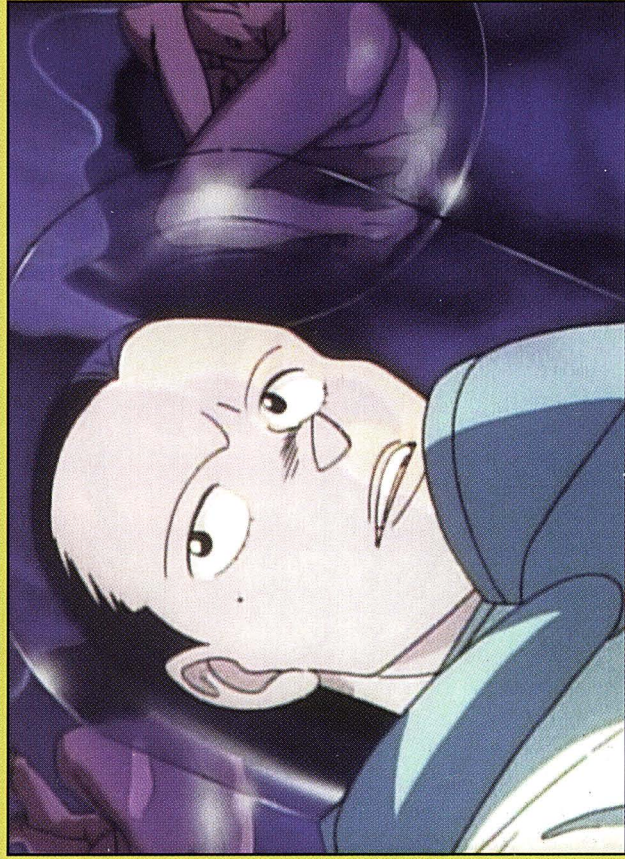
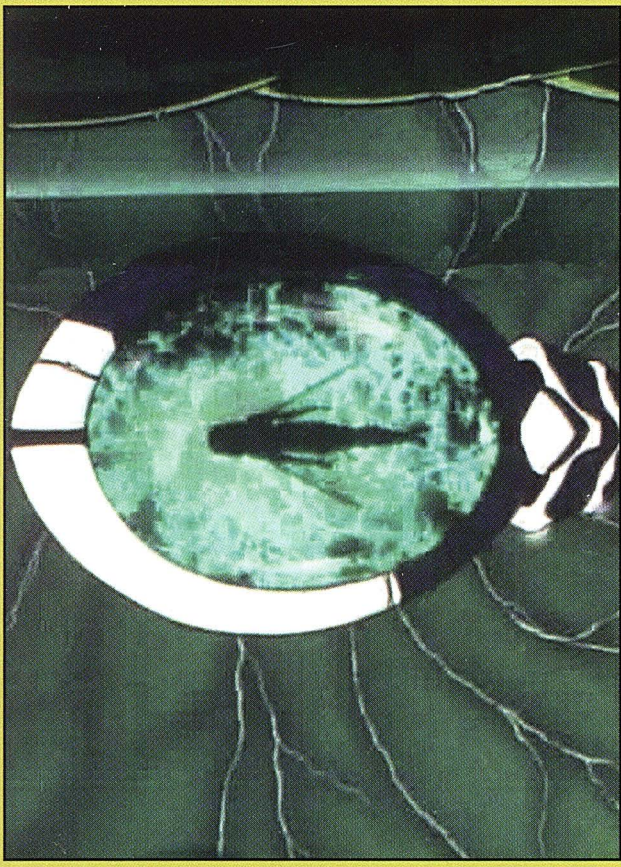




The Buaku Gang

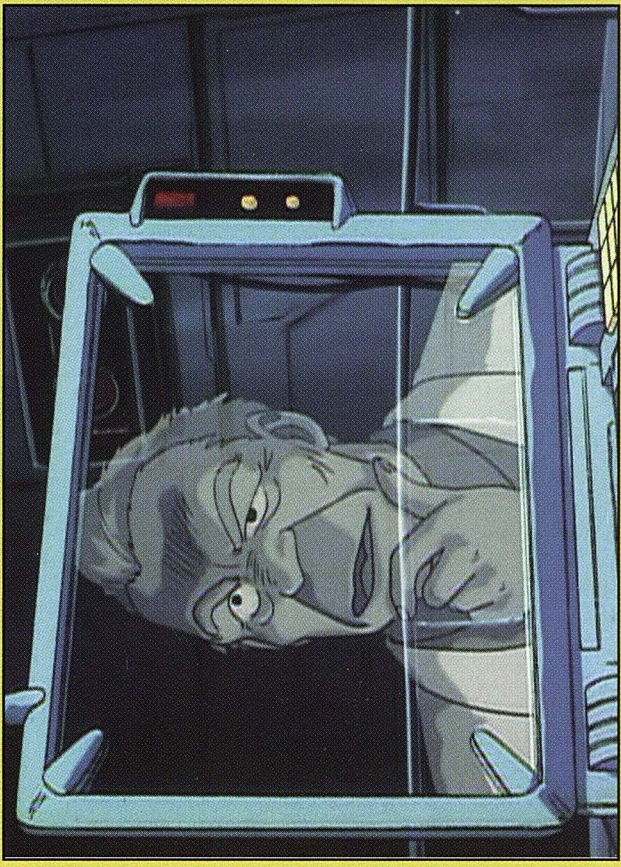
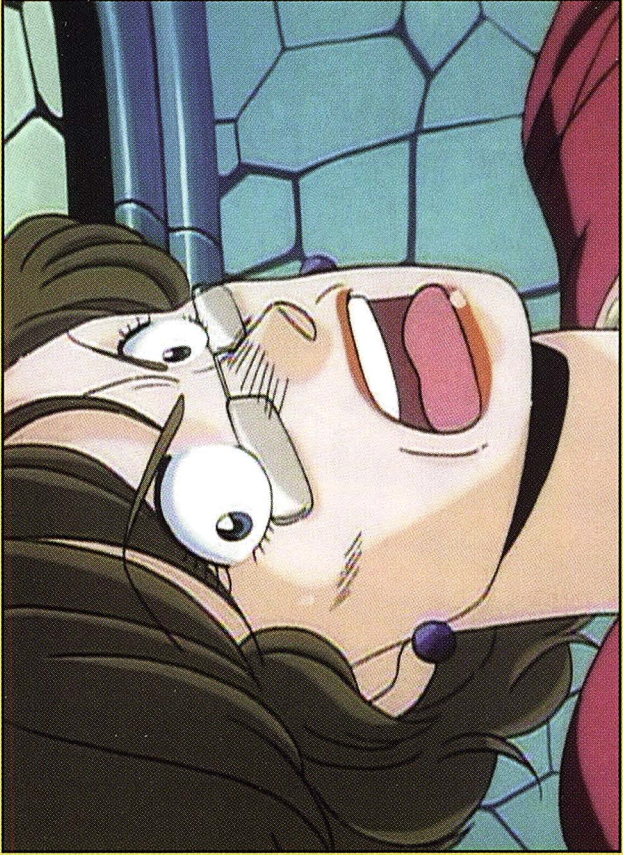
The Virus Atmosphere Project

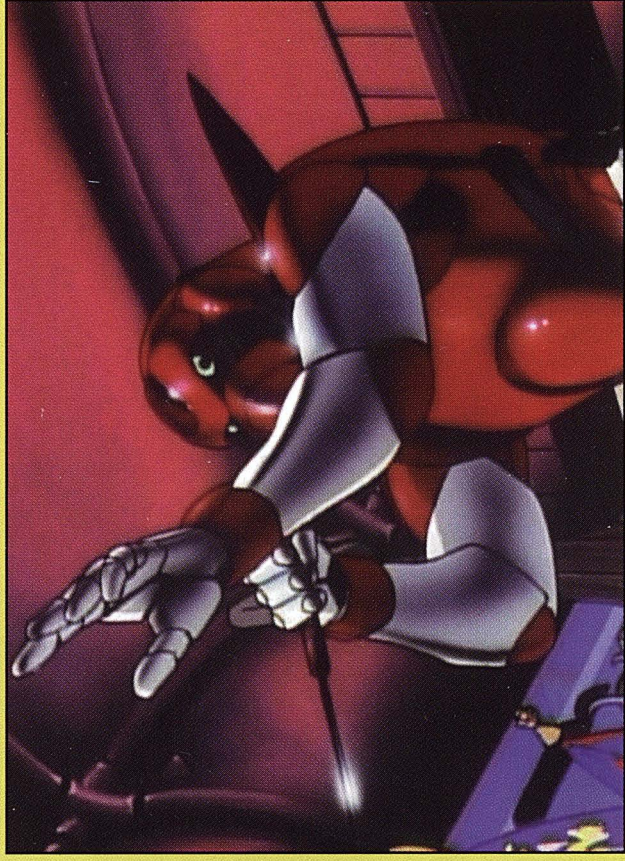
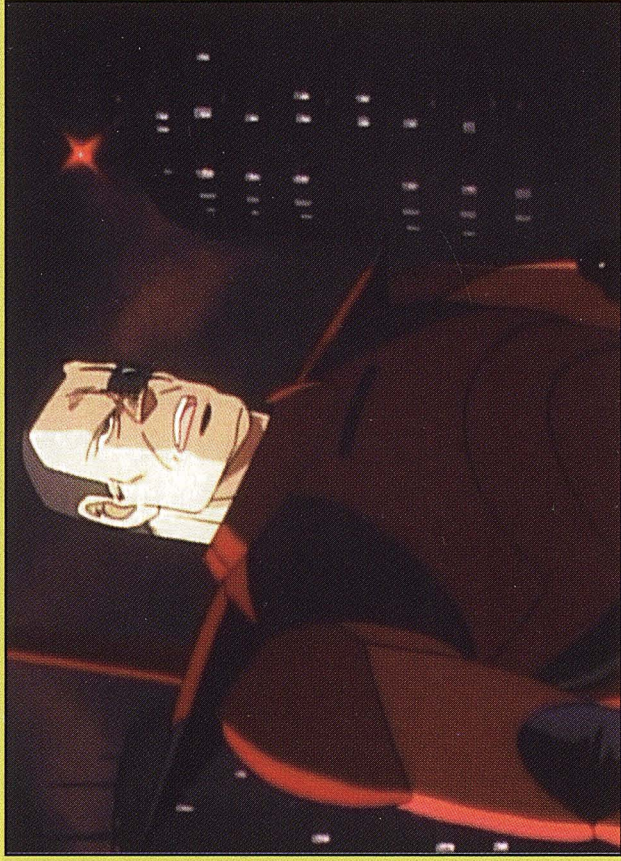




Forced Circulatory/Lifeform Project

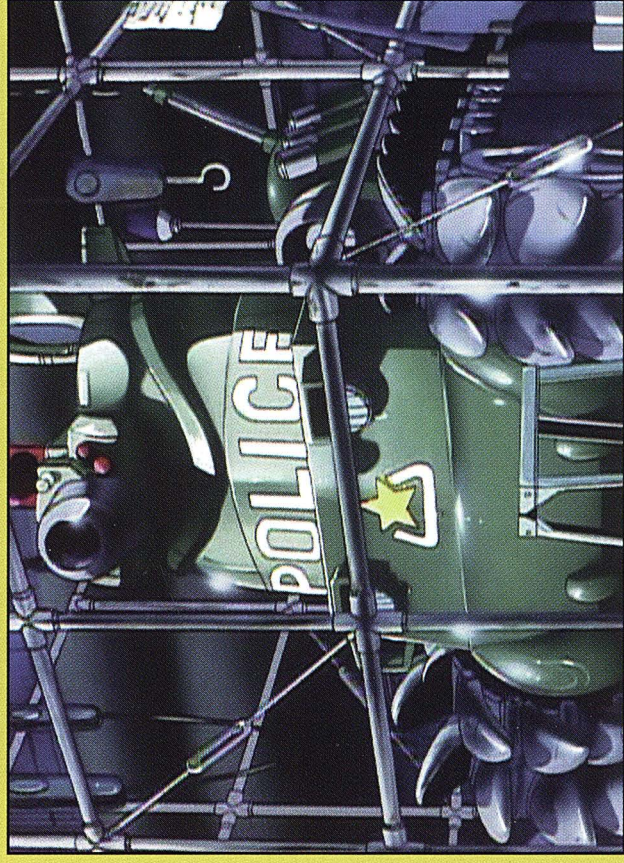
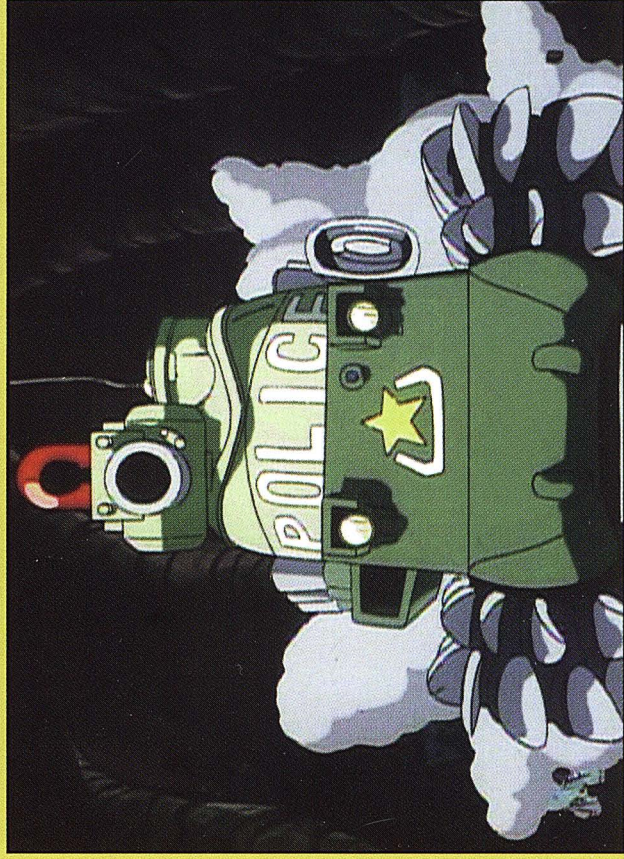
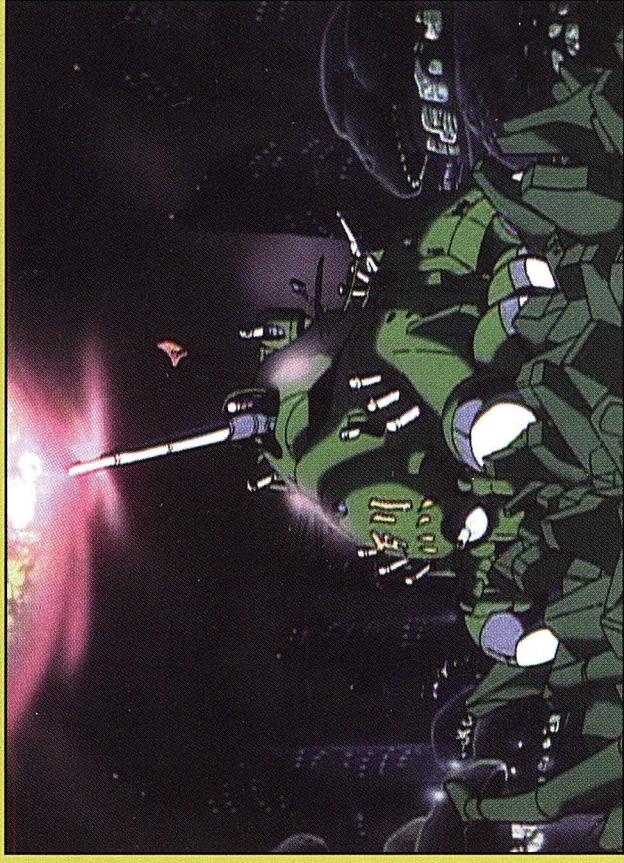
The Mayor and The Councillor





The Red Commandos

The Tank Special and Bonaparte



Chapter 3

GAME MECHANICS





Chapter 3: Game Mechanics

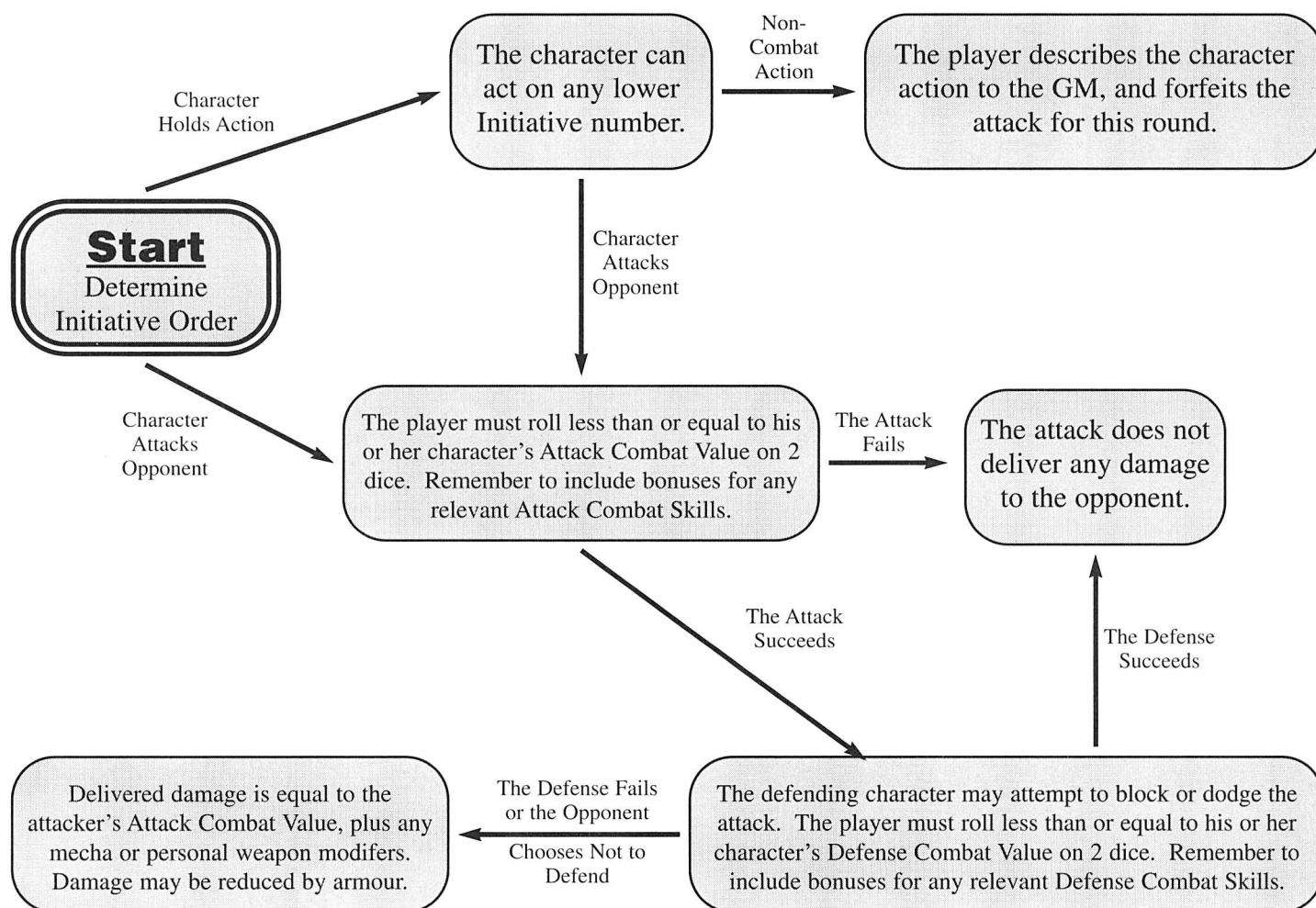


Introduction

A *Dominion Tank Police* role-playing adventure should involve a blend of action, combat, character, and story. The Tri-Stat game mechanics system was created to be a near-transparent system in which neither the GM nor the player will disrupt the flow of the game by frequently rolling dice, searching for rules/charts/tables, making complex calculations, or reviewing character sheets. *The Dominion Tank Police RPG* uses the same conceptually intuitive system that made the multi-genre anime RPG, *Big Eyes, Small Mouth*, popular with both role-playing and anime fans.

IMPORTANT! Do not hesitate to go beyond the rules if you are the Game Master. If you dislike a rule presented in *The Dominion Tank Police RPG*, you are encouraged to modify it to suit your needs and the needs of the players. Do not let your own vision of *Dominion* be ignored by anything you read in this book. These pages are filled with guidelines and suggestions, but certainly do not reflect the “One True Way” to role-playing success. Use what you like, discard what you do not, and fill in the blanks with your own ideas.

Combat Flowchart





Chapter 3: Game Mechanics



Dice and Dice Rolls

The Dominion Tank Police RPG only uses two six-sided dice to handle all aspects of the game mechanics. By adding the two numbers shown on each die, values between 2 and 12 can be generated. The distribution of values almost follows a standard or bell curve, with the middle value of 7 generated most frequently (6 times out of 36 possibilities or 1/6th of the time). There are three major types of dice rolls a GM or player may use during game play: a Stat check dice roll, a Skill check dice roll and an Attack/Defense combat dice roll. When a player announces the intended actions of his or her character, the GM must decide if a dice roll is necessary. Should a roll be required, the GM will choose which type of dice roll is most appropriate.

Stat Checks

A Stat check is used when the GM believes that innate ability is more important than any learned expertise or combat capability. During a Stat check, the GM decides which Stat (Body, Mind, or Soul) would be most relevant to the action in question. If two or three Stats are closely related to the action, an average Stat Value should be calculated instead, rounding up to the closest whole number. For actions that fall under an Attribute, the relevant Stat is usually given in the Attribute description (see page 22 of *Chapter 2: Character Creation*).

A successful Stat check involves the player rolling less than or equal to the Stat Value or Stat Value average on two dice. The Stat check is unsuccessful if the dice roll generates a value greater than the target number. The greater the difference between the target number and the dice roll, the greater the degree of success or failure (see **Table 3-1: Degrees of Success**, next column).

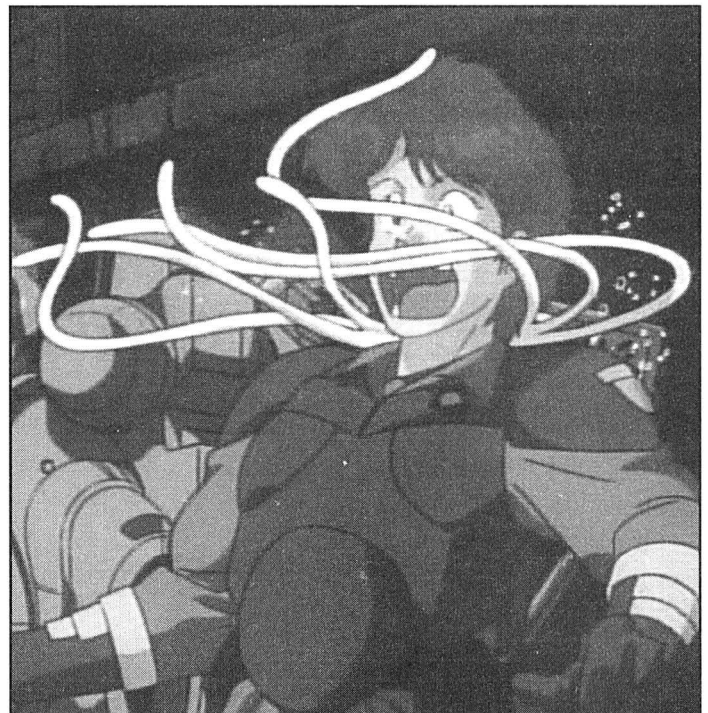
The GM has the option of modifying the dice roll should the action the character is undertaking be particularly easy or difficult (see **Table 3-2: Dice Roll Modifications**, next column). A more difficult action gains a positive modifier to the dice roll since the goal is to roll under the Stat Value or Stat Value average. Regardless of the actual target number, an unmodified or “natural” roll of 2 always succeeds (considered to be at least a “marginal success”), and an unmodified roll of 12 always fails (considered to be at least a “marginal failure”). This rule is important in a Dominion adventure, because it reflects the extreme possibilities presented in the OAV series — sometimes even the most talented characters fail in their tasks, and sometimes even the most awkward characters succeed. If two or more characters are working directly or indirectly against each other (such as two people pulling on a contested object), each character must make a Stat check dice roll. The character with the greatest degree of success (or least degree of failure) is considered to have the advantage over the contested action.

Table 3-1: Degrees of Success

Roll is greater than the target number by 8 or more	Critical Failure
Roll is 6 or 7 greater than the target number	Extreme Failure
Roll is 4 or 5 greater than the target number	Major Failure
Roll is 2 or 3 greater than the target number	Minor Failure
Roll is 1 greater than the target number	Marginal Failure
Roll is equal to or 1 less than the target number	Marginal Success
Roll is 2 or 3 less than the target number	Minor Success
Roll is 4 or 5 less than the target number	Major Success
Roll is 6 or 7 less than the target number	Extreme Success
Roll is less than the target number by 8 or more	Critical Success

Table 3-2: Dice Roll Modifications

<u>Dice Roll Modifier</u>	<u>Action Difficulty</u>
-4	Trivial. Why roll dice?
-3	Nearly Trivial
-2	Extremely Easy
-1	Easy
0	Average Difficulty
+1	Slightly Difficult
+2	Difficult
+3	Quite Difficult
+4	Extremely Difficult
+5	Outrageously Difficult
+6	Practically Impossible





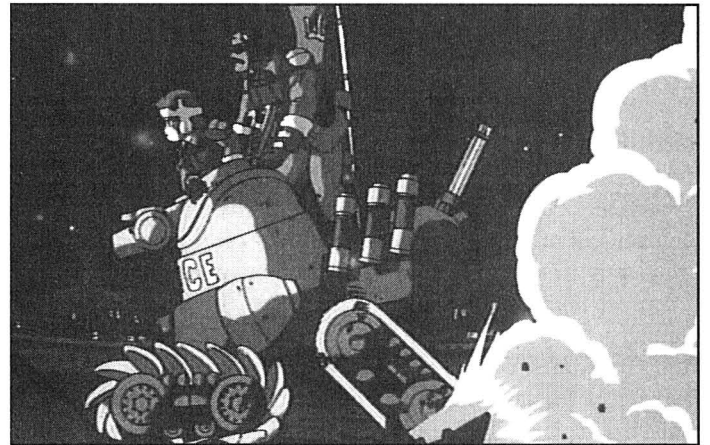
Chapter 3: Game Mechanics



Skill Checks

A Skill check is similar to a Stat check, except it is used when the task is one that the GM decides would be governed by both a particular Stat and a particular Skill. For example, if a task required general intellectual ability (such as remembering the name of a person the character had met), a Mind Stat check would be made. Determining the value of a painting stolen from a museum would also require a Mind Stat check, but this task is governed by the Cultural Arts Skill (more specifically, the Art Appraisal specialization). In role-playing terminology, this task would require a “Mind-Based Cultural Arts (Art Appraisal) Skill Check”. A successful Skill check involves the player rolling less than or equal to the relevant Stat Value or Stat Value average on two dice. The degree of the action’s success or failure is determined by the difference between the target number and the dice roll (see **Table 3-1: Degrees of Success**, page 83).

If the character undertaking the Skill check does not possess the Skill that the GM determines is relevant (or necessary), a dice roll penalty should be applied. The penalty can range from +1 for tasks that require little skill and are slightly difficult (such as jumping across a gap between buildings — an Acrobatics Skill), to +6 for tasks that require tremendous skill and are practically impossible (such as rebuilding a tank engine — a Mechanics Skill). Tasks that the GM decide are not actually difficult may not receive any dice roll modifier. Conversely, the GM may decide that unbelievably difficult tasks (such as brain surgery, or the translation of ancient hieroglyphics) automatically fail when performed by characters lacking the required Skill. If the character does possess the appropriate Skill (even without the exact specialization), he or she receives a bonus to the Skill check dice roll. This bonus is equivalent to the character’s Skill Level (if the task does not fall under his or her specialization) or one more than the character’s Skill Level (if his or her specialization does apply). Even skilled characters can suffer or benefit from the difficulty modifiers in **Table 3-2: Dice Roll Modifications** (page 83) Any difficulty modifiers that are assigned to a character’s task are cumulative with his or her Skill Level bonus.



The GM is responsible for deciding which Stat, which Skill, and which specialization is relevant to a particular task, using the Stat and Skill descriptions given in *Chapter 2: Character Creation*. Since these questions can often be tricky, the GM should listen to the players’ reasoning why a particular Skill or specialization might apply. The final decision belongs to the GM, however.

The modifiers provided by each particular Skill Level are summarized below:

Skill Level 1 — A character is awarded a -1 bonus on the Skill check dice roll if he or she does not possesses a relevant specialty, or a -2 bonus if the character does possess the relevant specialty.

Skill Level 2 — A character is awarded a -2 bonus on the Skill check dice roll if he or she does not possesses a relevant specialty, or a -3 bonus if the character does possess the relevant specialty.

Skill Level 3 — A character is awarded a -3 bonus on the Skill check dice roll if he or she does not possesses a relevant specialty, or a -4 bonus if the character does possess the relevant specialty.

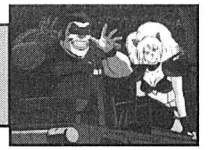
Skill Level 4 — A character is awarded a -4 bonus on the Skill check dice roll if he or she does not possesses a relevant specialty, or a -5 bonus if the character does possess the relevant specialty.

Skill Level 5 — A character is awarded a -5 bonus on the Skill check dice roll if he or she does not possesses a relevant specialty, or a -6 bonus if the character does possess the relevant specialty.

Skill Level 6 — A character is awarded a -6 bonus on the Skill check dice roll if he or she does not possesses a relevant specialty, or a -7 bonus if the character does possess the relevant specialty.



Chapter 3: Game Mechanics



Example 1: Buaku is trapped in the burning wreckage of a crashed getaway vehicle, and Annapuna attempts to rescue him. The GM decides that this task is not related to any Skill, but instead requires a Body Stat Check. The GM rates the action as difficult (with a +3 modifier), but Annapuna can continue making attempts each round. However, each failure means that both she and Buaku will suffer several points of damage from the fire. Annapuna's player rolls a 7 on two dice, which is modified to a 10. Since Annapuna's Body Stat is equal to 10, the GM tells the player that Annapuna pulls Buaku clear, but that they both suffered some minor burns in the process, and each take 1 point of damage.

Example 2: In a tough fight against a group of well-armed terrorists, Al is knocked out, leaving Leona to drive Bonaparte alone. After interrogating one of the terrorists, Leona discovers that her battle was only a diversion, and that the terrorists' target is City Hall, on the other side of the city. Ellen, Leona's player, wants to race Bonaparte to City Hall to arrive before the villains. The terrorists have a head start, but Ellen reminds the GM that it is rush hour and the streets are full of traffic; the driving speed depends heavily upon how well a character can manoeuvre around obstacles. The GM decides this high-speed race requires a Skill check for Driving (Armoured Fighting Vehicles), which is rolled against Leona's Body Stat of 5. Since the terrorists have the lead, the GM decides the task will be difficult (+2 dice roll Modifier). Leona has the Driving Skill at Level 2, but her specialization is in Motorcycles and not Armoured Fighting Vehicles. Consequently, her Skill bonus is equal to her Skill Level, resulting in a -2 modifier. Additionally, the GM gives Leona a -3 dice roll bonus for Bonaparte's Manoeuvre Bonus Sub-Attribute of Level 3. The total modifier applied to Leona's dice roll is thus -3 (+2 in penalties, and -5 in bonuses). Ellen rolls a 9, which is modified to a 6 — a marginal failure. The GM tells Ellen that Leona fails to beat the terrorists to City Hall, but arrives only two rounds after they have begun their attack.

Example 3: During an encounter between the Tank Police and a powerful drug-smuggling ring, Mohican is shot in the chest (but is still alive). Lisa tells the GM that she wants her character, Britain, to remove the bullet using a sharp knife. Since Britain does not possess the Medical Skill, the GM warns Lisa that Britain would suffer a very large penalty to the dice roll, and would probably fail. Lisa (as Britain) decides not to risk Mohican's life, and instead rushes to the hospital.

Combat Dice Rolls

The combat dice roll is very similar to a Skill check, except the target number is now the character's Attack Combat Value (for attack combat rolls) or Defense Combat Value (for defense combat rolls) rather than a Stat. The combat dice roll is used to resolve any type of physical combat, including armed, unarmed, martial arts and ranged weapons attacks. A successful combat manoeuvre involves the player rolling less than or equal to his or her character's Attack Combat Value or Defense Combat Value on two dice. The attack or defense is unsuccessful if the dice roll generates a value greater than the target number.

A character can usually fire a gun or hit someone with a melee weapon (or fist and feet) even if he or she does not possess the relevant attack combat Skill. Consequently, attacking or defending characters do not suffer a dice roll penalty; a character without the combat Skill simply does not receive a dice roll bonus. A GM may exempt the Heavy Weapon Combat Skill, since these weapons have more complex procedures, and apply a +2 dice roll penalty to unskilled characters. Skills that are described in *Chapter 2: Character Creation* as "Attack Combat Skills" will modify Attack Combat rolls when a character is using the particular weapons or techniques they described. Similarly, Skills described as "Defense Combat Skills" modify defense rolls.

Unlike Skill check dice rolls, combat dice rolls do not usually involve degrees of success or failure. Not only will Skills modify the dice roll, but some weapon Sub-Attributes (notably Accurate, Inaccurate, and Spreading) provide modifiers as well. The GM also has the option of modifying the dice roll should the attack or defense be particularly easy or difficult (see **Table 3-2: Dice Roll Modification**, page 83). Remember that an easy attack or defense gains a negative modifier to the dice roll since the goal is to roll under the Attack or Defense Combat Value. Regardless of the actual target number, an unmodified roll of 2 always succeeds and a roll of 12 always fails. Additionally, a natural dice roll of 2 ("snake eyes") is considered to be a critical success and cannot be negated by an opponent's defense (the defender is not even given the opportunity to make a defense roll). A critical success also inflicts increased damage on the opponent (see **Table 3-4: Critical Damage**, page 89).





Chapter 3: Game Mechanics



Example: Terrorists have stolen a bio-tank from the Tank Police HQ and are using it to destroy Newport City Hall. Leona has just arrived in Bonaparte and switched from the driver to gunner position. When Bonaparte turns a corner, Leona spots the stolen tank 100 metres away with its gun ready to fire. The GM calls for an Initiative roll and Leona wins. The player, Ellen, tells the GM she is firing Bonaparte's 105 mm cannon at the stolen tank, using an armour-piercing shell. This is an Attack dice roll, and thus the player will roll against Leona's Attack Combat Value of 6. Firing a big mecha cannon involves the Heavy Weapons (gunnery) Skill. Since Leona has Heavy Weapons (gunnery) at Level 3, (with the correct specialization), she receives a -4 bonus to the roll. The GM decides there are no other modifiers. Ellen rolls a 9, which is modified to a 5 — one less than the target number. A hit!

When To Roll Dice

It is important for the GM to realize that not all actions require Stat checks, Skill checks, or Combat dice rolls. Obviously mundane character activities, such as driving a tank down the road, smearing a coating of anti-bacterial wax on a vehicle, or eating a bowl of ramen noodles, should never need dice rolls unless there are exceptional circumstances surrounding the character's actions. The following is a list of suggestions when the dice should and should not be rolled. If a dice roll is unnecessary, the character should gain an automatic success for the action.

Roll dice when...

- the unpredictability of dice adds to the excitement of the game.
- the action is foreign to the character.
- the action has been a weakness for the character in the past.
- the character is distracted or cannot concentrate.
- another character or NPC is working directly against the character.
- only pure luck is involved (requiring a Soul Stat check).
- the action is not of trivial difficulty.
- outside forces influence the actions.
- the player wants to roll the dice.

Do not roll dice when...

- a roll would reduce the enjoyment of the game.
- the action is routine for the character.
- the action requires a trivial amount of talent compared to the character's Stats or Skill Level.

Taking Action

Every *Dominion Tank Police RPG* character is capable of performing, or trying to perform, a near endless list of actions. The actions can be routine or mundane activities (talking, breathing, thinking), skilled activities (climbing, driving, hacking into a computer, fixing a tank engine), or combat activities (fighting, dodging, shooting). Combat actions are covered in greater detail in the Combat section and thus will not be discussed here. Additionally, most routine or mundane activities are assumed to be carried out successfully on a regular basis by each character unless specified otherwise by the player or GM (for example, the GM can assume that characters with the Mechanics Skill routinely keep their vehicles in working order by performing regular maintenance).

Every GM will have his or her own method that allows players to describe the actions of their characters. Usually this involves the GM moving from player to player asking, "What is your character doing?" Experienced GMs try to give each player equal role-playing time so that every character is an important aspect of the story. As a player, you are responsible for relating your character's intended actions to the GM. In return the GM will provide you with the results of the action, or will request a Stat or Skill check dice roll to determine the outcome. The amount of description and detail you should provide to the GM will vary greatly and will depend on the complexity and familiarity of the action.

Consider the three action descriptions below:

Action 1: "My character, Annapuna, is going to search the bio-tech company's office."

Action 2: "My character, Annapuna, is going to carefully search the bio-tech company's office, looking for anything unusual that may link the laboratory to the Greenpeace project."

Action 3: "My character, Annapuna, is going to carefully search every room in the bio-tech company's office. She is looking for any data disks, files or hard copy printouts that may link the laboratory to the Greenpeace Project. Annapuna will be sure to cover her tracks, however, so the private security or the cops will never know she was there. She is wearing gloves to avoid leaving fingerprints, too."

All three accounts involve Annapuna searching an office, but the level of detail is quite different. You should not be overly concerned with detail if it is irrelevant to your character's actions (such as the colour of Annapuna's gloves from Action 3), but sometimes a little detail can greatly alter the GM's interpretation.



Chapter 3: Game Mechanics



Combat

Conflict is an essential component of any role-playing game. Physical conflict, or combat, certainly is an important element of *The Dominion Tank Police RPG*, but important is not the same as frequent. Combat should be a vital element of a scene, and not just merely a distraction that the GM uses to pass the time.

The combat rules for the Tri-Stat game system were designed to mimic anime-style combat — dramatic and quick, but not realistic. Whenever a character enters into physical conflict with another character or NPC, the Physical Combat Phase begins. Each round of combat covers from 1 to 10 seconds of time from the characters' perspectives, depending on the characters' actions and the circumstances (the exact time scale is not relevant). Characters are permitted to take a maximum of one offensive and one defensive action each round. They may also choose to take more than one defensive action, but suffer a penalty to each subsequent dice roll (see the Defense section). Alternatively, a character may forfeit his or her attack in favour of one non-combat action. Should the conflict not be resolved at the end of the first combat round, subsequent rounds of combat will follow.

The Physical Combat Phase is subdivided into four categories: Initiative, Attack, Defend, and Deliver Damage. The **Combat Flowchart** on page 82 summarizes the sequence of events in the Physical Combat Phase.

Initiative

Initiative determines who acts first in combat. Each player involved in the combat rolls one die and adds the result to his or her character's Attack Combat Value. The GM does the same for any NPCs engaged in the conflict. The character with the highest total has "gained initiative" and acts first, followed by others in descending order. Should two or more characters or NPCs have the same Initiative, their actions are simultaneous. This means that both characters attack and deliver damage at the same time; if one character drops below 0 Health Points or Energy Points in the attack, he or she still gets to make an attack before dying or falling unconscious.

Much of the action in *Dominion Tank Police* involves mecha combat. The term "mecha" refers to any vehicle or suit that a character controls, including tanks, powered armour, cars, motorbikes, helicopters, boats, etc. If a mecha carries more than one active crew member, the driver or pilot decides where the mecha will move, how fast it will move, and what it will do while moving; these actions are carried out on the driver's Initiative value. If other crew members are involved in combat (for example, firing different weapons or yelling orders to the driver), each crew member should roll Initiative and take action separately. For example, in the mini-tank Bonaparte, Leona is

commander and gunner: she fires the weapon and usually tells Al what to do. However as the driver, Al decides where the tank actually moves, and runs its sensors. Thus, Bonaparte would fire it's gun on Leona's initiative, but would move or use sensors on Al's Initiative.

The Speed Attribute (page 29) may provide a bonus to a character's Initiative value. This bonus also applies to characters within a mecha since the Attribute includes reaction speed, and not only how fast a character can run. The Manoeuvre Bonus Mecha Sub-Attribute (page 141) and the Poor Manoeuvrability Mecha Defect (page 150) will affect Initiative rolls of characters in a mecha. If the mecha has multiple crew members, the modifier is only added to, or subtracted from, the Initiative of the driver or pilot, and not those of the other crew members.

Attack

When it comes time for a character to act during combat as determined by Initiative, he or she may attack any one target (or multiple target, if appropriate). A single attack can include one of the following combat forms: an unarmed assault, an attack with a melee weapon, the firing of a hand-held ranged weapon, the firing of a mecha-mounted ranged weapon, or an assault with a thrown object. A character may decide to hold his or her attack until any time later in the round, in order to see what the other characters intend to do.

Many mecha have one or more weapons built into them (or carried, in the case of powered suits), but a single character can only use one weapon each round. If the mecha has multiple crew members, the mecha's weapon description will specify whether or not different gunners can use the different weapons (see the Different Gunners Weapon Ability on page 144). If so, these crew members may use these weapons when it is their turn to act in the round (their Initiative).





Chapter 3: Game Mechanics



Before rolling the dice, the player should clearly describe the method of attack, the weapon his or her character is using (if any), and the target. If the character is attempting to execute a special manoeuvre (such as aiming for a gap in a target's armour, or a weak point in its body), this should also be specified. Additionally, if the weapon has several different kinds of ammunition, such as those used by Leona's tank cannon, the player should specify which kind will be used.

To succeed in the attack against an opponent, the player (or GM, for a non-player character) must roll less than or equal to his or her character's Attack Combat Value on two dice, remembering to include all relevant Attribute, Skill, Sub-Attribute, Defect, and difficulty modifiers (see **Table 3-3: Attack Roll Modifications**, right column). Damage will be delivered for any successful attack that is not avoided through the opponent's defense roll. Refer to *Appendix 1: Mecha Design*, Weapon Sub-Attributes (page 144) for more detailed information about mecha weapons and their capabilities. To reflect some of the brutally successful attacks in the *Dominion OAV* series, a natural dice roll of 2 ("snake eyes") is considered to be a critical success and cannot be negated by an opponent's defense. A critical success also inflicts increased damage on the opponent, as outlined on page 89 and in **Table 3-4: Critical Damage**.

Dominion mecha are usually armed with a variety of ranged weapons, and thus GMs will need to know roughly how far they can shoot. For simplicity, weapon ranges are grouped into the four categories listed below; if a mecha's weapon or a hand-held firearm does not have a given range, assume medium range. It is up to the GM to decide whether he or she wishes to keep a detailed track of ranges and distances.

