



# REDACTED

GM ONLY  
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# Foreword

Over the course of the past few months, since the release of v2 of Adeptus Evangelion, we have been busy polishing and expanding the game. While we certainly are making sure that the most common concerns are addressed, the fact of the matter is that the release is still a few more months away, and starting GMs keep bringing the same worries to us in crafting scenarios and enemies.

This discarded SEELE document you are holding (disposed of because Agent Bob's kid drew all over its pages) was originally going to be part of a larger release, and it would have been a subsection with the sole purpose of giving aspiring GMs ideas to ~~blatantly steal lazily copy and paste~~ borrow for inspiration, we then decided instead to make it a book of its own to sate people's thirsts for new content.

I have seen many, many campaign concepts, each one diverging from Core more than the previous one. They all work very well because of the simple effective premise: Having a complex web of IC relationships coupled together with immensely threatening monsters and intricate plots shrouded in secrets.

Some of the ideas presented are actually taken from existing games and others were thought up entirely for this book, but in the end they're all just the thoughts of other people who, most likely, aren't part of your gaming group. So don't let this actually tell you what to do if strong opinions dictate otherwise and, much more importantly, you know your group will have fun with whatever your idea is.

Thanks for reading and have fun reading the supplement, we sure did crafting it!

Adeptus Evangelion Project Vice-Director: Elpizo (Sachiel)

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# Using This Book

This book has two chapters easily distinguishable from each other, each of them focused on either providing encounters for Evangelion combat, or independent adventures that can either occur during Life on the Ground or be Evangelion missions on their own.

In addition, this introductory “Section 0” provides general information about the book, plus a few tips and material that you can use for an existing Adeptus Evangelion game at your discretion.

You will also find the amusing and sometimes insightful scribbblings of a child who was provided with the dangerous combination of classified documents and a playset of crayons. Ignore them in order to focus on the important bits of this book, or actually, don’t and maybe you’ll learn something interesting.

## Section 1 : A Thesis on Cruel Angels (Archangels)

This chapter focuses on defining Archangels, powerful and challenging adversaries even more than the norm for Angels, including tips to power up your own Angels into Archangel-tier enemies and a dozen example encounters in ascending levels of difficulty.

## Section 2: Phase Space (Scenarios)

This chapter deals with a series of standalone subcampaigns, or Scenarios, that can be ran as oneshots or be expanded into arcs of their own for your campaign. Their mood, level of danger and the rewards they offer for success do vary greatly between each other and all campaigns should find at least interesting ideas from them to mine.



# Weaving a Story

## Setting and tone

As in most systems, being a game master to AdEva largely means defining the setting and tone under your own terms. You should aim for a tone that you are comfortable presenting in a consistent manner, or else you won't be able to keep up your end of the relationship you have with players. Running a setting identical to that of the series is a viable choice, but it isn't recommended as many of the greatest mysteries your players will face are just a DVD away from being solved, and the drive to conform may stifle your creativity.

Certainly the core rulebook suggests you take aim within a general area: Running an Adeptus Evangelion game where the player characters get along splendidly and have the capacity to save the world with little risk or sacrifice would be scarcely the point! And certainly a huge portion of the game's balancing and mechanical features would be rendered broken or pointless if AT fields were impossible within the setting.

What exists between such extremes of conformity and separation from the setting and indeed AdEva itself is the space you have to work with. Within it, there's plenty of space to establish a grand and storied structure of intrigue and mystery, a world that is (perhaps) worth protecting, and varied and challenging foes: from colossal beasts of devastating strength to those requiring more subtle or intellectual approaches than mere force of arms to defeat. Alternatively, the challenges the players face could be more human, the inevitable result of man's dissent and internal conflict.

## Keeping your players interested

What makes a good encounter? Pretty much anything, handled well enough. But there should be some driving intent behind it. Perhaps it was to provide an encounter that would give the players a run for their money in combat, or to force them to think hard to overcome their enemy. Or perhaps, in the event of an encounter less likely to defeat the evangelion units of the pilots, it was to progress the plot, to explore a deeper theme, to question their reasons for fighting, or even just to give a certain player their day in the spotlight.

To no surprise of those who have been Game Masters before Adeptus Evangelion, an important factor to consider when running a game is to ensure all players are catered for. Though the plot involvement of each PC should be adjusted to stay roughly at a level that each player is comfortable with, there is some hazard in follow this dynamic to its logical conclusion. The inevitable result may be that those players more engaged by your world will outshine the others as they become assigned gradually more and more importance, and explore it in greater detail, assigning themselves even more focus and feeding the problem.

A vital step to counter this is to focus on rousing the interest of the players who are lagging behind. Often a single session more focused around their character's abilities or backstory is sufficient, and can set them on a path to sit at a similar level of prominence as the others. Sometimes a long term effort is required however. An obvious example is the Operations Director, who deals with an inherently different situation from the pilots and hence may be unable to take part in certain scenes.

As a GM you must attempt to solve to such problems. For example, allowing the OD's player to portray a generic fellow student at school, or having the OD be involved with the school somehow. In other scenes, they may portray an NPC close to the OD who is present, such as a member of the bridge crew or a Contact of theirs.



## Mood and lethality

Knowing the system they are playing, the players should have accepted that there will be a certain degree of sexual imagery, horrific fates of player characters, and hopelessness to affairs, however it's important to assess whether this is hurting the players interest in the game. If the players come to you with serious concerns about the direction events are taking, you should at least consider your options. Don't allow yourself to be bullied into a direction contrary to your plans, but maintain an awareness of the out of character consequences of your actions. Leaving pilots crippled and unable to take part in all events within the game is likely a bad move. If pilots are temporarily left in such a condition you should take steps to reassure players that it is just that, temporary, even if you can't reveal how they will become functional again yet.

But what of the player characters less immediately obvious health? That of their minds? Ego barrier damage and insanity points represent, at the low end, something players may often clamour for with abilities such as Mad Skill. Towards the end though, the imminence of their characters removal from play may change their minds. The games natural state runs counter to this: the highest sources of insanity and ego damage are concentrated mainly towards the upper tiers of play. This conflict can, from an out of character perspective, make it very difficult to judge the rate at which sanity damage is likely to be inflicted.

Ideally, insanity points should be primarily employed as a means of triggering disorders and shock and bringing about the appearance of a character's imminent demise, rather than irrevocably removing the character. Alternatively, you might house rule some means of avoiding this removal from play with fate points, in which case you can play things a little more loosely. In any case, the 'at risk' characters of your campaign should be 'scheduled' to be at roughly the ends of their mental tethers as the campaign draws to its conclusion. The same approach should apply to ego damage.

## Extra material

Whilst the core rules can be restrictive, and have some material that isn't perfectly balanced, they still have a history of development and testing that renders them far closer to an intended balance than homebrew advantages, or material taken from the "under development" areas of AdEva. If you choose to use any of these, you may need to seriously consider providing corresponding improvements to the players' opponents, something. This can quickly spiral out of control until it is unmanageable, if you don't keep a close eye on it. The inclusion of such extra advantages can certainly add flair to a campaign, but their integration should not be taken lightly.

These are a number of things to consider when GMing AdEva to maintain a healthy campaign. Some of these may be obvious to those with prior experience. Some of the basic components, such as how to create a good NPC, have been ignored because this material is aimed at those with the confidence and understanding of role-playing necessary to run a campaign, but without extensive experience. Consider what this book has to offer, but do not let it override your personal experience or judgment.



# Anomalous Materials

The Scenarios in the third chapter of this book make reference to material that isn't part of Adeptus Evangelion Core, and in some cases will never be, but you may want to peruse even if you're not going to use the Scenarios that conceived them.

The Boneyard: Unique Armory Contents								
Name	Class	Range	RoF	Dam	Pen	Clip	Rld	Special
Giant Shotgun	Basic	10 dm	S/2/-	1d10+2 I	2	12	Full	Scatter
Giant Chainsaw	Melee	--	--	2d10 R	0	-	-	Unwieldy, Tearing
Giant Flamer	Heavy	20 dm	S/-/-	1d10+5 E	5	3	2Full	Mounted, Flame

## Giant Shotgun

A simple, scaled up Shotgun using shells taken directly from the Pallet Gun under the brilliant logic of "Maximum Compatibility". Suffice to say, not even taking advantage of the development of the Battle Rifle saved the project. Treat this as a small area attack for the purposes of Collateral.

## Giant Chainsaw

Before Progressive technology came to fruition there was what would eventually be turned later into the Chainsword. The Giant Chainsaw isn't very reliable at dealing damage, but it does occasionally catastrophically maim a target. This weapon requires two hands to use.

## Giant Flamer

A comically large weapon that is as hurtful to friend as it is to foe. Like Flame weapons in DH, the user should be very careful with this weapon as it is likely going to destroy anything they would strive to protect. Treat this as a large area attack for the purposes of Collateral. This weapon may not be used by an Evangelion without the Heavy Chassis Upgrade, and any Evangelion using it will find that their agility is lowered by 20 for as long as they wear it

## Structural Upgrade: Experimental N2 Reactor

Prerequisites: Research Tier 2

Cost: 5 Surplus.

Effect: This cylindrical container is large and heavy enough at 100 tons that it requires at least an Evangelion with above average stats to successfully carry it. The benefits outweigh the inconveniences, however, with five Umbilical Cables (each with 100 dm of range) and ten hours worth of power to be distributed between its various users. While the N2 Reactor is sturdy enough for something its size, it is still extremely dangerous to allow it to be damaged. It has 20 Wounds but the moment these are depleted the reactor breach deals 3d10+10 E damage to everything within 60 dm. Anything with an active AT Field may instead roll on the N2 Mine chart with a -40 to their roll.

## Trait: Cold Blooded (X)

Prerequisites: Undergone "Touched by an Angel" Scenario or being otherwise Encroached.

Effect: You have become hardened to threats against your mental integrity and your sense of self. This Trait provides you with a buffer that prevents a number of Insanity Points or Ego Barrier damage per session equal to the X that you earned from undergoing Touched by an Angel. Once this buffer is spent, the character gains Insanity and loses Ego Barrier as normal. The buffer will replenish every session, but leftover points will not carry over from one session to the next.



# Ambivalence

Game Masters are the be all and end all in adjudication of the rules of the game, and as such it is common for certain adjustments to be made from the core rules. Be careful doing this though, as Adeptus Evangelion was developed with the rules its core contains in mind. Below are some examples of house rules that have been used in Adeptus Evangelion games, and reasoning behind their use.

## **Rolling for Evangelion distinguishing features is rolling 4d100, then having the player assign each roll to a specific category**

This creates Evas that seem like they have had unique aspects of their design more carefully considered, although they generally don't possess all the optimum traits for their pilot. This also prevents players from being stuck with an Eva that is terrible for their intended use, while still maintaining a degree of chance.

## **Everyone randomly generates their Evangelions, then is free to trade them between each other.**

Like above, this allows players to do damage control on Evangelions that turned out less than spectacular, without removing the aspect of chance entirely.

## **All evas have a 1d10+S, pen 0 natural weapon.**

This ensures that the unarmed damage dealing ability of an Evangelion remains reasonably high as per the series. As a downside, it does remove the step up in damage from unarmed to improvised weapons, and some early natural weapon upgrades are made redundant by it.

## **Weapon Upgrade Points can be recycled endlessly without cost.**

This allows players to confidently spend WUP as soon as they acquire them, leaving no need to "stock" them up for future upgrades or to keep track of that stock. They will always have access to the latest equipment their base has unlocked, and never be caught with outdated weaponry.

## **The Base and its Commander provide a minor mechanical bonus similar to an OD.**

In a campaign where base switching is a possibility, or the commander being away during a battle is intended to be significant, this will cause players to appreciate the commander's presence to a greater degree when they realize just what they lose without them.

## **Removal of Power supply considerations.**

This eases book keeping greatly, though it also removes a core component of the experience.

## **S2 organs give unlimited course correction to E-Type equipment.**

Mechanically similar to A-type, S2 organs, as a source of unlimited power, allow the ion-based thrusters of E-type equipment to operate indefinitely.

## **S2 organs cannot be researched until the Plot unlocks them.**

S2 organs in core can be attained quickly and easily if the players prioritize their research considerations, at the expense of other advances. This can negatively impact gameplay in some cases, and barring research into S2 organ generation until a suitably appropriate point in the plot can add to the experience.

## **Shields provide an additional 3AP to the arm holding them and the body, and deplete when hit by an attack with a penetration greater than 3 as per cover:**

This provides players with an actual reason to wield shields prior to the Heavy Ablative Shield. Even in terms of maintaining suspension of disbelief, a shield without this rule provides absolutely no protection from ranged weapons even if the attack is aimed directly at it. This rule also increases the utility of Sacrifice considerably and thus the survivability of the Pointman Career.



**Progressive Knives can be used in grapple in place of unarmed damage.**

This allows progressive knives to remain viable later into the game, and allows gameplay to imitate many of the fights from the series better, including the notable progressive knife duel between 01 and 02.

**Massed conventional forces deal stacking d5's of damage.**

This is meant as a simplification particularly for combat involving hostile conventional forces, and only actually works in its intended role when those conventional forces are in VAST numbers.

Simply assign an arbitrary concentration of firepower, most likely something along the lines of "a tank squadron" or "a battleship's three barreled turret." For each of these that have an obstructed line of sight on an Evangelion each turn, inflict 1d5 of damage to that Eva that can be deflected, but not dodged. These d5's stack to create a single attack with pen 0 made against the Eva's body once each turn. This is intended to represent massive amounts of crossfire of all varieties impacting the Eva, forcing them to maintain the defensive properties of their AT fields or suffer their vulnerability.

**Simply attempting a time management option provides a degree of success, succeeding it adds to this.**

Time management options can seem slow, and furthermore the likelihood of succeeding at time management is affected by how good you already are. This allows progression to constantly take place.

**Every 3 degrees of success on time management count as an extra weekly success.**

Once again, this provides a tangible bonus to good rolls and provides more potential for success through time management.

**You can burn a Fate Point to remove 5d10 Insanity, but not disorders.**

Reaching 100 insanity points is vastly more likely in Adeptus Evangelion than in Dark Heresy, and as such burning fate to pull a character the player has likely portrayed for some time (if they managed to get to 100 insanity points with them) back from the brink of madness can be a positive thing.

**Critical successes do the impossible. So do critical failures.**

For less serious games, having absurd effects beyond the conventional mechanics occur on roll results of 1 and 100, in favour of the players and against the players favour can add an additional degree of chance to proceedings.

**Burn a Fate Point to die in a blaze of glory instead of living for another day.**

In the case of an Entry Plug breach during a failed ejection or any other time a character may burn Fate to survive while piloting, if the player knows that their characters have no other options to continue serving the Empero-....NERV...or wish to sell their lives for the greater good, they may instead have the Evangelion enter a Berserk-like state that lasts an amount of rounds equal to their Toughness Bonus (including the turn in which the sacrifice was declared), in this state they are immune to the effects of critical damage with the exception of those which render limbs or senses useless (such as blown-off limbs and blindness). The character also receives one 'free' Fate Point each turn, which may be used in the normal fashion though it is lost if not spent. At the end of this period, the character will die regardless of any other factors, being absorbed by the Evangelion, killed by their own wounds, or worse. Fate Points gained as part of the heroic sacrifice cannot be burnt to save the character's life.

**Genre points that allow character-specific bonuses when spent.**

Another feature of less gritty games are additional non-XP rewards. Examples include rewarding players with one or more conditional Fate Points for very specific purposes as a reward for achieving particular benchmarks during a battle and quirky, perhaps even oblique or bizarre, abilities for use during Life on the Ground for good roleplaying. Since roleplay is specific to the character in question, so is the reward.





# A Thesis on Cruel Angels

*Archangel Attack*

*Archangel Traits*

*Angelic AT Powers*

*Unrevealed Scrolls  
of the Dead Sea'*



# Archangel Attack

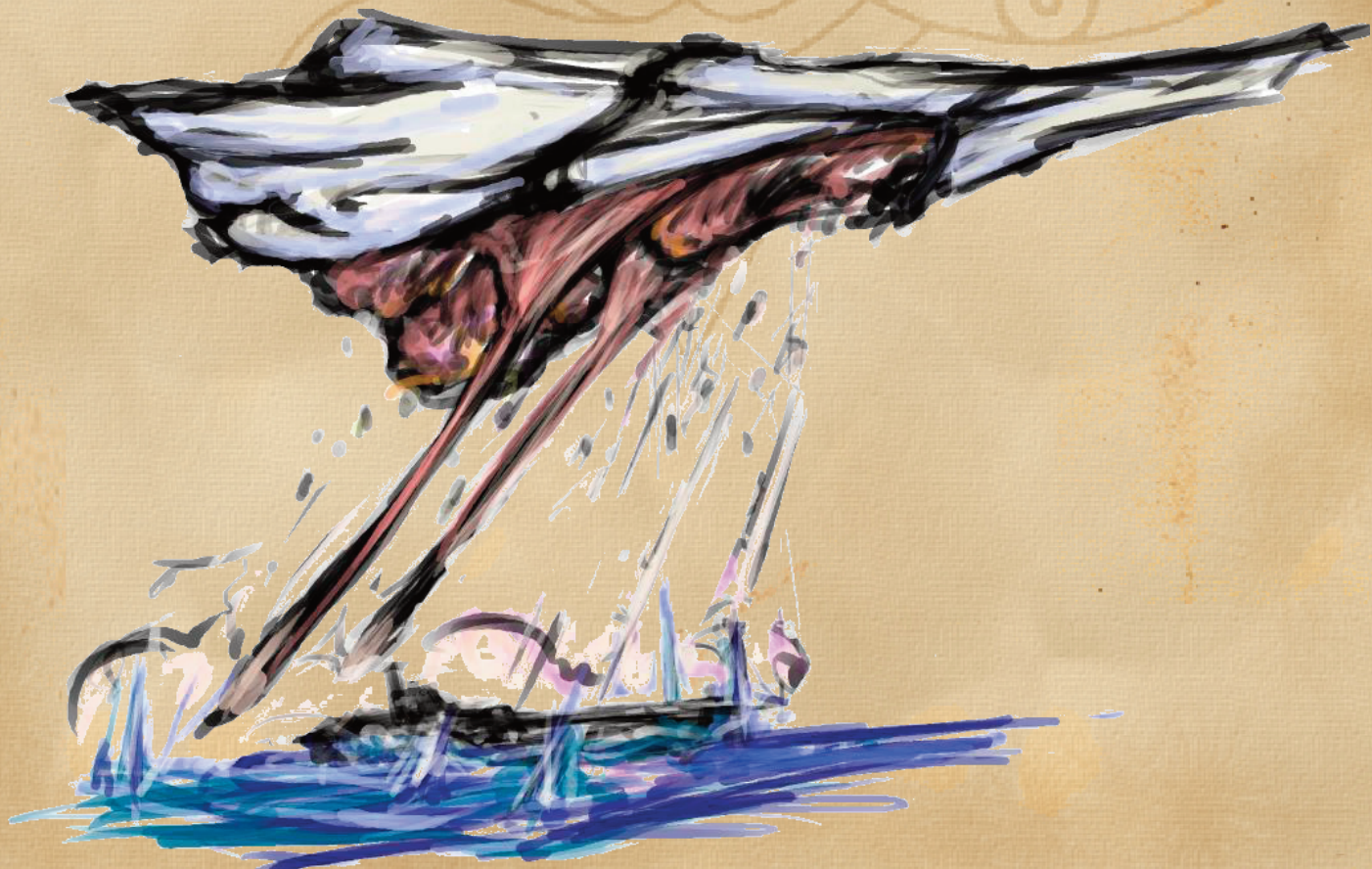
Do you think your Angels are too easy? Do you have difficulty coming up with interesting gimmicks? Do you dislike randomly rolling Angels as much as you dislike having to come up with their abilities entirely on your own? Are you simply a jerk who wants to inflict maximum suffering to all of your players at minimum effort? If any of these is true, this chapter is for you.

Contrary to what the name might lead you to believe, an Archangel is not different in any way, shape, or form from a regular Angel from the perspective of fluff. They're simply much more powerful and they greatly discourage the usual tactic employed by players of trying to overwhelm an Angel with numbers.

Archangels are very difficult enemies likely to cause a Total Party Kill on unsuspecting or overconfident players. This section includes ways to upgrade your own Angels to Archangels, including: A modified Angel trait, a chart for Synch Ratio based effects for Angels similar to the one that Evangelions get, more unique Angel Traits, concise rules for Angel-specific A.T. Field Powers and, finally, twelve premade Archangels each with their own particular encounter characteristics to make every battle with them memorable both in circumstances and difficulty.

Be careful not to overdo it, however. Unless you're shooting for a very difficult game, you shouldn't use more than a handful of these. Remember that even if they were defeated plenty of times individually, it wasn't until End of Evangelion that the canonical pilots met their ends, and only the last few Angels put them in situations where a player would have to burn a Fate Point to continue playing.

If you have a particularly powerful/numerous party (more than five players total) or for some reason think that these guys are not enough of a match for a four person party, you should consider giving them a boost to their SR, (a flat 100 SR or 50 SR per Evangelion in excess of four should suffice) this applies to normal Angels as well, but Archangels gain special benefits from a high SR score, which should make the extra boost all they need.





# Archangel Traits

*Name: Archangel*

*Effect: Creatures with this trait are immune to Fear, Fatigue, Insanity Points, Ego Barrier Damage and Pinning, they all have Unnatural Senses extending up to double their Perception characteristic in range, their ATS is separate from their ATP (the maximum amount is the same, but lowering one does not lower the another, so they may be neutralized and still use A.T. Powers or use A.T. Powers and still remain capable of deflecting) they may roll for Righteous Furies and possess at least one Fate Point to use as any PC would.*

*An Archangel may spend a Fate Point to regenerate an amount of Wounds distributed as it wishes equal to its TB, it may also burn a Fate Point to regenerate 1d10+TB or to automatically evade any one attack that it deems too dangerous after the damage has been already rolled. After all of its Fate Points have been burnt, the Archangel gains the Superior Action Trait.*

*If the regenerated wounds are enough to bring the limb from critical damage to a normal state, the Angel recovers from all penalties induced by the critical injury such as being stunned or blind. In addition, the regrown limb has a chance of being better than before and the Angel rolls on the appropriate Angel Regeneration Table.*

*In addition*

*Some Archangels have a greater Toughness Bonus than usual, the Angel's final Toughness Bonus is in parentheses.*

*In addition to all this, Archangels gain benefits from their Synch Ratio according to the following table.*

Archangel SR Effect	
01-50	The Angel may reroll a number of Tests per combat and retain a minimum ATS value (disregarding total Neutralization inflicted) equal to its SR/50, rounded up.
51-100	As above, but the Angel has a +10 bonus to all Skill Tests.
101-150	As above, but the Angel has the Unnatural Characteristic (Toughness) trait doubling its Toughness Bonus.
151-200	As above, but the Angel has a +20 bonus to all Skill Tests.
200+	As above, but the Angel has Celerity.

*Name: A.T. Penetration (Archangel Version)*

*Effect: A Weapon with this quality has the capability to overwhelm or simply ignore an Evangelion's A.T. Field, this weapon treats the ATS of anyone it strikes as if it were lowered by amount equal to the weapon's penetration value.*

*Name: Celerity (Archangel Version)*

*Effect: An Archangel's control of their biology is absolute, and they can pull off amazing feats impossible for the Evangelions. When rolling initiative an Archangel with Celerity rolls twice. They act on both resulting positions in the initiative order, effectively having two turns and refreshing its Reactions with every one of them.*

*However, any ability or status effect that requires an Archangel to wait a full Round still takes a full Round to resolve (for example, an angel Stunned for 2 Rounds would not be stunned for any shorter period of time, they would merely have lost more opportunities to act in those two Rounds).*

*If the Archangel takes any form of critical damage to any limb they lose the benefits of Celerity (acting on their higher initiative position only and taking no actions on the lower) for as long as they still have 1 or more point of Critical Damage.*



*Name: Natural Weapon (Archangel Version)*

*Effect: Like a normal Natural Weapon, but it may be used to Parry, it does not count as Primitive, and it can be used in a grapple just like an unarmed attack.*

*Name: Superior Action*

*Effect: Archangels that find themselves on the ropes can and will push their A.T. Fields to the limit, demonstrating previously impossible outbursts of speed. This is particularly terrifying with Celerity in play. Archangels with Superior Action activated may use Full Actions as if they were Half Actions and may perform one Half Action or Reaction Action as a Free Action once per turn.*

*Furthermore this lets them attack multiple times in a single turn for as long as both Actions are with different weapons (for example, the Archangel could use an All-Out Attack for its first Half Action with a tentacle whip, and follow up with firing a Semi-Auto burst with a psychic beam for the other Half Action, doing a third offensive move as a normal Attack Action for free would require the Archangel to have a third Weapon).*

*Teleporting (X/Y) (Archangel version)*

*Effect: Angels that possess teleportation abilities can travel between two points instantaneously. Targets such as Evangelions that are grappling with or otherwise in physical contact with the angel may or may not be brought along on the jump depending on what would benefit the Archangel the most. They can teleport a distance equal to the X next to its name in dm, and the Y represents the amount of turns they must wait for the ability to 're-charge' (A Y of 1 means that there is no waiting time, however it can still be used only once per turn).*





# Angellic A.T. Powers

It is of no surprise that Angels can use A.T. Powers just like Evangelions, but Angels have a dominion of their A.T. Field that an A.T. Tactician could only dream of ever gaining.

Angellic A.T. Powers work just like any other A.T. Power; they have an ATP cost and they may be augmented as any other power would, but are forbidden from pilot use except for the rare occasion where an A.T. Tactician could gain access to them via the Mimic Field talent.

If an Angel has an unique Angellic A.T. Power, it will be explained below their entry much like ay unique Trait.

## Reading Angellic A.T. Field Powers:

The Name of the Power

ATP Cost or Deflection/ATS: The number of A.T. Field Points required to activate the power. If it is a Spread Pattern, it will say how much Deflection it provides per point of ATS instead.

