

G U R P S<sup>®</sup>

# MECHA

MIGHTY BATTLESUITS AND ANIME FIGHTING MACHINES



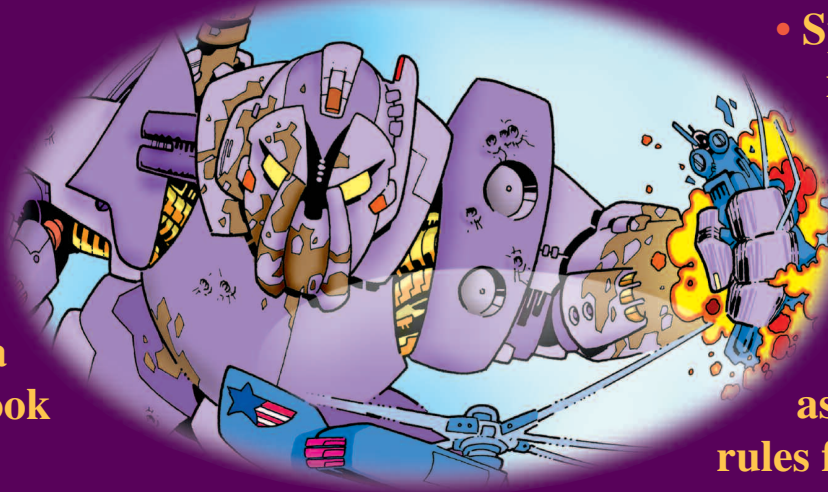
BY DAVID PULVER

STEVE JACKSON GAMES

# THE MECHA ARE HERE!

**F**rom battle-suited space marines to giant walking tanks, *GURPS Mecha* covers the entire mecha genre! In this book you'll find:

- An easy-to-follow, step-by-step guide to building mecha, fully compatible with *GURPS Robots* and *Vehicles*.
- Advanced rules and options: transforming and combining machines that can turn into cycles or fighter planes, overload boosters, psionic mecha, energy battlesuits, giant swords and even steampunk mecha!
- Advice on using mecha in everything from alien invasions to superhero campaigns, and suggestions for adventures inspired by Japanese anime.



- Special combat rules that play up the cinematic flavor of anime and mecha combat, as well as realistic rules for sensors, weapons and orbital drops.

- Sample mecha and battlesuits.
- Character creation rules for mecha-genre characters and cinematic aliens.
- A detailed campaign world, *Cybermech Damocles!*

**First Edition – Published April, 1997.** *GURPS Basic Set*, Third Edition is required to use this supplement in a *GURPS* campaign. *GURPS Compendium I* is strongly recommended to get the best value from this book. The mecha action rules and *Cybermech Damocles* setting, however, can be used with any game system.

**WRITTEN BY DAVID PULVER**  
**EDITED BY SEAN PUNCH**  
**COVER ART BY DAN SMITH,**  
**COLORED BY DEREK PEARCY**  
**ILLUSTRATED BY DAN SMITH**



**STEVE JACKSON GAMES**

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# MECHA

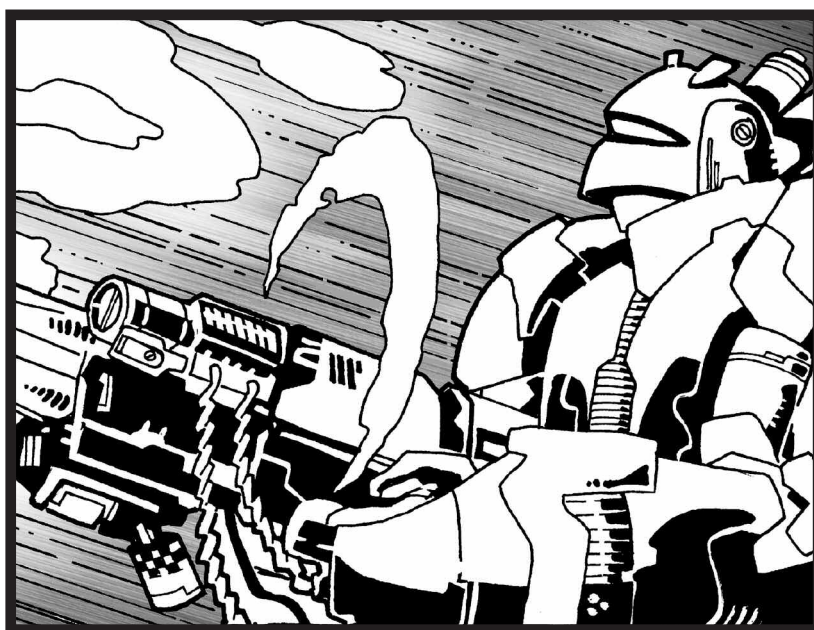
## Mighty Battlesuits and Anime Fighting Machines

By David Pulver

Additional Material by John H. Nowak

Edited by Sean Punch  
Cover Art by Dan Smith,  
Colored by Derek Pearcy  
Illustrated by Dan Smith  
and Alex Fernandez

