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INTRODUCTION — THE WORLD OF GIANT ROBOTS

Welcome to the world of high-tech fantasy; the world where brave pilots and their sophisticated robot armor fight far-ranging battles with their armored adversaries for supremacy, freedom, and the love of their singing sweethearts.

Some unsung creative genius in Japan first developed the idea of giant armored vehicles shaped like men that would fight with tremendous weapons against similar armored giants. The generic term, “giant robots”, has come to apply to these vehicles, though in most cases the giant robots are piloted by one or more men rather than being a robot in the traditional sense of a self-willed machine. These robot warriors are sometimes part of the armed forces of a future Earth nation, sometimes soldiers fighting for Earth or another planet, and sometimes they're just wandering mercenaries. The setting for *Robot Warriors* is in the future when the technology exists to create huge manlike machines. Their purpose is to fight evil in whatever guise it appears, be it giant robot, alien, or beast.



There are certain constants in these sagas of robot conflict.

First, the threat to the peace of whatever world or worlds are involved is always monumental. At the least, the world faces devastation equal to that from a world war. More likely, entire worlds are threatened by destruction.

Second, the robot or robots involved are almost always controlled by humans. In the few cases where the robots seem capable of taking their own actions, they still are motivated and accompanied by humans, usually one specific human who has become emotionally attached to the robot and vice versa.

These constants aside, almost anything can be done with the robots that can be done with any other form of adventure fiction. To this end, we are presenting *Robot Warriors* as a game to allow you, the players, to build and deploy your own robots against any menace that threatens to destroy your campaign, and thus, the world.

To find out more about giant robots, look to your television set. Many of the original Japanese shows are now being syndicated in the USA, and Japanese animators have yet to be surpassed in creating metal marvels to defend this world and others from invading aliens, giant “fossil-beasts”, and other giant robots. There are also the original Japanese shows available on videotape, though they may be hard to find. Some hobby or comic book stores may carry Japanese anime books, which have many detailed drawings and pictures of giant robots (though unless you read Japanese you may find it hard to follow the stories). Of course, you've seen some of the hundreds of toys and models available in toy and hobby stores everywhere. These toys and models are not only great reference material, they make great game aids as well.

ABOUT THIS GAME

Robot Warriors is a Hero System game. Character generation, Skills use and general combat are much the same as *Champions*, *Danger International*, *Justice Inc.*, *Fantasy Hero*, and *Super Agents*. We are attempting to make this game stand alone, but players will find much in the other games (particularly *Champions*, *DI*, and *SA*) that will be useful in *Robot Warriors*. In particular, skills or special abilities may be taken from *Danger International* to add more variety to your characters.

Robot Warriors has nine major sections. The first section, *The Battle Game*, introduces the robots themselves and demonstrates what they can do. Complete robot conflicts can be played with just the information in this chapter — using the sample robots provided and the adventure given. If you are new to role playing games, or adventure games in general, you should attempt to play a game or two with these robots before you go on to further sections of the book. This is a complete game in itself.

The second section, *Robot Building*, takes you backstage in the robot works to see just how a robot is built. Here you will learn all the tricks of the trade, and just why a robot can't be built with all the sensors and armor in the world on it. You will find that building a successful robot is a tricky business, and can provide many hours of solitary interest as you attempt to build the perfect robot. This and the subsequent section provide a complete robot combat game that allows you to build your own robots and fight their battles. For many people, this will be game enough.

The third section, *Role Playing Combat*, finishes what the first section started; it shows you everything you need to know to make your robot combats exciting and to properly simulate the animation extravaganzas we are trying to duplicate here. It outlines how to interface role playing the robot pilots with the mechanics of combat.

The fourth section, *Robot Pilots*, turns your attention to the heart of the roleplaying game, creating the character who will operate this battle machine. Without the character, a giant robot is just a tank with legs. With the character, the player has the chance to interject the human equation into his robot fighting. Like the Japanese adventures which inspire this game, a character can laugh, love, have his own out-of-robot adventures, and generally bring the player into the game. Individual game sessions can be run with these rules, telling short stories of robot combat and pilot adventure.

The fifth section, *Campaigning*, opens the game out from simple fighting into a rich campaign environment. Using these guidelines, the Game Master can create sagas to rival those on the screen. Rivalry, romance, alien menaces, in short everything that makes giant robot bashing worthwhile.

