

GIANT GODDAMN ROBOTS

A MECHA BRAWLING COMBAT GAME BY GRANT HOWITT, 2018 (patreon.com/gshowitt)

You are a pilot for a giant robot, tasked with fighting giant monsters on behalf of some kind of organisation. Anyway:

1. DRAW YOUR GIANT GODDAMN ROBOT

Grab a piece of A5 paper and draw a big robot on it. Choose three of the following things to arm it with:

SCATTER CANNON: 6D6

ASSAULT CANNON: 3D10

LASER CANNON: D20

MELEE WEAPON: D12

ROCKET POD: PLAYING CARD

SHIELD: 3X PLAYING CARD (counts as cover)*



2. NOTE DOWN STRUCTURE POINTS (SP)

You have ~~100~~ sp to divide between the limbs, head + torso of your big robot. When a location runs out of SP, it can't be used. If the head runs out of SP, you're down!

3. GM, DRAW SOME COOL MONSTERS

Go hog wild. They can be as big as you like and have all sorts of cool weapons! You can make them smaller than player robots, too: A6 for tanks, A7 for planes, etc.

ALSO draw some buildings and terrain + junk on A6/A7 scraps - get the players to help too.

APPENDIX: STUFF OTHER THAN GIANT ROBOT COMBAT, FOR SOME REASON?

Okay, sure? So: you have D6, D8 and D10. Assign these to BODY, MIND and HEART which I hope are self-explanatory. Roll when you act; on a 5+, succeed. On a 4 or less, you get a condition and fail.

4. FIIIIIGHT!

Place your robot in front of you, facing away from you. Put all the terrain in the middle of the table. Each of you takes a turn to battle the monsters; on your turn you can MOVE and FIGHT.

MOVE: Flick your robot across the table.

If your ^{robot} ~~monster~~ lands on an enemy, leave it there; you're in melee. If it lands touching terrain, you're in cover* - put your robot back in front of you and put the terrain on top of it.

FIGHT: For shooting, grab the dice ^{or cards} listed next to one of your weapons and throw them at the drawing of your enemy. If they land on the drawing, they do damage equal to the amount rolled/shown to that location.

For melee, grab D10 + a D12 for each melee weapon you have and drop them on your enemy; it functions as above.

At the beginning of each turn, you can choose whether to stay where you are or relocate (put your robot in front of you and flick it again).

5. CAN I HURT MY FRIENDS BY ACCIDENT?

You can and will, yes.

* SHIELDS AND COVER

If you've got a ~~shield~~ shield, place 3 playing cards on your robot at the start of combat - these work as cover. If an attack hits your cover, the cover is removed but you take no damage.