*GURPS* System Design by Steve Jackson  
Alain H. Dawson, Managing Editor  
Sean Punch, *GURPS* Line Editor  
Page Layout and Typography  
by Richard Meaden  
Color and Interior Production  
by Richard Meaden and Bruce Popky  
Print Buying by Russell Godwin  
Art Direction by Bruce Popky  
Ross Jepson, Sales Manager  
Arne Jamtgaard, Proofreader  
Michael Bowman, Errata Coordinator



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*Playtesters:* Hubert Bartels, Grover C. Browning, Donny Chan, Mike Desanto, Steve "Goat Boy" Dickie, James R. Duncan, Bruce Flinn, Hunter Johnson, Robert Knotts, Jonathan Lang, M. A. Lloyd, Elizabeth McCoy, Richard Meaden, John W. Nowak, Jeffrey O. Pfaffmann, Tim Soholt, Lisa Steele, Leroy Van Camp III, Jonathan Woodward.

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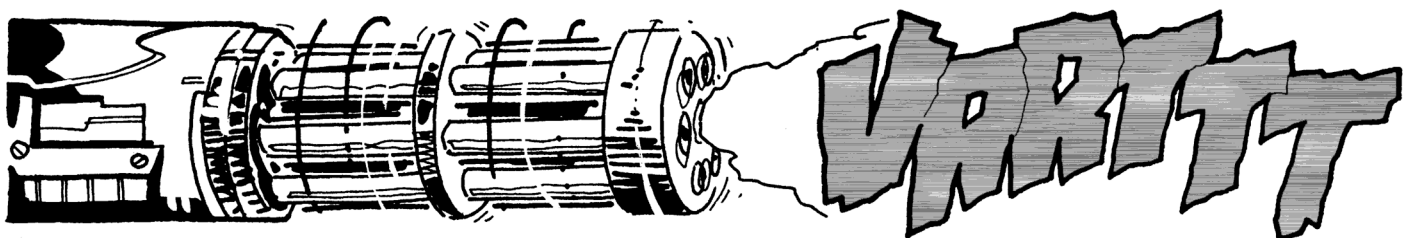
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# INTRODUCTION

## About GURPS

Steve Jackson Games is committed to full support of the GURPS system. Our address is SJ Games, Box 18957, Austin, TX 78760. Please include a self-addressed, stamped envelope (SASE) any time you write us! Resources now available include:

Pyramid ([www.sjgames.com/pyramid](http://www.sjgames.com/pyramid)). Our online magazine includes new rules and articles for GURPS. It also covers the hobby's top games – *AD&D*, *Traveller*, *World of Darkness*, *Call of Cthulhu*, *Shadowrun*, and many more – and other SJ Games releases like *In Nomine*, *INWO*, *Car Wars*, *Toon*, *Ogre Miniatures*, and more. And Pyramid subscribers also have access to playtest files online, to see (and comment on) new books before they're released.

*New supplements and adventures.* *GURPS* continues to grow, and we'll be happy to let you know what's new. A current catalog is available for an SASE. Or check out our Web site (below).

*Errata.* Everyone makes mistakes, including us – but we do our best to fix our errors. Up-to-date errata sheets for all *GURPS* releases, including this book, are always available from SJ Games; be sure to include an SASE with your request. Or download them from the Web – see below.

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*Internet.* Visit us on the World Wide Web at [www.sjgames.com](http://www.sjgames.com) for an online catalog, errata, and updates, and hundreds of pages of information. We also have conferences on CompuServe and AOL. *GURPS* has its own Usenet group, too: [rec.games.frp.gurps](mailto:rec.games.frp.gurps).

*GURPSnet.* Much of the online discussion of *GURPS* happens on this e-mail list. To join, send mail to [majordomo@io.com](mailto:majordomo@io.com) with "subscribe GURPSnet-L" in the body, or point your World Wide Web browser to: <http://www.io.com/~ftp/GURPSnet/www>.

The *GURPS Mecha* web page is at: [www.sjgames.com/gurps/books/mecha](http://www.sjgames.com/gurps/books/mecha).

## Page References

Rules and statistics in this book are specifically for the *GURPS Basic Set*, Third Edition, Revised. Any page reference that begins with a B refers to the *GURPS Basic Set* – e.g., p. B102 means p. 102 of the *GURPS Basic Set*. A reference that begins with CI refers to *GURPS Compendium I*, CII refers to *GURPS Compendium II*, UT refers to *GURPS Ultra-Tech*, Second Edition, Revised and VE refers to *GURPS Vehicles*, Second Edition.

Mecha is the Japanese term for the mechanical devices that appear in their animated cartoons (or *anime*), from giant spaceships to robot cats. But in the West, the word "mecha" is identified with the most unique of these machines: giant piloted robots and battlesuits.