Activation: How long it takes to activate a power (assuming you already have an A.T. Field Spread). This is usually a Reaction Action, Half Action, or Full Round Action. Some powers also have a 'Maintain', which is the action required to keep a power active after the first round. If the Maintain is followed by 'free', it requires no time to Maintain. If a power has no Maintain time listed, it must be reactivated anew every round. Note that even if the Maintain action is free, every round you must still devote the minimum number of ATP required to activate the power or it fails. If the Power is a Spread Pattern, the activation cost is the same as of Deflective Field..

Effect: What the power does.

Special: A note of special situations in which the power behaves differently.

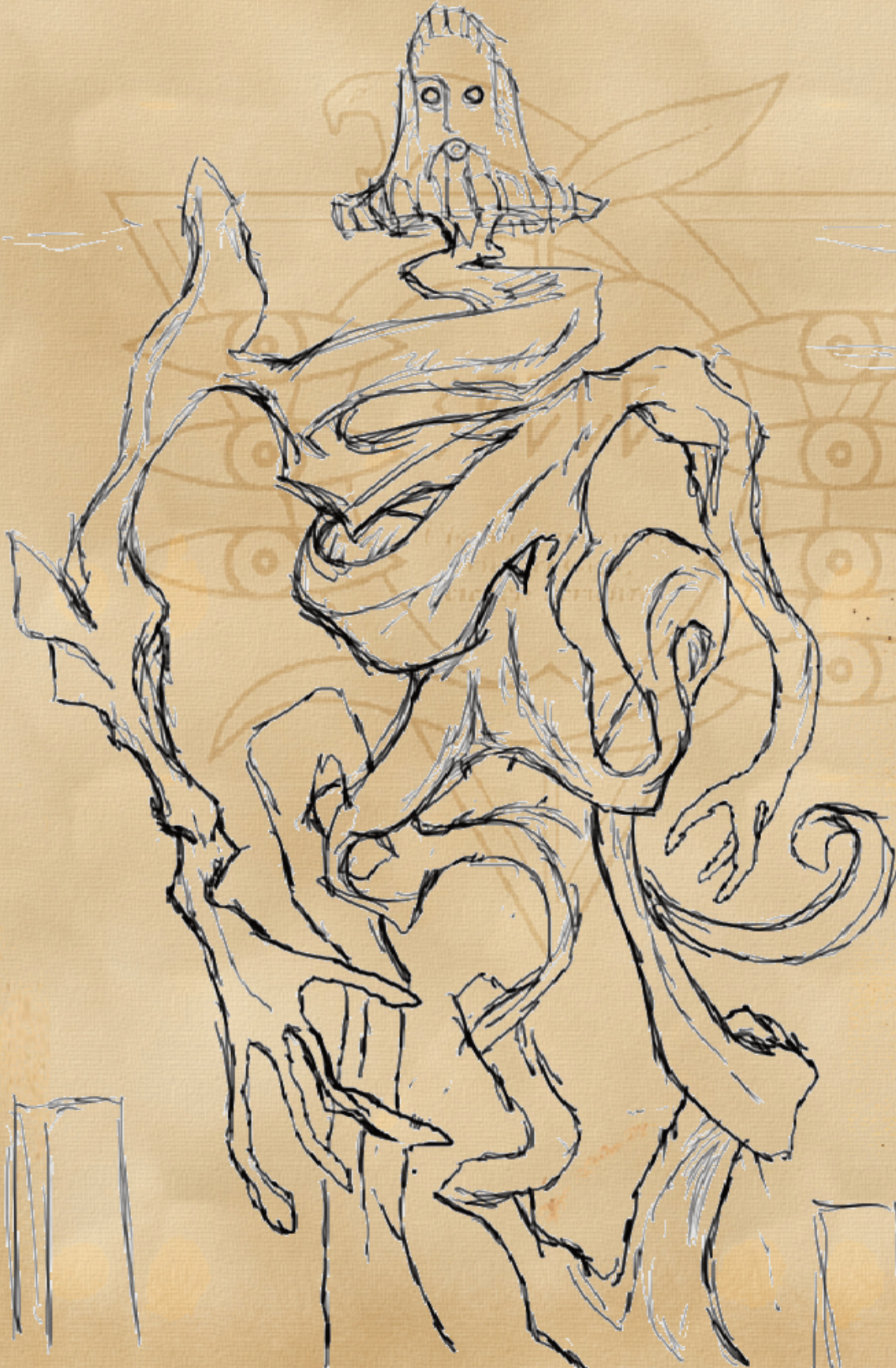
Augmentation: A note of how the effects of the power might be increased by devoting more A.T. Field Points than are required to activate it.





# Unrevealed Scrolls of the Dead Sea

This section contains the specific information on the twelve Archangels this book presents, the various verses that SEELE Agents used to deduce their abilities, the most likely to be accurate interpretations of them, some other possible forms they could take, and the crayon scribblings of Agent Bob's kid. There are also recommendations on where the encounter should take place, peculiarities the players should be made aware of (or not) and tips to strengthen or outright change their capabilities in case you've got players who have read this book.





# Galgaliel





In the ocean's bosom does reside Galgaliel  
 Restless it does seek the light on high  
 That it may share its song with those above  
 To rise aloft under watch of the sun  
 And to wear the light as its mantle  
 There it may grow evermore  
 And gift to all its radiance.

Second Scroll: The Last History, Passage 6

At passing glance Galgaliel may not seem like much; since it is little more than a bulbous head that appears to have been cobbled onto a pair of twiggy arms and a chalk-white fluke, the casual observer might be tempted to pass it off as a poorly-deformed whale, in need of more help than harm (especially given the jagged, almost tumorous growths along its backside).

Do not be fooled.

Under normal circumstances, Galgaliel is fairly reluctant to stray too far from its native sea and will quickly relent should it face opposition during an emergence on a beachfront. However, if particularly threatened - or if provided with a very certain, very valuable target - the Angel will not retreat nearly as far as usual. Instead, it will travel anywhere from 500 to 50000dm in the direction of the sun, at which point the tumors on its back will unfurl into two large, sappy orange fronds that it directs toward the sunlight. In a very short amount of time, its skin will sink to a dark green pitch, its body will grow in size by up to 20% and its muscle to mass ratio will increase threefold.

At this point, the task of killing it changes drastically: whereas before killing Galgaliel was as simple a task as murdering any other ordinary giant monster, now the combatants must contend with an infinitely healing half-plant, half-dragon aberration, capable of removing all support the Evangelions could get from conventional forces by shooting a thick cloud of bluish, burning sap that solidifies in contact with another solid.

Though at first the name 'solar flare' was a mere joke, it turns out to have been true all along: Galgaliel's main strength in pushing the offense towards its goal is an intense radial burst of charged particles, gamma radiation and heat, causing massive damage to its surroundings. Fortunately, it then has to vent the heat through its S2 Organ before it can fire again, leaving it vulnerable to counter-attack.



### Galgaliel Profile

WS	BS	S	T	Ag	Int	Per	Wp	Fel	SR
60	20	40	40	30	30	30	20	10	60

**Movement:** 6/12/18/36

**Skills:** Awareness +10 (Per), Dodge +10 (Ag), Swim +20 (S).

**Talents:** Swift Attack.

**Traits:** Archangel (TB 4), Natural Weapon (Claws), Size (Scrawny), Shine of the Sun.

**A.T. Field Powers:** Deflective Field, Neutralize, Starlight Sap

**Natural Weapons:** Claws (Melee; 1d10+4 R; pen 1; Tearing) Solar Flare (Special)

### Galgaliel Body

Location	% to Hit	AP	Wounds
Head	01-10	2	4
R.Arm	11-20	1	6
L.Arm	21-30	1	6
Core	31-40	2	8
Body	41-70	2	12
R.Leg	71-85	1	6
L.Leg	86-00	1	6

**Solar Flare:** Recharges. As a Full Action, everyone in a 40 dm cone must Deflect or take 1d10 E damage to the body that ignores TB and AP. This Weapon may not be used without activating Shine of the Sun first. This deals collateral damage as a large area of effect.

**Shine of the Sun:** Should Galgaliel reach land or be forced to burn a fate point, it mutates growing considerably in size. Galgaliel's size category is now Hulking and it gains Fear (1), the mutation grants it additional AP to all of its body parts equal to its TB, at the beginning of every one of its turns it regenerates 4 wounds distributed as it wishes among its body, finally it gains access to its Solar Flare weapon and the Starlight Sap power.

### Starlight Sap:

ATP Cost: 4

Activation: Full Action

Range: 40 dm

Effect: A Blast (4) area is clogged up in bright sap, any lesser conventional forces in the area are instantly rendered useless and defeated, and Evangelion sized foes are blind for as long as they remain in the area. This deals collateral damage as a small area of effect.

Augmentation: For every 2 additional ATP spent on this power the area of the Blast increases by 1 and the power's range increases by 10 dm.





## Using Galgaliel:

Due to its 'Shine of the Sun' trait, Galgaliel is and should be treated as a multi-stage angel. Where it is fought very much influences how it is fought. For this reason, where to engage Galgaliel should be left up to the players, specifically the Operations Director. If they choose to engage it on land, make sure to give Galgaliel its appropriate bonuses, but even if they choose to engage the Angel in the water GMs should consider placing the conflict close enough to shore that, unless the players are careful, Galgaliel might escape onto land. If attempting to disengage from combat while still underwater, GMs should consider using the Swim skill to its advantage replacing the Acrobatics skill.

Once actually on land and powered up, Galgaliel becomes a rather straightforward (if powerful) opponent. Players should roll to resist Fear after watching it mutate. It will head for its objective and bring its formidable Solar Flare weapon to bear on anything that threatens it while keeping the battlefield under control with its Starlight Sap. As a relatively early Archangel, Galgaliel highlights the adaptive nature of the Angel menace as well as the level of collateral damage they can inflict if left unchecked by the Evas.

Possible modifications to Galgaliel include giving it extra melee combat talents (such as Hatred(Evangelions) or Furious Assault), increasing its SR to 10 (resulting in its TB doubling from the Angel Synchronization Ratio Effects Chart), or replacing the normal effect of Solar Flare with the statline of the Maser Annihilator weapon available to Evangelions (albeit with unlimited ammunition).

Alternatively, you might wish to expand Galgaliel's powerset beyond its current run. In this way, you might choose to accentuate it's plant-like biology. Additional powers in this theme include granting it vine-like limbs used to grapple at range, or perhaps toxic pollen.

WHEN A DINOSAUR  
WAS BITTEN BY A  
RADIOACTIVE FLOWER!





# ZaaZenach





"We saw Him come through dawn like mist  
And come unto us, beseeching the day from his form  
And to fill us with the night that made him  
So that he find a womb within our sin  
Should our sin grow within us and, in time, escape us  
Such is the gift of Zaazenach"

*Fourth Scroll: The Ghosts of My Children, Passage 4*

Zaazenach is a core suspended in a hyperstable Dirac sea. Through means which are currently poorly understood, this Dirac sea makes openings which allow it to exert its A.T. Field from any shadow or area otherwise devoid of light, extending itself in the form of multiple formations of infinitely small phase shifted bits that can adopt a variety of forms up to and including a writhing mass of tentacles.

This is dangerous in and of itself, however the real threat lies in what it can do with said field. Zaazenach is capable of manifesting control over an Evangelion through sufficient exertion of its field, and can then turn it towards its own bizarre purposes.

In theory defeating Zaazenach should simply be a matter of penetrating the A.T. Field and sending explosives through. In practice, this proves very difficult. What is even worse, contact with Zaazenach's phase shifted form produces an extremely hazardous feedback and the Angel is capable of implanting a small Dirac Sea in the bodies of any of its victims with a small copy of itself within, paving the way for an eventual comeback.





**Zaazenach Profile**

WS	BS	S	T	Ag	Int	Per	Wp	Fel	SR
50	20	30	50	50	40	40	30	30	80

**Zaazenach Body**

Location	% to Hit	AP	Wounds
Body	01-00	5	20

**Movement:** 6/12/18/36

**Skills:** Awareness +10 (Per), Concealment +20 (Ag), Dodge +10 (Ag), Shadowing +20 (Ag), Silent Move +20 (Ag).

**Talents:** Swift Attack.

**Traits:** Archangel (TB 5), Elusive, Fear (1), Hunter in the Dark, Natural Weapon (Infest), Size (Average), Stuff of Nightmares, Swarm.

**A.T. Field Powers:** Deflective Field, Containment, Neutralize.

**Natural Weapons:** Infest (Melee; 1d10+3 R; pen 7; Toxic, Special)

**Infest:** Any targets hit by Infest gain an amount of IP equal to the final damage dealt to them. Zaa-zenach may burn a Fate Point after successfully dealing damage with this attack to encroach an Evangelion with a copy of itself that will gestate over time and spawn from the Evangelion in the future.

**Elusive:** Zaazenach has an additional Reaction Action to use for the purposes of the Dodge skill but only against weapons that would deal double damage to it due to its Swarm trait.

**Hunter in the Dark:** As long as Zaazenach is not directly exposed to light, it may make Concealment, Shadowing and Silent Move tests once every round as a Free Action, should it be successful, and even if it was previously detected (either via Awareness, A.T. Ping or some other method), it escapes from perception and needs to be detected once again.





## Using Zaazenach:

Given its inherent themes of darkness, it is only natural to have Zaazenach attack at night. Where exactly this occurs is best left to the GM, though taking advantage of low-visibility conditions to further confuse your players as to the exact location and nature of the enemy they were deployed to defeat will play into Zaazenach's hands.

Manipulation of light sources by the players, such as having several dozen VTOLs actively looking for the bit of shadows that moves on its own by eyesight, should be doable if the players are utterly helpless and frustrated during the encounter. This should make use of a successful Awareness Test and at least a Half Action on the OD's part, however.

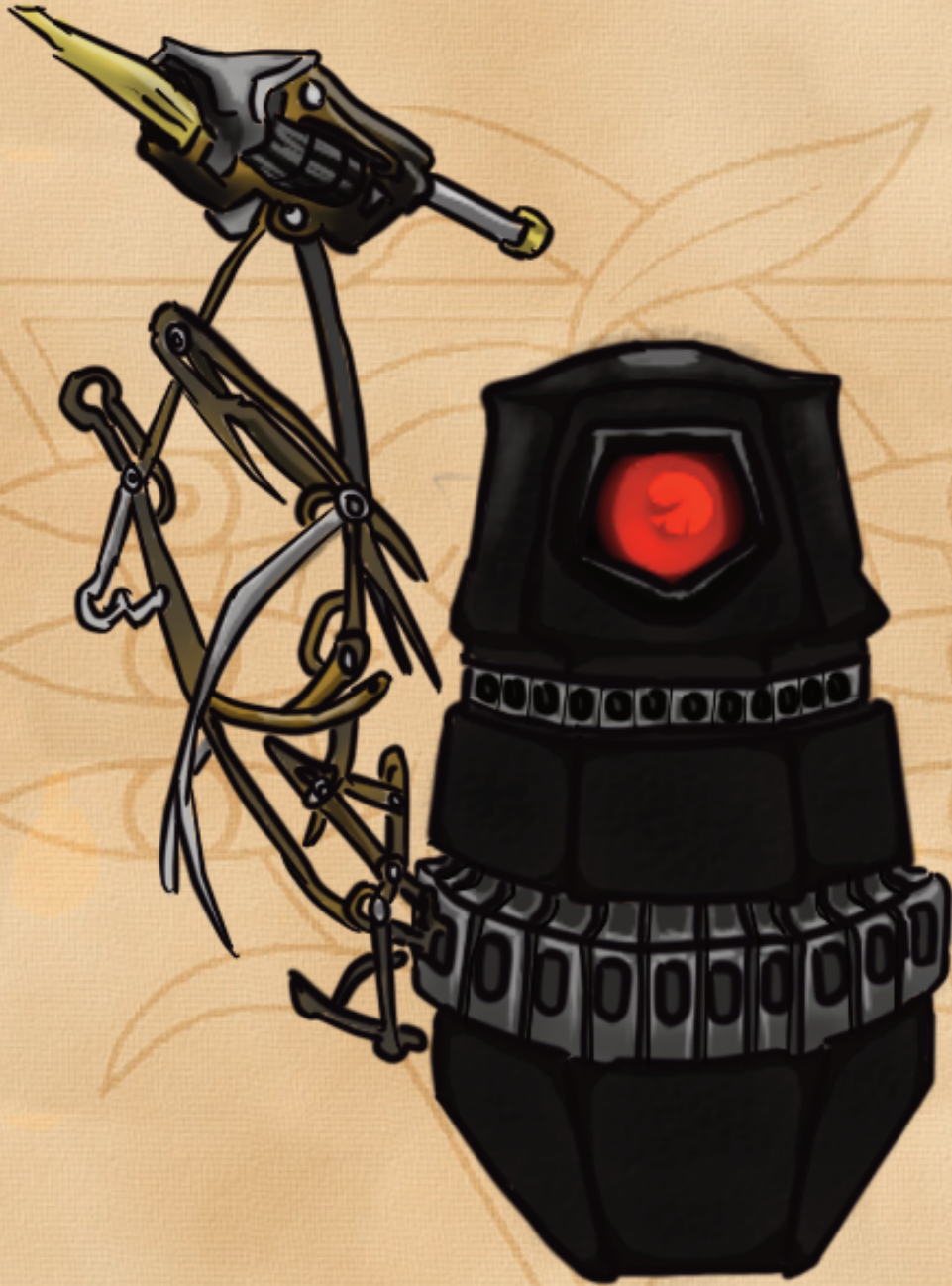
Zaazenach itself is not designed for a frontal assault and knows this. As such, it will do its best to perform hit and run attacks under cover of darkness, perhaps drawing a single Evangelion away from the others and then trapping them using Containment to better utilize its Infest attack. Infesting an Evangelion is its primary goal, and doing so as safely as possible should be the focus of Zaazenach's tactics.

The details of how the gestating copy of Zaazenach will make its appearance are up to the GM, though some ideas include when the Evangelion Berserks or is defeated, or when the Evangelion gets an S2 Organ installed. Whether it takes over the Eva and makes it part of the swarm or is an independent form of life is up to the GM's discretion.

Possible modifications to Zaazenach include granting it Lightning Attack, Bunker Field and Light of the Soul to better defend it from area effects likely to be used by the players in an attempt to draw it out from cover while still permitting it to remain a deadly hunter. If you wish to accentuate further this predatory aspect, giving it the ability to use A.T. Ping or Destructive Interference with a higher baseline SR are possibilities. Alternatively, you may choose to make the 'darkness' aspect of Zaazenach irrelevant, and make it actually invisible (and thus able to attack in daylight without giving itself away).



# Zophiel







Then I saw, at the [indecipherable passage] man and not like a man, and its skin was like the shell of a beetle and like the edge of a sword and like the gleam of the moon on water. And before it I saw the [home/city/fortress] of Man, and it reached for the sky and bit deep into the Earth, for Man was mighty, and it was his mightiest creation. And the [home/city/fortress] opened its mouth, and its [powerful/terrible] teeth shone like the sun, and a terrible fire burned in its throat. And as Zophiel, for that was its name, strode on, the [home/city/fortress] shuddered and bowed to it. All its might, the teeth and the claws and the fire, it turned unto Man, and there was much [wailing/despair] from him, for he knew he was now all [alone/on his own].

### First Scroll: The Nightmare, Passage 3

Designation "Zophiel" is not frightening because its A.T. Field can stop electromagnetic waves from entering or exiting its radius. It is not frightening because of its small size, preposterous almost-stone-hewn body, exposed Core, or its hand-shaped crest. It is not frightening because it can harpoon an Evangelion's arm and pump it full of paralyzing fluid.

Zophiel is frightening because it exhibits almost more control over man's technology than man itself. Mechanical devices within a certain range will begin to turn against their builders and operators; turrets will fire in upon NERV; cables will stop supplying power; phones and computers will become unusable.

Though its control of Eva-scale mechanical structures seems limited to a certain number (certainly much less than the number of small machines its presence innately disrupts) the power of Zophiel should not be underestimated - especially in combination with its EM-blocking A.T. Field, which makes the interior completely black and the exterior more reflective than any man-made mirror. Smart pilots would remember to bring some form of lighting with them when entering the super-reflective bubble.



### Zophiel Profile

WS	BS	S	T	Ag	Int	Per	Wp	Fel	SR
40	80	30	30	50	50	50	30	10	100

### Zophiel Body

Location	% to Hit	AP	Wounds
Waldo	01-10	2	5
Core	11-20	7	10
Body	21-00	7	15

**Movement:** 10/20/30/60

**Skills:** Awareness +10 (Per), Dodge +10 (Agi), Tech-Use +20 (Int).

**Talents:** Sharpshooter, Precise Strike..

**Traits:** Archangel (TB 3), Hoverer, Natural Weapon (Waldo Injection, Waldo Cannon), Size (Scrawny).

**A.T. Field Powers:** Deflective Field, Light and Darkness, Master of Machines, Neutralize.

**Natural Weapons:** Waldo Injection (Melee; 1d10+6 R; pen 4; Special) Waldo Cannon (Ranged; Sensory; S/-/- 1d10 X; pen 0; Special)

**Waldo Injection:** A shock of energy disrupts all nerve signals after a brief spasm. The affected limb is useless for 1 round, on a hit to the head or body the Eva is stunned for 1 round instead.

**Waldo Cannon:** A supercompressed explosive round that only inflicts superficial damage unless carefully aimed. For every two degrees of success on the BS Test with this attack, it deals an additional 1d10 damage, up to a maximum of an additional 2d10.

### Light And Darkness:

Deflection/ATS: None

Activation: Spread

Range: Personal

Effect: You turn your A.T. Field into an area that reflects light from the outside, making it look like a mirrored sphere and on the inside it is pitch black. You can change the size of this territory to any number between zero and ATS\*10 dm as a Half Action. Outside sources of electromagnetic energy cannot enter or leave this area, and all pilots are considered blind if they do not bring their own light sources.

### Master of Machines

ATP Cost: 2

Activation: Half Action

Range: Special

Effect: You utilize your own A.T. Field to activate and operate remotely a number of pieces of electronic machinery. Test Tech-Use, you may manipulate a number of electronic objects of up to one plus your Degrees of Success on the Tech-Use test that are within the area of effect of Light and Darkness, such as opening nearby blast doors or commanding defensive structures to attack the Evangelions.

Augmentation: For every additional 2 ATP spent on this power, you may manipulate an additional machine that is within range.





## Using Zophiel:

Zophiel's greatest strength is its ability to subvert and ignore many of the base defenses used to protect Terminal Dogma and the Evangelions themselves. Rather than a straightforward angel fight, the Zophiel encounter should be tailored to make proper use of this.

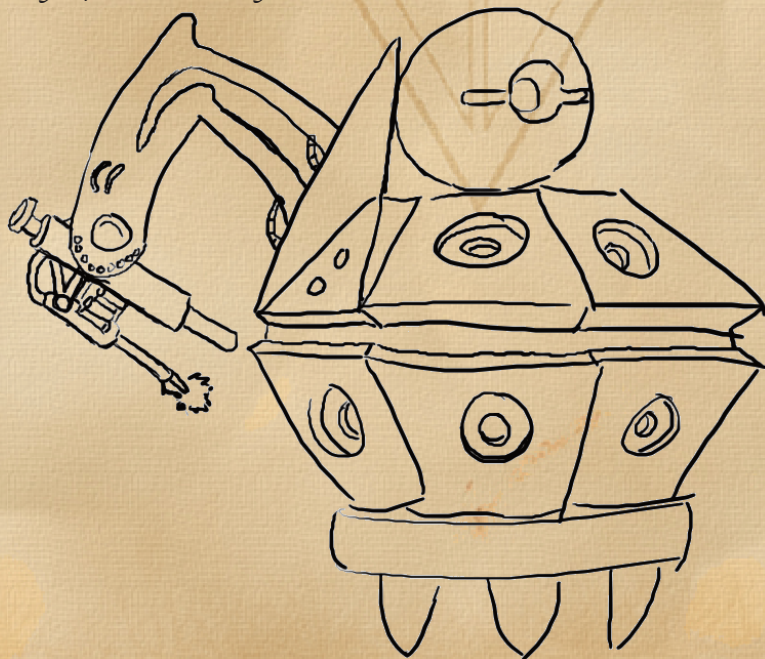
Thanks to its powerful electromagnetic manipulation, Zophiel can easily remain undetected by virtually all Nerv equipment until it is already dangerously close to the Base of Operations. The players should have the option of emergency deployment in the city itself (albeit without access to full resources) or fall back to the Geofront (or an area of similar importance in your campaign) to defend from there with better preparation.

Despite being an Angel, Zophiel will not do any damage to the Base of Operations as it passes by. Instead, it will use the equipment already present there to further its own goals, and will only respond violently in self defense. Using its ability to subvert and control technology, Zophiel will neutralize most if not all of the relevant security systems between it and its goal, including turrets, armored doors, alarms, and self-destruct devices. Should it be allowed to reach its goal, a Third-Impact level scenario will almost certainly result.

Tactically, the Evangelions have only a matter of time (1d5 rounds if you are feeling indecisive or whimsical) before Zophiel discovers and subverts the very launch systems or cargo elevators that the Evangelions use and uses them to enter the depths of the Geofront. After that, it will proceed to crash through walls and strip away security systems until it reaches its goal (again, 1d5 rounds might be seen as an appropriate estimate).

Assuming that Zophiel is defeated and your campaign is not ended catastrophically, GMs should consider making note of the damage inflicted to various levels of the bases security, and possibly give the Operations Director the change to suggest new security options during the reconstruction.

Zophiel is not designed to stand up in a direct assault, and modifications to it should reflect this. Consider adding 1d5 collateral damage to every use of Zophiel's Master of Machines as key components are considered tampered and must be replaced due to security reasons. To better evade the Evangelions, AT Powers such as Accelerated Territory or Float would not be out of character. If Your Base of Operations lacks adequate defenses and security systems for the technological subversion to be of much use, consider allowing Zophiel to hack the Magi supercomputers themselves and wreck havoc that way, possibly inconveniently shutting down key Evangelion systems via remote (such as lowering pilot Synchronization), or activating self-destruct timers on one or more Evangelions, or maybe even the Base of Operation's itself!