Melee — The weapon is only usable against adjacent opponents within touching distance (usually 1-5 metres for humans, or a human-sized powered suit). This is the range for swords, unarmed combat, etc., and for mecha weapons with the Melee Weapon Defect (page 147).

Short — The weapon has an effective range out to about 50 metres. Most pistols, shotguns, grenades, submachine guns, and archaic weapons such as a thrown rock or throwing knife are short-ranged, as are mecha weapons with the Short Range Weapon Defect (page 147).

Medium — The weapon has an effective range out to about 500 metres. Most rifles and machine guns are medium-ranged, as are most mecha weapons (by default) unless they have the Long Range Weapon Ability (page 146), or the Melee or Short Range Weapon Defects (page 147).

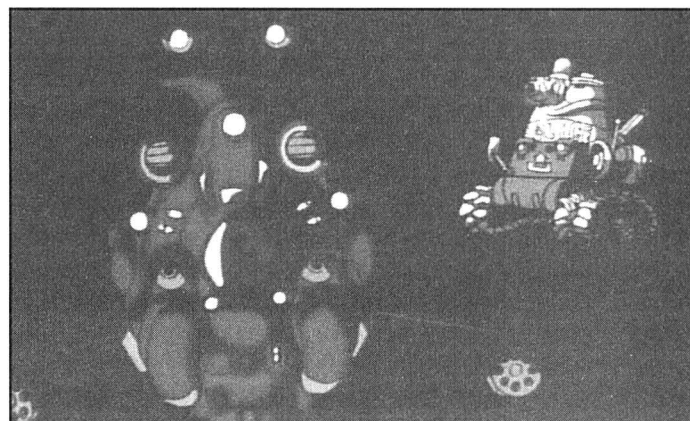
Long — The weapon is effective out to considerable ranges: about 5 km, doubled each time the Long Range Weapon Ability was assigned (page 146). A tank's main gun, long-range missiles, and artillery usually possess one or more levels of the Long Range Weapon Ability.

Range Modifiers (Optional) — The distances given for weapon ranges are the effective ranges the weapon can shoot. Many weapons may be fired out to twice that range at +2 dice roll penalty, or five times the range at +4 penalty, although the GM may decide that the ranges given for some weapons simply cannot be exceeded.

Firing Personal Weapons From Within The Mecha — If a mecha has the Exposed Occupants Defect (page 148), or has an open window, door, or hatch, characters that are inside can fire at nearby targets with their personal weapons. Firing personal weapons while a mecha is moving is usually difficult, however, and the GM should impose a +2 Attack roll penalty, or +4 penalty if a character is also piloting the mecha while firing. Note that if a character is exposing himself or herself to fire a weapon, he or she can also be fired upon (usually at a +4 dice roll penalty, since the vehicle conceals most of the occupant's body).

Table 3-3: Attack Roll Modifications

<u>Attack Situation</u>	<u>Modifier</u>
Homing Weapon Ability	-2
Accurate Weapon Ability	-1
Inaccurate Weapon Defect	+1
Firing at a target concealed by trees or brush	+1
Firing at a target that is taking cover	+1 to +3
Firing a personal weapon from within a mecha	+2 to +4
Firing at an exposed occupant	+2
Firing at a target at twice normal range	+2
Firing at a target at five times normal range	+4
Firing in a snowstorm, smoke or fog	+2
Firing in the dark or smoke without Sensors	+2
Using indirect fire during combat	+2
Aiming at lightly armoured or unarmoured spot	+2
Aiming at a large weak point	+2
Aiming at a small weak point	+4





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Non-Combat Actions

Rather than taking an offensive action during any combat round, a character may use a non-combat action on his or her Initiative. Such actions include untying a rescued captive, running, using a radio or telephone, singing, changing weapons, climbing into or out of a vehicle, writing a note, changing clothes, etc. The non-combat action may also be used to safely withdraw from armed or unarmed combat, provided the character's opponent does not attack at a later Initiative number in the same round. Note that speaking a few words during combat or making a dramatic speech does not constitute an action.

Defend

If a character is the target of a successful attack, he or she may attempt to defend against it by blocking, dodging, or running away. Defensive actions are not carried out according to Initiative order, but are resolved immediately after the attack. Each character can defend only once each round without penalty, regardless of how many people or creatures are attacking the character. Should the player choose not to attempt a defense (perhaps in anticipation of a more powerful attack still to come), the decision cannot be changed later in the round. A character may elect to defend against multiple attacks in a single round, but each defense after the first is subjected to a cumulative penalty of +2 to each dice roll: +2 for the second defense, +4 for the third, +6 for the fourth, etc.

To successfully defend against an attack, the player must roll less than or equal to his or her character's Defense Combat Value on two dice, remembering to include all relevant Attribute, Skill, Sub-Attribute, Defect, and difficulty modifiers. If the defense roll is successful, the attack is blocked, dodged, or otherwise negated, and no damage is delivered to the character.

For ranged attacks, the relevant Skill is Ranged Defense. For a hand-to-hand attack, the relevant Skill is either Unarmed Defense (if the character is trying to dodge or block the attack with his or her body), or Melee Defense if the character is using a weapon to parry. If a mecha is the target of an attack, its driver or pilot will make the Defense rolls. The Manoeuvre Bonus Mecha Sub-Attribute (page 141) and the Poor Manoeuvrability Mecha Defect (page 150) may modify the driver's Defense roll. If a mecha is unable to maneuver (for example, it is trapped in a confined space) the GM may rule that it cannot defend.

Table 3-4: Critical Damage

<u>Dice Roll</u>	<u>Damage Modifier</u>
1-3	Double Damage
4-5	Triple Damage
6	Quadruple Damage (or an Instant Kill)

Deliver Damage

The amount of damage delivered to the target reflects the character's understanding of advanced combat techniques, as well as the power of a character's weapons. The damage delivered will depend on the attack form used:

Unarmed combat — Damage is equal to the attacker's Attack Combat Value, plus bonuses for the character's Focused Damage and Massive Damage Attributes. If the attacker is in a powered armour suit (or some other sort of mecha that possesses arms) add 10 points for each Level of the Super-Strength Sub-Attribute that the mecha possesses.

Armed combat (most weapons) — Damage is equal to the attacker's Attack Combat Value, plus the weapon's damage value, plus bonuses for the character's Focused Damage and Massive Damage Attributes.

The damage value's reliance on the attacker's Attack Combat Value reflects the equal importance of the Body Stat (force of the blow and manual dexterity), Mind Stat (knowledge of a body's vulnerable areas) and Soul Stat (determination and luck) when inflicting injury upon an opponent. The damage delivered by mecha weapons, such as Bonaparte's cannon, is described in the mecha's description, and the Mecha Weapon Sub-Attribute section (see page 144 of *Appendix 1: Mecha Design*). The damage delivered by ordinary weapons (such as rifles, pistols, and knives) is given on page 154, in *Appendix 2: Personal Gear*.

A character using a hand-held weapon or attacking in unarmed combat can elect to reduce the damage delivered by his or her character below the normal damage value, to a minimum of 1 point of damage (known as attacking to wound). This reduction is not applicable to most mecha weapons, or to weapons with a blast radius (such as a grenade). The final damage value is subtracted from the target's current Health Point total. In the event of a natural attack dice roll of 2 (a critical success), increased damage is inflicted upon the opponent. The player rolls one die and matches the result to those listed in **Table 3-4: Critical Damage** (left column). Should the player roll a 6, the target either receives quadruple damage or is killed (or destroyed) instantly, regardless of the target's remaining Health Points (GM's discretion).

Damage can also result from a non-combat action such as crashing a vehicle into a building, inhaling bacteria, falling from a tree, or being hit by a tank. The GM should assign a total damage value from 1 (very slight damage) to 50 (a major and extremely painful injury), depending on the situation. Naturally some non-combat actions may result in the death of an NPC (such as being squashed by a collapsing building), but these events should only kill a PC in exceptional circumstances.



Chapter 3: Game Mechanics



Armour — Armour plays a major role in the *Dominion Tank Police* series. Both police officers and criminals often wear personal body armour, and tanks and other mecha are usually lightly or heavily armoured. Mecha Armour reduces the delivered damage from a successful attack by 10 points per Level of the Mecha Armour Sub-Attribute (page 138). Any damage not negated by the Mecha's armour is subtracted from the mecha's remaining Health Points. If the mecha has the Mutual Damage Mecha Defect (page 149), some or all of the Health Points lost by the mecha are also lost by its occupants. For examples of personal armour (which reduces varying amounts of damage), see *Appendix 2: Personal Gear* (page 156).

Should a character's or NPC's Health Points ever drop below 0, he or she has suffered a mortal wound and will die within an appropriately dramatic length of time unless immediate medical attention is available. Alternatively, the GM may decide to only render the character unconscious if the delivered damage does not reduce his or her Health Points below -20. If a character suffers an attack powerful enough to reduce his or her Health Points below -20, it is very unlikely the character could survive.

Effects of Damage to a Mecha

Crippled Mecha — If a mecha is reduced to zero or fewer Health Points, it is crippled. A crippled mecha is out of action, but can eventually be repaired. Until then, none of its equipment works (except emergency equipment, such as ejection seats), including weapons, although its Armour still offers some protection. The mecha is incapable of sustained powered movement or flight. Consequently, it will crash if it was moving along the ground, it will begin to fall out of the sky if it was flying, or it will start to sink beneath the surface of the water if it was floating. Additionally, a crippled mecha may explode if it has the Volatile Mecha Defect. If a mecha is about to crash, sink, or explode, the GM may allow characters to escape if they successfully roll Body Stat checks with modifiers that depend upon the type of mecha and the character's situation. For example, jumping from a motorcycle might be easier than escaping from a tank.

Destroyed Mecha — A mecha is completely destroyed when reduced as far below 0 Health Points as its starting Health Points total. For example, a mecha with 80 Health Points would be completely destroyed at -80 Health Points. The movement effects are the same as if it were crippled, except it cannot be repaired and may break up or fall apart at the GM's discretion.

Occupant Injuries — If a mecha suffers damage past the crippling point, it is sufficiently impaired that crew and passengers may take ancillary damage as the mecha burns, explodes or collapses around them. For every two points of damage the mecha suffers, the occupants take one point of damage. This damage is in addition to any damage from the Mutual Damage Defect.

Movement and Combat

It is up to the GM to decide whether he or she wishes to keep a detailed track of movement, ranges and distances. In most close-in combat situations, exact calculations of speed and distance are unnecessary. When it is important, assume an average human adult can run about 5 metres per round times his or her Body Stat, modified by his or her Speed Attribute. A vehicle or other mecha can move, in metres, its current speed in kilometres per hour (kph) each combat round. For example, an ordinary car with Ground Speed Level 3 (200 kph) moves approximately 200 metres in one round. In that same amount of time, an average human adult with a Body Stat of 4 can run about 20 metres. This guideline assumes about 3-5 seconds per round, but the GM should feel free to modify any exact speeds when dramatically appropriate.

A mecha's movement options depend on the Mobility Sub-Attributes it possesses (*Appendix 1: Mecha Design*, page 140). Mecha with high Levels of Ground Speed, Flight, or Water Speed may require time to accelerate or slow down from their top speeds, but most of the time this may add unnecessary complications. Where acceleration might be important (for example, a tank is drag racing with a motorbike), a simple rule requires as many rounds as a mecha has Levels of the Speed Sub-Attribute to accelerate or decelerate fully. Thus, a mecha with Ground Speed Level 3 could reach Level 1 Speed on the first round, Level 2 Speed on the second and Level 3 Speed on the third round. Similarly, it would require three rounds to decelerate from Level 3 Speed to a relative stop. GMs and players should not develop preoccupations with details, however. In *Dominion Tank Police*, mecha routinely ignore physics, and thus characters should have the opportunity to perform all kinds of crazy stunts if they make successful Skill rolls!



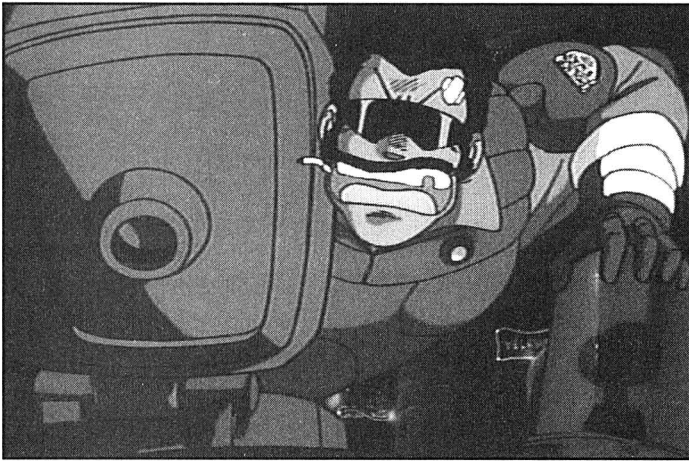


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Mecha Action and Dramatic Manoeuvres

If a mecha is being pursued, a classic tactic is to execute a dangerous manoeuvre, such as flying through a subway tunnel in a helicopter, or weaving through a crowded street in a tank. In game terms, the player describes the manoeuvre his or her character attempts, and makes an appropriate Stat roll with a penalty to reflect the move's outrageousness (see Table 3-2: **Dice Roll Modifications**). Failure usually results in a crash or accident with damage delivered to the mecha and perhaps the pilot (see *Crashing*, page 92). If the character succeeds, the pursuing mecha may also attempt the manoeuvre, or may break off the chase.



GMs can also use the same technique to help slower mecha catch faster ones during chases — if the pursuing character zips through a dangerous short cut, leaps from building to building, or otherwise attempts something clever, he or she can gain a considerable advantage with a successful Stat or Skill roll.

If a player fails the roll, the GM should describe some sort of hazard and allow him or her to make a second Stat or Skill check to avoid a complete disaster. For example, if a pedestrian steps into the street in front of the character's tank, a successful roll means that the driver swerves in time and crashes into a nearby fruit stand; failing can result in a dead pedestrian.

On a lengthier chase, a successful Navigation Skill roll (using Mind Stat) could allow the character to think of a clever short cut, while a failure could trap the character in a traffic jam or similar delay. The GM can modify the roll based on how well the character knows the area and how detailed the player describes the tactics his or her character is using.

One useful technique involves the GM keeping a general mental note of relative distances (in metres) between combatants or important objectives. For example, if the encounter begins with a couple of Tank Police bio-tanks 300 metres away from a

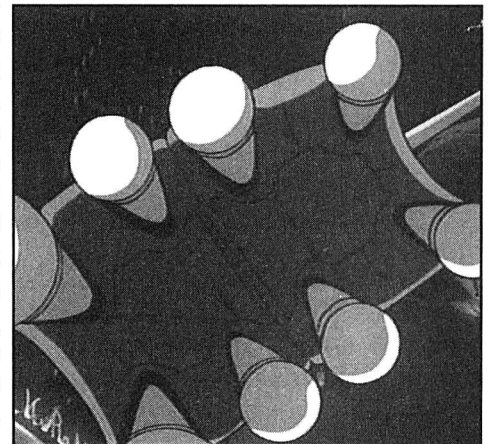
criminal's getaway truck, and in the first combat round the tanks race forward 100 metres, then the opponents are now 200 metres from each other. If one mecha is chasing another, and is 10 kph faster, it will close the distance by roughly 10 metres every round. GMs should not worry about exact speeds and distances — a general idea of the overall distances should be sufficient. Alternatively, GMs can measure ranges in a more abstract fashion: "you can reach him in three rounds, if you hurry" or "you can hit the escape vehicle with any medium or long range weapon."

The GM can judge how quickly range can be changed based on relative speeds and dramatic necessity. For example, in a race between two opponents with equal speeds, the GM can let someone who keeps winning initiative gradually increase the distance between them. A good way to resolve long distance vehicle chases is for the GM to establish a certain number of combat rounds to arrive at a destination, or, if one mecha is faster, to escape out of range. Then it becomes a simple matter of staying alive for that long...

Flying, Jumping, Diving

Climbing and Diving — Mecha that can fly can usually climb at half their top speed, or dive towards the ground at speeds slightly greater than their rated maximum. Submarines can surface or dive at one-fifth their top speed.

Jumping — GMs can allow a mecha to jump as far as seems dramatically appropriate, although the distance is usually based on its current speed in kph. A mecha without the Jumping Mecha Sub-Attribute (page 141) needs a ramp, a running start, and a successful Driving Skill Check from the pilot to jump successfully. The horizontal distance it can jump is 0.25 metres for every kilometre per hour of current speed. A mecha with the Jumping Sub-Attribute can jump without a ramp, and can also jump substantially farther. If the pilot fails his or her Skill check, the mecha will fall short of its target distance. Only a mecha with the Jumping Sub-Attribute can jump from a static or motionless position, with a maximum distance of 5 metres per Level. Vertical distances jumped will usually be about one-quarter of the horizontal distance, although GMs can vary this distance when it is necessary.





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Crashing and Falling

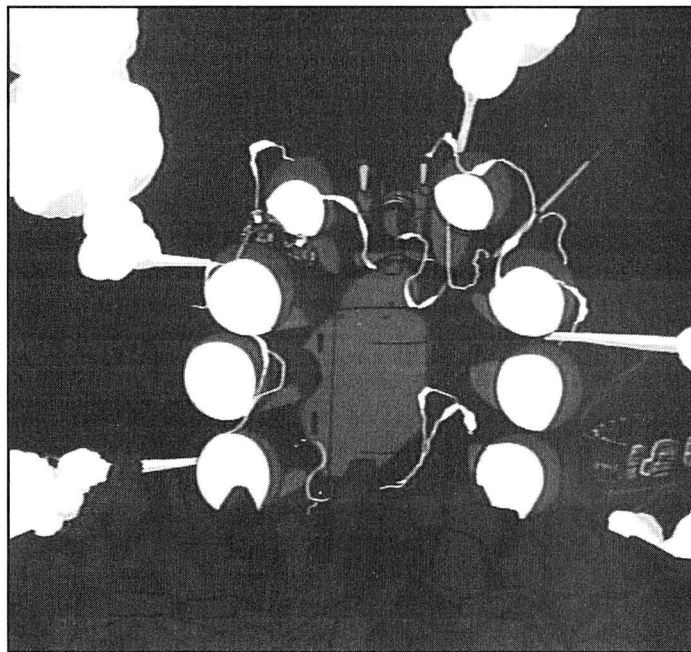
A mecha that was racing along the ground when it was crippled or destroyed will swerve out of control and crash (or trip and fall for walking mecha). During the course of an adventure, a mecha may also accidentally (or deliberately) crash into objects along the road, in the sky, in or on water, or in/on water.

GMs are free to assess whatever damage they deem appropriate from a crashing mecha, but most Armour protects against this damage. Similar damage can be applied to a character who jumps or is pushed from a speeding mecha, or who is struck by one. Unprotected characters involved in crashes exceeding 100 kph will often not survive.

Table 3-5: Crash Damage can assist the GM in determining the damage for hitting the ground, water, a building, or some other immovable object, based on how fast the mecha was moving during that round. If a speed falls between two damage values, use the greater of the two.

Table 3-5: Crash Damage

<u>Speed</u>	<u>Damage</u>
20 kph	20
30 kph	30
50 kph	40
75 kph	50
100 kph	60
150 kph	70
200 kph	80
300 kph	90
500 kph	100
1,000 kph	120
2,500 kph	140
5,000 kph	160



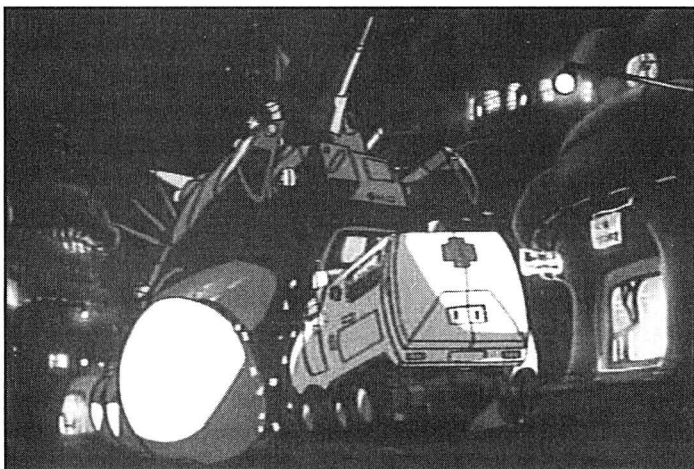
Crashing into a shock-absorbing surface, such as a foam mattress, a net, or a specialized “crash gel” can reduce damage by 20-50 points.

Controlled Crashes — If a mecha is about to crash, the pilot can make a Driving or Piloting Skill check in an attempt to halve the damage. A +3 dice roll modifier is applied if the mecha has been crippled, but an attempt to control a crash is an automatic failure if the mecha has been destroyed.

Falling — A mecha that falls into a solid surface (such as the ground) will also suffer damage. If a flying mecha is crippled, the pilot must make a Piloting Skill check to gain some control. Success allows the pilot to bring the mecha down for a crash landing (see **Table 3-5: Crash Damage**), but failure results in both a fall and a crash. Fall damage is treated as crash damage at a speed that corresponds to the distance that the mecha fell (see **Table 3-6: Falling Damage**).

Table 3-6: Falling Damage

<u>Falling Distance</u>	<u>Same Damage As</u>
5 metres to 10 metres	30 kph crash
10 metres to 30 metres	50 kph crash
30 metres to 60 metres	100 kph crash
60 metres to 150 metres	150 kph crash
150 metres to 500 metres	200 kph crash
500 metres (or greater)	300 kph crash





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When a mecha falls, add an additional 5 points of damage for each Level of the Awkward Size Defect; the bigger they are, the harder they fall...

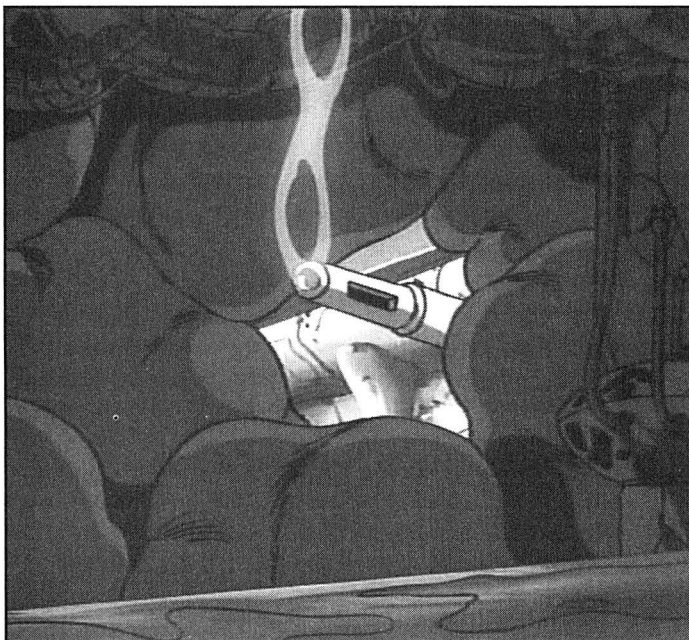
If the mecha both falls and crashes, add the derived “falling speed” to the crash speed. If speeds fall between two damage values, use the greater of the two. GMs can also use this chart when characters fall from great heights, although the character should be allowed to make an Acrobatics Skill check at a significant penalty (+2 to +5) in an attempt to halve the damage.

Ramming

Deliberately ramming a person or object that is capable of moving out of the way (such as a human or a mecha) is resolved as an attack. A ram attempt requires a successful Attack roll by the mecha pilot to hit the target; likewise, the target can attempt a Defense roll or deliberately accept the collision. If the target succeeds with its Defense roll he or she avoids the attack.

A ram delivers damage to everyone involved, and is based on their relative crash speeds. If the collision was “head on”, the speeds of those involved add together. If one mecha rammed the other from the side, the ramming mecha’s speed would be used. If the ramming mecha came up behind the other, or side-swiped it, the differences in their speeds would be used.

If one mecha participant is substantially bigger and has a higher Level of the Awkward Size Defect, it will inflict double the normal damage and suffer only half damage. While an average human does not possess the Awkward Size Defect, large animals might: one Level for a lion or horse, two for an elephant, and three for a whale, for example.



If a human or mecha loses at least 50% of its starting Health Point total (before subtracting armour benefits), the character or mecha pilot must make a successful Body Stat roll (for humans), or a Driving/Piloting Skill check (for mecha) to avoid being knocked aside. If the mecha deliberately initiated or accepted the collision and is braced for impact, the roll is modified by a -2 bonus.

If a mecha or character is knocked aside, they spend the next round tumbling, spinning, or swerving wildly off course. A person on foot, or a flying mecha will simply lose their next action (if it survives). However, a mecha that was moving quickly on the ground may be knocked off the road and crash, which can inflict additional damage (see *Crashing and Falling*, page 92).

Destroying Buildings

In *Dominion Tank Police*, massive property damage is a daily occurrence. Characters usually gain automatic success when they target a building in a melee or ranged attack, or when ramming. Most brick or steel-frame buildings have about 10 points of Armour. One with very thick walls or solid metal construction can have 15 or more, while a light wooden shed might have only 5 points (see **Table 3-7: Buildings**).

Buildings should be given Health Point values consistent with their size and construction. However many buildings in the Dominion universe certainly seem fragile when the Tank Police are in the area, and thus the Health Point values in Table 3-7: Buildings may be reduced greatly when appropriate. If a building is reduced to 0 or fewer Health Points, it is considered “wrecked”, and any powered systems within (such as electrical power and phone lines) stop working. At -20 Health Points, some parts of the building will collapse. Characters and mecha within or adjacent to a collapsing building may suffer damage equal to half the building’s original Health Point total, unless they can reach safety (GM’s discretion).

Weapons with the Area Effect or Spreading Abilities are much more effective against immobile structures such as buildings — any damage that penetrates the building’s armour is doubled.

Table 3-7: Buildings

<u>Type of Building</u>	<u>Awkward Size</u>	<u>Health Points</u>
Phone Booth	1	20
Wood Shed	2	40
Outdoor Garage, Bungalow	3	60
Four-Bedroom House	4	80
Mid-Sized Office Building	5	100
Huge Skyscraper	6	120



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Recovering Lost Points

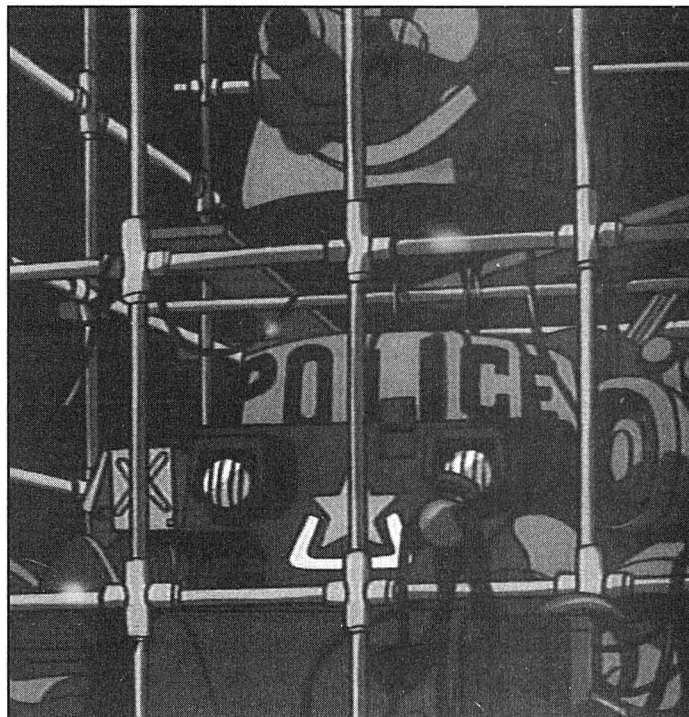
Even after being brought to the brink of unconsciousness or death through energy loss or injury, characters from the *Dominion Tank Police* series are often up and running within a day. Their wounds heal quickly with few complications, while their spirit returns their internal energy just as quickly. As a result, both Health Points and Energy Points are restored rapidly to the characters. Point restoration can only bring characters back up to their original starting points.

Health Points

Health Points are restored at the rate of the character's Body Stat for each hour of rest. For example, a character with a Body Stat of 10 rejuvenates 10 Health Points every hour while resting. The healing rate is doubled if the character is in the care of a physician or nurse, but halved if he or she does not spend time to rest. If a character is badly injured (0 to just under -20 Health Points) the GM can rule that keeping him or her alive until adequate medical attention is available requires a successful Medical (Emergency Response) Skill check, and that full recovery (at doubled healing rate) will require a Medical (Surgery) Skill check (in both cases, using the average of the caregiver's Body and Mind Stats).

Energy Points

The average of the Mind and Soul Stat (rounded up) reflects the number of Energy Points returned to the character every hour, whether the character is resting or not. For example, a character with a 7 Mind Stat and a 3 Soul Stat regains 5 Energy Points every hour ($7+3=10$; $10\div2=5$).

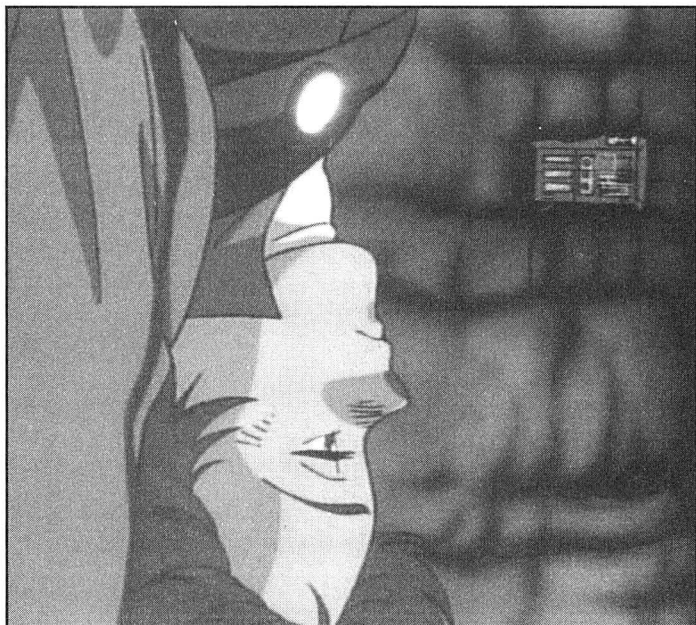


Mecha Repairs

Most mecha cannot heal "naturally", and even a character with a Cybernetic Body may require mechanical repairs. A character with appropriate tools (GM's discretion) can restore one Health Point lost by a mecha for every hour he or she works on the repairs. The GM can double this rate if the mecha is in a fully-equipped repair facility appropriate for the mecha. A crippled, but not destroyed, mecha can once again become operational by restoring it to a positive Health Point total.

A character can attempt emergency repairs when something needs to be fixed in a hurry. A successful Mechanics Skill Check (use the appropriate Specialization for the kind of mecha involved) allows the character to repair extra Health Points during that hour, equal to the amount by which the roll was successful. A failed attempt does not restore any Health Points to the mecha in that hour, and may actually cause additional damage to the mecha (GM's discretion) on an extreme or critical failure.

GMs can optionally require that spare parts be available in stock (or be purchased) in order for a given repair to be possible, especially if the mecha is crippled or a specific system was knocked out. Spares might also be available from cannibalizing other systems. GMs should apply Skill check penalties of +1 to +5 for jury-rigged repairs if the mechanic must use improvised tools or parts.



Chapter 4

THE WORLD OF DOMINION





Chapter 4: The World of Dominion



The story of the *Dominion Tank Police* video series is set in the year 2010. The action occurs in Newport City, where three years earlier, a sky-rocketing crime rate resulted in the formation of the Tank Police. Additionally, social and environmental problems have snowballed out of control, leading to the formation of a toxic bacterial cloud that has covered much of the planet.

The Bacterial Cloud

Environmental pollution and deforestation were predicted to cause many problems, including the decline of the ozone layer, extinction of many plant and animal species, global warming, and the increase of deserts. What environmentalists did not predict — until it was too late — was the bacterial cloud. The first signs of the bacterial cloud appeared early in the 21st century. It grew rapidly, and in 2010 it covers most of planet Earth.

The bacterial cloud is comprised of airborne micro-organisms that have evolved to thrive in a polluted atmosphere. The cloud includes bacteria and viruses that are pathogenic toward humans and many other types of animal life. A healthy 20th century human who takes a deep breath of bacteria-laden air would probably die in a few hours. Fortunately, the bacterial cloud took several years to reach its current density, which allowed humanity to develop

antibodies against the more lethal bacteria and viruses. At normal concentrations, breathing air from the bacterial cloud for a minute or two is about as “safe” as smoking six packs of cigarettes — while it will damage the lungs, a person will not die from the exposure. Despite the long-term health risk, people staying outdoors will often remove their masks for a few minutes, simply because wearing one for hours is quite uncomfortable. Exposure is reasonably safe when the bacterial concentration is at normal levels. Unfortunately, many people die from toxification when they remove their masks while in an area with a very high bacterial concentration.

The bacterial density varies with local weather patterns and the unpredictable life cycle of the bacteria. On a windy or rainy day, the density can be quite low; on calmer days, the concentrations can be much higher, which makes a single breath of air hazardous. Moreover, the bacterial cloud can settle into pockets (such as wind sinks that are created by buildings and hills) for periods of hours, days, or even weeks, in which the concentration is much, much higher. There may be as many as five to ten such areas in a city at any one time, each covering several blocks. If the density is unusually high, the bacteria can even clog the air filters on a vehicle's engine and starve it of oxygen. The bacterial cloud also affects visibility. On an average day, the cloud leaves the air a little hazy, making the sky appear overcast even if there are few actual clouds. At times and places where the cloud is unusually dense, visibility drops significantly: affected areas appear to be shrouded in a thick fog.

In addition to being affected by wind, the bacterial cloud is heat-sensitive. During very warm summer days, the heat causes

a temporary decline of some types of bacteria. While this reduces the density of the bacteria slightly, it also covers buildings, clothing, and vehicles in an unpleasant slime. This can also clog filters, and create extra work for maintenance personnel, laundromats, and car washes.

One simple way of measuring the levels of bacteria in the cloud is to measure the oxygen consumed by the bacteria. If an area has a reduced oxygen level, the bacterial concentration is higher.

In some rare instances,

the bacterial cloud is dense enough that the bacteria's own metabolisms consume all the oxygen in an area, adding an additional risk of suffocation. This usually only occurs in enclosed spaces, such as a building where bacteria have been allowed to enter and multiply.

City governments broadcast regular bulletins alerting citizens of the changing bacterial densities. In Newport, the city operates a fleet of helicopters with equipment that keeps careful track of bacterial density levels as they vary from hour to hour. Hand-held sensors can also be carried by police and emergency personnel to measure local bacterial levels. Bacterial density is





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tracked on a numerical scale. Density 1 bacteria is fairly mild, density 2-3 is average, and density 4-6 is very hazardous (typical of wind sinks or very calm days). At levels 4-6, the government issues warnings that urge citizens to stay off the streets, and announces that they will not be responsible for deaths due to bacterial toxification. Finally, density 7-8 bacteria reduces oxygen levels to the degree that even a gas mask is not sufficient protection. Exposed individuals require oxygen tanks, and vehicle engines often fail; fortunately, such levels are only prevalent inside bacteria-infested buildings.

Table 4-1: Bacterial Level Effects describes levels by visibility, and the risk to unprotected individuals based on cloud density and time of exposure. Anyone not wearing a mask who breathes contaminated air must make a Body Stat check to avoid toxic shock (with the indicated modifier). Success means they do not need to check again until the interval shown above has passed. Failure indicates that the character falls unconscious and loses Health Points equal to the density level of the cloud immediately, as well as each hour that they remain exposed to the bacteria. Medical treatment and detoxification is required before a poisoned individual can regain lost Health Points.

People usually wear gas masks with built-in filters to protect against the cloud. A gas mask will keep the bacteria out of the lungs, and prevents the wearer from suffering any damage. However, the filters do need to be cleaned regularly (at least once a day), or they will stop working. Using a mask with partially clogged filters will not protect against the bacterial cloud, but will provide an additional -2 dice roll bonus during toxic shock Body Stat checks.

At density levels 7-8, a mask will avert toxic shock, but the bacterial cloud is so thick that oxygen/air tanks are necessary to avoid suffocation. If oxygen tanks are not available (or if the air runs out) individuals will lose 1 Health Point each round, and will fall unconscious in several minutes. Vehicles can also fail at these density levels because when their filters become clogged, the engines are starved of oxygen and overheat. A vehicle will stall and fail to restart on a roll of 5 or less on two dice; the roll is made every minute in level 7 bacteria or every round in level 8.

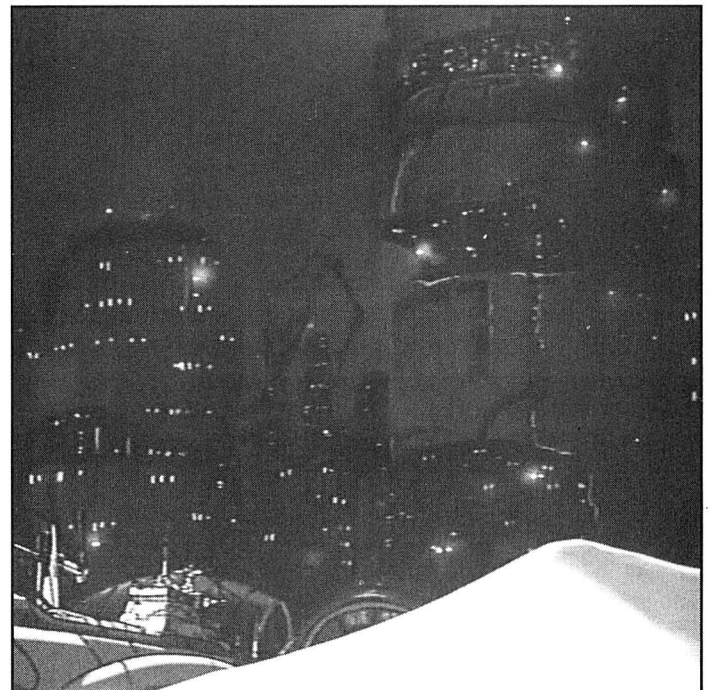
Table 4-1: Bacterial Level Effects

<u>Level</u>	<u>Visibility</u>	<u>Dice Modifier</u>	<u>Check Interval</u>
1	fair	-6	2 hours
2	overcast	-4	30 minutes
3	overcast	-2	10 minutes
4	misty	0	5 minutes
5	misty	+1	2 minutes
6	foggy	+2	1 minute
7	foggy	+3	2 rounds
8	foggy	+4	1 round

Newport City

In the year 2010, Newport City is located in Japan, on the southern coast of the main island of Honshu near Osaka Bay at Japan's Inland Sea. It exists on an artificial offshore island called Waterfront, which was created very early in the 21st century to provide additional space for an already overcrowded region. Waterfront is an extension of the mainland, running for several kilometres along the coast from the city of Kobe to the huge Osaka metropolis. Much of it is urbanized; it can be thought of as a man-made Manhattan Island (in New York state). In terms of police and government jurisdiction, Waterfront and Newport City are part of the Hyago Prefecture. (Sources sometimes refer to Newport as "Newport Ward" — it is apparently a satellite borough of the greater Shinhaman City metropolis, which covers much of Waterfront.)

Newport has a unique appearance. Instead of a city made of glass, steel and brick, the buildings are a rounded and lumpy in appearance, reminiscent of enormous fungi or beehives. Structures range from single-story buildings to skyscrapers, but despite the familiar doors, windows and billboards, the city has a disturbingly organic feel. This is the result of Newport City's use of artificial bio-construction materials, which allow a city to be "grown" rather than "built." Japan was one of the first countries to make use of this technology, and the recently-built Newport City is one of the few places where all the buildings were constructed using the biotechnology. Many older cities in Japan and the rest of the world use a mix of bio-construction and traditional building materials.





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Biomaterials were adopted for various reasons. First, the biomaterials can literally “grow” over relatively short periods of time (weeks to months), which saves immensely in labour costs. Additionally, sealed and airtight housing is most comfortable under the bacterial cloud. Constructing buildings that are designed to be airtight from the start can be substantially cheaper than sealing existing structures. Finally, biomaterials are also “greener” — with global deforestation, trees are becoming too precious to be cut down for building material. Similarly, use of bio-construction materials is very environmentally friendly, since biomaterials can be made from recycled products.

As its name implies, Newport City’s primary commercial function is as a seaport, handling a large portion of Japan’s foreign trade. Manufacturing, research, and development are also important, with heavy industry, health care, and biotechnology receiving abundant representation; various government-funded research projects also contribute to Newport’s economy. The city’s budget is respectfully large, although much of the resources are allocated to law enforcement, which can leave other agencies (such as the city’s fire department) lacking funds.

Newport has a cosmopolitan, multi-cultural flavour, with a high percentage of non-Japanese inhabitants. Part of this diversity stems from being a port town in close proximity to Kobe (long known as a haven for a substantial expatriate population). Another explanation is the vast engineering effort needed to construct the artificial Waterfront island, which must have required many foreign workers. Also, with its sophisticated biotechnology industry, Japan was able to better cope with the environmental catastrophe than many nations. As a result, many people have come to Japan as refugees, and many of these individuals naturally gravitate towards the large foreign community in Newport.

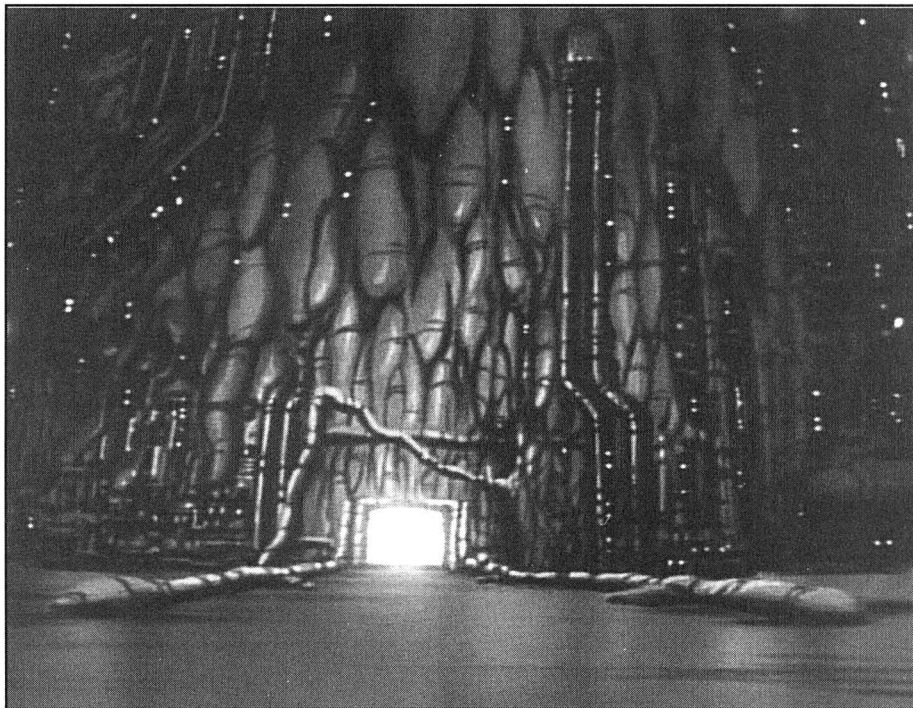
Newport is governed by an elected Mayor and a Council, with individual City Councilors representing various districts. The city population is quite active in local politics, with many citizen committees taking an active role in lobbying for changes to public policy.