*GURPS Mecha* is a book about that kind of mecha and the people who use them – spit-and-polish space marines making planetary assaults, grim mercenaries fighting for money and honor, daredevil Space Force pilots in transformable mecha fighters, beautiful alien mecha-warriors come to defend Earth from invading monsters or brilliant engineers donning their own inventions to fight crime and evil as battlesuited superheroes.

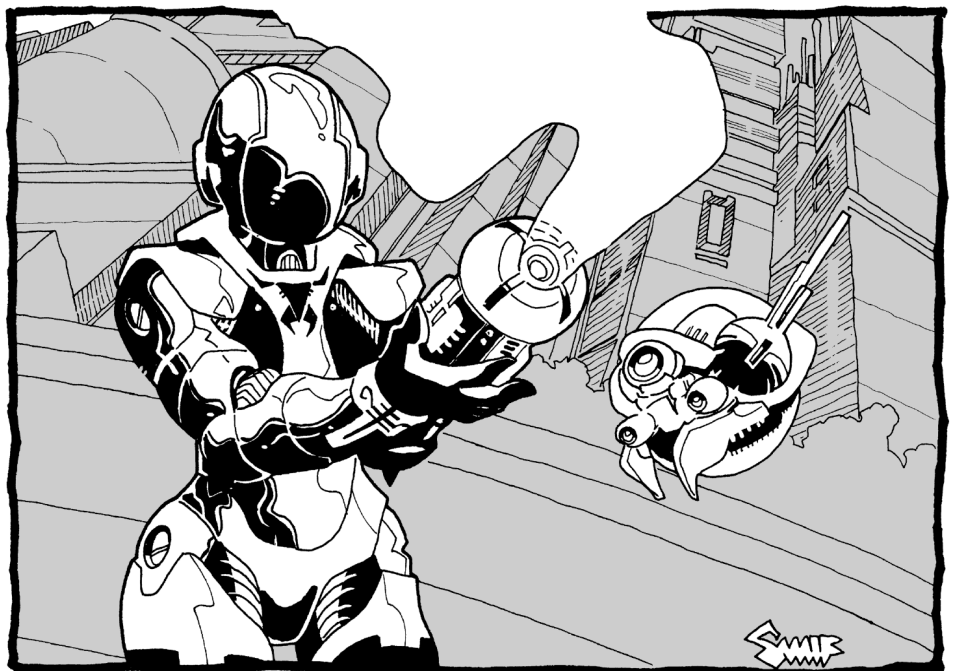
In these pages you'll find guidelines on running a mecha campaign inspired by Japanese anime or by western science fiction and comics, as well as material on building battlesuits and mecha for existing *Supers*, *Space*, and *Cyberpunk* campaigns. The mecha rules are based on *GURPS Vehicles* and *Robots*, but use a streamlined design sequence and add many new options to cover exotica like transformable mecha, superscience and powerful hand-to-hand weapons. There are also special cinematic combat rules designed to capture the flavor of the mecha genre.

Finally, we've included a ready-to-use mecha campaign, *Cybermech Damocles*, in which a secret agency battles alien intruders.

So climb into the cockpit, check the head-up display, and power up the fusion reactor . . . and enter the world of *GURPS Mecha*!

## About the Author

David L. Pulver is a freelance game designer and writer. He's enjoyed stories about mecha ever since he read *Starship Troopers* in junior high school (was that really 17 years ago?) and is an avid fan of Japanese animation and manga. His first book was *GURPS Ultra-Tech* in 1989 – since then, he has written or co-authored some 20 roleplaying game supplements.



This chapter describes four mecha and three battlesuits, all ready to use. These designs are compatible with the *Cybermech Damocles* setting (p. 111), but can also be used in other backgrounds.

Explanations of the mecha systems and weapons can be found in Chapters 3, 5 and 6.

## Seraph Delta (TL9)

The Seraph Delta is a humanoid flight- and space-capable light battle mecha. In the *Damocles* setting, it is a war-surplus Hegemony battle mecha favored by elite mercenaries.

**Subassemblies:** Two manipulator arms, two legs, limited-rotation turret.

**Drivetrain:** 1,225 kW motive power leg drivetrain, in legs.

**Arm Motors:** ST 4,000 motor in each arm.

**Thrusters:** Fusion rocket thruster with 51,000 lbs. thrust, uses 1,020 gph water (0.28 gallons per second).

**Cockpit:** In body, with Complexity 4 computer and ejection seat.

**Built-In Weapons:** TL9 medium rainbow laser in each arm. Four TL9 med. msl. launchers in body with 8 shots in anti-blast magazine. Launchers are linked; lasers are linked.