# Jehudiam







There stood an Apostle, most humble of all  
To him is granted the Lord's protection  
To foes His fullest of fury and wrath  
That their might may be stripped from them  
To return in kind what they have sown.

Second Scroll: The Last History, Passage 17

This world is more full of places, then men comprehend, and for each God has appointed a keeper. Jehudiam leads through these places as god leads the righteous to salvation, his appointed task clad in the color of life itself. The secret ways of the world do not bend to any will save that of god.

Eighth Scroll: Untitled - lines 3-6

Jehudiam presents, at best, a crude approximation of a beetle. It has a single pair of heavy, solid cover-like wings (which it never uses) covering its back, a rather simple torso and a diamond-shaped head, on top of two pairs of limbs built from sharp-edged jointed sections of carapace. The entirety of it is covered in a hard jade-tinted carapace of unknown composition, but with remarkable tensile strength considering Jehudiam's size.

The Angel takes a rather novel approach to how it attacks. Jehudiam, for reasons unknown, has the ability to move itself and other objects through a recently-mathematically-proven dimension of which humans have no perception. It is therefore a somewhat difficult threat to defeat, as neutralization has no effect on its ability to 'steal' things, among which can include parts of an Evangelion such as its limbs.

Perhaps most disturbing is the fact that it can also move both standard energy and energy within an Evangelion's Core through its pilfer-dimension just as easily as mundane objects. This has an observably detrimental effect on the well-being of the pilot as well as the operational capability of the Evangelion. Fortunately this effect is undone should it be defeated as the energy quickly returns to its rightful place.



### Jehudiam Profile

WS	BS	S	T	Ag	Int	Per	Wp	Fel	SR
50	50	40	40	40	20	20	20	10	100

**Movement:** 8/16/24/48

**Skills:** Awareness +10 (Per), Dodge +10 (Agi).

**Talents:** None.

**Traits:** Archangel (TB 4), Natural Weapon (Arm Ram), Size (Average).

### Jehudiam Body

Location	% to Hit	AP	Wounds
Head	01-10	5	10
R.Arm	11-20	3	12
L.Arm	21-30	3	12
Core	31-40	5	15
Body	41-70	5	24
R.Leg	71-85	3	12
L.Leg	86-00	3	12

**A.T. Field Powers:** Deflective Field, Neutralize, Pilfer, Pillage.

**Natural Weapons:** Arm Ram (Melee; reach 4 dm; 1d10+6 R; pen 4.)

### Pilfer

ATP Cost: 4

Activation: Free

Range: Sensory

Effect: Roll on the Pilfer Chart to generate an effect, you may choose a target to affect with this power after you've seen the result.

Augmentation: For every additional 4 ATP spent on this power, you may roll an additional die and choose which of the results to keep.

### Pilfer Chart

01-15	Steal a support structure, such as a Turret or Umbilical Cable, destroying it and dealing 1 point of Collateral Damage.
16-30	Steal the ground beneath an Evangelion, dropping it into a 1d10 dm deep hole and dealing 2 points of Collateral Damage.
31-40	Steal critical sensors from the Evangelion, rendering it blind.
41-50	Steal one unused Fate Point which it may spend but not burn, until Jehudiam dies.
51-60	Steal time from an Evangelion, stunning it for 1 round and gaining an extra turn for itself after this one.
61-70	Steal memories and knowledge, the pilots gains 1d10 Insanity Points and temporarily loses use of one Talent as Jehudiam examines its mind and learns that Talent for itself.
71-80	Steal an Evangelion's Soul, the Evangelion frenzies as if under the effects of a Dummy Plug Mk I, but the pilot suffers 1d10 Ego Barrier damage every round.
81-90	Steal an arm or leg from an Evangelion, dealing 10 automatic points of Impact critical damage to it, the stolen biomass regenerates 1d5 Wounds to Jehudiam's own corresponding arm or leg.
91-95	Steal the head from an Evangelion, dealing 10 automatic points of Impact critical damage to it, the stolen biomass regenerates 1d5 Wounds to Jehudiam's head.
96-00	Steal an Evangelion's Entry Plug, treat this as an Ejection roll at a +20 bonus.

### Pillage

ATP Cost: 4

Activation: Half Action, Maintain Free.

Range: 20 dm radius

Effect: Apply one of the effects of the Pillage Table around yourself. The effect continues until the affected targets move out of its area of effect, you use this power again, or simply stop maintaining.

Augmentation: For every 4 additional ATP spent on this power, you may increase its range by 10 dm.



### Pillage Table

Steal projectiles or thrown weapons, adding your ATS*10 to the results of all ranged attack Tests made against anything in the area.
Steal the Synch Ratio of nearby enemies, forcing them to roll for negative Synch Disruption even if they would have abilities that let them control its direction, adding the stolen SR to your own.
Steal luck around yourself, giving all enemies in the area a penalty of -20 to all tests while you gain a +20 bonus.
Steal response time from all creatures in range, halving their Agility characteristic, you gains Un-natural Movement (x2) as well as a +10 bonus to your Dodge skill Tests.
Steal equipment held by affected enemies unless they successfully test Strength, it may wield said weapons as if using the Kinetic Manipulation power at no penalty.

### Using Jehudiam:

Handling Jehudiam presents a challenge to the GM, as Jehudiam mainly fights by darting around its opponents, attempting to avoid its own destruction for as long as possible in the hopes that its randomly selected Pilfer abilities will defeat the Evangelions for it.

Tactically, it is recommended that Jehudiam begins the encounter with its "Steal projectiles" Pillage ability active, as this makes it best defended against conventional forces. As the battle progresses, it should make full use of its other Pillage abilities as you see fit.

Possible modifications to Jehudiam include granting it a ranged attack that results in a randomly selected Pilfer effect on a successful hit, increasing its SR (which could making it hellishly difficult to defeat should it use its 'Steal SR' pillage ability), or turn Jehudiam into an increasingly dangerous foe by adding a +10 to its rolls on the Pilfer chart after every round of battle.

Alternatively, you may choose to make Jehudiam much more dangerous simply by making it more intelligent, granting it increased control over its own Pilfer abilities or even having it steal things on a worldwide scale as part of some larger, diabolical scheme that the Evangelions must stop before it comes to fruition, or face the consequences.





# Cathetel





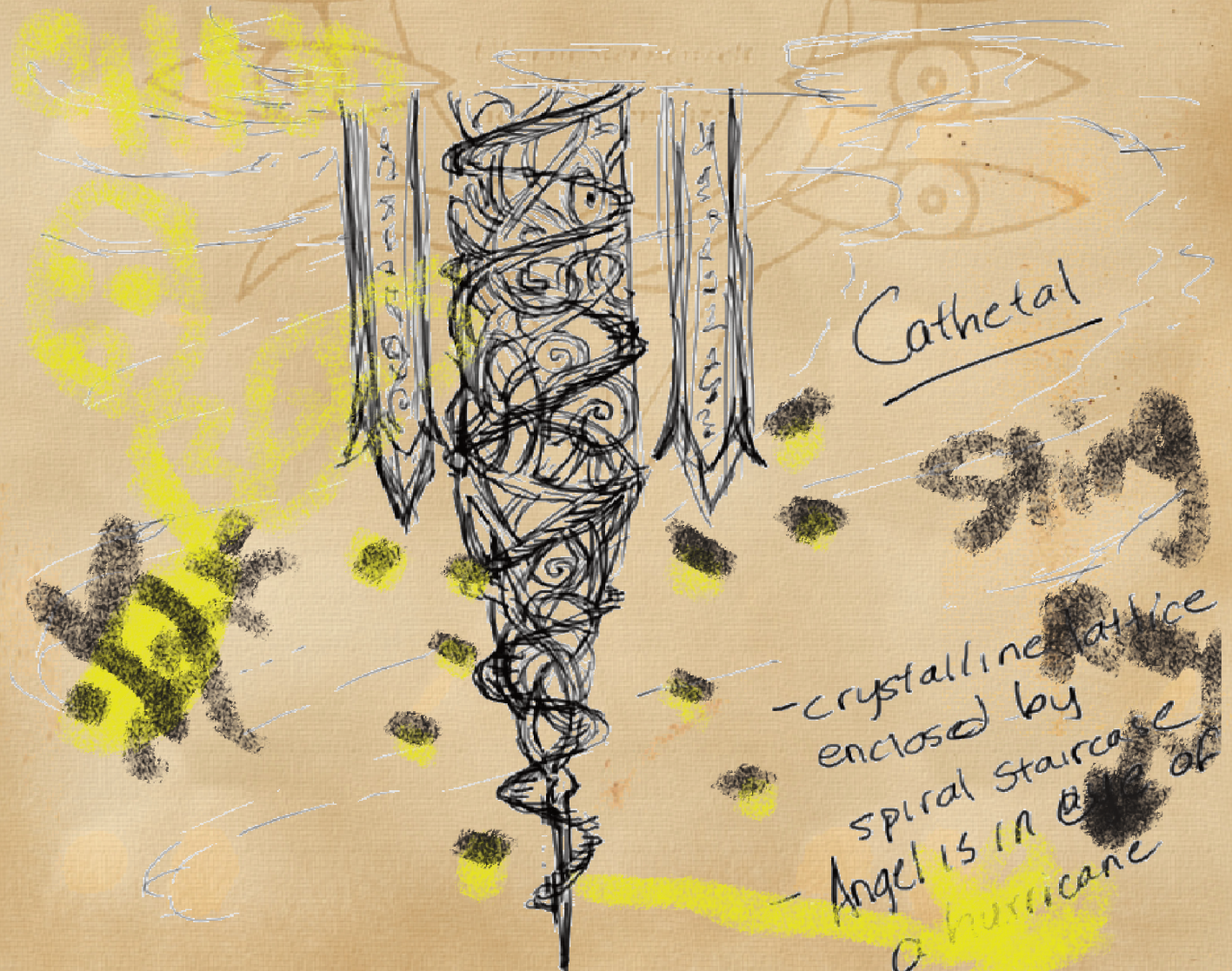
Cathetel - "And I heard a great voice speak RISE, and the great ruins shook, and that which was Babel rose into the sky. And the stone knit together as if mending flesh, and upon its walls a great multitude of eyes sprouted and shone forth. Foul winged carrion beasts flew up to become its residents, and it swung its baleful gaze across the land. And to be seen by its gaze was DEATH, for whenever its gaze would look upon the living a great cry would come forth from the tower, and its residents will fall upon the living and slay them"

## Third Scroll: The Voice of God, passage #9

Pilots should be advised that the psychological impact of fighting a large stalk-like budding vegetable is hardly the most dire threat posed by this Archangel. Many of the buds along its surface in fact represent collections of smaller, roughly motorcycle-sized swarming Angelspawn which will in turn attack both Evangelions and standard equipment alike.

The swarms do however heavily favor attacking targets which have just been struck by Cathetel's main offensive weapon: a Positron Beam as powerful as anything NERV could field, if not greater than that. As noted in their descriptions, Positron attacks can penetrate A.T. Fields, making Cathetel's attacks deadly regardless of the Unit's current state. More heinous is the fact that some of the buds on its surface are in fact 'bombs' which, when detonated, will drop the A.T. fields of everything within their blast radius.

Pilots should be warned that any attempt to damage Cathetel will be countered with an extremely harsh antimatter blast, and as such should attempt to eliminate in as few strikes as possible. As an additional complication, destroying Cathetel's Angelspawn will result in the fortification of its A.T. Field.





### Cathetel Profile

WS	BS	S	T	Ag	Int	Per	Wp	Fel	SR
20	50	60	80	00	10	50	30	20	100

**Movement:** 1/2/3/6

**Skills:** Awareness +10 (Per).

**Talents:** None.

**Traits:** Archangel (TB 8), Automatic Response, Fear (3), Light of the Soul, Natural Weapon (Disruptive Tumor), Size (Massive), Teleporting (400/8).

**A.T. Field Powers:** A.T. Funnel, A.T. Ping, Deflective Field, Neutralize, Positron Beam.

**Natural Weapons:** Disruptive Tumor (Ranged; 50 dm; S/- Blast (4); Recharges. Special)

**Disruptive Tumor:** This organ generates a miniature A.T. Field that interferes temporarily with all nearby A.T. Fields. Spread A.T. Fields caught in the blast go down and must be Spread once again. This weapon causes no collateral damage.

**Automatic Response:** When Cathetel is attacked it may choose to, instead of making a Deflection Test, fire its Positron Beam against anything that attacks it, any number of times per round. This Positron Beam may not be augmented, but Cathetel needs to have 10 ATP available to use it.

### Positron Beam:

ATP Cost: 10

Activation: Full

Range: 100 dm

Effect: Your A.T. Field generates a high power positronic reaction, antimatter at just enough output to outright ignore A.T. Fields. You may Test SR instead of BS when attacking with Positron Beam, it deals 1d10 E pen 10 damage with the Positron quality, and if you use BS instead of SR to attack it deals an additional 1d10 of damage as using your A.T. Field to direct it channels energy that weakens the force of the impact.

Augmentation: For every additional 5 ATP spent on this power, it deals an additional 1d10 of damage and the range is increased by another 100 dm.

### Bit Swarm Profile

WS	BS	S	T	Ag	Int	Per	Wp	Fel	SR
60	10	30	30	60	10	30	10	20	100

**Movement:** 12/24/36/72

**Skills:** Awareness +10 (Per), Dodge +10 (Ag).

**Talents:** Precise Strike.

**Traits:** Archangel (TB 3), Natural Weapon (Slam), Rough and Tumble, Seek and Destroy, Size (Average), Strange Physiology, Sum of its Parts, Swarm.

**A.T. Field Powers:** Accelerated Territory, Float.

**Natural Weapons:** Slam (Melee; 1d10+12 I; pen 0; reach 10 dm; Tearing)

**Rough and Tumble:** The Bit Swarm may automatically disengage from melee combat when using the Full Move, Charge or Run Actions and may freely make Melee Attacks once per enemy that comes within range of its Slam attack, even while it is in the middle of moving.

### Cathetel Body

Location	% to Hit	AP	Wounds
Core	01-05	4	15
Body	06-00	4	30

### Bit Swarm Body

Location	% to Hit	AP	Wounds
Body	01-00	2	20



**Seek and Destroy:** The Bit Swarm is mindless and will attack whatever Cathetel's Positron Beam has struck, including empty ground, themselves, or even Cathetel itself. It will attempt to assault all targets of Cathetel's Positron Beam to the best of its ability, using called shots if necessary, but will quickly desist if Cathetel has continued firing and its current target is too far away compared to the new one.

**Sum of its Parts:** Despite being an Archangel, The Bit Swarm lacks a fate point. Additionally, if it is destroyed, add the Bit Swarm's SR to Cathetel's along with any leftover rerolls that the Bit Swarm did not make use of. Cathetel may automatically absorb the Bit Swarm into itself as a Free Action to regenerate 10 Wounds to its Core.

## Using Cathetel:

Unlike other Archangels, Cathetel benefits from sheer firepower rather than puzzles, exotic abilities or stealth. As such, it can be encountered normally on any battlefield, though it will always make use of its superior firepower, making getting close no easy feat. In much of its construction, fighting Cathetel is like fighting a stronger Ramiel, though assuming that the same tactics will work against it will likely lead to the loss of one or more pilots.

Cathetel should make full use of its A.T. Powers to assault the Evangelions at long range, forcing the Evangelions to retreat or close the distance as quickly as possible. If faced in the field away from the Base of Operations, careless planning by the Operations Director can easily lead to one or more Evangelion Carrier planes being shot down, with disastrous results for the Eva it was transporting.

Once engaged in actual combat, Cathetel will use the Positron Beam's automatic hit abilities to wear down Evangelions and their defensive abilities, it will continue to do this until it is in actual danger of being killed, at which point the Bit Swarm will be absorbed and the double TB combined with the extra SR will turn it into a monster that stops 20 damage at a time, and Positron Beams for at least 3d10 damage every time it is attacked.

The Bit Swarm should be taken full advantage of, not just as a defensive screen, but also as a (potent) means to get rid of any targets that weren't destroyed by the Positron Beam. Players attempting to use Group Synchronization or some other A.T. Field-based strategy should be promptly rewarded with a Disruptive Tumor.

Possible modifications to Cathetel include increasing the size and durability of its Bit Swarm, or even splitting the swarm into multiple amalgamations of Angelspawn. If you choose to modify Cathetel itself, you might grant it an actual Agility score, allowing it to move with speed and dodge.

In a similarly defensive move, you might choose to give Cathetel the Wrap Beam A.T. Field power, removing much of the threat of having its dangerously automated Bit Swarms directed back at it.

Alternatively, you may choose to drastically change the nature of the encounter by making the bits themselves the core of the angel, with the larger body as nothing more than an artillery platform. Otherwise, you might make the main body truly immobile as it takes root and leeches materials out of the ground to produce more Bits for its swarm. In this latter case, defeating Cathetel promptly becomes important as it becomes better defended by the minute.



# Marmaroth





"Behold now, that Marmamoth is before you  
 Mercy to He, Pity unto He,  
 That He have no mother or birthing  
 Should ye be witness unto his tragedy  
 Hold no terror or harm against him  
 For a blow will find naught but emptiness  
 That shall end all things in 'Time.'"

Fourth Scroll: The Ghosts of My Children, Passage 11

Marmaroth is a levitating, time-traveling deformed orange baby. There exist no simpler terms to describe it on a superficial level. The devil lies in the details, however.

Marmaroth presents the unique and uncanny ability to exist at two points in time. Both of these points can teleport freely, without interdiction of any form and will eventually result in the Archangel skipping ahead in time to a different location, predictable by the MAGI. This presents a problem for pilots, and leaves two options to deal with this beast, the first of which consists of traveling the globe in a constant search for the monster, bringing munitions and power generation wherever they go. This is infeasible for a number of reasons, the primary one being cost on the part of the U.N. and NERV (the secondary reason being "Do you really want your game to be Around the World in 80 Days?").

The second option is much easier, but also much riskier. Given time, Marmaroth will come to rest somewhere around its target - usually the NERV base of operations. This gives the opportunity to ambush and destroy it, but given its teleportative nature and limited control over the time stream, this is easier said than done. One must do it, though, otherwise the two versions of Marmaroth, current/past and future, will suddenly exist at the exact same point in time and space. The universe, not very friendly to shenanigans of this course, will proceed to annihilate it furiously.

This will cause a temporal anomaly of colossal proportions that, despite finally answering the question of what dinosaurs actually looked like, will result in tremendous losses for the U.N. and thus, NERV. It is also possessed of an Anti-A.T. quality which is debilitating - if not outright lethal - to anyone within the radius of a kilometer. In short, kill the baby before it kills you.



**Marmaroth Profile**

WS	BS	S	T	Ag	Int	Per	Wp	Fel	SR
30	50	20	30	30	20	30	10	10	200

**Movement:** 6/12/18/36

**Skills:** Awareness +20 (Per), Dodge +20 (Ag)

**Talents:** None.

**Traits:** Archangel (TB 6), Decentralized Core, Light of the Soul, Size (Scrawny), Teleporting (50/3), The Stuff of Nightmares, Unlimited Evasion, Volatile Paradox.

**A.T. Field Powers:** A.T. Wave, Float, Future Sight, Repulsion. .

**Natural Weapons:** None.

**Unlimited Evasion:** Marmaroth may use the Dodge skill as a Reaction Action any number of times per round.

**Volatile Paradox:** Marmaroth's A.T. Field can only allow it to exist in this world just barely and it is prone to going awry. Marmaroth may only exist for 10 rounds at a time, after which it disappears only to reappear at another location (closer to the base of operations) 1d5 days in the future unless it took damage during the time it existed. In the latter case Marmaroth's field cannot support its altered state and it will explode into an Anti-A.T. Field with a radius of 1 kilometer (100 dm) that automatically reduces the Ego Barriers of all living beings unprotected by Spread A.T. Fields to 0, and cuts the Ego Barriers of all Evangelion pilots by half (rounding down).

**Future Sight**

Deflection/ATS: None.

Activation: Spread

Range: Personal

Effect: You can see the future just a few seconds immediate to you, and while that doesn't do much in the larger scale of things, it does make evading incoming blows much easier. Furthermore, you have wrapped your A.T. Field around yourself in such a manner that the only things that would stand a good chance of hitting you are outright useless. All enemies attacking you must Test their attack roll twice and take the worse result. This Spread Pattern also works like a Bunker Field for all matters and purposes except for Deflection, of which it provides none.

**Marmaroth Body**

Location	% to Hit	AP	Wounds
Body	01-00	4	25





## Using Marmaroth:

Given its teleporting nature, it would not be entirely unreasonable to have Marmaroth make its appearance wherever it pleased. However, given its design as a possibly recurring encounter, it is recommended that you have Marmaroth first appear no closer than the edge of your city, so it has some room to draw closer should it 'skip ahead' in time, and should the players damage it somehow before this dramatic final showdown it is encouraged to make it burn a Fate Point to evade the damage and automatically time walk away into the future.

Marmaroth's greatest strength is its defensive ability to evade attacks using its ability to manipulate time and probability on a local scale. Between this and its lack of direct attacks, it will do its best to simply avoid damage and outlast the Evangelion while it draws closer to its goal. However, after taking damage and being doomed to a reality-bending explosive death, it will go on the offensive attempting to entrap as many as possible in its death throes, and should it successfully self destruct, the collateral damage from the anomaly will be more than enough to prevent the players from gaining any surplus for this encounter.

In this manner it will likely use its superior mobility and Repulsion to 'herd' any Evangelions attempting to escape the range of its death throes. Tactically, Marmaroth is most vulnerable to grapples and other similar special melee attacks, and will do its best to avoid them using its Repulsion, Float and Teleportation abilities.

If you skip Phase 1 of Combat regularly, reduce the number of rounds Marmaroth exists in from 10 to 7. If all of your players have abilities that enhance their set up times (Quick Spread, Integrated Weapons, Sprint) then you may also want to reduce it to 5. Further reducing the time in which it can be fought is not recommended.

Possible modifications to Marmaroth include improving its basic A.T. Wave by giving it A.T. Penetration for a stronger offense. A similar treatment may be provided for the Repulsion A.T. Power. Alternatively, its already potent defense could be supplemented by allowing it to spend its fate point to instantly dodge a single attack, or burn its fate point to instantly dodge all attacks for a full round using a loose interpretation of rapid teleportation effects.

Given Marmaroth's ability to exist at multiple points in time, there are any number of time-based effects that are too specialized or abstract to be well defined here. However, GM's wishing to modify the Marmaroth encounter would do well to take advantage of such a unique angel power in a way that best fits their campaign.



# Aradia





And there above them shall shine Aradia, graced with the form of the sun  
And who can look upon her, but to know their sin and her glory  
And in her light the wicked shall crumble beneath the weight of their corruption  
And the world shall kneel before her in jubilant ecstasy

## Second Scroll: The Last History, Passage 21

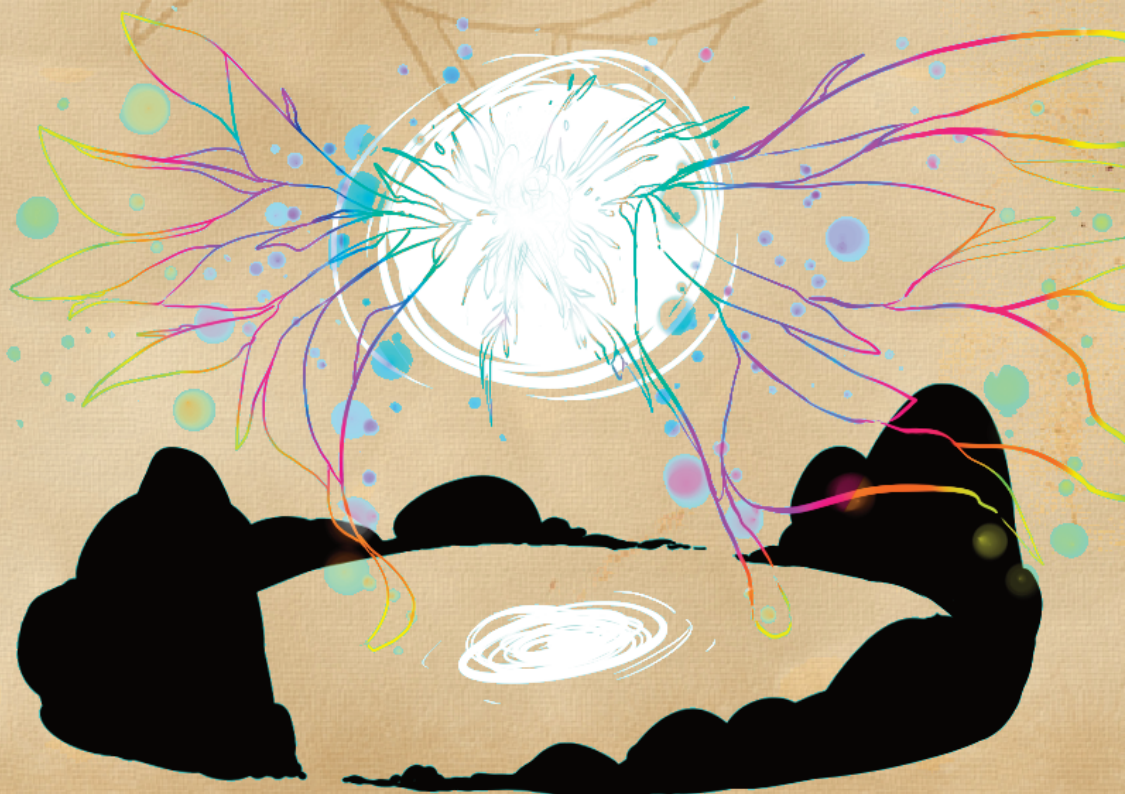
"And I heard a great voice speak SEE, and a glowing crystal orb descended from the heavens. And those who looked within its depths saw the multitude of their sins laid bare before them, and their weaknesses laid bare before others. And the town square descended into madness as men began frothing at the mouth and turning upon each other."

