

MAZING DVENTURES

TITANIC BATTLES

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TITANIC BATTLES

INTRODUCTION

I was watching the most recent 2014 reboot of *Godzilla* today and it occurred to me just how much I really love that movie. Something about it stirs my inner 11-year-old, and truth be told, it also speaks to the fantasy gamer in all of us. After all, what is the King of the Monsters if not a gigantic ancient aquatic dragon?

Kaiju films have a vast following in the East and the West, and recent films have explored the idea even further of humans creating gigantic battle mechs to take on invasions of these creatures. It occurred to me that **Amazing Adventures** can handle such battles very well, with just a few rules tweaks and new subsystems, and it seemed now was as good a time as any to crank those rules out.

Please note that this release is still preliminary; I will very likely develop these rules further and include them in a later sourcebook (possibly the next printing of **Book of Powers**). As they sit, these rules are still very rough. Until they see greater development and expansion, however, please enjoy these rules for *Kaiju* vs. Battle Mechs using the SIEGE Engine. I hope they work well for your game.

KAIJU

Kaiju is a transliteration of a Japanese word that means, roughly, “strange beast.” Originally used to refer to creatures from ancient Japanese legends, and interestingly first appears in an ancient Chinese text called *Classic of Mountains and Seas*. It was adopted by the Japanese to refer to paleontological creatures, creatures from cryptozoology, and creatures of myth and legend.

Its use in reference to giant monsters comes from a Japanese film genre of the same name. Undoubtedly the most famous of these films are those produced in Japan with the aforementioned giant aquatic lizard; however, films that can be considered *kaiju* films have been produced all over the world, and even King Kong can be considered a *kaiju* film. In the 1950s and 60s there were a number of B-scale horror films produced in the United States by filmmakers like Roger Corman, which involved gigantic creatures—often reptiles or insects—that were generally irradiated and grew to massive size.

In the most purely technical form, a gigantic beast is a *Daikaiju*, while a human-sized *kaiju* monster is a *Kaijin*. This rules set will use the term *kaiju* to refer to *Daikaiju* exclusively, for the sake of brevity and to appeal to “common usage.”

KAIJU AND GAMING

In their most basic sense, *kaiju* are simply giant monsters. This means that if you throw your adventure-oriented modern characters up against, say, a Tyrannosaurus Rex, that’s technically a *kaiju*. Certainly a gigantopithecus ape, like King Kong, is a *Kaiju*. However, we usually think of these creatures having more alien features and powers, and we almost always think of them as far larger than a T-Rex. So the first step is to make your creature in some way strange and alien. There are several ways to do this.



The first is to take a mundane creature and increase it to gargantuan size—the size of a building. The smallest of these creatures should be at least as tall as a house, while the largest approach the size of small skyscrapers.

There are three different paths to take to create *kaiju* for your gaming scenario. The first is to simply re-skin a dragon or elemental. The second is to build a *kaiju* from an existing animal. The third is to build your *kaiju* from scratch.

USING DRAGONS

One very fast way to create *kaiju* for your game is to simply use the tables for dragons in the **Castles & Crusades Monsters & Treasure** book. Dragons are already massive creatures, and some of the most ancient already have over 30d12 hit dice. Remember that *kaiju* are not supposed to be creatures you can just shoot with a .45 and take down.

Of course, using dragons as *kaiju* presents its own set of problems. Do you want your creatures to have magic? Do you want them to be able to speak languages? These are decisions you must choose. Languages are easy enough to simply drop from the equation, and lowering a dragon’s intelligence to a more bestial state is also not of major consequence. Magical abilities can be more problematic, as they form the core of many dragons, and these monsters are more firmly grounded in pulp

science fiction, where aside from some psychic powers, magic usually doesn't appear.

That being said, it may be possible to use the magical abilities of dragons and re-skin them as powers in much the same way as gadgeteers do in **Amazing Adventures**. Simply choose fewer spells that the dragon knows and increase usage.