The sixth section, *Sourcebook*, provides all the background needed on these battlefield behemoths, complete with rationales for their construction, various environments for them to work in, potential sponsoring agencies for the robots, and a bibliography of books and movies to help get into the mood of the giant robot genre.

Section seven, *Adventures*, provides a ready-made campaign for your Robot Warriors, and a bunch of starting places for more adventures.

Finally, section eight provides *Sample Characters* and *Sample Robots* with their modular hardware for aid in robot building. For easy reference, section nine repeats the important tables and cost listings found throughout the book. It also provides a blank character sheet and a blank robot sheet.

WHAT IS ROLE PLAYING?

In a role playing game, often abbreviated RPG, each player (with one exception) takes the role of particular person, such as a Robot Pilot or a Warrior or a Superhero or a Spy, depending on the game. The player who does not play a single character, portrays and controls the world the other players are playing in. He is the Game Master, often abbreviated GM, and he acts both as the director of the action and the referee of the game. A GM creates a situation and populates it with characters not played by players, often called "non-player characters" or NPCs. The GM plays each NPC as he or she relates to the characters played by the other players, using these NPCs as employers, helpers, encounters and adversaries for the player-run characters, often abbreviated PCs. In many ways, the GM acts as a host to the party of players, showing them his world and letting them wander through it.

Think of a role-playing game as "improvisational radio theater." The GM is the director who provides a general situation, but the players are the actors who must provide the dialogue and precipitate the actual action. Since all the action can take place with pencil and paper, without board or markers, the action takes place in the minds of the players, just like a radio drama. Many gamers use plastic or metal figurines and elaborate maps the figurines can be moved around on. In this case, the play becomes improvisational puppet theater. The results are much the same.

Gaming is very much a social activity. Two or more people have to get together to share a game. If the gamers share other interests, such as collecting giant robot models or toys, so much the better.

DICE

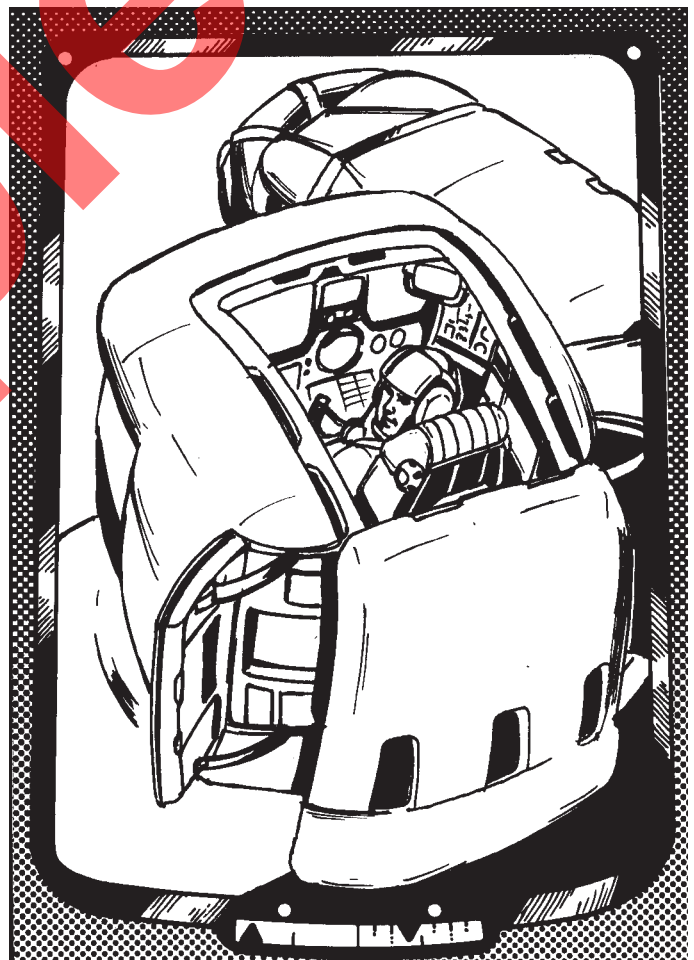
Like many games *Robot Warriors* calls for the use of dice to determine the actual results of actions. The dice used are the simple six-sided dice found in any *Monopoly* or *Yahtzee* game. One of these dice (a "die") is commonly referred to as

a "d6" in these rules. Often you have to roll more than one of these dice at a time. The number you have to roll is shown by adding a number to the start of the expression. Thus, the need to roll 6 six-sided dice is shown as "roll 6d6." Ideally, each player should have at least 3d6 ready at all times, though dice-poor groups can share whatever they have.