A Crime Every 36 Seconds

In the 20th century, Japanese cities were noted for their lack of violent crime despite their very high population densities. This has all changed by 2010 — municipal statistics show that in Newport City, an average of 2,400 crimes are committed every day, and many of them are violent. From serial arson to people attacking individuals because of the colour of their clothes, more and more people are becoming unglued and resorting to violence. Adding to this chaos is a growth in organized crime, with heavily-armed gangs engaging in armed robberies and smuggling. Japan has become a society without order, where the public safety is on the line. What happened? Well, no one is sure, but people like to point the finger at various social factors.

Ecological Disaster — The world is in bad shape, and that

makes most people depressed and angry. There are no more outdoor parks with trees and flowers, as well as a lack of clean, sandy beaches. Many animal species have gone extinct, and thanks to the reduction in insect populations, so have many types of plants. Around the world, many forests have become deserts, despite ongoing reclamation efforts. Then on top of it all, citizens must wear a gas mask when they go outside. In particular, on days and in areas where the



bacterial cloud is especially thick, the level of crime always increases. With the streets largely deserted and visibility low, muggings and robberies increase dramatically; domestic violence also rises since tempers flare when people are cooped up inside their own homes. The police respond to this trend by increasing patrols in affected areas, but they cannot always maintain law and order.

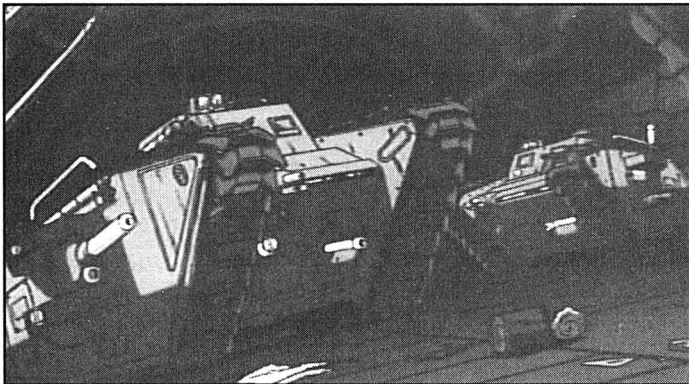
The Buaku Gang — Buaku and his minions commit many criminal acts themselves, but their success in eluding the law and their flamboyant defiance of society encourages other criminals to believe that they too can get away with anything.



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Weapons — Japan's Gun and Sword Control Act is still enforced, and ordinary criminals have somewhat less access to guns than they would have in the U.S. (for example, gun shops do not exist), although martial arts weapons are fairly common. Private security agencies, such as the Red Commandos, are now licensed to carry heavy weapons, however, and many guns are smuggled into the country from America or elsewhere. More disturbingly, a thriving black market exists that can produce anything from rocket launchers to battle tanks. It is likely that many of these arms are made by domestic industries for export, and are diverted by corrupt company officials into criminal hands.



Drugs — 20th century Japan was relatively drug-free, when compared to the United States. This is no longer true. Citizens may be turning more and more to drugs to escape the realities of living under the bacterial cloud. In the 20th century, amphetamines were the main drug problem in Japan; this has now been joined by highly addictive Crack cocaine. Drug smuggling is also a major problem, with large quantities of Japan's drugs passing through Newport City. This smuggling has led to so many drug-wars between rival gangs — *Yakuza*, *Triads* from China, *Mafia* from the west — that Britain's Tank Police sometimes does not feel it is worth responding to them. In addition to imported drugs, the growth of biotechnology makes it possible for criminals to cheaply establish sophisticated bio-labs to manufacture new forms of addictive narcotics.

Daily Life and Economic Issues

People work, students still go to school (and in Japan, struggle through "exam hell" in their final years), corporations look at their bottom line, and politicians scheme to get re-elected. Credit cards, as predicted, have become more important than paper money, but cash (the yen) is still used. Violent combat-oriented sports are becoming more popular. Nevertheless, aside from the bacterial cloud, and the increased risk of crime, life in 2010 is not that much different than life in 1999.

Places in Newport City

While Newport City certainly has many commercial and government buildings in its downtown core, few places are ever explored in detail. **Table 4-2: Newport City Buildings** lists the names that appear on buildings at least once during the *Dominion Tank Police* OAV series. Some entries may actually be descriptive signs rather than proper names, but they are included for completion. Places that are featured more prominently in the series are presented more thoroughly in the text.

Table 4-2: Newport City Buildings

Akutsuri Bar	Amano
American Café	Bank
Bar K Reneko	Bin!
Bio Celeste	Bo Trak Nude
Café Rope	Cagino
Caliniator Child	Delicesen
Dog Food	The Empire Strike Back
Heart Hotel	Hot Coffee
Kamemura	Koma Disco
Maeda Café	Melody
Metal	Motor
PKI F Blue	Pon
Porn	Resthouse
Roofing	Royal Oak Restaurant
Salon Utopia	Sepia
Star Disc	Stingray
Tie Bar	Tomato Juice
Very	

Buaku's Headquarters

The Headquarters is located in a run-down area of the city, inside a big warehouse. In Act II, the Buaku Gang meets with the Councillor here. The Tank Police trailed the Buaku Gang back to their headquarters, and the place was largely demolished by a stray shot from Bonaparte's canon. The gang probably has a new HQ in another part of the city.

City Hall

The Mayor's office is located here. It is a pleasant, well-lit office with a window overlooking the city and rows of frame portraits of previous office-holders. The Chief is frequently summoned here to report, and sometimes Britain and other tank police officers accompany him. City Hall also contains the assembly room where City Council meets in session.

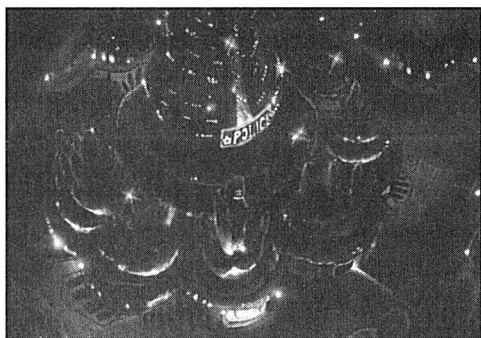


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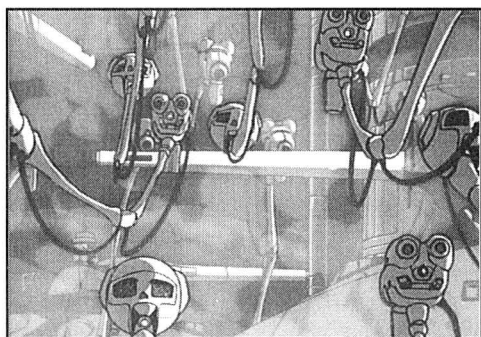
Newport City Police Station

Located in the heart of downtown Newport, this is a very large multi-story building, with its own unique character. No other police station in Japan has so many foreign-born officers, to the extent that Japanese natives such as Leona Ozaki, are the minority. Both the regular Newport City Police Department and the elite Tank Police share this station.



About half of the building consists of a fairly ordinary big-city police station, filled with overworked cops, ringing phones, and the usual chaos of distressed citizens, witnesses, suspects, and

lawyers. The rest is the domain of the Newport City Tank Police. Much of their space is devoted to a huge garage for armoured vehicles. Before entering the garage, tanks pass through a sterilization chamber, where an array of robotic arms kill the bacteria with a spray of scalding steam. The garage holds more than a dozen tanks, although often there are only a few vehicles since the rest are out on operations. Despite the hulking armoured vehicles, heavy-duty mechanical tools, and boxes of live ammunition, the Tank Police garage exudes an aura of macho sloppiness, much like an oversized boy's locker room. A hand-lettered "Hell's Cops" sign hangs from a post, several loose wash-buckets are scattered about the floor, and drying laundry is draped from overhead bars (which are often used for chin-ups). The garage is the centre of the unit's existence: it is



where they practice their notorious interrogation parties or spend their evenings keeping their beloved tanks spiffy, with extra coats of anti-bacterial seal, regular oil changes, and shiny new paint jobs (for the dedicated among them, such as Leona and AI).

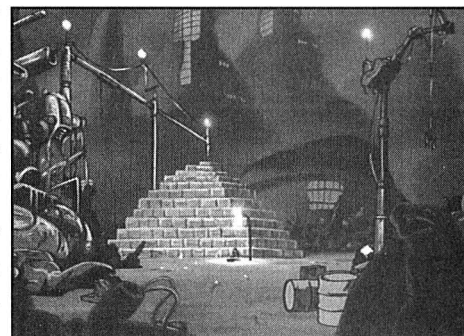
Just above the garage are the squad rooms and offices of the Chief and Britain. Off-duty officers can relax here and get away from the smell of cordite and machine oil, and try to finish any paperwork before the next grenade explodes or someone starts shelling police HQ. If the Tank Police need to scramble, a horn sounds and dozens of circular hatches open in the floors. Extending ropes allow the officers to slide fire-pole style into the vehicle bay below.

Newport Docks

Several giant cargo ships are usually docked at the city's large seaport. Around the port is an extensive warehouse district, which serves as the base of operations for many smuggling operations. It is here that the Buaku Gang meets the Councillor to acquire their black-market Class-A battle tanks.

The Scrap Yard

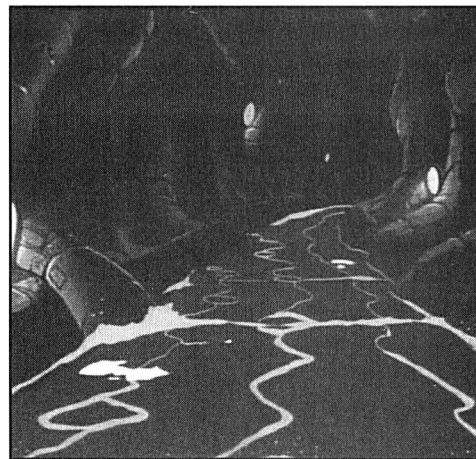
Not too far from the police station is a scrap yard. Its central feature is a pyramid comprised of boxes and scrap metal. The wreckage of Britain's Tank Special was towed here initially.



The Sewers

Newport has an expansive sewer system beneath the streets, with water-filled tunnels that are large enough to accommodate a small boat. In Act III, Buaku demonstrated that it is possible to tunnel from them

to gain access to the basements of important buildings, such as Sotheby's Auction House. The water flow is maintained through turbine-pump systems, and anyone navigating the sewers must be careful to avoid being sucked into them. Ultimately,



the sewers all run to the Newport Sewage Treatment Plant, a large automated complex. Since Newport City is on an artificial island, it is quite possible that the system connects with the ocean, which could be an ideal way to smuggle things in or out of the country. Bacterial levels are quite low in the sewers; Leona spent many hours there without a mask, and suffered no ill effects.

Sotheby's Auction House

A major auction house, which is a big multi-story building full of famous works of art. The Tank Police and the Red Commandos enthusiastically demolished the place in Act III. The auction house is also known as Westerby's.

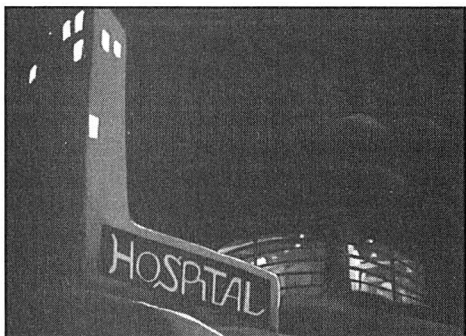


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Virus Atmosphere Pollution (VAP) Hospital

This former city hospital was shut down and converted into a research and development institution. The hospital studies “healthy people” as part of the Virus Atmosphere Project (see page 107). The hospital is protected by one white-suited hospital guard stationed in front, and a dozen more security guards inside. They were only armed with clubs however, and quickly retreated when faced with the machine gun toting Buaku Gang.



The hospital has very wide corridors, designed to allow easy movement of several patients on stretchers. These are almost, but not quite big enough for a tank...not that this stopped the Tank Police. Doctors’

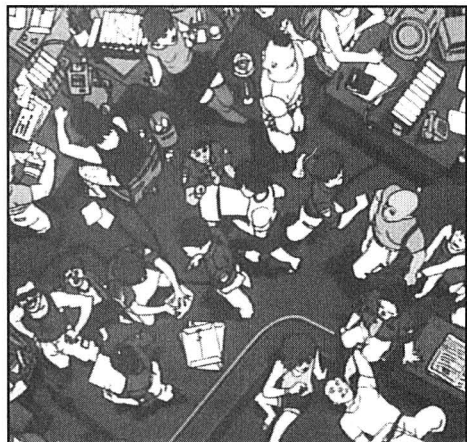
offices are packed with computers and sophisticated diagnostic equipment, including x-ray scanners. Deep in the bowels of the hospital are the isolation wards. These creepy places house dozens of naked, listless patients and bubbling containers of bodily fluids connected to complex analysis machines. Interestingly, the patients look similar to the artificial life forms with which Buaku began his life.

The building was destroyed after a dual between The Tank Police and the Buaku Gang in Act II, but it may have since been rebuilt. The hospital is about a ten-minute drive from Tank Police Headquarters.

Organizations

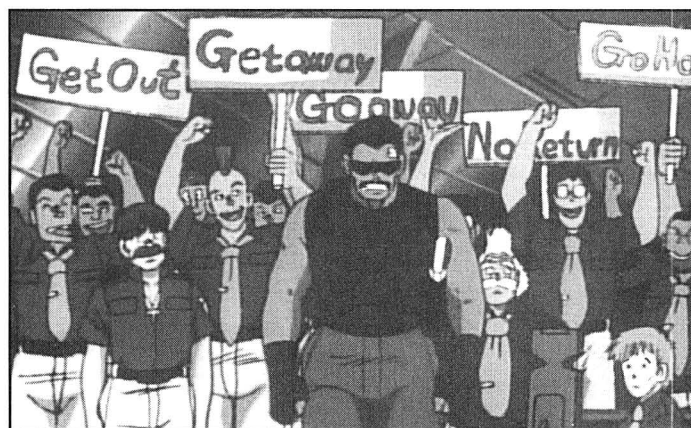
The Tank Police

The Tank Police were formed in 2007 (three years before the series) to deal with the depredations of the Buaku Gang and other well-equipped super-criminals. The purpose of the Tank Police is not to investigate crimes, but to respond to situations that are too much for the ordinary police to handle. Essentially, they are a super SWAT team that uses military-grade force to deal with



extraordinary threats to public safety. Despite the Tank Police’s reputation for violence and mayhem, statistics show that they have indeed succeeded in reducing violent crime by as much as 20%...but at a heavy cost of property destruction and lost lives.

The Tank Police are run by the Chief, and commanded in the field by Squad Leader Britain. They are organized into at least three tactical teams, or “units.” Each unit consists of 3-8 tanks (depending on how many crew members are available and how many tanks are down for repairs), and thus a full Tank Police mobilization can put over 20 tanks on the street. Since each tank has a crew of three people (except for Bonaparte, which has two), the maximum fighting strength of the Tank Police can exceed 60 officers. In normal situations however, the Tank Police operate in three shifts, with one unit on active duty, a second on reserve at the station, and a third off-duty. Since a single tank can sufficiently handle most violent crimes, often only a solitary tank or pair of tanks will be dispatched to handle “routine” situations such as drug wars or armed robbery.



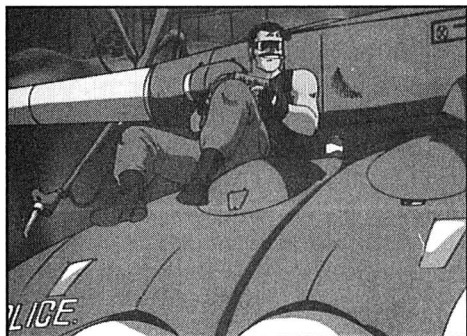
The Tank Police practice various pre-planned patrol and battle formations which are given coded letters (for example, Britain shouts “Battle Formation M!” at the start of Act II). Emergency transmissions are given similar codes (for example, Specs calls in “Code B-7...we’re under attack!” when the Buaku Gang arrive at the VAP hospital in their Class-A Battle Tanks). In practice, however, the tanks operate much like SWAT team members, and the main question on any patrol is whether to adopt a loose formation (covering a greater area) or a close formation (maximizing fire power). A basic tactic is the “bounding overwatch” where one tank will cover another’s advance, then advance itself; the idea is to maintain a watch for anti-tank rockets and other hazards. In practice, Britain usually prefers a frontal attack, but his subordinate commanders (such as Specs and Leona) are happy to take full advantage of available cover, and will make their own by smashing through buildings when necessary. The major decision made by a unit commander is how far apart to separate the tanks. A group that is dispersed can cover more area and is less vulnerable to ambushes, but a group that is close together can protect one another more effectively. In an urban environment, it is easy to lose sight of an ally.



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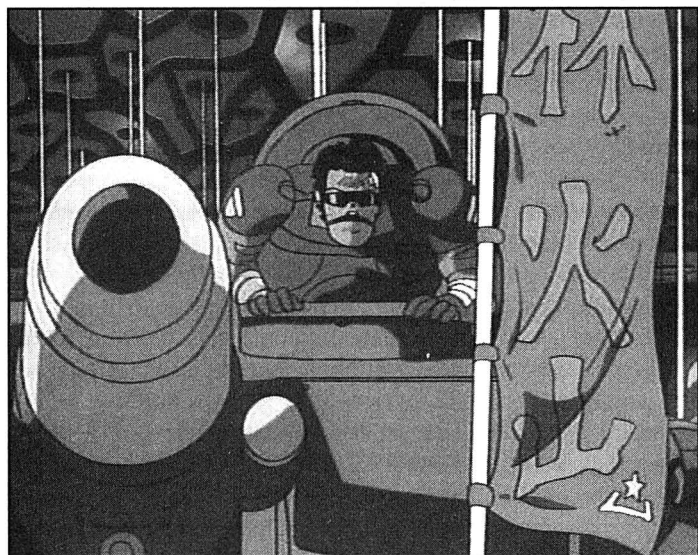
The standard tank police uniform consists of a dark blue shirt, light blue tie, white trousers, and black boots. Officers usually wear a black T-shirt underneath (Britain often lounges about with the T-shirt only.) Their insignia is a gold shield worn on the shoulder. A wide variety of hairstyles are tolerated, at least



in Britain's squad. Aside from their tanks, the Tank Police are issued much of the same equipment as the ordinary Newport city police officers (see below). Their daily uniforms are slightly different

(no metal insignia to catch on the inside of a tank, for example) and they also have regular access to assault rifles, submachine guns, grenades and body armour, much like SWAT officers. Tank crew may also wear a special headband that incorporates a headset radio, onto which the gas mask and (if desired) a clear plastic face plate can be clipped.

The Tank Police Banner — Britain's patrol tank sports a banner with the kanji characters for *fu* (wind), *rin* (forest), *ka* (fire), *zan* (mountain), meaning "swift as wind, silent as forest, deadly as fire, unshakable as a mountain". These same characters appear on screen during the samurai-like duel between Bonaparte and the two Class-A battle tanks in Act II. The symbols have a mythic resonance to the Japanese: the *fu-rin-ka-zan* banner was used in the ancient Warring States period of Japanese history (1467-1568) by the army of samurai commander Takeda Shingen. For Britain, they also illustrate one of his favorite sayings — "the Tank Police must be like a mountain against crime". (For more on the history of the *fu-rin-ka-zan*, see Gilles Poitras' *The Anime Companion*, Stonebridge Press, 1999.)



The Newport City Police Department

Viewers do not see much of the normal police force in *Dominion*, because they are completely unable to handle the kind of super-criminals that are wreaking havoc in Newport. The Newport City police are quite similar to any big-city department in the 20th century.

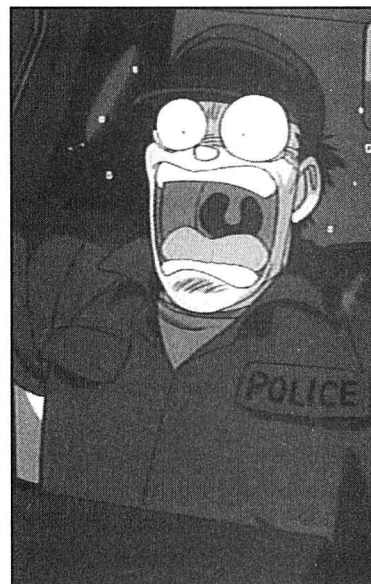
The department is formally organized into several divisions or specialized police sections, such as Traffic Control (this section includes the motorcycle Highway Patrol to which officer Leona Osaki



belonged), Detective (handling criminal investigations), Patrol (the cops on the beat), Child Welfare (a fate worse than death for a Tank Police officer), Internal Affairs (investigating violations by other officers as well as providing security in the police station), and several others. All divisions and sections are coordinated by an administrative division ("desk jobs") that handles accounting and payroll, dispatching, public affairs and data processing. Most police divisions are further sub-divided into various sub-sections. For example, individual Detective sub-sections may specialize in organized crime, homicide, juvenile crime, smuggling (Newport has a major harbour), or environmental crimes.

An ordinary police officer on street duty wears a uniform (pants for men, long skirt for women) and carries an electronic notebook, radio communicator, club, handcuffs, pocket knife and automatic pistol. Detectives wear plain clothes in most circumstances, and do not usually carry a club. Motorcycle patrols wear helmets. Everyone wears gas masks, of course, to protect themselves against the bacterial cloud. If necessary, officers from any division may be called upon for crowd-control (for example, if there is a major political demonstration occurring), and issued riot gear (visored helmets, plastic shields, clubs).

There is a certain rivalry between the Newport City Police (including the attached Tank Police) and the highway patrol and helicopter police of the nearby big-city Osaka police department.

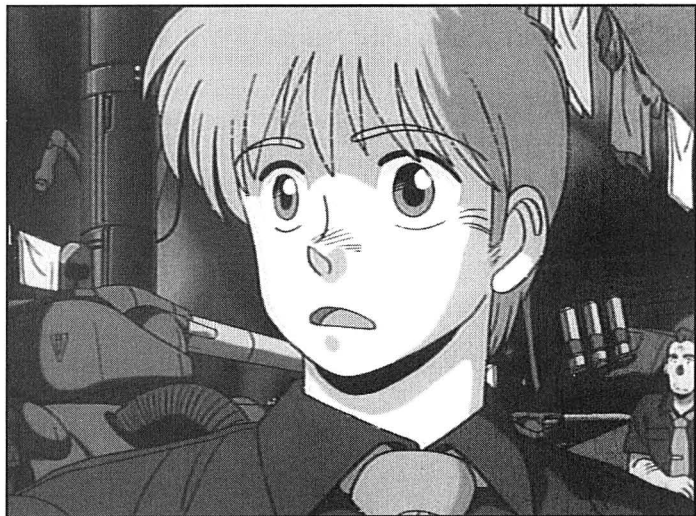




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The Members of Newport City's Tank Police



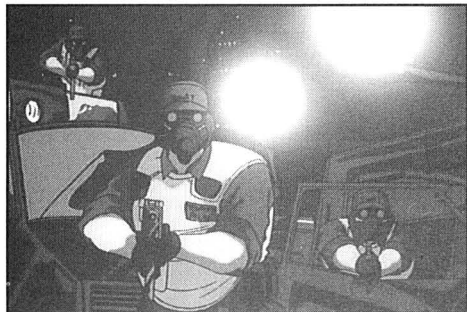


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Newport City SWAT

The “elite” of the City Police Department are the Special Weapons and Tactics (SWAT) team. The SWAT teams generally consist of volunteer officers who have other duties (such as patrol) but who signed up for extra tactical training. When there is an emergency that ordinary patrol officers may not be able to



handle, SWAT officers are called to deal with it. SWAT teams generally specialize in dealing with barricaded suspects and heavy-duty arrests (for example, entering a gang headquarters

to bring in a suspect). The Tank Police have a fairly low opinion of SWAT, and view them as amateurs.

SWAT teams are equipped with bulky bulletproof vests, assault rifles or sniper rifles, grenades, and special armoured vans. Commander Warren is the Newport SWAT leader.

The Buaku Gang

The Buaku Gang are the most notorious criminals in Newport City. The gang consists of Buaku, the two Puma Sisters and a half-dozen or so other disreputable characters whose names are not mentioned in the series. They will engage in criminal activities for their own sake (such as bank robberies) but prefer to work as mercenaries for better-connected criminals. In Act I and II, they are working for “Mr. Big” to steal the valuable urine samples. In Act III, the Puma Sisters mention that Buaku turned down several offers that they thought sounded good, including



“an old guy’s drug smuggling job” (perhaps a reference to working for a Yakuza boss), and a hold up that a “government guy” offered. By serving others as freelance criminals for hire, the Buaku Gang

keep their independence. At the same time, they use their many connections with corrupt elements in government and industry to gain access to high-tech weapons, including experimental prototypes that ordinary criminals could not acquire. Buaku is also quite capable of creating elaborate schemes to defraud companies or citizen’s groups into giving him access to their resources. Although the gang has a love affair with firepower that is only exceeded by the Tank Police, they are also very familiar with disguises, con games and diversionary tactics.

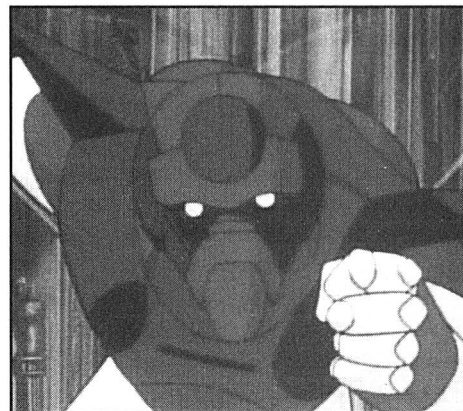
Most gang members are mainly interested in making money. Many have been arrested on several occasions, but they have always managed to escape. Initially, Buaku’s big ambition was to earn money, and eventually find out what one of the “big bosses” was really after so that he can blackmail him. After that, he hoped his people could “blow this scene and live like kings!” Buaku’s own discovery of the painting, Innocent, and his experiences with Greenpeace eventually gave him a higher purpose (to rediscover his identity and find Greenpeace), but the majority of his gang, especially the Puma Sisters, are still interested in getting rich and having fun. While Buaku wants to escape from humanity, the Puma Sisters prefer to enjoy life among people. Ultimately, this may lead to the fragmentation of the gang, with Buaku and Greenpeace going their own way. Until then, however, the gang members remain fiercely loyal to one another, maintaining an “us against the world” ethic.

Other Criminals

In addition to the Buaku Gang, there are many other criminal gangs in Newport City. None of them are mentioned by name in the video series, but the *Yakuza* (Japanese mob) would naturally be more active than ever. With Newport’s multi-cultural nature, it is equally possible that criminals from China (the Triads) and the west (the Mafia and other groups) will have expansive operations within the city. Other important criminal organizations may exist, at the GM’s discretion.

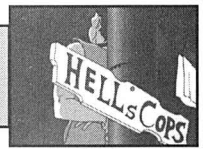
The Red Commandos

Described by Squad Leader Britain as “men with no regard for human life”, the Red Commandos are a private security agency with an excellent reputation for getting the job done. The Commandos are actually a small mercenary army, with state-of-the-art attack helicopters, powered armour suits, and heavy weaponry that rivals that of the Tank Police. Given all of this firepower, it is likely that they do a lot more than just guard and retrieve private property. With their possible connections to the mysterious “Mr. Big”, they may also be used by elements of the Japanese government as a means for deniable execution of foreign or domestic policy, at home or abroad. It is easy to imagine the Red Commandos being sent to prop up a faltering regime in a third world country that is under siege from local guerillas, especially where Japanese businesses own several shares in a valuable local bauxite mine or oil well.





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Red Commandos are trained to operate alone, although they also work in small teams under a single Commando Leader. Individual Commandos use radio call signs such as “Red One” or “Red Two.” They shun the media spotlight — few people have ever seen one in action, at least in Japan.

The Army

The Japanese Self Defense Force (JSDF) is Japan’s military. In the post-cold-war world where the biggest menaces are crime and the environment, the JSDF (except for the air force) have very little to do. Still, they do support a large domestic defense industry, and thus there is a fair bit of economic incentive to keep them around. But with the end of the Cold War, some Japanese legislators are beginning to have doubts about the need for a dedicated military. If the Newport City Tank Police prove successful, it is quite possible that in the future the JSDF land forces will be radically down-sized, with additional Tank Police units being recruited to take their place, with a triple role of crime prevention, national security, and disaster relief. Of course, that assumes angry citizens do not shut down the Tank Police first....

Demonstrations and Citizen Groups

Newport has an active citizenry who often participate in the political processes through noisy street demonstrations. Typical targets include privatization of factories (resulting in losses of government jobs), violent sporting events and, most of all, demonstrations against the Tank Police. Unfortunately for Leona Ozaki (who fears that the police’s own actions may make people hate Bonaparte), a sizable fraction of Newport City’s citizens see the Tank Police as no better than “legalized vandals”. While they acknowledge that crime is out of control, they have their own ideas on how to fix it, from giving more money to social programs (attacking the root causes) to replacing tanks with other kinds of patrol vehicles that would be less damaging to the city (perhaps giant robots?)

Some of these well-meaning citizens also form pressure groups with colourful names (usually including “...Against Tank Police” in the titles) to protest against police brutality. Their tactics include public demonstrations, writing letters, and lobbying the Mayor. A few citizens carry their dislike for the Tank Police even further, sending hate mail or even mail bombs to police headquarters. However, the most dangerous are the reasonable, well-meaning ones who persuade the Mayor and City Council to adopt their own suggestions as to how to better wage war against crime. As a result, some dire fates that might befall the Tank Police could include:

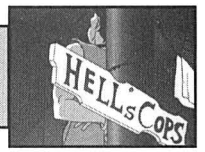
- Major budget cut backs, which would reduce the number of tanks on the street and result in temporary or permanent layoffs.
- Modifications to the tanks themselves, to make them less threatening to the citizens. This might include replacing

Bonaparte’s treads or other tank roller-balls with ordinary wheels, transforming them into armoured cars (to avoid tearing up the street). In game terms, this means tanks would suffer the Roadbound defect until the tracks/balls were reattached. Any such modifications would, of course, be fought tooth-and-nail by officers like Britain and Leona.

- Banning use of lethal ammunition, or requiring excessive paperwork whenever the police requisition any lethal ammunition. Thus, use of rubber canister shot or glue rounds would be fine, but acquiring armour-piercing or explosive shells would require a mountain of forms.
- Forcing the Tank Police to adopt strange new mecha developed by citizen’s committees (who may be pawns of shady industrial groups), or to execute odd suggestions such as hiring android police officers.
- Forcing the Tank Police to engage in more combined operations with other agencies (for example, working together with the motorcycle patrol or air police).

A “temporary experiment forced on the police by the Mayor’s office” of this sort can give the Tank Police a chance to test out new mecha (and introduce them to new characters). It can also serve as a way of reigning in the police if the characters become too obsessed with wanton violence for its own sake. However, if any new rules do come in that emasculate the Tank Police, they will probably last only a few game sessions. After that, Newport’s criminals will probably perpetrate some terrible outrage, and other pro-Tank Police elements in the citizenry will lobby their Councillors to demand that the police be reinstated (and maybe even given more tanks!) The Tank Police must walk a fine line here — if a few of their toys are taken away and as a result they sulk and refuse to go after criminals, the government might decide to abolish them and replace them with a completely different agency.





The Forced Circulatory and Lifeform Project

The first decade of the 21st century saw revolutionary developments in biotechnology and cybernetics. The public were made aware of only some of these successes, including the perfection of animal cloning technology, the completion of the human genome project, and the development of the first “bio-chips” computer systems that allowed neural nets to produce artificial brains with near-human levels of intelligence. Even more astonishing technologies were developed in secret, however. The most important experiment was the Forced Circulatory and Lifeform Project, colloquially known as the Greenpeace Project.

The project was based in a covert laboratory in Japan (probably in or near Newport City, although this is never clearly established). Its ostensible goal was to develop a prototype lifeform that could breathe the bacterial cloud that had begun forming. The project grew in scope, assuming national and then international importance, although its actual existence remained known only to a small circle of government bureaucrats and the scientists and technicians involved. Against all odds it succeeded, and created the artificial bio-engineered entity, Crolis Greenpeace (see page 53).

The scientists faced a further challenge: the question of whether the mental framework of the prototype could be made human-like or not. Greenpeace had the equivalent of a fully developed brain of a teenage human, but she had been force-grown in a lab, and her mind lacked memory, experience or education — a state the project referred to as “cognitive sterility.” Perhaps just as importantly, the scientists wondered how her unusual biochemistry (for example, having no need for food) would affect her psychological structure. The project’s goal, after all, was not to create an alien being that stood apart from mankind, but rather a new direction for humanity. Before they could proceed further with Greenpeace, the scientists felt they needed to answer these fundamental questions regarding what the mind needed to sustain itself and how they could create a human intellect from nothing.

This led to another phase of the Project, managed by Professor Shaha and his assistant Mayara: the study of “abnormal psychology”. To learn more about how Greenpeace might think, the project staff created several other artificial life forms — “dummy test units” whose brains were complex biochip constructs that duplicated the human brain. In effect, they were cyborgs, but while a traditional cyborg is a being with a human brain and a cybernetic body, the test units were the reverse: people with organic bodies and cybernetic brains. Like Greenpeace, they were designed to possess adult brains in cognitive sterility, tabula rasas without morality or immorality. By performing experiments aimed at imprinting experiences on them, the Project was able to predict the way Greenpeace would think.

From the perspective of Professor Shaha, this phase was even more important than the creation of functional hybrid life. By studying the way the templates thought, he hoped to unravel what they considered the most important mystery of science: the nature of consciousness and the classification of the human soul. In so doing, they went beyond the actual parameters of the project, and their discoveries greatly alarmed some people in the government agencies that were funding them.

Professor Shaha received word that the project would be terminated. Determined to preserve some of his work, he placed Greenpeace into suspended animation and hid her cocoon-like life support pod in the complex. Shaha and Mayara deleted most of the research information from the lab computers, but the primary psychological data (“Phase 7”) that they had collected on the artificial brains was encoded as a picture of one of the test subjects (the “Innocent” painting). Just as he was completing these precautions, the lab was raided. Whoever was behind the raid was far more ruthless than the scientists had expected: armed soldiers massacred the entire lab staff, and the lab was demolished. The confused dummy test units were loaded into a van and taken away, presumably for disposal. The only one to escape was Buaku (page 52). Fortunately for Shaha’s legacy, the soldiers overlooked

Greenpeace’s suspended animation pod, and failed to recognize the significance of the Buaku photograph. It was not until the auction at Sotheby’s Auction House that this “fingerprint” for the project resurfaced.





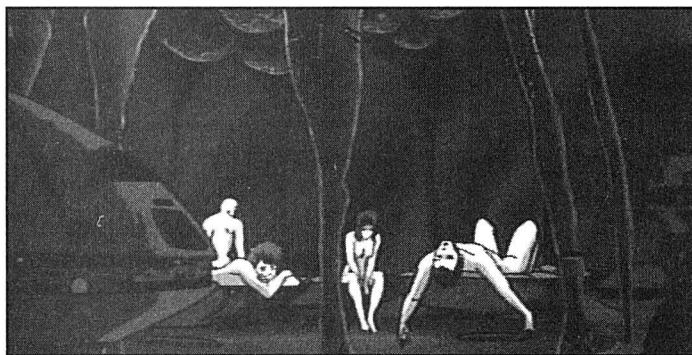
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The Virus Atmosphere Pollution Project

With the destruction of the Greenpeace Project, other efforts were made to determine how humans could live with the bacterial cloud. One of these projects was the Virus Atmosphere Pollution Project, centred in a hospital in Newport. The goal of the VAP was to study “healthy people” — although if any of these people left the hospital’s isolation wards, they would be very sick indeed. This is because they are among the few individuals who (due to genetic mutations) failed to develop immunity to the bacterial cloud. Understanding their biochemistry is important, because if the cloud were to be destroyed, it would be necessary to adjust humans so that their own bodies readapted to living in a less toxic environment. At the VAP hospital, various procedures were performed upon the patients, including regular urine analysis to study bacterial levels (or lack thereof) in their biochemistry. It is quite possible that other, more exotic experimental procedures were also going on there, or at other similar establishments elsewhere in Japan.

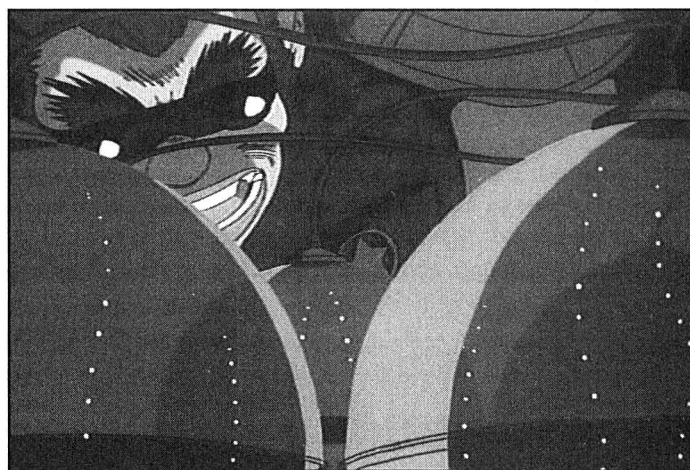
The VAP Hospital was badly damaged by the Tank Police and Buaku Gang, but perhaps enough of its personnel, research subjects, and data survived to ensure the project’s continuation.



“Mr. Big”, the VAP, and the painting, “Innocent”

Sometime in 2010, a senior individual connected with the Japanese government became interested in both the VAP and the Greenpeace Project. Only known as “Mr. Big”, his true identity is a mystery — he might be a municipal politician, a senior bureaucrat in a government ministry, a well-connected industrialist, or even a cabinet minister. It is unknown whether he is connected with the agency that originally created the Greenpeace Project, or whether he was one of those involved in its ruthless eradication.

The urine samples gathered by the VAP apparently contained vital research information that could be used for resurrecting the Greenpeace Project, or something like it. “Mr. Big” was not in any position of authority over the VAP — to gain access to its research samples (in this case, urine), he had to steal it. To preserve secrecy, he chose not to use government agents. His henchman, the Councillor (page 56) hired outside mercenaries, the Buaku Gang, telling them only the minimum that they needed to know. Unfortunately, the plan backfired and the Tank Police ended up destroying the urine samples and killing the Councillor.



Undeterred by this setback, “Mr. Big” apparently continued to investigate the background of the project, and discovered evidence that its research data still survived in hidden form in the painting, “Innocent”. Innocent is a nude painting of a man who is sitting and staring upwards. The man is not very attractive, but has a transfixed expression on his face, as if enraptured by something above him. He is also the spitting image of the super-criminal, Buaku. Supposedly, Innocent is a painting made eighty years ago (circa 1930), deemed to be of great historical significance because the auction house (and presumably art experts and ecologists) had proclaimed it to be the last painting created before the world embarked on a course that would lead it to environmental catastrophe. In other words, it is a living symbol of humanity’s ecological innocence. In fact, the painting that was auctioned at Sotheby’s is something else entirely. Shortly before the Forced Circulatory and Lifeform Project lab was raided, a photograph was made of Buaku as he stared up at Greenpeace. The accumulated “abnormal psychology” research data from the Project was then encoded into the picture, and a printout was made.

Fast forward a number of years: now disguised as a framed painting (an ironic counterpoint of Buaku himself being framed...) with a mysterious past, “Innocent” turns up in Sotheby’s auction house. After only a few bids, it is sold for a stunning 900 million dollars to mysterious buyer, who also hires the Red Commandos to protect it.



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Is this buyer the mysterious “Mr. Big” who previously employed Buaku? It seems very likely indeed. This is unclear from the information presented in the series, and it is equally unclear who was behind the sale of “Innocent” in the first place. The best guess is that the raiders removed it, but that its true significance was not initially appreciated. It must have fallen into the hands of someone who had an insight into its value. Its placement on the auction block, disguised as a valuable painting, may have been a way of hiding it in plain sight. In this way, the auction was simply a cover that allowed a number of interested parties, including “Mr. Big”, to bid on it.

Unfortunately for “Mr. Big’s” plans, the public sale of Innocent revealed the “painting” to Buaku. Putting aside mercenary concerns, Buaku decided to steal the painting for himself, hoping it would be a key that would unlock the past. Although Innocent was recaptured by the Red Commandos and then destroyed, Buaku’s temporary possession of it reawakened buried memories of his past. These led him to the now-deserted ruins of the Forced Circulatory and Lifeform Project Lab.

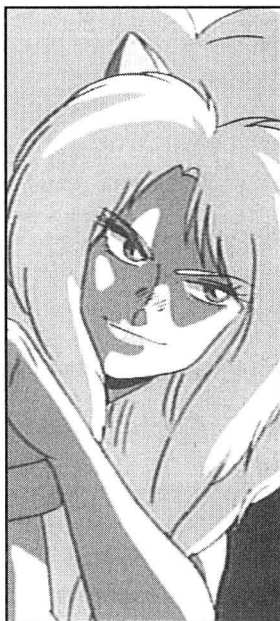
There he found and awakened Greenpeace. The big question is what he would do next...

Technology in the World of Dominion

Here is a quick outline of the technological advances that are revealed to having occurred by the year 2010:

Androids

Humanoid robots (known as androids) that are superficially indistinguishable from humans have been developed, but are still in an early stage; the nature of artificial intelligence and its role in society remains controversial. Using advanced biochip neural network brains and electromechanical bodies, these androids are intellectually the equal of humans, and physically their superior. Unfortunately, they are also extremely expensive. As a result, they are not commercially available, but a few examples have been built as “love dolls” for very wealthy clients. Similar models are used for police work and espionage, but no one talks about them.



