

NIGH -T OKYO : I NVASION !!!

A GUARDIANS OF ORDER Adventure for The *Big Eyes, Small Mouth* Role-Playing Game

Written By

Jesse Scoble

Edited By

Mark C. MacKinnon

OVERVIEW

Nigh-Tokyo: Invasion!!! was one of the initial playtest adventures for *Big Eyes, Small Mouth*. The scenario is a light anime parody with a straightforward plot, and thus serves as an ideal introduction to the Tri-Stat System used in GUARDIANS OF ORDER's anime RPGs. The adventure presents a variety of challenges, features the important aspects of the rule mechanics, and emphasizes role-playing to an extreme. The entire scenario, including one hour for character creation, should take 4-8 hours (6 hours is typical). The GM should be reasonably familiar with *Big Eyes, Small Mouth* game mechanics, while the players need only to have watched a limited number of anime movies or television episodes. The adventure is suitable for all levels of player experience, from novice to advanced.

Nigh-Tokyo is a quintessential anime city, located on the eastern coast of Nigh-Japan. It is the country's capitol city, and is the centre of the world. Nigh-Tokyo is calm and peaceful, and disputes are easily resolved with little violence. The city is home to a dojo of renowned martial artists — our heroes, the players. Unfortunately, it is also under attack! An invading force, so alien as to be almost incomprehensible, threatens to conquer the world ... beginning with Nigh-Tokyo!

CHARACTERS

Nigh-Tokyo: Invasion!!! is an adventure for 4-8 players who will each assume the role of a member of the same familial martial arts dojo. Not all the characters need to be martial artists or blood relatives, but they should all live together at the dojo and have a similar background. The adventure can easily accommodate diverse character abilities, but may feature a great deal of combat. Consequently, game time will lengthen with additional players.

Characters will be created with 30 Character Points. Skills are generally not used, but could easily be incorporated as the GM wishes. GMs with limited experience with the *Big Eyes, Small Mouth* game mechanics may wish to limit or prohibit the following Special Attributes: Dynamic Sorcery, Magic (Psionics), Own a Big Mecha.

STORY BACKGROUND

Japan, 1931-1945, was at war with the world. Like their Axis allies in Europe, the Japanese were searching for new technologies to give them an edge over their opponents. One such experiment led to the discovery of a portal between this world and another — a world that sits on the boarder of the imagination, a world that influences dreams and nightmares: Nigh-Japan.

General Hideki Tojo authorized the top-secret expedition to investigate the unknown world, and if possible, secure holdings for Imperial Japan. Previously, the only connection between the two worlds was through dreams, but the scientists on Keikaku: Yume No Yo ("Project: Dream World") had created a generator which could open a dimensional portal. This portal would allow a prototype vessel and military crew to make the journey to the other dimension and return when their mission was complete. A scouting force was prepared, and the aircraft carrier "Hirohito's Dream" vanished into the ether.

The Japanese scouting force consists of the giant carrier, loaded with more than 50 aircraft, and enough men and ammunition to wage a devastating guerrilla war. Additionally, on the trip through the portal, the life energies of Nigh-Japan affected those on the bridge, closest to the generator controls. The command staff has now become empowered with abnormal abilities, and is thus much more similar to the inhabitants of Nigh-Tokyo. It is this command staff that poses the greatest threat to the freedom of the dream world.

Hirohito's Dream came through the portal undamaged. The command staff quickly realized that Nigh-Tokyo was a prime target for invasion: enormous resources lay waiting to be exploited, including a mostly pacifistic population for slave labour. Nigh-Tokyo seemed to be a throwback of almost 50 years, and would clearly be no threat to the military might of the Imperial Japanese War Machine. Far offshore, the invading force observed for two days before attacking at dawn on the third.

The assault takes the citizens of Nigh-Tokyo completely by surprise. They have no effective means of repelling this kind of attack; they outnumber the invaders, but they are of an anime world. Their weapons (sword, bows, spears, some rifles) barely dent the armour of the Japanese military, who in turn are armed with machine guns, grenades, and automatic rifles. It will take the Japanese perhaps two or three days of bombing to crush the Nigh-Japanese into submission. As members of the heroic martial arts dojo, the PCs are begged to repel the invaders. Only two days remain before their country surrenders.

SETTING DETAILS

"Nigh" means 'near or closely resembling.' Therefore, Nigh-Tokyo is almost like Tokyo, but it is a stereotypical anime village. It has a large population, and some elements of the modern world, but is touched with an archaic charm. For example, there are propeller planes, but no jets. The roads are paved — sometimes cobblestone, sometimes brick, and sometimes asphalt — but there are no cars. A few trucks do exist, but there is no obvious place to purchase gasoline. There are lots and lots of bicycles, however. Nigh-Tokyo is thus a highly illogical place, and yet exists through a degree of spiritual energy. It is the ideal anime city somewhere between 1880 and 1930, but these parameters may be altered as needed to accommodate the players.