A green dragon, for example, is stated to have one, first-level wizard spell for each of the first four age categories, and one, second-level spell for its final four age categories. This works out to four first-level and four second-level spells at category 8. Instead, you could choose to give it one first-level spell (shocking grasp) that it can use four times, and one second-level spell (shatter) that it can use four times. You then skin these spells as special abilities—the *kaiju* can generate a bio-electric field around itself that deals damage to all who approach it, and its scream is so thunderous and/or piercing that it shakes the ground and causes damage to all in the area.

In this manner, Dragons make outstanding and near ready-made *kaiju*. You can even simply change the way it looks to represent any kind of alien-looking creature you like.

USING ELEMENTALS

Much like dragons, elementals make for outstanding *kaiju* right out of the box with just a couple very basic changes. As they are listed in *Monsters & Treasure*, elementals have d8 hit dice. To make them *kaiju*, increase their hit dice to d12 and give them 16 or more. Any attacks the elemental has see the die type of that attack increased by one step and double the dice. Thus, an Earth Elemental of 16+ HD normally has a slam for 2d10 damage. A *kaiju* Earth monster would have a slam for 4d12 damage.

ENERGY HEALING

Some *kaiju* actually feed on certain types of energy. At the GM's option, a *kaiju* can have the "energy healing" feature. Whenever targeted by a type of energy that is their source of feeding, a *kaiju* heals damage suffered on a 1:1 basis. For example, a *kaiju* that feeds on electricity who is the target of a 10d6 electrical attack, would instead heal 10d6. *Kaiju* that heal in this manner can exceed their normal hit point maximum.

If the GM chooses to give energy healing to a *kaiju*, they should also consider giving a corresponding energy weakness feature, a type of energy that deals double damage to the creature in question.

Since the SIEGE Engine doesn't strictly categorize damage types, the GM should be willing to be fluid with the kinds of damage that "count" for these features. If you wish more guidance, the **Amazing Adventures Book of Powers** does discuss types of damage in more detail.

USING ANIMALS AND OTHER MONSTERS

Animals and other monsters in the *Monsters & Treasure* book require two extra steps to get the basic abilities of the creature, but beyond that are similar to the method for using dragons

and elementals. The extra steps required include increasing the hit dice of your monster or animal when you raise them to the gargantuan status of a *kaiju*, and determining their Armor Class.

ANIMAL KAIJU HIT POINTS

To determine the hit points of your new *kaiju*, take whatever creature you're using as a base, change its hit dice to d12, and apply a multiplier based on the scale below to tell you how many hit dice to use. This multiplier is determined as follows: Subtract the creature's original size from the final size, and the resulting number is the multiplier you apply to the original creature's hit dice. Treat all creatures as having 1 hit die for these purposes. While an ant in normal situations has 1 hit point (at best), when determining the size for a *kaiju* ant, treat it as having 1 HD.

For example, you're creating a *kaiju* ant. The ant is diminutive in size. You're taking it to Gargantuan. Subtracting the ant's size step of 1 from the Gargantuan step of 19: your ant has 19d12 hit points.

Let's say you are doing the same thing with a large dog or a wolf, which has 2d8 hit dice and is size small. Subtracting 7 (for small) from 19 leaves you with a multiplier of 12. $12 \times 2 = 24$; the *kaiju* wolf has 24d12 hit dice.

What about a gigantic elephant? Elephants are already giant sized, step 13. Raising them to gargantuan sees us subtracting 13 from 19, for a final result of 6. Elephants already have 7 hit dice. Multiplying that by 6 leaves us with a *kaiju* that has a whopping 42d12 hit dice—a worthy challenge indeed!

Table 1: Animal Kaiju Hit Dice Multiplier

Step	Size
1	Diminutive (insects)
3	Tiny (mice)
5	Little (Rodents, cats, small dogs)
7	Small (large dogs and creatures up to 4' in height)
9	Medium (humans, gorillas)
11	Large (Grizzly bear, horse)
13	Giant (Elephant)
15	Huge (Tyrannosaurus Rex)
17	Massive (Blue whale/Diplodocus)
19	Gargantuan (<i>Kaiju</i>)

ANIMAL KAIJU ARMOR CLASS

To determine your animal's AC, simply add 10 to its existing AC, and set the minimum *kaiju* AC as 20.