## Third Scroll: The Voice of God, passage #12

Perhaps the most 'mundane' of all Archangels, at first glance Aradia is simply a large sphere of light. The only out-of-the-ordinary feature seems to be a pair of luminescent, color-shifting wings that arch over the landscape behind it and almost resemble a butterfly's. It seems to possess no weapons or threatening features at all. If it did, however, they would be vestigial at best, for Aradia does not need to enter combat at all to cause lasting damage.

Born from a horrible, awful Synchronization test which we mustn't mention, the Archangel bears a unique and wide-ranged capability to penetrate any person's mind - especially one connected to a large A.T. field, such as a pilot inside an Evangelion - and take complete control of his or her emotions. Effects range from cacophonous fear to scintillating bliss to frothing rage, all of which are more than capable of removing a pilot from combat. Thus disabled, the Light-Monster is free to assault the opponent's entire being with Anti-A.T. pulses from afar.

Effects can endure long after combat; often residual effects or full-on conditions or complexes will last for days, if not weeks, after an encounter, something which can be debilitating to even the best pilot.





### Aradia Profile

WS	BS	S	T	Ag	Int	Per	Wp	Fel	SR
60	20	40	50	70	20	40	10	10	100

**Movement:** 8/16/24/48

**Skills:** Awareness +10 (Per), Dodge +10 (Ag)

**Talents:** None.

**Traits:** Aberrant Core, Anti-A.T. Aura, Archangel (TB 5), Hoverer, Size (Average), The Stuff of Nightmares.

**A.T. Field Powers:** Compound Field, Float, Layered Field, Neurotic Surge.

**Natural Weapons:** None.

### Aradia Body

Location	% to Hit	AP	Wounds
Core	01-10	15	15
Body	11-00	15	40

**Anti-A.T. Aura:** At the beginning of Aradia's turn, all Evangelions within 20 dm of it must Test SR or receive 1d5 Impact damage to all of their Body Locations and 1 damage to the Pilot, this damage ignores TB and AP. Creatures or mechs unprotected by A.T. Fields increase this damage to 1d10 I every round instead.

### Compound Field

ATP Cost: 5

Activation: Half Action

Range: Sensory

Effect: Select any one Evangelion in range, its pilot must test Willpower or gain an Instability that lasts for one week and suffer 1d10 point of damage to their ego barrier. In addition, any physical Drawbacks of the pilot now apply to the Evangelion as well for the rest of the encounter..

Augmentation: For every additional 5 ATP spent augmenting this power, you may select another additional Evangelion.

### Neurotic Surge

ATP Cost: 5

Activation: Half Action

Range: Sensory

Effect: Select any one Evangelion in range, its pilot must test Willpower or suffer the effects of either Fear (1), Frenzy, or be stunned for 1 round the pilot is filled with pure bliss, at Aradia's choice, and receive 1d10 Insanity Points. In addition, any mental Drawbacks the pilot has remain active for one week. If the drawback has multiple effects then only the lesser one applies.

Augmentation: For every additional 5 ATP spent augmenting this power, you may select another additional Evangelion.



## Using Aradia:

Aradia is an angel with a special connection to the pilots and is specifically tuned to attack the weaknesses of the pilots themselves rather than their Evangelions. As such, GMs should feel encouraged to introduce Aradia in such a way that highlights this connection, perhaps even going so far as to have Aradia enter the scene via a disastrous synchronization experiment of some kind.

Unlike other Angels, who are often only fighting the Evangelions because they stand between the angel and its goal, Aradia will show extreme prejudice when confronting the players. Notably, it will do everything in its power to physically cripple the Eva, and mentally cripple the pilot as much as possible, likely even going to far as to kill a helpless pilot who has ejected if given the chance.

Aradia will prefer to use its flight to its advantage and target Compound Field or Neurotic Surge using its other Half Action that turn while simply keeping on the move and placing itself in position for its Anti-A.T. Aura.

Because of the nature of Aradia's special attacks, it is likely that one or more pilots will have a hellish week ahead of them in the form of instabilities and mental drawbacks run rampant. GMs should feel encouraged to have a session where these experiences are brought to the fore, and in certain cases use this as an opportunity to let the character confront their disability directly, and possibly even overcome it should they roleplay the experience particularly well.

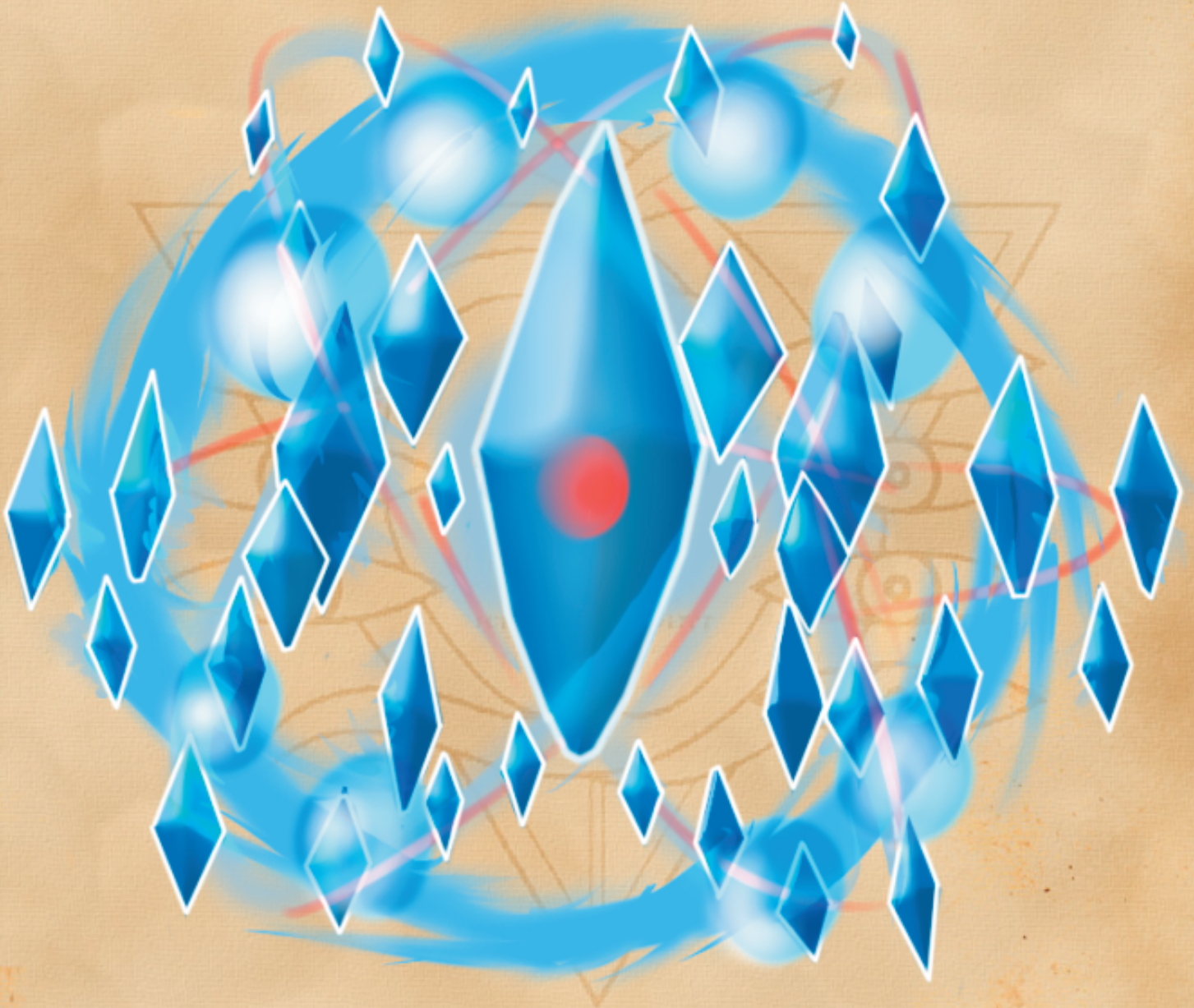
You may increase Aradia's already formidable defenses by giving it a higher SR or increasing the extra armor bonus from Layered Field, or enhance its mobility by replacing Layered Field with Accelerated Territory and granting it the Float A.T. Power.

Alternatively, you could change the dynamic of the encounter by making Aradia begin the encounter as a powerful but free-floating A.T. Field that 'condenses' into a physical form after being Neutralized or some other trigger. Similarly, you could make Aradia attack the pilots as a Personal Scale level threat (losing its Aberrant Core in the process), or simply catching everyone by surprise and sending them reeling in madness as they have to fight past their own, increasingly crippling, flaws to reach their Evas and defeat the angel.





# Kabaïel





" And I heard a great voice speak BUR-N,  
 And a wall of flame descended upon the world,  
 Mark of Kabaiel! Herald of Kabaiel!  
 And the flame danced and spiraled at its master's call,  
 Will of Kabaiel! Decree of Kabaiel!  
 And the flame's heart was held within a jewel, shining and radiant,  
 Beauty of Kabaiel! Glory of Kabaiel!  
 And all shall fall before it, and all shall know death,  
 Strength of Kabaiel! Victory of Kabaiel!"

Third Scroll: The Voice of God, passage #15

If other Angels and Archangels have not been a case study in non-threatening appearances, Kabaiel certainly is. A very simple beast, Kabaiel is quite literally a core encased in a humongous cluster of ever-shifting light and energy. It appears as an enormous cluster of diamonds which makes children (who are not near it, at least) giggle and burble and cheer as it ripples with shimmering reflections.

Kabaiel is not nearly as jubilant for pilots, who will encounter a sort of low dread in their gut when facing it. This dread is soon matched by wave upon wave of intense Positron strikes ripping through their A.T. Fields and dealing severe damage. Kabaiel's ability to manipulate its positron attacks is nearly unparalleled and has been reported to lay down fire in mass traplike waves of energy.

As a weapon of desperation, Kabaiel can also release a burst of a portion of its energy in a large explosion. Though devastating, especially to those in close combat, the detonation is not inherently worse than an N2 strike. It could quite possibly be used to destroy the Geofront, however should it get to that point, it may already be too late to worry about that.





### Kabaiel Profile

WS	BS	S	T	Ag	Int	Per	Wp	Fel	SR
10	60	20	50	50	10	60	20	10	200

**Movement:** 10/20/30/60

**Skills:** Awareness +20 (Per), Dodge +20 (Ag)

**Talents:** None.

**Traits:** Archangel (TB 10), Natural Weapon (Positron Array, Sphere Bomb), Positron Curtain\*, Teleporting (100/5).

**A.T. Field Powers:** Bunker Field, Neutralize, A.T. Blast, A.T. Wave.

**Natural Weapons:** Positron Array (Ranged; 60 dm; S/-/-; 1d10+10 E; Pen 10; Positron), Sphere Bomb: (Ranged, 200 dm; S/-/-; Special)

**Sphere Bomb:** Choose an area of effect of 50 dm, it is treated as if struck by an N2 Mine but only 10 points of collateral are added to the pool, Kabaiel may use this power as a Free Action at any time it would burn a fate point to evade one or more attacks that would kill it, but at no other time.

**Positron Curtain:** By using a Half Action every round, Kabaiel concentrates fire upon an area 40 dm around itself in a fast moving, but predictable, pattern. Any pilots entering or leaving this area must test either Dodge at a -30 penalty or Logic using a Reaction Action, failure means they take damage as if hit by its Positron Array. Pilots already inside the area of effect of this trait must choose between repeating said test or automatically take 10 E pen 10 damage as they graze past the most dangerous projectiles and soak up the weaker ones, damage incurred from Positron Curtain is treated as large area of effect attack but it may not be blocked with Bunker Field.

### Kabaiel Body

Location	% to Hit	AP	Wounds
Core	01-05	5	20
Body	06-00	5	40





## Using Kabaïel:

Because it favors devastating area attacks, culminating in the overwhelming Sphere Bomb, Kabaïel should probably be encountered in an undeveloped area, or at least the option to do so should be made available to the players. In any developed area collateral damage will be very high, though whether that is a deterrent or a feature is up to you as the GM. Even out in an 'undeveloped' area, finding something of value to have the players try to protect during the onslaught (such as a vital strategic resource, or even just an unfortunately placed famous landmark or building) can make the encounter that much more memorable.

While Kabaïel's attack pattern may be notoriously complex to avoid, the angel's actual tactics are not. Kabaïel is best utilized by simply maintaining its Positron Curtain on any Evas foolish enough to stay grouped together, or simply on whoever is irritating it at the time if they are spaced apart. It will supplement this with the occasional direct attack via its A.T. Blast and A.T. Wave, often cutting down an Eva that just barely dodged the Positron Curtain.

If caught in melee, Kabaïel will likely teleport to safety and reward the attacking Eva with some positrons for its trouble, or deliver a powerful reprisal via the Sphere Bomb if legitimately in danger of death, which can instantly destroy an unprotected target. All the time, keep in mind that the moment someone steps within the area of the Positron Array their Umbilical Cable will be cut. Regardless, whatever battlefield you fought on will almost certainly be the very definition of ruined for years to come.

Possible modifications to Kabaïel include allowing it to 'switch' the pattern on its Positron Curtain to catch those currently avoiding it off guard, allow Kabaïel to Teleport as a reaction action, or to simply give Kabaïel an extra Fate Point so that it may use Sphere Bomb an additional time.

Alternatively, Kabaïel has the potential for some interesting variations that change the way the battle is fought. Kabaïel might produce a series of false images around itself as part of its complicated patterns, force your players to Test Awareness to even recognize where the true threat is and being denied their ability to dodge on a failure. A simpler modification would be to grant it the Wrap Beam A.T. Power, and extend this so that dodging its attacks is impossible and a successful dodge only ever results in a grazing hit for 10 E pen 10 damage. Alternatively you can replace Sphere Bomb with a powerful resiliency effect that, on a Fate Burn, renders Kabaïel's Core entirely impervious to all damage except for an automatic 1d5 Wounds lost per turn, which results in a beam-spamming enemy that must be outlasted until it simply dies on its own.



# Hajaliel





*As the pact of the rainbow is Halaliel  
For those who act in violence shall be smote  
For a cheat and brigand thou surely art  
And yet thou smile and play the harlequin  
Oh painted Fool! Curse thou foul trickery  
Subtle is the wrath of God*

*Second Scroll: The Last History, Passage 41*

*Halaliel is a colorful pentad of Core-like spheres with a bizarre A.T. Field that seems to take the form of a series of strings. If attacked, it will not respond with its own violence. But it will respond with your violence.*

*Halaliel has the uncanny ability to not only hide its real Core among the other four floating fakes, but also redirect attacks at the false Cores back onto the players. It has a strange way of manipulating causality, and tampers with reality in such a way that certain actions from the pilots will have unforeseen consequences, always negative for their teammates. In addition, if a pilot destroys the current Core, another will take its place and the beast struggles onward after bending the physics of its immediate surroundings in ways that don't make sense even for the MAGI.*

*As if that wasn't enough, each of Halaliel's Cores drops red, writhing threads that worm through the ground and armor plating above the Geofront. If the pilots do not stop it, the real Core's tentacle will eventually find Adam (or whatever else Terminal Dogma might hide), and Halaliel will cause Third Impact.*





Halaliel Profile										
WS	BS	S	T	Ag	Int	Per	Wp	Fel	SR	
50	50	40	50	50	50	40	20	10	100	

Halaliel Body			
Location	% to Hit	AP	Wounds
White Core	01-20	5	10
Blue Core	21-40	5	10
Black Core	41-60	5	10
Red Core	61-80	5	10
Green Core	81-00	5	10

**Movement:** 10/20/30/60

**Skills:** Awareness +10 (Per), Dodge +10 (Ag), Gamble +30 (Int).

**Talents:** None.

**Traits:** Archangel (TB 5), Compromise, Destiny in the Balance, Fated to Win, Terminal Fate, The Stuff of Nightmares.

**A.T. Field Powers:** Deflective Field.

**Natural Weapons:** None.

**Compromise:** Whenever a player spends a fate point for any effect, the opposite effect happens to a player of a GM's choice. If they regain wounds, the target loses the same amount of wounds on that location. If they activate an offensive ability, that ability's effect also happens to the target. If they use it to modify initiative, the target's initiative is set to 1. If they use it to reset SR, the target suffers synch disruption. If they use it to recover from being Stunned, the target is stunned. Et Al.

**Destiny in the Balance:** Of Halaliel's five cores, only one is vulnerable at a time. When one of the false cores would take damage, its A.T. field warps space around it to transfer the impact and basically reflects the damage it would take back at its source. Calculate damage as normal, but roll for hit location on the person that damaged the false core. That location takes all damage from the attack, with no penetration. This damage may be Deflected but not Parried or Dodged. Each Core is a different color and releases strings that extend and burrow into the Geofront; said strings cannot be damaged or removed in any way. Should these strings come into contact with Adam (or a similarly dangerous item), Halaliel could initiate Third Impact.

**Fated To Win:** If the vulnerable Core would be hit, Halaliel may make an opposed Gamble test with its attacker and, should it succeed, the blow is dealt to a false Core instead. Area of effect weapons always hit all five cores, and Gamble may not be tested against such attacks. Whenever Halaliel's vulnerable Core is destroyed, another of the remaining Cores takes its place and turns vulnerable until no more Cores remain. The Angel is not defeated until all the Cores have been destroyed and the false Cores simply break down instead of exploding.

**Terminal Fate:** When one of Halaliel's Cores is destroyed (including the last one), choose one player, usually the one who destroyed the Core, and roll on the Perils of the Warp chart (DH 163). The effect on the chart happens to that player, with the following exceptions:

Soul Sear- Ego Barrier is instead reduced.

Psychic Mirror- The damage is automatically taken, it ignores armor.

Warp Whispers- Ego Barrier is instead reduced.

Dark Summoning- All previously destroyed Cores reappear as illusions that vanish after being struck once and reflecting damage.

Blood Rain- Instead, A.T. Powers cost twice as much to activate, augment and maintain for the duration.

Mass Possession- Ego Barrier is instead reduced.

Daemonhost- The Evangelion targeted instead automatically stops fighting and rolls on the S2 Organ chart.

Warp Feast- Instead, the Core fully regenerates and another Core is chosen as vulnerable.



## Using Halaliel:

Due to Halaliel nature as an incidental Archangel that never attacks directly, Halaliel should appear in the Base of Operations and immediately set to its bizarre work of seeping into the ground with its strings and reaching for its goal. If it ever was encountered outside of the Base of Operations, it would have little to do as it is lacking in direct attacks.

Because of this lack of simple offensive ability, Halaliel will likely just sit in place and serve as a deadly timer which must be beaten before it can cause Third Impact. However, none assume this will be easy. Its defenses are strong, and attacking without knowing its weakness is more likely to hurt you than it. Liberally allow attacks that would land on false cores to go undeflected and without dodging, and stick to using its Gamble skill when the real Core would be struck. Expect frustration on the part of the players, and if they seem to have missed whatever hints you have dropped about the cause and effect of the battle, GMs should most definitely make use of the bases Magi Supercomputers or Science Officer to explain to the OD that attacking Cores willy-nilly is not the key to victory... after a round or two to let the players figure it out themselves, of course.

Color-based puzzles such as having the vulnerable Core resonate as it transfers damage back to its source will likely provoke comparisons to other games and is to be done at your own risk. Though it is recommended to make the Red Core the final and true Core if only to keep things consistent with other Archangels.

Possible modifications to Halaliel include allowing it to parry using its strings, or even making them weak but flexible attacks. Other massive changes to Halaliel include having it begin at the edge of the city and worm its way through, dealing an amount of collateral damage on its turn each round equal to the damage reflected by it during that round.

Alternatively, you can change the entire battle as you simply have each player declare what they want to do this turn, and have Halaliel choose half of them to fail and half of them to succeed on all appropriate rolls (damage should still be rolled normally) as part of its ability to manipulate causality. GMs feeling especially catty should invest in a screen and perform all 'rolls' themselves.

Alternatively still you may count up the number of Fate Points in the group, and announce that is the number of rounds you have to stop Halaliel before it initiates Third Impact (the rub being that spending or burning Fate





# Gamajiel





From the bowl outpouring came the Apostle  
 A mockery of the foes that stood before him  
 Clad with night as his ally  
 His arm scattered them to disarray  
 Those that rose would soon fall  
 Veiled in his shadow  
 Their strength turned against them

Second Scroll: The Last History, Passage 26

Dark Giant; Inverted Adam; Dirac Bardiel. None of these terms do Gamaliel justice. Your players should not be aware of the last one in particular as it could obviously spoil the surprise.

Gamaliel appears immediately to be an Evangelion, perhaps simply bathed in shadow; as it approaches, its body's stark and complete blackness causes an immense doubt which its flat, white eyes only magnify further. Soon the observer cannot help but fear the worst: this is not simply a rogue Unit.

Once it enters combat range, Gamaliel has only one objective: charge the nearest active unit. This at first seems suicidal, even with its extremely fortified body, but the Archangel soon makes its intent starkly clear. After first expanding an immense gravity well that crushes back all opposition with great force, Gamaliel stabilizes itself; strange white stripes cover the entirety of its body, and in an instant, opens a Dirac Sea entrance along the surface of its body, sucking the target Eva into the blackness entirely, pilot included.

Though its psychological impacts are notable - watching a compatriot's entire giant cyborg be swallowed whole by darkness is a frightening experience - it has entirely practical reasons to 'absorb' an enemy. Once inside the Dirac Sea, Gamaliel's core scans the target and then morphs parts of its real-world body to reflect any weapons the Eva has.

The archangel has one fatal flaw, however. By absorbing enemy units, it exposes its core to them. The core is by no means defenseless; it too is shaped in a crude mockery of an Evangelion and can fight competently. But defeating it results in the termination of the real world body, an event which expels the Evangelions within the Dirac Sea back outwards.





Gamaliel Shadow Profile										
WS	BS	S	T	Ag	Int	Per	Wp	Fel	SR	
80	60	70	50	40	20	30	20	10	200	

Gamaliel Shadow Body			
Location	% to Hit	AP	Wounds
Body	01-00	10	40

**Movement:** 8/16/24/48

**Skills:** Awareness +20 (Per), Dodge +20 (Ag).

**Talents:** Lightning Attack.

**Traits:** Archangel (TB 10), Assimilate, Dual Existence, Gravity Territory, Natural Weapon (Fists), Size (Average), Stuff of Nightmares, Ultimate Shield.

**A.T. Field Powers:** Gravity Bomb, Gravity Territory, Neutralize.

**Natural Weapons:** Fists (Melee; 1d10+7 I; Pen 4)

**Assimilate:** Gamaliel may automatically absorb a grappled opponent into a Dirac Sea at the beginning of its turn as a Free Action. It may only hold one opponent in this Dirac Sea at a time, and all who see another Evangelion being absorbed must test against Fear (3). Gamaliel may use all the equipment, A.T. Powers and other attack profiles of a target it has absorbed, using its own stats or the absorbed target's, whichever would be higher. Should the trapped Evangelion be freed via Dirac Sea powers or some other method, Gamaliel keeps these abilities.

**Dual Existence:** Gamaliel Core exists in a Dirac Sea while the rest of its body lies outside of it. Its body may attack and be attacked and even destroyed, should this happen any opponents inside Gamaliel's Dirac Sea are expelled alongside Gamaliel Core.

**Ultimate Shield:** Gamaliel's shadow body modifies its immaterial nature to automatically stop any instances of massive damage. If an attack would deal more than 10 damage to Gamaliel Shadow after TB and AP reduction are applied, instead it deals 10 damage.

### Gravity Bomb

ATP Cost: 10

Activation: Full Action

Range: Sensory

Effect: Create a single point of superfocused mass that works much like a black hole. All targets within a blast radius of 10 dm are moved to the center, take 2d10 Impact damage that ignores AP and automatically have any held equipment destroyed. Should they survive, they must successfully Test Strength to climb out of the compacted rubble as a Full Action or otherwise free themselves. A Spread A.T. Field may deflect as normal to prevent damage, but the forced movement and loss of equipment happens regardless, except against Bunker Field.

### Gravity Territory

Deflection/ATS: 5/1

Activation: Spread

Range: Personal

Effect: Any enemies that have you in melee combat cannot move further away than an amount of dm equal to their SB from you, and any attempt to use the Float power or A-Type armor to leave melee range results in the Evangelion falling prone. If Gamaliel is the one that moves away from them, they will simply be pulled against their will, requiring an Agility Test to not fall prone.



### Gamaliel Core Profile

WS	BS	S	T	Ag	Int	Per	Wp	Fel	SR
60	50	30	50	30	20	30	20	10	100

### Gamaliel Core Body

Location	% to Hit	AP	Wounds
Core	01-00	7	28

**Skills:** Awareness +10 (Per), Dodge +10 (Ag).

**Talents:** Lightning Attack

**Traits:** Archangel (TB 5), Dirac Sea, Dual Offense, Size (Average).

**A.T. Field Powers:** Deflective Field, Neutralize.

**Dirac Sea:** Gamaliel can create an extradimensional space of unknown capacity by inverting its A.T. Field. The contents of this extradimensional space are unknown, though any person that enters it must test Willpower every hour or remove 1d5 points from their Ego Barrier. Should Gamaliel Core be defeated, Gamaliel Shadow simply dissolves and the Evangelion within is liberated.

**Dual Offense:** Gamaliel Core may use all the equipment, A.T. Powers and other attack profiles of its Shadow.

## Using Gamaliel:

The arrival of Gamaliel to your campaign may be varied based on how you want its nature to be handled. Given its resemblance to an Evangelion, you could simply explain it as the Angel mimicking the form of its enemy. However, Gamaliel provides a unique opportunity to fake-out your players by having the encounter arise in a manner similar to the canon angel Bardiel. In this case, they will expect to fight an enemy that, aside from some encroachment ability, is simply another Eva. That belief will be utterly shattered when Gamaliel drags one of the players kicking and screaming into its own chest using *Assimilate*.