Aircraft

Long-range air travel has become less common, due to the bacterial cloud (the hazards include reduced visibility and the dangers of sucking bacteria into a jet engine intake). Helicopters (with heavily filtered engines) remain in common use, however. Tilt rotor aircraft are also increasingly common. These crafts resemble twin-engine propeller airplanes, but their engine pods and propellers are very large, and are mounted on the tips of the wings. By swiveling the engine pod to a vertical position, the tilt rotor can function as a helicopter, allowing it to hover, or take off and land vertically. By swiveling the rotor horizontally, it works like a normal airplane, and can fly faster and longer than a normal helicopter can.



Artificial Wombs

Artificial incubators have been developed which allow test-tube babies to be grown completely in an artificial environment — there is no need to implant the developing fetus into a surrogate mother. Portable incubator units also allow easy transfer of babies (and presumably, growing fetuses).

Biotechnology

The biotech field has seen many advances. In addition to genetic engineering and the development of biochips, the most notable development is organic pseudo-living construction materials, as used in the Newport City buildings and the bio-tanks. Much of the progress in such advances comes from the rapidly evolving field of bio-mimetics. This involves studying how things work in nature, and then developing a parallel technology. One example of bio-mimetics is the “legs” or “feelers” on the front of the Tank Special, which mimic those of insects. A more sophisticated example would involve studying spider silk (whose tensile strength is greater than steel) and using the chemical formula to develop artificial fibers which can then be used in body armour or construction materials.

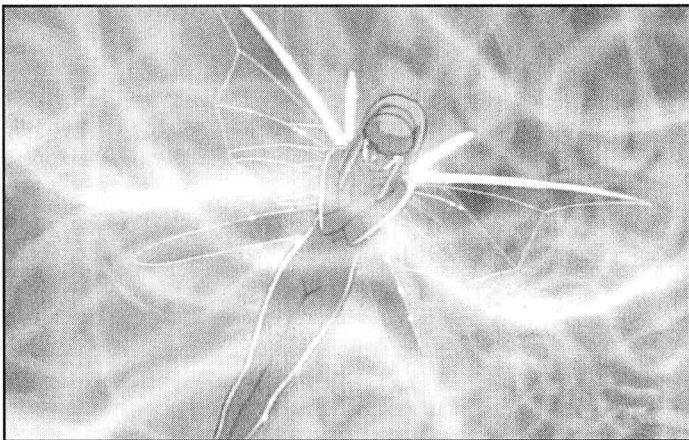


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Genetic Engineering

Recombinant genetic engineering technology is extremely advanced, although much of it remains out of the public eye, in secret government or corporate labs. Viable hybrids of humanity and other species can be produced. Greenpeace, a plant/human hybrid, is the most extreme example, and the only one actually shown in *Dominion Tank Police*. However, if human and plant genetic material can be combined, making human/animal hybrids, such as cat-people would be much easier. It is quite likely that several other examples of this are wandering around the *Dominion* world — many people may assume the Puma Sisters are genetic constructs (like Buaku) rather than robots. Similar research could have developed other species hybrids as well (for example, a dog with enhanced intelligence). It is likely that many such experiments are occurring with plants, animals, and other species in order to either bring back creatures that have been driven into extinction by pollution, or simply to create new species that can adapt to the polluted world.



Powered Armour

Individual suits of powered armour have been developed for military and security applications, but are far too expensive for general issue. Most of those in the field are in the hands of elite commando units. These suits use artificial muscles (usually pre-stretched cables) to allow the wearer to carry a heavier load of weapons, armour and equipment. The current suits offer decent protection against small arms fire, but are not much use against even a light cannon. Their main weaknesses are a heavy maintenance requirement and limited power duration of batteries. Many powered suits have built-in rocket launchers.

Ships

With the decrease in air travel, shipping is more important than ever. The new cargo ships in Newport harbour have a somewhat grim look to them, with very little open deck area (much like submarines) — thanks to the bacterial cloud, the crew do not spend much time on the surface of the ship, but instead remain inside the vessel's sealed environment.

Space Technology

The development of better space planes (that can take flight like conventional aircraft) has led to growth in the space program. Although interplanetary travel has not yet been successful, Japan and other nations have begun to work on a much larger successor to the international space station — an embryonic space colony that will be completed in the near future. A new experimental space drive may also be under development.

Surgery

Surgical techniques are quite advanced. The *Dominion* world is on the verge of being able to use genetic therapy (such as tailored retroviruses), tissue grafts, and cybernetic implants in order to make significant alterations in humans. If a method to eliminate the bacterial cloud is not discovered, the technology might even be developed to transform ordinary individuals into “green critters” like Crolis Greenpeace.

Tanks

A traditional tank is a tracked, heavily-armoured fighting vehicle equipped with a powerful main cannon and several secondary weapons (usually machine guns). The very first tanks were invented by the British in World War I and saw action in 1916, where they clambered over barbed wire obstacles and trenches to attack the German lines. They advanced at only a few kilometres each hour and many of them broke down, but they also broke the stalemate of trench warfare and really frightened the soldiers. Tanks came of age during World War II, when machines such as the German Panzer IV and Tiger, the Russian T-34, and the American Sherman tank formed the armoured spearheads behind which other troops advanced. Tanks became even more potent in the 1960s and 70s, with the development of the multi-purpose “main battle tank” by the Soviet Union. In the 1970s, anti-tank guided missiles carried by infantry, trucks and attack helicopters threatened to end the tank's reign as the master of the battlefield. However, the Israelis, British and others developed new tactics and new armour technology (Chobham armour) which allowed tanks to remain viable weapons well into the 21st century.





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A tank is the ultimate expression of military power, and as such is very intimidating to civilians. A tank is a creature of the battlefield — the image of tanks rolling into a city serves as a potent metaphor for a breakdown of civil order. At the same time, a tank can also be seen as a romantic symbol: tankers trace their lineage back to the cavalry of old, and these in turn are derived from armoured knights. But was the feudal knight a force for law and justice, or an oppressor trampling on the common man?

The main parts of a tank are the hull, the turret (early tanks did not have one), and the running gear (the tracks or, in some 21st century tanks, roller balls). Inside the armoured hull is space for the driver, fuel tank and a powerful engine (usually 500 to 1,500 horsepower). Late 20th century tanks used diesel engines (like trucks) or gas turbines (like jet planes and helicopters). Environmental concerns have led to their replacement in 21st century tanks (and many automobiles and trucks) by hydrogen fuel cells. These power engines combine oxygen (extracted from the atmosphere) and hydrogen to produce energy. They are non-polluting (they produce water vapour as exhaust) but the hydrogen fuel is about as explosive as gasoline. The technology exists to use nuclear reactors in really big tanks, but there are obvious hazards to doing so.

A tank's hull is protected by heavy armour. In the bio-tanks, this is a complex bio-mimetic synthetic similar to the resin-hardened para-aramid fibers (like Kevlar) used in ballistic vests, although much thicker and tougher, backed by high-impact plastics. In Bonaparte and the Tank Special, additional layers of special Chobham armour back a hull made of cast steel. Invented in the 1970s, this armour is bulky and expensive, but far more protective than ordinary steel plate. It consists of a sandwich of steel and ceramic plates bonded together by a special resin, and is especially resistant against anti-tank warheads.

A tank's turret is dominated by the main gun, which recoils into the turret after it fires. There is also a seat for the commander (and the gunner), as well as all kinds of other equipment — racks for small arms, an automatic fire extinguisher, and plenty of electronics. The very first tanks did not even have a radio, but 21st century tanks are packed with complex electronic equipment. In addition to radios, this equipment includes visual, sound, and infrared sensors, as well as chemical "sniffers" that are designed to detect explosives (such as anti-tank mines). The information is fused together by computer and displayed on multi-function sensor displays. The development of this technology was vital to the creation of the

Tank Police, since it allows armoured vehicles to operate in a tight urban environment without the need for infantry support. More than anything else, this made the concept of "Tank Police" possible.

In a tank, each crew member must work together to form a closely-knit team. The various crew roles include:

Driver — The driver steers the tank from a cramped seat in the body of the tank. In *Dominion*, a driver will usually see the world through a periscope and various TV screens linked to the tank's sensor system. Unlike a car or truck, where one steers by swiveling the wheels, the driver of a tank steers by locking up either the right or left tracks, forcing the tank into a controlled skid in one direction or another. As Leona learned, this is very different from driving a motorcycle.

Commander — The commander is in charge of the tank, and sits in the tank's turret, right below the main turret hatch. He or she tells the driver where to go and the gunner what to shoot. The commander is also in radio contact with his or her superiors and any other tanks in the unit. The commander will have access to the same sensors as the driver, but will often stick his or her head out of the open top hatch to get a better sense of what is going on outside the tank ("unbuttoned" in tank slang), or to talk to people without having to use a radio. In a two-man tank such as Bonaparte, the Commander also operates the main gun. In a three-man tank, the commander usually controls the machine guns.

Gunner — The gunner is the person who fires the tank's main gun. The commander may double as gunner. Note that if only one person is in a tank, he or she can perform all three tasks, but it will require one combat round to move between the various positions in the tank.

Tanks can be extremely noisy inside. One reason that Leona and Al wear their radio headsets is so that they can talk to each other. Additionally, tanks are very cramped, and full of protrusions and sharp edges. Although a big guy like Britain can squeeze into Bonaparte in an emergency, a small tank is really no place for a six-footer like him. Finally, even with all the electronic sensors, a tank has a lot of blind spots. The only way an occupant can really know what is going on is to stick his or her head out the hatch. The GM should apply penalties to any characters' Stat checks to notice people sneaking up on their tank unless the commander has his or her head unbuttoned.





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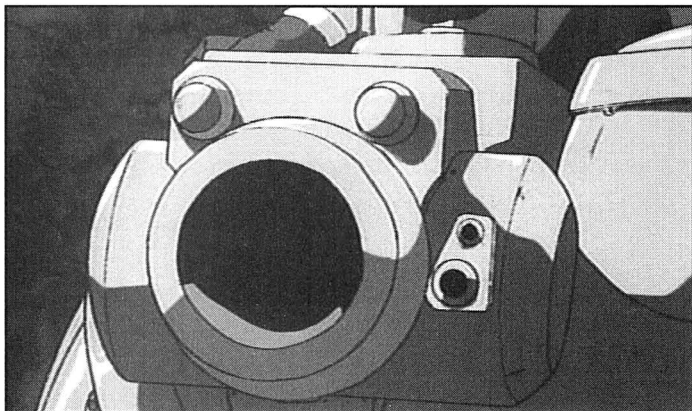


Weaponry

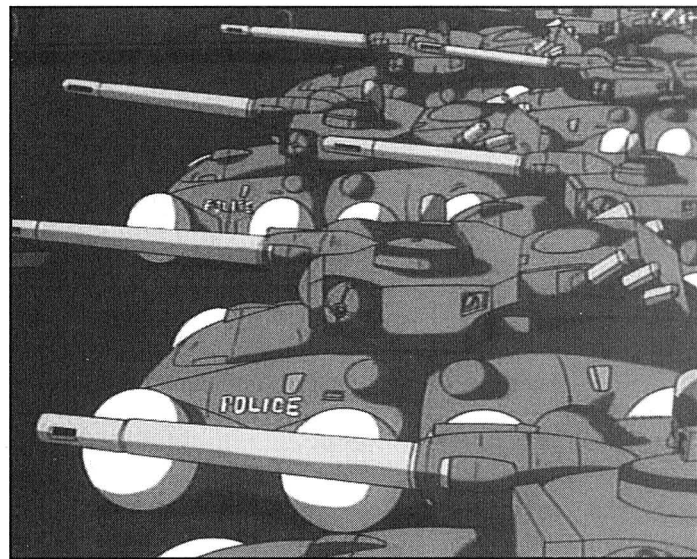
Personal weaponry in 2010 is very similar to that used in the 20th century. The majority of handguns and rifles are the same brands that people used in the 1990s — Beretta pistols, Colt M16 rifles, AK-47s, Ingram M-10, Uzi submachine guns, etc. A new generation of arms from Seburu, based on the FN P-90 submachine gun, is being developed, but at the time of the video series it has not reached the Tank Police.



Tank Guns — The main armament of a tank is a large caliber cannon, usually mounted in a rotating turret. Tank guns are usually described in terms of their barrels' inside diameter. Bonaparte's gun is a short-barreled 105mm, that fires a shell 105mm (4 inches) across, that weighs about 18 kg, while the bio-tanks use a much larger 150mm cannon that fires a shell weighing about 45 kg. The tank guns used by the Tank Police are fitted with auto-loaders — instead of having a separate crew member open the chamber and insert another round by hand, a mechanical mechanism does this. Depending on the gun, a new shell can be loaded and fired every 3-10 seconds (every combat round). Ammunition is kept in armoured bins inside the turret. If the tank carries different types of ammunition aboard, the touch of a button can select the exact round. A tank has room for 30-40 rounds of main gun ammunition — in game terms, there is no real need to worry about running out of ammunition, however the GM can keep track if desired.



Tank Gun Ammunition — The standard ammunition used by tank guns is an armour-piercing shell, usually called an “APDS” or Armour-Piercing Discarding Sabot round. This consists of a dense dart-shaped tungsten core (depleted uranium is not used in the environmentally-conscious *Dominion* future) sheathed in a lighter body (the sabot) that peels away after the shot leaves the gun muzzle; as a result, the penetrating core has a much higher velocity, and easily smashes its way through most armour. There are also HEAT shells, which stands for High Explosive Anti-Tank. These shells do not rely on high velocity — instead they use a shaped chemical explosion to create a high velocity jet of molten metal that bores a hole through armour. The explosion can also injure nearby people and start fires, so HEAT rounds are useful against soft targets and personnel. A major advance in the world of *Dominion* has been the development of specialized non-lethal ammunition. This includes a sticky “glue” round that can incapacitate subjects, and a round that resembles a giant shotgun shell, but is filled with rubber pellets (these weapons can turn the cannon into a huge riot gun). Tear gas rounds also exist, but until the bacterial cloud is neutralized, they are of limited use (since everyone wears gas masks). Other specialized rounds (for



example, foam shells for fire fighting) are also under development. Modern tank shells incorporate plenty of sophisticated electronics for self-diagnosis (making sure it is not a dud round) and precise fusing, but most of these “advances” add little functionality in combat terms (although they do make the ammunition more expensive).

Machine Guns — Most tanks also mount one or more additional machine guns, that usually fire rifle-caliber ammunition. These are intended for shooting people rather than vehicles or buildings. A tank's machine gun typically carries a few thousand rounds of ammunition, so it is not likely to run out. They can also be issued with rubber bullets.



Chapter 4: The World of Dominion



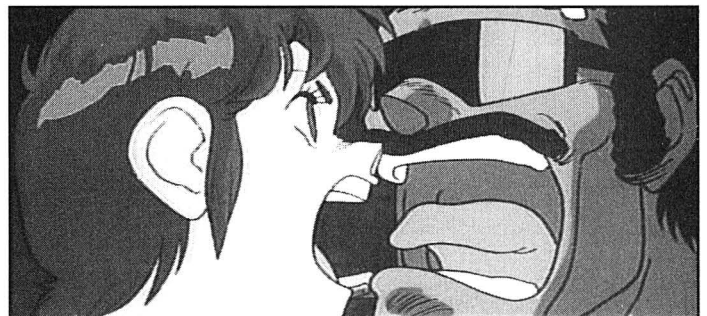
Gatling Guns — Many cannon and machine guns in the *Dominion* world use the Gatling principle. In a 20th century Gatling gun, three or more (usually six) machine gun or cannon barrels are mounted on a geared rotor driven by an electric motor. As the rotor turns, a shell or bullet is fed into each barrel in turn. This allows the gun to fire faster than a conventional single-barrel gun without overheating or jamming (up to 6,000 rounds every minute). Gatling guns are available in both man-portable versions (often called mini-guns) and 12.7mm — 30mm cannons installed in tanks and aircraft. Gatling cannons are often nicknamed “Vulcans”, after the first modern weapon of this type, the 20mm M61 Vulcan used by the U.S. Air Force. The pair of 12.7mm Vulcans on Bonaparte are smaller weapons, similar to the GECAL .50-Cal Gatling gun developed in 1983 for the V-22 Osprey. They are designed mainly to defend the tank against helicopters and to shoot down incoming missiles (“point defense”) but are also useful against ground targets. The buzz-saw sound of several hundred rounds of machine gun fire spraying over their heads can instill tremendous fear into any rioting mob!



Missiles and Rockets — Rather than being tank armament, these weapons are the main medium for destroying tanks. Since the launchers have no recoil, it is possible for a single person or light vehicle (such as a helicopter) to carry rockets or missiles with very large warheads. The downside of this is that rockets and missiles are much bulkier than shells, and consequently only a few shots can be carried. The main advance in the *Dominion* period has been the development of very small multiple launch rocket systems that can be built into powered armour suits or hand-held launchers. Some of these are unguided, while others use tiny imaging infrared or radar homing seekers similar to those used in much larger 20th century air-to-ground missiles.

Advice For The Player

1. Watch the *Dominion Tank Police* OAV series. There is simply no substitute for actually watching the series unfold. Episodes can sometimes be seen on cable, or rented/purchased from video outlets. You can also learn more about the *Dominion* series by visiting the Central Park Media Corporation web site at <http://www.centralparkmedia.com>.
2. Assign your character a few Character Defects. Your purpose is not to create a “perfect” character, but a character that is fun to play. Defects can not only generate laughter during each session, but can also expand your role-playing options. Besides, you will find that you never have enough Character points to satisfy your desire for Attributes! Assign some Defects and you will get a few more points.
3. Do not create a character who prefers to be alone. Role-playing is about GM/player and player/player interactions. Deny yourself one of those opportunities and the enjoyment of the game is diminished for everyone.
4. Do not obsess about the rules. Every GM has his or her individual style when running a game. If your GM wants to play “fast and loose” with the system, go with the flow. *The Dominion Tank Police Role-Playing Game* rules should only be used when it benefits the game. If you and your group can thrive with fewer rules (or without any at all), do not let this book hold you back. On a related note, you must trust the GM to do what is best for the game. Any worthy GM realizes that players come first in the game, and that it is his or her obligation to make it enjoyable for everyone. Trust the judgment of the GM and the game will flow more smoothly.
5. Give the GM constant feedback — both positive and negative. On a regular basis (perhaps after each session) let the GM know what you like and dislike about the direction and momentum of the game. Without player input, the GM may not realize in which areas he or she needs improvement. Be polite and diplomatic, but also be honest. The game can only get better, not worse, when you voice your comments and concerns.



Chapter 5

THE GAME MASTER'S SECTION





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The Roles of the GM

As a GM, you are responsible for every aspect and detail of a *Dominion Tank Police* role-playing campaign or adventure except for the Player Characters (PCs). These responsibilities include establishing the setting, time period, plot, antagonists, and Non-Player Characters (NPCs), as well as creating conflicts, settling rule disputes and describing to the players what their characters see and hear. You will also handle the organizational details of the game such as recruiting players and securing a place to play. Above all, you must ensure that every player enjoys the time he or she spends playing the game. If the players do not enjoy the game, they will eventually stop returning to play.

You will be the director, producer, script editor, cinematographer and set designer of a new *Dominion Tank Police* series...starring the Player Characters!

Campaigns, Mini-Campaigns and One-Shots

The story pacing and plot depth of a role-playing campaign is different from that of a mini-campaign, which in turn is different from that of a one-shot adventure. *The Dominion Tank Police RPG* system is ideal for all three types of games.

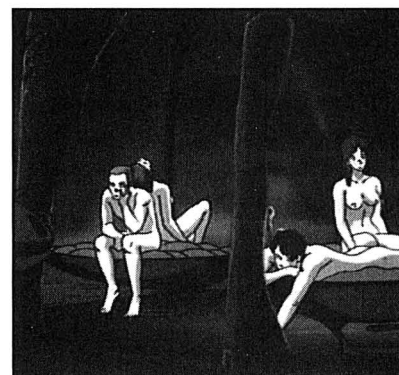
Campaigns

A campaign usually has a vast or epic scope with a number of shorter plot arcs that weave together to reveal the greater story. In a campaign, the PCs have time to develop unique personalities as they are faced with challenges to their bodies, their minds, and their souls. The characters can also learn new skills and acquire improved mecha, and establish lasting relationships with NPCs. In a campaign, the players have ample time to explore the various aspects of the *Dominion* world that you have created. Additionally, antagonists will come and go over the course of a campaign as they are defeated, destroyed, or driven away by the PCs. You should establish the outline for the beginning of your campaign before play begins, but the middle and the end of the story is largely determined by the interests and actions of the characters. An example of an epic campaign is the story of the Newport City Tank Police, from their creation to their dissolution.



Mini-Campaigns

A mini-campaign is a single story arc that usually takes place over 4-8 gaming sessions. The characters may not develop much over the course of a mini-campaign since the plot only spans a few days to a few weeks. The antagonists are often present in every session, with the major villain usually surviving at least until the final climatic conclusion to the story arc. Mini-campaigns require a greater plot structure than an open-ended campaign, and thus the players are required to focus more on the story and less on their own characters. You should know where the PCs will start (the beginning) and where they should go (the middle), but the closure at the end of the story is heavily dependent on the choices made by the characters during their journey. A mini-campaign is similar to the Buaku story arc covered in *Dominion Tank Police* Acts I-IV, which includes the Tank Police's attempt to stop him and the mystery surrounding his existence.



One-Shot Adventures

A one-shot adventure covers one single story idea in a 3-8 hour gaming session. These adventures are most frequently run at role-playing conventions and for demonstrations at game stores. The characters are unlikely to develop much during an adventure because the story only spans a few hours to a few days. To maintain a high level of intensity during the game, the role-playing of character personalities is often sacrificed for dramatic action and conflict. The main drama often stems from having to make strategic decisions ("Do we move in now, or let him get away and hope we can follow him to their HQ?") or moral choices ("He killed my partner; should I arrest him, or blow him away?") Additionally, the focus of the plot can involve a mystery when once solved or completed, will reveal the antagonist who is causing all the troubles. One-shot adventures are highly structured and only offer the characters a limited number of choices for each dilemma that they face. Most GMs usually script the plot to establish the beginning and middle of the story, and have a rough outline of the story ending that can be influenced moderately by the players' actions (for example, will the villain win, lose, or get away?) Since the *Dominion Tank Police* episodes were part of an ongoing story arc in which Leona and Buaku both undergo important character development, it is difficult to identify a one-shot adventure in the video series. A good example of such an adventure would be a single crime (such as a foiled bank robbery that turns into a hostage situation) that forces the Tank Police PCs to determine how best to resolve it successfully.



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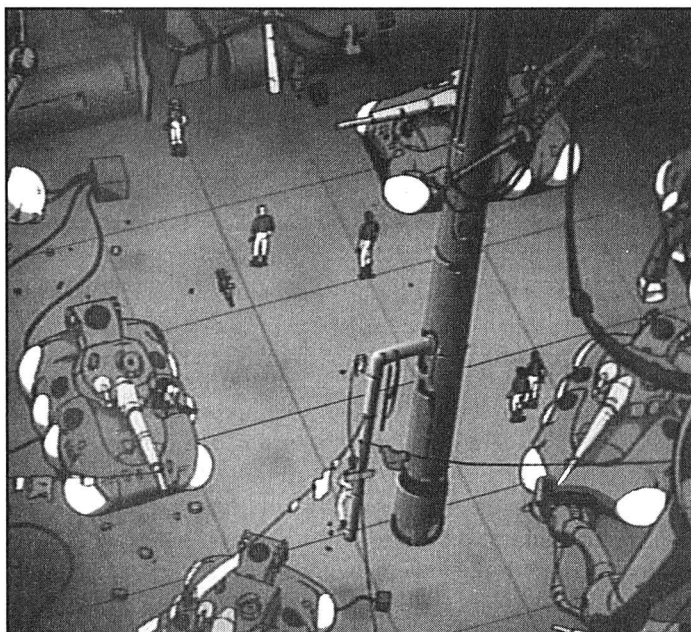


Whether you choose to run a campaign, mini-campaign, or one-shot adventure will depend on a number of important factors that you must consider:

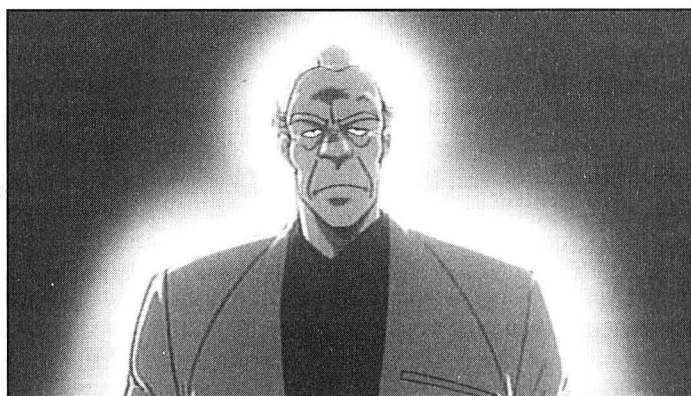
- Does the scope of your adventure idea require a minimum number of game sessions to complete?
- How much time are the players willing to commit to the game?
- Is your game introductory in nature, or for experienced players? Will it run at a gaming convention?
- How much role-playing and characterization would you like to see in the game?
- Will the characters explore a variation of the *Dominion* setting of your own design?
- How vast are the motivations and plans of the antagonists?

Establishing the Theme

A theme is an underlying idea or concept that pervades the individual arcs of a plot, or even the entire story itself. *Dominion Tank Police* contains elements of a number of more serious themes, the most prevalent of which asks the question: “Do the ends justify the means?” Are the Tank Police justified in using increased violence to deter crime? Is Buaku’s criminal behavior justified by the treatment he received? Are the scientists justified in experimenting with intelligent beings to solve the mystery of the mind? Other common *Dominion* themes include ecology, human consciousness, artificial intelligence and genetic engineering, the social roots of criminal behavior, government authority and corruption, and romance (AI with Leona, Leona with Bonaparte...).



All *Dominion* campaigns and mini-campaigns should have at least one major theme that unites the actions of the plot, and perhaps a few minor ones as well. You should let the players know what the major theme of the game will be before character creation begins. This knowledge will help the players to develop a character concept that can use the thematic elements to increase role-playing opportunities. You should not give away any secrets about the plot when relating the theme to the players, however, and thus it is important to describe the theme using broad terms rather than specifics. For example, it is better for you to say that the theme of a campaign will be “human/non-human relations” rather than “How will Newport City deal with a new movement for android civil rights?”, or “mystery” rather than “Who is the Big Boss and what are his plans?”



Some themes may be more difficult to work into a *Dominion Tank Police* campaign because they are either too abstract (“What is the concept of Truth?”) or morally contentious (“What is the true face of God?”) If you intend to incorporate mature themes (such as sexuality, passion, or the cruelty of villains) into the story, you should talk to your players before the game begins to ensure there are no objections.

Related to the overall theme is the general tone. Is it dramatic, comedic, tragic, or a combination of these? *Dominion* is a mixture of drama and comedy. The latter is usually derived from over-the-top situations, such as a strip-tease in front of a SWAT team, the grenade interrogations, or a duel between tanks that recreates the clichés of a samurai movie. The *Dominion Tank Police* world presents reasonable extrapolations of technology and social trends. Conversely, the action is deliberately unrealistic — tanks can perform acrobatics, machine gun bullets fly in all directions, and buildings and vehicles explode regularly. Even with all of the violence, few people are maimed or killed unless it is important to the plot (for example, the Councillor’s death at the end of Act II, or the Red Commando leader’s death in Act IV). If you wish to maintain the same atmosphere as the OAV series, assume that characters can die, but usually only at a dramatic moment (such as the conclusion of a story line), or when a character is sacrificing himself or herself to save others. Characters that are reduced below 0 Health Points can otherwise be considered unconscious instead of killed.



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Presenting the Villains

If your players are assuming the roles of law enforcement officers (Tank Police, SWAT, etc.), the presentation of the antagonists (also known as villains or “Bad Guys”) is crucial. The villains should be among the most notable and distinctive NPCs in a Dominion Tank Police campaign to emphasize the threat they pose to the player characters. If the central antagonist rarely opposes the PCs directly, you can still make his or her presence known to the players by introducing appropriate mercenaries or henchmen. For example, the Councillor works for “Mr. Big”, and has hired Buaku and his two allies, the Puma Sisters.

Consider each of the following details before presenting the villains to the characters:

1. Exactly who are the antagonists? You need to establish the villains’ names, physical appearances, origins, and hierarchical ranking (if applicable). If you do not know who your villains really are, the players will not perceive them as important NPCs. Nasty, yes...but not important.

2. Understand their motivations. To quote *Dominion Tank Police* Act IV: “Good people will commit crimes...of course, bad people too...” Much of the drama in Acts III and IV of *Dominion* are the result of Leona Osaki’s gradual realization that Buaku is not a simple criminal, but has a “higher motive” that led him to steal Innocent; in many ways, Buaku is a victim of society. Leona must decide how to interact with him now that she knows more about his motivations. Villains who do nasty things simply because they are evil make very uninteresting NPCs. Villains do not view themselves as “Bad Guys” either, but often believe that



they are the only ones who can see the bigger picture. Ask yourself why these characters are plotting against the PCs, or working against the values of humanity. Do they want power or revenge? Are they merely delusional? Are they working for a cause they believe is good? Do their ends

justify the means? The villains’ motivations may never be perfectly clear to the players, but it is imperative that you understand what they are. In many cases, a “villain” is a matter of perception. The Red Commandos appear as villains to the

Tank Police, because they endanger Leona’s safety. In their own estimation, however, they are simply trying to do a job and return an extremely valuable piece of stolen property to their client. Likewise, the Tank Police seem villainous to many citizens and to the Mayor because of the wanton destruction they inflict. Considering how easily the Buaku gang are able to defeat an ordinary SWAT team, the Tank Police might really be necessary.

3. Give each villain a distinct personality. Every major villain in the *Dominion Tank Police* series is a unique character, with his or her own habits, demeanour, and style. These important NPCs will only stand out in your game as individuals if you have spent the time to properly develop their personality. The more clearly you construct the antagonists’ identities, the more real they will become to your players.



4. Do the villains work alone, or do they rely on henchmen to do their dirty work? Ordinary “grunts” need not be as well developed as their employers, but should still possess some identifying traits such as physical appearances, weapons, or powers. Consider the typical Red Commando — he is not portrayed with much of a personality, but he does have self-confidence and an obvious mastery of many weapons.

5. What are the villains’ weaknesses that may eventually lead to their fall from power? Do they have a secret headquarters that can be discovered, or a big boss that can be exposed? Can their emotions betray their goals? You are not required to plan exactly how the PCs must defeat the villains, but you should keep a few options in the back of your mind. As the campaign progresses, you can adjust your mental notes to better suit the momentum of the game.

6. Decide how the acts that the villains perpetrate fit your chosen theme and tone. Villains who mostly commit crimes against property reinforce the light tone of the *Dominion Tank Police* series. If the Buaku Gang were killer terrorists or if the story focused on their innocent victims (patients and doctors injured during the attack on the hospital, for example) it would be harder to empathize with their situations. In a role-playing situation, if your NPC villains kill innocent victims, the player



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characters may not feel obliged to capture them alive; this means creating new villains every few adventures. The reverse is also true — if you want the players to really detest an enemy, make sure the villains commit truly evil crimes. For greater motivation, introduce a likeable and virtuous NPC over several sessions, then make him or her the villain's next victim.

When the villains are first presented to the player characters, they should make a dramatic entrance with style befitting their status within your game. Villains often have inflated egos and enjoy taunting the PCs. The death or arrest of your important villains should only occur during the climatic scenes of your story, often at the end of a dramatic battle or as a result of the character's clever strategy. A well-played villain will be someone the players love to hate (and perhaps hate to love).

When the villains speak, they should command attention. When the villains fight, they should fight with passion. And if the villains die, they should be remembered forever.

Player Characters as Villains

One option that you have as the GM is to run a campaign where the player characters are the traditional "villains"...though naturally they would not be called "villains". In these games, law enforcement agencies such as the Tank Police are the NPC antagonists, always sticking their noses into the PCs' affairs. These role-reversal games can be a fun and exciting change for you and the players, and can give everyone the opportunity to role-play new character types, and to take a more pro-active rather than reactive role. You may find it more natural to flavour these campaigns with more serious and mature themes if the goals of the PCs include global domination or the eradication of some perceived social problem through violent means.

During character creation, let your players know if they should create villains from the series (perhaps the Buaku Gang or the Red Commandos) or create original characters of their own designs. If you choose the latter option, you may consider uniting all of the PCs with a common background element. For example, all the characters could be the result of a biological experiment to create android soldiers, or be a rogue mercenary team possessing the same type of mecha. These background ties will help the characters work as a team towards a common goal, and will align your campaign more closely to the series.



The Story Arc

A story arc is a mini-plot within a campaign that concentrates on one or two main themes or events. An RPG campaign consists of a number of story arcs that are linked together with a common plot detail, such as a major villain, an important theme, a fundamental ideology, or just simply the player characters' fight for justice. A mini-campaign usually only contains one story arc, but you may be able to explore two smaller arcs over 6-10 sessions.

When you run a *Dominion Tank Police* campaign, it is important to keep the individual story arcs focused on one or two plot ideas that can somehow be resolved by the PCs. This resolution may not always be in favour of the PCs however, since they are not guaranteed to "win". This will establish a pattern where a story arc is introduced, explored, and finally resolved before you advance the PCs to the next story arc. Moving between arcs not only keeps players' energies and interest levels high, but also provides you with an opportunity to spin the tone and theme of the game in an unexplored direction. The ideal length of game time for a single story arc varies greatly, but 3-12 sessions (10-60 game hours) is considered average.

Integrating the Game with the Series

Although *The Dominion Tank Police* RPG can be used to run any mecha-police genre campaign, you may wish to set your game within the video series itself. If your players are familiar with the series, you will be unable to draw major plot threads directly from it (since the players would know the resolution), but you can incorporate most of the thematic, setting, and background elements presented. For these scenarios, the players will usually assume the roles of the Tank Police officers Leona, Al, Britain, Specs and Chaplain, with the Chief preferably reserved as an NPC. If more than five players will be participating, you can allow some players to create their own Tank Police characters (placing one of the minor or unnamed officers in an important role). Your antagonists will be the central villains from the series, plus additional supporting characters.





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Plotting your adventure can be tricky if you wish to keep the game as closely related to the *Dominion* series as possible. This difficulty will partially stem from your players' expectations of the game. If your players are also *Dominion* (or *Shirow*) fans, they will probably have opinions concerning what is "right" and "wrong" with your interpretation of the series events. Fortunately, most players will be reasonable about any objections they might have if they know you are trying your best to run an enjoyable game. Another problem you will face when outlining your scenarios involves remembering all of the background details from the episodes. This book can help you greatly with a number of potential problems — names of people and places, episode plots, villain abilities and powers, etc. — but you will still need to carry out your own research. If you own a VCR or DVD player and the entire *Dominion* series, your research will progress much more rapidly.

Variations in the power levels of the player characters may also hinder your attempt to run a series-based campaign. While Leona, Al, and Britain are all roughly equivalent in power and ability, Specs and Chaplain are less developed in the series (and have been designed with fewer Character Points). As GM, you can just assume some characters have unequal abilities, and leave it at that. However the lack of balance can be unfair to the players if they are not all given equal role-playing opportunities. You can solve this problem by simply giving all of the players the same number of Character Points with which they will create their characters. This option effectively allows characters such as Specs and Chaplain to increase their abilities (perhaps they have skills or talents that were not shown in the series, due to its focus on Leona). This solution may appease players who would otherwise cry "unfair!" but also moves your campaign further from the depictions of character abilities from the series. Whatever method you choose, as long as you endeavour to give each player equal "screen time" or role-playing opportunities, the number of points from which the characters were created should be irrelevant. Less powerful characters are not the same as less important characters.



Moving Beyond the Series

You should not feel limited by the events presented in the *Dominion Tank Police* OAV series when you begin to develop your campaign ideas. The characters, plots, settings and backgrounds presented in the



anime can simply be considered to be one specific *Dominion* universe out of an infinite number of possibilities. (In fact, if you examine the larger picture of different video series and *manga*, all of which seem to exist in slightly different realities, this appears to be very much the way the creators intended it). Should you decide to guide your campaign away from the series events, you can still incorporate any number of details from the show. You certainly do not need to change every name, place, power, villain, setting, plot, and background detail to create your own unique and custom-tailored campaign.

As mentioned earlier, one important aspect of a *Dominion Tank Police* game that can set it apart from all of the other games is the choice of player characters. There are several character options that can help you define your own *Dominion* campaign universe:

1. The players create main characters directly from the show, with the same abilities and powers. The plots and themes of your game can still be different from those presented in the anime.
2. The players create slightly different versions of the main characters from the show, with their own abilities, skills, and mecha. For example, if one of the PCs is going to be Chaplain, maybe he and Al scrounged some spare parts from a wrecked Buaku mecha, so he could start with an improved bio-tank (possibly named "Wrath of God"). This option can also be used to create older or younger versions of the main characters (for example, you could create a younger version of Britain for a campaign set three years earlier, during the time that the Tank Police were first created).
3. The players create characters that are only superficially similar to those from the show. For example, Al may be the Chief of Police, or Leona could be a newly-promoted Squad Leader. Perhaps the Buaku gang are not actually criminals, but agents for a secret security bureau in the Japanese government.



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4. The players modify background characters from the show to make them comparable to the main characters of the series. For example, a new team of player characters from the Newport Tank Police could be Specs, Mohican, Skelton, and the Mayor.

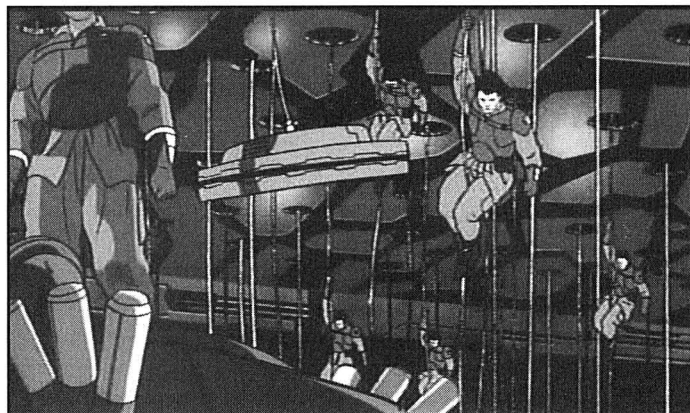
5. The players create completely unique characters that do not resemble any characters from the series. Of course, this does not mean they do not have any connections to the series characters. Perhaps the campaign is set eight years later, and Leona's little brother has grown up and joined a Tank Police unit, in which Leona (rather than Britain) is now the crusty Squad Commander.

Another important campaign note to consider when moving your game beyond the series involves the setting and time period. There are numerous opportunities from which you can "spin off" your own campaign. Consider some of the following "What if" situations for your campaign:

- What if the Tank Police are expanded and similar organizations are established in other prefectures in Japan, or even in other nations?
- What if the Tank Police did not include Leona? Try setting the campaign three years earlier when the Chief was still fresh, Britain was still operating the Tank Special, and Al was the innocent rookie.
- What if a rival elite agency (Air Police, Powered Armour Police) was established in Newport City or nearby Osaka, and the Tank Police faced constant competition from them in apprehending criminals?
- What if the Tank Police were the villains? It is known that there are corrupt elements in the Newport City government. If Britain or the Chief were "bad cops" on the take for someone like the Councillor, the Tank Police could be their iron fist, trampling on civil rights while maintaining a veneer of lawful authority. Law and order might actually depend on freelance vigilantes, such as the Buaku Gang.



- What if Greenpeace, or some other technology, successfully destroys the bacterial cloud? Will this new world still have an ongoing crime wave and need Tank Police, or will many see the tanks as an anachronism? In such a setting, the Tank Police might be fighting for their budget with other agencies, and forced to control their more destructive tendencies.



- What if the Tank Police had been completely discredited in their initial efforts to stop Buaku? Perhaps the government would have disbanded them, and hired a private security force (such as the Red Commandos).
- What if Greenpeace is recovered by the government, and the project was continued to its logical conclusion? Will the government try to transform people (or embryos) into "green critters", or will it be voluntary? Several years later, will this create a world where many people are part plant, part animal? What kind of social chaos might ensue?
- What if a major external threat struck Japan and the Tank Police had to deal with it? This could be anything from a natural disaster (plague, comet strike, huge earthquake), to war, or even to an alien invasion.

There are several advantages to developing your campaign within an original *Dominion* universe. First, you avoid the possibility of one of your players telling you that your interpretation of an event from the series is "wrong". Since your *Dominion* universe is different from all others, only you know what is "right" and what is "wrong". Another advantage you have over a series-based campaign is the ease with which you can incorporate elements of mystery and surprise into your game. If your players are *Dominion* fans, they may be overly familiar with the plot elements of a series-based campaign. Your original universe can provide new and exciting mysteries for these players to explore. Finally, developing your own *Dominion* universe encourages creativity and innovative thinking, and gives you the opportunity to demonstrate your GMing talents to your players.



Character Advancement

Character advancement is important in a role-playing game, since it provides a tangible reward for players and symbolizes the growth that characters undergo during their lives. Advancement is unnecessary in a one-shot adventure or short mini-campaign, but during a lengthy campaign players may wish to improve their characters' skills, abilities, and powers. The Character and Skill Points awarded through advancement reflect the characters' earned knowledge through conflicts with the environment, other characters or NPCs, or even with themselves.

You are encouraged to award all characters one bonus Character Point every five role-playing sessions and one bonus Skill Point every couple of role-playing sessions. Additionally, you can reward exceptionally talented or active players with an extra Skill or Character Point. The players can assign these points to Attributes or Skills immediately, or accumulate them for future use. The point cost of increasing an Attribute or Skill is identical to the cost during character creation (see page 22 or 34 of *Chapter 2: Character Creation*). Players should assign the advancement points to Character Attributes or Skills that their character has used often, but may also rationalize their decision to you when acquiring new Attributes. For example, Ellen (the player) could decide that Leona's hobby is in *kendo*; perhaps she has been quietly going to the neighborhood dojo and acting as a *sensei* for other kids, and practicing advanced combat techniques. Although her character may not have done any sword-fighting in an adventure, Ellen's rationalization can still allow Leona to spend points to improve her Melee Attack or Melee Defense Skill.



If a character expresses interest in increasing his or her Own a Big Mecha or More Powerful Mecha Attribute, you should incorporate this advancement into the game. The *Dominion Tank Police* series presents similar advancements when Leona and Al build Bonaparte, or when the Puma Sisters and Buaku meet the Councillor to acquire new weaponry. Players should let the GM know in advance of a session if they are increasing their mecha-related attributes, so that the GM can write this into the plot.

Additionally, you can allow characters to reduce or eliminate Character Defects with Character Points gained through advancement, by "buying off" the Character Defect Point Bonus. You should also include this Defect reduction in the game by offering role-playing opportunities to the player. For example, a character with a Phobia Defect might be forced to confront his or her fears to save a friend's life, or a character with the Marked Defect might discuss plastic surgery with a doctor.