A NOTE ABOUT INSECTS

As a quick note, a common ant is used above as an extreme example of an insect. Any time you can, you might be better off to start with an available "giant" sized variety. Using a giant ant as your starting point for a *kaiju* would yield you a creature





with 24d12 hit dice (giant ants are small creatures with 2d8 HD normally) and an AC of 26, much more fearsome than 19d12 and AC 20.

MONSTER AND ANIMAL ATTACKS AND ABILITIES

Again, as with Elementals, increase the damage die type of any special ability your creature has by one step, and double the dice. In this case, however, the minimum die type for damage is d6. Thus, a giant ant's acid sting, when the creature is elevated to *kaiju* status, deals 2d6 damage for the stinger, plus 2d6 damage for the acid it injects, as opposed to the normal 1d2/1d4 damage.

In this manner, most creatures from *Monsters & Treasure* or the **Amazing Adventures** Manual of Monsters can be used to simulate *kaiju*. Imagine a gargantuan-sized Ankheg, a massive Arrowhawk, a gigantic Hellhound, an even more gigantic Kraken, or a fearsome massive-sized Aboleth emerging from the water.

DAMAGING A KAIJU

Guns, swords, knives, clubs, and even grenades are useless against *kaiju*! Handheld guns and human-sized weapons, even turret- or tripod-mounted machineguns do no damage to *kaiju*. They are simply too massive for puny human weapons to have any effect. Ordnance from tanks, missiles and the like may deal some damage...but such weapons may also be just as likely to heal and recharge the *kaiju* (see below).

The only weapons that can damage *kaiju* are those of other *kaiju*, or battle mech scale weapons, which we will deal with in the

next section. At the GM's discretion, some vehicle-scale weapons such as the missiles from an F-15, tripod-mounted minigun, a tank cannon, or the like, may deal damage to *kaiju*.

KAIJU SCALE DAMAGE AND HUMANS

There are two schools of thought on how damage from a *kaiju* affects humans. In a standard Castles & Crusades or **Amazing Adventures** game, human-sized characters can damage dragons, and survive attacks from dragons. The tropes of a *kaiju* story, on the other hand, are vastly different. While the specifics of scale-based damage are left to the individual GM to determine, it's recommended that just as human-sized weaponry can't damage these creatures, *kaiju*-scale damage to normal humans results in instant death.

Alternately, you can multiply all *kaiju* scale damage by ten or more when a human is the victim of an attack, depending on how much of a fighting chance you wish to give your heroes.

KAIJU AND SAVING THROWS

When talking about creatures with such a massive scale, the issue of attack rolls, checks and saving throws becomes somewhat problematic. Normally in a SIEGE Engine game, a creature adds its full hit dice to every roll. For *kaiju*, we're dealing with creatures that could have over 40 hit dice. It is suggested, if for no other reason than keeping math to a minimum, that massive-sized scale creatures add half their hit dice to attacks and saving throws, with a minimum of 10 and a maximum of 20.

In addition, the CL for saving throws against these monsters is set to between CL 10-12, at the GM's option. Of course, simply going with the core massive numbers is a legitimate possibility, and would further remove giant monsters from the realm of people.

BATTLE MECHS

The idea of giant robots (usually piloted by humans) standing up to fight these monsters is not new, but was popularized in the United States over the past few years in cinema. In truth, most of the rules you need to mimic mechs in **Amazing Adventures** are already built into the Gadgeteer rules.

There are two different approaches that can be taken to mechs: making them as vehicles, or building them as gadgets.

MECHS AS VEHICLES

The first is that the GM can build them as vehicles, making them available to the players, and then using the vehicle combat rules to run battle. If doing this, simply assign your mech a suitable weapons package, cruising speed, maximum speed, ability score bonuses, armor class and hit points, and you're ready to go! Building a mech as a vehicle is likely the easiest and most straightforward way to create them.