Tactically, Gamaliel provides a tough challenge to the players. Any Eva that closes into melee combat with Gamaliel will become trapped there for the rest of the encounter, which could be disastrous if the fight should go against them. However, this does not mean the battle is in the favor of ranged fighters, as Gamaliel's powerful Gravity Bomb will leave its targets temporarily incapacitated and weaponless even if they survive it.

Gamaliel will do its best to latch onto an Evangelion and then use its *Assimilate* power on them as quickly as possible, leveling the playing field considerably. Once this happens, GMs will have to keep track of two separate battles: the fight against Gamaliel Shadow, and the struggle inside of it against the Core. Because *Assimilating* an Eva leaves the Core vulnerable, Gamaliel will always attempt to weaken its opponent before *Assimilating* it given an opportunity, but because Gamaliel absorbs the powers of an *Assimilated* opponent it will also be naturally drawn to more tantalizingly powerful Evas and will want to have their abilities as soon as possible.

Possible modifications to Gamaliel include making the Core immune to any attack that is not an A.T. Power or otherwise enhanced by an A.T. Field based effect, or to make an *Assimilated* Evangelion take half damage from any attack that hits Gamaliel.

GMs looking to change the nature of the encounter should consider focusing and expanding on Gamaliel's portfolio of gravity manipulation, the Dirac Sea, or mimicry and mirroring of abilities.



# Rahab





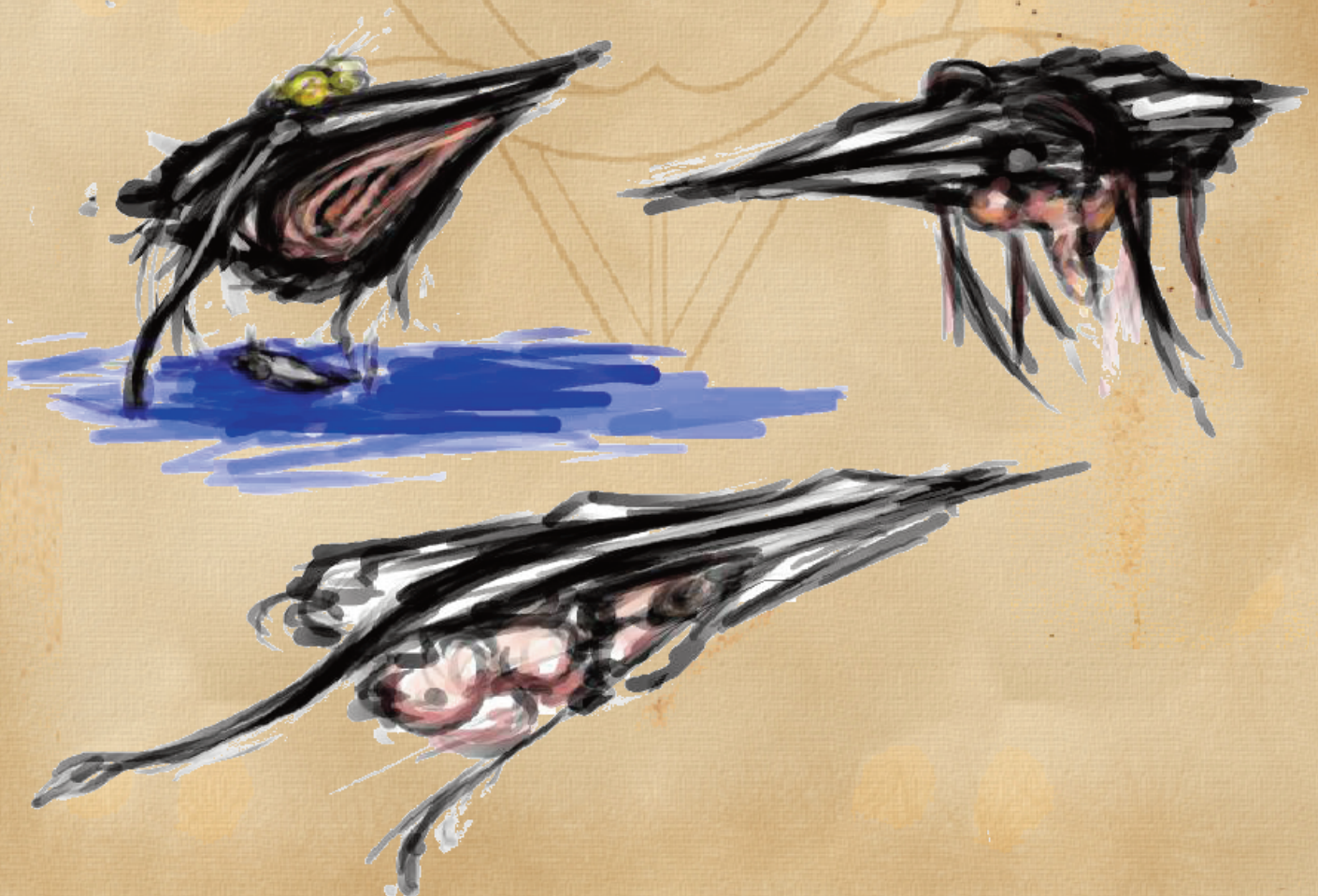
"...They spoke of the many children:  
Born from a great womb, full of death  
That they do come upon life like a sea of hate  
And soon return to their mother  
Thieving from creation in deathly violence  
She, Rahab, a mouth unable to devour  
So that she sends her children  
To consume all around her."

*Fourth Scroll: The Ghosts of My Children, Passage 16*

At first, this Archangel does not appear a trickster. A stark white, black-striped, almost shark-tooth-shaped object about a kilometer long, Rahab hovers above the surface like a swift blimp, with its convex side pointed downwards. The two black stripes along its flat, dorsal surface can split themselves from the main creature and are actually a pair of manipulator tentacles which it uses for various mischief.

On the convex side, the matching pair of stripes serves an altogether different purpose, acting as retractable covers that protect a vast cavern of wombs, tendrils, and tumors. Rahab's true power lies in this hellish network: it can produce anywhere between ten and ten million offspring over the course of the day. The exact number is proportional to that specific spawn's size -larger floaters around the size of an Evangelion form in batches of ten, while meter-long self-destructing creatures may be born in groups exceeding 400,000 though even then, variation within a batch can vary wildly.

Individually, these spawn serve miniscule-to-little threat to an Evangelion. En masse, however, they can devastate entire bases, cities, regions and so on, and are fully capable of destroying any small number of Units in a short amount of time.





Rahab Profile										
WS	BS	S	T	Ag	Int	Per	Wp	Fel	SR	
70	90	50	50	50	40	60	40	50	200	

Rahab Body			
Location	% to Hit	AP	Wounds
Body	01-00	10	100

**Movement:** 10/20/30/60

**Skills:** Awareness +20 (Per), Dodge +20 (Agi)

**Talents:** Lightning Attack

**Traits:** Archangel (TB 10), Dual Field, Fear (3), Hoverer, Light of the Soul, Natural Weapon (Angelspawn), Natural Weapon (Tentacle), Proliferate, Renew, Size (Massive), Stuff of Nightmares, Teleporting (100/5).

**A.T. Field Powers:** Bunker Field, Layered Field, Neutralize.

**Natural Weapons:** Tentacle (Melee; 1d10+5 I; pen 5; Balanced) Angelspawn (Ranged; 100 dm; S/3/6; 1d10+5 X; pen 5; A.T. Penetration)

**Dual Field:** Rahab can utilize two Spread Patterns at the same time at their maximum ATS value.

**Proliferate:** Rahab may spawn a new School of The Host as a Full Action, but it may only do this every 1d5 days, up to a maximum of 5 Schools.

**Renew:** Rahab may, as a Full Action, regenerate all lost Wounds to a School of The Host within 100 dm of itself but may only do this once per School of The Host.

The Host Profile										
WS	BS	S	T	Ag	Int	Per	Wp	Fel	SR	
60	60	50	50	50	20	30	20	30	200	

The Host Body			
Location	% to Hit	AP	Wounds
Body	01-00	5	45

**Movement:** 20/40/60/120

**Skills:** Awareness +20 (Per), Dodge +20 (Agi)

**Talents:** Combat Master, Step Aside, Swift Attack.

**Traits:** Archangel (TB 10), Dual Field, Fear (3), Hoverer, Light of the Soul, Natural Weapon (School Overrun, School Barrage), Servant, Size (Massive), Strange Physiology, Swarm, Unnatural Movement (x2).

**A.T. Field Powers:** Bunker Field, Layered Field, Neutralize.

**Natural Weapons:** School Overrun (Melee; 2d10+10 R; pen 0; Tearing, A.T. Penetration) School Barrage (50 dm; S/2/3; 3d10 X; pen 6; A.T. Penetration, Special)

### School Barrage

The sheer volume of fire from a school of The Host is a sight to behold. School Barrage does not suffer the usual -20 BS penalty when using a Suppressive Fire action.

**Dual Field:** The Host can utilize two Spread Patterns at the same time at their maximum ATS value.

**Servant:** Despite being an Archangel, The Host lacks a fate point.



## Using Rahab:

The Rahab encounter is one of a magnitude unlike any likely to have been encountered before. Even if your group has fought Angelspawn before, Rahab takes that to another level entirely. It is highly recommended that, rather than blitzkriegen the Base of Operations all at once, the full encounter is built up to.

First, have the party fight a single one of Rahab's swarms. It could be attacking the Base of Operations directly, or fought elsewhere. What is important for this initial encounter not the actual damage done by the swarm but establishing the threat itself.

After this initial encounter, Rahab and its swarms should be reported to be attacking various targets worldwide (either NERV resources or civilian targets as well). You might extend this arc by having the players deployed to fight these attacking swarms, but should they be so foolish as to leave the Base of Operations undefended be sure to punish them for it with a swift attack to take advantage of their absence.

Inevitably, this will result in a seemingly never-ending series of waves of swarms sent to wear down the Base of Operations. Rahab itself will remain safe in a suitably remote location, perhaps underwater, in space or even inside of a Dirac Sea. Rahab always keeps one Swarm with itself and will provide it with support first and foremost, preferring not to engage in combat directly and staying out of range.

It will keep a reserve Proliferate unused in case its current bodyguard dies. Tracking down the location of Rahab and destroying it while not allowing the defenses of the Base of Operations to lapse will be the true difficulty of defeating this archangel, and to do it justice GMs should be fully ready to devote multiple sessions to this arc.

Possible modifications to Rahab include improving its defenses to make it into a true fortress, making the swarms more resistant to area attacks (such as removing the double damage effect), or allowing Rahab to use Proliferate more often. Alternatively, you may choose to change the nature of the swarms themselves (such as making them initially flawed copies of previously fought angels that steadily grow more powerful as Rahab refines its methods) or giving the swarms encroachment abilities.





# Keter





And man built himself a statue of gold to worship instead of The Lord, saying "Wherefore is greater than I?" So God sent Keter to them from its place beyond this world. And where Keter appeared to crush their idols, the people wept tears of blood, and a man would cry his life's blood through his mourning hands. From blood man was wrought, and too it shall he return.

Second Scroll: The Last History, Passage 31

And all the lands will rot in his coming

Eighth Scroll: Untitled - line 14

The first indication that Keter is present will be a city void of people and full of LCL. The pilots are not in for a good time.

Fully describing Keter would require a dozen theoretical mathematicians and physicists and at least as many hours in front of a whiteboard, however the executive summary reads as follows. In general, Keter appears to be a humanoid figure awash with gold and with a dozen bladed wings. Its construction consists of materials that shouldn't exist in this universe and have incredible tensile and ductile strength and whose physical qualities aren't yet understood. At any given point, one of its body parts appears to be fully in-phase with our universe and out of the alternate one; that body part's resilience decreases significantly when in this state and can be easily pointed out due to its radiant aura in a blue tone.

Whichever limb that may be at a given time is the key to Keter's very real threat: the Archangel uses this limb to channel and expand a massive Anti-A.T. Field outwards at astounding rates. It is the undisputed master within that field, able to strike any location inside it immediately and overwhelmingly with a focused Anti-A.T. Blast. Should an opponent get too close, the beast's ludicrous construction gives its close-quarters strikes unparalleled power and speed, the capability to fire crystal-like and impossibly sharp 'feathers,' and even to attack pilots psychically with effects that range from acute migraines on contact with one of these natural weapons to simply a brute force mental assault much like Arael's.

Keter has one real weakness, and that resides in the active destruction of either its body or all of its limbs. Loss of either will cause the Core to lose its interdimensional hold over the whole of its bodily form and leaves it defenseless inside the real universe. The Core desperately morphs in response into a miniaturized version of the full-strength form. At that point its field increases exponentially in strength; however, since its entirety is now a Core, it grows vulnerable enough to vanquish with traditional Evangelion power.





### Keter Profile

WS	BS	S	T	Ag	Int	Per	Wp	Fel	SR
70	70	60	100	50	40	70	40	30	100

**Movement:** 10/20/30/60

**Skills:** Awareness +10 (Per), Dodge +10 (Agi)

**Talents:** Lightning Attack

**Traits:** Archangel (TB 10), Hoverer, Impossible Composition, Light of the Soul, Natural Weapon (Arm, Head, Wings), Quantum Physiology, Size (Average), Stuff of Nightmares, The End is Nigh, Weep and Bear Witness.

**A.T. Field Powers:** Anti-A.T. Field, Anti-A.T. Blast, Suppression.

**Natural Weapons:** Arm (Melee; Reach 10 dm; 1d10+6 I; pen 3; Tearing, Special) Head (Ranged; 140; S/-/-; Special) Wings (Ranged; 70 dm; S/3/6; 1d10+5 R; pen 5; Special)

**Arm:** Harmful energies flow and pulse from the arms, all struck by this weapon gain an amount of Insanity Points equal to highest amount of damage rolled between its normal and Tearing bonus damage dice.

**Head:** Keter assaults a target's mental fortitude with psychic power. One target within range automatically gains 2d10 IP and must test Toughness or be stunned for 1 round.

**Wings:** Wings of light envelop a target and waves of brimming power inflict extreme pain on their target. The target of this weapon gains insanity points equal to the number of successful hits (calculated as usual for any Semi-Auto or Full Auto burst), plus 1d10, and takes a -10 penalty to all tests until Keter's next round, to a maximum of -30.

**Impossible Composition:** This Angel's biology consists of minerals that don't entirely exist in this universe and are tough beyond reason, its TB is doubled against any attacks made against limbs protected by this trait and attack profiles that ignore TB and AP instead deal damage normally. Should the main Body be destroyed, all of its other limbs will disintegrate except for the Core which is now exposed.

**Quantum Physiology:** Keter may choose to expose another limb and retreat the existing one as a Reaction Action to any attack automatically. The exposed limb is visibly different and is also the only one capable of attacking.

**The End is Nigh:** Should Keter's Core be exposed, any remaining limbs including the Body disappear from our space and it burns a Fate Point as the Core mutates desperately into a smaller scale version of itself, it loses Impossible Composition permanently but its SR doubles and it gains new limbs with which to use any of its attack profiles, however all hits are treated as if the Core was struck.

**Weep and Bear Witness:** Keter's Anti-A.T. Field expands at a rate of 1d5 km/hour. It must expose at least a part of itself to spread its Anti-A.T. Field in our dimension, and stops expanding unless at least one of its non-Body limbs is exposed outside the protection of Impossible Composition every round. In addition, Keter's Anti-A.T. Blast treats any target within its Anti-A.T. Field as if it is at short range, and has no maximum range limit.

### Keter Body

Location	% to Hit	AP	Wounds
Head	01-10	10	10
R.Arm	11-20	5	15
L.Arm	21-30	5	15
Core	31-40	10	20
Body	41-70	20	40
R.Wing	71-85	5	15
L.Wing	86-00	5	15



## Using Keter:

Keter is, even among Archangels, the big finale. The level of threat that it represents cannot be over emphasized, and it is entirely likely that even a well equipped party will not survive it. If the end of the campaign isn't the time to stop pulling punches, when is?

Keter should be detected a fair distance away from the Base of Operations, specifically via its growing Anti-A.T. Field. Given the lifeless waste this will leave in its path, this should send NERV into panic mode.

Before the Evangelions are deployed, it is highly recommended that NERV's science team be given the necessary time to explain to the pilots, in broad terms, Keter's unique abilities save for "The End is Nigh." Without at least some forewarning of how these abilities work, victory against Keter in the time they have before its Anti-A.T. Field tangs them is all but impossible.

Tactically, Keter is strongest by forcing the Evangelions to come to it and knows this. It will simply float between various major population centers on its way to the Base of Operations, stripping the A.T. Fields from all nearby and absorbing them as it waits for NERV to make its move. If left alone for too long, Keter's Anti-A.T. Field may grow to such a radius that getting close enough to fight it becomes difficult if not impossible. As is, the players will likely have to find some sort of high speed transport to get them close enough to fight it before being defeated.

Due to its Anti-A.T. Field, conventional forces are not even an option, and it can effortlessly shoot down N2 mines using Anti-A.T. Blast, or simply halt its expansion for a short period of time as it uses its ludicrously powerful "Impossible Composition" to simply weather the attack.

Once the Evas are actually in range, between the constant threat of the Anti-A.T. Field itself, the lethal Anti-A.T. Blast and a rapid barrage of varied attacks that cripple the players mentally even as they tear apart the Evangelion, survivors will be few and hardly unscathed.

Once forced into its desperation mode after burning a Fate Point, Keter becomes horrendously powerful and is capable of stunning an Evangelion, shooting a barrage of flashfire feathers, and sweeping what is left of the enemy away with Lightning Attack. All of this in a single round. Even if defeated, the battle against Keter will have left NERV itself greatly depleted, possibly down several pilots, and with millions dead from the Anti-A.T. Field.

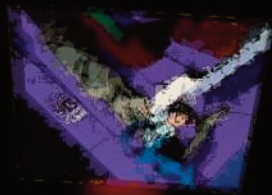
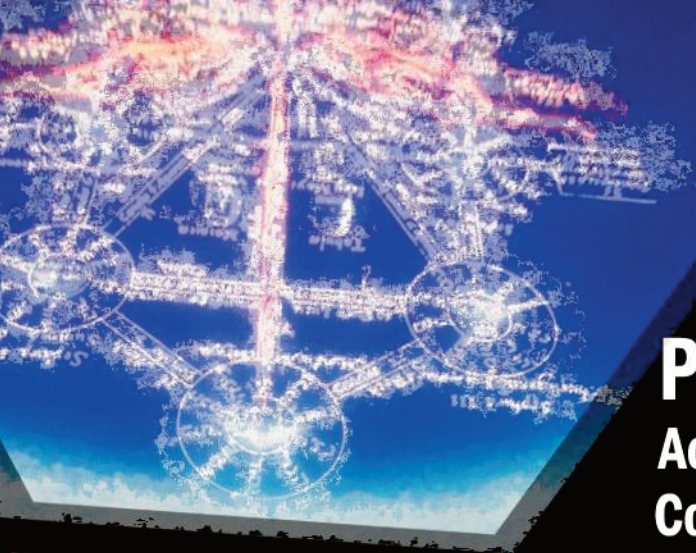
Making Keter more powerful is a hellworthy sin and raises the divorce rate worldwide every time it happens. The recommended (and simplest) way to do it is allow it to raise its SR to 200 (granting is x2 TB normally and resulting in a x4 TB for Impossible Composition as well as other bonuses). Teleportation abilities and every A.T. Power under the sun would give it a lot of versatility and are recommended against parties that do their damndest best to asspull their way into not playing "fair" with an Angel.

Alternatively, you could refluff Keter so that instead of an Anti-A.T. Field it is actually creating an increasingly large dimensional overlap between our universe and somewhere else, either some physics-defying alternate dimension or even a space between dimensions. It is left up to GMs what that could possibly be like, or what kind of horrors even worse than Keter might use this as an opportunity to stop in for a friendly apocalypse.



# PHASE SPACE

Action  
Comedy  
Drama  
Horror





# Action

You can't have *Adeptus Evangelion* without the eponymous cyborgs fighting giant alien monsters while armed with experimental equipment designed to defeat mankind's foes as much as it is to keep the very units that use it in check.

However, not all enemies are Angels. Man's worst enemy is often himself, and there are many, many reasons your players could end up facing a variety of threats that are much more familiar in origin than the bizarre Angels.

The three Scenarios in this chapter focus on facing enemies of a human origin, either as E-Scale threats or as the more innocuous P-Scale enemies that everyone who watched *End of Evangelion* expects to show up at some point.

**Intel Inside:** One or more agents attempt to infiltrate NERV's Base of Operations to obtain crucial data on either the PCs or the base itself. Preventing these agents from succeeding could either remove one source of trouble from your shoulders... or it could make the difference between the Geofront being destroyed or standing firm for another day.

**Operation Thunderdome:** Sometimes people just want to see giant robots smacking each other with comically oversized and perhaps suggestive weaponry. You can use this to make some small bets on the side, maybe settle a personal dispute with those presumptuous jerks from Berlin, or to blatantly gather information on all those you plan to betray later. What matters is that this is your Tournament Arc.

**Storm the Front:** Someone wants to see you and your friends dead, and they're not joking around. They will invade the Base of Operations and, if given enough time, the Geofront itself. Their objective is no less than assaulting the command deck and leaving no high-ranking member of NERV alive. Can the pilots deal with any distractions and then help with the situation inside in time?





# Intel Inside

One of the countless enemies of NERV has managed to get a team of infiltrators inside the base. How they got in and who sent them are immaterial. All you know is that they want something and that you must stop them. There are three levels of agent, suitable to provide different styles of infiltration.

**Basic Agents:** Relatively low-tier disposable agents with minimal training and equipment, sent to achieve relatively minor objectives, and whose only real defense is the surprise factor. They have the Section 2 Special Agent profile.

**Secret Agents:** well-trained agents of experience, dispatched on difficult tasks, and whose skill at subterfuge is backed by martial prowess when cornered. They have the Section 2 Special Agent profile, a +10 bonus to all their Characteristics and up to five talents from any one Career Path, including Evangelion scale talents if their mission should require them.

**Elite Agents:** Dangerous operatives whose abilities for stealth are matched only by their skill in fields concerning classified material, and who are only ever sent on the most key of missions. They have the Section 2 Special Agent profile, a +20 bonus to all their Characteristics and up to ten talents from any single Career Path.



## Mission Objectives and Infiltration Tiers

All Agents will have an objective suited to their skills. A Basic Agent will have one objective from the Infiltration Tier 1 list. A Secret Agent will have one objective from the Tier 2 list. An Elite Agent will have one objective from the Tier 3 list. If more than one target object exists for an objective, choose only one.

Low rank missions are likely to provide material for just a single session or perhaps two and the Agent(s) may go completely unnoticed if they keep a low enough profile, such a mission could consist of tailing the pilots to their homes using the Shadowing skill. A successful Infiltration Tier 3 Agent will definitely leave its mark on the campaign, potentially causing one or more PCs to burn Fate Points.

Agents should not come out of nowhere and then die without fanfare, they should be planted beforehand and likely be recurring (if perhaps very minor) NPCs, making their move at just the right time... likely when NERV itself is busy with something else, even in the middle of an Angel attack.



Mission Objective	Agent Tier
Incapacitate Evangelion Pilot	Infiltration Tier 1
Locate MAGI System Core	Infiltration Tier 1
Investigate Evangelion Unit	Infiltration Tier 1
Breaking and Entering targeting the Operations Director	Infiltration Tier 1
Determine Existence of Terminal Dogma	Infiltration Tier 1
Kidnap Evangelion Pilot	Infiltration Tier 2
Access MAGI System Core	Infiltration Tier 2
Sabotage Evangelion Unit	Infiltration Tier 2
Temporarily Disable Operations Director	Infiltration Tier 2
Locate Terminal Dogma	Infiltration Tier 2
Permanently Remove Pilot	Infiltration Tier 3
Sabotage MAGI System Core	Infiltration Tier 3
Hijack Evangelion Unit	Infiltration Tier 3
Eliminate Operations Director	Infiltration Tier 3
Infiltrate Terminal Dogma	Infiltration Tier 3

These are only general examples; objectives tailored to a specific campaign (such as obtaining a sample of DNA from an Angel Hybrid pilot or attempting to convert an Operations Director of wavering loyalties) are encouraged in place of the example ones.

In addition, each infiltration attempt with one or more agents will have a certain profile from the following list:

**Commando Raid:** Agents with this profile have a protective Kevlar with an AP of 6 (all), an Assault Rifle, and four Frag Grenades. The Agents will attack anyone in their way with extreme prejudice.

**Identity Theft:** Agents with this profile have taken the identity and equipment of multiple staff members. Consider them armed with one Sidearm, a concealed Kevlar Vest with an AP of 2 (Body) and having access passes to all areas.

**In the System:** Agents with this profile have Operations Director level clearance, and will be treated as such by any security systems or even by MAGI. They're armed just like Agents in Identity Theft.

**Invisible Enemies:** Agents with this profile have complete schematics of the base. They are unarmed, but have tools that allow them easy access to the ventilation shafts.

**One of Us:** Agents with this profile are NERV staff members with all that implies, including the unlikelihood of being armed unless they possess authorization to be so.

The exact number of Agents is never specified, but if you expect any sort of combat to take place there should be at least one Agent per player present. Feel free to mix and match with Agent profiles, levels of ability, and objectives to craft a good scenario for your players.

A group of agents outnumbering the pilots two-to-one and conducting a Commando Raid with the intent to steal as many Evangelions as possible provides a very different encounter compared to a single doppelganger utilizing the IDs of the entire science team in an attempt to steal information from MAGI and upload it for the entire world to see.