**Sensors:** 100-mile range PESA in turret facing forward. 200-mile range AESA in turret facing forward.

**Comsuite:** Advanced, in body.

**ECM:** Decoy dispenser in turret with chaff decoy plus 3 chaff, 8 flare and 4 hot smoke reloads.

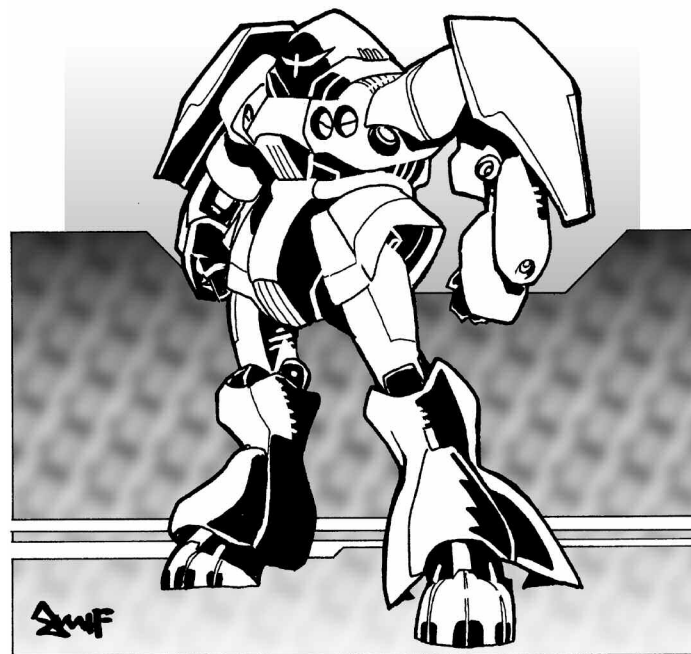
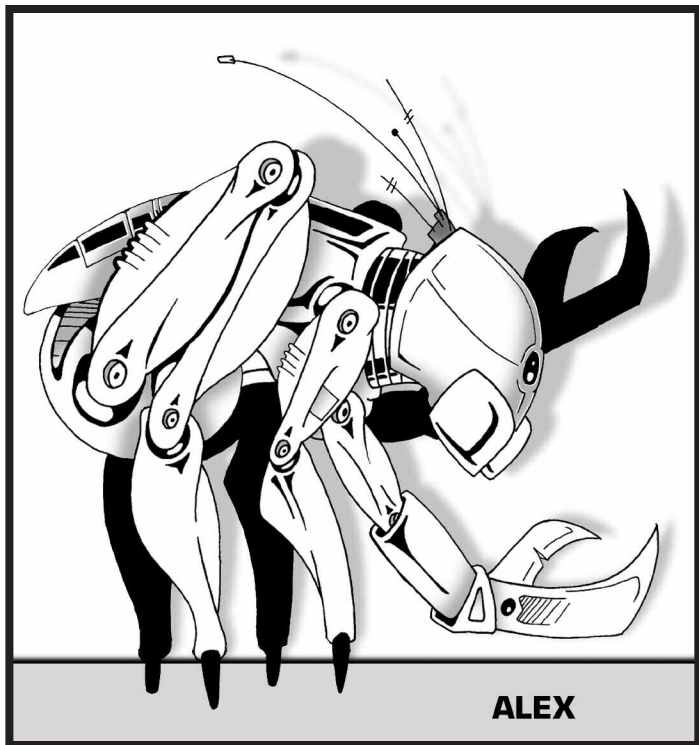
**Power Plant:** 1,500 kW fission reactor in body, powers all components except medium lasers with 184.36 kW excess.

**Energy Bank:** 15,552,000 kW's rechargeable power cell in body, lets each laser fire for 30 seconds.

**Fuel:** Two 170-gallon light tanks filled with water (one in each leg), give 20 minutes thruster endurance.

**Volumes:** Each arm 60 cf, turret 20 cf, body 320 cf, legs 128 cf each.

**Structure and Hit Points:** Heavy frame with very expensive materials. Each arm 600 HP, body 900 HP, each leg 525 HP, turret 150 HP.



**Surface Features:** Sealed. Basic stealth and radical infrared cloaking.

**Armor:** PD 4, DR 600 on body, PD 4, DR 340 elsewhere. All armor is laminate.

**Statistics:** Loaded weight 50,392 lbs. Empty weight 46,902. Loaded mass 25.2 tons. Mecha volume 716 cf. Size Modifier +4, arms +2, turret -1, legs +3. Price \$7,907,550. HT 9.

**ST and Reach:** Body ST 1,800, Arm ST 2,400/4,000 (with reach 5, damage thr 241d, sw 243d).

**Dimensions:** 11.3 yards tall, 3.8 yards wide and long.

**Ground Performance:** Speed 55 mph, gMR 1.5, gSR 2, Move 15/27. Jump-capable.

**Aerial Performance:** Flight-capable. Can hover. Effective motive thrust 608 lbs. Lift ST 40. Aerodynamic drag 900, speed 70 mph, aMR 3, aSR 4, Move 30/35.

**Space Performance:** Space-capable. sAccel 1.01 g.

## Deathstriker (TL9)

The Deathstriker is a light scout mecha designed to be fast and very difficult to spot. It is four-legged, with two clawed arms and a large, round, antenna-studded laser turret. In the *Damocles* setting, it is the basic Gebberoth drivable mecha.