The key thing you'll have to account for, again, is balancing saving throws and the like. Attack rolls should remain standard—your

characters will make attack rolls against the AC of the monster, as normal. Saving throws, however, can be tricky when you're dealing with creatures with such high levels of hit dice.

In the end, divide the number of hit points your mech has by 5. The resulting total is the bonus you add to any saving throws the mech needs to make against a creature's attacks or abilities. This number should, as with creatures, be a minimum of 10 and a maximum of 20. While in the mech, unless otherwise stated, the pilot always saves as the mech.

USING GADGET POINTS

Mechs can also be built—or more accurately, customized—by using gadget points. When spending points to build a mech or power armor, all aspects of the vehicle must be purchased—size, armor class, attacks, and other abilities.

POWER ARMOR/MECH SIZE

A base battle mech carries a cost of 1 gadget point for a medium-sized suit of power armor, plus two points per size level above that, to a maximum of 12 for gargantuan. See the size table under the *kaiju* section for the size progression.

SPEED

Such suits have a speed of 30ft, plus 10ft per level of size above medium. Purchasing the haste spell doubles existing movement.

HIT POINTS

A mecha has base hit points of 5d8 at medium size. At large size, it has 5d10. At huge size, the mech's hit points are 5d12. Add 5 HD for each size level above huge—10d12 for giant, 15d12 for massive, and 20d12 for gargantuan. If the gadgeteer purchases increased constitution for the mech, add +1 hit point per hit die, per 2 points of constitution purchased. Do not add constitution bonus for the pilot's hit points.

POWER ARMOR ATTRIBUTES

The power armor at its base form has no ability scores of its own; all saving throws and bonuses are based on the pilot's own ability scores if the save or check is based on Strength, Dexterity, Intelligence or Wisdom, or based on an assumption of an ability score of 12 (+0) for Constitution and Charisma.

Increased ability scores can be added via the enhance ability spell, which adds +4 to any ability score you wish, per gadget point spent, to the mech.

For example, a pilot with a strength of 15 in a medium-sized power armor uses his Strength bonus of +1 for all checks. Buying enhance attribute and applying the +4 to strength increases the pilot's strength to 19 while he is in his armor; he now has a strength bonus of +3.

Alternately, a pilot with a constitution score of 15 in medium-sized power armor uses an assumption of 12, since he cannot

apply his own con score to the mech's constitution. If he purchases enhance attribute, the mech's constitution increases to 16, for a bonus of +2.

Increasing wisdom and intelligence scores in a mech represents sensor packages or computer databases that aid in information, optics, hearing or the like. An increased charisma score would simply affect the intimidation factor or impressiveness of the armor itself.

In any case, it is within the GM's rights to rule that with any given effect, the pilot may have to use their own ability score. For example, if an opponent uses a spell against the mech that requires a charisma save to avoid the effects, the charisma save may have to come from the pilot, without applying the intimidation factor from the mech's increased charisma.

Base these decisions on common sense. Does the effect, mystical or otherwise, affect the pilot's mind or body directly, regardless of them being inside the mech? If so, use the pilot's ability scores instead of the power armor's.

ARMOR CLASS

The base Armor Class for a gadget-built suit of power armor is 15; each gadget point spent adds +3 to the AC, to a maximum AC of 20 for Medium and large, 25 for huge and giant, and 30 for massive and gargantuan suits.

ATTACKS AND SPECIAL ABILITIES

Mechs built in this manner have only a slam attack. At medium size, this attack deals 1d6 damage. At large, it deals 1d8. At huge it deals 1d10, at giant, 1d12, at massive 3d6 and at gargantuan 4d6.

All other abilities must be purchased using gadget points. These are added to your power armor in exactly the same manner as any gadgets.

Sensor packages can be mimicked via various detect and divination-style spells.

