

DAIKAIJU DIE!

POWERED BY
FATE

JAMES 'GRIM' DESBOROUGH



DAIKAIJU DIE

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INTRODUCTION

FATE

This game kit only presents the rules modifications and additions needed to play giant stompy robots beating up giant monsters. To play you'll need FATE - the full edition not the accelerated edition. You can get a PDF of the rules here: <http://www.rpgnow.com/product/114903/Fate-Core-System> you could even get it for free, if you're a dick.

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DAIKAIJU DIE

Daikaiju Die! is a game about beating up monsters in giant mecha (called Ridders). The players take the part of mecha pilots and their support crew. They will fight giant monsters and walk in their shadow. They will establish rivalries and defeat villains.



They will uncover conspiracies and lead the fight back against what seems to be a world itself in rebellion against humanity.

Mostly, though, they'll smash giant monsters to pieces in epic, destructive fights.

THE WORLD OF DAIKAIJU DIE

It is ~2100 and the world has changed. Not beyond recognition but beyond what we now know and in ways both predictable and unpredictable. Strides have been taken towards a united humanity, but these steps have only been taken under the extreme duress of catastrophic climate change and the emergent threat of Kaiju attacks. Enormous power-blocs stand in loose alliances, largely under the auspices of a stronger and more militarised United Nations - but there are still rivalries, clashes and conflicts on various scales - it is simply that no government or bloc has reason to move to the full measure of war when there is so much more to fight, so many more challenges to survive.

This is a brutal war of contrasts. Between have and have not. Between living with wondrous technology and scraping for something to eat.


Between the swell of pride in human innovation, in the gigantic machines that carry the flag of a defiant species and the huddled shame of cowering in some dank basement as a monstrosity from the ocean destroys your life.

Technology battles against nature. Against the heat. Against the rising seas. Against extinction. Against the shrinking poles. Against the rising carbon. Against population overcrowding. Against starvation. Against mutation. Against the giant beasts which seem to be every apocalyptic problem writ large, an embodiment of human precariousness.

CLIMATE CHANGE

The climate has changed massively, far more than anyone predicted and in far worse and stranger ways. Governments in the past could not get organised enough to prevent it, grandstanding and making a chain of broken promises until it was too late. Until millions of climate refugees were on the move, wars were breaking out over water or food, and troops were deployed at the borders of the European state to stem the tide of humanity in the most extreme ways possible in a series of desperate atrocities.

Sea levels rose by over a metre, temperatures rose by five degrees globally, dumping energy into the world's weather systems. Deserts grew and spread in some areas



while flooding afflicted others.

Tornadoes and hurricanes increased massively in frequency and energy, battering the coasts, swallowing up whole island nations and inundating coastal cities in nations that couldn't afford to even try to protect them.

America's 'Tornado Alley' is in a constant state of storm-tossed upheaval with few towns or cities untouched and many all but abandoned with new nomads moving constantly to avoid the weather patterns, mobile cities of tens of thousands – the opposite of storm chasers.

The gulf stream stopped, compensating for the heat increase – at least in Western Europe, but also making it drier. The British Isles, once famous for their rain, now have a climate closer to southern France in the 21st Century, dry and hot and – these days – parched.


Species died off in huge numbers, the sea turned acid and bleached the reefs. The festering gyres of plastic in the oceans grew thicker and more poisonous. Desperation for energy drove developing and developed nations alike to cut corners and return to old sources. Coal, oil, gas – while they lasted. Burning off methane from landfills and hydrates, sacrificing increasingly scarce cropland for fast-growing bio-fuel.

Wealth was spent constantly putting out 'fires' and maintaining control without being able to provide for investment in the future or long term solutions.

Ecological causes which had grown both extreme and unpopular in the face of desperation, gradually regrew in strength until 2048, which was a crisis year of food and water riots, massacres on the first world borders and an abrupt rise in the realisation of just exactly how screwed the world was. A lid was kept on the violence through brutal policing and in many cases martial law but it was impossible to move back from that.

A cabal of industrialists and technical innovators finally had their conscience pricked enough to move on the problems themselves, even though public sentiment was as much against them as anyone else. They founded a new nation, sea-steading on the lost island nations, granting an enormous windfall to the Polynesian diaspora. Their money bought eager concessions from desperate governments and full recognition as a new state technocratic state – Polis.

Polis' wealth and efforts picked up old science projects from before the climate crisis along with the best scientific talent that could be found.



The luxury and wealth of Polis gave this new 'Manhattan Project' the time, space, objectivity and distance to find solutions. Though it came under constant attack by environmental terrorists and desperate refugees its solutions to various problems began to emerge.


Carbon sequestering, cheaper and more effective tidal, solar, thermal and geological power – even fusion power eventually. Cheaper launches to orbit renewing humanity's ability to launch into space. Effective bio-printing and transgenic organ production. Genetically modified food plants and livestock suited to the new environments around the globe, supplemented by vat-grown protein, aero and hydroponics, vertical farming. There were further advances in encryption, compression, communication, processing and other arenas followed allowing further advances in robotics, near artificial intelligence and the knock-on effects that came from all that. Polis was hated and resented by many, but its innovations arrested the world's slide into destruction and anarchy and gave humanity a fighting chance – at least until 2074 when the Kaiju and the other monsters began to emerge to an – initially – unbelieving public.

POWER

The world is a mess, largely due to the energy wars and desperation of the middle part of the 21st century. As the oil and gas ran out it was chased with increasing desperation and decreasing concern for the environment. They poisoned the water, caused subsidence, polluted massive areas of land and only managed to stave off the inevitable for a short time for all that effort and cost.

Nuclear power-plants were built with startling rapidity and little oversight in the desperate need for energy, many of them failing – sometimes catastrophically – in the following decades. Places rich in natural power – solar, wind, tidal – couldn't keep up with demand and soon couldn't replace or build new panels or turbines due to a lack of rare earths and other high tech parts from parts of the world that were now hostile. Energy independent nations like Iceland tried to close their borders and ended up facing threats of invasion if they didn't at least export some of what they had.

The legacy of this is still found everywhere, the process of clean-up and replacement is still ongoing and fusion plants are ruinously expensive. Old nuclear plants still potter along, renewables and clean-coal picking up the slack as more and more fusion plants come online.



The trouble with the fusion plants – and the old nuclear plants – being that they are ruinously expensive and eminently vulnerable to Kaiju attack.

There's enough power, now, but it's precarious, especially in the poorer power blocs. Ridders take priority over civilian projects, their on-board fusion and fission plants being even more expensive than those used to power cities – though their output is smaller. New sources are still constantly being sought and new ways to store power long term, from bacterial fuel-breeders to long term electrical storage and high capacity batteries. Innovation remains the key to human advancement in this new world and sacrifice in the now, for the sake of the future has become a new moral keystone.

ECONOMIC MEGABLOCS


The world is not yet entirely united, but it is much closer than it ever has been in human history. Nothing unites like common adversity and between the monsters and the ongoing environmental catastrophes mankind finally has more reasons to work together than apart. The trend of the 21st century of broader unification along economic and political lines has continued, consolidating political, social and economic power in several large units.

European Federation

The European Federation is a powerful economic and social bloc of nations made up of an expanded and fully federalised European Union.

While most of the work was done in the late 20th and early 21st centuries, full federalisation and expansion came about during the energy wars, mostly voluntarily – but not entirely. To this day resistance and separatist movements exist in the former United Kingdom (invaded by the EF during the Energy Wars), the former Nordic countries and several of the states bordering the Greater Russian Republic and Europe also remain a hotbed of ecological terrorism and Malthusian tendencies.

With so many fractious elements and sharing borders with the Caliphate and the GRR, internal security is a huge concern for the European Federation. It maintains a large paramilitary police force across its territory, ready to respond with near-military force to terrorist incidents and has a highly effective surveillance state and intelligence gathering network spread around the globe. The EF prefers to operate subtly, via spying, diplomacy and economic sanction but despite this remains a pre-eminent military power with close alliances to the NAU, PacCo and the independent states.



Europe can afford to maintain and operate around 35 Ridders to protect its territory against Kaiju and other threats, but it also maintains a large and effective military – albeit it very much on a defensive standing. Especially powerful is the EF Navy, a legacy of its older nations naval traditions, with six carrier groups and a large number of powerful warships. The EF army is much smaller, but of extremely high quality and is one of the best-equipped armies in the world, fixated upon high tech and low-risk solutions to military problems in order to minimise casualties.

EF citizens enjoy a high standard of living in the context of the world as it is, but it costs them a great deal in terms of taxation and constricted freedoms in other ways. Stability and security – socially as well as financially – is one of the greatest concerns of both the citizenry and the government, though many seek to challenge it through small or large acts of rebellion. Europe's population has stabilised, much lower than it was, and it tends to be ruled by an entrenched bureaucratic class of gerontocrats. The European youth is outnumbered and its views marginalised, rebellion of all kinds tending to be crushed or – even worse – ignored as inconsequential.

The EF has been relatively untouched by the environmental disasters of recent decades but suffered greatly in the energy wars as well as from terrorism

and mass migration resulting from environmental disasters. This has caused a great many problems of conscience amongst its people which manifests as denial, defensiveness and grandiose acts of charity towards disasters elsewhere in the world but despite all this the EF's borders are now most definitely shut to any and all outsiders, patrolled by drones and guarded by fences, walls and minefields.

The EF is currently headed by President Célie Mallarmé in her second term, at the head of the Gauche Nationale, a coalition of centre left parties with a concentration on European affairs first – above all else, and a commitment to the existing internal policies of control, safety and security.

The European Federation consists of the former nations – now states – of: *Albania, Armenia, Austria, Belgium, Bosnia and Herzegovina, Croatia, Cyprus, Czech Republic, Denmark, Denmark, Estonia, France, Germany, Greece, Greenland, Holland, Hungary, Iceland, Ireland, Italy, Latvia, Lithuania, Moldova, Norway, Poland, Portugal, Romania, Serbia, Slovenia, Spain, Sweden, Switzerland, Turkey and the United Kingdom.*

EUROPEAN FEDERATION COMMANDO

Light TacVest

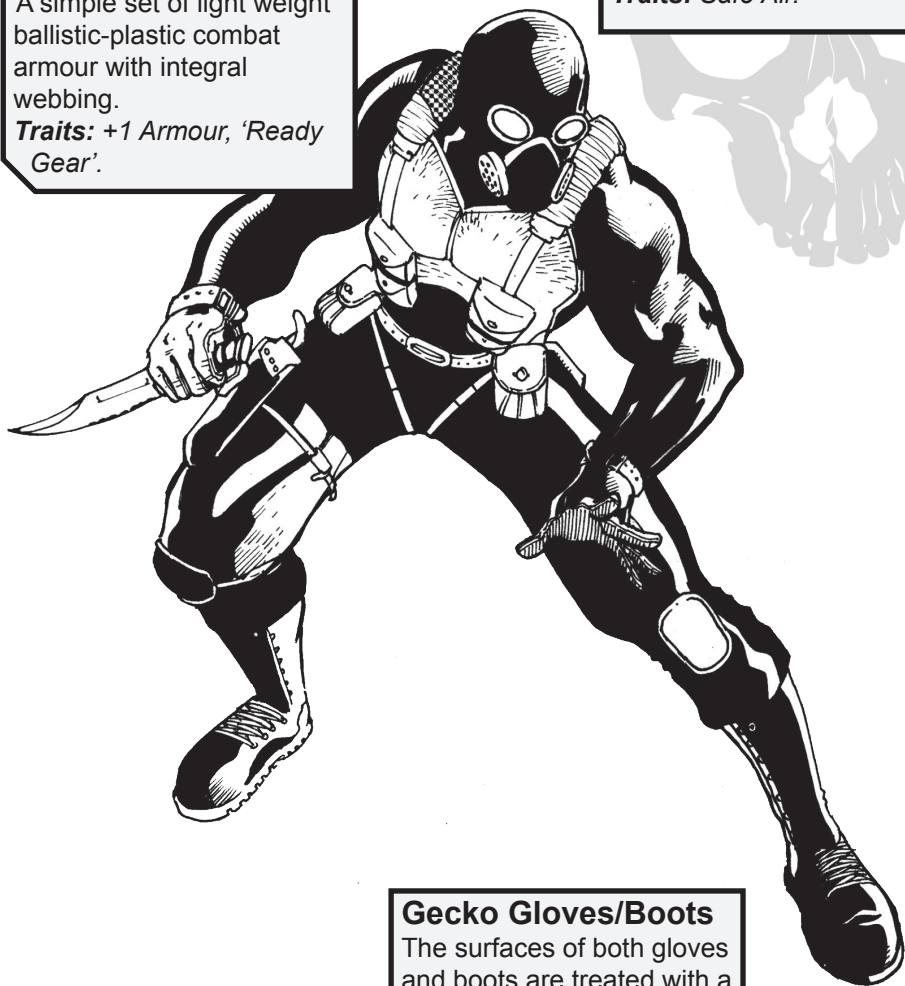
A simple set of light weight ballistic-plastic combat armour with integral webbing.

Traits: +1 Armour, 'Ready Gear'.

Airsuit

The entire suit takes on air from its surroundings, filtering through the rebreather for virtually unlimited safe oxygen whether diving or in toxic environments.

Traits: Safe Air.



Gecko Gloves/Boots

The surfaces of both gloves and boots are treated with a special coating allowing for greater ease in climbing.

Traits: +1 to any climbing rolls, 'Sure Grip'.



Greater Russian Republics

Russia's penchant for strong leadership, throughout its history, has made it a terrifying place to live for much of that history and little has changed in the 22nd Century. Russian pride was severely harmed by the fall of the USSR and its diminished place in the world. Throughout the 21st century that wounded pride and desire for strength led the former superpower to push and push and push in a glacial reconquering of its former territory under whatever pretexts it could find.

When the energy wars hit the Russian Federation pushed harder, rapidly steamrolling many of its former states – some of whom even welcomed being brought back into the fold given the dire straits of the situation. This reconquered state was soon, however, bogged down into border skirmishes with the Chinese and Islamic states, various internal rebellions and terrorist groups and internal energy and food shortages.

If it hadn't been for the intervention of Polis, the Greater Russian Republic would probably have fallen, torn apart by internal strife, forced into nastier and more repressive acts to hold on to power. As it happened Polis struck deals with the Russian oligarchs and kleptocrats to dispense its advances and stabilise the state behind the scenes. This group secretly runs the bloc to this day,

ironically and self-awarely calling themselves 'The Bourgeoisie', a secret behind the nationalistic pomp, circumstance, militarism and bombastic speeches. The Bourgeoisie mostly operate in line with Polis policies, but always subtly, even while a resentful and grudging attitude is officially maintained towards the techno-state.

The GRR was especially hard-ravaged by aspects of the environmental disasters of the 21st century. It lost – until Polis' biotechnology debuted – its ability to feed itself. It's northern areas thawed and became toxic, methane-spewing swamps too unstable even to provide power plants. To this day huge swathes of its territory remain relatively uninhabited with a massive relocation – still ongoing – into the cities away from the countryside. Mutations and Kaiju often range, with relative impunity, across these empty wastelands.

The GRR more than any other bloc turned to nuclear power to stave off its energy crisis and cut more corners. The result was more than one Chernobyl – or worse – and large areas of radioactive wilderness. The worst of these zones, and the largest, is named The Strugatsky Zone and is the single greatest source of mutations and Kaiju on the Eurasian continent.