As the GM you always have the final say concerning how many Character Points you give to the players for advancement.

Changing Mecha

With GM permission, characters may temporarily exchange existing mecha for others of identical or lower Mecha Point totals, providing that there is a good reason for doing so (for example: capturing enemy mecha, upgrading an existing model, being assigned a new mecha by their commander, spending a lot of time in a workshop making changes, etc.) If a mecha is destroyed or crippled, the GM should allow characters to obtain a new one, but may delay its arrival, or make gaining or building the mecha part of the story.





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Advice for the GM

1. Watch the *Dominion Tank Police* series several times (available in VHS or DVD format from Central Park Media Corporation). You can buy them from video stores, comic shops, or online stores, watch them on TV (they have occasionally been broadcast), borrow them from a friend, or rent them from a video outlet. There is no better way to prepare for a Tank Police campaign than by watching them in action! For a different look at *Dominion*, there are manga series from Dark Horse and a second video series from Manga Video.

2. Encourage innovative thinking during character creation if your campaign is not based directly on the *Dominion Tank Police* OAV series. By giving players the freedom to create, your game may move in unanticipated and exciting new directions. The only real boundaries placed on a character should be the player's own imagination.

3. Make every character a main focus of the game, and give equal attention to all players. Balancing game time is often the most difficult challenge for GMs of all levels of experience. Talk with each player outside the game to ensure that he or she is satisfied with the character's involvement in the adventure. Unhappy players can quickly result in the demise of a campaign. If a player expresses some concern about the campaign, remember that the criticism is directed at the game and not at you as a person. Players will refuse to talk about their game concerns with a GM who cannot learn to accept helpful constructive criticism gracefully.

4. When combat does erupt during the adventure, make it fast, exciting, and fun for all players. Combat should not occur too often, however, or it will take away from the other role-playing aspects of the game. Staging several big combats during each



playing session can mean your players will not have time to complete all of their other goals. Also, remember it is not necessary to spend as much time on combats that involve NPCs fighting NPCs — you only need to decide on a result, and tell the players what happened. There is no need to roll the dice unless PCs are involved.

5. Keep dice rolling to a minimum. Quite simply, if a dice roll is not necessary or does not constructively add to the game, do not make the roll. You should feel comfortable making decisions about the direction of events during a session without the use of dice. See page 86 in *Chapter 3: Game Mechanics* for suggestions when dice rolls may or may not be necessary.

6. Use Character Defects to the benefit of the game. Though they are created to penalize the characters, Defects should not also penalize the players by hindering their role-playing efforts. Be sure to map out how you plan to implement all Defects before play begins. Using them effectively will add excitement and paranoia to your game.

7. Downplay the abilities of unimportant NPCs. If an NPC is not a major character in the adventure, he or she should not outclass the player characters in Stats or Attributes. It is recommended that minor NPCs should have very little Health and Energy Points (10-25 points each) and have a limited number of Attributes and Skills. The average thug or security guard should have only Level 1 in any particular combat-related Skill, for example, and an Attack Combat Value of 3-5. This guideline forces the unimportant NPCs into supporting or background roles (where they belong) and allows the major NPCs to capture the attention of the player characters.





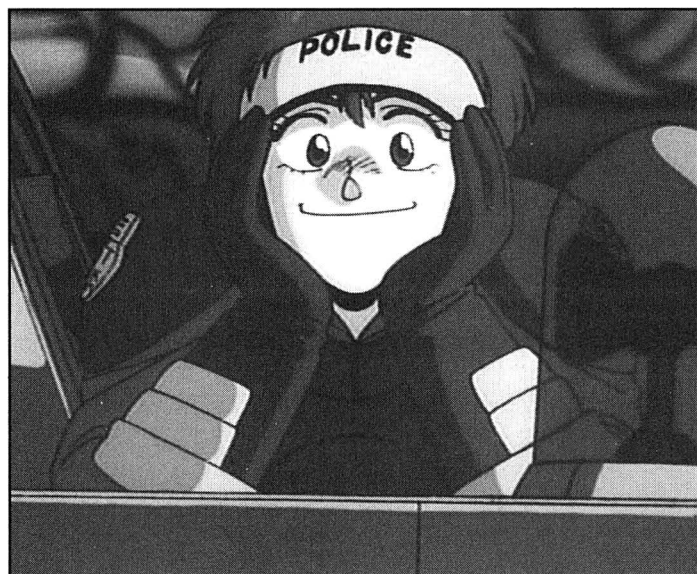
Chapter 5: Game Master's Section



8. Before introducing enemy mecha, carefully compare its Sub-Attributes and other values with those of the tanks or other vehicles the PCs are using. Pay special attention to the relative Damage values compared to Armour, since you should ensure that it is a suitable opponent. If you want to create a plethora of "cannon fodder" machines that the PCs can easily defeat, be sure to give them light Armour, low Health Points and lots of Defects such as Weak Point and Volatile. When designing really tough mecha for the major villains, be sure to give them weaknesses and Defects that a clever player can exploit, such as Partial Armour. Perhaps these Defects will not be apparent the first time the PCs meet it, but investigation may turn up vulnerabilities that the characters can attack.

9. Encourage your players to interact in-character even if you are busy role-playing with another player. To avoid disturbing others, the players may wish to leave the room to role-play in a hallway, outside, or in an adjacent room. While the players cannot take any actions that require your ruling or approval, they can certainly resolve a number of character issues (planning an attack, relaying information, discussing their recent dates, etc.) by just talking together. Naturally, players should only interact if their characters have the opportunity to talk freely within the events of the game. For example, characters cannot interact during combat or while they are unconscious.

10. Make each role-playing session relaxed and entertaining, but try to maintain a focus on the game. When friends get together to play a game, they can enjoy talking so much that they forget about the role-playing. It is your responsibility to gently nudge the players towards the game and help keep them focused. Scheduling a break or two during the game might alleviate some players' lack of concentration, and allows everyone to stretch their legs and grab some fresh air.



Other Guardians Of Order Anime RPGs

The Dominion Tank Police Role-Playing Game and Resource Book (Product #04-001) is the third anime RPG from Guardians Of Order that uses the Tri-Stat System. Our first game is the multi-genre anime RPG *Big Eyes, Small Mouth* (Product #02-001), which was followed by the very popular *Sailor Moon Role-Playing Game and Resource Book* (Product #03-001). Guardians Of Order plans to not only support these three lines with numerous supplements and related accessories, but also plans to publish other licensed anime RPGs based on popular shows. For example, in August 1999, Guardians Of Order will publish *The Demon City Shinjuku Role-Playing Game and Resource Book* (Product #05-001).

Since each Guardians Of Order anime RPG line features a custom version of the Tri-Stat System, they are fully compatible with every other anime RPG line. For example, *Big Eyes, Small Mouth* contains a number of Character Attributes (including Magic, Psionics, Flunkies and Shape Change) not detailed in *The Dominion Tank Police RPG* since they gave characters some advantages not

represented in OAV series. However, if you wanted to diversify your player characters' or NPCs' options, you could easily add such Character Attributes to your game. For example, Leona could learn the mystical arts of an ancient Japanese native tribe with the Magic Attribute, or Buaku could project his body into the

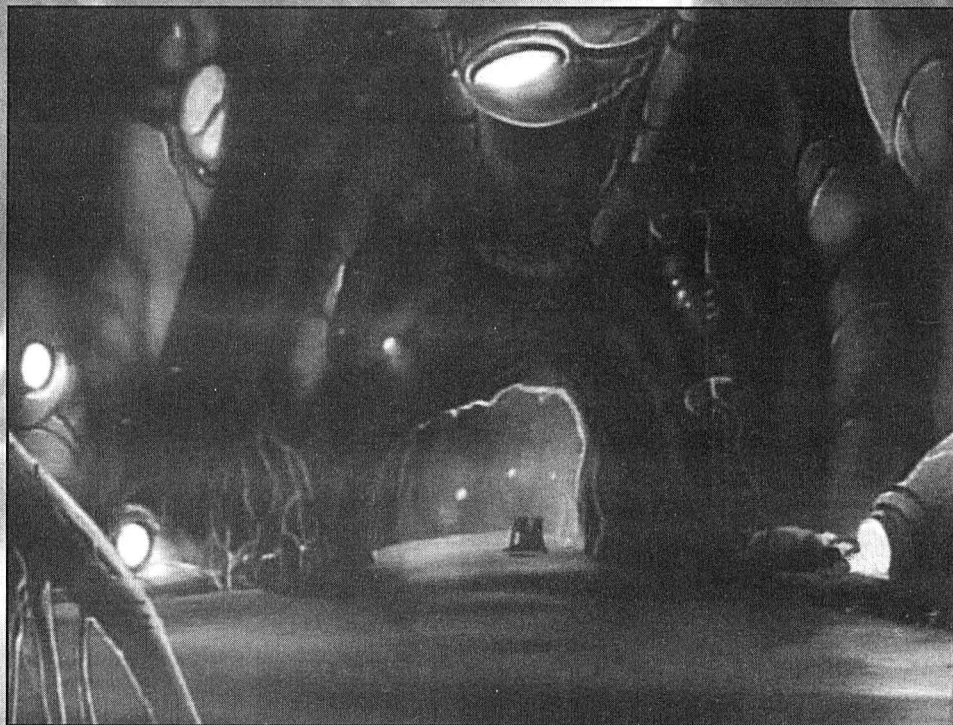


astral plane with the Psionics Attribute. As Guardians Of Order releases additional anime RPG lines, the material available for each line grows considerably. Thus, the material presented in the upcoming *BESM* supplements *Big Robots, Cool Starships* (a mecha/SF genre book; July 1999) and *Hot Rods and Gun Bunnies* (a "guys-with-cars and girls-with-guns" genre book; August 1999) could also be used in *The Dominion Tank Police Role-Playing Game*.

Look for other Guardians Of Order products in your local hobby or gaming store, e-mail us at mark@guardiansorder.on.ca, or visit our web page at <http://www.guardiansorder.on.ca>.

Chapter 6

SAMPLE ADVENTURES



Chapter 6: Sample Adventures

This section is for Game Masters (GMs) only! Do not read this chapter if you are a player!

This chapter outlines two sample adventures for *The Dominion Tank Police RPG* — “Crime Zone” and “Sky Burglars”. The single-session (3-8 hours) adventure descriptions are subdivided into several sections:

Setting

Where and when the adventure takes place.

Story Background

The important events that establish the conflicts presented in the story.

Characters

Suggestions about the type of characters that the players should create for the game.

Important NPCs

The list of important background characters and antagonists the PCs will meet.

Character Goals

Possible actions that can lead the PCs to a successful resolution of the adventure.

Plot Elements

Notable events that may occur during the adventure, places the PCs may visit, and challenges the PCs may be forced to overcome.

Campaign Expansion

Suggestions for expanding the adventure into a campaign or mini-campaign.

Crime Zone

Setting

It is late 2010 or early 2011 in Newport City, some time after the events in the *Dominion Tank Police* series. With a few modifications, the adventure can be used with any group of mecha cops or super-criminals.

Story Background

Avocado Block is a run-down neighbourhood on the West Side of Newport City, surrounding the (now closed) Avocado Street Mall. High buildings on either side — including the Sports Stadium and a factory complex — have made the area a wind sink, which results in higher than average bacteria levels. Over several years, business and affluent people have moved out, and

the area has become a wasteland; the abandoned buildings have attracted many homeless people. A number of gangs operate out of the area, including the notorious Panzerjager Bosozoku biker gang, who are famous for drug dealing, cop baiting, arms smuggling and other nefarious acts. A few years ago, City Council condemned most of the area’s buildings and sold them to development company, but the actual demolition order has been stuck in committee (it is too controversial — what if someone gets crushed?).

One of the biggest crime problems in Newport City in general, and Avocado block in particular, is drugs, specifically a potent derivative of crack cocaine. Recently, technology may have developed an answer. The biotechnology company Hyogo Pharmaceuticals have begun producing (under license from a British firm) an inexpensive bio-engineered vaccine for cocaine addiction. Already tested in Europe, the vaccine is currently undergoing trials in Japan and the U.S. The vaccine produces antibodies that bind with the drug to prevent them from reaching receptors in the addict’s brain. Since the vaccine is very new, it is currently only being offered at one location: the Avocado Block Free Clinic, which is operated by Dr. Rick Weatherbea, the Mayor’s younger brother (Rick is an original NPC character for this adventure). After seven months, health and social workers in Avocado Block are noticing that the clinic is actually affecting drug addiction rates, with many users “taking the cure”. Unfortunately, the local drug gang, the Panzerjager Bosozoku, have also noticed — and they decide to burn down the clinic as a warning to others. Will the Tank Police arrive in time to save the Mayor’s brother?

Whatever the result, the attack pushes the Mayor over the edge, and she gives orders to demolish Avocado Block, starting with the mall. The solution does not please everyone. An advocacy group, DDPP (Don’t Demonize Poor People) has organized to protest the action, claiming it will put homeless people out on the streets. They want City Council to raise money to renovate the neighbourhood instead. Unfortunately, City Council’s budget does not stretch that far — in fact, the sale of the old city land helped balance the budget this year. Faced with the Council’s refusal to listen, DDPP has organized a demonstration and are attempting to block Ironmouse Development Company (IDC) from starting the demolition work. City Hall orders the Tank Police to mobilize and clear out the demonstrators...but will ordinary citizens prove as easy to handle as manic bikers?

Characters

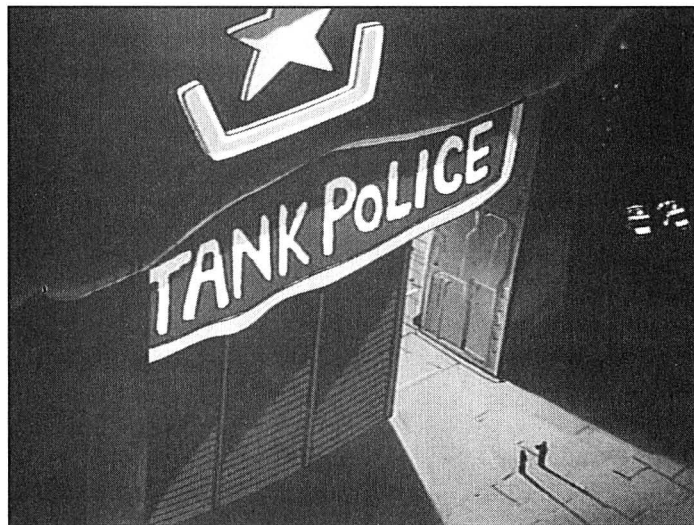
This adventure is for 2-5 players who will each assume the role of officers in the Newport City Tank Police. The players can use the character sheets from *Chapter 2: Character Creation* (pages 44-49) or create their own officers from 12-15 Stat Points, 15-20 Character Points, and 20 starting Skill Points.

Chapter 6: Sample Adventures

Important NPCs

Allies and Citizens: Dr. Rick Weatherbea (age 32) is the mayor's younger brother — handsome, affluent, and idealistic. A fashion model during high school, Dr. Weatherbea is now a brain surgeon who runs the Free Clinic during his vacations. His major flaws: he makes people around him feel inadequate, and he is unskilled in combat. Dr. Weatherbea rides a motorbike. Mayor Weatherbea, DDPP Spokesperson S.C. Sherbert, IDC Project Manager Bob Sengupta, and other background characters will also appear in the adventure.

Enemies: The Panzerjager Bosozoku is a gang with over a dozen members. Their leader is Mel "the LAW" Wilson, a blond ex-bike racer champion from Australia. At age 21 (two years earlier), she joined the Osaka Motorcycle Patrol with hopes of transferring to the Newport City Tank Police. However, she was passed over in favour of another officer because of an incident in which she used a light anti-tank weapon to stop a speeder who ran a red light. Mel was extremely bitter, and began taking bribes out of boredom. She was eventually caught and arrested, but she soon broke out of jail. Mel found herself in Avocado Block and quickly enforced her dominance over the local biker gangs, despite her ex-cop status. Mel can be likened to a sinister mirror-image of Leona, twisted by never having met a tank she could call her own. Mel's Stats, Character Attributes, Defects, and Skills are similar to Leona's (page 44), but she uses a suit of Red Commando Armour (taken from a dead Red Commando who had been hired to capture her). The suit does not have a helmet, however, and thus it suffers from the Partial Armour Defect at Level 2. Mel hates cops, and likes to stick them in humiliating death traps if they fall into her hands. The other Bosozoku members are average characters — Body/Mind/Soul of 4, Gun Combat (autofire) Skill, and Driving (car) Skill at Level 1 each. The gang carries AK-74 assault rifles, submachine guns, grenades, and LAW rockets (see page 155), and rides motorbikes, with a rocket launcher jeep for backup (see page 62).



Character Goals

1. Resolve the hostage situation (see Plot Elements) without getting the hostages killed.
2. Survive any criticism by the Mayor, especially if her brother is hurt.
3. Handle the demonstrations that result from Weatherbea's crackdown on Avocado Block. How this is accomplished is up to the characters. If officers use violence without provocation or use lethal force, they can face discipline or legal action. Recommended tactics include distracting demonstrators, playing soothing or soporific music, reasoning with them, straight intimidation, and if all else fails, opening fire with non-lethal munitions. The GM can track the anger of a crowd, and scale it up or down based on the PCs' actions and role-playing. If demonstrators begin throwing rotten eggs on the shiny new finish of the characters' tanks, will the officers be able to restrain themselves? It is also possible that the demonstrators may convince the PCs that they have a point...
4. Stop the DDPP radicals from destroying the Mayor's office at City Hall.

Plot Elements

1. *The Fire Starts* — The characters are returning empty-handed from a fruitless drug bust. As they pass Avocado Block, they see two punks on motorbikes race by the Avocado Free Clinic, fire a submachine gun burst through the doors, and throw Molotov cocktails. The clinic will catch fire quickly. The characters can try to catch the gang members (they will try to evade the PCs by zipping into a nearby all-night shopping mall), help the clinic evacuate, or split up and do both. If they do the latter, they will meet Doctor Weatherbea. If they catch the bombers, see entry 2.
2. *The Interrogation* — Capturing the gang members in the act and interrogating them reveals that the gang is one of several operating in the Avocado Block neighbourhood under the aegis of the Panzerjager's leader, Mel. They are based in the Avocado Mall, a mostly abandoned building that was severely damaged by a fire a few years back. They hit the clinic under Mel's orders because it was taking away the drug business by curing addicts.
3. *Mel's Gang* — The characters may want to hit Mel's gang, but there is an added complication: in the same old mall complex, 20-30 homeless runaway teens squat there. Mel tolerates them because half are drug users, and the other half are forced to pay a few bucks "protection". Part of this protection payment actually

Chapter 6: Sample Adventures

does do them some good, since Mel's gang keeps the mall's old bacterial filter system intact. Mel has a 24-hour watch on duty. If the characters storm through the mall complex in tanks without first scouting on foot, the gang will know they are coming from a few blocks away. This advance warning will allow Mel's gang to establish defenses — a few improvised mines and some “fake mines” (dinner plates on the ground, with people ready to ambush the tanks when they slow down), as well as street kids as human shields.

4. *TV Announcements* — Mel's defeat is only a temporary solution. Other street people, and gangs, will soon move back. City Hall has its own plans for Avocado Block. On TV, the characters will see Mayor Weatherbea smiling for the cameras: “My fellow citizens, I am pleased to inform you that a council motion has authorized me to go ahead with a plan — a plan to lance a festering boil in Newport. Our City Council has hired the Ironmouse Development Company to demolish Avocado Block. We trust all citizens will welcome this new program as a first step to make Newport City a cleaner, better, safer place to live...some day free of drugs and gangs”. The Mayor's statement on TV is followed by an interview with DDPP Spokesperson S.C. Sherbet, who had this to say: “This callous action is an attempt to demonize poor people. Were it not for the huge damage claims the city has had to pay out for the reckless actions of the Tank Police — an agency the mayor voted for! — there would be enough money to renovate Avocado Block. Once again, we see the Mayor performing — in her own words — urban surgery. Being poor is not a disease! We of the DDPP will not stand idly by and watch the residentially disadvantaged individuals of Avocado Block be sacrificed on the alter of poll-hungry politicians. Join us on the barricades, citizens!”

5. *Demolitions and Demonstrations* — On the day of the demolition, the lack of wind has led to a level 4 bacterial density and a sweltering 30 °C heat. Visibility is low, and the PCs' vehicles must stop every half-hour to allow someone to manually scrape vision ports clean of scum. Ironmouse Development Company (IDC) plans to tear down the Avocado Street Mall using the Termites — huge multi-legged machines designed for urban demolition. Ironmouse is going to use the Termites rather than explosives due to fears of liability if any vagrants are in the large structure. The squatters might not notice explosives being set, but they should wake up when a 30-tonne machine starts dismantling their home. This precaution does not satisfy the DDPP, however. A group of protesters (about three dozen) block the entrance to the mall with a human chain, and defy a half-dozen construction workers who look rather nervous (led by IDC Project Manager, Bob Sengupta).

The Mayor is upset with this situation, and after receiving a report from the company, calls the Tank Police Chief who then assigns the PCs to deal with it. The PCs will find a crowd of

about three dozen people waving signs and shouting their slogan, “Poverty is Not a Crime!” Trouble starts when a second group of demonstrators — “Citizens Against Drug Abuse”, or CADA — arrive, shouting “End Drug Violence”, “Say Yes to Crime Vaccination”, and “DDPP are Pawns of the Drug Lords”. If the CADA members are not stopped, they will start shouting and pushing, and fistfights with the DDPP will erupt. Depending on how the PCs handle the demonstration, the Mayor may call the Chief to praise him or heap abuse on him. Any abuse will be passed down to the PCs, naturally. If the PCs really mess up the crowd control, they might be temporarily suspended.

6. *Stolen Termites* — Two radical members of the DDPP (Jonas Case and Maria Amakusa) sneak into the City Development Corporation vehicle yard, break into two of the construction Termites and hot-wire the ignition. If the PCs broke up the earlier protest, the Tank Police's first warning will be a police call to Tank Police HQ to report that two squad cars were squashed by “giant armoured bugs” that are heading downtown. By the time the PCs are ready to roll, the stolen Termites will have begun smashing City Hall. If the PCs did not go overboard against the earlier protest, then their actions will provide them with a tip-off via private e-mail to whomever was their spokesperson in dealing with the protest. Sakura Cherry Sherbet, Spokesperson for the DDPP, e-mails the character to say that she believes radical DDPP hot-heads Case and Maria are going to sneak into the construction site and commit a crime. “They talked about seeing how the Mayor likes HER house demolished”. If the officers act on this information, they can arrive at the construction site just as the DDPP members break into the two machines.



Chapter 6: Sample Adventures

“Termite” Urban Demolition Vehicle (50 Mecha Points)

The 60-tonne Termite UDV is a vaguely ant-like multi-segmented six-legged armoured vehicle. The two front legs also work as arms, and are equipped with pincers. The vehicle has a top deck hatch and carries up to four people. It also has a storage bin that holds three seismic blasting charges. These charges must be manually set and placed with the robotic manipulator arms, but they can also be clamped onto a target as “sticky bombs”.

Structural Sub-Attributes — Armour Level 3 (12 MP). Extra Arms Level 3 (3 MP). Extra Capacity Level 2 (carries 4 people, 2 MP). Extra Endurance Level 1 (several hours, 1 MP). Super-Strength Level 4 (12 MP). Toughness Level 3 (12 MP).

Mobility Sub-Attributes — Ground Speed Level 1 (50 kph, 2 MP). Tunneling Level 4 (8 MP).

Other Sub-Attributes — Accessories Level 2 (radio, inertial navigation system, 2 MP). Life Support Level 2 (2 MP). Sensors Level 1 (1 MP).

Weapon Sub-Attributes — Weapon Level 3: Microwave Beam, causes vibrations in rock or metal (Damage 30, Accurate, Penetrating, Spreading, Short Range, Unreliable, 12 MP). Weapon Level 1 (Hand-Held): Seismic Charge (Damage 60, Area Effect, Trap, Limited shots x2 — three charges, Melee, Slow, 1 MP).

Mecha Defects — Awkward Size (3 MBP). Noisy (2 MBP). Partial Armour (1 MBP). Volatile (1 MBP). Weak Point (hinge, 1 MBP).

Derived Values — Armour: 40. Health Points: 100.

Campaign Expansion

Did the Panzerjager or the DDPP radicals get away? If so, the PCs may have some new enemies. If they saved City Hall and her brother, the Mayor may be sufficiently grateful that she will invite the cops into her office for a “thank you”...and maybe listen to any street wisdom they offer. What actions do the PCs favour for the crime zone? More social workers? Demolition? Drug vaccinations? *More tanks?* The PCs have a chance to make a difference (at least until the Mayor’s next opinion poll).

Sky Burglars

Setting

This adventure takes place in Newport City, although it could be set in another crime-ridden metropolis. The timing of the events is up to the GM.

Story Background

The PCs’ gang is approached through their usual contacts by a shady character named Mr. Rei (obviously an alias) who wishes to employ them to steal something very valuable — a postage stamp!

The German postage stamp is a 1934 “Deutsche Luftpost” stamp made for air letters carried aboard a Zeppelin airship. It shows the Hindenburg over the ocean and has the words “75 Deutsche Luftpost 75” on it. Normally printed in green, this particular stamp was accidentally printed in yellow, and hence is a one of a kind rarity. The stamp was last auctioned for \$1,200,000 U.S.

The stamp’s owner is Kaoru von Brumagen, an eccentric millionaire of mixed German and Japanese parentage who made his fortune designing fuel cell engines. von Brumagen is very eccentric and has shunned all human contact for the last five years. Instead, the millionaire lives in a large helium-filled blimp, the airship Hildegard, that tours Japan.

If the PCs are curious, Mr. Rei says there is nothing special about the stamp besides its unique value to collectors. Why hire a gang like the PCs, then? Because von Brumagen refuses to sell the stamp, and Mr. Rei’s employer wishes to possess it. Additionally, von Brumagen is paranoid about personal security, and is known to have several bodyguards, one of which is a Red Commando kept permanently on retainer.

Mr. Rei wants the item stolen within five weeks (which allows the PCs a fair bit of planning time), however the sooner, the better. He will pay whatever fee the GM decides would interest the gang — as a default, assume he is offering 20% of the value of the stamp (about what they could get from a fence): \$240,000 U.S. He might also have some prototype black-market gadgets that the characters may use on the mission and then be permitted to keep afterwards. Mr. Rei warns them that if the stamp is damaged, the characters will receive nothing.

Characters

This adventure is for 2-5 players who will each assume the role of outlaws for hire — they could play members of the Buaku gang, or create their own super-criminals from 15-18 Stat Points, 15-20 Character Points, and 20 starting Skill Points. The characters should have a sufficient reputation that someone would want to hire them to steal something while trusting them to keep their mouths shut about it afterward.

Important NPCs

Kaoru von Brumagen — Age 32. Attractive, but very pale. He has black eyes, and light brown hair that is worn long. He usually wears a tailored uniform, without an insignia, based on a 1930s-era Zeppelin captain, except that he also wears a sabre. An average individual — Body 3, Mind 5, Soul 4. Noteworthy skills: Mechanic (aeronautical) Level 3, and Melee Combat (sword) Level 2. Stats on his airship are given in the plot elements section.

Chapter 6: Sample Adventures

Gog and Magog — von Brumagen's huge bodyguards and manservants. They are a pair of former Hawaiian sumo wrestlers (Body Stat of 9) that wear formal butler outfits. They have the Piloting (blimp) and Heavy Weapons (gunnery) Skills at Level 1. They are above average characters.

Hildegard's Crew — A seven-person crew of trusted flunkies. They wear white uniforms and caps and are trained to operate the airship (including its weapons). They are average characters.

Red Commando — Out of general paranoia, von Brumagen has hired a Red Commando (page 55) as a bodyguard. The Commando always wears his armour when on duty, and his helicopter is kept in the airship's hangar. The Commando is also used to ferry guests to the airship. His helicopter is a "stretched" version of the model on page 63, with an extra Level of Extra Capacity (carries up to 5 people) but no Manoeuvre Bonus.

The GM should create statistics for all characters to match the expected opposition.

Character Goals

The exact details concerning how the PCs plan to steal the stamp is up to them, but possible steps include:

1. Dig up whatever information that they can on von Brumagen and Hildegard.
2. Make a plan to get them aboard the airship.
3. Execute the plan and make a clean getaway.

Plot Elements

1. *Fact Finding* — Public information is available in news stories and on the internet. The PCs should uncover several important facts. von Brumagen has a Master's degree in mechanical engineering and is a licensed pilot. The millionaire made a fortune in technology-related industries in 2003-2004. Brumagen was very close to his sister, Hildegard von Brumagen, who was a noted motorcycle racer. In 2005, Hildegard was engaged in a cross-country bike race in Brazil when her bacteria filter mask failed. She died of toxification before help arrived. In Hildegard's memory, Brumagen provides the prize for the annual Moto-Krieg 5000 tournament (see below) — a \$20,000 U.S. Viking-style drinking cup of solid silver — and a private invitation for two to dine in the sky, stay overnight, and tour his airship (where he plays the piano and bores them with tales of his sister, the champion racer. Beautiful and willing characters may also be invited to his cabin for a more intimate encounter.)

The Hildegard: This airship is actually an experimental ocean surveillance blimp built in 2006 by Newport Aerostatic Industries (NAI) as a prototype for the Maritime JSDF (Japanese navy) for use in anti-submarine warfare and weather research. von Brumagen is a major stockholder in NAI, a small firm that builds various balloons and blimps for advertising, weather balloons, and cargo transport. The airship was never ordered into mass production and was sold to von Brumagen as a "private buyer". Public military reference books reveal that it travels "about 70 kph", "has a depth charge bay, dipping sonar and helicopter hangar", is powered by "four General Electric GE-5000 turbofans", is protected by unspecified "self-defence armament", and can stay aloft indefinitely using mid-air refuelling. NAI will not reveal anything else since the airship is still classified. Characters who wish more data will have to bribe company officers, hack into NAI's computers, or burglarise NAI's offices to get the blueprints. These characters may learn that NAI "forgot" to remove much of the defense armaments. Enterprising characters that do search for information in a military reference manual should have access to the Hildegard's full statistics (see entry 3).

2. *The Moto-Krieg* — Aside from airships and cleanliness, von Brumagen's only real amusement is the sport Moto-Krieg. Moto-Krieg is a new annual bike-racing sport that has recently come to Japan from Europe. The Moto-Krieg 5000 consists of a 5 km water-front race through the city streets at night, between opposing armoured motorcycle/sidecar combinations. The Moto-Krieg is a contact demolition derby sport — individuals may use archaic melee weapons (such as swords) and are expected to wear body armour to minimize injuries. All sharp weapons must be padded or blunted — halve damage after it penetrates armour (round up). Moto-Krieg is quite dangerous, but generous donations to local politicians have often kept the police looking the other way. The current Moto-Krieg champion is one Nina "Iron Cross" Takagami. She is known for her dirty tricks, such as paying low-ranking racers to "take the fall" and collide with other races, or pre-placing remote-control smoke bombs on the course. If the player-characters decide to sign up for Moto-Krieg, they will have to either pass qualifying tests (GM's option) or forge papers and pretend to be foreign champions. The actual details of the race are up to the GM, who can use the guidelines for chases from page 91 of *Chapter 3: Game Mechanics*. Perhaps the Tank Police, with Leona aboard, will be less inclined to look the other way this year. Alternatively, maybe Britain is a fan and some of the cops may participate in the race themselves while off-duty.

3. *Boarding the Hildegard* — For characters without invitations, finding the blimp is easy — it passes over Newport every three or four days (flying over Kobe, Osaka and Kyoto at other times) and cruises at about 50 kph at 2,000-4,000 metres.

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Sneaking up on the blimp could be done at nightfall during bad weather (such as a snowstorm or rainstorm), which would degrade the blimp's infrared cameras. Alternatively, characters could pass over the blimp and perhaps drop down onto it using hang gliders or the like. If there is a perceived threat, Kaoru will launch the Red Commando helicopter to send a warning to anyone approaching too closely (within 500 metres). If that fails, the Hildegard will unmask her weapons turrets (which will pop out of the gondola) and fire warning shots, or open fire if the craft is actually under attack. Note that the weapons cannot fire on someone who has actually landed on the airship.

Hildegard (65 Mecha Points)

The Hildegard is a large passenger airship with a luxuriously appointed gondola that includes several cabins and a grand dining room. The airship is also well armed, with concealed "pop-up" weapon turrets that host machine guns, missiles, and a cannon.

Structural Sub-Attributes — Extra Capacity Level 4 (16 cabins, helicopter hangar, 4 MP). Toughness Level 4 (16 MP).

Mobility Sub-Attributes — Flight Level 1 (can hover, 75 kph, 4 MP).

Other Sub-Attributes — Accessories Level 4 (airlock, burglar alarms, luxurious decor, grand piano, kitchen, movie theatre, radio, safe, wet bar, 4 MP). Extra Endurance Level 4 (4 MP). Life Support Level 1 (1 MP). Sensors Level 2 (infrared cameras, 2 MP). Special Equipment Level 1 (Sick Bay, 2 MP).

Weapon Sub-Attributes — Weapon Level 5: Sidewinder Missile Pod (Damage 60, Area Effect, Concealed, Homing, Long Range, Limited Shots, Stoppable, Unreliable, 20 MP). Weapon Level 5 (Different Gunner): 25mm Gatling cannon turret (Damage 45, Accurate, Auto-Fire, Concealed, Limited Shots, 7 MP). Weapon Level 4 (Different Gunner): topside .50-caliber machine gun turret (Damage 30, Auto-Fire, Concealable, 6 MP). Weapon Level 3 (Different Gunner): underside .50-cal. MG turret (Damage 30, Auto-Fire, Concealable, 6 MP).

Mecha Defects — Awkward Size (4 MBP). Crew Requirement (2 MBP). Less Armour (1 MBP). No Arms (2 MBP). Poor Manoeuvrability (2 MBP). Restricted Ground Movement (2 MBP). Unique Defect: Affected by strong winds (1 MBP). Weak Point (gondola, 1 MBP).

Derived Values — Armour: 5. Health Points: 120.

4. *The Heist* — The GM should determine a rough internal layout of the Hildegard that coincides with the strengths and weaknesses of the PCs. The airship is decorated with a medieval motif with suits of armour, crossed swords and shields on walls. There are also dozens of imposing paintings on the walls,

including a large photo of von Brumagen's Valkyrie-like sister posing on her Moto-Krieg racer with the trophy. Important internal locations might include the engine room, trophy room, hangar deck, dining room, small movie theatre, armoury, sick bay, cabins (including a triple-size suite-office for von Brumagen), herb garden and kitchen. Entrance from the outside is through the hangar deck, or by a small hatch leading to the engine room. The hangar deck has powerful UV lights built into the ceiling; von Brumagen requires

visitors to strip to underwear and undergo an anti-bacteria sun-bath before entering (this can make smuggling weapons challenging). The yellow Hindenburg stamp is in a Plexiglas case equipped with a burglar alarm. At night, a web of lethal infrared laser beam sensors (visible to characters with Heightened Vision or to those who throw powder into the room) also criss-cross the trophy chamber. Moving across the room of laser beams could require an Acrobatics Skill check (at +3 difficulty penalty). 20 points of damage are delivered on a failed roll. The rest of von Brumagen's stamp collection is in his office, and consists of hundreds of valuable air mail stamps from the early days of aviation. Total value is \$75,000 U.S.

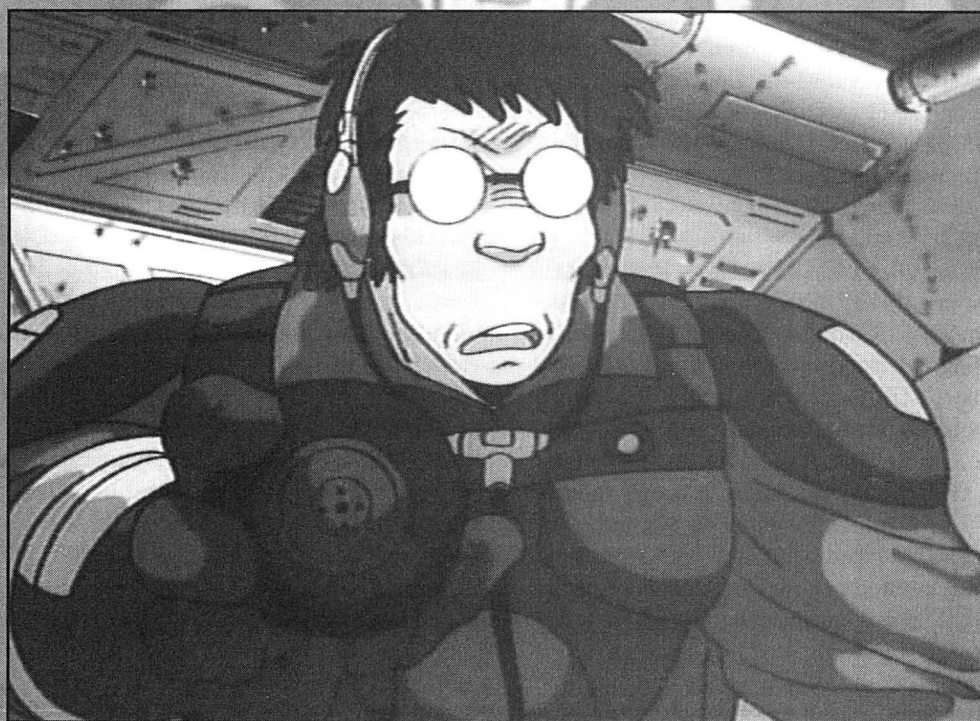
Campaign Expansion

Why does Mr. Rei really want the stamp? The stamp collector who hired Mr. Rei is a *Yakuza* syndicate boss named Mr. Yoshida (characters might be able to discover this by trailing Rei). Yoshida has no interest in stamps himself. However, in six weeks, the Diet (Japanese parliament) will vote on a new law increasing the budget of a special investigations unit assigned to eradicate the *Yakuza*. The actual stamp collector is a corrupt member of the Japanese cabinet, who has offered to change his advice to the Prime Minister if the *Yakuza* provide him with his heart's desire — the rare Hindenburg stamp. If the PCs have an interest in discovering details of the buyer, they might check the records of the auction house at which von Brumagen bought the stamp and see who made the other bids. The second highest bid was the cabinet secretary. Perhaps a little blackmail can be added to the PCs' rap list?



Chapter 7

REFERENCE SECTION





Chapter 7: Reference Section



Published Works of Masamune Shirow

Name: Masamune Shirow (pseudonym)
 Birth Date: November 23, 1961
 University: Osaka University of Art
 First Published: February 1983, in *Atlas Magazine* (a fanzine)
 First Award: *Seiun Sho* ("Galaxy Award") for *Appleseed*
 Early Career: High school art teacher
 Japan Publisher: Seishinsha

The following Masamune Shirow collected works have been published in Japan from 1985 to 1998:

1985

February *Appleseed 1* (ISBN 4-915333-19-1)
 November *Appleseed 2* (ISBN 4-915333-23-X)
 November *Black Magic* (ISBN 4-915333-24-8)

1987

July *Appleseed 3* (ISBN 4-915333-33-7)

1989

April *Appleseed 4* (ISBN 4-915333-57-4)

1990

May *Appleseed Data Book* (ISBN 4-915333-69-8)

1991

December *Orion* (ISBN 4-87892-007-6)

1992

July *Intron Depot 1* (ISBN 4-87892-011-4)

1993

October *Dominion* (ISBN 4-87892-031-9)

1995

March *Dominion C1* (ISBN 4-87892-066-1)
 December *Appleseed Hyper Notes* (ISBN 4-87892-085-8)

1998

November *Intron Depot 2 Blades* (ISBN 4-87892-156-0)

International Publishers

The *manga* works of Masamune Shirow (collected volumes and individual issues) have been published in many countries around the world in numerous languages, including:

Belgium

Mana (*Appleseed*)

France

Tonkam (*Dominion*, *Black Magic*)
 Editions Glenat (*Appleseed*, *Orion*)

Germany

Ehapa Verlag (*Appleseed*, *Orion*, *Dominion*)

Italy

Edizioni Star (*Appleseed*, *Orion*)

Korea

Geo San Publishing (*Dominion*)

Poland

TM Semic (*Appleseed*)

Spain

Planeta-De Agostini (*Appleseed*, *Orion*)
 Norma Editorial (*Dominion*, *Black Magic*)

Thailand

Siam International (*Appleseed*)

United Kingdom

Manga Publishing (*Appleseed*)

United States of America

Dark Horse Comics (*Appleseed*, *Black Magic*, *Orion*, *Dominion*)





Chapter 7: Reference Section



Japanese Song Translations

Music: D. Crew
Music Producer: Junji Fujita
Theme song: Shojo-Tai

THEME SONG

Hot dance in cherry moon
Hot dance in cherry moon

When the glass ship climbs above the skyscrapers
Two lives see through each other in stardust
Rather than dramatic lines
Everyone just wants to confess their loneliness
My love

With an unpainted face,
Heat it up
The long-awaited kiss sparks
and catches onto my heart.

With an unpainted face,
I'll whisper
So love my dreams, love my tears

Hot dance in cherry moon
Hot dance in cherry moon

The glass ship sails above the skyline
And in stardust two lives meet
No one really wants to say fashionable lines
They just want to admit how lonely they are, my love!

Your unadorned face
is enough to heat me up!
The kiss I've been waiting for
is the spark...
...that ignites my heart!

Your unadorned face
Whispers to me:
Love my dreams, love my fears.

HEY BOY

The song "Hey Boy" is played during the Puma Sister's strip tease in Act I.

Hah... boy...
Hey boy...
Boy...
Hey, let's dance! To the hot beat,
Hey, hey boy!
The heated heart,
Feel it...
and look at me!

Hey, let's dance! Don't be so shy,
Hey, hey boy!
Don't be so hesitant,
Let's dance!

This dressed up town...
This running music...
Hey boy...

Nothing intricate...
There aren't any rules tonight
Hey boy!

Hey boy, let's dance! To the hot beat,
Hey, hey boy!
The heated heart...

Spoken: "Bye-bye baby!"





Chapter 7: Reference Section



END THEME

Every time my eyes twinkle, a note sounds
 "A music box of stars" is playing
 Soaked in moondew;
 it's a secret rendezvous
 I can see the red strings on our fingers.

I thought I said goodnight and went to bed in pajamas.
 But the two of us are still in town.
 After a kiss... "If only it weren't a dream"
 You smile sadly in regret.
 I'm sure we two are dreaming the same
 dream. So don't blink, or you'll awaken.
 Soaked in moondew, it's a wonderful
 rendezvous. I can hear the angels flying.

Campanile, tripping walkers, they're all frozen,
 As though the two of us can use magic
 Couldn't say "I love you,"
 untied my ribbon instead.
 It turned into a butterfly,
 And whispered into your ears.