Rewards are proportional to the degree of difficulty and success at stopping enemy Agents, as follows:

Success at Stopping the Enemy's Objectives	Reward Given
Stopping a Tier 1 Objective or successfully reversing its immediate effects.	OD gains 100 XP to spend on security.
Stopping a Tier 2 Objective or successfully reversing its immediate effects	OD Gains 200 XP to spend on security.
Stopping a Tier 3 Objective or successfully reversing its immediate effects	OD Gains 300 XP to spend on security.
Incapacitating all enemy Agents permanently	OD gains 100 XP to spend on security
As above, but capturing and interrogating at least one enemy Agent	OD gains 200 XP to spend on security.

This XP may be spent on any talents related to security (what that exactly constitutes for this game being agreed upon between the players and the GM): from funding the training of new Section 2 Agents, R & D of P-scale equipment, or even new defensive structures to prevent the theft of Evangelions; however the XP is spent, its use in preventing future incursions must be evident.

Note that these Experience Points are a bonus and do not contribute towards progression of the character's Career Path.

This Scenario will likely significantly alter the style of play in a way unusual to the game. Your pilots are denied the advantage of controlling a walking WMD, and are forced to contend with merely being under-trained thirteen-year-olds outmatched by some desk clerks in armed combat. They are now targets, with few means of fighting back, and need to run and hide instead of slaughtering everything.

The focus now shifts heavily to the OD as the controller of the action, being in charge of the security systems and NERV's combat personnel. You will need to adapt your playstyle as GM to avoid this becoming unenjoyable for the pilots. You could instead have them playing the role of security personnel (such as the cast of the Damage Control phase) or if you have very good players who don't mind shooting themselves in the foot, even have them play as the Infiltrators.

As a final note, the level of detail of your base will directly control how well this Scenario plays, especially if players control the Agents.





# Operation Thunderdome



In this abnormally-long lull between Angelic incursions, the constant infighting and bickering over which unit is best and who could beat who has led to significant anger in NERV command.

Having decided that "This crap ends now," they have organised the Evangelion Virtual Act Tournatment as the solution. The misleadingly-titled event takes advantage of this temporary acceptance of Eva on Eva violence to simply have them beat the absolute crap out of each other. One way or another, somebody will be crowned the Champion.

The Tournament includes three events, the Branch Battle, the Thunderdome Challenge, and the Last Man Standing. In the interests of fairness, Evangelions are limited to standard gear only, plus any purchased upgrades, and may not use experimental or "loaner" weaponry or equipment.

Actually running all three events (or every fight in an event) will be enormously time-consuming. There is no need to actually run a fight unless a player is involved in it, and an arbitrarily-determined result that is more-or-less balanced for the next fight is entirely acceptable. If time is a concern, stick to running one event instead of two or, God forbid, all three.

The Branch Battle consists of each Branch fighting each other Branch once. Branches with more Evangelions than other competitors will have their pilots for a match selected at random. Since the tournament is virtual, all Evas begin a fight with their wounds at maximum and fully stocked in terms of ammunition and weaponry.

The battle occurs on a 25dm x 25dm area of City terrain, with each team starting in opposed corners and armed with whatever equipment they would be normally allowed to deploy with. Umbilical Ports and Supply Caches for both teams should be spread liberally throughout the arena. The Evangelions are deployed unattached to external power, and are thus running on their own operational time unless they fix this problem themselves.

The fight goes to a maximum of ten rounds, making the consideration of whether or not to bother with those damn Umbilical Cables a relevant one. Teams get two points for each Evangelion defeated on the opposing team, minus one point for each Evangelion defeated on their team. Draws count as losses for both teams but points are calculated normally. Teams may get negative points from a fight.



The titular Thunderdome Challenge instead pits every Pilot alone against each other in a tournament ladder. Seeding should be determined by what would make for an interesting match. The Evangelions enter the Thunderdome Challenge armed, unattached and in top condition as in the Branch Battle, but will only have one magazine of ammunition and their own internal battery replenished between fights, losing single-use weaponry and keeping damage inflicted until the event is over.

If an Evangelion is no longer capable of fighting after achieving a victory, it is disqualified from the event. Battles occur in a 10dm radius ring, with players starting on opposite sides. Leaving the ring leads to a forfeit. Battles go for ten rounds or to defeat, and if time expires the EVA that took the least damage in that fight wins.

Finally, the Last Man Standing pits the entire mass of Pilots and their Evangelions against each other at once. The Evangelions all deploy with the usual armaments and infinite rounds of power; the fight simply continues until only one Evangelion remains active.

The battlefield is a 250dm by 500dm pit sunken 10dm into the ground, consisting of City terrain and dotted with numerous Supply Caches. The last Evangelion to remain active is titled the Last Man Standing, and gains the right to tell everyone else where to stick their theoretical Evangelion fights and have them stay stuck.

The Branch Battle earns the entire winning team their choice of Upgrade Points equal to the total number of points that their branch scored across all matches. Since they did not have to fight each other before, now they can squabble like children to see who deserves a greatest share of the prize. Second and Third place branches get no awards because there are just not that many branches to justify rewarding the second best army of walking WMDs.

The winners of the Last Man Standing and Thunderdome challenges get Three Upgrade Points of their choice (Biological, Structural or Weapon) as a reward for their tenacious killing power. Each subsequent place earns one less Point. No surplus is awarded to the winning Branch for any event as the programming of the simulator has already doomed several small countries to starve for months.

Other details, such as the participation of the one or more Operations Directors in particular events, the utilization of collateral damage as a scoring mechanic, whether or not various support structures may contain rigged traps instead of weapons or power, and the potential amount of programming bugs the simulator could have (with a curious certain bias against Berserking), are left up to the GM to decide for their particular E.V.A. Tournament.





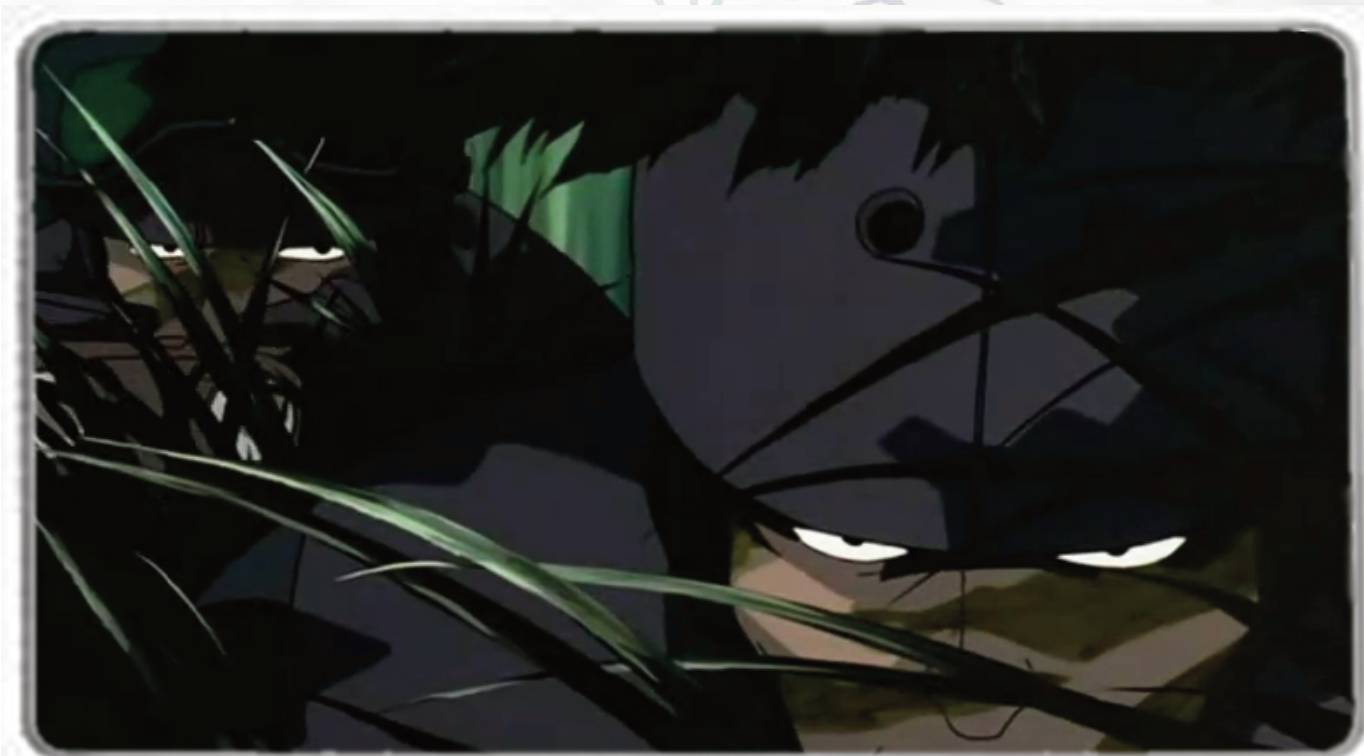
## Storm the Front

You've finally crossed the line, and a strike force has been dispatched to wipe your installation from the face of the Earth. You don't know what you did or who they are, but it doesn't matter. All you need to do is kill every last one of them if you hope to survive until tomorrow. Completely unlike an Angel attack, an invasion by a group of humans is something your players will be unused to and may pose them a far greater threat. Instead of one extremely potent but relatively unintelligent enemy, you have dozens or even hundreds of individually weak threats, incapable of much harm to an EVA alone, who are damned good at killing people and have a coherent strategy. Suddenly, raw firepower doesn't mean as much as fire control and choosing when and where to fight could mean the difference between your victory and NERV's annihilation.

This Scenario presents three different scales of attack, dubbed Threat Scale, each with a difficulty appropriate for different levels of campaign and the intended challenge of your subcampaign. Each scene will tell you how many forces NERV faces, how the attack will proceed, and the kinds of forces involved. Each scenario also involves a Tactical Support, to be rolled or chosen in advance, which will inform much of the enemy group's strategy. Whatever the manner of attack and forces present, they will all have one goal: to take control of the Geofront and kill every NERV employee and pilot in their way.

Although the soldier still remains the fundamental basis for projecting military might, the evolution of military technology has seen the higher orders of sheer firepower steadily dwarf the significance of one armed man in a true firefight. Boots on the ground may win wars, but the sheer scale at which firepower can be projected has rapidly marginalised the use of the soldier in the simple task of killing as many foes as efficiently as possible. Infantry are so comprehensively outclassed by Evangelion-class foes that there is literally no number or quality of soldiers that can provide meaningful resistance.

But for every new weapon, there is a new weakness. Though an Evangelion may be utterly indestructible to small arms, the vast array of support infrastructure needed to sustain one is not. Massed attacks or guerilla raids can bypass the formidable firepower of an Evangelion, and strike the vulnerable support elements behind, leaving the main target dangerously vulnerable.





Because of the sheer scale of EVA combat, individual soldiers are all-but irrelevant. Instead, they form units, groups of individual soldiers operating as a single enemy. The small size of individuals, the number of members in a unit, and the need to kill or incapacitate most to put it out of action, gives all units the Swarm trait and Size – Very Small. However, the sheer fragility of individuals in the face of E-scale weapons fire means that they only have an amount of Wounds equal to the number of soldiers in the unit, and on being critically damaged are instantly destroyed. Though individual members may have survived, they are too busy dealing with the wounded and dead to continue fighting as a proper unit, and their manpower is too reduced for their unique abilities to properly function. Infantry units generally have 0 AP and do not reduce damage from any TB they would have, given the impossibility of making personal armour or having a musculature capable of withstanding E-scale weaponry.

Similarly, small arms are effectively irrelevant at E-scale, where something like an artillery barrage is a nuisance to most foes. As such, Infantry units have no E-scale armament. Some soldiers, though, are equipped with special weaponry that is capable of harming, or at least distracting, E-scale opponents. Given the special circumstances each of these weapons requires to use, they instead appear under a unit's Talents. Since combat knives and martial arts are no use against steel plating and walking WMDs, Infantry units may not make melee attacks against any E-scale adversary except other Infantry units, but they may cut any Umbilical Cable in melee range as a Full Action.

Finally, Units can readily make the transition from P-scale to E-scale. To go from E-scale to P-scale, a unit Reverts. The Unit is dissolved into a number and type of foe as indicated on their profile. If all the individual members of a unit are within 1 dm of each other again, they may Form Up. If they do, they become the unit they originally were on their profile. Fighting as a soldier on an E-scale battlefield takes specific training and great teamwork. Only individuals who Reverted from units may Form Up, and an individual can only Form Up with their own unit.

There are an infinite variety of possible units, but in nearly all cases, one of the following profiles will be sufficient. These categories also constrain the level of Talents a unit may have access to based on the level of expense, skill and training the Talent represents. Taking Talents above normal tiers should only be done where there is a clear in-game justification for it, and it is no coincidence there are three Threat Scales and three categories of Units.

## CONSCRIPT

The catch-all term for cheap and expendable troops, Conscripts are a broad category. They can be reserve forces, raw recruits, citizen militias, organised mobs, or cult fanatics. Their only real unifying features are having little if any training, no combat experience, and being poorly equipped. Conscript-class units' only real military use is to add sheer weight of numbers to an attack, and as such they only have access to Tier 1 Talents. The possibility of them having superior levels of training is rare at best.

### Conscript Unit Profile

WS	BS	S	T	Ag	Int	Per	WP	Fel
25	20	30	30	30	25	30	30	30

**Wounds:** 10

**Movement:** 3/6/9/18

**Skills:** Speak Language (any one), Awareness (Per), Common Lore (Local)

**Talents:** One Tier 1 Unit Talent

**Traits:** Swarm, Very Small, Revert (10 Untrained Insurgents)

**Armor:** None

**Gear:** Sidearms, Improvised Weapons.



## INFANTRY

Skilled combatants possessed of solid training or plentiful experience, Infantry are the 'boots on the ground' in any conflict. They are trained soldiers with some combat experience, veteran militiamen, the best graduates of less-legal training programs, skilled paramilitary agents, or just people with an unusual talent for war. They are well-armed and know how to use their weaponry, have the skills a real soldier needs, and in the best cases, have been tested in the crucible of real combat. Infantry are an investment for any agency, and as such have access to some specialized training and equipment. They have access to Tier 2 Talents. Operational realities and resources required mean that they're only likely to receive Tier 3 training if they're backup for units of higher tier.

### Infantry Unit Profile

WS	BS	S	T	Ag	Int	Per	WP	Fel
35	35	35	35	30	30	35	30	30

**Movement:** 3/6/9/18    **Wounds:** 10

**Skills:** Speak Language (any one), Awareness (Per), Climb (S), Common Lore (War), Drive (Heavy) (Ag)

**Talents:** Pistol Weapon Training (General), Basic Weapon Training (General), Disarm, Takedown, Fire and Movement, Dig in, Two Tier 2 Talents

**Traits:** Swarm, Very Small, Revert (10 Soldiers)

**Armor:** None

**Gear:** UN Assault Rifles, Pistol Sidearms, Radio

## COMMANDO

To be an elite combatant, it is not enough to just have the best training available and years of combat experience, you also have to have that spark of murderous ingenuity that just makes you better. Commandos are a catch-all term, and include most Special Forces soldiers, the highest order of paramilitary agents, and those rare individuals who are just very, very good at killing on command. They have a near-comprehensive proficiency with all common military equipment, years or even decades of experience in using it, and a level of tactical initiative that is near-superhuman. They are enormously valuable assets to their parent agencies, and are always the first to get any specialist training or equipment. They have access to the best of the best Talents around.

### Commando Unit Profile

WS	BS	S	T	Ag	Int	Per	WP	Fel
35	35	35	35	30	30	35	30	30

**Movement:** 3/6/9/18    **Wounds:** 10

**Skills:** Awareness (Per), Climb (S), Intimidate (S), Speak Language (English), Common Lore (War), Drive (Heavy) (Ag)

**Talents:** Basic Weapon Training (General), Pistol Weapon Training (General), Heavy Weapon Training (General), Disarm, Takedown, Fire and Movement, Dig In, Paratrooper, Two Tier 3 Talents and one Tier 2 Talent.

**Traits:** Swarm, Very Small, Revert (10 UN Special Forces)

**Armor:** None

**Gear:** UN Assault Rifles, UN Grenade Launchers, Pistol Sidearms, Radio, Flashlight



## General Talents

**Fire and Movement:** A unit of well-trained soldiers, due to its size, is capable of a level of tactical stealth completely beyond that of any other E-scale adversary. Anything attempting to fire on this single Unit at E-scale must first pass an Awareness test at -10 if the Unit has moved or used an offensive Talent that turn, at -20 if it has done neither, and no penalty if it has done both.

**Dig In:** Experienced soldiers are capable of quickly fortifying their position by moving to harder cover, digging shell-scrapes, and concealing their tracks. Given a full round to prepare their position, the soldiers may gain a protective bonus of 1 AP in open terrain, 2 AP in light cover (such as a normal building or a wooded area) or 3 AP in a heavily fortified location (all armor values are for E Scale purposes). In addition, when Dug In the soldiers add an additional penalty of -10 to Awareness tests made to locate them.

**Paratrooper:** Some soldiers are trained in parachute operations, and in a modern age of brief conflicts worlds away, the Talent to put boots on the ground anywhere in the world in less than a day is very valuable. Units with the Paratrooper Talent always begin play in a location of their choice. If any unit lands on particularly rough terrain and the injuries sustained in the drop would be enough to render them combat-ineffective, this reduces the maximum Wounds of the unit as appropriate.

## Tier 1 Talents

**Terror Tactics:** This unit is comprised of fanatics trained in tactics of intimidation. Judicious use of costuming, building a gruesome reputation, taking hostages, or even proudly displaying dismembered body parts, any tactic is fair game if it leaves a psychological mark. The members of this unit gain Fear (1) when Reverted. This obviously only works against targets of their own scale.

**Violent Resistance:** Familiarised with riot tactics, this unit may not be capable of damaging E-scale foes, but it is certainly capable of making a massive encumbrance of itself. This unit may test BS against any group of enemies within 1 dm as a Full Action. If successful, that unit is stunned for 1 round, as nets, lines, glue, and buckets of odious liquid make any action impossible. This talent may not be used against something the size of an Evangelion, against whom such tactics are laughable.

**Contingency:** While traditional weaponry may not be effective against E-scale foes, more audacious plans have met with some success. This unit is equipped with a deadly combination of suicidal fanaticism and high-explosives powerful enough to damage nearly any foe. This unit may declare the use of this Talent against any foe in melee range. If it does, the unit is completely destroyed and inflicts one point of Explosive damage. This attack ignores TB and AP, as protective measures are defeated by suicidal ingenuity. Foes with 5 or more points of AP are altogether harder to hurt in this way, and this talent instead inflicts a penalty of -1 AP until the armor is repaired at the cost of 1 collateral damage.

**Professional:** Some forces below the standard of Infantry are nonetheless far more capable than the great mass of Conscript-class foes. With a measure of real training or some actual combat experience behind them, these soldiers are also better equipped, though still lacking in firepower. This talent grants the Fire and Movement and Dig In talents, and a +10 bonus to all Tests for the unit and its Reverted members. Reverted members of this unit also have Assault Rifles.

**Fearless Leader:** For the undisciplined, a little leadership goes a long way. Whether it be a military officer, a local war veteran, or a cult's leader, units with this talent are led by a man of particular resources with the intelligence or charisma to make them more than mere rabble. This Unit is immune to the effects of Fear and Pinning, and on Reverting, one Untrained Insurgent profile is replaced by a Terrorist Cell Member profile.



## Tier 2 Talents

**Shock Trooper:** This unit operates not with subtlety, but with the application of the sheer immediacy of force. Using specialist training and equipment, they hit the enemy so fast that they never have the time to gather a coherent response. This unit has Fear (1) and a +4 bonus on Initiative rolls.

**Superheavies:** While E-scale adversaries are immune to small arms, military ingenuity always finds a way, and this is it. A unit is equipped with extremely powerful (and expensive) weaponry designed to make E-scale combat possible, from simple upscaled rocket launchers, through a trailer-mounted Maser cannon, to more... experimental devices.

After taking a Full Action to set up, the unit may fire a single shot as a Half Action that deals 1d5 E damage with Recharge and a range of 10 dm. Against an Evangelion, inflicting real damage is difficult, but taking advantage of real damage is not. The unit may instead take careful aim and make a Called Shot against any limb having already taken Critical Damage. Though this attack will do no actual damage, it will certainly be felt, and on a hit, the pilot takes a level of Fatigue. Due to the obvious risks in actively trying to enrage a walking WMD, most units quickly retreat after making such attacks, with the equipment being made with that in mind and taking no additional time to dismount.

**Swarm Mine:** Though the A.T. field makes an Evangelion all-but invincible, bypassing it makes it possible, albeit unlikely, to inflict real damage. Using bulky, low-velocity rocket launchers, a soldier can fire a small adhesive thermite charge onto the outside of an Evangelion-class foe's armor as a Half Action. These potent charges are so small and travel at such slow speeds that they can easily pass through an AT field unnoticed, though they require the Unit to be at Melee range. For every successful 'hit' with the Swarm Mine attack, 1d5 Charges are attached to the struck limb. When triggered as a Half Action, the synchronized explosions deal an amount of Explosive damage equal to the number of Charges attached, with TB and AP applied normally. Even without an A.T. Field's protection, an Evangelion is still effectively a walking battleship, and to bring one down with handheld weaponry takes tactical audacity and one hell of a fighting force. Each round that the team of soldiers spends attaching these, have the pilot test Awareness with a -30 penalty to notice. A foe with an A.T. Field may also effortlessly disable the charges by expending 1 ATP as a Free Action, and further Swarm Mines cannot be successfully used against them for the rest of the encounter so long as their A.T. Field remains spread.

**Hardened:** This unit is a cut above regular infantry, whether due to better training, superior equipment, or hard-won experience. Their superior quality manifests itself in a +10 bonus to all tests for the unit and its Reverted members. In addition, three Reverted members have one of the following profiles: Demoman, Medic, or Technician.

**Command Element:** Critical to the success of this operation, this unit is led by a particularly talented commander, usually a talented and respected officer or a near-legendary war hero. The unit is immune to the effects of Fear and Pinning thanks to inspiring leadership. When Reverting, one member has the UN Special Forces profile with the Litany of Hate (NERV) Talent.

## Tier 3 Talents

**Sweeper:** Comprised of elite soldiers with lightning reflexes and trained specifically in building clearance and hostage scenarios, this unit is capable of striking with such immediacy of force that enemy soldiers are simply incapable of providing any effective resistance. Reverted members have Fear (1), receive a +4 bonus on Initiative rolls, and gain the ability to inflict Righteous Furies as if they were PCs.



**Heavy Sniper:** Elite snipers operating in E-scale environments use enormously powerful anti-tank weaponry, capable of damaging even an EVA with a sufficiently well-placed shot. A unit with this talent may, as a Half Action, fire with a special weapon that has a range of 15 dm. On a success, the enemy receives 1 point of Impact damage that ignores TB and AP, punching through weak spots in the armor. If the target is of Evangelion size, this ability will inflict a penalty of -1 to AP (as in Contingency) instead. Careful spotting allows snipers to become increasingly accurate over time. Due to near-superhuman covert skills, a unit with this Talent never counts as moving or shooting for the effects of Fire and Movement.

**Sapper:** Armed with high explosives and an incredible grasp of trap-setting, any unit with this Talent may, as a Full Action, attack one E-scale adversary within melee range. This will destroy Tanks or targets of lesser size than an Evangelion, but deal no damage against the real thing. Sappers can turn the size of such enemies against them, however, by climbing onto a target to attack it at its weakest points. To do so, the unit spends a Full Action. The Evangelion will receive 1 point of Critical Explosive damage to its legs every round that the Sappers remain attached, as precision charges are set and detonated where they are most effective. A.T. Fields and like Talents give no defense against this as the sappers attack from inside the field. The effect ends if the target takes a hit from a weapon or Talent with a blast radius, if the target spends 2 ATP as a Half Action to focus its AT field on countering the attackers, or simply spends a Full Action to shake them off. In either case, the unit is killed, crushed against the armour, or falls to its death.

**Operator:** These soldiers are the ones other Special Forces soldiers speak of with awe. Decades of training and combat experience are not enough to make the Operator; they must be one of the rare individuals 'blessed' with a truly frightening proficiency at taking human life. A unit with this Talent consists of soldiers whose skills blur the line between human and superhuman, and the unit and its reverted members get +10 to all tests. The Operator's Talent to perform the impossible also earns it a single Fate point, which if unspent on Reverting, becomes a shared fate point between all members.

**Tactical Support:** In truly critical missions, the supreme initiative of the elite soldier is simply insufficient. Where this is the case, the members of a unit will receive the support of a Control Group, talented officers and agents with files on every last detail of intelligence on the mission and access to every subject matter expert in the organisation. A unit with this Talent is trained in up to five Skills of the GM's choice. Further, video, thermal, electromagnetic cameras mounted on the team's rigs make it almost impossible to catch the unit by surprise. This unit is immune to the effects of Fear and Pinning and they gain the Talent Hatred (NERV). These bonuses also apply to Reverted members for as long as the unit or members can maintain radio contact with the Control Group.

## Talent Combinations

The previous Talents are meant to represent the armament, tactics, and training of specific groups who could conceivably take up arms in the Evangelion world. Because they have to represent such a broad range of concepts, the default rules may lead to unsatisfying results as what you built doesn't quite match your idea. Below are some examples of Units that don't necessarily follow the guidelines presented above:

**Angry Mob:** Conscripts with Violent Resistance

**Fanatical Terrorists:** Conscripts with Contingency and Terror Tactics

**Organised Terrorists:** Conscripts with Fearless Leader

**Mercenaries:** Conscripts with Professional

**Airborne Divisions:** Infantry with Paratrooper and Shock Trooper

**Combat Engineers:** Infantry with Swarm Mines

**JSSDF:** Infantry with Hardened and Command Element

**Guerrilla SF Teams:** Commandos with Sapper and Heavy Sniper

**Videogame Protagonists:** Commandos with Sweeper, Operator and Tactical Support



## THREAT SCALES

**Terrorist Attack (Threat Scale 1):** A small group of dedicated fanatics, possibly government or private agents, possibly terrorists, or even furious citizens, have found their way into your base. 5 Conscript Units serve as a distraction outside in the Base of Operations, while 1d5 additional Conscript Units attempt to enter the Geofront, entering from the main entrance. Roll on the following Support table.