Military strength is important to the GRR and more even than other states they make sacrifices for the sake of maintaining that strong military. Much of that strength is made up of conscripts – national service is demanded of all adult citizens – but much is also made up of a conventional military, large in number but much more primitively armed than other blocs. The GRR is only able to maintain and operate 6 Ridders, concentrating on making them some of the toughest and most durable in existence, since they can ill afford to lose any of them.

The rest of their force is largely armour and infantry, meant to take and occupy even though they have not followed through on their promises to expand their territory.

The GRR is currently 'headed' by Premier Anatoly Tretiakov and his close ring of advisors. Most are in the pocket of The Bourgeoisie and the others are nationalistic hotheads too fixated upon their own rank and waving the flag to understand how things really are.

The GRR is made up of the old states of:
Belarus, Georgia, Russia, Ukraine.



Zhurova Timurovna

A wanted bandit and pirate-television broadcaster operating from within the Strugatsky Zone, Zhurova is rumoured to be a psychic 'witch'.



New Caliphate

Out of the disunity, fighting and weakness of the 21st century, the terrorism, the struggles, the infighting politically between secular and Islamist groups in Islamic nations it seemed like the region – and the faith – was doomed to endless self-destruction. The attempts to form a revolutionary caliphate in the early part of the 21st century and the horrors that engendered – on all sides – began a process of self-examination and the energy wars (once the oil was tapped out) removed wealthy monarchs and foreign influence. That along with a second Arab Spring allowed for an Islamic reformation and liberalisation.

The Caliphate is a religious state, there is no mistaking that, but it has a more liberal and less regressive interpretation of Islam closer to that adhered to in the Islamic Golden Age. One of greater tolerance, co-existence and more modern interpretations of the Sharia, women's rights and other aspects. The Caliphate is still traditionalist and relatively backward – socially – compared to the NAU or the EF, but has made great strides nonetheless.

Technologically the state is still somewhat backward, but it is a net exporter of energy thanks to its solar farms and furnaces. As well as holding essential proprietary technological patents and expertise in desalination. Important technology in a world with ever-decreasing access to fresh water.

The Caliphate has a small military, very much focused on internal security and affairs due to continuing terrorist attacks from religious extremists and separatist groups, as well as maintaining security on their vulnerable desalination and solar plants. While it is not a poor state, the oil wealth is long gone and desertification of much of its territory means it must spend a great deal in order to feed its population. As a result The Caliphate can only afford to maintain a small number of Riders for protection, a grand total of 3, forcing The Caliphate to look to more innovative and self-sacrificial ways of combating the Kaiju or relying on the United Nations for support.

The Caliphate is currently ruled by Calipha Faraah Saah, supported by a publicly elected executive and house of representatives, along with an unelected house of religious scholars. There is often tension between the secular and religious factions – many of the latter especially still objecting to a female leader – but the Calipha has so far managed to steer a delicate path to maintain relative peace and continue the slow process of modernisation.

The Caliphate is fairly politically isolated, though the presence of large Islamic minorities in several of the other power blocs makes it important to deal with them diplomatically – as do their energy and water exports.

Many Muslims in other blocs see their primary allegiance to be to the Caliphate, over and above whatever bloc they call home – a fact that the Caliphate has so far not abused.

Aaida Qasim

Born without fully developed arms or legs Aaida volunteered for military experimentation. Her subsequent war-hero status has allowed her to push further on women's rights in the Caliphate.

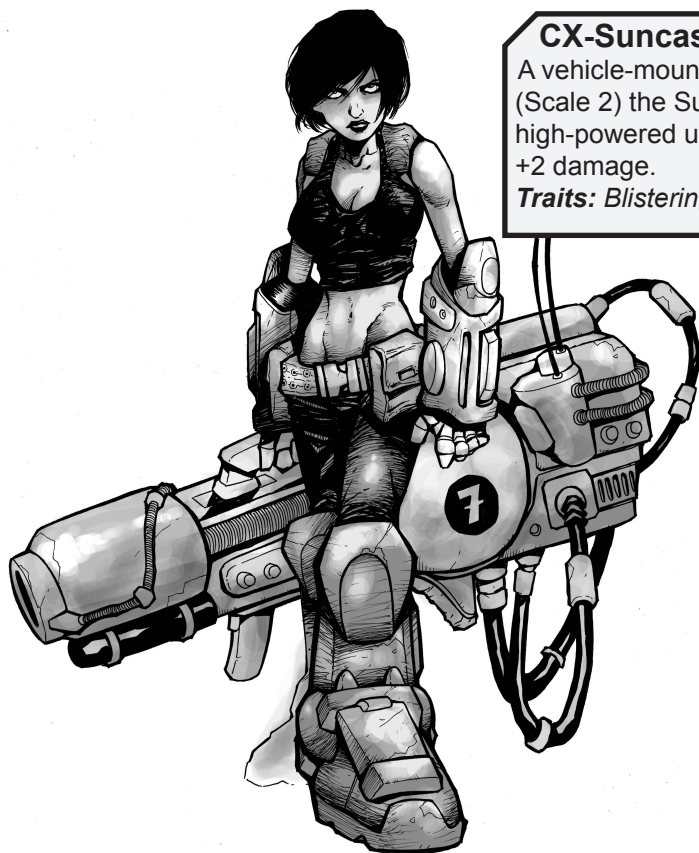
The New Caliphate is made up of the former states of:

Afghanistan, Algeria, Azerbaijan, Bangladesh, Brunei, Burkina-Faso, Chad, Djibouti, Egypt, Gambia, Guinea, Guinea-Bissau, Indonesia, Iran, Iraq, Kazakhstan, Kuwait, Kyrgyzstan, Malaysia, Maldives, Mali, Morocco, Niger, Oman, Pakistan, Palestine (and the former Israeli territory), Saudi Arabia, Senegal, Sierra Leone, Somalia, Sudan, Syria, Tajikistan, Turkey, Turkmenistan, UAE, Uzbekistan, Yemen.

CX-Suncaster

A vehicle-mounted weapon (Scale 2) the Suncaster fires a high-powered ultraviolet laser for +2 damage.

Traits: *Blisteringly Painful.*



North American Union

The former United States suffered enormously during the energy wars and political collapses. It was also horrendously affected by the devastating changes in climate, having denied or minimised the problem for so many years. America's Tornado Corridor has been repeatedly torn apart by superstorms, its coastal regions inundated, flooded and destroyed by hurricanes and its desert regions growing. The final blow was the Great Quake of 2046 – a long overdue megaquake along America's west coast, devastating the country from close to the Mexican border all the way up to the Pacific Northwest touching off volcanoes that were also overdue to erupt.

Even America's wealth and independent spirit could not stand up to that and the barriers to greater economic and political unity across north America began to melt away. Unification followed, stretching down in a new unification from Canada down to Central America with a common dollar, common economy, common federal law and – eventually – a single government. The USA remains the dominant partner, but Mexico was able to leverage resources and manpower and Canada, protecting stores of dwindling energy resources and rapidly becoming the new breadbasket of the Western world, could write its own cheques.

Independence elements exist in practically every formerly independent nation of the NAU but are especially common in the former regions of Texas, Quebec and Cuba though sympathies to dissolution are common throughout the bloc. Despite that sympathy there's little sympathy for terrorism and NAU police and paramilitary forces retain public sympathy when it comes to direct confrontations.

The NAU is still about the wealthiest and most resource rich bloc on Earth, able to field around 40 Ridders and a considerable army, navy and airforce still based around projected force and what is now called an 'advanced carrier group', essentially a self-contained invasion force centred around a combination of aircraft carrier and Ridder transport. The NAU is able to throw its weight around globally and through its close alliances with the EF and PacCo it still acts, very much, as a world police force, bolstering other blocs when they need aid against Kaiju, but always extracting a price.

The NAU is a good example of how the future is 'unevenly distributed'. It has a highly technological military and industrial base – concentrated in the north – but its poor, of which there are many, live in virtual slums, scraping by day to day through crime, barebones welfare, charity and day-labour – of which there is little.

The wealth divide is horrendous and barely addressed, the NAU never came to grips with the changing nature of business and technology on society and never adapted, retaining a 20th century approach that has only made its societal problems worse. The solutions found elsewhere (make-work in the GRR, African Commonwealth and Chinese Republic, basic income in the European Federation, USAN and PacCo, are not viable in the NAU's political climate.

Even the poor buy into the idea that they can be a success and buy their way up and out but this almost never happens – especially since the socially conscious rich founded Polis, leaving the rest of the world to the depredations of the worst elements of the 0.1%

The current NAU President is Guillermo Manzano of the centre-left Unification Party (successor to the Democratic Party and soft-left parties from the other participating nations.

The North American Union is made up of the former states of:
Canada, Costa Rica, Cuba, Dominican Republic, El Salvador, Guatemala, Haiti, Honduras, Mexico, Nicaragua, Panama, Puerto Rico, United States of America.



Rebellion

Many parts of the NAU rebel against their unification and against what they see as foreign control. Fortunately their outdated firearms and lack of proper organisation make them relatively insignificant as a threat.




African Commonwealth

The African Commonwealth is an economic and (looser) political union of African nations to form their own power bloc to compete on the world stage with others. It is probably the least united and most fractious of the economic blocs, riven with internal divisions, resentment from the European Federation over energy-war era repatriation of its corporate resources and undermined by large Muslim minorities in many of its territories who see their loyalty as primarily to the Caliphate rather than to their home nations or the African Commonwealth.

Africa reasserted itself during the energy wars. With the former first-world nations weakened and reeling from their own internal struggles and disasters, nationalist movements across Africa rose up in a number of bloody coups and forcibly took over or destroyed western owned facilities, repatriating their resources to their nations. There were a handful of brushfire wars, fought as much by mercenaries as national armies but in the end the nationalist fervour would not be quelled and between atrocity and vehemence the continent was changed.

The more things changed, the more they stayed the same. For all African wealth now remained in Africa and for all the writing off – or refusal to pay – of international debts, still the wealth collected in the hands of the ruling class who squandered it on personal palaces and other boondoggles. In time the nationalist fervour of the 2050s began to erode and was replaced by an even more vicious swing to the left. Where once the people rose up against unfairness from economic oppression and colonial hangovers, now they rose up against their own ruling classes and this was even more bloody.

Out of that chaos, spearheaded by South Africa and Nigeria – which had been relatively spared these revolutions – came the African Commonwealth, a moderating force on the various emergent democratic, communist and other radical governments that had emerged, investing massively in infrastructure and technology across the continent. Some nations tried to resist or sought other deals – including selling land to Polis – but war torn and ravaged by social unrest there was little choice but for cooler heads to prevail and soon the African Commonwealth spread and began to become a true and proper power.



AfCo has no unified military per se, though member nations loan troops and material to a continental self-defense force that is also used to guarantee peace against further internal revolts. The African Defense Force also controls the African continent's five Ridders, similar in design to those used in the GRR.

AfCo is fairly closely aligned to the GRR and the Chinese Republic thanks to its more recent history and fairly hostile to the EF and NAU. It maintains an uneasy peace and mutual relationship with Polis, which holds territory in several former West African nations as an independent country of its own.

AfCo is currently administered by Chairman Teleayo Taiwo, a formidable woman of Marxist tendencies who wishes to forge AfCo into a stronger and more united nation and who has taken a much harder stance against the Caliphate than her predecessor.

The African Commonwealth is made up of the former nations of:
Angola, Benin, Botswana, Burundi, Cameroon, Cape Verde, Central African Republic, Comoros, Democratic Republic of the Congo, Equatorial Guinea, Eritrea, Ethiopia, Gabon, Ghana, Ivory Coast, Kenya, Lesotho, Liberia, Madagascar, Malawi, Mauritania, Mauritius, Mozambique, Namibia, Niger, Nigeria, Republic of the Congo, Rwanda, São Tomé and Príncipe, Senegal, Seychelles, South Africa, South Sudan, Swaziland, Tanzania, Togo, Uganda, Zambia, Zimbabwe.





Union of South American Nations

The USAN is an old idea, finally given form in the era following the energy wars and the environmental collapse. The disparate nations of South America – like those of other areas – were forced to come together in order to survive. Wealthier and larger South American nations risked being overrun with refugees as other nations collapsed or were financially ruined, desperation was destroying what remained of the jungles at a previously unmatched pace and unrest and revolution were rife.

Brazil and Argentina led the charge, leveraging their relative wealth and power to restore order, first in their bordering countries and then further afield. The end result was a federated economic and political bloc, still dominated by these nations – now states – in the USAN.

The USAN is a much impoverished bloc, ahead – and just barely – of the AfCo economically. The USAN is very much focused on rebuilding its economic, industrial and natural resources with huge investment in biotechnology, replanting, genetically modified crops and providing cheap labour to the other blocs.

The USAN is on relatively good relations with all the other blocs, economically tied to the NAU and EF, politically and socially sympathetic to AfCo (providing biotechnology there) the GRR and the Chinese Republic and intimately tied to Polis as a testing ground, customer and provider of services. This makes it a useful, neutral ground for negotiations and places it in a good position internationally.

The USAN has a (barely) united military, armed largely with NAU and GRR surplus equipment, combat proven but old and outdated. It has some of the best irregular and loyal fighters of any bloc but is less able to fight large scale, stand up battles. USAN is caught in an impossible position, trying to renew its forests which, in their own turn, provide increasing cover for mutations and even Kaiju, making it that much harder for even their expert jungle fighters to combat the spread of contamination.

The USAN military maintains a highly mobile, largely airbourne force centred around helicopter cavalry groups. To combat Kaiju they retain a total of twelve Ridders made hardy, but relatively low technology and better able to combat the relatively common incursions they suffer into their urban areas.

USAN's current president is His Excellency President Alfonso Lousteau, an Argentinian nationalist but a believer in the USAN project – albeit believing Argentina's place is at the helm of that project. He has been steering the bloc down that path, dogged by allegations of corruption that so far haven't managed to stick, but leading to a very lopsided concentration of wealth and regeneration within the bloc.

USAN Pacifier

USAN's urban areas are subject to a great deal of unrest and their riot squads and urban pacification paramilitary police are second to none.

USAN is made up of the former nations and territories of:
Argentina, Bolivia, Brazil, Chile, Columbia, Ecuador, Falkland Islands, French Guyana, Guyana, Paraguay, Peru, Suriname, Venezuela.

Pneumo-Cannon

This bulky weapon operates on compressed air and carries a heavy payload of dense blastic 'BB' shot.

Traits: +0 Damage, can lay fire down over a whole 'area'.
'Excrutiating Bruises'.

UrbanGuard Armour

A heavy suit of armour providing comprehensive protection with optional anti-dazzle and gasmask.

Traits: Armour +3, 'Heavy',
'Excellent Melee Protection'.





Chinese Republic

China has changed little in over 10,000 years. The names for things alter from time to time, the set dressing changes, 'Emperor' is replaced by 'Party Chairman' but things continue largely as they always have. A sprawling, somewhat corrupt, bureaucracy ruling over a society that either 'knows its place' or keeps its head down and worries about itself.

China's change from a People's Republic, and the trappings of Maoist Communism to the 'Chinese Republic' was slow and gradual. By the time the boom of the early 21st century came to a halt there was a new oligarchy waiting in the wings to take over from the party bureaucrats as they aged and died off. Political orthodoxy and commitment weakened while money retained its power and through the medium of corruption wealth slowly bought its way into the Chinese government, loosened its economic constrictions but retained its social controls and the apparatus – and outward appearance – of the party.