**Subassemblies:** Four legs, two manipulator arms, full-rotation turret.

**Drivetrain:** 175 kW motive power leg drivetrain in legs.

**Arm Motors:** ST 200 cheap motor in each arm.

**Cockpit:** Basic cockpit. Complexity 4 computer.

**Built-In Weapons:** TL9 lt. rainbow laser cannon in turret, facing forward. Six TL9 lt. missile launchers, three in the right arm, three in the left, two shots each. Sharp claws on arms. 40mm AGL in body, facing forward, with 100 shots. All launchers are linked.

**Sensors:** 25-mile range PESA in turret, facing forward.

**Comsuite:** Advanced, in turret.

**ECM:** Infrared jammer (rating 8) in body.

**Power Plant:** 180 kW NPU in body, powers all components except laser for one year.

**Energy Bank:** 1,296,000 kW's rechargeable power cell in body, provides for 20 seconds of laser fire.

# PART III - COMPONENTS

A component is an individual system – such as a cockpit, weapon or power plant – which is placed inside the body or a subassembly. The next several steps in the design sequence cover various components. As each component is selected for the mecha, record its basic description and statistics, which may be fixed or determined by a formula. The statistics are:

**TL:** The TL of the component. *Note:* The TLs given match the **GURPS Space** TL scheme. GMs should feel free to adjust the TLs of *specific* mecha components to suit the campaign setting!

**Weight (“Wt.”):** Measured in pounds (lbs.).

**Cost:** In dollars (\$).

**Volume (“Vol.”) and Location:** Each component has its own volume in cubic feet (cf) and must be noted as occupying the body or a specific subassembly. Some components *must* go in certain locations (e.g., arm motors in arms).

**Power Requirement (“Pow.”):** In kilowatts (kW). “Neg.” means “negligible” – it requires too little power to worry about, as long as the mecha has some sort of power supply.

**EXAMPLE:** “TL8 heavy laser cannon (6,000 lbs., 30 cf in body, \$1,200,000, 300,000 kW).” This means a component called a “heavy laser cannon,” built at TL8, weighing 6,000 lbs., occupying 30 cf in the body location, costing \$1,200,000 and using 300,000 kW of power.

## Step 3 - Leg Drivetrain

A mecha with legs requires a leg drivetrain: the electric motors or mechanical transmission needed to move its legs.

Select the leg drivetrain’s *motive power*, which is rated in kilowatts. Any motive power can be chosen, but the greater it is in relation to the mecha’s final weight, the faster the mecha can run. Some typical ranges of motive powers:

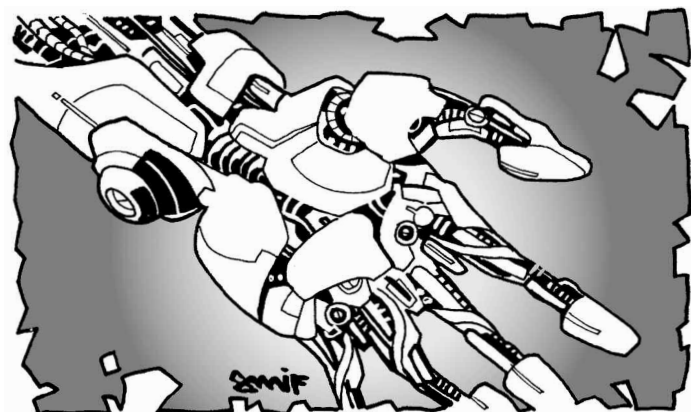
- Scout or light battle mecha . . . . .100-500 kW
- Main battle mecha . . . . .500-2,500 kW
- Super mecha . . . . .2,500-25,000 kW

If you are using a target weight and have an exact speed in mind, you can use this formula to find the motive power required:

2 legs: Power (kW) = {[speed (in mph)/8] squared} × loaded mass (tons).

3 legs: Power (kW) = {[speed (in mph)/10] squared} × loaded mass (tons).

4+ legs: Power (kW) = {[speed (in mph)/12] squared} × loaded mass (tons).



**EXAMPLE:** A speed of 56 mph sounds good: with 2 legs and 25 tons, this requires (56/8) squared × 25 = 1,225 kW.

Now determine the drivetrain’s statistics using the table below:

### Leg Drivetrain Weight Table

TL	Weight in lbs. if motive power is:	
	under 5 kW	5 kW or more
8	60×kW	(6×kW) + 270
9	40×kW	(4×kW) + 180
10	30×kW	(3×kW) + 135
11	20×kW	(2×kW) + 90
12+	15×kW	(1×kW) + 70

**Weight:** Calculate the weight of the power plant as shown on the table, based on kW of motive power. There are two columns, one for motive powers under 5 kW, the other for higher powers.

**Volume and Location:** A drivetrain has one leg motor located in each leg. The volume of each leg motor in cubic feet is drivetrain weight divided by 100 if two legs, by 150 if three legs, or by 200 if four legs. If more than four legs, each leg motor’s volume is drivetrain weight divided by (50 × number of legs).