Often the game refers to "rolling under" a given number in order for something (an event or action) to happen or succeed. This means that three d6 (3d6) must be rolled and added together; if the total is less than the given number then the event (or action) happens (or succeeds). This is often abbreviated as the given number followed by a minus sign. For example, "11" means a 3d6 roll of 11 or less and a "9" means a 3d6 roll of 9 or less.

Similarly, "rolling over" a given number is often abbreviated as the given number followed by a plus sign. For example, "15 + " means a 3d6 roll of 15 or more and a "7 + " means a 3d6 roll of 7 or more.



THE BATTLE GAME

INTRODUCTION

Don't feel overwhelmed by the size of the rulebook — you don't have to read the whole book to start playing. To get you right into the action we present The Battle Game. The Battle Game strips all the role playing and complexity out and gets down to the basic focus of the game: fighting giant robots. First, we'll describe the robots used in Robot Warriors; then we'll describe how they fight. A bunch of pre-built robots are included in the campaign section in the back of the book so that you can get started as soon as you've finished reading this section.

To get started right away, read the sections here discussing the robot control sheet and combat, copy a couple of robots from the examples given, and start playing. As you run across systems and hardware that you don't understand, read the explanations listed in this section. It would help if you read through those descriptions before starting, but

you're probably eager to begin play. So, gentlemen, start your robots!

THE ROBOT

Taken to its basics, a Robot (or Mecha as they are sometimes called throughout these rules) is simply a man-shaped machine, controlled by a human operator, capable of walking where the operator directs. In *Robot Warriors* the robot's abilities come from Systems, which are essentially computer programs and small mechanisms that allow the robot to perform a variety of useful functions, and Hardware, which are the weapons and armor that allow the robot to perform its main function: fighting other robots.

Let's look at a basic combat robot. For simplicity this robot has no Disadvantages and is built on a common 300 Construction Point Base.

Robot Name: Defender	Pilot: John Smith
Systems	Construction Points
Dexterity: 20 (Base 10, +1 per 3 Pts) Speed: 4 (Base 1 + (DEX/10), +.1 per 1 Pt) 10	30
Damage Control (16-)	15
Base Mass: 500 + Additional: 450 (+ 10 per 1 Pt) = Total Mass: 950 Mass Points (Size Class 4)	200 45
Total Construction Points:	300
Hardware	Mass Points
Chassis and Power Plant, Capacity: 1000 Body: 34 Crew Members: 1 Accommodations: Controls, Totally Sealed Life Support, Escape System	64 10
Armor, Base Defense: 19 - (Size Class) 4 = 15 Modifiers: One Quarter of the Defense is a Shield Carried, Only Covers Shielded Side, Activates on 11- Final Defense: 11 + 8 on 11-	250
Ground Movement: 5 (1 Hex per 8 Pts) Type: Legs Non-Combat x 2 Non-Combat Move 10 Flight Movement: 11 (1 Hex per 16 Pts) Type: Rockets Non-Combat x11 Non-Combat Move 121 Lifters, Capacity 1000 Hand to Hand Damage: 4D6	40 176 64
Radar -1 per 40 Hexes 2-Way, All Band, Radio	64 8
6D6 Rocket Cannon, Missiles, 16 Charges 4D6 Autofire Laser, 10 pts Piercing 7D6 Sword, Carried, Burnout on 15 + , No Range, May Not Move When Used	64 125 64
18 Spares Points 50 Mass Point Cargo Capacity	18 3
Total Mass Points:	950

SAMPLE ROBOT EXPLANATION

This Defender Robot is shown complete with the Construction Points and Mass Units that would be used with the robot construction rules, given later. You can ignore them for now.

SYSTEMS

All robots have the first three systems: Dexterity, Speed, and Total Mass. In the Battle Game the robot with the highest Speed gets to move and fire first. If the robots have the same Speed then the robot with the highest Dexterity gets to move and fire first. If Dexterity and Speed are the same, then each player rolls 3D6 and the higher roll goes first. The Total Mass is how much the robot weighs. Total Mass is bought in two parts, hence the Base Mass and Additional listing. Each Mass Point is 1/10 of a ton.

The Defender also has one optional system: Damage Control. This allows the robot to repair systems and hardware during combat.