The culture clash develops when the Japanese attack with their modern military engines. The citizens of Nigh-Japan do not know how to deal with "real" damage that cannot be healed in a single afternoon. Although Nigh-Japanese weapons may destroy an entire house (maybe even with only a single cut of a sword), a person usually recovers quite quickly after receiving an injury. Not so with the weapons of the Japanese! If a citizen is shot by a gun, he or she will be severely wounded, and will probably die. The bombers wreck unimaginable destruction on the buildings and waterfront. The PCs, either because they are blessed or perhaps because the energies of the other world strengthen them, are somewhat more resistant to "real" damage. The weapons of the Japanese may deliver a great deal of damage, but the PCs can often shrug it off and heal at their usual accelerated rate.

JAPANESE REISEN FIGHTER AIRCRAFT (“ZERO”) 20 Mecha Points
40 Health Points

Mecha Sub-Attributes

Flight — 3 (9 MP), Heavy Armour — 1 (Stops 10 Damage, 4 MP), Sensors — 2 (Radar, 2 MP), Weapon Attack — 4 (15 Damage, Auto-Fire, Incurable, Penetrating-Armour, Fixed, 16 MP)

Mecha Defects

Awkward Size (2 BP), Hangar Queen (1 BP), No Arms (2 BP), Noisy (2 BP), No Ground Movement (2 BP), Volatile (2 BP)

AIRCRAFT CARRIER 90 Mecha Points
140 Health Points

Mecha Sub-Attributes

Dimensional Portal — 6 (18 MP), Extra Capacity — 6 (6 MP), Extra Endurance — 3 (3 MP), Heavy Armour — 5 (Stops 50 Damage, 20 MP), Sensors — 4 (Radar, 4 MP), Toughness — 5 (5 MP), Water Speed — 3 (6 MP), Weapon Attack: Forward Anti-Aircraft Guns — 4 (30 Damage, Incurable, Spreading x2, Fixed, Inaccurate, 16 MP), Weapon Attack: Flank AA Guns — 4 (same as Forward Guns but Different Gunners, for two guns on each side, [4x7MP] 28 MP)

Mecha Defects

Awkward Size (5 BP), Crew Requirement (3 BP), No Arms (2BP), No Ground Movement (2 BP), Noisy (1 BP), Poor Manoeuvrability (2 BP), Start-Up Time (1 BP)

IMPORTANT NPC s

There are many background NPC citizens of Nigh-Japan, although few will play more than a brief role in the adventure. The leader of the city, Governor Saburo, may interact with the PCs directly, but the other citizens are simply part of the crowd.

There are 4-8 important Japanese command staff characters. The members of the command staff are the only real opponents that threaten the PCs existence. A normal Japanese soldier will fall easily in combat (but his weapons are real and do serious damage if the PCs are careless), but this world has given the command staff abilities equal to the PCs. In fact, each command staff character is a distorted mirror image of one player character — identical Stats, Character Attributes and Defects, similar appearance, and similar name, but tainted with elements of Imperial Japan. The command staff blames this oddity and other bizarre occurrences on the portal's energy emissions.

For example, Al creates a venerable kung-fu martial artist character, Master Yoshi, who turns into the beautiful young warrior, Jet-Girl, when enraged. The corresponding command staff NPC, Admiral Yoru, is a crotchety old solder who turns into the dynamic young fighter, Tank-Girl, when angered.

The following command staff NPCs should each hold one of the following positions: Admiral, Captain, Zero Commander, Commander of the 5th Bomber Squadron, Ship Commander, Lieutenant Commander, Lieutenant, Officer of the Deck.

The common Japanese soldiers only pose a moderate threat to the PCs, and are usually killed or knocked unconscious with only one or two hits. Many soldiers wear light armoured jackets and helmets (Light Armour 2). A few special soldier units may also wear heavier flak jackets, (Light Armour 4).

Japanese Soldiers

Body: 4	Mind: 4	Soul: 4
Attack Combat Value: 5	Defense Combat Value: 3	
Health Points: 10	Energy Points: 20	

Attributes

Combat Mastery — 1

Armour

Light Armour — 2 (Stops 5 Damage, Unprotected Area)
 Light Armour — 4 (Stops 10 Damage, Thin Area)

Weapon Damage

Handgun	20
Rifle	30
Machine Gun	40
Grenade	60
Knife	10
Sword	15

NOTE: weaponry from Japan does far more damage than their Nigh-Tokyo counterparts. For simplicity sake, Weapon Attack Abilities and Disabilities have not been included, but GMs should feel free to use the standard list on page216-217 of BESM2, and possible add Incurable to all such weapons.

CHARACTER GOALS

1. Determine that the majority of the force is situated a mile out to sea on the aircraft carrier.
2. Venture forth to the aircraft carrier to learn that the invaders are from another world or dimension, and plan to conquer the entire country of Nigh-Japan.
3. Confront and battle the command staff to extract information about the portal-creation device, located in the engine room. The generator controls are located on the bridge.
4. Destroy the portal-creation device before the Japanese can return to Japan, or can destroy the entire city.
5. One ideal goal for the PCs is to ensure that the Japanese government never again sends an invading force to Nigh-Japan. This long-term solution may be very difficult to orchestrate, and thus the GM should reward innovative and creative thinking with some degree of success.