China is now no longer the 'People's Republic' and despite the upheavals of the energy wars and the ravages of environmental problems and border wars it is a somewhat wealthier and freer country than it has been in a considerable amount of time. As ever there is a sharp contrast between the rural areas and the cities in terms of wealth, technology and social conventions.

The cities are more liberal, the countryside more conservative. The cities are wired in and full of high technology, the countryside remains largely the same as it has been for millennia.

China's greatest resources remains its huge population and its ability to produce material cheaply and on a massive scale – though it now has greater competition from AfCo and USAN on those measures. China has an advantage they do not though, in that it is capable of independent survival in economic, cultural, industrial and other terms. A fact that has led to increasing Chinese isolationism in this new age.

The Chinese Republic fields a large military with a combination of some of the lowest and highest technology available with a risk-taking attitude to innovation that can pay off – or fail – spectacularly. This is especially true of the Chinese Ridders which tend to have wild and eccentric designs and weapon systems. The republic can – and does – field an army of 20 of these eccentric Ridders, well distributed around their huge territory.

The Chinese Republic is currently ruled by Ji Da-Xia, a Hong Kong born media mogul, former model and pop star who favours continuing the project of slow liberalisation and is against the isolationist tendencies.

She is opposed and stymied by a considerable bloc of isolationists and paranoid party members within the National Congress. Even though her personal brand is well regarded on the international stage, turning that into action is extremely difficult.

The Chinese Republic is made up of the former nations of:
Cambodia, China, Mongolia, North Korea, Taiwan, Vietnam.



'Compost' - Category 1 Kaiju

Scale: 5, **Concept:** Amorphous Green Mass, **Trouble:** Flammable, **Bonus:** Devouring.

Stunts: **Photosynthetic:** In direct sunlight it heals one point of stress (the lowest) per turn.

Skills: *Athletics +1, Fight +3, Notice +1, Armour: 2, Tentacles: +1* damage.

Stress: OOOOOOOOO

A 'common' form of Kaiju, the creature designated 'Compost' is a living plant-mass that arises multiple times in the Mongolian territory.

Pacific Coalition

The Pacific Coalition (PacCo) is a loose, primarily economic association of Pacific nations not affiliated with the Chinese Republic or the New Calophate. Their primary concern is mutual defense and economic security. The Pacific arena, while financially fairly strong, was hit extremely hard by climate change with many island nations being lost, leading to a Polynesian diaspora and the loss of a great many coastal cities and territories. It also led to the creation of Polis, climate change bringing about the circumstances that allowed Polis' aggressive process of sea-steading and its foundation as a new state in the world.

The heart of the PacCo is made up of the former states of Japan and Australia, both of whom have had to engage in radical efforts to secure their populace and their way of life. The loss of coastal regions in both nations caused massive economic problems and further desertification in Australia severely impacted its ability to feed itself – a problem Japan had been wrestling with for some time before the energy wars and the environmental collapses.

Technological solutions coming out of these nations – and eventually Polis – lead to greener cities, vertical farming, mass desalinisation, bacterial food vats, insect farming, massive irrigation and on the Australian continent enormous investment in wind and solar energy to export throughout the Pacific Coalition.

When the Republic of China retook Taiwan and absorbed North Korea the PacCo nearly got in a shooting war defending its own allies in the region and worrying about Chinese expansion, but since that period a fragile peace has been achieved between the two powers, both of whom have their issues with the New Caliphate.

PacCo has no single, unified military force but its own separate national forces exercise and work together where necessary. They drill together, operate together but retain their own uniforms, equipment, structures and esprit de corps. The only truly unified force is the support around the regions Ridder force, a total of 15 Ridders, part financed by Polis which also has many interests in the region. The PacCo Ridders are some of the most advanced in existence and some of the best adapted to battle at sea.

PacCo is ruled (or at least administered) by a board of representatives appointed by each government in the region.

That board then selects a chairman from amongst its number and the current PacCo chairman is John Hirst, an Australian politician and former businessman with a ruthless streak and a hard line against both the Chinese Republic and the New Caliphate.

The Pacific Coalition is made up of the former states of:
Australia, Japan, Laos, Malaysia, Myanmar, New Zealand, Papua New Guinea, Singapore, South Korea, Thailand.

'Daggy' - Monster

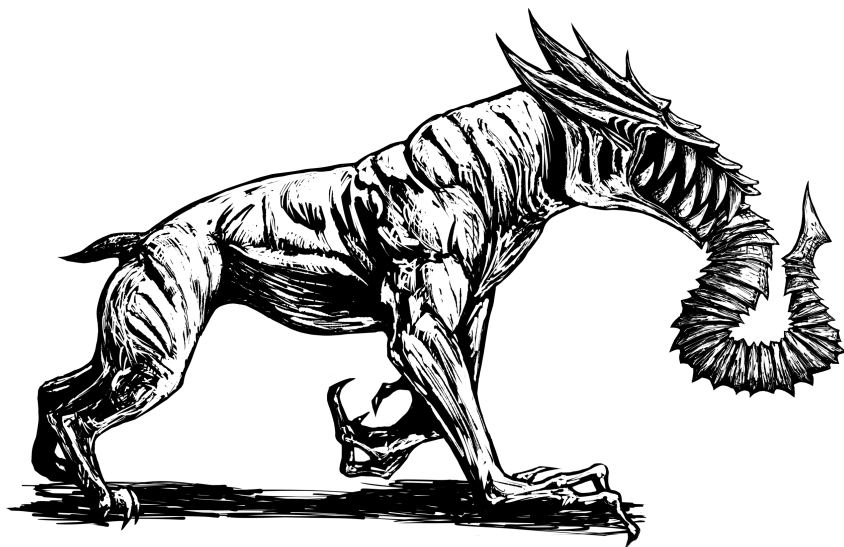
Scale: 1, **Concept:** Relentless Pack Hunter, **Trouble:** Blind, **Bonus:** Acute Sense of Smell.

Stunts: **Double Strike:** The Daggy's rapidly moving tongue can make two attacks in a turn.

Skills: *Athletics* +2, *Fight* +2, *Notice* +2, **Armour:** 1, **Blade Tongue:** +1 damage.

Stress: OOOO

'Daggy's' emerge from the desertifying Australian outback to attack sheep farms and smaller towns in large packs and often accompany Kaiju assaults.



Independent States

Outside the major blocs there is a scattering of independent nations but they have little influence as a whole. Despite that fact several of them soldier on, trading whatever scant resources and leverage they have for protection and economic access. Most of these independent nations rely on a certain moral and legal flexibility to get by, many of them fully-fledged narco-states or reliant on the egos of their rulers and some form of state control to continue as they are.

Two exceptions are Greater India, and Polis.

Greater India

India is almost a full power-bloc in its own regard, though weaker than the others in many ways and less technologically advanced – at least in material science. India presented itself as a more palatable option to the Chinese Republic or the New Caliphate – both of whom it has issues with – and managed to bring into itself other nations that wanted to retain a measure of independence. A century after the nation had its own independence it had – ironically – become an Imperial power.

India allows its subsidiary nations a great deal of political autonomy, not every nation that is a part of it is even a democracy.

However, part of the deal of coming together has been free movement and economic unification meaning that participating states that are too repressive tend to bleed citizens – especially wealthier and more talented citizens – to their neighbours.

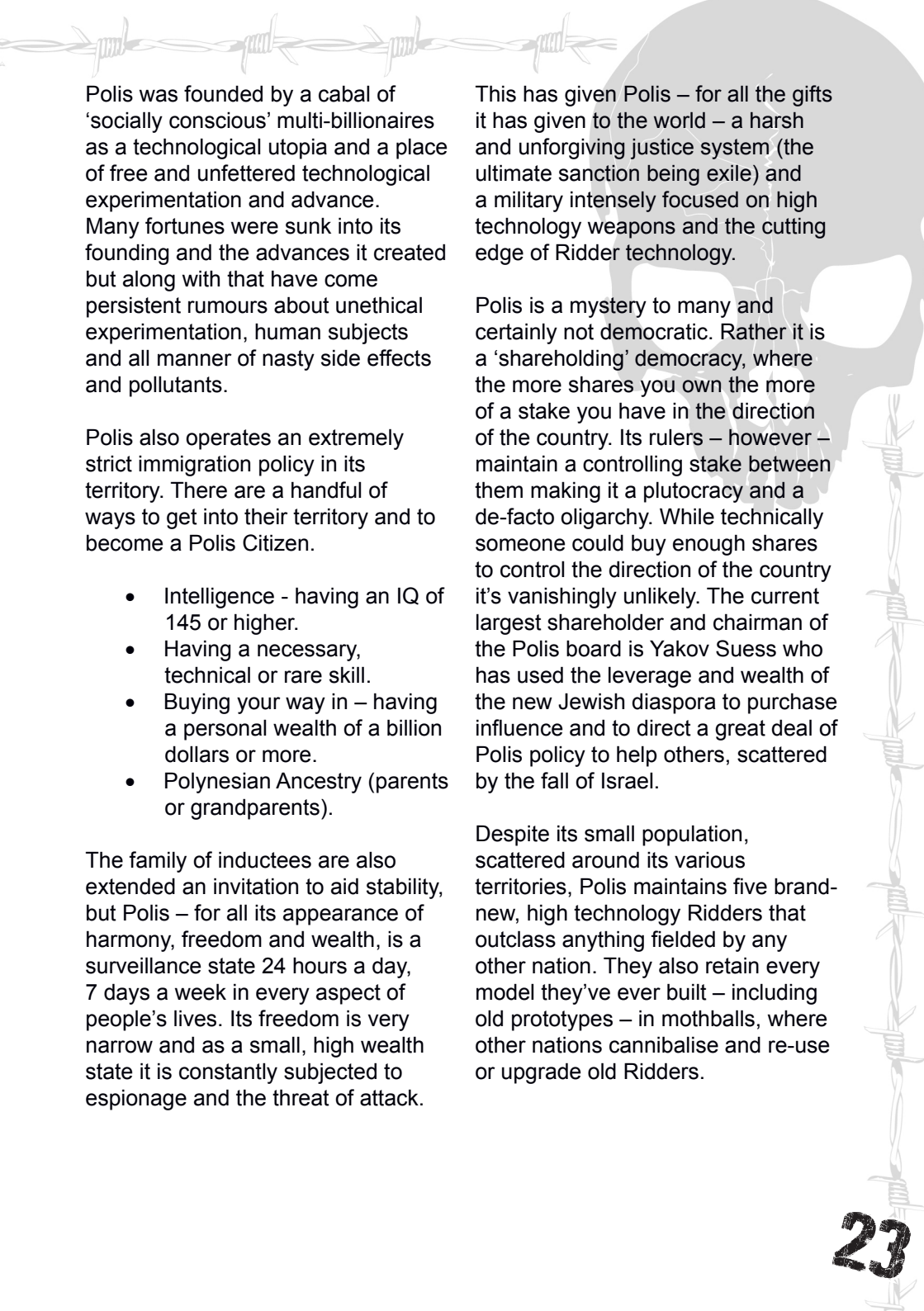
The main point of Greater India is mutual defense and to allow the participating states to remain independent of the other power blocs. India allows a ‘middle way’ between full (and often desperate) independence, and being subsumed into an economic bloc. Each nation involved retains its own military but also contributes to a mutual defense force which maintains 5 Ridders of outdated but reliable design.

Greater India is presided over by its president Aadab Tripura, a diminutive but fierce Bangladeshi woman pushing hard for social reforms across Greater India.

Greater India is made up of the former nations of: Bangladesh, Bhutan, India, Nepal, Sri Lanka.

Polis

Polis is a privately owned nation state with territory scattered around the world from ocean-swallowed Polynesian islands to land purchases in West Africa and entirely new sea-steading that continue to be constructed.



Polis was founded by a cabal of 'socially conscious' multi-billionaires as a technological utopia and a place of free and unfettered technological experimentation and advance. Many fortunes were sunk into its founding and the advances it created but along with that have come persistent rumours about unethical experimentation, human subjects and all manner of nasty side effects and pollutants.

Polis also operates an extremely strict immigration policy in its territory. There are a handful of ways to get into their territory and to become a Polis Citizen.

- Intelligence - having an IQ of 145 or higher.
- Having a necessary, technical or rare skill.
- Buying your way in – having a personal wealth of a billion dollars or more.
- Polynesian Ancestry (parents or grandparents).

The family of inductees are also extended an invitation to aid stability, but Polis – for all its appearance of harmony, freedom and wealth, is a surveillance state 24 hours a day, 7 days a week in every aspect of people's lives. Its freedom is very narrow and as a small, high wealth state it is constantly subjected to espionage and the threat of attack.

This has given Polis – for all the gifts it has given to the world – a harsh and unforgiving justice system (the ultimate sanction being exile) and a military intensely focused on high technology weapons and the cutting edge of Ridder technology.

Polis is a mystery to many and certainly not democratic. Rather it is a 'shareholding' democracy, where the more shares you own the more of a stake you have in the direction of the country. Its rulers – however – maintain a controlling stake between them making it a plutocracy and a de-facto oligarchy. While technically someone could buy enough shares to control the direction of the country it's vanishingly unlikely. The current largest shareholder and chairman of the Polis board is Yakov Suess who has used the leverage and wealth of the new Jewish diaspora to purchase influence and to direct a great deal of Polis policy to help others, scattered by the fall of Israel.

Despite its small population, scattered around its various territories, Polis maintains five brand-new, high technology Ridders that outclass anything fielded by any other nation. They also retain every model they've ever built – including old prototypes – in mothballs, where other nations cannibalise and re-use or upgrade old Ridders.

Antarctic Free Port

Climate change has 'defrosted' large portions of Antarctica and while it is still an inhospitable and bleak landscape and still under international control and treaty, the resources present there made it a key battleground in the Energy Wars. Parts of the landscape were rendered unusable by tactical nuclear weapons and others more crudely gouged in resource grabs. Now the process is managed and overseen by the United Nations who also administer the Free Port. The only city on the whole continent, a high-rise port city only governed by international law and home to an ongoing prospecting rush where fortune and ruination is made every day.

The salvage from the war is another source of wealth. The dry and cold conditions have preserved many Energy War weapons and machines in near perfect and operable condition from tanks and APCs to downed aircraft and early robotic soldiers. The bars of the port ring with legends of 'big scores' from rare-metal deposits at the melting frontier to experimental weapons and sunken nuclear-armed submarines.


The AFP is managed by a council of interested parties, administered by Governor Callum Marshall, a patient and skilled Scottish diplomat formerly employed in the EF's diplomatic corps.

The UN maintains the Ridder that guards the Port City, known as 'Great Scott' is also acts as a beacon to shipping and an aid to vessels that are in trouble. The UN also maintains a paramilitary peacekeeping force within the port to deal with any serious issues that arise.

United Nations

The United Nations was revealed to be an utterly contemptible and toothless organisation during the Energy Wars. Like the League of Nations before it, it became apparent that the United Nations was simply not fit for purpose. Nonetheless the organisation struggled on and, on the ground, won a great deal of support from the people left behind in the conflicts. For those who suffered the most from the destruction of the war the UN was often the only help they got, doing what it could to preserve life and maintain supply lines.

On a shoestring the UN managed to run refugee camps, maintain some semblance of order and to take on the deserting troops from the various factions who would don a blue helmet in an attempt to avoid execution or repatriation. By the end of the wars internationalism was back on the table and nationalism had been pushed to the fringes.



Riding that popular wave and with the world now consolidated into larger blocs the United Nations was reformed, revamped and overhauled with a great will from the participating blocs to make it work and to give it more independent power this time.