Every time my eyes twinkle, a note sounds.
 "A music box of stars" is playing
 Soaked in moondew,
 it's a secret rendezvous.
 I can see the red strings on our fingers

On a night that's wet with dew,
 We have our secret redezvous.
 We can see that
 I was meant for you.

I said goodnight to you and then
 Put on my PJ's and went to bed
 At least that what's I thought
 But then, we were suddenly
 together on a street corner!

You kissed me and then I said...
 If only this wasn't a dream...
 And then you smiled,
 But you seemed so sad.

I know you must be
 dreaming this dream too...
 So don't blink,
 Or else we might wake up.

On a night that's wet with dew
 Our wonderful rendezvous
 We can hear the angels
 flying up above.

LOVE SONG FROM ACT II

This love song is played when Al and Leona are constructing Bonaparte in Act II.

I've fallen for you.
 The way you look,
 The way you walk.
 Even that stubborn streak,
 That shows when you talk
 There's just something about you.

I'm in love with you
 I'm looking at you, but I feel
 Like I am lost in a broken labyrinth
 I love you ... I love you...
 Let me hold you in my arms,
 And feel my love.

I just seem to notice
 Things about you...
 Because you're always near me...
 I'm in love with you
 This broken labyrinth seems to have...
 So many, many paths, and every one
 Leads me to the same place.
 I love you, I love you...
 I travel on...
 Towards you, my love

Product Numbers

The following is a complete list of the *Dominion Tank Police* OAV video/DVD products that have been released by U.S. Manga Corps. Part 1 contains Acts I and II; Part 2 contains Acts III and IV.

Video

Act I	Subtitled	1991	#USM 1037	40 minutes
Act II	Subtitled	1991	#USM 1016	40 minutes
Act III	Subtitled	1991	#USM 1017	40 minutes
Act IV	Subtitled	1991	#USM 1018	40 minutes

Part 1	Dubbed	1992	#USM 1069	80 minutes
Part 2	Dubbed	1992	#USM 1070	80 minutes

DVD

Acts 1-4	Sub/Dub	1999	USMD 1779	160 minutes
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Chapter 7: Reference Section



Dominion Credits

Japanese Seiyuu

Leona	Hiromi Tsuru
Al	Masaaki Okura
Britain	Yusaku Yara
Chief	Ichiro Nagai
Megane	Shigeru Chiba
Mohican	Koji Totani
Father	Tatsuyuki Ishimori
Doctor	Isamu Tanonaka
Buaku	Joji Yanami
Annapuna	Yuko Mita
Unipuma	Michie Tomizawa
Mayor	Mari Yoko

English Voice Actors

Leona	Toni Barry
Al	Stephen Graf
Britain	Sean Barrell
Chief of Police	Jesse Vogel
Specs	Bill Armstrong
Mohican	John Bull
Chaplain	Peter Whitman
Doctor	David Graham
Buaku	Marc Smith
Annapuna	Alison Dowling
Unipuma	Alison Dowling
Mayoress	Kate Harper

Japanese Staff

Planning	Kuniyoshi Matsuhashi
Producers	Ritsuko Kakita, Kazuhiko Inomata, Tamaki Harada
Original Story	Masamune Shirow
Character Design and Director of Animation	Hiroki Takagi
Mechanical Design	Koji Ito
Art Director	Misuhara Miyamae
Director of Photography	Takashi Yatsuhata

Music

D. Crew
Music Producer
Junji Fujita
Advertising Producer
Eiji Okamura
Theme Song
Shojo-Tai
Opening Animation
Shigeru Kato
Sound Recording
Hiromi Kanbara
Effects
Daisuke Jinbo
Animation Supervisor
Tatsuji Yamazaki
Screenplay, Storyboard and Direction
Koichi Mashimo
Studio
Ginga Teikoku
Presented by
Toshiba Video Software, Inc.

English Staff

Executive Producers
John O'Donnell, Laurence Guinness
Original English Translation
Act 1 — US Renditions; Act 2-4 — Neil Nadelman
English Adaptation
George Roubicek
Music and Songs Written and Produced by
Brown Eyes for B Music Corp.
Music Engineering and Programming
Paul Sanders
Casting by
Jill Wilmot
Directed by
Michael Bakewell
Re-Recording Engineers
Richard King, Clive Mitchison

Copyrights

Original Japanese Version copyright 1989 Masamune Shirow/Hakusensha Agent 21/Toshiba Video Software, Inc.
 English Version copyright 1992 Central Park Media Corporation/Island World Communications Ltd.
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Appendix 1

MECHA DESIGN

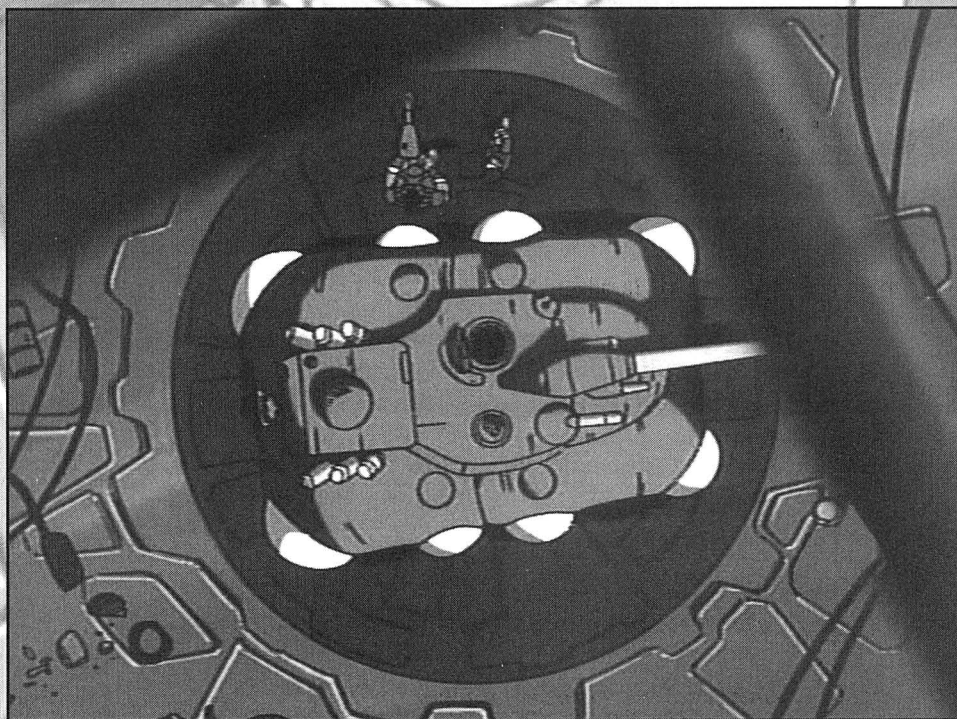


Table A1-1: Mecha Sub-Attributes**Structural Sub-Attributes**

Armour	Extra Arms
Extra Capacity	Extra Endurance
Super-Strength	Toughness

Mobility Sub-Attributes

Flight	Ground Speed
Jumping	Manoeuvre Bonus
Tunnelling	Water Speed

Other Mecha Sub-Attributes

Accessories	ECM
Life Support	Sensors
Special Equipment	Stealth

Table A1-2: Mecha Defects

Awkward Size	Crew Requirement
Exposed Occupants	Hangar Queen
Less Armour	Limited Endurance
Mutual Damage	Noisy
Not So Tough	One Arm/No Arms
Partial Armour	Poor Manoeuvrability
Reduced Capacity	Restricted Ground Movement
Restricted Flight	Restricted Path
Start-Up Time	Unique Mecha Defect
Volatile	Weak Point

Table A1-3: Mecha Weapon Abilities

Accurate	Area Effect
Auto-Fire	Burning
Concealable	Flare
Homing	Indirect Fire
Long Range	Penetrating
Spreading	Stun
Tangle	Trap

Table A1-4: Mecha Weapon Defects

Exposed	Fixed
Inaccurate	Limited Shots
Low Penetration	Melee
No Damage	Short Range
Slow	Static
Stoppable	Toxic
Unique Weapon Defect	Unreliable

Appendix 1: Mecha Design

This appendix provides simple, yet comprehensive, rules to assist players and the GM in creating tanks, powered suits, helicopters, boats, mundane vehicles, and many other kinds of mecha. This appendix also explains what the various Sub-Attributes and Mecha Defects assigned to the series mecha (pages 57-64) mean.

Creating Mecha

As a player, your character may acquire a mecha if he or she possesses the Own a Big Mecha Attribute. Depending on the kind of campaign the GM plans to run, you can select a series mecha appropriate to your character, or a mecha that the GM has designed, or a design of your own. You should work with the GM as you progress through the six-step mecha design process, which is similar to the character creation system in *Chapter 2: Character Creation* (page 18). The steps include GM Discussion, Mecha Outline, Mecha Sub-Attributes, Mecha Defects, Mecha Derived Values, Mecha Background (see the Mecha Design Flowchart in the next column). Note that the mecha you create do not normally possess Body, Mind, or Soul Stats, but instead use your character's Stats when relevant (for example, while you are driving the mecha).

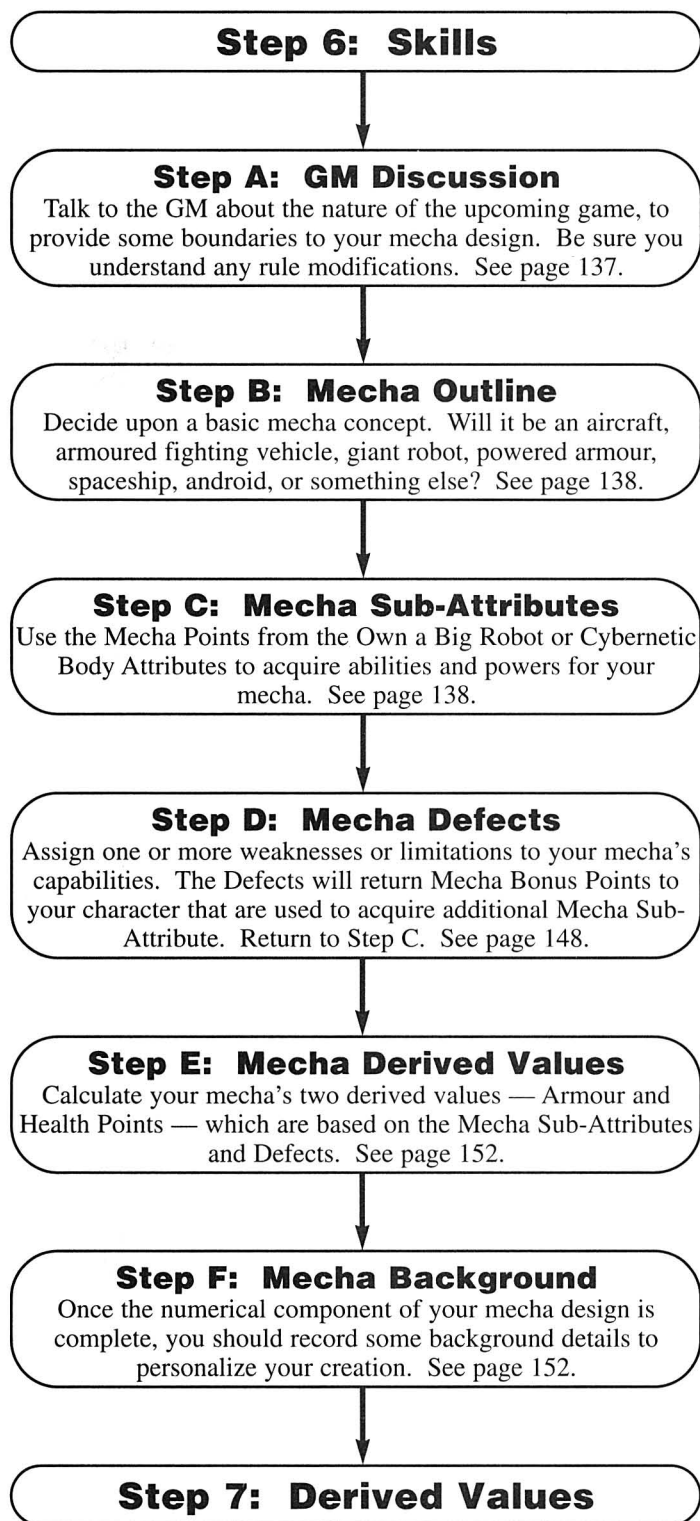
As a game master, you can use this system to create mecha for non-player characters, whether they are allies or enemies, or for any players who lack the inclination to design unique mecha of their own.

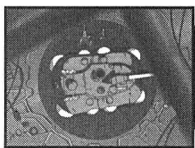
Step A: GM Discussion

The GM should specify what type of mecha is appropriate to your campaign's themes and settings. The GM may require or prohibit particular design concepts, Sub-Attributes or Mecha Defects. Ask for clarification concerning any rule modifications your GM plans to use. The series mecha (pages 57-64) and the Technology section (page 108) of *Chapter 4: The World of Dominion* give some ideas concerning the type of mecha that are common in the world.

The GM has decided the campaign will focus on the adventures of the Tank Police, although the character belonging to Timothy (a player) will be part of the "Air Police". The GM decides to remain faithful to the spirit of the Dominion Tank Police series in terms of mecha design. Thus the mecha he or the players create will be extrapolations of modern technology; there will not be anti-gravity flyers or laser cannons, for example.

Mecha Design Flowchart





Appendix 1: Mecha Design



Step B: Mecha Outline

During this step, you must decide upon the basic concept of the mecha for your character. If you plan to divide Mecha Points from Own a Big Mecha and More Powerful Mecha among several mecha, you should also decide how many Mecha Points you will allocate to each design. Some possible concepts for Own a Big Mecha include:

Aircraft — Airplanes, helicopters, tilt-rotor vehicles.

Armoured Fighting Vehicles — Tanks, troop-carrying APCs, or tiny mini-tanks for city fighting.

Powered Armour — A form-fitting full body suit of strength-amplifying armour.

Boats — Speedboats, coast-guard cutters, warships, etc.

Ordinary Vehicles — Cars, buses, trucks, etc.

Again, players should work closely with the GM when creating an outline. For instance, it is possible to design a giant land-ship that requires a 50-person crew and is the size of a battleship, but the GM may rule that such a vehicle is not suitable for a local Tank Police station. However the design might make a great mobile headquarters for a ruthless gang of wilderness-travelling criminals...

As mentioned in the example in Chapter 2: Character Creation, three players will be participating in the upcoming campaign — Ellen, Peter, and Timothy. Each character possesses two Levels in the Own a Big Mecha Attribute. Two players (Ellen and Peter) pool their Mecha Points to acquire the series mecha, Bonaparte. The third player, Timothy, decides to create his own mecha for his Air Police character — an armoured attack helicopter that is, in effect, a flying tank. Timothy's character, Gyro Miyazaki possesses the Own a Big Mecha Attribute at Level 2, and More Powerful Mecha Attribute at Level 1, which gives him 45 Mecha Points for Mecha Sub-Attributes. Timothy reads through the Technology section of Chapter 4, and decides not to create a standard helicopter. Instead, he wants a "tilt rotor" aircraft: a winged aircraft that is a hybrid of helicopter and conventional airplane. The aircraft has two over-sized propellers mounted on swivel-equipped engine pods on its wings, which allows the wings to swivel and serve as helicopter rotors, or to remain horizontal and function as normal propellers. Timothy names his police tilt-rotor the "Hornet". Although Gyro is not from the Tank Police, he loves his helicopter as much as Leona and Al love their tank.

Step C: Mecha Sub-Attributes

The Mecha Points assigned by the Own a Big Mecha Attribute are used to acquire a set of Mecha Sub-Attributes. These Sub-Attributes define your mecha's capabilities, much in the same way that your character's Attributes define his or her capabilities. Each Sub-Attribute represents a particular ability, measured in Levels ranging from 1 through 6. Each Sub-Attribute will have its own Mecha Point cost, ranging from 1-4 points/Level. If not enough Mecha Points are available to give your mecha the desired Sub-Attributes, the mecha can be assigned Mecha Defects (page xx). Mecha Defects limit the mecha in some way, but provide compensatory Mecha Bonus Points (MBP). These Mecha Bonus Points are equivalent to regular Mecha Points, and are used to acquire additional Mecha Sub-Attributes.

A mecha without any Sub-Attributes or Mecha Defects would have the same movement and manipulatory capabilities as an average human adult, and can usually transport one character. The Sub-Attributes and Defects given to the mecha change these parameters, enabling you to create any kind of android or vehicle, from a humanoid robot to a 50-tonne battle tank.

Individual Sub-Attributes have been divided into four major categories:

Structural — What is the physical nature of the mecha, and how much can it carry?

Mobility — How does the mecha move?

Other — What additional capabilities does the mecha possess?

Weapon — How does the mecha attack and defend in combat?

The suggested maximum Level for Sub-Attributes is Level 6. However, the GM can choose to permit mecha designs (for NPCs or PCs) that extend to higher Levels. The GM should extrapolate additional capabilities based on the lower-level progression.

Structural Sub-Attributes

These Sub-Attributes define the basic physical form and durability of the mecha.

Armour (4 Mecha Points/Level)

Mecha Armour is rated at -10 damage points per Level. For Armour that is lighter than the values listed below, the mecha could take the Less Armour Mecha Defect (page 149).

Appendix 1: Mecha Design

- Level 1 A light armoured vehicle, such as an APC. All damage reduced by 10 points.
- Level 2 A light tank, or a suit of powered armour. All damage reduced by 20 points.
- Level 3 A WWII medium tank, such as a Sherman. All damage reduced by 30 points.
- Level 4 A typical modern tank, such as a T-72. All damage reduced by 40 points.
- Level 5 A modern heavy tank, such as an M1 Abrams. All damage reduced by 50 points.
- Level 6 An advanced super-mecha. All damage reduced by 60 points.

Timothy decides the Hornet has Level 2 Armour (8 Mecha Points).

Extra Arms (1 Mecha Point/Level)

All mecha are assumed to possess two arms (or similar appendages) without requiring the expenditure of Mecha Points. By taking this Sub-Attribute, the mecha can acquire even more. Possessing only one arm or no arms is a Mecha Defect (page 149), and is a very common feature of most tanks, cars, and standard vehicles. An "arm" is defined loosely as something that can reach out and manipulate objects. A tractor beam or a tentacle is an arm; a limb that simply ends in a gun-barrel, melee weapon, or tool mount is not. Extra arms are useful for holding onto several things at once, but do not give extra attacks.

- Level 1 The mecha possesses 1 extra arm.
- Level 2 The mecha possesses 2-3 extra arms.
- Level 3 The mecha possesses 4-8 extra arms.
- Level 4 The mecha possesses 9-12 extra arms.
- Level 5 The mecha possesses 13-20 extra arms.
- Level 6 The mecha possesses 21-50 extra arms.

The Hornet will not have any arms. This is a Defect that will return Mecha Bonus Points (see page 148).

Extra Capacity (1 Mecha Point/Level)

Most mecha can comfortably carry a single pilot or passenger without requiring the expenditure of Mecha Points. To carry additional people, the mecha needs Extra Capacity; the Level determines how many people the mecha can carry. The mecha can also carry cargo instead of people. For each person not carried, the mecha can substitute one tonne cargo capacity (5 tonnes if the mecha also has two or more Extra Endurance Sub-Attribute Levels). This cargo-for-people substitution must be specified when the mecha is originally designed. Cargo capacity can be further specified as either a general cargo area, or as mecha-launching hangar bays.

A mecha must take at least as many Mecha Bonus Points of the Awkward Size Defect (page 148) as it has Levels of Extra Capacity.

- Level 1 The mecha can transport 1 extra person.
- Level 2 The mecha can transport 2-5 extra people.
- Level 3 The mecha can transport 6-10 extra people.
- Level 4 The mecha can transport 11-50 extra people.
- Level 5 The mecha can transport 51-500 extra people.
- Level 6 The mecha can transport 501-5,000 extra people.

Timothy wants the Hornet to carry one extra person besides himself, so he takes Extra Capacity Level 1 (1 Mecha Point). The Hornet has thus far required 9 Mecha Points.

Extra Endurance (1 Mecha Point/Level)

An ordinary mecha (like a typical automobile, tank, or airplane) can operate for a few hours at a time before it runs out of fuel, energy, or life support. A mecha that has been given Extra Endurance is designed for lengthier operations. Extra Endurance at Level 2 or higher usually includes facilities for sleeping, cooking, and even recreation if the mecha is of sufficient size.

- Level 1 The mecha can operate for a full day.
- Level 2 The mecha can operate for several days.
- Level 3 The mecha can operate for several weeks.
- Level 4 The mecha can operate for several months.
- Level 5 The mecha can operate for several years.
- Level 6 The mecha can operate indefinitely.

An aircraft will have only a few hours fuel, and thus, Timothy decides not to assign any Extra Endurance.

Super-Strength (3 Mecha Points/Level)

A mecha can only acquire the Super-Strength Sub-Attribute if it has a way to lift or manipulate objects using arms, tentacles, or a crane. An airplane, car, or tank without any means to lift objects would not need Super-Strength, but an android powered suit or a forklift truck may find it beneficial. Each Level of Super-Strength determines how much a mecha can lift with one appendage (it can lift 50% more when using more than half its appendages), and also adds +10 close combat damage when using punches, kicks, or body slams.

- Level 1 The mecha can lift a motorcycle (about 1/2 tonne). Close combat damage +10.
- Level 2 The mecha can lift a car (about 2 tonnes). Close combat damage +20.

Appendix 1: Mecha Design

- Level 3 The mecha can lift a large truck (about 10 tonnes). Close combat damage +30.
- Level 4 The mecha can lift a battle tank (about 50 tonnes). Close combat damage +40.
- Level 5 The mecha can lift a small ship (about 250 tonnes). Close combat damage +50.
- Level 6 The mecha can lift a large ship (over 1,000 tonnes). Close combat damage +60.

Timothy will not design Gyro's Hornet with any arms, thus the Super-Strength Sub-Attribute is unnecessary.

Toughness (4 Mecha Points/Level)

All mecha possess 40 Health Points as their base starting value — about as much as a motorcycle or high-tech space suit. Each Level of Toughness provides an additional 20 Health Points. The larger the mecha, the more Toughness it usually has, but Toughness can also represent ruggedness rather than size.

- Level 1 The mecha possesses +20 Health Points. Example: a car or powered armour suit.
- Level 2 The mecha possesses +40 Health Points. Example: a truck or a jet fighter.
- Level 3 The mecha possesses +60 Health Points. Example: a battle tank.
- Level 4 The mecha possesses +80 Health Points. Example: a small cargo ship.
- Level 5 The mecha possesses +100 Health Points. Example: a large warship.
- Level 6 The mecha possesses +120 Health Points. Example: a gigantic battleship.

Timothy decides that a Level 2 Toughness seems reasonable (8 Mecha Points). The Hornet has thus far required 17 Mecha Points.

Mobility Sub-Attributes

The Mobility Sub-Attributes answer the following questions:

- Where can the mecha go?
- How does the mecha propel itself?
- How fast can it get there?

All mecha are assumed to have the ability to move on the ground with the same speed and agility as an average human adult. The player should decide during the mecha's creation how it moves. Does it roll on wheels (which is typical of road-bound mecha), crawl on tracks, walk on legs, or utilize another method, such as slithering like a snake or speeding on giant roller-balls?

Characters who want their mecha to move faster, fly, swim, or jump should acquire one or more Mobility Sub-Attributes. Conversely, several Mecha Defects (page 148) are available that restrict or eliminate mobility.

Flight (3 or 4 Mecha Points/Level)

A mecha with Flight can fly through the air. During mecha creation, the character must decide how the mecha flies — fixed wings with jets or propellers, rotors, rockets, hot air, or through some unique design. Flight costs 3 Mecha Points/Level if the mecha **cannot hover**, but instead flies like a normal airplane. Thus, the mecha needs a runway for landing and take off, and must maintain a minimum speed (at least 1/10 of its maximum speed) once airborne to avoid crashing. Flight costs 4 Mecha Points/Level if the mecha **can hover** and fly at variable speeds, take off and land vertically, or stop in mid-air.

- Level 1 Very slow mecha flight, like a bird (up to 75 kph).
- Level 2 Slow subsonic mecha flight, like a helicopter (up to 200 kph).
- Level 3 Fast subsonic mecha flight, like a propeller-engine airplane (up to 600 kph).
- Level 4 Transonic mecha flight, like a commercial jet (up to 1,200 kph).
- Level 5 Supersonic mecha flight, like a jet fighter (up to 2,500 kph).
- Level 6 Triplesonic mecha flight, like an SR71 Blackbird (up to 5,000 kph).

Timothy decides the Hornet possesses the Flight Sub-Attribute at Level 3 (it uses propellers). Since the Hornet can also swivel its propellers upward to fly like a helicopter, it can hover. Consequently the cost is 4 Mecha Points per Level, or 12 Mecha Points. The Hornet has thus far required 29 Mecha Points.

Ground Speed (2 Mecha Points/Level)

The Ground Speed Sub-Attribute allows a mecha to move faster than humans while it is on land. A flying mecha whose only high-speed ground movement is during its landing or take off does not have to acquire Ground Speed — this capability is subsumed in the Flight Sub-Attribute. The default speed for a mecha that does not possess the Ground Speed Sub-Attribute (but does not possess any ground mobility Defects) is 20 kph — roughly an average human running speed.

- Level 1 Slow ground speed (up to 50 kph).
- Level 2 Modest ground speed (up to 100 kph).
- Level 3 Fast ground speed (up to 200 kph).
- Level 4 Very fast ground speed (up to 300 kph).
- Level 5 Super fast ground speed (up to 600 kph).
- Level 6 The mecha can break the sound barrier during ground movement (up to 1,200 kph).

Appendix 1: Mecha Design

The Hornet cannot move while on the ground.

Jumping (1 Mecha Point/Level)

With this Sub-Attribute, the mecha can make very high unaided vertical jumps, but it cannot actually fly. It may use jets, powerful leg muscles, or other means to launch itself. A mecha without this Sub-Attribute can normally jump 0.25 metres for every kph of ground speed, and often requires a ramp to gain altitude. A mecha with the jumping ability can launch itself even greater distances, without a ramp. If a mecha is not currently moving, its maximum jumping distance is 5 metres per level.

- Level 1 The mecha can jump up to 1.25m per kph ground speed.
- Level 2 The mecha can jump up to 2.5m per kph ground speed.
- Level 3 The mecha can jump up to 6.25m per kph ground speed.
- Level 4 The mecha can jump up to 12.5m per kph ground speed.
- Level 5 The mecha can jump up to 25m per kph ground speed.
- Level 6 The mecha can jump up to 125m per kph ground speed.

The Hornet does not need to jump, since it can fly.

Manoeuvre Bonus (1 Mecha Point/Level)

A mecha with a Manoeuvre Bonus has superior handling characteristics that give it a bonus to Initiative rolls and (at higher Levels) to Defense Combat Value. The Manoeuvre Bonus does not equate with actual speed, however, since that is governed by different movement Sub-Attributes. For example, a jet fighter may be a very fast interceptor, but not very manoeuvrable; another fighter may be slow, but highly manoeuvrable in combat. A Mecha's Manoeuvre Bonus must be bought individually for each movement method to which it applies: ground, water, or flight. A Mecha's Manoeuvre Bonus can also be added directly as a modifier to the driver or pilot's appropriate Skill Rolls (-1 per Level) when attempting to execute tricky manoeuvres.

- Level 1 The mecha gains +1 to Initiative.
- Level 2 The mecha gains +1 to Initiative and +1 to Defense Combat Value.
- Level 3 The mecha gains +2 to Initiative and +1 to Defense Combat Value.
- Level 4 The mecha gains +2 to Initiative and +2 Defense Combat Value.
- Level 5 The mecha gains +3 to Initiative and +2 to Defense Combat Value.
- Level 6 The mecha gains +4 to Initiative and +2 to Defense Combat Value.

Timothy decides the Hornet is a fairly small and agile aircraft. He assigns the Level 2 Manoeuvre Bonus(flight), which costs 2 Mecha Points. The Hornet has thus far required 31 Mecha Points.

Tunnelling (2 Mecha Points/Level)

The Tunnelling Sub-Attribute allows a mecha to move earth and/or burrow underground. Tunnelling assumes that the mecha is going through sand or packed earth; boring through solid rock is one Level slower. The tunnel the mecha leaves behind will either be permanent or will collapse immediately (this should be specified during mecha creation).

- Level 1 The mecha tunnels very slowly, similar to the tunnelling speed of ten men with shovels.
- Level 2 The mecha tunnels slowly, similar to the tunnelling speed of a bulldozer.
- Level 3 The mecha tunnels at a snail's pace (up to 1 kph).
- Level 4 The mecha tunnels at a walking speed (up to 10 kph).
- Level 5 The mecha tunnels at slow vehicle speeds (up to 30 kph).
- Level 6 The mecha tunnels at fast vehicle speeds (up to 100 kph).

The Hornet will not have the Tunnelling Sub-Attribute.

Water Speed (2 or 3 Mecha Points/Level)

A mecha with Water Speed can float, and travel on, or under, water. The Mecha Point cost is 2 Points/Level if the mecha can only travel on the surface, or 3 Points/Level if it can travel *underwater* as well. The depth to which a submarine can dive depends on its Armour: A mecha with Level 0-2 Armour can dive a few hundred feet, one with Level 3-4 can dive a few thousand feet, one with Level 5-6 Armour can dive to the bottom of the deepest ocean trench.

- Level 1 The mecha is as fast as a rowboat (up to 15 kph).
- Level 2 The mecha is as fast as a yacht (up to 30 kph).
- Level 3 The mecha is as fast as a modern steamship (up to 60 kph).
- Level 4 The mecha is as fast as a speedboat (up to 120 kph).
- Level 5 The mecha is as fast as a hydrofoil (up to 250 kph).
- Level 6 The mecha is faster than any possible watercraft (to 500 kph)

The Hornet will not travel on water, or be able to float.

Appendix 1: Mecha Design

Other Mecha Sub-Attributes

These Sub-Attributes represent miscellaneous capabilities that a mecha may possess.

Accessories (1 Mecha Point/Level)

Accessories are additional features that provide useful but mundane non-combat-related advantages to the mecha. Examples of features that are considered accessories include: airlock, burglar alarm, camera, cell phone, ejection seat, emergency lights and siren, global positioning system, luxurious decor, personal computer, radio, revolving license plate, search light, stereo system, tow cable, wet bar, and many others. A mecha need not acquire accessories that are implied by its other capabilities or which are fairly ubiquitous (such as doors, hatches, headlights, or safety belts in a modern vehicle). The Sub-Attribute Level determines the number of accessories that a mecha can have.

- Level 1 The mecha possesses 1 minor accessory.
- Level 2 The mecha possesses 2-3 minor accessories.
- Level 3 The mecha possesses 4-6 minor accessories.
- Level 4 The mecha possesses 7-12 minor accessories.
- Level 5 The mecha possesses 13-20 minor accessories.
- Level 6 The mecha possesses 21-50 minor accessories.

Timothy decides the Hornet has a police radio, a spotlight, and a loudspeaker. This counts as three minor accessories which requires the Accessories Sub-Attribute at Level 2 (2 Mecha Points). The Hornet has required 33 Mecha Points.

Electronic Counter-Measures (ECM) (1 Mecha Point/Level)

This Sub-Attribute equips a mecha with an electronic counter-measures jamming suite. ECM must be specified to work against communications, homing weapons, or sensors. A mecha can buy one single type of ECM system at a cost of 1 Mecha Point/Level. Each additional ECM type only costs a single Mecha Point, and functions at the same Level as the primary ECM suite. The three different ECM functions are detailed below:

Commo Jamming — This type of ECM can jam broadcast communications into or out of a particular area. The size of the area is dictated by the Sub-Attribute Level.

Missile Jamming — The mecha can jam an incoming attack made by a Homing weapon (see Weapon Sub-Attributes, page 144). Jamming is automatic and adds a +1 penalty per ECM Level to the Homing weapon's Attack roll. If the ECM modifies the attack roll to 13 or higher, the incoming missile not only misses the intended target but can be decoyed to strike another target within its range, of the jamming mecha operator's choice! Under these circumstances, an Attack roll is not required, but the target does have the option of defending against the attack.

Sensor Jamming — This ECM device blankets an area with static that jams Sensors attempting to "see" into the area. Sensor jams have the same effect as a Stealth Sub-Attribute of the same Level, but affects everyone in the area — friendly, neutral, or enemy. If a mecha in the ECM area also has Stealth, the Sub-Attribute with the highest Level will take precedence if someone tries to detect it. The size of the area is dictated by the Sub-Attribute Level.

For commo or sensor ECM, mecha with the Sensors Sub-Attribute can detect the extent and general location of the "static" area, even if their sensors fail to detect the objects within it.

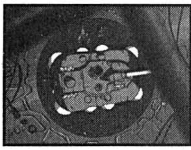
- Level 1 Local jamming area (up to 0.5 KM radius).
- Level 2 Small city-sized jamming area (up to 5 KM radius).
- Level 3 County-sized jamming area (up to 50 KM radius).
- Level 4 State-sized jamming area (up to 500 KM radius).
- Level 5 Continental jamming area (up to 5,000 KM radius).
- Level 6 Planetary jamming area (up to 50,000 KM radius).

Timothy knows that when the Hornet is in the air, someone might fire an anti-aircraft missile at it. Thus, Timothy assigns the ECM Sub-Attribute at Level 1 (Missile Jamming) which costs 1 Mecha Point. Thus the Hornet has required 34 Mecha Points.

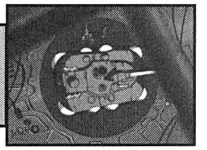
Life Support (1 Mecha Point/Level)

This Sub-Attribute indicates that the mecha is equipped to protect itself and its crew from hostile environments. Unlike most other Sub-Attributes, Life Support has only two Levels. All submarines and spaceships should have a minimum of Level 2 Life Support.

- Level 1 The mecha can filter bacterial clouds, gasses, radioactive fallout, dust, and viruses from external air, protecting its mechanisms and pilot in a similar manner as an environmental suit and gas mask.
- Level 2 The mecha can operate in space (low external pressure), underwater (high external pressure), and on a world without a breathable oxygen atmosphere. All occupants will have their own oxygen supply that lasts as long as the mecha can operate (see the Extra Endurance Sub-Attribute, page 139).



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Timothy assigns the Life Support Sub-Attribute at Level 1 to protect against the bacterial cloud, which costs 1 Mecha Point. The Hornet has thus far required 35 Mecha Points.

Sensors (1 Mecha Point/Level)

The mecha has sensors (such as radar or infrared) to see in the dark or detect distant targets (provided they are in line of sight). Earth's horizon limits line of sight to 4-6 kilometres unless the mecha or target is flying, very tall, or atop a hill or building. Thus, long-ranged sensors (beyond Level 1) are mainly useful when mounted on an aircraft, or for detecting aircraft. Buildings, hills, big mecha, woods and other large objects will block a sensor's line of sight.

A sensor's listed range is how far away it can detect a roughly man-sized object. Very large objects (or objects that emit a lot of energy) can be detected at much longer ranges. If a target object has Awkward Size Level 2 or more, multiply the range shown below by the Level of Awkward Size. GMs can also assign Levels of Awkward Size to non-mecha objects (such as buildings) for this purpose.

- Level 1 Range to 10 kilometres.
- Level 2 Range to 20 kilometres.
- Level 3 Range to 50 kilometres.
- Level 4 Range to 100 kilometres.
- Level 5 Range to 200 kilometres.
- Level 6 Range to 500 kilometres.

Timothy knows that sensors are an important instrument for any aircraft, and he assigns two Levels in the Sensors Sub-Attribute (20 km range, 2 Mecha Points). Timothy's Hornet has thus far required 37 Mecha Points.

Special Equipment (2 Mecha Points/Level)

Some mecha have special equipment which provide useful non-combat advantages. Special Equipment differs from Accessories since the equipment is usually large, costly, or rare. The equipment is always built into the mecha and cannot be removed. A mecha can have several different items of special equipment, but each item must be acquired individually. Thus, having both a sound system and a sick bay would cost 4 Mecha Points; having a science lab and a sick bay would cost 6 Mecha Points. If the special equipment is very big (for example, a sickbay or science lab), the mecha requires an appropriate Awkward Size Defect (page 148).

One common item of Special Equipment in *Dominion Tank Police* is a tank's smoke grenade launcher. This item consists of six one-shot launchers strapped outside a tank's turret, and angled to fire forward at the push of a button. When this happens, a smoke screen is laid several yards in front of the tank's turret. By rotating the turret, the smoke screen can alternately be placed behind or to the side of the vehicle. The smoke cloud will cover a dozen or so metres and last a few minutes (depending on weather). The cloud will impede normal vision (but not Sensors), and someone attempting to fire a weapon through the cloud will have a minimum of a +2 attack roll modifier.

Special Equipment that offers a considerable advantage (above Level 2) need to be discussed with the GM.

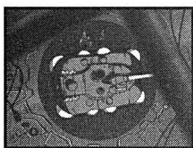
- Level 1 The equipment offers a small advantage, such as a sound surveillance system, smoke grenade launcher, a sick bay, extendible arms, or flare-proof sensors (-5 bonus to rolls to resist Flare attacks).
- Level 2 The equipment offers a moderate advantage, such as a high-tech science lab.

Timothy designs the Hornet with a sound-surveillance system similar to the one installed in Bonaparte (see page 59), as well as a flare-proof cockpit. These are two different Level 1 items, each costing 2 Mecha Points. Timothy's Hornet has thus far required 41 Mecha Points.

Stealth (1 Mecha Point/Level)

A Stealth mecha is designed to be more difficult to detect, utilizing shapes, materials or electronics to foil radar, sonar, and other sensors. If a mecha possesses the Stealth Sub-Attribute, someone using the Sensors Sub-Attribute requires a Mind Stat roll to detect the mecha when it comes into range, with a +1 dice roll penalty per Level of the Stealth. The sensor operator has a -1 bonus if the stealthy target mecha is within one-tenth of the maximum range at which the searching mecha's sensors can detect it, -2 if within 1/100 range, and -3 if within 1/1000 range.

- Level 1 The sensor operator's Mind Stat check suffers a +1 penalty to the dice roll.
- Level 2 The sensor operator's Mind Stat check suffers a +2 penalty to the dice roll.
- Level 3 The sensor operator's Mind Stat check suffers a +3 penalty to the dice roll.
- Level 4 The sensor operator's Mind Stat check suffers a +4 penalty to the dice roll.
- Level 5 The sensor operator's Mind Stat check suffers a +5 penalty to the dice roll.
- Level 6 The sensor operator's Mind Stat check suffers a +6 penalty to the dice roll.



Appendix 1: Mecha Design



While Timothy would like the Hornet to be a Stealth aircraft, he realizes that he is low on Mecha Points; perhaps he can upgrade later.

Weapon Sub-Attributes

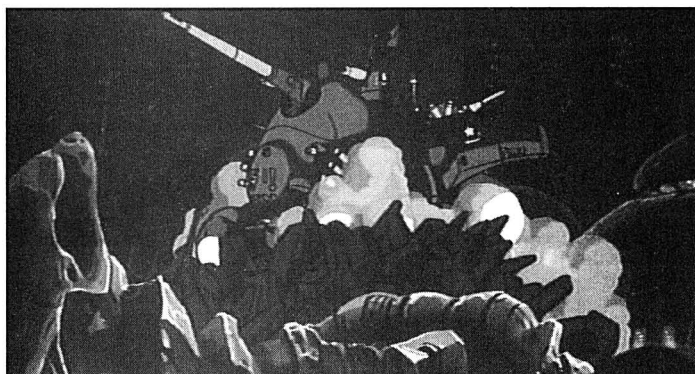
Weapon Sub-Attributes provide mecha with armament and combat-related functions and abilities.

Mecha Weapon (4 Mecha Points/Level)

Where would a tank be without its gun? The first Level of the Mecha Weapon Sub-Attribute gives the mecha a ranged attack that delivers 15 points of damage. Subsequent Levels may be used to either increase the damage by 15 points or to take a special Weapon Ability (page 145) such as Auto-Fire, Explosive, or Homing. A weapon may have more than one Weapon Ability, and can also be assigned various Weapon Defects, such as Limited Shots or Slow. Each Weapon Defect chosen provides a single Weapon Bonus Point (WBP), which is used to either add 15 points of damage or assign an extra Weapon Ability.

Every weapon should have a brief name or description consistent with its Damage, Weapon Abilities, and Defects. See the Technology section of *Chapter 4: The World of Dominion* (page 108) for descriptions of how the various weapons in the *Dominion* background function, and the various series Mecha section (page 57-64) for how they are detailed in game terms. Damage comparisons with 1990s weapons are given below:

- 15 points — a light machine gun.
- 30 points — a heavy machine gun.
- 45 points — a grenade launcher or light auto-cannon.
- 60 points — a medium tank gun or an anti-tank rocket.
- 75 points — a heavy tank gun or a big anti-tank missile.
- 90 points — a battleship's gun or a standard cruise missile.
- >90 points — an extremely powerful missile



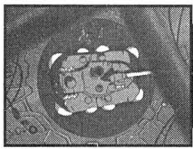
Alternate Weapons — Although a mecha often uses its most powerful “primary” weapon, it may also have access to less powerful ones. The Mecha Point cost of these additional “secondary” weapons are significantly lower than the cost of the primary weapon: 2 Mecha Points for each weapon at the same Level as the primary weapon, and 1 Mecha Point for each weapon at a Level lower than the primary weapon. The primary weapon is the only one that costs the standard 4 Mecha Points/Level. Secondary weapons may each possess different Damage, Weapon Abilities and Weapon Defects.

Different Gunners — Weapons are normally designed to be used by whomever is controlling the mecha (but only one attack each round). However, if the mecha carries multiple people (see Extra Capacity Sub-Attribute, page 139), other crew members — one for each separately operated weapon — may be given their own alternate weapons, allowing simultaneous attacks from the same mecha. If a weapon is created from this category, it should be noted as requiring a “Different Gunner”, which increases the alternate weapon’s cost by 5 additional points. Deciding which crew positions control which weapons must be specified when the mecha is designed; a particular weapon cannot be assigned to more than one gunner.

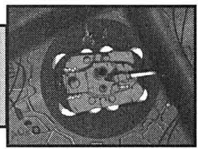
Hand-Held Weapons — Mecha weapons are assumed to be attached to the mecha, but may instead be designated as hand-held. A hand-held weapon can be lost or grabbed by an enemy, and the mecha must have at least one arm to hold it. However, mecha can (in theory) swap hand-held weapons with other mecha, provided both weapons are approximately the same size (so that handgrips are compatible).

If this weapon creation system is used to design human-sized Personal Gear (page 28), a weapon is usually hand-held and base damage is only 5 points per Level (or per Weapon Defect) instead of 15.