Roll Result	Support Ability	Effect
01-15	Hostage Situation	The attackers have taken off-duty NERV personnel hostage. They start with NERV IDs and access passes.
16-80	Insider	The infiltrators have a man on the inside. They begin play having already broken into the Geofront but outside the main building.
81-90	Mad Bomber	In addition to being prime targets for the Contingency Talent, each Conscript Unit has one Frag Grenade.
91-00	Nightmare Fuel	Prepared well for sabotage, each Conscript Unit begins play with a single Hallucinogenic Grenade, and are very likely to also possess Terror Tactics.

**Guerrilla Raid (Threat Scale 2):** A small force of armed, trained soldiers attack your NERV installation, trusting in a combination of subtlety and immediate force to bypass your most powerful defenses and strike directly at your weakest points. 1d5+5 Infantry Units will use the following Support Table.

Roll Result	Support Ability	Effect
01-40	Sabotage	This strike has been carefully planned, and begins with the main power plant and any external power source being disrupted or destroyed for the base of operations. If all external defenses lose power in this way, all Infantry units begin next to the entrance to the Geofront.
41-95	HALO Drop	The attacking force is precision-dropped from high-altitude stealth craft, getting them into position to enter the Geofront before any warning can be issued. Each Infantry unit gains the Paratrooper ability.
96-00	Backstop	These elite soldiers are part of a particularly ruthless organisation determined to maintain deniability in the operation. One of the Infantry Units is equipped with a single Micronuke. At the beginning of any turn in which there is only one Infantry Unit remaining, that enemy may detonate the Micronuke, which explodes with a diameter of 1 dm for 1d10+10 X P-Scale damage that ignores TB and AP.

**All-out Assault (Threat Scale 3):** One of NERV's enemies has dedicated a significant force towards its complete destruction, forfeiting subtlety in favour of a much greater chance of victory. A serious force has been deployed, and it will take a very effective response to repel it. The attack begins with a disruption force, with 1d5 Commando Units ready to infiltrate the Geofront at any given time. An additional distraction force will lead an assault detected near the Base of Operations, and the hiding Commando Units will make their move after the deployment of the Evangelions is confirmed. The lead force uses the following Support tables:



Roll Result	Support Ability 1	Effect
01-50	Strength in Numbers	10 Commando Units are noticed mobilizing in an equal number of APCs, Jeeps and Transport VTOLs.
51-80	Project Raiden	One T-RIDEN-T Kill Team spearheads the assault.
81-00	Eva vs Eva	1d5 Evangelions attack, they can be either Mass Produced Evangelions, stolen units from other branches, or something different altogether.

Roll Result	Support Ability 2	Effect
01-45	Uplink Online	The attacking force is high-level enough to have access to an orbital weapons satellite. On request, the satellite launches a powerful kinetic impactor at any declared location open to the sky, which functions as an additional Requisition Airstrike without any delay, but may only attack once.
46-90	Last Ditch Effort	The attacking force has a single N2 Mine that deals an additional +4 Energy damage to all it strikes, even if the roll would have it deal no damage.
91-00	At the Worst Time	A judiciously-deployed jamming device has disrupted NERV communications throughout the battlefield. All NERV units outside the Geofront are cut off from the network, and must act on their own initiative. Furthermore, all OD Talents, barring very reasonable arguments, are disabled.

The objective of the strike force is simple, infiltrate the Geofront's main building and from there, totalize the NERV branch. The moment a Unit enters the NERV H.Q. Building a countdown until they get to the bridge begins; NERV is assumed to be unprepared for this kind of attack and their resistance to such forces is meager at best. If the players have put in-game effort into preparing for such a scenario or if the OD has Talents that he could potentially justify as useful, you may allow them to slow down, stop, or outright destroy an invading Unit.

A Conscript Unit will be in position to take over H.Q. after two hours, Infantry will require one hour and a half, and Commandos can breach the base in just one hour. For every additional Unit that infiltrates the base, the time required is cut by ten minutes. If one of these Units is eliminated after the invasion has started, the time will be cut by only five minutes.

After the Eva Pilots successfully handle whatever distractions are present, they should turn an eye to help with the infestation of the main building. Barring bizarre circumstances, an Evangelion will have to break into H.Q. to destroy the remaining invaders. This causes considerable damage to the base and is regrettable, but it is far preferable to allowing the enemy to take control of H.Q. Should they be willing to inflict the necessary collateral damage, one enemy Unit may be destroyed every five minutes per Evangelion.

If any of the Pilot players have secondary characters that could prove of use in defense of the Base, such as Collateral Damage control PCs, they should help the OD in the eventual case of a shootout against the (now Reverted) Unit. Contacts, Section 2 Agents, or NPCs made up on the spot could serve the same purpose. Should the defense of the Bridge fall, words fail to describe in how much trouble the PCs will be in.

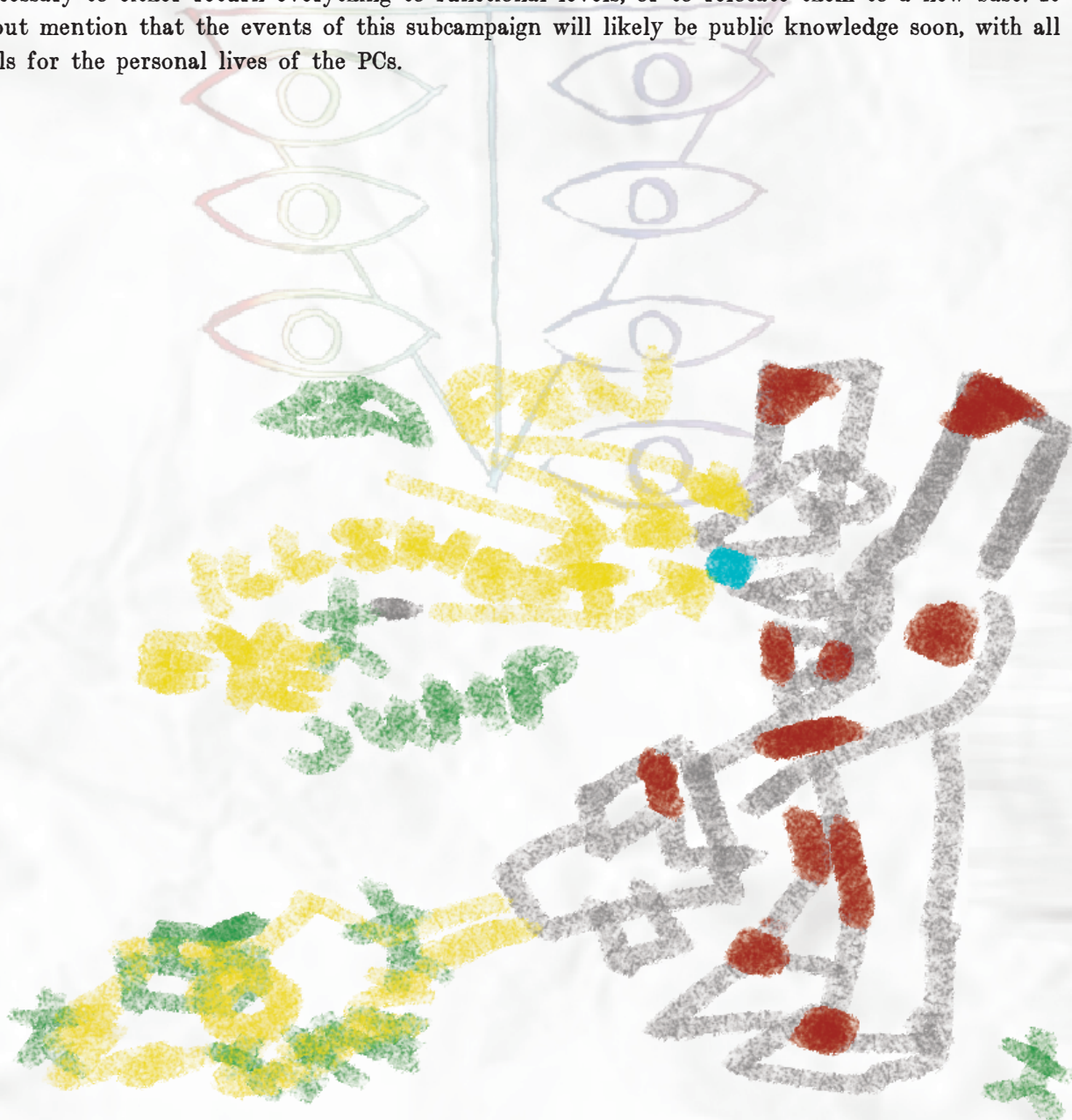
No matter the scenario used, the victory conditions are simple. Kill every last one of the enemies and prevent the Bridge from being taken over. Should the players succeed, look at the following list of modifiers to assess what rewards they will get for their victory, adding or subtracting the required amount of surplus according to how they performed in regards to the scale of the attack.



PC Performance	Surplus Gained
If the Threat Scale was of 1	+5 Surplus.
If the Threat Scale was of 2	+10 Surplus.
If the Threat Scale was of 3	+15 Surplus.
If no enemy Unit made it to the Bridge	+5 Surplus.
If instead no enemy Unit broke into the main building	+10 Surplus.
If instead no enemy Unit broke into the Geofront	+15 Surplus.
For each enemy Unit that is destroyed breaking into the HQ building.	-5 Surplus.
For each N2 Strike that was ordered on the part of the players	-10 Surplus.
For each Evangelion that was defeated	-15 Surplus.

The UN only has funds set aside for NERV in the case of Angel attacks, and thus the players will have to perform very well to receive any funds outside of the obligatory repairs. The worse they do, the more the UN will have to shore up expenses by taking away from NERV's coffers to cover up for everything that the PCs broke.

Should the players lose the bridge yet still survive by some miraculous feat, NERV funds only the bare minimum necessary to either return everything to functional levels, or to relocate them to a new base. It goes without mention that the events of this subcampaign will likely be public knowledge soon, with all that entails for the personal lives of the PCs.





# Comedy

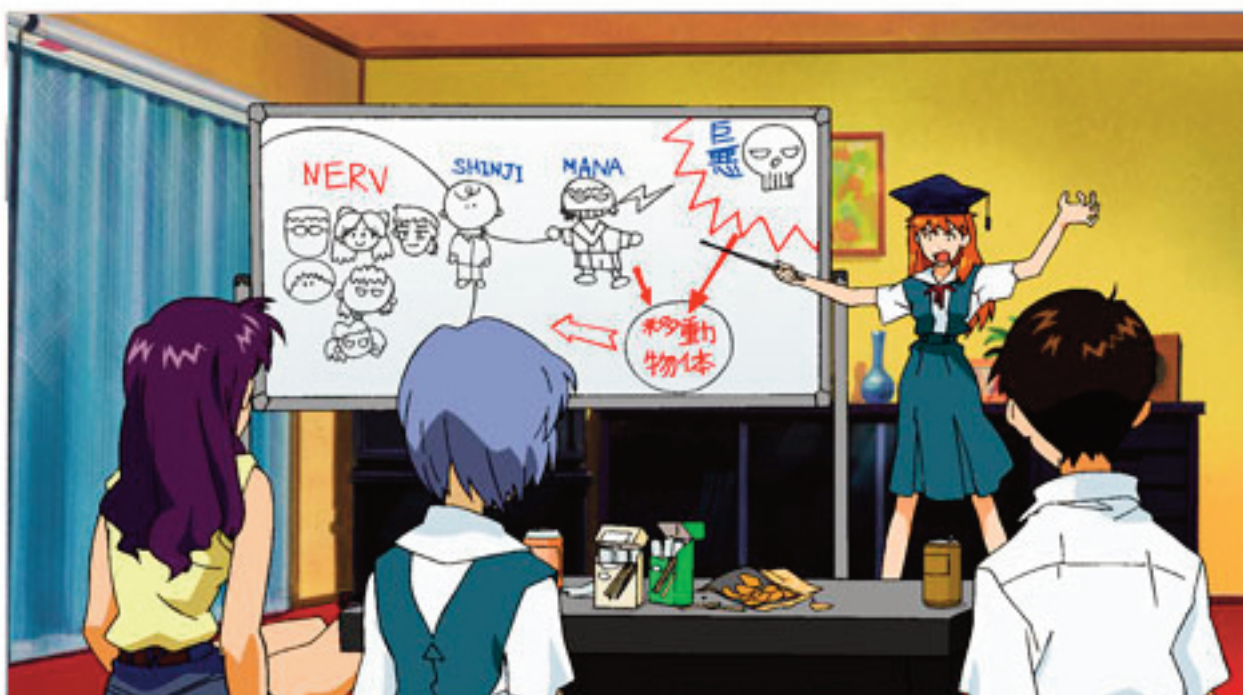
Let's face it, Evangelion was a silly show: Dancing combat, magma diver, plus Misato's promises of lots and lots of fanservice. The show may be better known for its darker side, but if you have your fair share of lighthearted moments the shock of having everything you love being burnt to cinders is all the more cruel. And you want to be cruel to your players, don't you?

Who doesn't like putting billion-dollar equipment to use in completely impractical and unnecessarily ridiculous shenanigans? Forget about depth and meaning, forget about the stress of weaving tangled webs full of intrigue and deceit for one week. Just get a six pack, order a pizza, and tell your players that tonight they are in for some incredibly silly but extremely serious business.

**Shall we Dance?:** The pamphlet reads: "The ultimate display of piloting skill! Dazzle the stage! Aim for the top! Dance like you want to win! Show them the majestic glory of your divine fusion of spirit, will and body, and sparkle like you mean it!" Looks like your players have their work cut out for them.

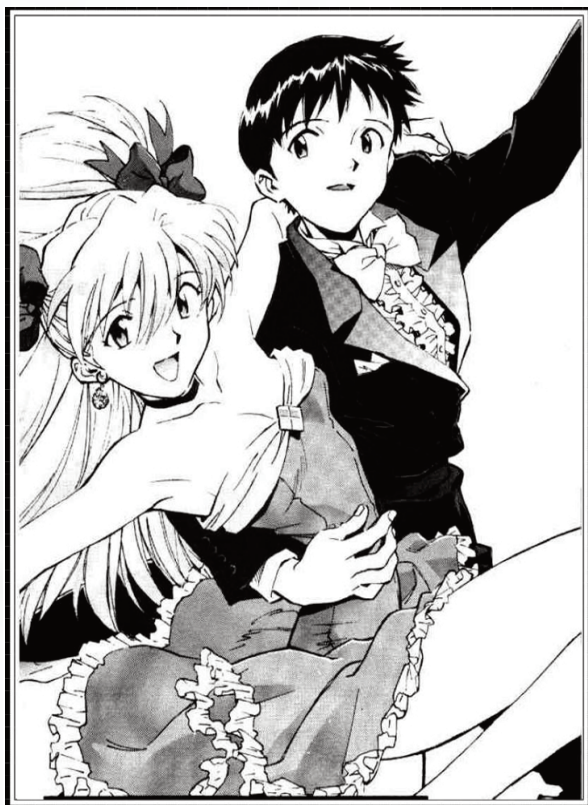
**The Most Dangerous Game:** Do you like football episodes? Have you ever wanted to ~~rip-off fanwank all over~~ homage Captain Tsubasa with your A.T. Field Powers? Do you actually use the term soccer for what is the world's greatest display of teamplay, sportsmanship and artistry expressed with one's feet? If you answered "Yes" to the first two, then look no further. If you answered "Yes" to the third question, please close this manual, go outside, and think about what you've done with your life until this moment.

**Thirty Seconds of Fame:** PCs are horrible little monsters. This is doubly true for Adeptus Evangelion where being an insufferable twat is integrated into the rules. You offer PCs a piece of the pie and they will steal all of the thing for themselves, fight each other for the largest bits, and end up setting the entire place on fire somehow. Now imagine that these people are put in charge of devising a 30 second commercial that will be broadcasted live worldwide and you can begin to understand how Command feels about this Scenario.





## Shall we Dance?



As befits the gravity and danger of such a task as serious as keeping the world safe, NERV HQ has begun an all-branch performance audit of every Evangelion it controls. Each branch has been ordered to instruct the pilots to build individual dance routines while a team of engineers prepare a space for "home" dances. Surprisingly few staff have quit over this directive.

In the interests of fairness, all styles and scales of routine are accepted, and will be judged on the same criteria. To perform your routine, roll one Agility and one Fellowship Test. For a basic success you gain one Score Point and another one for each degree of success. Failures don't have any particular result other than adding no points.

Particularly audacious routines will increase your score, but greatly increase the risk of failure. A player may make their routine Difficult, Challenging, Hard, or Very Hard, and take the corresponding penalties to all of their rolls. These difficulty modifiers multiply all Score Points gained by 1.5, 2, 3, and 4 respectively.

Characters may also design more avant-garde performances by including moves in their routine from outside simple grace of movement. Such moves are treated as Challenges, and if the player can sufficiently describe what the move is and how it would actually fit into their dance routine to enhance the performance, they may Test any one Advanced Skill instead of rolling for both Agility and Fellowship. This is a prime moment to put Perform (Dancer) to use, while unfortunately not being quite as favorable towards Trade (Craft Wargaming Miniatures). You may apply penalties to Challenges to increase the amount of Score Points earned just like with regular performances.

GMs are strongly encouraged to add modifiers where appropriate. Players who fail to make some description of how their routine works as a dance should take penalties. Players with detailed descriptions of the dance should receive bonuses. Players who actually physically perform their dance routine should receive notable bonuses, depending on the level of performance and effort invested. Once the players have completed all their routines take each player's highest score and compare them.

A GM may require the performance of group routines instead or in addition. If so, the group members must decide on a routine for the whole group. They must all do their individual tests, either using Agility and Fellowship or using Challenges as above. Score each player individually, and take the average of their Score Points to be the group's Score Points. If more than one group member gets the same Degrees of Success from a single test, or if more than one member passes a Challenge on the same test, add one Score Point to the final result for each member doing so, as their synchronized performance impresses the judges. This encourages teamwork and good planning, instead of merely relying on the best member of a group to perform well enough for everyone.

The structure of the tournament, including who competes against who, when and where, and the number of branches and EVAs involved in the contest is entirely up to the GM. The branch earns 1d5 surplus for each stage of the tournament participated in, and an additional 1d5 for each stage won as this unconventional audit aids some discretionary budgeting. The pilots themselves get +1 to their Fellowship or Agility score (increasing whichever is lower) for each time they advance to the next stage of the competition. An overall win will earn a trophy of considerable size, plus additional rewards at the discretion of the GM.



# The Most Dangerous Game



In a fit of World Cup Fever and delusional optimism, NERV command has established a new nonstandard training protocol for Hot-Eva-On-Eva-Action without the messy part where everyone dies and it costs NERV billions to repair: an inter-NERV football challenge.

The game of football, or soccer for the barbaric, will be played as per standard rules. However, physical contact between players is permitted only if it is either unintentional or cannot cause wounds or damage if intended. Otherwise, the rules are identical, save that the field is ten times larger, you are using a buckyball built of carbon fiber, and the players are twenty-story war machines designed to kill horrors from beyond the stars.

The game lasts 90 minutes total, divided in two 45 minute periods, though not every individual minute is to be roleplayed for the sake of the sanity of everyone at the table.

The general mechanics below represent the ebb and flow of the match rather than the nitty gritty; they also provide a few example abilities for players depending on their field position. Inventive uses of talents available to players to generate more options are encouraged, and pilots with actual skills at sports should gain a benefit from it. The OD in particular should be able to provide much help if he can find a proper use for his various support abilities instead of watching from the sidelines like a Team Manager.

Every participating player should pick a position based on how their team size compares to the usual dozen players. 1-1-1 for a team of Four Evangelions is an obvious starting point.

Each player's positions are announced before the start of a period independently of the other team's. Flip a coin to decide the start of the game as usual, the team who kicks off is in Dominance and round 1 begins. Each round should last between 5 and 15 minutes of match time, if you're feeling whimsical just rolling 1d10+5 will do.

These soccer rounds are abstracted measurements of a variable amount of time and do not conform to traditional DH Rounds, there is no need to actually play out fifteen rounds of standard DH Actions just because you rolled a 15.

At the beginning of every round, the Dominant team must state their offensive maneuver, which the Defending team chooses how to defend. Forwards can be blocked by Backs and Midfielders, Midfielders can be blocked by all positions, and Backs can be blocked by Midfielders and Forwards.





Pilots of each team compete to see which one can gain more Dominance Points during a round, and all teams start the round with one Dominance Point per player. If the Dominant team has more points than the Defending team, then they have a Scoring Chance. If the Defending team has more points, then the round ends and the Defending Team now becomes the Dominant Team. If it is a tie, then, the round ends and Dominance does not change. Dominance Points reset at the end of a period to their initial values. Repeat this process until the period is over.

At the end of a period the Evangelions then go into maintenance for 15 minutes, in this time the pilots and players can choose to rest, go for nachos, or to continue plotting trying to take over the world. The second period follows, with overtime and/or penalties (using Scoring Chance rules) happening at the GM's discretion in the case of a tie.

### Offensive Maneuvers:

**Dribble:** Test Agility twice, if both tests succeed you gain 2 Dominance Points, if one fails you don't gain any, and if both fail you lose 1 Dominance Point.

**Long Shot:** Test WS or BS at a -20 penalty if you're a Forward, -40 if you're a Midfielder, or -60 if you're a Back. On a success, you gain 2 Dominance Points plus another one per Degree of Success, on a failure your team loses 1 Dominance Point.

**Long Run:** Test using your Run Speed as the TN, on a success gain 4 Dominance Points but also a level of Fatigue.

**Pass:** Test WS or BS to gain 1 Dominance Point.

### Defensive Maneuvers:

**Block:** Test Strength to gain 2 Dominance Points.

**Steal:** Test WS or BS at a -20 to reduce the Dominance Points of the attacking team by 1 and increase your team's by 1.

**Mark:** Test Agility to gain 1 Dominance Point and, if you succeed, you may test Agility at a -20 to gain another Dominance Point.

### Scoring Chance:

This is the only time the poor Goalkeeper gets to do anything, which barring unusual creativity on the player's side is limited to Parries, and even then he's completely reactive. This might be the only occasion in which allowing someone to bring a portable console to the game table would be anything but inexcusable. On a failure to Parry, the attackers score a goal.

**Fast Shot:** Make an Agility test, then add your Degrees of Success times ten to your WS or BS test as a bonus. The Goalkeeper may Parry as normal.

**Curveball:** Make an opposed WS or BS test as in a Feint against the Goalkeeper's Parry WS. Afterwards make your shot as normal, if your Feint defeated the Goalkeeper's resist, he may not Parry this shot.

**Power Shot:** Test either of your WS or BS at a +20 bonus. The Goalkeeper must test Acrobatics and then add the Degrees of Success (or negative Degrees of Failure) times ten to his Parry.

Shady business such as attempting unarmed attacks or using A.T. Powers is likely going to require a Test to hide your actions (probably making use of the Sleight of Hand skill), opposed by an Awareness Test (at an appropriately ridiculously high modifier, for obvious reasons) to notice such acts.

At the conclusion of the match, NERV gains 1d10+5 surplus from revenues gained in selling the footage to various television networks and certain sponsorship deals with FIFA. The players gain little out of the ambiguously-useful event save a modicum of short-lived internet celebrity, and if one performed well enough, receiving the Peer (Football Fans) Talent and maybe even a Contact in the biz or two.



# Thirty Seconds of Fame



A particularly active sponsor of your NERV branch has called in a favour in return. It is about to invest a huge amount of money in a new advertising campaign, and wants to use the high public profile of the pilots, or even the OD, to its own marketing advantage.

Due to certain incidents involving a rather embarrassing amount of collateral damage and unfortunately critical current affairs programs, you're not in a fiscal position to refuse, and NERV command thinks the public airtime could aid your somewhat-bloodstained reputation.

The would-be actors receive a brief of the product and the ad campaign proper, but in a fit of delusional marketing optimism it has been entirely left up to them how they will endorse the product. Give the players time to prepare their thirty-second advertisement, but it should not take more than an hour to be ready.

Once prepared, the players must perform their advertisement in one single take, as the first run is live across the globe.

The GM must judge the advertisement/s on the level of professionalism involved, the quality (or otherwise) of acting, the core message delivered, and the extent to which the overall experience reduces their faith in humanity. A well-performed ad that has a clear and useful message will be an excellent one. An ad no worse than those generally appearing on cable channels past midnight will be a mediocre one. An ad in which the players use scripts, forget lines, have no message, or genuinely make you feel uncomfortable to be in the room is a very poor one. If at any point somebody is naked, then everything has gone badly wrong and the entire exercise probably needs to stop before the police get involved. Once you've seen all of the advertisements, decide where on the scale the advertisement fits.

## Publicity Scales

**Supreme Salesman:** (The campaign could actually be used in viewing-hours television, and makes you actually want the product). The campaign is a spectacular success, and the company's sales and share price rocket skyward. In gratitude, they increase their funding dramatically, earning the branch +10 surplus, and the OD one IOU (Faceless Corporation) whose utility is left up to between the both of you, GM and OD, and encouraged to not be a reskin of IOU (Political), while the pilots themselves gain a bonus of +10 to their Fellowship Tests for as long as the ad remains on air.

**BUY TODAY!:** (The ad campaign could have gotten by on late-night TV, and you vaguely want the product) The campaign is a solid but uninspiring success, and leads to excellent sales for the product. By the contract, the corporation kicks over a percentage to you, earning your branch +5 surplus.

**Ad-wow!:** (The ad campaign would be one of the worst actually on television, and doesn't make you want the product more) Though hammy and awkward, your ad is appealingly so, and acquires a small cult following on the internet. This makes for a decent boost in sales, and the corporations sends you the cut of +2 surplus.



**Eighties quality:** (the ad campaign wouldn't see television at all, and makes you want the product slightly less) The ad campaign is bad, but quick action by the marketing firm sees your parts entirely removed from it, thankfully. Though the contract sees you earn nothing, at least the corporation considers the favor fulfilled.