**Cost:** The cost of the entire drivetrain is \$200 times drivetrain weight if two legs, \$100 times weight if three legs, or \$50 times weight if four or more legs. Two or three legs require more expensive gyro-stabilizing and control systems!

**Power Requirement:** This is identical to motive power.

**EXAMPLE:** A TL9 drivetrain with 1,225 kW motive power weighs (4 × 1,225 kW) + 180 = 5,080 lbs. Since the mecha has two legs, the volume is 5,080/100 = 50.8 cf per leg. The entire drivetrain costs 5,080 × \$200 = \$1,016,000. It uses 1,225 kW. If we were writing this on a record sheet, we’d record:

**Leg Drivetrain:** TL9 with 1,225 kW motive power (5,080 lbs., 50.8 cf in each leg, \$1,016,000, 1,225 kW).

## Step 4 - Arm Motors

If the mecha has no arms, go to Step 5. Otherwise, pick the strength (ST) for each arm. This is usually the same for each arm, but can vary. Some suggested strengths:

- Scout mecha . . . . .ST 50-500
- Light battle mecha . . . . .ST 100-1,000
- Main battle mecha . . . . .ST 1,000-10,000
- Super battle mecha . . . . .ST 5,000+

Target weight/25 (with a minimum ST 20) also gives good values. In supers or fantasy campaigns, a cap of ST 100-300 is a good idea, to balance mecha with supers or dragons. At ST 70+, a mecha’s punch does about 1 + (ST/10) dice crushing damage.

An arm motor can have one or more of these options:

**Cheap:** The arm motor uses less-advanced technology, making it cheaper but heavier.

**Flexible:** A tentacle-like arm which can reach in any direction. Common on monstrous alien mecha!

**Rocket Arm:** An arm with this option can launch its fist as a ranged attack. (This option cannot be combined with a striker arm.) See *Using Arms* (p. 46).

Each arm requires an arm motor component. The arm motor’s weight depends on that arm’s ST and options.



This chapter is a grab-bag of optional rules for mecha design.  
It's up to the GM which, if any, are available.

## BATTLESUITS

A battlesuit is a mecha that has a *battlesuit system* instead of a cockpit. The pilot's arms and legs extend into the suit's limbs (see *Wearing Battlesuits*, below).

A battlesuit is designed to carry only a single person, and must have the same basic shape as the intended wearer.

Most battlesuits are fairly light-weight, with a suggested target weight under 4,000 lbs. This is more a matter of practicality than a general rule. Where small size is not critical, it is better to build a mecha with a cockpit.

There are many possible types of battlesuits, including:

**Infantry Battlesuit:** Built to enable one trooper to carry the same heavy weapons as an infantry squad, while protecting him with armor and ECM against small-arms fire, radiation, chemicals and artillery barrages. The suit usually has DR 100 to 200. Typical weight: 500-2,000 lbs., including wearer.

**Ranger, Scout and Command Battlesuits:** These are specialized infantry suits. Ranger suits emphasize speed, electronic countermeasures and stealth. Scout suits have superior sensors, more speed and often extra thruster fuel. Command suits have better comsuits and often superior speed.

**Light Battlesuit:** A suit specialized for close-range combat, small enough to easily move within buildings, vehicles and spaceships. They are used by shipboard marines, commandoes, SWAT teams, superheroes and pirates, and are usually DR 70-150. Typical weight: 400 to 500 lbs.

**Super Battlesuit:** One worn by a superhero or villain. Super battlesuits are usually light-weight, but use very high technology – often two or more TLs above the norm. Some are totally unarmed, relying only on high-strength arm motors, while others bristle with exotic weaponry; most fly.

**Powered Exoskeleton:** A non-combat battlesuit, also called an “exosuit” or “power loader.” They perform manual labor, exploration, rescue and construction tasks. The bare-bones design consists of leg and arm motors, battlesuit system, power supply and the suit's structure. The suit often has no armor or open-frame armor, but some “armored exosuits” are built for operations in very hostile environments. Typical weight: 200-2,000 lbs.

### Battlesuit Design

A battlesuit is built like any mecha, with these exceptions:

**Target Weight:** It's a good idea to aim for a weight between 250 and 5,000 lbs. (including the pilot). Heavier designs should generally be built as cockpit-equipped mecha.

**Step 1 – Choose Subassemblies:** Battlesuits must be species-compatible, with the same number of arm or leg subassemblies as the intended wearer.

**Step 6 – Cockpit:** Instead of installing a cockpit, give the mecha a *battlesuit system* and, possibly, battlesuit upgrades. It can only have one battlesuit system.

**Step 16 – Volumes:** Unless you are designing a *master-slave battlesuit*, the volume of the suit's body cannot exceed the *pilot weight/10*

**Step 20 – Environmental Protection:** A battlesuit can only be sealed if it either has a turret or is a master-slave design (p. 96) with the pilot in the body.