The United Nations is now a step towards a true world government. While it is bureaucratic and slow to make laws it is much more nimble when it comes to disasters and conflicts and in the face of the Kaiju threat has come into its own. The UN has its own army, made up – initially – of volunteers from the militaries of the various blocs but it is now self-sustaining, purchasing its own standardised equipment, vehicles and so forth. The UN is also a state without any country, its staff and troops can gain UN citizenship, making them true citizens of the world.

The UN military is – by treaty – smaller than any single bloc's military but it tends to attract the best of the best and to purchase the best equipment. Analysts believes that it could successfully take on one of the blocs should it become necessary and its technology is second only to that used by Polis – and supported and supplemented by Polis.

UN troops supplement national militaries at sites of Kaiju attack but rarely get directly involved, instead they provide support, evacuation and support services and back-up in case things go wrong.

The UN operates three Ridders (in addition to Great Scott), comparable in power to the previous generation of Polis machines. They are yet to be tested in combat however and their crews have only fought in simulations. It's unclear how they will perform if push comes to shove.



ANTAGONISTIC GROUPS

While tensions exist between the various power blocs they rarely spill over into any sort of overt conflict. Most fighting takes place against the Kaiju and monster infestations by various blocs and international forces. There are, however, other forces at work. Terrorists, secretive organisations, militias. Some even claim that the force behind the Kaiju and monsters is something directed. Aliens perhaps, ancient powers, science gone wrong or even a planetary awareness turned against us.

AnCapFer

The Anarcho-Capitalist Fringe is a loose, global revolutionary and terrorist organisation that believes the time of governments is past and that private groups and corporations will be the salvation of humanity. Drawing inspiration from the intervention of Polis, they believe that breaking down government structures and replacing them with private companies and individuals working in their own self interest will work better. To that end the ACF has been setting up camps 'Gulches' where they can live according to their ideals and experimenting with their own forms of sea-steading and other settlement creation and independence declarations.

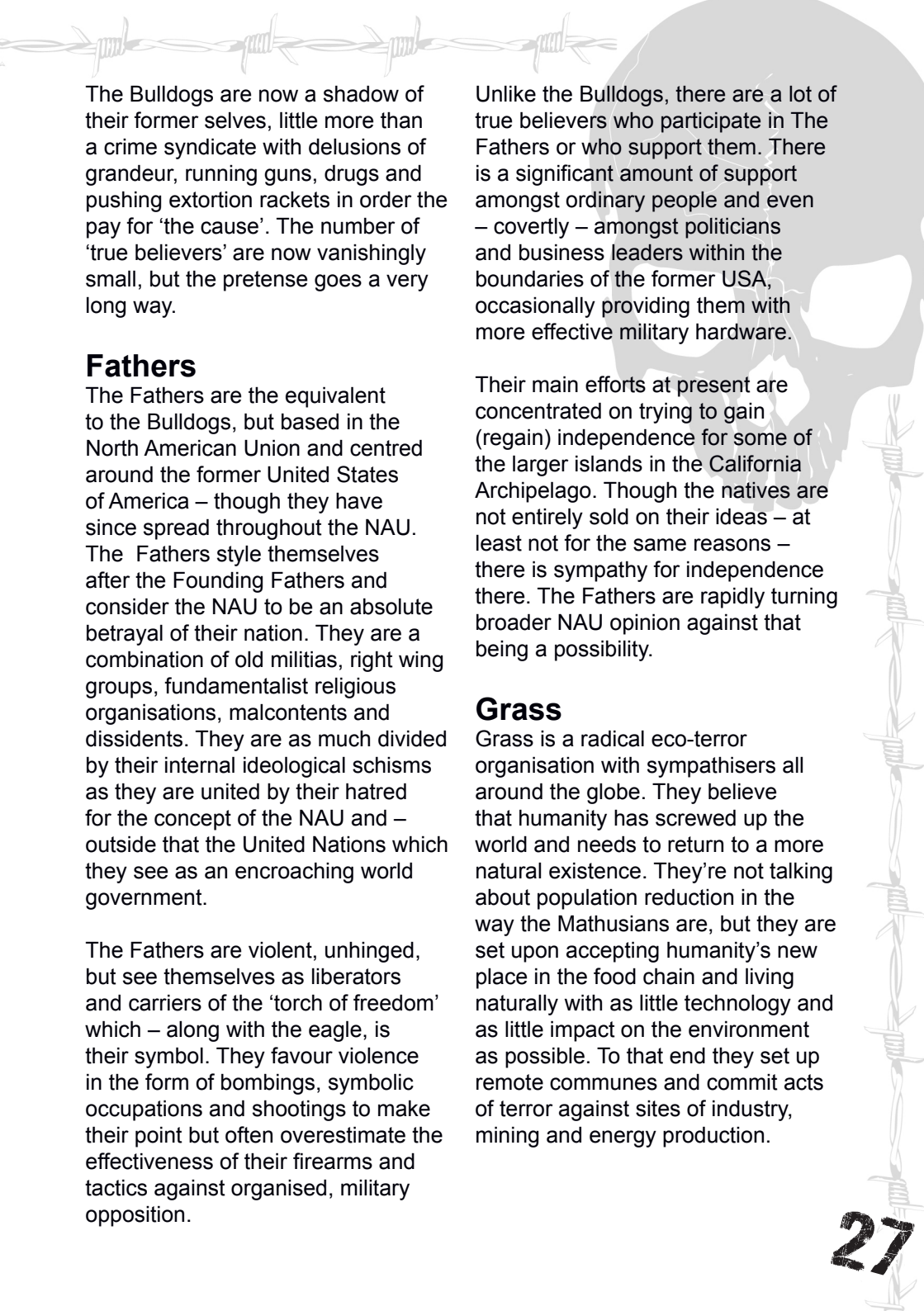
More radical ACF groups refuse to accept any legal jurisdiction over themselves and even engage in acts of terrorism against government institutions, groups, buildings and forces. Their slogan 'Move Aside' is found sprayed in ghettos and alleyways, especially at the sites of their terrorist activities.

Polis publicly denies any affiliation with or support for ACF, but the ACF frequently employs Polis weapons and technology which implies that even if they don't explicitly support the ACF, that they harbour ACF sympathisers amongst their number.

Bulldogs

When Britain was forcefully pulled into the European Federation during the Energy Wars about half the population welcomed it as a 'return to the fold' and a shared burden with the rest of the continent. The other half saw it as the first successful invasion of the country in centuries. A resistance movement was inevitable though over the years it has faded into a background hum of terrorist attacks against European Federation soldiers and police.

The Bulldogs fly the Union Flag and their mascot is a cigar-chewing bulldog, pissing on the European star. They are a broad church of nationalists, racists, right wing political fringes and the descendants of the elements of British forces who fought against the European Federation rather than laying down arms.



The Bulldogs are now a shadow of their former selves, little more than a crime syndicate with delusions of grandeur, running guns, drugs and pushing extortion rackets in order the pay for 'the cause'. The number of 'true believers' are now vanishingly small, but the pretense goes a very long way.

Fathers

The Fathers are the equivalent to the Bulldogs, but based in the North American Union and centred around the former United States of America – though they have since spread throughout the NAU. The Fathers style themselves after the Founding Fathers and consider the NAU to be an absolute betrayal of their nation. They are a combination of old militias, right wing groups, fundamentalist religious organisations, malcontents and dissidents. They are as much divided by their internal ideological schisms as they are united by their hatred for the concept of the NAU and – outside that the United Nations which they see as an encroaching world government.


The Fathers are violent, unhinged, but see themselves as liberators and carriers of the 'torch of freedom' which – along with the eagle, is their symbol. They favour violence in the form of bombings, symbolic occupations and shootings to make their point but often overestimate the effectiveness of their firearms and tactics against organised, military opposition.

Unlike the Bulldogs, there are a lot of true believers who participate in The Fathers or who support them. There is a significant amount of support amongst ordinary people and even – covertly – amongst politicians and business leaders within the boundaries of the former USA, occasionally providing them with more effective military hardware.

Their main efforts at present are concentrated on trying to gain (regain) independence for some of the larger islands in the California Archipelago. Though the natives are not entirely sold on their ideas – at least not for the same reasons – there is sympathy for independence there. The Fathers are rapidly turning broader NAU opinion against that being a possibility.

Grass

Grass is a radical eco-terror organisation with sympathisers all around the globe. They believe that humanity has screwed up the world and needs to return to a more natural existence. They're not talking about population reduction in the way the Mathusians are, but they are set upon accepting humanity's new place in the food chain and living naturally with as little technology and as little impact on the environment as possible. To that end they set up remote communes and commit acts of terror against sites of industry, mining and energy production.



Grass have a special fixation upon Antarctica, which they regard – rightly – as being the last, relatively unspoiled wilderness though this is rapidly changing.

Independence Army


The Independence Army is a bizarre artifact of African unification. The changes wrought in the Energy Wars displaced many warlords and deposed many corrupt regimes across the continent. A great many revolutionary groups, warlords and nationalists were thrown into the air and rearranged. They have continued to be marginalised in the emerging pan-African identity ever since. Those identities die as hard as old tribal rivalries did in the colonial era and there are significant groups and forces across Africa – and even amongst nationalist groups in other blocs – that are unwilling to lay down their arms and join the bright, shiny new Africa. Their loose alliance, based only around hatred of the new order of the world fights small civil wars, engages in terrorism and even fights to hold various territories openly throughout Africa, a marked difference to the quiet, shiny, civilised ‘new Africa’ found in other territories.

Malthusians

The Malthusians are a shadowy, rumoured group that may not even exist. Supposedly their aim is to drastically reduce the human population and rumours also abound that they are also responsible for at least some of the Kaiju and the monsters that now plague humanity. The story goes that they are the flipside to Polis, another technological solution to the problems the world was suffering. A drastic reduction of the human population – leaving only an elite – would have also allowed the planet to heal. Now the – supposed – Malthusian plan stands in opposition to Polis’ technological salvation. If any of this is true. If it is true there’s nothing the Malthusians won’t do from the use of WMDs to releasing diseases that might reduce the human population and if it is true that they have created the Kaiju there are bound to be more, and worse, of their kind on the way.

Minju Jeonseon (Democratic Front)

When China took over North Korea it was seen as a great betrayal by the one nation that was anything even remotely approaching an ally for that rogue state. The occupying Chinese – pre-empted by special forces who were in-country as advisors and trainers – exercised a blitzkrieg over the border to take over the territory.



'Dear Leader' was deposed, but not before being pushed out on national television to welcome the Chinese. After that most of the army that was still attempting to resist folded and the citizenry fell in line, especially once food began to flow in and modernisation began. There were, however, still die-hards committed to the old order who swallowed the pseudo-religious, ideological cult hook line and sinker. Since then the MJ – supplied with ex-NK weapons (including, rumour has it, some unaccounted for atomic bombs) has hooked up with hardline Communists from China who believe that nation has lost touch with the ideology and want a new revolution to restore the old order. They have been launching attacks on 'traitors' and capitalistic interlopers. As of now their actions are limited to China and the Pacific nations but they may well expand.

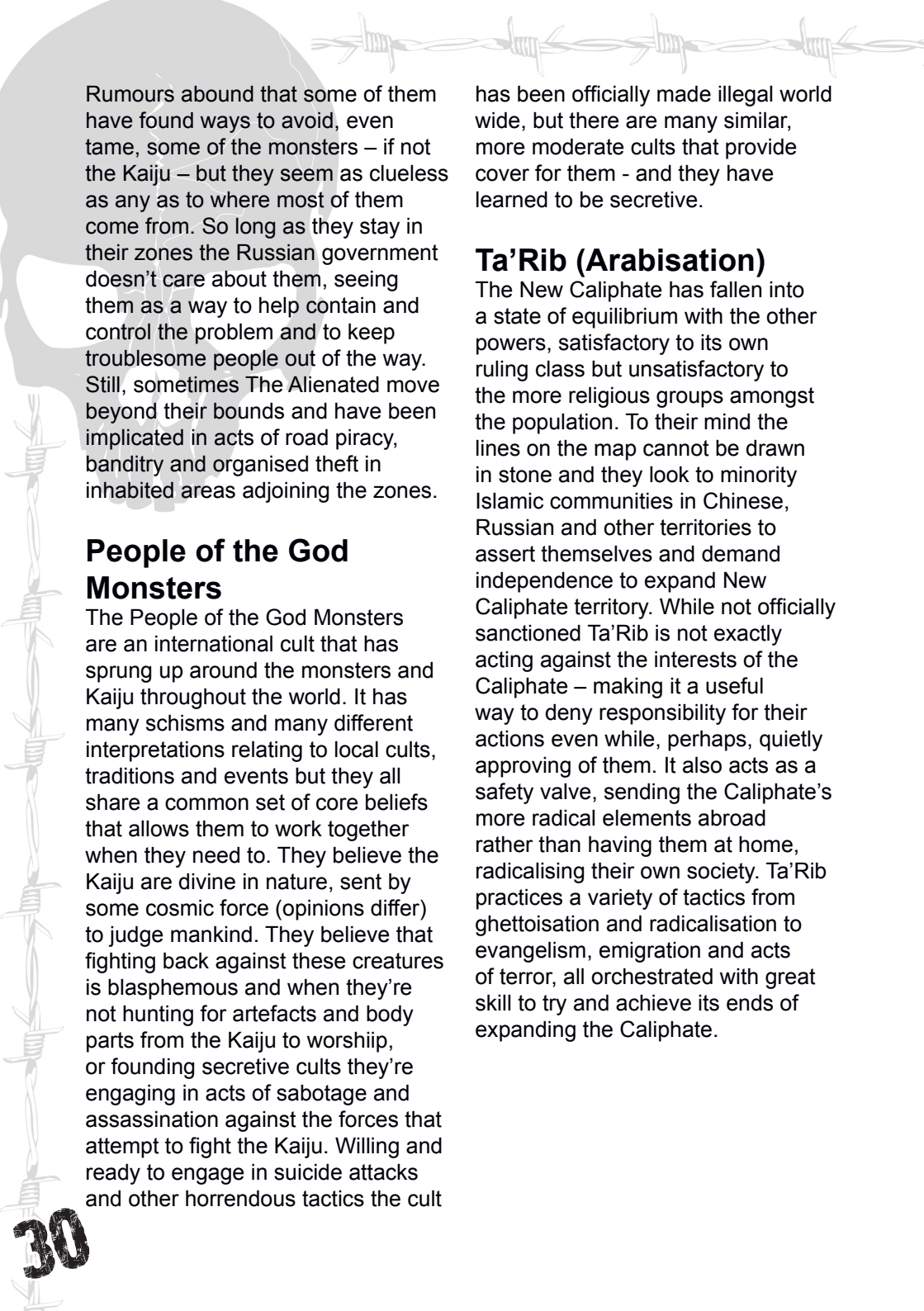
Ngā Mānawa (Fire Children)

Named for the Fire Children of Maori mythology this group is made up of refugees from the diaspora of the pacific islanders from the various bought up or flooded islands. While many found shelter in New Zealand and other nations there has been a great loss of culture, tradition, identity and prestige.

The Fire Children have a legitimate side, seeking to recover art and artefacts from around the world, preserve languages and traditions but also a more fierce side in the old warrior traditions, acting as enforcers and defenders of refugee communities. Even more extreme than that number, though with cover and assistance from the other parts of the group, are small numbers of terrorists who blame the developed nations of old for what happened to their people and islands. In practice this makes them ecoterrorists and anti-corporatists, despite the largesse and assistance Polis has given them.