HARDWARE

All robots have the first four pieces of hardware: a Chassis and Power Plant, Crew, Armor, and some form of Movement. The Chassis and Power Plant is what holds the rest of the robot together and supplies the power. It has a Capacity of 1000 Mass Points, enough for the robot and all of its cargo. It also gives the robot 34 Body, the measure of the damage the robot can take before it is rendered inoperable.

The Defender only carries one crew member, its pilot. The pilot is fully outfitted with controls to run the robot and its weapons, life support to protect him against poison gas or vacuum, and an escape system if the robot is destroyed.

The Defender has 11 Armor all of the time, and carries a heavy shield. The shield adds 8 Defense if the attack comes from the 180 degree arc of the shielded side, and the player running the Defender rolls 11 or less on 3D6: i.e., an "11" or "11".

The Defender has two different movement systems, legs for walking and rockets for flying. The legs allow the Defender to walk 5 hexes a phase in combat, or 36 kilometers an hour. Under non-combat conditions it can double that to 10 hexes a phase or 72 kilometers an hour.

The Defender's rockets allow it to take off and land vertically, hover, and move 11 hexes a phase in combat (79 kph). Out of combat the Defender can fly 11 times that fast, 121 hexes per phase, or 871 kph.

The Defender Robot carries three different weapon systems: a rocket cannon, a tight beam laser, and a giant sword. The rocket cannon has a limited number of shots, and its missiles can be shot down. The laser fires multiple pulses each time it is fired and is designed to pierce through enemy armor. The sword gives the robot a good attack in hand-to-hand combat.

The Defender has a set of *lifters*, or arms, that allow it to carry its shield and sword, pick up heavy items, and get up if it falls over. The lifters have a capacity of 1000 Mass Units and will do 4D6 damage if used to attack hand-to-hand.

Finally, the robot carries a radar set with very long range, a multi-band radio for sending and receiving pictures, voice, and data, 18 points of spare parts for use with its damage control, and enough room for 50 Mass Points of cargo. All of the Systems and Hardware are explained in greater detail in the following sections.

BASIC ROBOT COMBAT

Combat in *Robot Warriors* is really quite simple. When it's your turn, your robot decides what he wants to do. If he wants to try to hit someone or something, he rolls an Attack Roll. If he misses the roll, then his Phase is over, and the GM goes on to the next character's action Phase. If he makes his Attack Roll, then he determines his damage or other effects of his attack, and what the result is to the target. Then his Turn is over, and the GM goes on to the next robot's Turn.

There are many optional rules for fighting that can be used. These are explained in the Role Playing Combat section. However, it's easier to ignore those when you're just learning the game and concentrate on the basic rules. Also, the more players you have the fewer optional rules you should use, just to keep the game moving faster. With six or more players (unless they're very familiar with the rules), no optional rules should be used.

SCALE

Space in *Robot Warriors* is marked off in "hexes." Combat usually takes place on a *battlemat* or map marked in hexagons for easy range measurement. The actual distance represented by a hex is 16 meters. This is enough area to hold one standard one-man robot at one time, assuming it is upright and man-shaped.

Combat time in Basic Robot Combat is marked off in phases. A phase is the time it takes a robot to move and fire once. In this basic game, it represents about 6 seconds of time.

In the more advanced version, we expand the phase into turns of between 10 and 15 seconds and divide that turn into new "phases" of variable length. This is when the General System of Speed becomes important; but that's for later.

Example:

A Defender robot comes up over a hill and spots an enemy prisoner holding facility 500 meters away. The pilot of the Defender knows he has only 2 minutes to get to the facility before it blows up and kills his friends who are being held prisoner within. Unfortunately, an enemy Enforcer robot (see Invader Enforcer robot statistics in the Invader Scenario in the Adventure section) stands between him and the installation.

In Game terms the pilot of the Defender has to travel 500/16 or about 31 hexes in 120/6 or about 20 turns.

ORDER OF COMBAT

Initiative: In any combat, one of the most important questions is "who gets to go first?" For Basic Robot Combat the robot with the highest Speed score goes first. If two robots have the same Speed score, the one with the highest Dexterity score goes first. If two robots have equal Speed and Dexterity Scores then each rolls 3D6, the higher roll goes first. This Initiative Roll is made at the start of each turn.

Example:

The Defender and Enforcer spot each other and combat ensues. The Defender is Dexterity 20, Speed 4. The Enforcer is Dexterity 17, Speed 3. Each turn the Defender will move and fire first, then the Enforcer will move and fire.