### Battlesuit System

A *battlesuit system* consists of space for the suit's operator, plus the suit's control system. Decide on the suit's “pilot weight.” This is the maximum weight of the wearer of the suit; with minor adjustments, a pilot with as little as 80% of that weight can also use it.

**Weight:** The system, including pilot, weighs  $1.2 \times$  pilot weight (in lbs.).

**Volume and Location:** The system must occupy certain locations, where it takes up volume. It requires pilot weight/100 cf in the body, pilot weight/1,000 cf in each arm, pilot weight/400 in each leg. If a turret is installed, the battlesuit system requires pilot weight/400 in the turret.

**Cost:** The battlesuit system costs \$3,000 + (pilot weight  $\times$  \$20) at TL8. This drops to \$1,500 + (pilot weight  $\times$  \$10) at TL9, or \$750 + (pilot weight  $\times$  \$5) at TL10+.

**Power:** Negligible.

A Normal battlesuit torso should be small enough that its pilot's limbs will extend into the suit's limbs. Unless it's a master-slave model, design the suit so that the volume of the mecha's *body* doesn't exceed pilot weight/10 cf.

### Master-Slave Battlesuits

Instead of occupying the turret, body, arms and legs of the suit, the pilot may be placed entirely inside its body or turret. He controls the suit using small, interior “master” arms or legs which sense the user's attempted movement and transmit signals that control the external “slave” limbs.

This system has the same weight and cost as above, but takes up pilot weight/50 cf in either the body or the turret.

### Battlesuit Upgrades

Unlike a mecha cockpit, the basic battlesuit system does not come with anything except basic controls, padding and a head-up display. Life support and other features are entirely optional. For more details, see Chapter 3, *Mecha in Action*.





*We drove down the muddy dirt road in the fading light, Mara in the van, myself on the cycle. We'd stopped a mile back to let the air out of a tire. It was an excuse to knock on their door.*

*We're so secret we can't get search warrants.*

*I called Mara through my helmet radio. "What's the census data say about them?"*

*"The Wiley farm," Mara said. "Two adults, a kid and a dog. Nearest neighbor's a klick and a half down the road. I think they use some immigrant labor come picking season."*

*"Great." The property looked normal enough: a wooden farmhouse with peeling red paint beside a fenced-off field, rusty but serviceable tractor sitting idle amidst the corn.*

*We still had six farms in the area to search. No reason to believe this was it. I saw a kid's red-painted tricycle in front.*

*Every reason to hope it wasn't.*

*We pulled into the gravel driveway, Mara's van lurching a little because of the fake flat. She leaned on the horn, and we waited. A minute passed.*

*"Something's not right," Mara said.*

*"Hey, no one's working in the field, but it's just finished raining," I told her. "Maybe they're asleep or something. They turn in early in these parts."*

*Just then a farmhouse door opened and a man stepped out. He looked human – he was wearing a checkered work shirt and jeans. He was holding a shotgun, but it was evening and in this part of the country, I'd have been suspicious if he wasn't armed.*

*He paused, taking in the brightly-painted cycle and Mara's red, white and blue van, the large, red eagle on the side, the flat tire.*

*"American Eagle Stunt Racers?" he said slowly. "Is that a fact?"*

*"Sure 'nuff," I told him, relaxing a bit. He sounded human. "We'll be at the state fair. Thing is, Mara got a flat and the spare's a dud. We can't raise the AAA."*

*"A flat, huh?" he said. He glanced at the van, stared back. "Missus and the kid is in bed. I can get you a tire from the pickup. Nice bike." He stepped forward, hand extended. "What's its make?"*

*Mara's voice suddenly cut in, loud and urgent:*

*"Ken – where's their dog?"*

*The farmer's grin widened, and his entire face just split. A wet tentacle emerged and I saw three eyes.*

*"Human, you are meat," he hissed.*

*A Gyre! No time to draw the gun! I slammed down the accelerator and hit the supercharger. The Kamen Panzer leapt forward as I crashed into his body with a wet squishing sound. Then the windows of the farm house shattered and a dozen leaping shapes emerged. They looked like humanoid panthers and they carried alien weapons. Good thing none were in battlesuits.*

*I hit the lever marked "Transform." The cycle bucked up and folded like steel origami, enshrouding me in laminated armor, and suddenly I was wearing a battlesuit. Targeting displays popped into life in front of my eyes.*

*I staggered as an energy beam from the house glanced off my armor. I raised my arm, centered the HUD's deathdot and walked a burst along the building, saw alien shapes fall and lie still. "That's for the Wileys."*

*I heard a noise behind me, whirled around. The tractor in the corn field shimmered like heat lightning and I knew we were in trouble. In its place squatted a bulbous, insectoid machine, bristling with weapons.*

*An alien Deathstriker!*

*"Mara, watch out!"*

*"Let's do it!" Mara shouted. With a grinding of hydraulics, her own van*

transformed. A moment later, a humanoid giant stood beside me: the Kuonoichi 5 cybermech, latest product of UNISTAR's labs.