Otchuzhdayemaya (The Alienated)

The Alienated are a disparate group of people living in the irradiated and toxic zones found across the Russian territories away from governmental interference (other than the occasional disaster tourist or military patrol). These are artists, counter-culture people, political dissidents, criminals, cultists and others, eking out a living in some of the most dangerous places on the planet. Strange illnesses, tumours and birth deformities are rampant, Kaiju and other creatures often emerge from these zones and The Alienated are often their first victims.



Rumours abound that some of them have found ways to avoid, even tame, some of the monsters – if not the Kaiju – but they seem as clueless as any as to where most of them come from. So long as they stay in their zones the Russian government doesn't care about them, seeing them as a way to help contain and control the problem and to keep troublesome people out of the way. Still, sometimes The Alienated move beyond their bounds and have been implicated in acts of road piracy, banditry and organised theft in inhabited areas adjoining the zones.

People of the God Monsters

The People of the God Monsters are an international cult that has sprung up around the monsters and Kaiju throughout the world. It has many schisms and many different interpretations relating to local cults, traditions and events but they all share a common set of core beliefs that allows them to work together when they need to. They believe the Kaiju are divine in nature, sent by some cosmic force (opinions differ) to judge mankind. They believe that fighting back against these creatures is blasphemous and when they're not hunting for artefacts and body parts from the Kaiju to worship, or founding secretive cults they're engaging in acts of sabotage and assassination against the forces that attempt to fight the Kaiju. Willing and ready to engage in suicide attacks and other horrendous tactics the cult

has been officially made illegal world wide, but there are many similar, more moderate cults that provide cover for them - and they have learned to be secretive.

Ta'Rib (Arabisation)

The New Caliphate has fallen into a state of equilibrium with the other powers, satisfactory to its own ruling class but unsatisfactory to the more religious groups amongst the population. To their mind the lines on the map cannot be drawn in stone and they look to minority Islamic communities in Chinese, Russian and other territories to assert themselves and demand independence to expand New Caliphate territory. While not officially sanctioned Ta'Rib is not exactly acting against the interests of the Caliphate – making it a useful way to deny responsibility for their actions even while, perhaps, quietly approving of them. It also acts as a safety valve, sending the Caliphate's more radical elements abroad rather than having them at home, radicalising their own society. Ta'Rib practices a variety of tactics from ghettoisation and radicalisation to evangelism, emigration and acts of terror, all orchestrated with great skill to try and achieve its ends of expanding the Caliphate.

DIN (Dam Yehudi Nakam)

Taking their name from an historical group of anti-Nazi assassins, DIN is a militant group within the Jewish diaspora dedicated to taking revenge both upon the inheritors of the loss of their nation (The Caliphate) and any who threaten or harm the Jewish people anywhere in the world.

Part vigilante, part terrorist group they tend to use low impact but effective tactics such as assassinations rather than bombings or acts of outright terror. As the successors of MOSSAD they have a reputation for uncompromising and brutally effective action.



Cyberterrorism

The world is wired together on an unprecedented scale forming connections that can withstand the devastation of Kaiju attacks. While this is all highly secured, skilled cyberterrorists also have an unprecedented level of access to hack the 'real world' in a way previously impossible.



THE NOOWEB

The Nooweb is the successor and replacement to the Internet, built atop it as a sort of primary network for the whole world's data. It is much faster and more capable than the old internet and capable of distributed computing, meaning that many devices do not need on board data processing any more, making them lighter, less power consuming and many times more powerful than is otherwise possible - even with brand new portable computers. This distributed processing along with other technical advances has made high powered mobile computing available to a huge number of people in urban and suburban areas – though less so in more rural areas. This computing revolution has some advantages – the power and portability – and some disadvantages (data is vulnerable to being intercepted and scraped from the servers). Some still choose to use portable machines with their own on board processing, but such gear is relatively expensive and hard to locate, being desired and needed only by serious technophiles.


The main use of the Nooweb has turned out to be augmented reality. Contact lenses and glasses hooked into personal relays or machines access the Nooweb and use location data as well as distributed computing to overlay messaging services, alarms, localised data and so on seen in the 'real world'.

Under AR the world is an even more vibrant and colourful place with all kinds of additional data, especially if you have emergency services or military access privileges.

HOMEFATORIES

Along with the Nooweb one of the most important technological advances has been the explosion in automated fabrication. Home fabricators that can form bioplastic or sinter ceramic or metallic powder are common and larger scale, communal home factories can be found in apartment buildings or commercial ones (with wider ranges of materials and processes) on street corners. This has helped create a whole new economy of people creating and selling their designs and feuding over their intellectual property. Residual sales on popular designs can make someone fabulously wealthy but imitations are common and bitterly hated.

Another problem stemming from homefactories is the spread of homemade weapons. Completely untraceable firearms and blades made using these machines. While the smaller communal and home factories can't produce truly effective weaponry, most of the time that is not needed. The larger and better commercial machines are, however, very capable of churning out very dangerous weapons in a huge variety of designs stored on the deep web.



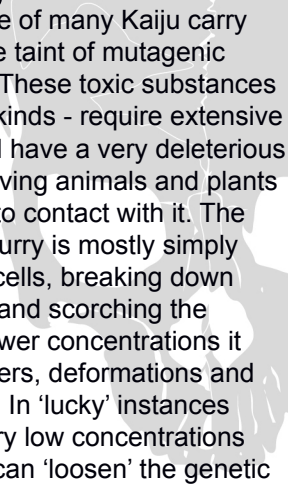
Homefactories have brought personalised goods and tailored clothes into the hands of everyone, but they have also annihilated many old business models, disrupted economies and flooded the streets with cheap, untraceable weapons.

‘Noids

Noids, short for the various configurations available (humanoid, canoid, arachnoid and so on) are robots, drones and exoskeletons used in construction, emergency services and security services. These machines have also taken a lot of work away from people and are often resented and even attacked, especially by shiftless young men. The ‘noid frameworks use similar technology to that found – on a much larger scale – in the Ridders. Robotic machinery is now familiar, even in far flung backwaters, better able to cope with the terrain and remoteness than other machines. ‘Noids are not sentient in any way, just complexly programed, capable of behaviour about as nuanced and intelligent as rats and mice independently and much more when a controller or wearer is present.

Mutagenics

The presence of many Kaiju carry with them the taint of mutagenic substances. These toxic substances – of various kinds - require extensive clean-up and have a very deleterious effect upon living animals and plants that come into contact with it. The mutagenic slurry is mostly simply toxic, killing cells, breaking down membranes and scorching the ground. In lower concentrations it causes cancers, deformations and birth defects. In ‘lucky’ instances with very, very low concentrations mutagenics can ‘loosen’ the genetic structure and cause rapid mutations and changes, the onset and mixing of animal and human traits. Even though this can be beneficial to the person affected, there is deep prejudice and fear around the affected and they’re usually forced to live at the fringes of society. The mutagenics also have profound and disturbing effects on local plant and animal life, twisting many of them into new monsters alongside the Kaiju and the smaller horrors that come with them.



THE RISE OF THE MONSTERS

2074 was the first recorded Kaiju attack. An unnamed Class One Kaiju (a quadrupedal, squat lizard-like entity) emerged from the North Pacific and laid waste to the small Japanese city of Minamisoma. The military were unprepared and virtually helpless against the creature and by the time an organised evacuation went ahead the creature had already annihilated much of the city, caused six thousand deaths and had fled back into the sea.

Confusion reigned over Japan and much of the rest of the world as such a creature was seen as both a physical and scientific impossibility. It was considered for some time to be mass hysteria, or a hoax. Phone camera and security footage was initially not believed but the insistence of survivors and a second attack a week later at Iwanuma finally convinced the Japanese government and the world that something really was happening.

A mass military mobilisation of PacCo forces followed with Korean, Japanese and Australian forces patrolling the Japanese coast with ground and naval forces and attempting to hunt down the creature.


When it eventually emerged it destroyed two Anzac II class frigates from the Australian navy and was tracked and followed deeper out to sea using depth charges to drive it forward and try to harm it.

Nothing seemed to work. Eventually the PacCo forces were forced to appeal to the NAU for help and were granted the use of a mothballed ASTOR nuclear torpedo. The crew of the submarine Sheean were lost using the weapon, but accomplished the destruction of the creature.

For a time the world was in an uproar. The atomic explosion and depth of the sea left little to examine. After a while the hysteria died down because this could only be a one-time event, surely?

It wasn't.

In the next attack a methane-hydrate processing plant outside of Murmansk was overrun not by a gigantic beast but by an army of vicious, scuttling, prawn-like insect-things. Survivors from the plant alerted the military who eventually mobilised into the area. These smaller creatures were resistant, but vulnerable to smallarms but still put up a vicious fight – to the death in every case. This made it clear that this problem was not limited to one area or to a single event, though the Russians played up the event as a massive victory they took heavy losses and underwent some internal military restructuring as a result.



Continued attacks kept happening, all over the world, monsters large and small, numerous and alone. Conventional warfare was simply not equipped to deal with these random attacks and a pall of fear settled over the world. The only effective way to deal with the giant monsters was with tactical nuclear weapons and each use rendered another small piece of the world uninhabitable. With the Kaiju attacking populated areas and in tandem with ongoing environmental disasters it was clear this was a losing prospect, especially after the first Class Two attack on Detroit and the necessary deployment of a larger weapon to take it out.

2080 saw the first deployment of Polis' prototype Ridder, the RX-001, dubbed 'Defender'. It tackled a Class Two Kaiju off the coast of Cape Town in South Africa – an armoured, tentacled thing that rose out of the water there. While the RX-001 was crippled in the battle and the Kaiju was not killed, it was rendered vulnerable enough for navy shelling with conventional arms to finish it off. It was a proof of concept – and it worked.

The RX-002 dubbed 'Ludwig' improved upon the RX-001 design with greater power output, armour plating and improved interface technology as well as crude close-combat weapons.

These innovations proved sufficient to make Ludwig victorious in its battle against a gigantic snake-like creature in the Australian outback. The first truly clean victory over a Kaiju.

The attacks haven't stopped, but there is now an effective way to fight back. The Ridder technology has also been used to advance robotics, make smaller exo-suits and construction machines. These in turn have made it easier to fight the smaller creatures as well, able to go toe-to-toe with creatures that can cleave a man in half.

Now there is breathing room to ask the questions, to work out where these creatures come from and to attempt to put a stop to it. Investigation and research is now as important as defense and the new stability has allowed old geopolitical divisions and conflicts to re-emerge, along with terrorism and disruption at a grander and grander scale. Environmental damage also continues, with natural disasters about as common as unnatural ones.

It's an interesting time to be alive.

DESIGNING KAIJU

SCALE

With both Ridders and Kaiju the most important factor is scale. Ridders and Kaiju are enormous, the size of aircraft carriers. They might also engage in combat with fighter jets, tanks and ships – not to mention units of soldiers. It's important, then, to know how scale affects things and alters the normal level of play.

Daikaiju uses a scale of 1-5, 1 being human scale and 5 being Ridder/Kaiju scale. You can extrapolate higher, large buildings – for example – might be scale 6 and whole small towns scale 7.

- Human Scale: 1
- Vehicle Scale: 2
- Tank Scale: 3
- Jumbo Jet Scale: 4
- Carrier Scale: 5

For anything larger than people, keep the following in mind:

Scale adds to physical Stress. A scale 5 Kaiju, before considering armour or skills, is going to have seven stress boxes.

If you're attacking something bigger than you, the difference in scale counts as two points of extra armour for them. I

f you're attacking a tank with a handgun – for example – that would be +4 armour ($3-1=2$, $2 \times 2=4$) on top of whatever armour the tank already has (almost certainly 3). The chances of you hurting it at all are pretty slim. The other way around, the difference in scale is added to damage so a tank shooting a person with its main gun would get +2 damage.

If you're shooting at something smaller than you, the difference in scale is a penalty to the roll. If shooting at something larger, the difference in scale is a bonus to the roll. So a tank firing at a Kaiju would get +2 on its attack roll, while a Kaiju would suffer -2 to hit the tank. A person shooting at a Kaiju is an idiot, and would only get +4 anyway.

KAIJU

Before you design your Kaiju you need a strong concept. Is it modeled on a real world animal or fantasy monster? What are its schticks? Its signature attacks? What does it move like, look like, what is its mission? Sheer destruction? Scouting? Anti-Ridder? Is it attacking alone or in a team?

Codename: Start with a codename for your Kaiju. Something that sums it up in one go. The terms used for Kaiju are usually pejoratives and progress through the alphabet as the encounters come in.

Aspects

Concept Aspect: The concept aspect should sum up, in a brief sentence, the central 'point' and distinguishing feature of the kaiju.

Examples might include: "*Force of nature*," "*Terrifying presence*," or "*It's eighty metres long, how could it disappear?*"

Trouble Aspect: The trouble aspect is some weakness that the kaiju has, turned into a more descriptive term. This is something that should act as a vulnerability for the kaiju.

Examples might include: "*Easily confused*," "*Fixated pursuit*," or "*Soft underbelly*."

Bonus Aspect: A bonus aspect is a free descriptor, allowing to personalise the kaiju a little more.

This could be absolutely anything but it could include things like: "*Surging with adrenalin*," "*Frenzied in battle*," or "*Tough as nails*."

Stunts

Kaiju get a single stunt and the capabilities and capacities of that stunt are, as usual, up to the Games Master.

Examples of stunts might include things like: *Building Smasher*, +2 damage against inanimate objects and terrain.

Everything Else

Kaiju also have Skills, Armour and Attacks to buy. These come out of a pool of points determined by their Category (1 through 5). The category scale is a loose rating system, as much art as science, but primarily based on the sheer size and power level the Kaiju seems to carry with it. Smaller monsters are made using the same process as designing Kaiju, but they are smaller scale – scale 1-3 – while Kaiju are usually scale 4-5.

- Monsters: 8-12 points.
- Category I: 10-14 points.
- Category II: 15-19 points.
- Category III: 20-24 points.
- Category IV: 25-29 points.
- Category V: 30+ points.

Skills: Kaiju have *Athletics*, *Fight*, *Notice*, *Physique* and *Shoot* skills. Buying them is 1/1. Don't forget to increase stress according to their Physique as per the main rule book.

Armour: Kaiju are naturally very tough, but some are tougher than others. 1 point of armour costs 1 point, 2 points of armour costs 4 points and 3 points of armour costs 9 points. Remember, for Kaiju, armour also adds to stress.

Weapons: Kaiju's weapons must be natural, claws, teeth, biological acid vomit and so forth. Weapons cost one point per bonus point of damage, up to a maximum of +3. You can also buy aspects for a weapon for one point each.

Bonus Stunt: A kaiju can have a second stunt at a cost of 3 points.

Bonus Aspect: A kaiju can have additional aspects at the cost of two points each.



'Aggravator'

Category 1 Kaiju

Scale: 5,

Concept: Chest-Beating
Ape-Monster

Trouble: Easily Enraged

Bonus: Frenzied Strength.

Stunts: **Scrambling**

Climb: The Kaiju can climb twice as fast as is normally possible and with a +1 bonus.

Skills: *Athletics* +3, *Fight* +3, *Notice* +2,

Armour: 1

Fists: +1 damage.

Stress: OOOOOOOO

EXAMPLE KAIJU

Smallfry

(Category Monster – Scale 1)

Concept: Skittering Creature.

Trouble: Blind as a Bat.

Bonus: Shockingly Fast.