Attack forms are mimicked by modifying damage-dealing spells. If, for example, a character wishes a mech with missiles, they would purchase fireball at whichever level of damage they want to deliver. Rail guns and energy weapons can be mimicked by modifying arcane bolt, lightning bolt, or other direct-damage-dealing spells.

By making use of the gadgeteering rules, just about any kind of mech or power armor you can imagine can easily be built. Of course, the costs can be significant in terms of points. For this reason it's often best for the GM in such games to create mechs and make them available to players for piloting against the *kaiju*. That being said, if a gadgeteer character wishes, they can take any existing gadgets they own and install them into a mech at no cost other than what they spend to buy the mech or power armor.

For example, a gadgeteer has a Tesla gun modeled after lightning bolt that deals 6d6 damage. He wishes to build a mech to fight a *kaiju* threat. He has 12 gadget points banked, so he chooses to build a gargantuan-sized battle mech. At its base level, this mech has AC 15, a slam attack of 4d6, and a move of 80ft.

TRANSFORMING MECHA

There's one final aspect of mechs to address: the ability of some to transform into multiple configurations. To create a mech like this, use the polymorph spell. Each purchase of this effect grants one additional form.

In addition, an additional form does not innately grant any special abilities; they must be purchased separately. However, since abilities are restricted to only one given form, any abilities applied to that form are at half cost.

This can be somewhat tricky, and it might be best to provide access to a functional vehicle into which additional power armor abilities can be added rather than requiring all abilities to be bought completely separately. It would be prohibitively expensive, for example, to build both a robot and an F-15 fighter jet, and then combine them into one mech.

If, however, the player begins with an F-15, they can purchase polymorph to then create a robotic form that is built into the F-15. All abilities they purchases for this robotic form are at half cost because they can only be used while the aircraft is in robotic form.

While in the F-15 form, the vehicle has all the normal abilities of an F-15 fighter, including its machineguns, missiles, speed, and the like. While in the robotic form, it has only the abilities purchased for the robotic form.

An ability can be made to be available in multiple forms, but costs 1.5 times its base cost for being available in two forms, increasing by .5 for each additional form—thus, for a transforming mech that has three forms, making an ability available to all three forms would cost twice its normal value.

It is left to the GM to determine the value of making conventional vehicle weapons (an F-15's missiles and machineguns, for example) available in robotic form.

Creating independent, artificially intelligent robots on this scale is somewhat outside the realm of these rules, but one simple guideline is to create a character as normal, build the robot as a gadget (using the Gadgeteer character class as its base), and then simply combine the character and robot. In essence, you would build a Powered character, adapting the guidelines herein for power armor and mechs to the abilities available, and simply state that your character is a robot.

DAMAGE SCALE

Mechs deal *kaiju* scale damage. They cannot be harmed by normal human-sized weapons, though vehicle scale weapons such as those from the aforementioned F-15, or tanks, will deal damage. At the GM's discretion, personal weapons designed to affect vehicles may be useful, such as a tripod-mounted .50 caliber machinegun or a LAW rocket.

ACE AND GADGET MECHS

Since gadget mechs use ability scores differently than standard vehicles, characters with the ace generic class ability who pilot a mech should simply double the bonus they receive for any dexterity-based checks with the mech.

For example, a mech has enhance attribute: dexterity, increasing the dexterity score of the pilot by +4. The pilot has a dexterity of 16, and the ace generic class ability. For a normal pilot, the dexterity would be treated as 20, for a +3 bonus. For the ace, the bonus is increased to +6.

THE REVERSE-ENGINEERING METHOD

In many cases, since having mechs available to characters in games of this type becomes requisite to the campaign itself (mechs tend to be part and parcel of a given setting); it's often best for the GM to design a single, archetypal mech for their game, and then reverse engineer the point value. This point value can then be provided to players for the purpose of designing their own mechs.

This, then, allows everyone to have personalized mechs that are roughly equal and balanced, while still allowing gadgeteer characters to add a bit of extra customization and continue to shine. It is highly recommended that for *kaiju* and mech games this approach be taken, as well as for any games that use mechs as a standard part of the setting.

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