The Deathstriker swivelled to face us, its sensors glowing like red eyes, beams pulsing from the cannon on its head. I threw myself flat as the pickup truck next to me exploded.

Mara yelled like a banshee and triggered the Kuonoichi's jump jets. As she flew, she readied the sword on her back. *Iaijutsu, the lightning draw! Her heat blade hummed into life as the two machines crashed together with a noise like colliding locomotives. The alien was larger, but Mara's blade was faster: the Deathstriker's head was severed, bouncing into the corn.*

The headless torso stood, gun pod wavering. The pilot was in the body, but he'd lost his main sensors. Now! I triggered my own jets and leaped behind it, where I hoped its armor would be thinner. I fired my missile pods, the missiles leaving smoky trails as they spiralled toward the Deathstriker. Three slammed into its upper body just as Mara jumped backward, firing her beam cannon from only ten meters away, and suddenly the alien mecha exploded. When the dust cleared, only debris remained amid the lazily burning corn field.

"And that was for their dog," Mara said. "Let's go find their lander."

## **Damocles**

It began in U.S. Space Command, a quiet reopening of Project Blue Book. Some of us knew there were alien ships, but they wouldn't show up on radar; often, they were invisible.

Then we found one that wasn't. We detected it coming in at Mach 5 over Greenland, gliding down from orbit. It was no meteor or satellite. We scrambled from Thule AFB. This was it.

It crash-landed in the ice and we knew it wasn't one of ours. Major Mackenzie's special team went in. They expected aliens, robots, just about anything – except a teenage girl with zebra-striped hair and two Earth kids, one of them dead.

We cut her and the two children out of the wreckage, loaded everything else into choppers and flew them to Groom Lake. A Norwegian icebreaker, the *Polar Glory*, had seen the flash, heard a bang. Space Command made sure the media knew that a big meteor had burned up over Greenland.

The alien girl didn't speak any language we knew, and the surviving boy was confused. His name was Pepe, he was from Spain, and the girl had rescued him from bad people who had come down from the sky and kidnapped him. His parents were dead.

We put 'em in quarantine till we were sure they didn't have the Andromeda Strain. Some bastards back in Washington wanted to dissect the girl. We settled for a thorough study. She had two hearts, different cellular structure, but she liked hamburgers and hated Coke. She was fascinated by our machines. In a month she learned English. Her name was Moth, and she was an alien, a Del Karva . . . and Gebberoth.

## **The Gebberoth**

Earth is on the fringes of a multi-species Galactic Hegemony. We're off limits; a "protected world" with a primitive culture. The only visitors allowed were to be infrequent Hegemony Science Institute covert survey teams, who would monitor our progress toward civilization. Trouble is, we're also an exploitable resource.

See, the Hegemony is at least a century more advanced than us. They've got a faster-than-light hyperdrive, fusion power and pseudo-sentient *biocomputers*. These biocomputers are the heart of Hegemonic information technology, but they

## **Campaign Setting and Characters**

This background is intended for a cinematic campaign with 150-point characters. The setting is contemporary Earth, with PCs as members of UNISTAR, most likely serving in Section Six — Mobile Assault. However, with GM approval, players could also take Hegemony bounty hunters or even Gebberoth as characters.

Except for some newly-designed mecha, humans are generally late TL7, while the alien tech level is TL9-10. However, human characters may have TL8 or TL9 skills relating to alien technology.

## **The Galactic Hegemony**

The Hegemony is the super-government that is supposed to enforce "protected world" status on Earth. It is dominated by the Del Karva race (p. 114). The Hegemony ranges from TL10 in the inner worlds to TL8 on the frontier. It has hyper-space-based faster-than-light travel (at 0.2 parsecs a day).

*The Dictat:* The Hegemony governing senate, an aristocratic body elected from the wealthy of member worlds.

*The Magistratum:* The Hegemony's interstellar court of justice. It can (try to) sentence criminals, and also posts rewards. It has no police force of its own, but relies on local planetary forces, the Star Force and bounty hunters.

*Hegemony Star Force:* A combination interstellar navy, patrol and marine force. It is well-trained and well-equipped, with TL10 ships and mecha, but is also somewhat thinly spread.

*Hegemony Science Institute:* A galactic survey service that also runs major universities. Its covert Survey Teams consist of xenologists, surgically altered to blend with natives. They are the only Hegemony citizens permitted to visit Earth. The Institute sends such a mission to Earth every twelve years or so, which stays for a year before departing; there's one due soon.

The nearest Hegemony outpost is Sothis, three parsecs away in the binary system Sirius. It is a space habitat whose 500,000 inhabitants mine the mineral-rich Sirius B asteroid belt. Beyond the main colony station, competing mining corporations and mecha-equipped claim jumpers struggle for the mineral-rich areas. Both Gebberoth gangs have agents and hired mercenaries there. The presence of a rather overworked Star Force base has limited conflict to a few assassinations.

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