- Level 1 The Mecha weapon delivers 15 points of damage.
- Level 2 A Level 1 weapon that delivers 15 additional points of damage, or one additional Ability.
- Level 3 A Level 2 weapon that delivers 15 additional points of damage, or one additional Ability.
- Level 4 A Level 3 weapon that delivers 15 additional points of damage, or one additional Ability.
- Level 5 A Level 4 weapon that delivers 15 additional points of damage, or one additional Ability.
- Level 6 A Level 5 weapon that delivers 15 additional points of damage, or one additional Ability.



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Timothy decides the Hornet will have two Level 4 weapons; the primary weapon costs 16 Mecha Points, while the secondary weapon only costs 2 Mecha Points. The primary weapon will be a light auto-cannon in a turret mounted under the nose, that delivers 45 damage points and has two weapon Abilities: Auto-fire and Long-Range. This design possesses one more ability than that allowed for a Level 4 weapon with 45 points of damage, and thus Timothy also assigns one Weapon Defect: Limited Shots (the cannon has only enough ammo for six bursts). The Hornet's secondary weapons are anti-tank guided missiles on pylons under the wings. Each missile will deliver 60 points of damage and have the Penetrating, Homing and Long Range abilities. This design possesses three more abilities than that allowed for a Level 4 weapon with 60 points of damage, and thus Timothy also assigns three Weapon Defects: Limited Shots, taken twice (allowing him only four shots — two missiles under each wing), and Stoppable (the missiles can be shot down). When Timothy realizes that he has not given the Hornet any non-lethal weapons(which is rather important for a police officer), he decides to spend one additional Mecha Point for a Level 3 Weapon. This weapon is a high powered xenon searchlight that does not deliver damage, but can temporarily disorient criminals. Timothy assigns 15 Points of damage with the Accurate, Area Effect and Flare Weapon Abilities, and the No Damage Weapon Defect. Gyro has now used a total of 19 Mecha Points on Weapon Sub-Attributes. When added to the 41 points assigned to Mecha Sub-Attributes, the total Mecha Points used equals 60. This total exceeds Gyro's Mecha Points by 15, and thus the Hornet will need some Mecha Defects (page 148).

Weapon Abilities

Accurate — The weapon is unusually accurate (or fires a large number of shots) giving a -1 bonus to Attack rolls. This ability can be assigned two or three times for a -2 or -3 bonus.

Area Effect — The attack includes not only the direct target, but also anyone in the immediate area. Weapon examples include an explosive blast, a chemical cloud, or a biological plague. Individuals in nearby mecha with the Exposed Occupants Mecha Defect (page 148) are also affected. All affected characters are allowed a Defense roll (diving for cover, swerving out of the way), but a successful Defense is not enough to escape the

weapon completely — the target still takes half damage from the attack (round down). Characters and mecha that can shield themselves with objects or terrain in the vicinity may avoid damage completely (GM's discretion). The GM will decide whether an object or person is within the area of effect, and may assume the area radius, in metres, is equivalent to one-third of the weapon's damage. Area Effect can be assigned multiple times: each ability doubles the area radius.

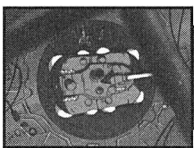
Auto-Fire — The weapon fires multiple times in a single combat round, in the same manner as a machine gun or a multiple rocket pod. Instead of scoring one hit when an attack is successful, the mecha scores hits equal to the difference between the attack roll and the character's Attack Combat Value (minimum of one, maximum of five). For example, if a character's Attack Combat Value is 7 and the player rolled 5 (after all modifications), he or she would score two hits. However, the defender's chance to avoid the attack is derived in a similar way: a successful defense roll will defend against a number of hits equal to the difference between the defense roll and Defense Combat Value (with a minimum one hit avoided).

Burning — This represents flaming liquid, acid, hungry nanomachines, viruses, or similar weapons that deliver continuing damage over several rounds. If the initial attack damage penetrated all Armour, the target will suffer an additional 1/10 of the basic weapon damage each round for the next 5 rounds, or until the weapon effect is somehow neutralized (GM's discretion; it should depend on the type of attack, and may require several rounds for full neutralization). The Armour Sub-Attribute does not protect against the extra burning damage in subsequent rounds.

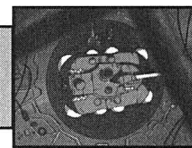
Concealable — Concealable weapons are usually hidden within the mecha (for example, a retractable pop-up turret, or one that is disguised as something else). Alternatively, the weapon may be small enough to be used with one hand and concealed under clothing, if built as Personal Gear.

Flare — If the target is hit (or in the radius of an Area Effect weapon attack) the defending character may be blinded. Every target looking in the vicinity of the attack must roll a Body Stat check at a +1 penalty for every 15 points of weapon damage (ignoring Armour Sub-Attribute effects). If a target character rolls greater than his or her Body Stat, he or she is blinded for a number of combat rounds equal to the difference between the Body Stat and the dice roll.

Homing — The weapon fires a projectile that can track and follow its target, usually a guided missile of some sort. The character receives a -2 bonus to his or her Attack roll, and if the attack misses, or the target successfully defends, the weapon will



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return to try again (only one more time) in the next combat round. A Homing attack is vulnerable to ECM missile jamming, however (see Electronic Counter-Measures, page 142). Homing weapons often have the Stoppable Defect (see page 147).

Indirect Fire — The weapon can fire shots in a high ballistic arc. Examples include grenade launchers and howitzers, or tank cannons that have sufficient fire control and elevation (for example, Britain's Tank Special). This allows the mecha to shoot at targets hidden behind buildings, hills, or other obstacles (or even shoot over the horizon, if the Long Range Weapon Ability is also taken). Indirect Fire is tricky, however. A weapon with the Indirect Fire Weapon Ability can be used under normal mid-range conditions without any penalty. If it is used to make an indirect fire shot, the attacker must be able to "see" the target (sensors can be used), or someone else must spot the target and relay its position to the attacker. Indirect fire results in a +2 penalty to the Attack roll.

Long Range — An ordinary mecha weapon (such as a machine gun, rifle or light auto-cannon) is assumed to have an effective range of about 500 metres. This Weapon Ability extends the range to 5 km. Long Range weapons are typical of heavy cannon or beams mounted on ships, tanks or big robots, and of artillery and guided missiles. The ability can be assigned multiple times: each time it is taken after the first doubles the actual range. A mecha needs to see targets before it can shoot them, however, and the horizon limits line of sight to about 3-5 km. Thus, more than one Level of Long Range is really only useful for aircraft with Sensors, or for weapons that also have the Indirect Fire Ability (such as artillery).

Penetrating — Armour only stops half as many damage points against a Penetrating attack. Some real world attacks described as "armour piercing" can preferentially be designed by assigning increased damage. The Penetrating Ability is specific to attacks that have modest damaging potential, but easily pierce armour.

Spreading — This type of attack spreads from the weapon, like a shotgun blast or a salvo of unguided rockets from a rocket pod. The defender receives a +1 penalty to his or her Defense roll. Multiple adjacent targets in the attack path may also receive damage if they are in a line or in a dense formation, up to a maximum of one extra target for every 15 points of weapon damage. The Spreading Sub-Attribute can be acquired multiple times: each one further penalizes the target's Defense roll by +1 and doubles the number of possible adjacent targets.

Stun — The Stun attack only inflicts temporary damage, such as an electric shock that shorts out electronics and renders people unconscious. Lost Health Points are recovered or repaired at one point every minute, rather than the normal one per hour. Stun damage cannot kill.

Tangle — Weapons such as glue guns or nets deliver Tangle damage as well as ordinary damage, and thus need to be tracked separately. Armour does not protect against Tangle damage and Tangle damage is not reduced by the No Damage Defect. If a mecha suffers more Tangle damage than it has remaining Health Points, it is trapped and unable to move, attack with hand-held weapons, or defend. Tangle damage can be "healed" by attacking the binding substance (net, glue, etc.) in melee or with an Area Effect weapon — the latter may also damage the entangled mecha, however (page 145). A mecha can attack the source of its own entanglement, or the entanglement of others. Either requires an Attack roll, with each point of damage that is inflicted "healing" one point of Tangle damage. An entangled mecha is set free once the Tangle damage is reduced to zero from "healing".

Trap — The weapon lays minefields, spikes or some other similar trapping device. The projectile "sits and waits" until someone triggers it. If someone unknowingly prepares to enter the trapped area, he or she should be allowed a Mind Stat check that, if successful, will reveal the trap's presence. The Trap Weapon Ability can be paired with the Melee Defect (page 147) to simulate a trap placed by hand or carefully planted by the mecha. Without the Melee Defect, the trap can be deployed at a range — a successful Attack roll indicates that the Trap was fired into the correct area.

Weapon Defects

Few weapons do everything equally well, and many have various disadvantages. Each Defect assigned to a weapon provides one Weapon Bonus Point (WBP), which the player can use to either increase the weapon damage by 15 points, or acquire an additional Weapon Ability (page 145).

Exposed — The gunner must expose him or herself outside the mecha's Armour on the round that the weapon fires (and stay exposed until his or her next action in the following round). An exposed character targeted for attack receives no protection from the mecha's Armour. An example of this Weapon Defect would be a machine gun mounted on a bracket atop a tank — the gunner must lean out of the hatch to use it. This Defect cannot be taken if the mecha has the Exposed Crew Defect.

Fixed — The weapon has a very limited arc of fire and must be aimed by turning the mecha, rather than the weapon. For example, the weapon could be a set of fixed forward-firing guns on a fighter plane, or a vehicle's ramming plate. In many battles, a manoeuvring enemy who has a higher Initiative score can move to a position that cannot be targetted by the fixed weapon. A hand-held weapon may not be fixed.

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Inaccurate — The weapon is not as accurate as usual. Clumsy melee weapons (such as a ball-and-chain), guns with very short barrels or poor sights, or low velocity projectiles (including bombs) tend to be inaccurate. The weapon gives a +1 penalty to all Attack rolls. This ability can be taken two or three times for a +2 or +3 penalty.

Limited Shots — The weapon is only useable for a few combat rounds of fire, and then either runs out of ammunition or power, or simply burns out. Assigning this Defect once means the weapon can make up to six attacks; if taken twice, up to three attacks; if taken three times, only one attack. If the weapon also has the Auto-Fire Weapon Ability (page 145), one “attack” means a single auto-fire burst (one Attack roll).

Low Penetration — The attack is easily deflected by Armour such as those from shotgun blasts, or hollow-point bullets. The Armour Sub-Attribute (page 138) stops twice the usual damage.

Melee — The weapon is only usable against adjacent opponents (examples include swords, limpet mines, and animal jaws). This Defect cannot be combined with the Long Range Ability or Short Range Defect. Note: This Defect is sufficiently limiting that it is equivalent to two Defects, and has a value of 2 WBP.

No Damage — The attack does not deliver ordinary physical damage. This Defect is usually only taken if the weapon has the Flare or Tangle Weapon Abilities (pages 145 and 146). The damage value of the attack is then used only to rate the effectiveness of these special abilities — the greater the damage value, the more effective the attack.

Short Range — The weapon is only usable at thrown grenade, pistol or shotgun-ranges (effectively up to 50 metres range). This Defect cannot be combined with the Long Range Ability or the Melee Defect.

Slow — The gunner must use one combat action to aim, charge, or load the weapon before each attack.

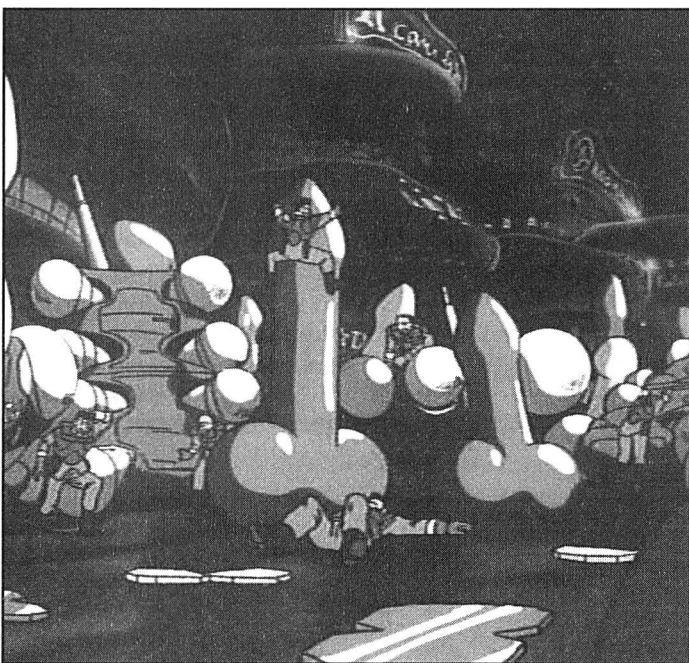
Static — The weapon cannot be fired while the mecha is moving under its own power. This could result from the weapon being too bulky, requiring precise aim, or draining too much power. Alternatively, the mecha’s fire control system may not be advanced enough to aim while the mecha is in motion. Examples of Static weapons include big artillery pieces and wire-guided anti-tank missiles. The mecha’s driver or pilot may not even make Defense rolls on the round a Static weapon is fired; if he or she has already made a Defense roll, this weapon cannot fire until the following round.

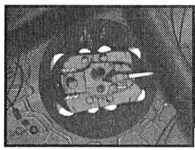
Stoppable — The attack is quite massive, or slow enough to be shot down, and does not reach the target until Initiative zero. Consequently the attack can be stopped in mid-flight. A cannon shell would probably not qualify, but a guided missile might. Anyone with an unused combat attack action during the same round may make a ranged attack against the projectile. To stop the attack or shoot it down, a successful hit (or hits) must deliver at least one-third as much damage as the damage delivered by the Stoppable attack. The Melee and Stoppable Defects may not be assigned to the same weapon.

Toxic — The attack is a gas, toxin, radiation, biological weapon, sound, or other harmful effect that only damages living species. Non-living material (such as most mecha) are immune to its effects, as is any person with appropriate protection (such as a gas mask, or inside a mecha or structure with life support). If this weapon is used against a mecha, the crew inside are unaffected unless the mecha has the Exposed Occupants or Mutual Damage Defects (pages 148 and 149).

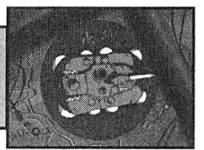
Unique Weapon Defect — The weapon has some other unspecified limitation, subject to GM approval. Examples could include a weapon that fires in a random direction, one that is extremely costly to operate, one that drains Health Points from the user, and many more.

Unreliable — Any time a mecha pilot makes an attack and rolls an unmodified (or “natural”) 11 or 12, the weapon fails to fire and either jams, overheats, or otherwise malfunctions. The weapon will not work again until it is fully repaired. Repairing a mecha requires a skilled individual to make a successful Mind Stat check (one attempt each round); while the character is making repairs, he or she cannot carry out other activities.





Appendix 1: Mecha Design



Step D: Mecha Defects

Mecha Defects are limitations in a mecha's capabilities, or weaknesses that they may suffer. By assigning a Defect to a mecha, the character gains 1 or 2 (or sometimes 1 to 6) Mecha Bonus Points (MBP). These points must be used to acquire additional Mecha Sub-Attributes, and cannot be used to purchase normal Character Attributes.

The Mecha Defect descriptions indicate the possible effect on game play and any adjustments made to the mecha's Sub-Attributes. When in doubt, consult the GM for details on how he or she plans to implement a particular Mecha Defect.

Gyro Miyazaki has spent 60 Mecha Points on the Hornet. Since he only had 45 Mecha Points, Timothy must assign 15 points of Mecha Defects to the Hornet.

Awkward Size

A mecha the size of an ordinary human (a form-fitting powered suit, for example) can go anywhere a person can (such as through a small doorway), and is easy to transport and conceal. Not all mecha are this handy, however. In fact, many mecha are extremely large, making it very awkward for them to be operated inside small buildings, transported in trucks, or concealed from detection. The larger the mecha, the more Mecha Bonus Points awarded for the Awkward Size Defect (see below).

A mecha that possesses arms, but has two or more MBP of Awkward Size is too big to use equipment designed for human hands. This Defect can be continued past six Levels for really huge vessels, typically used as a campaign setting base of operations rather than as a regular mecha.

- 1 MBP Bulky mecha, such as a motorbike, or big powered suit. Masses 100 to 1,000 kilograms.
- 2 MBP Large mecha, such as a car, van, mini-tank, light plane, or speed boat. Masses 1-10 tonnes. The mecha cannot pass through normal doors.
- 3 MBP Very large mecha, such as a rig, tank, or fighter plane. Masses 10 to 100 tonnes.
- 4 MBP Huge mecha, such as a jet airliner, giant tank, or small ship. Masses 100 to 1,000 tonnes. Cannot fit on most city streets, and normal roads and bridges might collapse under the mecha's weight.
- 5 MBP Gigantic mecha, such as a large battleship. Masses 1,000 to 10,000 tonnes.
- 6 MBP Titanic mecha. Masses 10,000 to 100,000 tonnes.

Timothy assigns the Hornet the Awkward Size Defect (2 MBP), and decides it weighs about five tonnes.

Crew Requirement

Some mecha require two or more people to operate them effectively. Note that the mecha must have sufficient Extra Capacity (page 139) to carry the necessary crew. If a mecha is operated with less than a full crew compliment, it still retains partial function (provided there is someone to pilot it), but it will not run smoothly. For every 20% a mecha is understaffed (round up), the GM can impose a +1 penalty on all mecha-related Stat checks or combat dice rolls, or pick a system (sensors, Force Fields, a weapon) that has gone unmanned and thus cannot be used. An understaffed, overworked crew is more likely to make mistakes, leading to equipment breakdowns.

- 1 MBP Mecha operation requires 2 crew members.
- 2 MBP Mecha operation requires 3-10 crew members.
- 3 MBP Mecha operation requires 11-40 crew members.
- 4 MBP Mecha operation requires 41-200 crew members.
- 5 MBP Mecha operation requires 201-1,000 crew members.
- 6 MBP Mecha operation requires 1,001-5,000 crew members.

Although the Hornet can carry two people, Timothy wants Gyro to operate it solo, and thus does not assign the Crew Requirement Defect.

Exposed Occupants

Sometimes the pilot (and other crew and passengers) are not situated completely inside the mecha. Riding a motorcycle is a good example of complete exposure. The exposed rider does not receive any benefits from the mecha's Armour when attacked. A convertible or open-cockpit airplane are good examples of partial exposure. Occupants are open to attacks from above, and do not receive mecha Armour benefits. They are fully shielded from attacks from below, however, and receive the normal mecha Armour benefits. Attacks from the side, front or back may be aimed at occupants at a +2 penalty to the Attack roll, to bypass any mecha Armour or other mecha-based physical protection. Area Effect attacks that hit the mecha also deliver full damage to the exposed occupants (page 145).

- 1 MBP The mecha occupants are partially exposed.
- 2 MBP The mecha occupants are completely exposed.

The Hornet's pilot and passenger are not exposed when they are in the cockpit.

Appendix 1: Mecha Design

Hangar Queen

These troublesome mecha require extra careful maintenance to function properly. If this maintenance is not available, the GM is encouraged to impose breakdowns of various systems whenever it seems dramatically appropriate.

- 1 MBP The mecha spends much of its time under repairs. For every hour it is in operation, it should be given at least an hour of maintenance.
- 2 MBP The mecha spends most of its time under repairs. For every hour it is in operation, it should be given two or more hours of maintenance.

Timothy decides that a tilt-rotor requires plenty of maintenance work and assigns the Hangar Queen Defect (2 MBP).

Less Armour

The mecha has less Armour than its Armour Sub-Attribute Level indicates (page 138). This Defect can only be taken by mecha with at least one Level of Armour.

- 1 MBP Mecha Armour stops 2 fewer points.
- 2 MBP Mecha Armour stops 5 fewer points.

Timothy decides that while the Hornet's armour is better than Level 1 Armour, it is not quite as good as Level 2 Armour. He assigns the Less Armour Defect (2 MBP); instead of stopping 20 damage points, the Armour now stops only 15 points.

Limited Endurance

A normal mecha operates for a few hours at a time (longer if it has the Extra Endurance Sub-Attribute), but a Limited Endurance mecha can only operate for a very limited duration before it must refuel/recharge, or be maintained. The mecha should require a minimum of 30-60 minutes of rest, which can be a critical weakness in a battle. The Limited Endurance Defect cannot be combined with Extra Endurance Sub-Attribute (page 139).

- 1 MBP The mecha can only operate for one hour.
- 2 MBP The mecha can only operate for a few minutes.

The Hornet will not suffer from the Limited Endurance Defect.

Mutual Damage

Some mecha are small enough that any damage it receives is likely to injure the wearer or pilot. A form-fitting powered Armour suit will usually exhibit the Mutual Damage Defect. Mecha Armour will reduce the damage delivered to both the mecha and the occupant (pages 138).

- 1 MBP Partial Damage. For every 5 points of damage delivered to the mecha, the operator loses 1 Health Point.
- 2 MBP Full Damage. The mecha operator receives the equivalent damage that the mecha sustains.

Damage delivered to the Hornet will not injure the occupants directly.

Noisy

The mecha generates plenty of noise while in operation, and thus it is difficult to sneak up on an unsuspecting individual.

- 1 MBP The mecha is slightly noisy, similar to a typical car or tank engine.
- 2 MBP The mecha is very noisy, similar to a typical airplane engine.

Airplanes and helicopters are normally quite noisy, but Timothy decides the Hornet's propellers and engines have a quiet "whisper mode" that reduces the noise to that of an ordinary car (1 MBP).

Not So Tough

The mecha is not as durable as it might be, and has fewer Health Points than its Toughness Sub-Attribute Level indicates.

- 1 MBP The mecha's Health Points are decreased by 5 points.
- 2 MBP The mecha's Health Points are decreased by 10 points.

Timothy decides that the Hornet's rotors can be easily damaged and assigns the Not So Tough Defect (1 MBP).

One Arm/No Arms

A mecha with fewer than two arms (or appendages) has limitations in combat, as well as in many everyday situations. A typical automobile, motorcycle, or tank has this defect.

- 1 MBP The mecha only has one usable arm. It cannot hold onto objects while punching or using a hand-held weapon.
- 2 MBP The mecha has no useable arms. It cannot carry hand-held weapons, grab or push objects, or punch enemies in combat.

Appendix 1: Mecha Design

The Hornet possesses the No Arms Defect (2 MBP).

Partial Armour

This Defect can only be assigned to a mecha with the Armour Sub-Attribute (page 138). The mecha's Armour does not provide complete coverage, and leaves the mecha partially vulnerable. A skilled opponent can aim attacks at these places, effectively bypassing the Armour. An example of a lightly armoured spot would be a tank's sides or rear, or perhaps a helmet faceplate on a suit of powered armour. An example of an unarmoured area would be glass windows.

- 1 MBP The mecha has a lightly armoured spot. An opponent can choose to target the spot by taking a +2 penalty to his or her Attack roll. A successful hit results in the mecha's Armour only protecting at half value (round down).
- 2 MBP The mecha has an unarmoured spot. As above, but a successful hit bypasses all Armour protection.

The Hornet's Plexiglas canopy is lightly armoured compared to the rest of its body, and thus Timothy assigns the Partial Armour Defect (1 MBP).

Poor Manoeuvrability

The mecha lacks agility, resulting from its poor control interface, or its large size. This Defect is common for big trucks, tanks, trains, and ships. Poor Manoeuvrability applies to all modes of mecha movement. The penalty is cumulative with any bonuses that might be provided by a Manoeuvre Bonus Sub-Attribute (page 141) the mecha has for any particular type of movement.

- 1 MBP The mecha suffers a +1 dice roll penalty when making any complex manoeuvres or Defense rolls, and a -1 penalty to Initiative rolls.
- 2 MBP The mecha suffers a +2 dice roll penalty when making any complex manoeuvres or Defense rolls, and a -2 penalty to Initiative rolls.

The Hornet is quite manoeuvrable and thus does not possess this Defect.

Reduced Capacity

The mecha has a shortage of room for the pilot and his or her supplies. This Defect is unavailable to mecha with the Extra Capacity Sub-Attribute.

- 1 MBP The pilot can only wear skin-tight (or no) clothing while in the mecha, and cannot bring along extra equipment. It takes at least two rounds to enter and exit the mecha due to cramped conditions. This is typical of powered armour.
- 2 MBP No room for the pilot at all! This is mostly useful for mecha such as radio-controlled vehicles.

The Hornet has adequate capacity, and thus this Defect does not apply.

Restricted Ground Movement

Most mecha are assumed to be as agile as an average human adult, and are able to traverse many different types of terrain. The mecha usually walk on legs, crawl on treads, or use thick off-road wheels. Taking Restricted Ground Movement reflects the mecha's ground movement limitations. An ordinary car, truck, or motorcycle would be "road-bound" (1 MBP) while mecha such as a boat, helicopter, or starship has "no ground movement" (2 MBP). By assigning the 2 MBP version of this Defect and no other form of movement, characters can create houses, garages, or other buildings. Tanks propelled by tracks or roller-balls do not have this Defect.

- 1 MBP Road-Bound. The mecha is designed to operate only on roads or similar smooth terrain. It travels at 1/2 (or less) of ground speed when travelling off-road, and gets stuck in rough terrain.
- 2 MBP No Ground Movement. The mecha cannot move at all over normal ground. Exception: mecha with airplane-style movement may taxi on smooth runways during a landing or takeoff. This Defect Level cannot be acquired if the mecha has the Ground Speed Sub-Attribute.

The Hornet cannot move on the ground and suffers from the No Ground Movement Defect (2 MBP).

Restricted Flight

This Defect can only be acquired if the mecha also possesses the Flight Sub-Attribute. There are two kinds of restricted flight: Hovercraft and Glider.

Hovercraft — only applies to mecha that are capable of hovering (page 140). The mecha is limited to skimming no more than a metre or two off the ground or water.

Appendix 1: Mecha Design

Glider — applies to all flying mecha. The means the mecha can only become airborne if it is launched from a fast-moving vehicle or a high place. Additionally, the mecha can only gain speed by diving, or gain altitude by riding thermals.

- 1 MBP The mecha operates as a hovercraft.
- 2 MBP The mecha operates as a glider.

The Hornet does not have any limitations on its flight ability, and thus does not suffer from this Defect.

Restricted Path

For some reason, the mecha cannot leave a narrowly defined area. This may represent a robot that is programmed to follow a specific guard route, or a railway train, or cable car that cannot leave its track system. Alternatively, the mecha could be attached to a generator by a power cable. The mecha can operate normally unless the cable is unplugged, after which it only has a short supply of reserve power.

- 1 MBP The mecha is restricted to a large path, such as a national railway line.
- 2 MBP The mecha is restricted to a small path, such as a single building or room.

The Hornet does not have any limitations on its travel range, and thus does not suffer from this Defect.

Start-Up Time

Whenever the mecha is shut down or otherwise disengaged, the pilot must wait for a period of time before it can be operated once again. For example, the mecha might be a complicated powered armour suit that requires a few minutes of adjusting to assure a proper fit, a power plant that requires time to warm up, or a space shuttle or battleship that requires several hours of complex preparation in order to be ready for launch. The Start-Up Time Defect should not be assigned to mecha with the Extra Endurance Sub-Attribute at Level 2 or higher, since the start-up time is trivial compared to the time they can continue running (page xx).

- 1 MBP Starting-up the mecha requires several minutes.
- 2 MBP Starting-up the mecha requires several hours.

The Honet requires less than a minute to start, and thus does not suffer from this Defect.

Unique Mecha Defect

This section covers any Mecha Defects that are not detailed in the rules. The boundaries and limitations of the Mecha Defect should be discussed with the GM. Examples could include a mecha that is especially flammable or vulnerable to another attack form (double damage from that particular type of attack), a mecha design that is rather old and very “uncool”, a mecha that can only operate during the day (perhaps it is solar powered) and many others.

- 1 MBP The Mecha Defect occurs rarely, or has a small effect on the mecha.
- 2 MBP The Mecha Defect occurs frequently, or has a large effect on the mecha.

The Hornet does not exhibit any Unique Defects.

Volatile

The design of the mecha’s power plant, fuel tank, or ammunition storage chamber is such that the mecha is prone to exploding when it is badly damaged. If a mecha with this Defect is reduced to 0 Health Points or lower, the players must roll one die to see if it explodes. If the mecha explodes, everyone inside it suffers 60 points of damage. An additional 15 points of damage is added for every MBP Level of the mecha’s Awkward Size Defect (page 148). Any object or person nearby suffers blast damage as if the explosion was an Area Effect attack (page 145). The GM may choose to delay one round to allow characters to escape, if desired.

- 1 MBP The mecha explodes on a roll of 1-2 on one die.
- 2 MBP The mecha explodes on a roll of 1-4 on one die.

The Hornet carries explosive missiles and volatile fuel, but it does have self-sealing tanks (and thus is not a “death trap” that explodes easily). Timothy assigns the Volatile Defect (1 MBP).

Weak Point

Due to a critical design flaw, the mecha possesses a weak point. If an attacker knows the location of the weakness (this may require study of enemy wreckage, espionage, or sensor scans), an attack aimed at that point is much more likely to cripple or destroy the mecha. If the weak point is ever hit in an attack, the result is an automatic critical hit. If an actual critical hit is scored against a weak point, the mecha is instantly destroyed no matter how large it is, or how many Health Points it has.

Appendix 1: Mecha Design

- 1 MBP The mecha has a small weak point. Opponents suffer a +4 attack roll penalty when aiming for the weak point.
- 2 MBP The mecha has a large weak point. Opponents suffer a +2 attack roll penalty when aiming for the weak point.

Timothy decides that the engines on the Hornet have a small weak point (1 MBP).

Step E: Mecha Derived Values

After you have selected the Mecha Sub-Attributes and Defects for your character's mecha, you can calculate the following derived values for the mecha:

Armour — Add the Armour values from the Armour Sub-Attribute and the Less Armour Mecha Defect.

Health Points — All mecha have a base Health Point value of 40 points. This base value is increased by 20 points for each Level of the Toughness Sub-Attribute and reduced by 5 points for each MBP of the Not So Tough Defect (pages 140 and 149).

The Hornet has an Armour rating of 15 points (20 for Level 2 Armour; -5 for Less Armour at 2 MBP). The Health Point total is calculated as follows: 40 (base) + 40 (Toughness Level 2) — 5 (Not So Tough) = 75 Health Points.

Step F: Mecha Background

Once the numerical component of your mecha design is complete, you should write it up in the format used for Series Mecha (see pages 57-64) and record some background details to personalize your creation. Before game play begins, consider some of the following questions:

- What does your mecha look like?
- Who built it, and why?
- How does it work? Feel free to make up details (“...the power plant is a 1,500 horsepower gas turbine...”).
- Is the technology used to build the mecha unusually advanced for the campaign? If so, how was it developed?
- Are there any other similar mecha in operation? Is your mecha a unique model, an initial prototype, or part of a production run?
- How did your character acquire the mecha?
- Where is it stored when not in use?
- Are there any organizations or individuals who wish to possess your mecha?

Timothy decides his tilt-rotor's full name is the Sagawa SA-20 Hornet, built by a Japanese company as a prototype dual-purpose police/military patrol craft. There are only five Hornets currently in existence. The tilt-rotor is being used on a trial basis and if it does well, it may proceed to mass production. The character, Gyro, was assigned the mecha by the Air Police for testing field conditions. Timothy is not much of an artist, but he sketches a rough design that resembles the aircraft, a much smaller “fighter plane” version of the (real-world) U.S. Marine's V-22 Osprey, with a small gun turret under the nose and missiles under each wing.

Final Version of the Sagawa SA-20 Hornet

Structural Sub-Attributes — Armour Level 2 (8 MP). Extra Capacity Level 1 (carries 2 people, 1 MP). Toughness Level 2 (8 MP).

Mobility Sub-Attributes — Flight Level 3 (12 MP). Manoeuvre Bonus Level 2 (70 kph, 2 MP).

Other Sub-Attributes — Accessories Level 2 (police radio, spotlight, loudspeaker, 2 MP). ECM Level 1 (missile jamming, 1 MP). Life Support Level 1 (1 MP). Sensors Level 2 (2 MP). Special Equipment Level 1 (sound surveillance system, 2 MP). Special Equipment Level 1 (flare-proof cockpit, 2 MP).

Weapon Sub-Attributes — Weapon Level 4: light auto-cannon (Damage 45, Auto-Fire, Long Range, Limited Shots, 16 MP). Weapon Level 4: anti-tank guided missiles (Damage 60, Penetrating, Homing, Long Range, Limited Shots x2, Stoppable, 2 MBP). Weapon Level 3: high-powered xenon search light (Damage 15, Accurate, Area Effect, Flare, No Damage, 1 MBP).

Mecha Defects — Awkward Size (2 MBP). Hangar Queen (2 MBP). Less Armour (2 MBP). Not So Tough (1 MBP). No Arms (2 MBP). Noisy (1 MBP). Partial Armour (1 MBP). No Ground Movement (2 MBP). Volatile (1 MBP). Weak Point (engines, 1 MBP).

Derived Values — Armour: 15. Health Points 75.

Appendix 2

PERSONAL GEAR





Appendix 2: Personal Gear



This chapter provides stats for weapons and a few special items of personal gear that are available in the *Dominion Tank Police* setting. Obviously, many other items are available — almost everything that a person can purchase in the late 20th century is also for sale in the *Dominion* world. In addition to any combat statistics, items are classed as either “mundane” (anyone can acquire them) or as “major”/“minor” items of personal gear that require the Personal Gear Attribute (page 28).

Personal Weapons

Most guns used in *Dominion Tank Police* are the same brand as those invented in the 20th century. Personal weapons are described in **Table A2-1: Firearms and Melee Weapons** by the Damage Points they inflict, the Skill and specialty that is required to use them effectively, and any special characteristics possessed — these are the same Weapon Abilities (page xx) and Weapon Defects (page xx) that are used for mecha weapons. The GM is also encouraged to invent additional weapons, by using the same format to describe them.

Table A2-1: Firearms and Melee Weapons

<u>Weapon</u>	<u>Damage</u>	<u>Abilities</u>	<u>Defects</u>	<u>Skill</u>	<u>Item</u>
Assault Rifle	10	Auto-Fire	Limited Shots (6)	Gun Combat (autofire)	major
Automatic Pistol	5	Concealable	Short Range	Gun Combat (pistol)	minor
Baton/Club	5		Melee	Melee Attack (baton/Club)	mundane
Grenade					
tear gas	15	Area Effect, Concealable	Limited Shots(1) No Damage, Toxic	Thrown Weapons (grenades)	minor
concussion	15	Area Effect, Concealable	Limited Shots(1), Short Range	Thrown Weapons (grenades)	minor
flash-bang	15	Area Effect, Flare Concealable	Limited Shots(1), Short Range	Thrown Weapons (grenades)	minor
Knife	5	Concealable	Melee	Melee Attack (knife)	mundane
LAW	30	Area Effect, Penetrating	Limited Shots (1), Slow Inaccurate, Stoppable, Static	Heavy Weapons (launcher)	major
Machine Pistol	5	Auto-Fire, Concealable	Limited Shots (6), Short Range	Gun Combat (auto-fire)	minor
Machine Gun	10	Auto-Fire	Static	Gun Combat (auto-fire)	major
Magnum Pistol	10	Concealable	Short Range	Gun Combat (pistol)	minor
Molotov Cocktail	15	Area Effect, Concealable Burning	Limited Shots (1), Slow Short Range, Unreliable	Thrown Weapons (grenades)	minor
SAM Launcher	30	Area Effect, Homing Long Range	Limited Shots (1), Slow Stoppable, Static, Unreliable	Heavy Weapons (launcher)	major
Satchel Charge	25	Area Effect	Limited Shots (1), Melee Innaccurate, Unreliable, Trap	Melee Attack (improvised)	major
Shotgun	15	Spreading	Limited Shots (6), Short Range Low Penetration	Gun Combat (rifle)	minor
Sniper Rifle	15	Accurate		Gun Combat (rifle)	major
Submachine Gun	10	Auto-Fire	Limited Shots (6), Short Range	Gun Combat (auto-fire)	minor
Sword	10		Melee	Melee Attack (sword)	minor

Abilities — Accurate, Area Effect, Auto-Fire, Burning, Concealable, Flare, Homing, Long Range, Penetrating, Spreading, Trap. Weapon Abilities are found on pages 145-146.

Defects — Inaccurate, Low Penetration, Limited Shots (number of attacks is shown in parenthesis), Melee, No Damage, Short Range, Slow, Stoppable, Static, Toxic, Trap, Unreliable. Weapon Defects are found on pages 146-147.

Most guns fire 6-20 shots per cylinder or magazine but are easily reloaded in one round. Only clip-fed auto-fire weapons and heavy weapons have Limited Shots.



Appendix 2: Personal Gear



Weapon Descriptions

Assault Rifle — These rifles are capable of auto-fire in bursts of three or more bullets per pull of the trigger (or fire continuously when the trigger is held down). The standard assault rifle used by the Tank Police and SWAT in the *Dominion Tank Police* OAV series is the venerable US-designed M16, which was invented in the 20th century, and uses .223 calibre (5.56mm) ammo. The Tank Police also use them as golf clubs. Similar weapons, such as the Russian AK-74 or Steyr AUG will have similar statistics. The Limited Shots Defect (six attacks) assumes the weapon is being fired in bursts; a magazine holds 20-30 single shots.

Automatic Pistol — A semi-automatic handgun which fires one bullet per pull of the trigger, such as a Beretta M92, Glock, H&K P9, or Bren Ten 10mm (Britain's weapon of choice).

Baton or Club — The standard police baton, or any other improvised club.

Grenade — The Tank Police favour a traditional spherical grenade with grip and safety pin attached (pull the pin, release the grip, and the grenade explodes a few seconds later — effectively in the same round that the grenade is thrown). The Red Commandos use a grenade with an attached stick, similar to those used by the Germans in World War II, which have a one-round delay. There are several types of hand grenades. Concussion grenades are filled with high explosives, and are used by the Tank Police to interrogate criminals at HQ. Tear Gas and Flash-Bang grenades are used to break up crowds or disable suspects without harming them greatly (or more importantly, hostages held next to them). Non-lethal smoke grenades that cover a 10-metre radius with thick chemical smoke are also available.

Knife — Any short, single-handed blade can be classified in this category. If the knife is thrown, apply the Inaccurate, Limited Shots (one) and Short-Range Defects.

LAW (Light Anti-Tank Weapon) — A single-shot shoulder-fired light anti-tank rocket launcher, or recoilless rifle such as the Armbrust. The launcher is only useable for a single shot, and is then disposed. Terrorists and well-connected criminals, like the Buaku Gang, know how to acquire these “equalizers”. Reloadable LAWs (such as a bazooka) will not have the single shot Defect.

Machine Pistol — A pistol-sized, single-handed submachine gun, without a shoulder stock, that fires the same ammunition as an automatic pistol. Examples include the MAC-10, Mini-Uzi, Skorpion, and MP5K.

Machine Gun — A belt-fed “squad automatic weapon” such as the M249. Since these weapons are too heavy to fire accurately while moving, the gunner must be securely braced or use the weapon's bipod rest.

Magnum Pistol — A large revolver, such as a .44 magnum, that is concealable under a heavy coat (but it will leave a noticeable bulge in a suit jacket).

Molotov Cocktail — An improvised incendiary such as a bottle of gasoline and a fuse.

SAM Launcher — A “Surface to Air Missile” launcher such as the FIM-92 Stinger or SA-7 Grail, which fires a single heat-seeking guided missile. These weapons are used mainly to shoot airplanes and helicopters, although the small warhead does not always destroy its target.

Satchel Charge — A knapsack filled with plastic explosives (or sticks of dynamite) and a short fuse. These weapons are useful for opening safes and rendering tanks inoperative.

Shotgun — A typical pump-action or semi-automatic weapon with an internal magazine, such as the Remington or Ithaca models. Because these weapons fire buckshot pellets, they are devastating at short ranges, but have little armour penetration. Favoured by cops, prison guards, and criminals.

Sniper Rifle — A high-powered bolt-action hunting rifle with a telescopic sight, such as the Remington 700. These rifles are issued to SWAT snipers, and fire heavier bullets than a normal assault rifle.

Submachine Gun — A submachine gun is a fully automatic weapon that fires the same ammunition as an automatic pistol. They usually have both a pistol grip and a collapsible shoulder stock, and can be fitted with silencers. They are favoured by SWAT teams since their low-powered bullets are less likely to penetrate a wall and injure a bystander. Criminals also prefer these guns because they are easier to hide than a rifle (but only under a long coat), and can fire in bursts. Ammo use is similar to assault rifles. Examples of SMGs are the H&K MP5 and the Uzi.

Sword — A katana or other long sword, which are widely available in 2010. They are used in dedicated sport leagues, and are also favoured by thugs, (especially the *Yakuza*). Openly displaying a sword on the street is illegal, however.

Notes on rubber bullets: Advanced rubber bullets (or “bean bag” rounds for shotguns) are available for many guns and are often used by the police. The bullets are non-lethal, give the weapon the Low Penetration Defect (page 147), and reduce the weapon damage by 5 points.



Appendix 2: Personal Gear



Body Armour

Most cops and well-equipped criminals wear some kind of bulletproof vest or other armour to protect their bodies from unnecessary perforation. Armour subtracts from the damage that is delivered to a character, although armour is too uncomfortable to be worn all the time. Characters who are off-duty will not be able to rest and relax while wearing armour, and a character who wears armour for several consecutive hours on a very hot day may have to make Body Stat checks to avoid heat stroke.

Except for powered suits (which are considered to be mecha), all armour in the *Dominion Tank Police* setting only partially covers the body. This means it always has the Level 2 Partial Armour Defect: an attacker can aim for an unprotected spot (for example, an exposed face) and will only suffer a +2 penalty on their Attack roll. This is an important balancing rule, since it gives a substantial advantage to highly skilled characters who aim for the right place.

Some of the types of armour available include:

Bullet-Proof Vest — This is a light-weight ballistic-fibre “flak jacket” made of Kevlar or its equivalent, often worn by street cops and SWAT officers. It reduces attack damage by 4 points and can be concealed under a jacket or coat. A minor Personal Gear item.

Cheesecake Armour — A leather, metal and Kevlar ensemble consisting of tight armoured bustier, studded collar, spiked shoulder pads, biker boots, and tight-fitting metal/plastic arm and leg plates. Reduces attack damage by 8 points, and looks really cool on characters with the Appearance Attribute. Additionally, it can deceive people into thinking it is just a revealing biker outfit, and not armour. This armour is occasionally worn by the Puma Sisters and is a major Personal Gear item.