Stunt: Venomous Bite: The creature's bite does +2 extra damage to living targets.

Athletics: +2

Fight: +2

Armour: 2

Weapons: Jaws +2

Stress: OOOO

Antagonist

(Category I - Scale 5)

Concept: Shock and Awe

Trouble: Fixated on collateral damage

Bonus: Unearthly Terror.

Stunt: Utterly Horrifying: When Antagonist causes stress to a person or vehicle, the occupants take a single point of mental stress as well. Being 'taken out' on mental stress indicates fleeing in terror.

Athletics: +1

Fight: +3

Notice: +1

Physique: +3

Armour: 2

Weapons: +2 (Bone-ridge 'axe' head)

Stress: OOOOOOOOOOOO

Bastard

(Category I - Scale 5)

Concept: Slinking scout

Trouble: Slender as a snake.

Bonus: Quick on its feet

Stunt: Slippery Customer: +2 to defend against ranged attacks.

Athletics: +3

Fight: +2

Notice: +3

Physique: +1

Weapons: +1 (Bone spurs)

Stress: OOOOOOO

Cantankerous

(Category III - Scale 5)

Concept: Overwhelming brute.

Trouble: Attacks without reservation.

Bonus: Rending & tearing.

Stunt: Dismembering: Damage is counted as two higher when the target is spending consequences to reduce damage.

Stunt: Disappear: Cantankerous can spend a FATE point to fade from the sensors of its attackers or to play dead, utterly convincingly, in preparation for an ambush attack.

Athletics: +1

Fight: +4

Notice: +1

Physique: +5

Armour: +3

Weapons: +3 (Massive horn), +1 (Claws)

Stress: OOOOOOOOOOOO

(Additional mild consequence)

Devastator

(Category IV - Scale 5)

Concept: Living siege engine.

Trouble: Slow and solid.

Bonus: Demolisher

Stunt: Natural Disaster: +2 damage bonus against buildings.

Athletics: +2

Fight: +4

Notice: +2

Physique: +4

Armour: 3

Weapons: +2 (Tearing hooks) +2 (Chin spike)

Stress: 000000000000

Enemy

(Category IV - Scale 5)

Concept: Rampaging shock trooper

Trouble: Reckless attacker

Bonus: Insanely powerful.

Stunt: EMP Burst: Spend a FATE point to create an area-effect blast attack (shoot roll) that disables Ridders for success/turns.

Athletics: +3

Fight: +5

Notice: +3

Physique: +5

Shoot: +2

Armour: 3

Weapons: +2 (Fists)

Stress: 000000000000 (Extra minor consequence)

Fester

(Category IV - Scale 5)

Concept: Terror from the skies

Trouble: Light and hollow bones

Bonus: Fast as lightning

Stunt: Flight: Fester is capable of flight and can even carry a Ridder or another Kaiju.

Stunt: Baby Carrier: (Carries a scale 3 version of itself, pregnant)

Athletics: +5

Fight: +5

Notice: +3

Physique: +2

Shoot: +5

Armour: 1

Weapons: +3 (Claw Tail), +3 (Blue vomit, Aspect: Acidic)

Stress: 0000000000

Ghastly

(Category IV - Scale 5)

Concept: Surprise assault

Trouble: Fish out of water

Bonus: Accelerate to ramming speed!

Bonus: Team Player

Stunt: Aquatic: When swimming, Ghastly receives a +2 bonus to move, dodge etc.

Athletics: +5

Fight: +4

Notice: +4

Physique: +2

Armour: 2

Weapons: +3 (Ram head), +1 (Claws)

Stress: 0000000000

Horror

(Category IV - Scale 5)

Concept: Tsunami of claws and teeth.

Trouble: Predictable charge.

Bonus: Rapid acceleration.

Stunt: Headlong charge: +2 damage when charging, but -2 defence.

Athletics: +6

Fight: +4

Notice: +4

Physique: +2

Armour: 2

Weapons: +3 (Triple Jaw), +2 (Claw)

Stress: OOOOOOOOOO

Illness

(Category V - Scale 6)

Concept: Weapon of Mass Destruction.

Trouble: Overconfident.

Bonus: Unstoppable force

Stunt: Ginormous: Illness is Scale 6.

Athletics: +2

Fight: +5

Notice: +2

Physique: +5

Shoot: +1

Armour: 3

Weapons: +3 (Triple Tail) +2 (Hammerhead) +1 (Sonic Roar)

Stress: OOOOOOOOOO (Extra minor consequence)

'Debtor'

Category 1 Kaiju

Scale: 5,

Concept: Death in the Sea

Trouble: Dries out Quickly

Bonus: Water Adapted.

Stunts: Like a Fish: The Kaiju can swim twice as fast as is normally possible and with a +1 bonus.

Skills: *Athletics* +4, *Fight* +2, *Notice* +2,

Armour: 1

Claws: +1 damage.

Stress: OOOOOOOO



RIDDERS

Ridders are gigantic, mechanical, humanoid machines on the same size and scale as supercarriers. They use cutting edge technology and neural links to handle a 'body' of such bulk. Ridders are monstrously expensive, monstrously powerful and still only really capable of a holding actions and damage mitigation against the constant influx of Kaiju.

CREATING RIDDERS

When creating a Ridder you need a good, strong concept for it. You also need to keep in mind that a Ridder can have more than one pilot. Ideally this should be another player and you should cooperate on the design of your Ridder. Otherwise the Games Master can create any co-pilots or the Ridder can have a single pilot with the other players playing the support crew, staff, scientists and other assistants.

Aspects

Concept Aspect: The concept aspect should sum up, in a brief sentence, the central 'point' and distinguishing feature of the Ridder.

Examples might include: *"Expensive prototype," "Modular design,"* or *"Extensive line of merchandising".*

Trouble Aspect: The trouble aspect is some weakness that the Ridder has, turned into a more descriptive term. This is something that should act as a vulnerability for the machine.

Examples might include: *"Lacks safety apparatus," "Prime target,"* or *"Dangerously overpowered."*

Bonus Aspect: A bonus aspect is a free descriptor, allowing to personalise the Ridder a little more.

This could be absolutely anything but it could include things like: *"Takes a kicking, keeps on ticking," "Re-route power,"* or *"Easy to interface with."*

Stunts

Ridders get a single stunt and the capabilities and capacities of that stunt are, as usual, up to the Games Master. Examples of stunts might include things like:

Death From Above: *Light and agile enough to climb larger and stronger buildings the Ridder can make a leap attack at Kaiju lower than it for +2 to its attack roll.*

Everything Else

Ridders also have Skills, Armour and Attacks to buy. These come out of a pool of twenty points. Modernisations do not necessarily mean new Ridders are superior to the older ones, they just represent changes in design and combat philosophy in the constant game of innovation and one-upmanship with the evolution of the Kaiju.

Skills: Ridders have *Athletics*, *Fight*, *Notice*, *Physique* and *Shoot* skills. Buying them is 1/1. Don't forget to increase stress according to their Physique as per the main rule book.

Armour: Ridders are naturally very tough, but some are tougher than others. 1 point of armour costs 1 point, 2 points of armour costs 4 points and 3 points of armour costs 9 points. Remember, for Ridders armour also adds to stress.

Weapons: Ridders weapons are many and varied. Weapons cost one point per bonus point of damage, up to a maximum of +3. You can also buy aspects for a weapon for one point each.

Bonus Stunt: A Ridder can have a second stunt at a cost of 3 points.

Bonus Aspect: A Ridder can have additional aspects at the cost of one point each.

RX-002 Ludwig

The first prototype Ridder to be taken into combat and to successfully take down a kaiju one-on-one. The RX-002 Ludwig is currently on display in the Ridder museum on Polis.

Concept: Crude and tough.

Trouble: Unreliable prototype

Bonus: Massively armoured

Stunt: Analog: Ludwig is unaffected by EMP and other high-tech attacks of similar ilk.

Fight: +1

Shoot: +1

Armour: 1

Weapons: +1 (Blades) +1 (Rockets)

Stress: OOOOOOOO

Ivanhoe

Concept: Brutal brawler.

Trouble: Lumbering brute

Bonus: Tough as old boots

Stunt: Unbreakable: +1 Stress

Fight: +2

Physique: +5

Armour: 3

Weapon: +3 (hydraulic fists, Aspect: Shocking)

Stress: OOOOOOOOOOOOOO
(Extra minor consequence)

Ronin

Concept: Wuxia fighter

Trouble: Eminently breakable

Bonus: Greased lightning

Stunt: Jet Pack: Ronin can use its jet pack to leap huge distances or to boost an attack by +2

Athletics: +1

Fight: +2

Armour: 0

Weapon: +1 (Fang Blades), +1 (Chest guns)

Stress: 00000000

Gawain

Concept: Vigilant sentry

Trouble: Sluggardly

Bonus: Protected Conn-Pod

Stunt: Full Auto: If Gawain doesn't move it can make two ranged attacks.

Armour: 2

Weapon: +1 (Gatling Chest)

Stress: 000000000

Brunhilde

Concept: Headstrong Brawler.

Trouble: Slow reactions.

Bonus: Cold-adapted

Stunt: Cold Killer: Any attack made by Brunhilde has the aspect 'Freezing'.

Fighting: +1

Shoot: +1

Physique: +1

Armour: 1

Weapon: +1 (Cryo Cannon)

Stress: 000000000

Bors

Concept: Rapid Reaction Ridder

Trouble: Highly radioactive

Bonus: Light on its feet

Stunt: Advanced Targetting: +2 bonus to ranged attacks.

Athletics: +2

Fighting: +2

Shoot: +2

Armour: 0

Weapon: +1 (Ballistic mortars), +2 (Energy caster)

Stress: 000000000

Paladin

Concept: Canny Street Fighter

Trouble: Vulnerable subsystems

Bonus: Walking wounded

Stunt: Analog: Invulnerable to EMP and similar high tech attacks.

Stunt: Expose Reactor: Spend a FATE point to expose the reactor and make a 'chest beam' attack for +5 damage.

Athletics: +1

Fighting: +2

Shoot: +2

Physique: +2

Armour: 2

Weapon: +2 (Plasmacaster), +2 (Chainsword), +1 (Rocket Punch)

Stress: 000000000

Guan Yu

Concept: Aggressive martial artist

Trouble: Complex systems

Bonus: All-round Vision

Stunt: Triple Threat: Guan Yu can make two attacks in a turn.

Athletics: +5

Notice: +1

Fighting: +5

Shoot: +1

Physique: +2

Armour: 1

Weapon: +3 (Plasma Caster), +2 (Disc claws)

Stress: 0000000000

Shaka

Concept: Bar brawler

Trouble: Complex systems

Bonus: All-round Vision

Stunt: Experimental: Once per battle, Shaka can add +2 to a single roll by activating experimental systems.

Athletics: +3

Notice: +3

Fighting: +4

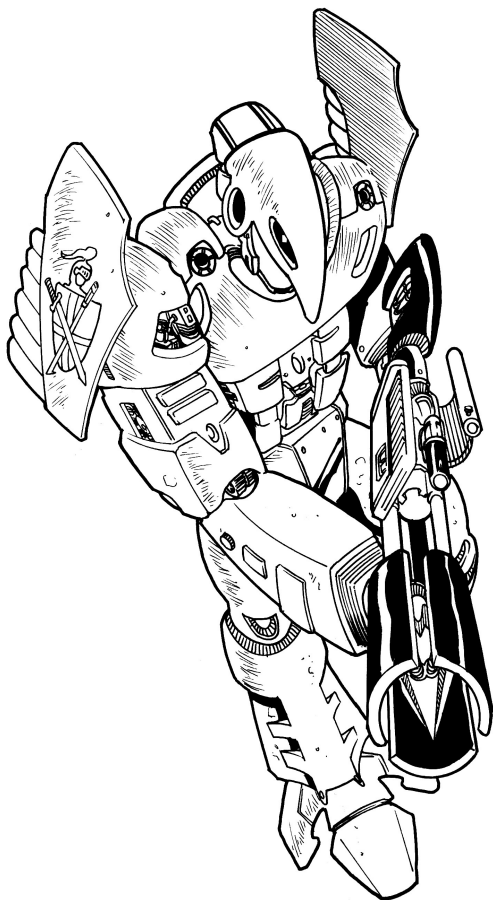
Shoot: +5

Physique: +2

Armour: 2

Weapon: +2 (Sting Blades), +3 (Chest Cannon)

Stress: 0000000000



Aramis

Concept: One Perfect Shot.

Trouble: Easily Enraged

Bonus: Frenzied Strength.

Stunts: Targetting

Systems: With time to aim Aramis gets a +2 bonus to hit.

Skills: *Athletics +2, Notice +4, Fighting +2, Shoot +5, Physique +2.*

Armour: 1

Weapons: Supra Cannon: +3, Fists +1

Stress: 0000000000

MAKING CHARACTERS

While the focus of the game is very much on the Ridders and their pilots (they can have more than one pilot working together via the neural link) there is plenty of room for other character types and thanks to FATE's system scouts, scientists, engineers and threat analysts can help by creating aspects, repairing and tweaking Ridders and dealing with human-scale threats. There's plenty of characters that can seem like 'sidelined' characters, but thanks to the system (accompanied by some effort from the Games Master) everyone can have a useful and exciting role to play – indeed their help is going to be essential to be on more than an equal footing with any Kaiju.

Making characters is done as per usual, but there are some extra things to keep in mind for Ridder pilots. Ridder statistics are a little 'fluid' and depend on the interaction between the pilots, the Ridder and the neural interface.

If a character's skill is higher than the Ridder's skill, then that skill counts as one higher. If the character's skill is lower, then the Ridder's skill is reduced by one, and this is done for both pilots (comparing to the original, unmodified stats).

***EG:** The Ridder Bors has a Fighting skill of +3, its pilots have Fighting skills of +2 and +4 respectively. That drops it by one and boosts it by one, taking it back to +3, where it started.*

EXTRA SKILL - INTERFACE

The Interface skill is used to connect with the systems in a Ridder in order to combine psyches and nervous systems with the Ridder and any other pilots. The difficulty is set by how close the multiple pilots are – emotionally - and both roll their Interface skill, averaging the total and comparing to the difficulty. The end result gives them a number of temporary FATE points to use while piloting the Ridder. Failing to meet the difficulty means all attacks made by the Ridder are rolled at a -1 penalty.

Relationship	Difficulty
Lovers	1
Family	2
Neutral	3
Dislike	4
Hatred	5
Arch Enemies	6
Alien Mind	7

A solo interface with a Ridder is made against a difficulty of 3, with multiple pilots the roll is made against the highest difficulty between them and the highest degree of success is used.



ARMS RACE

Kaiju and Ridders are in a constant war of development and one-upmanship. Every development and tactic meets its counter over time. In effect, Ridder's become weaker over time, needing constant repair, updates and innovations.

Kaiju encounters occur far enough apart – normally – for new kaiju to be bred, or to emerge, based upon what has been learned about the Ridders and human defences.

Between each Kaiju battle, roll four FATE dice and check the result.

0 or less: The Ridder doesn't degrade.

1: The Ridder loses a single point.

2-3: The Ridder loses two points.

4: The Ridder loses three points, and roll again.

What's lost?

For this, you'll need some regular six-sided dice. If you roll something that already doesn't exist on the Ridder or has been reduced to zero, nothing happens for that reduction. Simple Ridders can remain effective for longer because of this. There's something to be said for cruder, more simplistic designs.