PLOT ELEMENTS

1. Introduction to the Dojo

This is a very short set-up scene, where the PCs are all in their dojo on the outskirts of town. It is early morning, and they are up and training, or doing whatever they choose to do. Thunder is heard in the distance, and they can see smoke rising from the harbour. If any PC has a way to see that far, they will spot the aircraft carrier just off the coast, and planes bombing the city.

2. Air Raid

They PCs can do what they want to do as the city is bombed. This exploration time should take between 10 and 30 minutes of actual game time, depending on the actions of the players.

3. Plea for Help

If the PCs have not become involved in the invasion, or if they seem a little overwhelmed or confused, Nigh-Tokyo's Governor Saburo will visit their dojo with a throng of citizens following in his tracks. He will beg the PCs for help, and may direct them to the waterfront where the aircraft carrier can be seen in the distance. The bombing will stop shortly afterwards.

4. Ground Invasion

The PCs can deal with the invading ground soldiers, who are now roaming the streets with armoured vehicles and heavy weapons, as they see fit. Prisoners are being taken, and those who resist are killed. The PCs can obviously help the citizens, and deal with the soldiers and local disasters, but they should soon realize that more innocent people will die if they do not get to the aircraft carrier and confront the menace directly.

5. Learning the Truth

The PCs should somehow make it to the aircraft carrier. Getting there unnoticed should not be too difficult if they are careful, although bringing a stolen airplane crashing down on the deck would also work. After the PCs explore the ship briefly, they should realize that the invaders are from another world. This information may be obtained by interrogating soldiers, overhearing conversations, seeing maps that are similar but not quite right, finding photographs in personal lockers, etc. Additionally, they should eventually learn that the invaders are in Nigh-Tokyo to conquer the entire country, and that there might be many more invaders yet to come.

It is not necessary to provide a detailed map of the aircraft carrier to the players, because it is not crucial to the game. Typically, the engine room is deep within the carrier hull, while the observation tower and bridge (where some of the command staff might be) overlook the flight deck. The GM should provide the players with a large ship to explore, which is populated with many soldiers and the command staff.

6. Meeting their Equals

The PCs should each meet their mirrored Japanese command staff NPC, and perhaps engage in combat. This confrontation is best carried out individually, or in small groups, to avoid a massive 8-on-8 group combat. The PCs need to learn about the portal-creation device located in the engine room so they can attempt to destroy it.

7. Defeating the Japanese

The PCs need to destroy the technology that opens portals between the two worlds. Unfortunately, the blueprints for the device are still located in Imperial Japan and thus if the aircraft carrier is simply destroyed, Japan may send another ship to Nigh-Japan in the near future. This problem should be made clear to the PCs, if they do not reach the conclusion themselves. If the command staff deems the invasion a failure, they may attempt to reopen the portal early and return to Japan to report. If the PCs can capitalize on this, they may be able to send a clear warning to the Japanese government to never return to Nigh-Japan.

CONCLUSION

Nigh-Tokyo: Invasion!!! is an easy-to-learn adventure that should highlight how the Tri-Stat System works, providing a display of Stat Checks and combat rolls for new players and GMs. It is a very open scenario, which must be personalized by the GM and the players — the Japanese antagonists are completely based on the PCs. The Japanese should seem like real people who are thrown into an anime world, but who are capable of dealing with the absurdity. The players should also be given challenges based on the characters they design. If the PCs reach the ultimate goal — convincing the Japanese government to keep away from the dream world forever — the players are truly talented and creative individuals.

CAMPAIGN EXPANSION

There are many ways to expand Nigh-Tokyo: Invasion!!! into a campaign or mini-campaign, depending on the final outcome of the adventure. Several options are given below:

If the Japanese invaders win — The PCs must deal with life under Japanese military rule. National resources are plundered, citizens are captured for slave labour, and the city itself is in ruins. The PCs may wish to rebel against their captivity, but victory is a near impossible dream.

If the invaders are simply defeated — Although the current threat has been neutralized, the Japanese government in the other world still possesses the technology to attempt another invasion. While the capitol city still needs to be rebuilt and restored, the PCs must help establish a defense plan to ensure that Nigh-Japan forever remains independent and strong. As the heroes of the battle, the PCs are placed in an position of overwhelming responsibility.

If the invaders are defeated and the Imperial Japanese government is warned to keep away from the dream world forever — The PCs are national heroes! Visitors arrive from all over Nigh-Japan to pay homage, and the government wants to convert the PC's dojo into a new training headquarters for Nigh-Tokyo's Elite Defense Force. The PC's goal — locate and train Nigh-Japan's best warriors as Defenders of the State.