Police Body Armour — The standard armour worn by the Tank Police consists of a rigid back-and-breast plate made from a mix of ceramics, alloys and bio-plastics used in the bio-tanks. The armour cannot be concealed under normal clothing, and this is useless while under cover. It reduces the attack damage by 10. Putting on the armour requires at least three rounds, and the armour is sufficiently heavy that a character suffers a +1 dice roll penalty on any movement-oriented Stat or Skill checks (such as Acrobatics or Dancing). This armour cannot be worn inside a mecha that has the Reduced Capacity Defect. Counts as a major Personal Gear item.

Riot Shield — A plastic shield used by police on riot-control. Adds -1 bonus to Defense rolls against melee or thrown attacks.

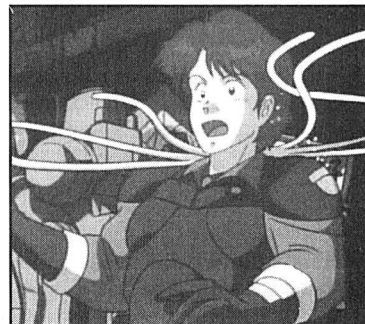
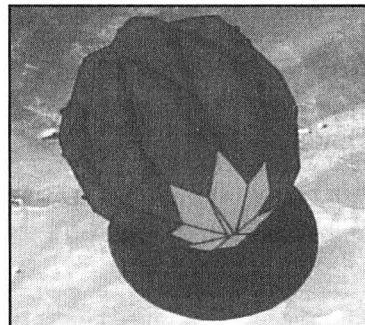
Spiked Partial Body Armour — This armour is functionally identical to Police Body Armour except for the styling (it has sinister-looking spiked shoulder pads). The armour is sometimes worn by members of the Buaku Gang, including the Puma Sisters. A major Personal Gear item.



Heavy Clothing — A tough leather jacket or heavy clothing will stop 1 point of attack damage, and is considered to be a mundane item.

Special Gadgets

Bio-Ball — These single-handed devices are quite rare, experimental “black” biotechnology. A few of them have made their way onto the criminal market and espionage agencies may also have them. Buaku uses a bio-ball on Leona to assist his escape in Act III. A bio-ball resembles a small pineapple when it is closed. When placed on the back of a victim’s neck (in combat this requires a successful Attack roll with the Unarmed Combat (strikes) Skill), the bio-ball activates: tentacles whip out and wrap themselves around on the target’s neck and clamp tightly. The bio-ball then slowly strangles the victim. If the victim remains still or is passive, he or she suffers 1 point of damage each hour. If he or she is active (running, fighting, etc.) the damage is 1 point per minute.

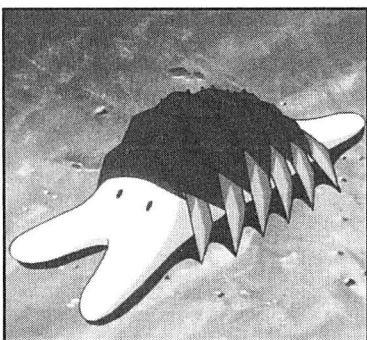




Appendix 2: Personal Gear



If the victim struggles against the bio-ball, he or she suffers 1 point of damage each round and experiences great pain. A successful Body Stat check or sharp object can remove the bio-ball, but doing so will also pull away a portion of the victim's brain stem with it! A skilled surgeon might be able to overcome this danger with a successful Medical (surgery) Skill Check at a +4 penalty (or more, if state-of-the-art hospital surgical equipment is not available). A very rare major Personal Gear item.



Bio-Ball Remover — A special aerosol spray containing an exotic enzyme that causes a bio-ball to “retract” harmlessly, and revert back into its inert “pineapple” form. A very rare major Personal Gear item.



Bacterial Mask — A strap-on bacterial filter that is worn by most citizens. It filters the bacterial cloud and also provides protection against smoke and aerosol attacks with the Toxic Defect. A mundane item.

Police Bacterial/Gas Mask — A combination gas mask and bacterial mask with transparent faceplate, ear protection, and attachment points for a headset radio. These masks also have a storage location for a five-minute oxygen cylinder for use in areas with very high bacterial density. A minor Personal Gear item.

Notebook Computer — Police carry small but sturdy notebook computers to make reports, recall information on suspects (including faces, license plates and forensic data), and perform many other duties. The little notebook's speed and memory are at least an order of magnitude superior to the best desktop computers of the 20th century. The computer also includes a modem/cell phone link for contacting police headquarters. A minor Personal Gear item.

A Note on Campaign Economics

Since the *Dominion Tank Police* series is set in Japan, GMs can assume that the yen (¥) is still the major currency. Newport is a very cosmopolitan city, however, and it is quite likely that U.S. dollars are also commonly used. In early June of 1999, one U.S. dollar was worth about 120 yen and one Canadian dollar about 80 yen. This rate may have changed substantially by 2010, since the bacterial cloud has probably played havoc with the world economy. The sole mention of currency in the *Dominion Tank Police* series occurred in Act III, when the painting, *Innocent*, sold for 900 million dollars.

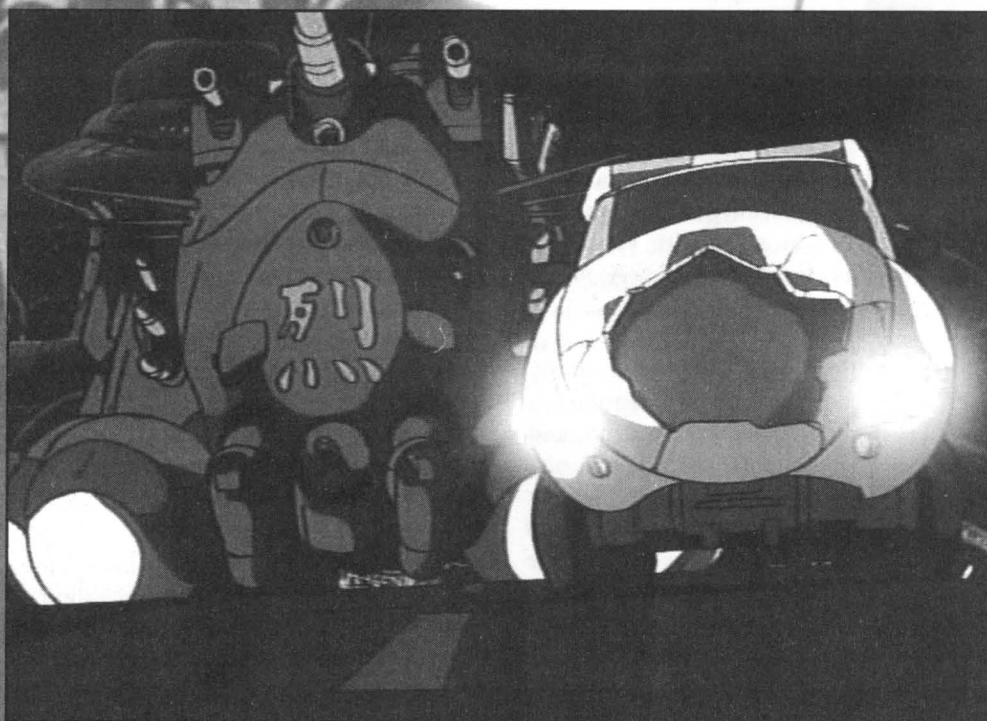
In the OAV series, money is not a major factor for the protagonists since the heroes are motivated by duty, pride and comradeship. While the Puma Sisters are always interested in making the big score, most of the villains are outcasts for whom crime is a way of life, or behind-the-scenes manipulators connected to secret government projects. If the characters are playing money-oriented characters (for example, private eyes or mercenaries) the GM may wish to add financial complications. The simplest way to execute this is to look at present-day expenses, prices, and salaries, and simply scale them up or down. For example, Tank Police and SWAT officers probably receive a decent wage — the equivalent of \$40-\$60,000 U.S. a year depending on benefits and seniority — but much of that is probably reserved for rent, house or vehicle payments, or savings programs. Most goods in Newport City may cost as much as they would in North America or Japan. Thanks to the bacterial cloud, some commodities may be more expensive. For example, the ecological disaster may have raised the price of real wood furniture relative to bioplastic furniture, or a real beef steak relative to a bowl of noodles or a box of ammo. Objects that are both illegal and difficult to acquire (for example, an assault rifle) are more costly, naturally. Since Newport is a port city, plenty of smuggled “knock-offs” and pirated merchandise is probably available in back street shops and from mail-order outfits.



Players may acquire, or desire to purchase, more items than their Personal Gear Attribute allows. This Attribute is intended to be a game-balancing factor, and thus the GM can adjust the players' Personal Gear limitations accordingly.

Appendix 3

REFERENCE TABLES



Appendix 3: Reference Tables

Table 2-1: Stat Value Descriptions

<u>Stat Value</u>	<u>Description</u>
0	Completely and utterly useless.
1	Inept.
2	Significantly below human average (adult).
3	Below human average (adult).
4	Human average (adult).
5	Above human average (adult).
6	Significantly above human average (adult).
7	Highly capable.
8	Extremely capable.
9	Best in the land.
10	World-class ability.
11	Legendary ability.
12	Best in the universe. Unequaled.

Table 2-2: Character Attributes

Appearance	Art of Distraction
Aura of Command	Combat Mastery
Cybernetic Body	Damn Healthy!
Divine Relationship	Energy Bonus
Focused Damage	Fortified Body
Heightened Senses	Highly Skilled
Massive Damage	Mechanical Genius
More Powerful Mecha	Own a Big Mecha
Personal Gear	Powerful Mind
Speed	Strong Soul
Unique Character Attribute	

Table 2-3: Character Defects

Attack Restriction	Awkward
Conditional Ownership	Delicate Body
Easily Distracted	Empty Mind
Hollow Soul	Inept Combat
Less Powerful Mecha	Marked
Owned By a Megacorp	Phobia
Physically Unappealing	Recurring Nightmares
Rejected by Society	Unique Character Defect
Unskilled	

Table 2-4: Character Skills

Acrobatics	Architecture
Biological Science	Boating
Business Management	Computers
Cooking	Cultural Arts
Demolitions	Disguise
Driving	Electronics
Forgery	Gaming
Gun Combat	Heavy Weapons
Interrogation	Law
Linguistics	Mechanics
Medical	Melee Attack
Melee Defense	Military Sciences
Navigation	Performing Arts
Physical Science	Piloting
Police Science	Ranged Defense
Sleight of Hand	Social Sciences
Sports	Stealth
Thrown Weapons	Unarmed Attack
Unarmed Defense	Urban Tracking
Visual Arts	Wilderness Survival
Wilderness Tracking	Writing

Table 3-1: Degrees of Success

Roll is greater than the target number by 8 or more	Critical Failure
Roll is 6 or 7 greater than the target number	Extreme Failure
Roll is 4 or 5 greater than the target number	Major Failure
Roll is 2 or 3 greater than the target number	Minor Failure
Roll is 1 greater than the target number	Marginal Failure
Roll is equal to or 1 less than the target number	Marginal Success
Roll is 2 or 3 less than the target number	Minor Success
Roll is 4 or 5 less than the target number	Major Success
Roll is 6 or 7 less than the target number	Extreme Success
Roll is less than the target number by 8 or more	Critical Success

Table 3-2: Dice Roll Modifications

<u>Dice Roll Modifier</u>	<u>Action Difficulty</u>
-4	Trivial. Why roll dice?
-3	Nearly Trivial
-2	Extremely Easy
-1	Easy
0	Average Difficulty
+1	Slightly Difficult
+2	Difficult
+3	Quite Difficult
+4	Extremely Difficult
+5	Outrageously Difficult
+6	Practically Impossible

Appendix 3: Reference Tables

Table 3-3: Attack Roll Modifications

<u>Attack Situation</u>	<u>Modifier</u>
Homing Weapon Ability	-2
Accurate Weapon Ability	-1
Inaccurate Weapon Defect	+1
Firing at a target concealed by trees or brush	+1
Firing at a target that is taking cover	+1 to +3
Firing a personal weapon from within a mecha	+2 to +4
Firing at an exposed occupant	+2
Firing at a target at twice normal range	+2
Firing at a target at five times normal range	+4
Firing in a snowstorm, smoke or fog	+2
Firing in the dark or smoke without Sensors	+2
Using indirect fire during combat	+2
Aiming at lightly armoured or unarmoured spot	+2
Aiming at a large weak point	+2
Aiming at a small weak point	+4

Table 3-4: Critical Damage

<u>Dice Roll</u>	<u>Damage Modifier</u>
1-3	Double Damage
4-5	Triple Damage
6	Quadruple Damage (or an Instant Kill)

Table 3-5: Crash Damage

<u>Speed</u>	<u>Damage</u>
20 kph	20
30 kph	30
50 kph	40
75 kph	50
100 kph	60
150 kph	70
200 kph	80
300 kph	90
500 kph	100
1,000 kph	120
2,500 kph	140
5,000 kph	160

Table 3-6: Falling Damage

<u>Falling Distance</u>	<u>Same Damage As</u>
5 metres to 10 metres	30 kph crash
10 metres to 30 metres	50 kph crash
30 metres to 60 metres	100 kph crash
60 metres to 150 metres	150 kph crash
150 metres to 500 metres	200 kph crash
500 metres (or greater)	300 kph crash

Table 3-7: Buildings

<u>Type of Building</u>	<u>Awkward Size</u>	<u>Health Points</u>
Phone Booth	1	20
Wood Shed	2	40
Outdoor Garage, Bungalow	3	60
Four-Bedroom House	4	80
Mid-Sized Office Building	5	100
Huge Skyscraper	6	120

Table 4-1: Bacterial Level Effects

<u>Level</u>	<u>Visibility</u>	<u>Dice Modifier</u>	<u>Check Interval</u>
1	fair	-6	2 hours
2	overcast	-4	30 minutes
3	overcast	-2	10 minutes
4	misty	0	5 minutes
5	misty	+1	2 minutes
6	foggy	+2	1 minute
7	foggy	+3	2 rounds
8	foggy	+4	1 round



Appendix 3: Reference Tables

Table 4-2: Newport City Buildings

Akutsuri Bar	Amano
American Café	Bank
Bar K Reneko	Bin!
Bio Celeste	Bo Trak Nude
Café Rope	Cagino
Caliniator Child	Delicesen
Dog Food	The Empire Strike Back
Heart Hotel	Hot Coffee
Kamemura	Koma Disco
Maeda Café	Melody
Metal	Motor
PKI F Blue	Pon
Porn	Resthouse
Roofing	Royal Oak Restaurant
Salon Utopia	Sepia
Star Disc	Stingray
Tie Bar	Tomato Juice
Very	

Table A1-1: Mecha Sub-Attributes

Structural Sub-Attributes

Armour	Extra Arms
Extra Capacity	Extra Endurance
Super-Strength	Toughness

Mobility Sub-Attributes

Flight	Ground Speed
Jumping	Manoeuvre Bonus
Tunnelling	Water Speed

Other Mecha Sub-Attributes

Accessories	ECM
Life Support	Sensors
Special Equipment	Stealth

Table A1-2: Mecha Defects

Awkward Size	Crew Requirement
Exposed Occupants	Hangar Queen
Less Armour	Limited Endurance
Mutual Damage	Noisy
Not So Tough	One Arm/No Arms
Partial Armour	Poor Manoeuvrability
Reduced Capacity	Restricted Ground Movement
Restricted Flight	Restricted Path
Start-Up Time	Unique Mecha Defect
Volatile	Weak Point

Table A1-3: Mecha Weapon Abilities

Accurate	Area Effect
Auto-Fire	Burning
Concealable	Flare
Homing	Indirect Fire
Long Range	Penetrating
Spreading	Stun
Tangle	Trap

Table A1-4: Mecha Weapon Defects

Exposed	Fixed
Inaccurate	Limited Shots
Low Penetration	Melee
No Damage	Short Range
Slow	Static
Stoppable	Toxic
Unique Weapon Defect	Unreliable

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Personality Profiles



David L. Pulver (Author and Senior Staff Writer)

David was born (and now resides) in Kingston, Ontario, but also lived in England and New Zealand. A long-time science fiction fan, he began writing for role playing games in 1989 — the same year he discovered anime. David joined Guardians of Order as Senior Staff Writer and Associate Line Editor in November of 1998. His prior freelance credits include some 25 role-playing game books, two computer games, and one novella, among them the anime-themed works *Bubblegum Crisis: Before and After* (R. Talsorian Games) and *GURPS Mecha* (Steve Jackson Games). David has a B.A. (Honours) in History from Queen's University. *Big Robots, Cool Starships* was his first book for Guardians of Order, and *The Dominion Tank Police Role-Playing Game and Resource Book* is his second. David can be reached at dlpulver@kos.net.

Mark C. MacKinnon (Tri-Stat System Creator and Company President)

Mark founded Guardians Of Order, Inc. in 1996 to publish anime role-playing games that stress playability over complex rule mechanics. In addition to creating *Big Eyes, Small Mouth* and the Tri-Stat System, Mark wrote *The Sailor Moon Role-Playing Game and Resource Book* and *Toying With Destruction*. Mark is currently finishing his Master's degree in synthetic organic chemistry at the University of Guelph in Guelph, Ontario. Mark can be reached at mark@guardiansorder.on.ca or <http://www.guardiansorder.on.ca>.

Karen A. McLarney (Editor and Vice-President)

Karen was born and raised in Toronto, Ontario, and now resides in Guelph. She has played a crucial role in the company's growth since its inception, assuming such roles as VP, editor, assistant author, graphics designer, layout assistant, convention support, and morale booster. Karen has recently completed her second university degree (Social Work) at McMaster University in Hamilton; her first degree was a BA. (Honours) in Psychology. She is the proud owner and caretaker of four company cats — Mini, Nuala, Scamp and Toot.

THE DOMINION TANK POLICE

Character Sheet

Character Notes

Player Name _____

Character Name _____

Character Rank _____

Age/Birth Date _____

Height _____ Weight _____

Hobbies _____

Strengths _____

Weaknesses _____

Mecha Owned/Operated _____

Physical Description _____

Stats and Derived Values

Body Stat _____

Mind Stat _____

Soul Stat _____

Health Points _____

Energy Points _____

Attack Combat Value _____

Defense Combat Value _____

Combat Value Notes _____

Skill Points _____

Background Points Awarded _____

Total Character Points _____

Unused Advancement Points _____

Character Attributes and Skills

[illegible]

Character Defects

Defect and Notes

THE DOMINION TANK POLICE

Tank and Mecha Design Sheet

Tank/Mecha Name: _____ Drivers/Owners: _____
 Manufacturer: _____ Model Number: _____ Model Year: _____
 Point Total: _____ Armour Value: _____ Health Points: _____
 Description: _____

Structural Sub-Attributes

- ☐ Armour Level ____ (____ Points)
Notes: _____
- ☐ Extra Arms Level ____ (____ Points)
Notes: _____
- ☐ Extra Capacity Level ____ (____ Points)
Notes: _____
- ☐ Extra Endurance Level ____ (____ Points)
Notes: _____
- ☐ Super-Strength Level ____ (____ Points)
Notes: _____
- ☐ Toughness Level ____ (____ Points)
Notes: _____
- ☐ _____ Level ____ (____ Points)
Notes: _____

Mobility Sub-Attributes

- ☐ Flight Level ____ (____ Points)
Notes: _____
- ☐ Ground Speed Level ____ (____ Points)
Notes: _____
- ☐ Jumping Level ____ (____ Points)
Notes: _____
- ☐ Manoeuvre Bonus Level ____ (____ Points)
Notes: _____
- ☐ Tunnelling Level ____ (____ Points)
Notes: _____
- ☐ Water Speed Level ____ (____ Points)
Notes: _____
- ☐ _____ Level ____ (____ Points)
Notes: _____

Other Sub-Attributes

- ☐ Accessories Level ____ (____ Points)
Notes: _____
- ☐ ECM Level ____ (____ Points)
Notes: _____
- ☐ Life Support Level ____ (____ Points)
Notes: _____
- ☐ Sensors Level ____ (____ Points)
Notes: _____
- ☐ Special Equipment Level ____ (____ Points)
Notes: _____
- ☐ Stealth Level ____ (____ Points)
Notes: _____
- ☐ _____ Level ____ (____ Points)
Notes: _____

Weapon Abilities and Defects

Weapon 1 Name: _____ Level: _____ Points: _____ Damage: _____
 Notes: _____
 Weapon 2 Name: _____ Level: _____ Points: _____ Damage: _____
 Notes: _____
 Weapon 3 Name: _____ Level: _____ Points: _____ Damage: _____
 Notes: _____

	Weapon 1	Weapon 2	Weapon 3		Weapon 1	Weapon 2	Weapon 3
<input type="checkbox"/> Accurate	_____	_____	_____	<input type="checkbox"/> Exposed	_____	_____	_____
<input type="checkbox"/> Area Effect	_____	_____	_____	<input type="checkbox"/> Fixed	_____	_____	_____
<input type="checkbox"/> Auto-Fire	_____	_____	_____	<input type="checkbox"/> Inaccurate	_____	_____	_____
<input type="checkbox"/> Concealable	_____	_____	_____	<input type="checkbox"/> Limited Shots	_____	_____	_____
<input type="checkbox"/> Burning	_____	_____	_____	<input type="checkbox"/> Low Penetration	_____	_____	_____
<input type="checkbox"/> Flare	_____	_____	_____	<input type="checkbox"/> Melee	_____	_____	_____
<input type="checkbox"/> Homing	_____	_____	_____	<input type="checkbox"/> No Damage	_____	_____	_____
<input type="checkbox"/> Indirect Fire	_____	_____	_____	<input type="checkbox"/> Short Range	_____	_____	_____
<input type="checkbox"/> Long Range	_____	_____	_____	<input type="checkbox"/> Slow	_____	_____	_____
<input type="checkbox"/> Penetrating	_____	_____	_____	<input type="checkbox"/> Static	_____	_____	_____
<input type="checkbox"/> Spreading	_____	_____	_____	<input type="checkbox"/> Stoppable	_____	_____	_____
<input type="checkbox"/> Stun	_____	_____	_____	<input type="checkbox"/> Toxic	_____	_____	_____
<input type="checkbox"/> Tangle	_____	_____	_____	<input type="checkbox"/> Unique Defect	_____	_____	_____
<input type="checkbox"/> Trap	_____	_____	_____	<input type="checkbox"/> Unreliable	_____	_____	_____
<input type="checkbox"/> _____	_____	_____	_____	<input type="checkbox"/> _____	_____	_____	_____

Tank and Mecha Defects

- ☐ Awkward Size Level ____ (____ MBP)
- ☐ Hangar Queen Level ____ (____ MBP)
- ☐ Mutual Damage Level ____ (____ MBP)
- ☐ One Arm/No Arm Level ____ (____ MBP)
- ☐ Reduced Capacity Level ____ (____ MBP)
- ☐ Restricted Path Level ____ (____ MBP)
- ☐ Volatile Level ____ (____ MBP)
- ☐ Crew Requirement Level ____ (____ MBP)
- ☐ Less Armour Level ____ (____ MBP)
- ☐ Noisy Level ____ (____ MBP)
- ☐ Partial Armour Level ____ (____ MBP)
- ☐ Restricted Ground Move Level ____ (____ MBP)
- ☐ Start-Up Time Level ____ (____ MBP)
- ☐ Weak Point Level ____ (____ MBP)
- ☐ Exposed Occupants Level ____ (____ MBP)
- ☐ Limited Endurance Level ____ (____ MBP)
- ☐ Not So Tough Level ____ (____ MBP)
- ☐ Poor Manoeuvrability Level ____ (____ MBP)
- ☐ Restricted Flight Level ____ (____ MBP)
- ☐ Unique Defect Level ____ (____ MBP)
- ☐ _____ Level ____ (____ MBP)

BIG EYES, SMALL MOUTH

A UNIVERSAL JAPANESE ANIME ROLE-PLAYING GAME



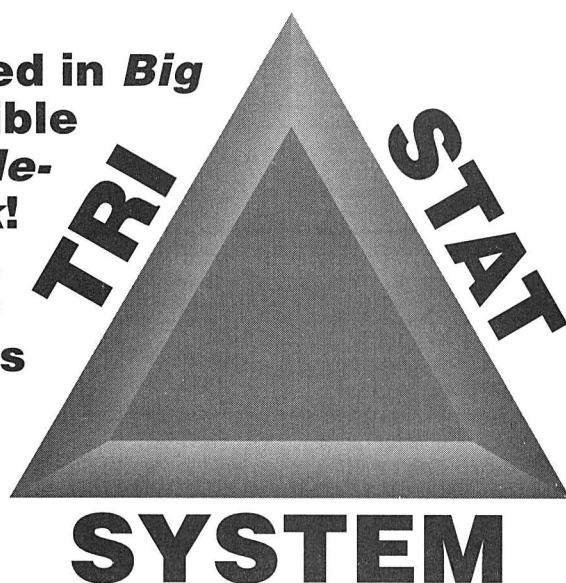
Big Eyes, Small Mouth is a multi-genre RPG, inspired by the dynamic characters and stories found in Japanese animation. Comedy or horror, fantasy or science fiction...if you can imagine it, you can play it! The game rules accurately reflect the “anime atmosphere” by emphasizing role-playing rather than numbers and charts. Additionally, character creation can take less than 10 minutes, and is extensive enough to offer characters magic, mechs, psionics, heightened abilities, unique artifacts — the options are nearly limitless!

Big Eyes, Small Mouth also features

- amazing artwork by talented fan artists
- easy-to-follow flowcharts
- clear, concise tables throughout the text
- a quick and elegant combat system
- advice for both the Game Master and the player for this and many other RPGs
- game “seeds” to assist Game Masters in developing adventures
- comprehensive glossary, bibliography, and index
- hours and hours of fun!

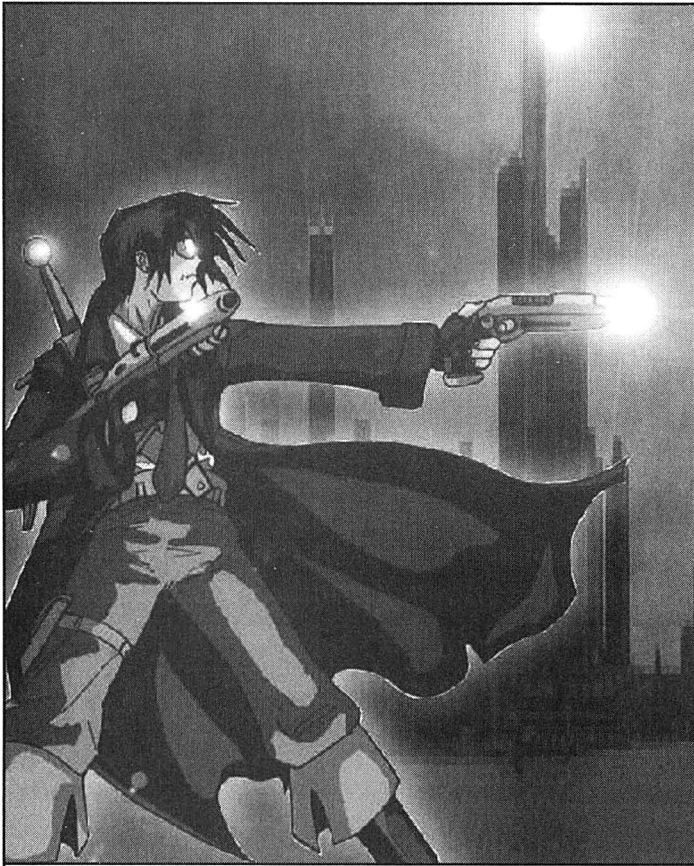
Best of all, the Tri-Stat System used in *Big Eyes, Small Mouth* is fully compatible with *The Dominion Tank Police Role-Playing Game and Resource Book*! More Attributes, more Defects, and more player options for your *Dominion RPG* characters! All this for only \$13.95 US (\$15.95 CAN).

Product Number #02-001; ISBN 0-9682431-0-X



BIG EYES, SMALL MOUTH

Two Great Genres. Two Great Supplements.



Hot Rods and Gun Bunnies

Cars and Guns Anime Genre

Featuring:

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- New genre-appropriate Character Defects (including Nemesis, Red Tape, On Parole, etc.)
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- Car templates with customization options
- Guidelines for executing genre combat
- Law enforcement and criminal game seeds
- Sample Adventure: "Dangerous Toys"
- Glossary of terms common to the genre
- Index of guns commonly used
- Appendix of gun/legal laws and regulations

Product Number #02-003; ISBN 0-9682431-5-0

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Big Robots, Cool Starships

Mecha/SF Anime Genre

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- New genre-appropriate Character Attributes
- Expansion of the "Own A Big Robot" Attribute
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- Full mecha creation system for all anime genres (SF, fantasy, modern, giant monster, ancient)
- A single system that can design mecha of any power level — motorbikes to planet killers
- Detailed mecha weapon customization system
- Guidelines for executing mecha combat
- Guidelines for executing genre combat
- Mecha campaign game seeds and settings
- Sample Adventure: "Red Planet, Blue Helmets"

Product Number #02-002; ISBN 0-9682431-3-4

\$15.95 US (\$21.95 CAN)

The Sailor Moon Role-Playing Game and Resource Book

The ultimate English-language guide to the world's most popular Magical Girl Japanese anime series!

☒ **Role-Playing Game**

- Accurately reflects the events of the television series, as well as the abilities of the main characters
- Intuitive, easy-to-learn game mechanics (the Tri-Stat System)
- Quick and elegant combat system that only requires 2 six-sided dice
- Ideal for all levels of role-playing experience, from novice to advanced
- Players can create Sailor Scouts, Knights, or Villains from the series

☒ **Resource Book**

- Contains information previously unpublished in North America about the Japanese anime series
- Comprehensive Season 1 and 2 summaries and episode guide
- Over 35 pages of character bios and personality profiles
- References for both the English-and Japanese-language versions
- *Sailor Moon* mythology, Japanese language notes, name translations, voice actress list, and much more!

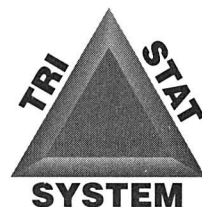
☒ **Art Book**

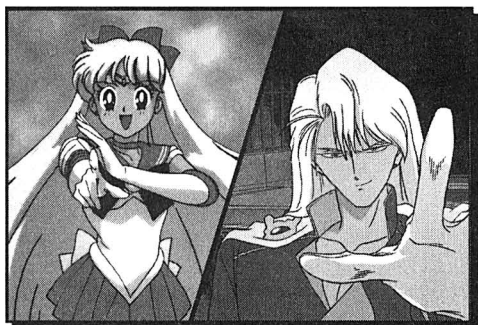
- Spectacular *Sailor Moon* art from the animated television series
- Full-color character gallery, featuring the Sailor Scouts, Villains, and supporting characters
- Over 200 different images spanning all five television series
- Includes images from episodes never broadcast on North American television
- A "must have" for the casual fan or the serious collector!

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(**\$34.95 CAN**)

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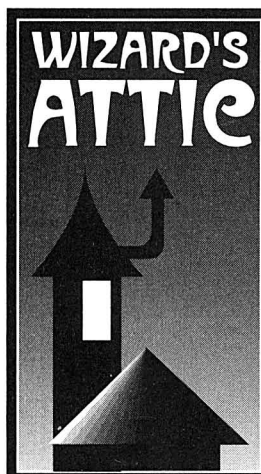
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WIZARD'S ATTIC

Anime & Gaming
Collectables

A Message From
The Wizard



Dear Gentle Beings,

In my travels I have collected many Guardians Of Order products and other things from far and wide. I have gathered so many of these treasures that my attic is simply overflowing with them. I have heaps of Japanese Anime and Gaming-inspired items, including T-shirts, paraphernalia, jewellery, and books, as well as exotic wares from faraway legendary lands. I've nearly run out of room for new trinkets and collectables, and therefore I'm making my collection available to you, my fellow scholars and adventurers. You may peruse my collection anytime you desire.

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1999 PRODUCT CATALOGUE

The Sailor Moon Role-Playing Game and Resource Book (03-001)

The game focuses on the characters, plots, settings, and themes presented in the first two seasons of the hit anime TV series *Sailor Moon*, with rules and mechanics fully compatible with *Big Eyes, Small Mouth*. The North American English translations of the Japanese TV show serves as the primary source for the RPG background, although corresponding and related information from the original Japanese anime series is also presented. Additionally, the book offers a comprehensive *Sailor Moon* resource and reference section (containing information previously unpublished in North America), and a spectacular full-colour gallery. By Mark C. MacKinnon.

The Complete Book of Yoma, Vol. 1 (03-002)

A one-stop resource for dozens of *Sailor Moon* "monsters of the week". This book provides full background and magical power details, physical descriptions, and game stats for every yoma, cardian and droid from the first two seasons of *Sailor Moon*. Entries for yoma that were cut from the North American English translation are also included. Additionally, a 16-page colour character gallery highlights some of the most popular creatures. This is a complete game reference book for RPG and *Sailor Moon* fans alike! By Lindsey Ginou.

Sailor Scout Character Diary (03-003)

The perfect journal for Sailor Scout characters, and fans of the popular anime series! The book includes a deluxe 14-page character sheet with expanded background personality sections, an opening title page for a character sketch, and more than a dozen pictures that can be coloured and pasted into the diary entries. The diary also includes over 40 pages where players can record their characters' inner thoughts and deepest secrets, love letters to other characters, songs, poetry, and any other important game notes. A window into a Sailor Scout character's soul!

Knight Character Diary (03-004)

The role-playing journal for Knight characters, and fans of the *Sailor Moon* series! The book includes a deluxe 14-page character sheet with sections for personality and magical powers, an opening title page for a character sketch, and plenty of pictures that can be coloured and pasted into the diary entries. The diary also includes over 40 pages where players can record their characters' thoughts concerning friends and family, plans for the future, secrets learned during each session, and any other important game notes. A window into a Knight character's soul!

Dark Warrior Character Diary (03-005)

The game journal for Dark Warrior characters, and fans of the popular *Sailor Moon* series! The book includes a deluxe character sheet with sections for personality and dark powers, an opening title page for a character sketch, and plenty of pictures that can be coloured and pasted into the diary entries. The diary also includes over 40 pages where players can record their characters' thoughts and arcane knowledge, plans to destroy the Sailor Scouts, and any other important game notes. A window into a Dark Warrior's soul!

The Complete Book of Supporting Characters, Vol. 1 (03-006)

A one-stop resource for every supporting character that makes an appearance in the first two seasons of *Sailor Moon*. This book provides full background setting details, physical descriptions, and game stats for both major characters (such as Molly and Melvin) and minor characters (such as Mr. Baxter, the gardener). Entries for characters that were cut from the North American English translation are also included. Additionally, a 16-page colour character gallery highlights some of the most popular characters. This is a complete game reference book for RPG and *Sailor Moon* fans alike! By Lindsey Ginou.

The Sailor Moon RPG Game Master Screen (03-007)

This sturdy 3-panel screen features a gorgeous picture of the Sailor Scouts on the outside, and is loaded with charts, GM tips, and suggestions on the inside. Additionally, an original adventure is included that GMs can insert into their campaigns, or use as a one-shot game. Ideal for fans of the series, and an essential part of a GM's repertoire!

Sailor Moon Collectable Button Men Combat Game (06-00X)

The climactic battle between the forces of good and evil to determine the fate of the entire universe will begin once again...

Sailor Moon fans, and fans of *Button Men*, are going to love this hot new combat game. The first six two-button sets feature full-colour images of *Sailor Moon's* most popular heroines and villains from the first television season. The combat game is a fast and exciting two-player interactive game for all ages, and is ideal for tournament play. Each Sailor Scout and villain will have a unique set of game stats that represents their special combat abilities. Compatible with *Button Men* by Cheapass Games.

#06-001	Sailor Moon vs. Queen Beryl	#06-002	Sailor Mercury vs. Zoicite
#06-003	Sailor Mars vs. Jedita	#06-004	Sailor Jupiter vs. Nephilite
#06-005	Sailor Venus vs. Malachite	#06-006	Tuxedo Mask vs. Shadow Warriors

Big Eyes, Small Mouth (02-001)

Big Eyes, Small Mouth is a multi-genre RPG, inspired by the dynamic characters and stories found in Japanese Animation. Comedy or horror, fantasy or science fiction...if you can imagine it, you can play it! The game rules accurately reflect the "anime atmosphere" by emphasizing role-playing rather than numbers and charts. Additionally, character creation can take less than ten minutes, and is extensive enough to offer characters magic, mechs, psionics, heightened abilities, unique artifacts — the options are nearly limitless! *BESM* also features easy-to-follow flowcharts, a quick and elegant combat system, amazing artwork by talented fan artists, and much more. It's the anime RPG that started it all! By Mark C. MacKinnon.

Big Robots, Cool Starships (02-002)

The multi-genre mecha design and combat supplement for *Big Eyes, Small Mouth* and the Tri-Stat System. The book contains the necessary mechanics to run a mecha-heavy campaign featuring the exploits of angst-ridden robot pilots, sleek combat cyborgs, bold starship captains, and a limitless number of other anime mecha archetypes. But it doesn't stop there! *Big Robots, Cool Starships* is sufficiently flexible to allow players and GMs to design and stat-out nearly any vehicle, structure or giant monster from any genre in a matter of minutes — from motor bikes to space stations, mecha-dragons to pirate ships. All this from a flexible creation system that minimizes overly-complex mechanics and maximizes your creative potential! By David L. Pulver.

Hot Rods and Gun Bunnies (02-003)

The ideal supplement for running *Big Eyes, Small Mouth* campaign adventures within the "guys-with-cars and girls-with-guns" Japanese anime and Hong Kong action film genre! Specific genre character types include police officers, army personnel, bounty hunters, skip tracers, drivers, pilots, government agents, hackers, private detectives, thieves, hitmen, and many others. The book also contains design mechanics for customizing character vehicles and weapons using an intuitive template system. Finally, *Hot Rods and Gun Bunnies* features a new and innovative skill system for the Tri-Stat System, which helps players design distinctive low- to mid-powered anime characters. A truly valuable resource for modern-day anime-based "cops and robbers" campaigns. By Jim Crocker.

The Demon City Shinjuku RPG and Resource Book (05-001)

Based on the popular feature-length 1988 Japanese animated action-horror film! Tokyo...the very near future. One man, the tyrannical Levih Rah, has created a Demon City in Shinjuku, the heart of Tokyo. Tokyo's last hope lies in the hands of a team of brave teenagers, a cynical, aged mystic, and a mysterious spiritual healer. The book offers a complete role-playing game (featuring the Tri-Stat System), a detailed analysis and extensive resource section about the movie, and a full-colour gallery of spectacular animation art. Anime horror role-playing at its best! By David L. Pulver.

The Tenchi Muyo! RPG and Resource Book (07-001)

This RPG focuses on the characters, plots, and settings of the original two *Tenchi Muyo!* OAV series. As part of the Tri-Stat System, the RPG is fully compatible with all Guardians Of Order anime RPGs. The book also features extensive resource and reference sections that offer value to those who do not role-play, but are fans of the show. It is the ultimate English-language guide to one of the most popular anime series, and a book that no *Tenchi Muyo!* fan should be without! By David L. Pulver, Mark C. MacKinnon, Jeff Mackintosh, and Karen A. McLarney.



1999 PRODUCT CATALOGUE

Yes, I am interested in your anime role-playing games and supplements, featuring the Tri-Stat System! Please send me the products listed below.

Game Product	Stock	Units	Price	Total
<i>Big Eyes, Small Mouth</i> (The Multi-Genre Anime RPG)	#02-001	_____	\$13.95 US/\$15.95 CAN	_____
<i>Big Robots, Cool Starships</i>	#02-002	_____	\$15.95 US/\$21.95 CAN	_____
<i>Hot Rods and Gun Bunnies</i>	#02-003	_____	\$15.95 US/\$21.95 CAN	_____
<i>The Sailor Moon Role-Playing Game And Resource Book</i>	#03-001	_____	\$24.95 US/\$34.95 CAN	_____
<i>The Complete Book of Yoma, Volume 1</i>	#03-002	_____	\$17.95 US/\$24.95 CAN	_____
<i>The Sailor Scout Character Diary</i>	#03-003	_____	\$5.95 US/\$8.50 CAN	_____
<i>The Knight Character Diary</i>	#03-004	_____	\$5.95 US/\$8.50 CAN	_____
<i>The Dark Warrior Character Diary</i>	#03-005	_____	\$5.95 US/\$8.50 CAN	_____
<i>The Complete Book of Supporting Characters, Volume 1</i>	#03-006	_____	\$17.95 US/\$24.95 CAN	_____
<i>The Sailor Moon RPG Game Master Screen</i>	#03-007	_____	\$12.95 US/\$17.95 CAN	_____
<i>The Dominion Tank Police Role-Playing Game And Resource Book</i>	#04-001	_____	\$19.95 US/\$27.95 CAN	_____
<i>The Demon City Shinjuku Role-Playing Game And Resource Book</i>	#05-001	_____	\$19.95 US/\$27.95 CAN	_____
<i>Sailor Moon Collectable Button Men Combat Game</i>				
Sailor Moon vs. Queen Beryl	#06-001	_____	\$5.95 US/\$8.50 CAN	_____
Sailor Mercury vs. Zoycite	#06-002	_____	\$5.95 US/\$8.50 CAN	_____
Sailor Mars vs. Jedite	#06-003	_____	\$5.95 US/\$8.50 CAN	_____
Sailor Jupiter vs. Nephrite	#06-004	_____	\$5.95 US/\$8.50 CAN	_____
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Tuxedo Mask vs. The Shadow Warriors	#06-006	_____	\$5.95 US/\$8.50 CAN	_____
<i>The Tenchi Muyo! Role-Playing Game And Resource Book</i>	#07-001	_____	\$29.95 US/\$39.95 CAN	_____
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THE DOMINION TANK POLICE

Role-Playing Game and Resource Book



In the year 2010 A.D., the Earth is a very unfriendly place — the atmosphere is a poisonous bacterial soup, vicious underworld organizations have run of the cities, and the governments are virtually helpless. Leading the attack on society are the sexy but ruthless cat sisters, Annapuna and Unipuma, and their grotesque half-cyborg leader, Buaku. The last line of defense against utter chaos is Newport City's Tank Police: a team of trigger-happy police officers with an affinity for demolition and disaster.

Give Us More Tanks!

This RPG is based on the classic 1989 four-part anime OAV series, from the mind of Japan's prominent storyteller artist, Masamune Shirow. Now you can join the ranks of the Tank Police in their fight against crime, or be part of the Buaku Gang in their quest for power and glory. The game features the intuitive and easy-to-learn Tri-Stat System™ game mechanics, which is fully compatible with GUARDIANS OF ORDER's other anime role-playing games. Additionally, the book offers extensive resources and references for *Dominion* fans (including complete episode summaries), and a full-colour gallery of spectacular animation art. The ideal RPG for gamers and Shirow fans alike!