1-3: Mechanics

- 1 Reduce Notice
- 2 Reduce Shoot
- 3 Reduce Armour
- 4 Reduce Weapon
- 5 Reduce Fighting
- 6 Reduce Physique

4-6: Tactics

- 1 Remove Concept Aspect
- 2 Remove Bonus Aspect
- 3 Reduce Athletics
- 4 Reduce Fighting
- 5 Reduce Physique
- 6 Remove Stunt

In counter to this, the technical team working on a Ridder can try to update its works to anticipate and counter the degradation in capabilities. They can make one roll between encounters. The normal difficulty is three and anything over that can be 'spent' as though designing the Ridder at the start to increase skills, weapons, armour and so forth in order to compensate for the reduction in effectiveness.

EG: The Ridder Mulan has taken a beating in recent fights against the Kaiju. It needs adaptations in order to compete. Its technical team come up with a few ideas and set to work. Their combined efforts result in a total of seven, which gives them four points to spend. They could give it a new stunt, but instead they fix the armour back to level 2 (four points). Unspent points can be saved up for the next opportunity for updates, relating to long-term research.



ADVENTURE SEEDS

Clash of the Titans

Premise: A new British Ridder – Trafalgar – is undergoing trials in the English channel when a traitor on the technical crew aids the infiltration of a group of Bulldog terrorist who take it over and begin marching it towards France with the intent of doing as much damage as possible. European Ridders are moving to intercept but the characters are the closest force capable of interceding before Trafalgar does some serious damage. It's down to them to beat down a fellow Ridder and prevent wholesale destruction and death.

Twists:

1. Members of Bulldog launch an armed attack on the Ridder's control vehicle or bunker to disrupt support operations in the fight. Support staff will have to take up arms and deal with the attack before they can actively support the Ridder in the field.

2. As the two Ridders move to engage the characters are radioed to inform them that Bulldog terrorists have taken members of some of their families hostage. If they don't stand down the group is threatening to kill those family members. It could be a bluff, but whatever the case it's going to take some time to be sure. Time France can't afford.

3. Trafalgar has been specifically designed to fight other Ridders. In this conflict – despite the lack of training that its terrorist crew has – it has a distinct advantage with armour-piercing and EMP attacks.



The Brains of the Outfit

Premise: Following a battle with a previously unseen type of Kaiju they are ordered to return what remains of its carcass to base for analysis. This Kaiju, otherwise unremarkable and even somewhat weak in battle, has an enormous mass of neural tissue attached to its head and back. Once returned for analysis this mass detaches from the body and explodes into snake-like ribbons of neural tissue which writhe through the base looking for people to infect and turning them against the others. The players and their support staff must fight for their lives against their own people and the 'neural snakes' writhing through the base.

Twists:

1. People infected by the snakes retain their own higher brain functions even as their bodies are taken over. They can plead for help, beg for mercy and demonstrate that they are still the people they once were, even as their bodies attempt to fight and kill.

2. The 'dead' Kaiju can speak through the infected. While it offers little in the way of any useful information it will inform them that the 'time of humanity is over' and that it is 'time to go extinct' it can and will also express disgust at the bodies it is inhabiting and will display intelligence and problem solving beyond that of the bodies it has infected.

3. A 'critical mass' of infected bodies will join together to form larger scale creatures. Four people can bind together into a Scale 2 creature, four of those into a Scale 3 creature and so forth. A sufficient mass of human flesh, bound together, will make a truly horrifying 'Kaiju' that they'll need to defeat again.



Scavenger Hunt

Premise: Tasked to intercept a Kaiju emerging from one of the Russian Zones of Alienation the battle leads them back across the border into the abandoned land beyond. The blood and bile of the creature has a radioactive suppressant effect which shuts down the Ridder's reactor not long after the battle ends, rendering it helpless. In order to recover their Ridder and exit the zone – the Russians will not allow anyone in, or anyone other than them out – they'll need to recover radioactives from one of the blown reactors that caused the zone.

Twists:

1. The closest reactor where they might be able to get fuel rods is overrun by radioactive monsters, mutated dog-like creatures infesting it and giving off an unnatural glow. To get the rods they'll have to fight through them and try not to get a lethal dose.

2. The Otchuzhdayemaya are camped out in an abandoned town nearby. They have anti-radiation medicines and radiation suits, used in their scavenging, but making any sort of deal with them could alienate the Russians and they'll want favours or trade in exchange for their gear or help.

3. A new Kaiju is gestating and emerging within the Zone of Alienation and will emerge in a few hours. If the Ridder is not powered up and ready to fight by the time it gets there, it'll be completely helpless and will be destroyed. This lends some urgency and desperation to getting it fixed.



Gone to Ground

Premise: A new Kaiju emerges from the Atlantic to attack New York, concentrating on causing damage to buildings and the street even when under attack by a Ridder. When defeated it ruptures, sending skittering creatures in all directions, infiltrating the metro network and sewers. Some of these creatures pupate and start to form new Kaiju while others lurk in the tunnels ready to fight to the death to protect the developing creatures. They'll have to be rooted out and – after the big Kaiju battle – that's going to take some room to room fighting.

Twists:

1. The cocooned creatures need biomass in order to develop and grow to their full size and to become full Kaiju. If they do they will be able to act en masse and overwhelm the Eastern coast of North America.

To that end some of their fellow 'warriors' are infiltrating where they can, attacking first-responders to the damage, dredging in plant and animal matter from the sea to their 'hive' and feeding the new generation.

2. A Kaiju cult has encountered some of these pupae and has gathered both to protect them and to steal away and hide one of the pupae. The creatures seem to recognise that the cult is on their side and do not interfere with them but this means there will be armed and dangerous people as well as monsters to deal with.

3. In the evacuated area of the city many have refused to leave. Those that remain are looting and rioting, further causing problems for first responders and clean-up crews entering the area. These rival gangs of looters are fighting it out with each other, the creatures, security teams and more.



Monster Island

Premise: A series of recent Kaiju attacks share a common signature in terms of mutagenics used and the base lifeforms they are derived from. Further analysis of the bodies and trace materials on them has narrowed the origin down to a remote Pacific island and the team and their Ridder are detailed to seek and destroy any activity on that island. The island itself is a base for a scientific station run by the Malthusians where they are engineering and creating their own Kaiju in an attempt to both understand them and to continue the destruction of humanity.

Twists:

1. Monster Island is a dense jungle island, riddled with bunkers and other material left over from World War II. It's also defended by several fully capable 'prototype' Kaiju in the seas around the island and lurking in the jungles, ready to defend it. The next attack Kaiju is also, almost, ready to 'launch' from the laboratory here.

2. The site's last line of defence is an atomic bomb, buried in the laboratory. If the lab is truly compromised and the Malthusians believes they cannot salvage the situation they will detonate the bomb, though it has a fifteen minute safety delay.

3. The Malthusians have an enormous stealth-submersible is a carrier for Kaiju or Ridders (Scale 6). This mobile base can be hinted at, at the end of the mission or in intelligence gathered from the laboratory. A hook for future adventures and a rationale for my attacks by artificial Kaiju.



MAKING PORT

AN INTRODUCTORY

ADVENTURE FOR

DAIKALJU DIE

The Briefing

The characters are a special operations group for the United Nations operating their Ridder from a specialist Ridder Carrier, The UNS Hammarskjöld. Their fusion-powered carrier which can travel at a steady forty knots and is tended by two escort frigates, the UNS Pearson and UNS Briceno. The carrier carries their Ridder – laying on its back – on an elevator that can withdraw it below decks or elevate it and lean upward for deployment. They're intended to be a rapid-reaction force, deployable where they are needed or to provide back-up to more local forces.

They're roused from their slumber in their cabins by the sounding of alarms and the ship suddenly changing course, rattling everything on the shelves, sliding cups across the tables. An ensign arrives at each of their doors to alert them (whether they're in bed, working on science or engineering projects or whatever else they're doing) to alert them that they're needed in the Operations Centre.

A hurried scramble to get dressed and get down there is in order, where their commander – Commander Sturgeon – will brief them.

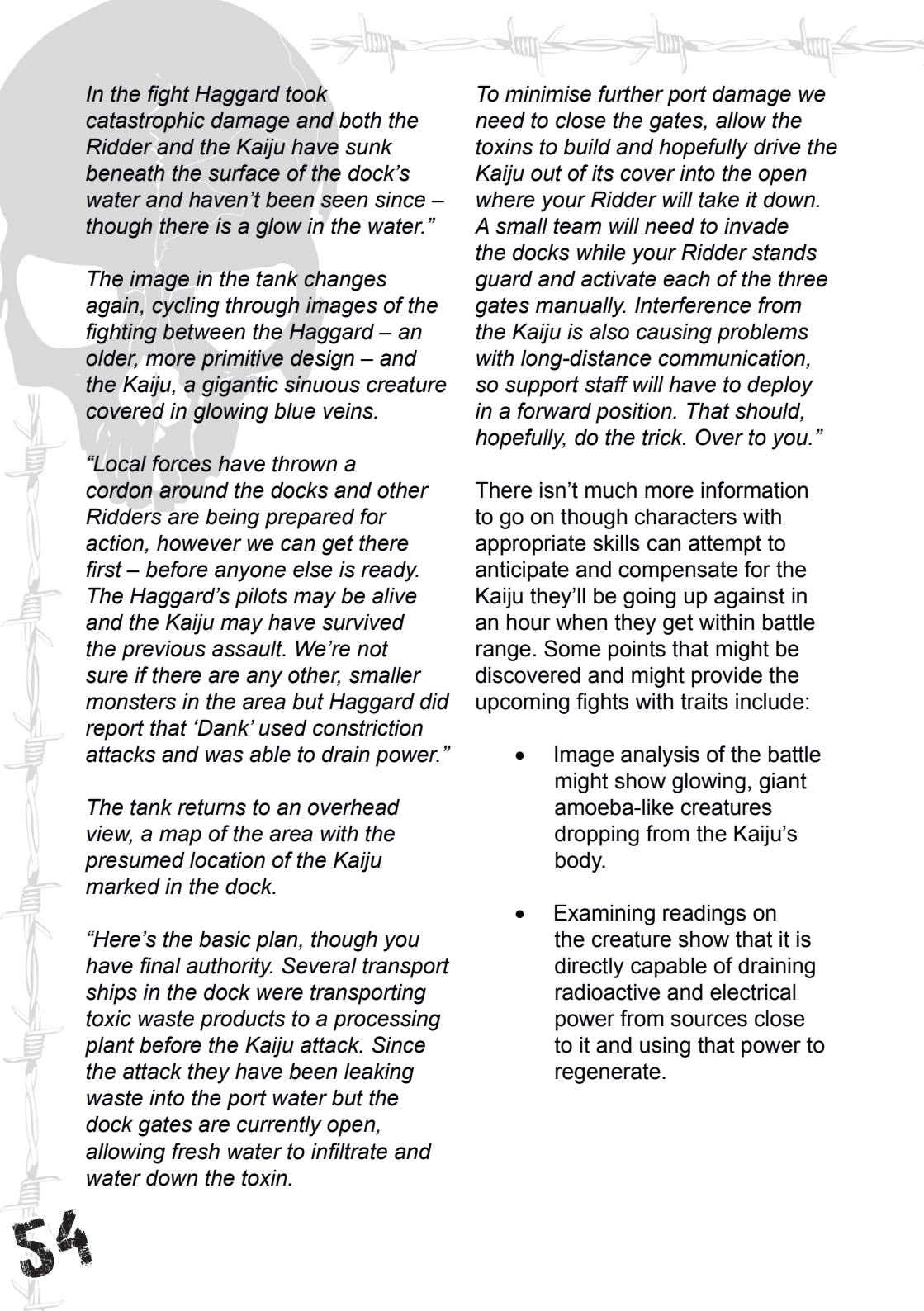
Read the following text aloud:

The Commander struts into the operations room and plucks off his cap, handing it to his attendant. Various aides and assistants scuttle into their positions and the Ops Centre projection tank fires up, filling with the glowing blue of the slowly rotating United Nations symbol before it melts away into a map.

"Five hours ago a Class Three kaiju emerged from the Celtic Sea and made rapidly for the Bristol Channel. Conventional European Federation forces engaged in an attempt to forestall its advance with limited success."

The image in the tank changed to show an abstract of the engagements, various ships distributed across the channel in an attempt to engage the kaiju, but it is shown slipping rapidly through the gaps before the ships can be moved into effective position.

"Despite the failure of this operation there was sufficient time to activate the Ridder Haggard. The Haggard time lured the kaiju – designated 'Dank' – into Porbury Docks an hour ago to contain the battle and engaged."



In the fight Haggard took catastrophic damage and both the Ridder and the Kaiju have sunk beneath the surface of the dock's water and haven't been seen since – though there is a glow in the water.”

The image in the tank changes again, cycling through images of the fighting between the Haggard – an older, more primitive design – and the Kaiju, a gigantic sinuous creature covered in glowing blue veins.

“Local forces have thrown a cordon around the docks and other Ridders are being prepared for action, however we can get there first – before anyone else is ready. The Haggard's pilots may be alive and the Kaiju may have survived the previous assault. We're not sure if there are any other, smaller monsters in the area but Haggard did report that 'Dank' used constriction attacks and was able to drain power.”

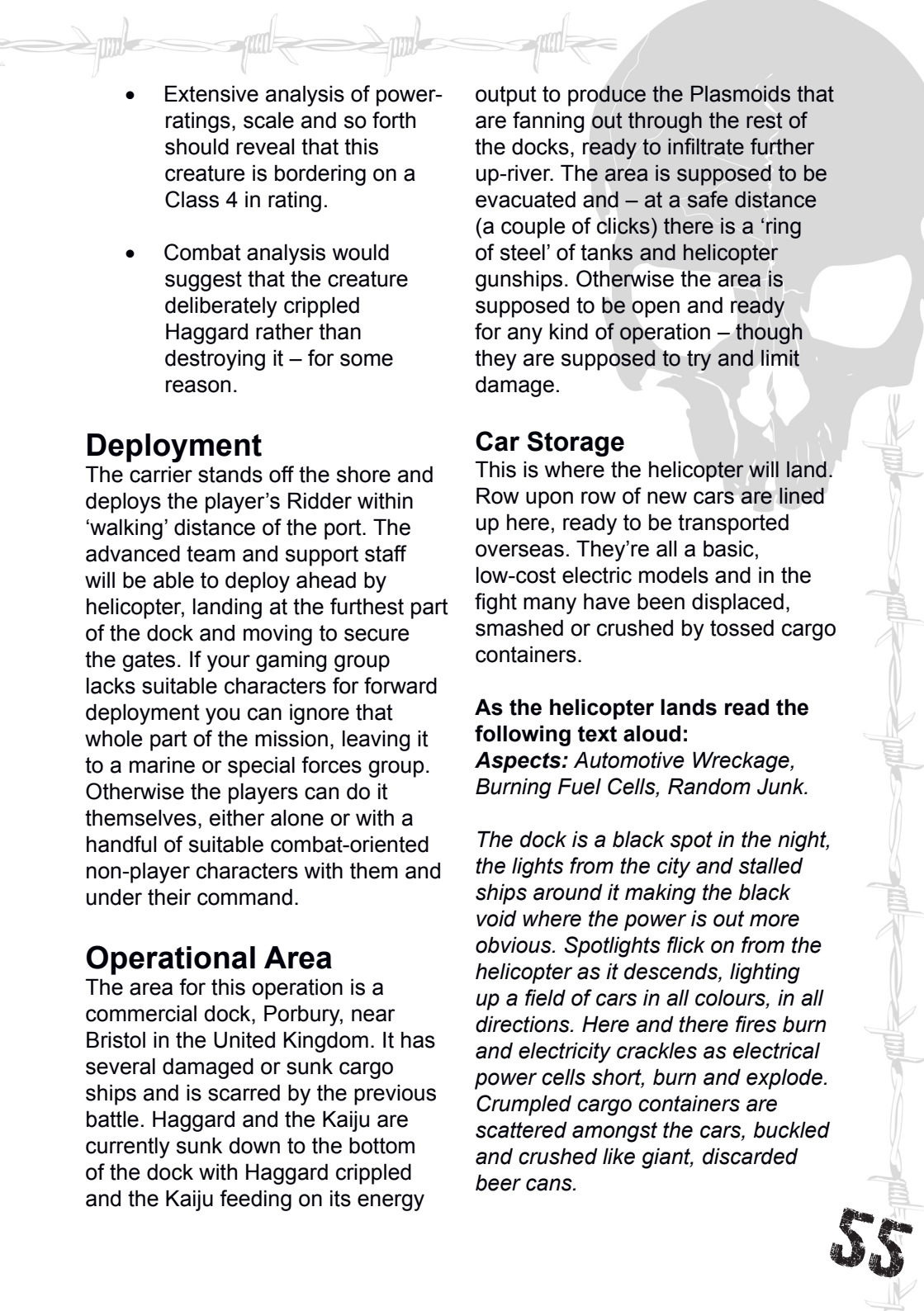
The tank returns to an overhead view, a map of the area with the presumed location of the Kaiju marked in the dock.

“Here's the basic plan, though you have final authority. Several transport ships in the dock were transporting toxic waste products to a processing plant before the Kaiju attack. Since the attack they have been leaking waste into the port water but the dock gates are currently open, allowing fresh water to infiltrate and water down the toxin.

To minimise further port damage we need to close the gates, allow the toxins to build and hopefully drive the Kaiju out of its cover into the open where your Ridder will take it down. A small team will need to invade the docks while your Ridder stands guard and activate each of the three gates manually. Interference from the Kaiju is also causing problems with long-distance communication, so support staff will have to deploy in a forward position. That should, hopefully, do the trick. Over to you.”

There isn't much more information to go on though characters with appropriate skills can attempt to anticipate and compensate for the Kaiju they'll be going up against in an hour when they get within battle range. Some points that might be discovered and might provide the upcoming fights with traits include:

- Image analysis of the battle might show glowing, giant amoeba-like creatures dropping from the Kaiju's body.
- Examining readings on the creature show that it is directly capable of draining radioactive and electrical power from sources close to it and using that power to regenerate.

- 
- Extensive analysis of power-ratings, scale and so forth should reveal that this creature is bordering on a Class 4 in rating.
 - Combat analysis would suggest that the creature deliberately crippled Haggard rather than destroying it – for some reason.

Deployment

The carrier stands off the shore and deploys the player's Ridder within 'walking' distance of the port. The advanced team and support staff will be able to deploy ahead by helicopter, landing at the furthest part of the dock and moving to secure the gates. If your gaming group lacks suitable characters for forward deployment you can ignore that whole part of the mission, leaving it to a marine or special forces group. Otherwise the players can do it themselves, either alone or with a handful of suitable combat-oriented non-player characters with them and under their command.

Operational Area

The area for this operation is a commercial dock, Porbury, near Bristol in the United Kingdom. It has several damaged or sunk cargo ships and is scarred by the previous battle. Haggard and the Kaiju are currently sunk down to the bottom of the dock with Haggard crippled and the Kaiju feeding on its energy

output to produce the Plasmoids that are fanning out through the rest of the docks, ready to infiltrate further up-river. The area is supposed to be evacuated and – at a safe distance (a couple of clicks) there is a 'ring of steel' of tanks and helicopter gunships. Otherwise the area is supposed to be open and ready for any kind of operation – though they are supposed to try and limit damage.

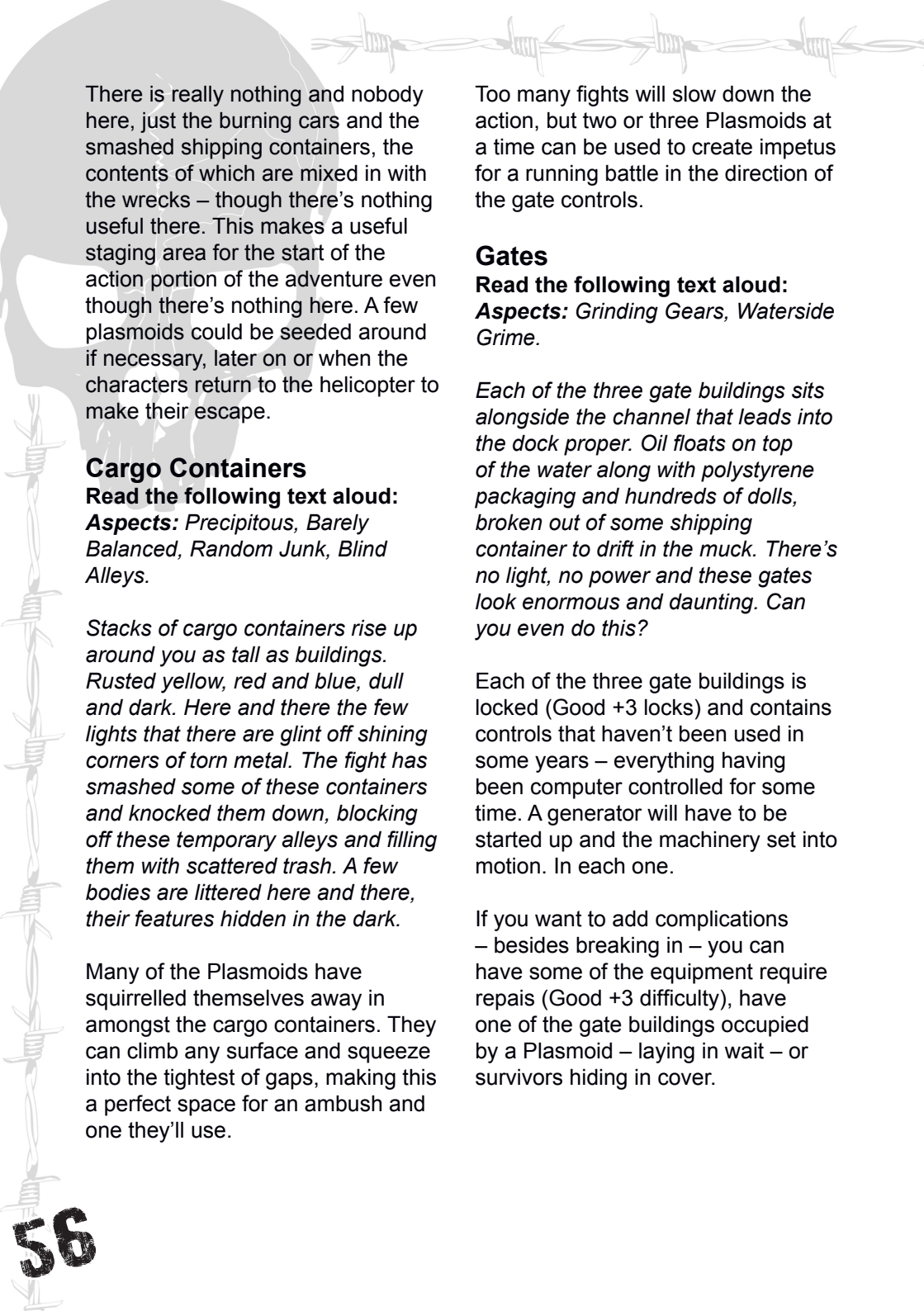
Car Storage

This is where the helicopter will land. Row upon row of new cars are lined up here, ready to be transported overseas. They're all a basic, low-cost electric models and in the fight many have been displaced, smashed or crushed by tossed cargo containers.

As the helicopter lands read the following text aloud:

Aspects: *Automotive Wreckage, Burning Fuel Cells, Random Junk.*

The dock is a black spot in the night, the lights from the city and stalled ships around it making the black void where the power is out more obvious. Spotlights flick on from the helicopter as it descends, lighting up a field of cars in all colours, in all directions. Here and there fires burn and electricity crackles as electrical power cells short, burn and explode. Crumpled cargo containers are scattered amongst the cars, buckled and crushed like giant, discarded beer cans.



There is really nothing and nobody here, just the burning cars and the smashed shipping containers, the contents of which are mixed in with the wrecks – though there's nothing useful there. This makes a useful staging area for the start of the action portion of the adventure even though there's nothing here. A few plasmoids could be seeded around if necessary, later on or when the characters return to the helicopter to make their escape.

Cargo Containers

Read the following text aloud:

Aspects: *Precipitous, Barely Balanced, Random Junk, Blind Alleys.*

Stacks of cargo containers rise up around you as tall as buildings. Rusted yellow, red and blue, dull and dark. Here and there the few lights that there are glint off shining corners of torn metal. The fight has smashed some of these containers and knocked them down, blocking off these temporary alleys and filling them with scattered trash. A few bodies are littered here and there, their features hidden in the dark.

Many of the Plasmoids have squirrelled themselves away in amongst the cargo containers. They can climb any surface and squeeze into the tightest of gaps, making this a perfect space for an ambush and one they'll use.

Too many fights will slow down the action, but two or three Plasmoids at a time can be used to create impetus for a running battle in the direction of the gate controls.

Gates

Read the following text aloud:

Aspects: *Grinding Gears, Waterside Grime.*

Each of the three gate buildings sits alongside the channel that leads into the dock proper. Oil floats on top of the water along with polystyrene packaging and hundreds of dolls, broken out of some shipping container to drift in the muck. There's no light, no power and these gates look enormous and daunting. Can you even do this?

Each of the three gate buildings is locked (Good +3 locks) and contains controls that haven't been used in some years – everything having been computer controlled for some time. A generator will have to be started up and the machinery set into motion. In each one.

If you want to add complications – besides breaking in – you can have some of the equipment require repairs (Good +3 difficulty), have one of the gate buildings occupied by a Plasmoid – laying in wait – or survivors hiding in cover.

Another possibility, if you want to add it, is to have a unit of Bulldog terrorists laying in wait to ambush the characters – who they see as part of an occupying force and whose ‘incompetence’ could lead to popular discontent with the existing order.

The Water

Read the following text aloud:

Aspects: *Deep Water, Toxic Waste, Glowing Blue Light.*

The water of the dock is deep and full of junk and debris. Far beneath the surface is a faint, throbbing blue glow that seems to suffuse the whole dock, impossible to tell precisely where it is coming from. A rancid, nose-burning tang hangs over the water in a miasma, toxic waste from the smashed ships sunk or sinking from the battle. Fragments of metal and chunks of bluish flesh are scattered around the edges, remnants from the battle. Somewhere beneath this toxic soup is a gigantic Kaiju. Waiting.

The Kaiju is deep below the water and wound around the shut-down and heavily damaged Ridder, Haggard. The crew are alive inside, but cannot escape due to the Kaiju wound around them blocking the escape pod from being able to release. It would technically be possible for characters to dive down and infiltrate the Ridder, find a way to release the crew, but the water is toxic, has Plasmoids in it and that's without even mentioning the Kaiju.

The Monsters

Kaiju: Dank

Scale: 5

Concept: Sinuous Constrictor.

Trouble: Long, Large Target.

Bonus: Still & Patient.

Stunt: Constrictor: Successive, successful attacks do +1 damage each turn (to a maximum of +2).

Stunt: Power Drainer: If an attack succeeds ‘with style’ the Kaiju can apply a ‘Power Drained’ negative trait to a target that has power systems and can heal its lowest stress damage.

Skills: *Athletics +4, Fight +4, Notice +2, Physique +4.*

Armour: 2.

Weapons: Constriction Coils +1, Bite +2.

Stress: OOOOOOOOOO

Monster: Plasmoids

Scale: 1

Concept: Amorphous Goo.

Trouble: Bursts Like a Balloon.

Bonus: Tacky Like Taffy.

Stunt: Sticky Surface: The Plasmoids gain a +2 bonus to grapple, climbing and similar rolls where stickiness is helpful.

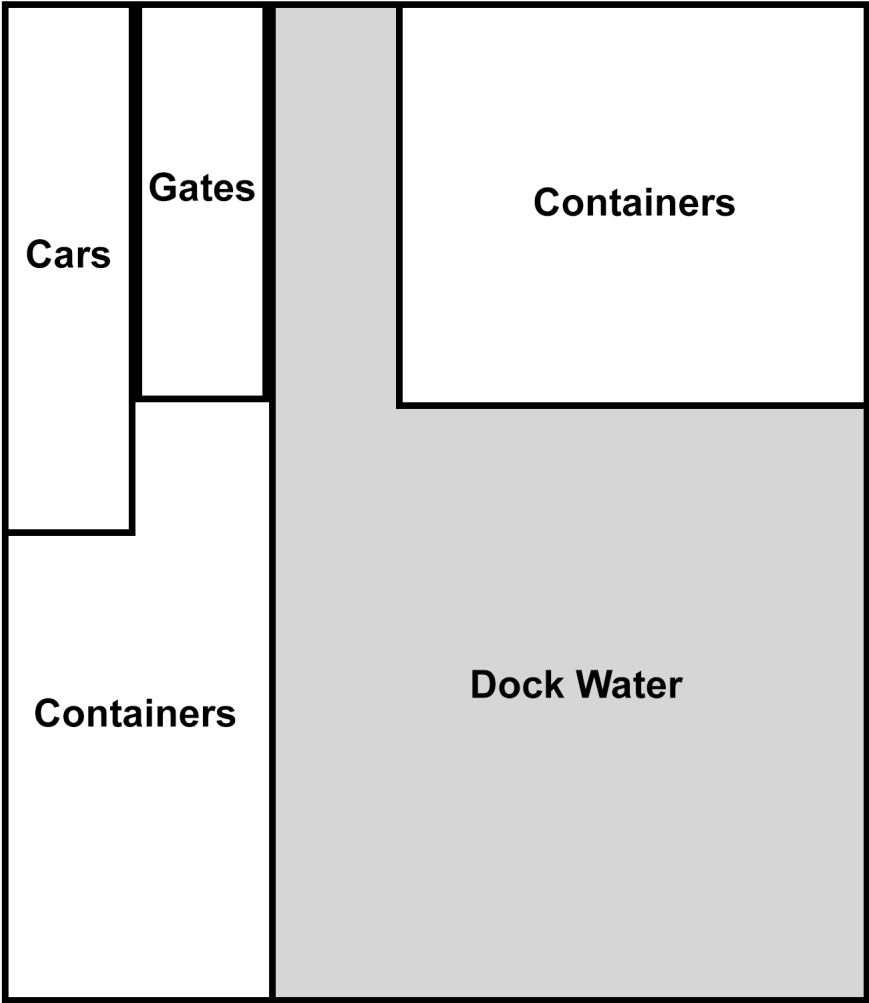
Skills: *Athletics +1, Fight +2, Notice +1, Physique +2.*

Armour: 1.

Weapons: Radioactive Slime +1

Stress: OOOOO

OPERATIONAL AREA
PORBURY DOCKS



DAIKALU DIE!

**A FATE powered. giant-robot
struggle against vicious monsters
in a future world of catastrophic,
world-shaking combat.**

JAMES 'GRIM' DESBOROUGH



**POSTMORTEM
STUDIOS**