**Dear Sir/Madam:** (the ad campaign is outright bad, would probably be barred from television, and makes you actively dislike the product) Your ad is so bad that it stirs up a group of particularly motivated and angry people, protesting vigorously and boycotting the product and the corporation altogether. The ad is pulled, but too slow, and the loss in sales causes the corporation to cease its support of your NERV branch. You do not gain weekly Surplus for a month, and receive quite a bit of hate-mail.

**Death of a Salesman:** (the ad is atrocious, even by the gaming group's standard, and leaves you feeling less comfortable in their presence) the ad campaign is nothing less than the worst in human history. Even though it is seen all of once, the outrage is so severe the corporation loses a class action suit against television viewers, causing it to collapse entirely in a billion-dollar economic disaster. The suddenly-impooverished shareholders of the company sue the NERV branch for gross breach of contract and win, leading to NERV not gaining weekly Surplus for the next 1d5 months. The experience is so shameful, and leads to so much mocking scorn for the actors, that each participating character gains the Dark Secret (Participated in the ad) Drawback, furthermore, particularly terrible and embarrassing behavior will lead to everyone involved losing 1 point from their Ego Barrier as their self image is so bad they must consider changing their name and getting cosmetic surgery so they can actually be seen in public again.





# Drama

It is no news flash that drama drives plots forward. The best action scenes in the world won't do you good if no one cares about seeing the next Life on the Ground session. In fact, many players can summarize their Adeptus Evangelion experience as "Come for the robots, stay for the drama."

Actually engaging your players in this is not easy, even if there are a myriad of ways to go about it. This chapter explores three methods, the "I don't even know what is going on" method that will leave them paranoid and asking each other questions for sessions, the "Mindtrips ahoy!" method to help even the shiest people in the group put their character's traits into the spotlight, and finally the "What goes around comes around" method to make sure people feel responsible for their actions.

They come in increasing degrees of risk, with multiple character deaths being a serious consideration in the worst case scenario for the last of the three examples included.

**The Room:** When one PC suddenly wakes up in a strange room and is forced to play a bizarre game of ask and answer with mysterious interrogators, they know they're in for something serious. Things take a turn for the stranger when even the ones keeping the PC captured appear to be in danger themselves.

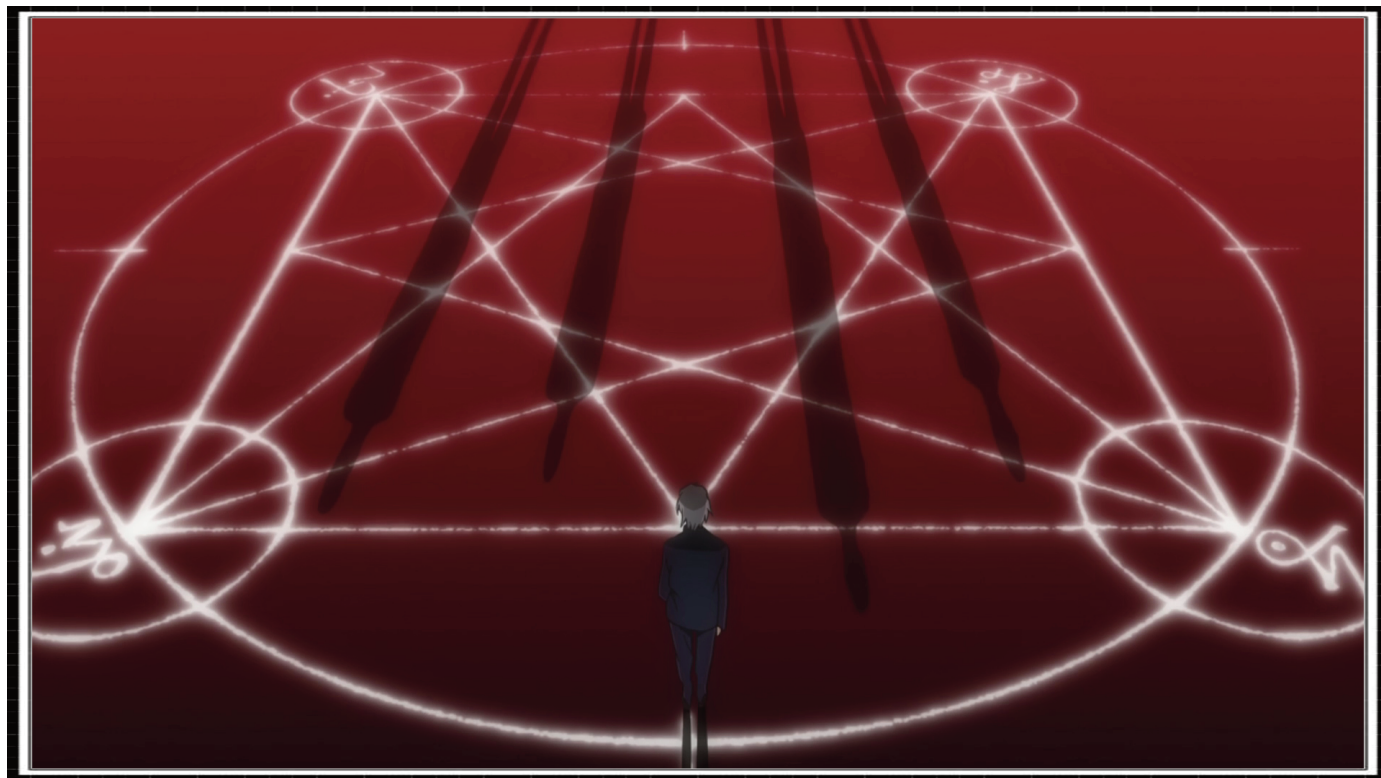
**Touched by an Angel:** An Angel makes mental contact with a pilot, and attempts to learn as much about them as possible. This has predictably hazardous results for the PC in question, and they are very likely going to lose quite a bit of their self-image as well as mental integrity from the ordeal.

**Trial of the Century:** With great power comes great responsibility. This is a lesson one of the pilots should have learned **before** blowing up part of humanity's patrimony, causing an entire city to be sent into the bottom of the sea, or redirecting a meteor shower to use as a weapon. The character will be put on trial, and it's up to the rest of the group to ensure they aren't imprisoned... or worse.





# The Room



One day, a player character wakes up in a bizarre interrogation room with no idea where they are or how they got there, surrounded by what seems to be interrogators and a mysterious overseer. One player will take the role of the captured PC. The other players will each play as a member of the interrogation team.

The objective of the captive character is to find out what specific act or omission they took that led to their internment, what the interrogators want to discover, why this information is of perceived importance, and principally to prevent the interrogators from achieving their objectives in time. The objectives of the interrogators are to gain a reasonably complete account of the events leading up to the act or omission, have the character confess to the act or omission, explain why they did or failed to do it, and to prevent the captive from achieving their objectives. Both groups are dangerously uninformed by their superiors, neither of them know what it is the other group wants to know, and neither of them can afford to let them find out.

The act in question need not be one that is of crucial importance to the plot of the campaign. The interrogators could just be trying to reconstruct the events that led to someone passing out at a party from drinking too much; the methodology of the people the interrogators work for is a strange one that could have the interrogation as an end in itself and not just a means. However, it is recommended to at least make it look like its relevant to the campaign's themes at large.

There are, of course, complications. The PC is currently under the effects of an interrogative drug. They must reply to every question asked of them, and cannot reply with a falsehood or an answer that is substantially the same as a previous one. They can only ask a maximum of one question after the entire group of interrogators has already asked one. They may not break these rules at all due to the effects of the drug and will in fact feel compelled to play along.



This exercise being as much a test of ability as it is of endurance and loyalty, the interrogators are similarly constrained by the procedural rules of their organization, and an overseer under the control of the GM will be with them to ensure that they don't make mistakes. They must answer questions truthfully and without repetition, save for those that would directly fulfill the captive's objectives, they must ask questions in turns and may not ask more than one question each without allowing the captive to ask a question of his own, and they are not allowed to physically harm the captive or allow them to be harmed. An interrogator that breaks the first three rules will lead to the overseer pressing a button to inflict a "motivational" electric shock to the interrogator that breached the rules, should this happen two more times or if they break the fourth rule, they will immediately be "removed" from the room and their future will be uncertain at best.

To complete an objective, the captive or an interrogator must tell the DM the required information needed to complete said objective. The DM must truthfully confirm or deny their guess, with only a confirmation obviously counting as completing an objective. The interrogators are also working to a deadline, set by the GM, that shouldn't be more than a single session's time. Only the GM is allowed to know the amount of time remaining.

If the captive successfully completes all his objectives or time runs out, an alarm sounds, and the interrogators gather all material from the room and flee, with NERV agents coming in minutes later having been notified instantly of the captive's whereabouts.

If the interrogators complete all their objectives, they briefly congratulate each other, collect their items, and leave. Only an hour later will the captive's restraints slacken, and the call to NERV be made.

Either way, for going through the exercise (willing or not) the NERV branch will find itself with an influx of 10 Surplus for mysterious reasons. Interrogators that performed well on the exercise may return as side characters and the captive may or may not recognize them. If the captive was particularly notorious in his roleplaying then he might gain bonus corresponding talents or skills such as Talented (Scrutiny) or even Orthoproxy (from DH) up to the GM's discretion.

The real truth behind this exercise is wrapped in mystery, but it may or may not be SEELE playing mind games with everyone and testing the mettle of the Pilots as well as that of their Agents.





# Touched by an Angel



However it has eventuated, one or more of the player characters have somehow established direct contact with the mind of an Angel in the style of Leliel or Armisael and cannot willingly end this process. In an effort to understand the true form of the character, the Angel intends to brutally and systematically deconstruct every element of their personality, stripping away every last comfortable illusion and satisfying falsehood. Needless to say this experience will be extraordinarily harrowing.

The characters who are locked in a mind trip are the Encroached. Their only goal is to make it through the experience.

A number of personality issues between 1 and 5 from the Encroached are chosen, and are given a Disquiet rating according to how unstable the Encroached is in that area. Irrelevant issues, those a character has long accepted, have 1 Disquiet. Quirks, or issues the character doesn't particularly like but has accepted, have 2 Disquiet. Flaws, or issues the character doesn't like but can deal with, have 3 Disquiet. Deficiencies, or issues that the character is particularly uncomfortable with and has avoided dealing with, have 4 Disquiet. Complexes, or serious issues that a character has avoided acknowledging and is unprepared to accept, have 5 Disquiet. Choose no more than one personality issue of each rating.

The GM will start with the issue of weakest rating, likely an Irrelevant one, and go up from there. The Angel will craft an illusory world for the Encroached, where it will attempt its dissection; the scenario should be crafted to the specifications of your encounter, but should you be feeling uncreative you may use the following set of tables for inspiration.

Add a modifier of +20 to the results if the Disquiet level of the Issue at work is of 2 or 3, and a +40 modifier if it is of 4 or 5.

Roll Result	Where you are:
01-05	In your bedroom.
06-10	In another familiar bedroom.
11-15	In your family's kitchen.
16-20	Outside an unfamiliar house.
21-25	In a public train car.
26-30	At a bus stop.
31-35	In the middle of a deserted hallway.
36-40	In a very busy city street.
41-45	In NERV's Command Room.
46-50	In the Operation Director's office.
51-55	At the movies.
56-60	In a military transport aircraft.
61-65	In the back of a car moving uncomfortably fast.
66-70	Onstage, with a vast audience.
71-75	Inside your Entry Plug.
76-80	In pitch black darkness.
81-85	On the moon.
86-90	On a hellish battlefield strewn with dying men.
91-95	Inside an Evangelion Boneyard.
96-00	On a mass of mutilated clones of you.



Roll Result	Next to you is:
01-05	A group of familiar figures from your childhood.
06-10	One or more of the other pilots.
11-15	Yourself as a child.
16-20	One of many familiar faces of NERV.
21-25	That one guy or girl who's always everywhere.
26-30	Your most idolized hero.
31-35	Your most hated enemy.
36-40	The person you love the most.
41-45	The person who has hurt you the most.
46-50	Your entire immediate family.
51-55	Everyone you've ever cared about.
56-60	A vast crowd of unfamiliar people.
61-65	A very familiar historical figure.
66-70	A very familiar fictional character.
71-75	The entire cast of your favorite work of fiction.
76-80	You, identical in every detail.
81-85	An uncanny valley version of yourself.
86-90	A gruesome and sickening caricature of you.
91-95	You. So many of you.
96-00	An invisible voice identical to yours.

If you want to distract, confuse or add additional pressure to the players, you may also roll on the following charts to give the scene its own quirk, and to make it particularly disturbing.

Remember these charts are by no means restrictive, and are only intended to serve as inspiration. If you want a certain result, feel free to simply choose the results you want, or even make up your own sequences entirely. Just keep in mind that they should get progressively more disturbing as the Issues become more serious.

Roll Result	What they are doing:
01-05	Having small talk.
06-10	Playing a simple game.
11-15	Arguing bitterly and expecting you to side.
16-20	Crying their eyes out and unable to explain why.
21-25	Laughing uncontrollably at every little thing.
26-30	Discussing your immediate future after this.
31-35	Acting like you have something contagious.
36-40	Acting out a scene from a work of fiction.
41-45	Asking you play a game you can't understand.
46-50	Making sexual advances towards you.
51-55	Attempting something suicidal.
56-60	Handing you objects pulled from... somewhere.
61-65	Asking questions in a strange language.
66-70	Acting out a scene from your life, but modified.
71-75	Acting out a scene from somebody else's life.
76-80	Making every possible effort not to face you.
81-85	Struggling to understand a simple concept.
86-90	Floating instead of walking.
91-95	Subjecting you to a surgical procedure. Awake.
96-00	Congratulating you for... something.



Roll Result And strangely enough:	
01-05	Everything looks two-dimensional.
06-10	Everything is in the wrong colors.
11-15	Characters talk without opening their mouths.
16-20	You can't stop saying what you're thinking.
21-25	Characters disappear and reappear at random.
26-30	The clothes on the characters keep changing.
31-35	The characters have each other's physical traits.
36-40	You cannot hear anything, not even your voice.
41-45	You feel like you want to vomit your heart out.
46-50	You feel lust for a character, knowing it is wrong.
51-55	You are completely paralyzed.
56-60	You suffer from stigmata.
61-65	Everyone projects a visible A.T. Field.
66-70	The characters look like the living dead.
71-75	All of the characters have angelic masks.
76-80	None of the characters have any facial features.
81-85	Everything is burning, but not everyone.
86-90	Characters strangle, beat or flay alive another.
91-95	The characters slowly dissolve into LCL.
96-00	The characters cannibalize themselves.

In the middle of this occurrence, a voice (that of the Angel or the characters themselves under control of it, or even under control of the other players themselves) will begin to question their Issue and ignore whatever else they were doing. The player can respond in three different ways; with Denial, Justification, or Acceptance.

**Denial:** This method consists of outright rejecting the claims. When the interrogation over said Issue is complete, the denying player Tests Willpower. The GM should add or subtract circumstance modifiers based on the character's performance in the dialogue. A successful Denial results in the character outright ignoring and disregarding even the harsh questioning of the Angel, and simply shouting the subject down, but gaining a number of Insanity Points equal to the Issue's Disquiet multiplied by 1d5. On a failed Willpower Test, they lose an amount of Ego Barrier equal to the Issue's Disquiet rating multiplied by 1d5 as they fail to protect themselves from the inevitability of their flaws.

**Justification:** The second method instead involves the player accepting the trait, but rejecting the Angelic view with sheer force of reason and persuasion. The character must Test Fellowship, once again with the GM providing a circumstance modifier and taking into account their skillset. Should their justification be enough for the Angel's inquiring mind, they gain Insanity points as in Denial as the creature probes their mind further to absorb this information into itself. If they fail to sway the Angel, they receive Ego Barrier damage as in Denial, as they become more and more paranoid of the validity of their own beliefs, disrupting their sense of self.

**Acceptance:** This is the simple tactic of accepting the Angel's judgment of your true self, and moving on. If the player character truly demonstrates the capability to do this, they take Ego Damage equal to the Disquiet of the trait, as they are forced to review their sense of self in a critical light, but move on. If, however, the player attempts to deny or justify a construction, they have to use one of the above responses, and can no longer accept the claim.



The Angelic contact ends when the Encroached has successfully denied, justified, or accepted all Issues, or when the GM chooses not to continue. Those Encroached awaken to themselves, all-too aware of every moment of the experience, and with a very deeply-scarred sense of identity.

However, the experience of finding their true self, however unpleasant it is, leaves the character vastly more resilient to future attacks on their sense of identity.

Add the sum of the total Disquiet ratings presented and of the total number of Issues the Encroached was confronted with. Note this number down and give the Encroached the Cold-Blooded Talent at a rating equal to the annotated number.



Doing this for every player in the case of a group encroachment will be a taxing experience, assigning only one Issue to each Encroached is a possible solution, with another one being to allocate common Issues to the lot of them.

Given the potential for so much possible encroachment damage, the GM is responsible for control over the damage done. While some serious damage should no doubt be taken in exchange for such a powerful reward, the level of damage done should be proportionate to how well the character player performed, and should not be sufficient to remove them from the game unless they had a very weak Ego Barrier and performed very poorly.

The random chart for mind trips may potentially return under a different set of circumstances (and without accompanying Encroachment mechanics), but if you are the type to enjoy inflicting this type of scenario on your players, this idea may have already occurred to you.



DADDY YOU  
ARE SO HUGE  
AND THEY  
WONT LET  
ME HUGGY



# Trial of the Century

One of the pilots has been accused of serious crimes against humanity, and has been ordered in front of the International Criminal Court to stand judgment. The charges are serious and there could be grim consequences for the character if they cannot defend themselves. NERV expects the character to behave.

The other pilots have been ordered to support their comrade as much as possible in their time of need; the OD is to minimize any damage done to NERV's standing with the United Nations.

Select a player to stand on trial as the accused and also choose their most severe act. Use this act to determine their Criminal Index which in turn will serve to define how difficult the trial will be.

**Negligible (50 Criminal Index):** Causing minor deaths or moderate property damage where militarily necessary. Above 5 Collateral through damage in a populated area, or destroying a large important building. These are crimes that would normally be serious but can be excused for the sake of saving the world.

**Moderate (75 Criminal Index):** Causing notable deaths or significant property damage where militarily necessary. Above 10 Collateral through damage in a populated area, or destroying several buildings or a place of refuge. These crimes are significant, but may be justified by the urgency of the pilot's mission.

**Standard (100 Criminal Index):** Causing serious deaths or catastrophic property damage where not strictly militarily necessary. Above 15 Collateral in a populated area, destroying buildings in the tens or several places of refuge, or using weapons or tactics likely to harm bystanders without strict need. These are serious crimes that can only be justified in truly desperate situations.

**Severe (125 Criminal Index):** Causing serious death and suffering where not strictly militarily necessary. Above 20 Collateral in a populated area, willful destruction of places of refuge, or using weapons or tactics very likely to cause serious harm or death to bystanders without valid reason. These are crimes of notorious callousness or cruelty that are only rarely justified by need.

**Extreme (150 Criminal Index):** Causing extreme and undue death and suffering without valid military purpose. Above 30 Collateral in a populated area, deliberate and targeted destruction of places of refuge, or using weapons or tactics certain to cause drastic harm to bystanders without valid reason. These are crimes so brutal that even the desperate necessity of saving mankind has trouble justifying them.

**Inhuman (175 Criminal Index):** Causing catastrophic death and suffering without valid military purpose. Causing above 50 Collateral in a populated area, deliberate and systematic targeting of places of refuge, or using weapons or tactics certain to cause extreme harm and widespread death to bystanders without demonstrable need. These are crimes of such brutality that they could not possibly be militarily valid, such as opening a Dirac sea on a capital city or using an N2 mine in a major city.

**Monstrous (200 Criminal Index):** Deliberately and systematically causing catastrophic death and suffering with no possible military purpose, or deliberately or recklessly using weapons or tactics certain to inflict suffering and death of bystanders. These are actions so callous and cruel as to beggar the imagination, and it will be nigh-impossible to walk free from them. This category of crime should be used for nothing less than activating an Anti-A.T. field or detonating an N2 mine in a capital city.





Once you've set an index between 50 and 200, you can begin the trial. While you can set your index below 50 or above 200 an action below 50 wouldn't be serious enough to actually affront the court, and above 200 the character is almost certain to be executed on the spot and there will also be massive penalties for the rest of the characters. Divide the pilot's Criminal Index by 25 and add 1d5 to the result. That is how many days the trial will last.

Each day of the trial, the character must adopt one of a number of Trial Tactics, with the hopes of modifying their index. Another character must do the part of the defense; it can be the OD, another player, a trustworthy NPC or just any Lawyer with the stats of a Contact as per the OD talent. Each day you make an argument and then Test a particular skill at either a bonus or a penalty, depending on how good a case you make to the GM, of up to plus or minus 30. Characters with Scholastic Lore (Law) may opt to Test that in place of testing other Intelligence based skills.

Each time you repeat a Trial Tactic you take a -10 cumulative penalty with no penalty cap. On a success you lose 1d10 plus Degrees of Success points from your Criminal Index and on a failure you instead gain 1d10 plus your Degrees of Failure to your Criminal Index.

### Trial Tactics

**Justify:** You attempt to explain how in the situation your actions were justified to the Judge, who decides if your explanation is acceptable. Test Deceive, if your justifications are not acceptable the Prosecutor exploits your attempts to manipulate the truth.

**Entrap:** Instead of dealing with the truth, you attempt to create a simple logic trap for the Prosecutor in the hopes of discrediting his argument. Test Logic and on a success the prosecutor's case is weakened, but on a failure the Prosecutor mercilessly reveals your error for all to see.

**Disprove:** You attempt to attack the prosecution's case directly on its facts, trusting in the relative lack of strength of its claims to see you victorious. Test Scrutiny to find holes in their evidence and find legal loopholes to discredit them, fully knowing this will backfire horribly should you fail.

**Appeal:** Instead of arguing on the strength of your claims, you instead rely on the strength of your oratory and test Charm to appeal to the judges emotionally, hoping the accused is not beyond all sympathy. It goes without saying the defendant will only seem more of a monster if you fail at this task.

**Call Witness:** You will allow someone else on the stand to help strengthen your case for the day or focus on cross-examining those the prosecution builds their case on. Choose who to call to the stand and how you will make your point, and then test Interrogation to extract key facts to build your case on. The prosecution will be the one to undermine your standing if you prove unsuccessful at this, however.

**Obfuscate:** You adopt a series of delaying tactics, Test Blather to ensure that neither side achieves anything that day on a success, but if you fail the prosecution manages to build their case further by exposing your strategy and a number of points equal to the Degrees of Failure are added to the Criminal Index of the accused, to a minimum of 0 on a basic failure.





Each day, you may also adopt other tactics to further secure your goal. Sabotage and Undermine require another PC who is not in court or an NPC/Contact to do the required Tests before any Trial Tactics are made, while the others are simpler deals that can be arranged by anyone willing to help the Defendant. The listed penalties are only for failing while still keeping your hands outside of the fire; if the Judges find out about your contempt for the processes of the court, the GM is encouraged to add additional penalties outside the norm. Repeating Sabotage or Undermine will carry off a -20 penalty with each use after the first (again, at no penalty cap) as security and PR becomes savvier and more careful of your methods.

**Sabotage:** Your agents attempt to plant falsified evidence of your actions to weaken the case against you. The acting character must test Security to get his actions past the Prosecutor's legal team. On a success, 1d5 points are removed from the Criminal Index. On a failure, your false evidence actually works against your case and 1d10 points are added to your Criminal Index.

**Undermine:** Your agents ignore the evidence and instead attack the Prosecutor and the witnesses in the media – attempting to destroy their reputation and credibility. The acting character must Test Inquiry to find out this information and pull off the deception. On a success, add a bonus to your Trial Tactics for the day equal to the Degrees of Success on the Inquiry test times 10, to a maximum of +30. On a failure your subterfuge becomes known to the media, who attack you mercilessly for degrading the little credibility they have and your Degrees of Failure times 10 become penalties to your Trial Tactic for the day, to a maximum of -30.

**A Quiet Word:** Your OD seeks to use his influence in the high ranks of the political world to see the case brought to a more satisfactory end. They may spend any number of IOUs, so long as they can justify how these will be able to help your case. For each IOU talent spent in this way, take 25 points off your Criminal Index as shadowy figures in just the right places start leaning on people and making things disappear, scientific minds testify new evidence to your favor, and military officers suddenly approve of your actions.

**Stroke of Luck:** For once, the stars seem to turn in your favour. You may spend a Fate point and add +30 to your Trial Tactic for the day, as an uncanny event just so happens to play right into your hands, and documents are lost, people show up late, and Judges turn out to have a...storied history with the Prosecutor.

**Cut a Deal:** Sometimes you've got to go while the getting's good; you may attempt to end things right there by cutting a deal with the prosecution before things get worse for you. Test Barter, if you succeed you may skip to the end of the trial (without a final appeal to the jury) and lower your Criminal Index by 1d10 plus 1d5 for every 2 degrees of success on the test. You may make your decision after rolling the result. If you don't accept the deal or you fail the test, proceed to the next day of the trial as normal.

Once the last day has ended, the character on trial will have the opportunity to make their final address to the judges before sentencing, and this will be the major factor in the outcome of the case. You may repeat any previous strategy without the corresponding repetition penalty before the jury makes a decision, with a notable modifier tacked on if the accused himself speaks, positive or negative.

Check the character's final Criminal Index after this appeal has been made, and do the sentencing using the following section.





## Sentencing

**Flawless Victory (0 or under Criminal Index):** Your case is a spectacular success, and you are exonerated with such positive publicity that you gain a +10 circumstance bonus on Fellowship tests with civilians outside NERV for the rest of the game. NERV also gains 1d10+10 surplus in compensation from the UN.

**Spectacular Victory (1-10 Criminal Index):** You are exonerated with great fervour and the court's most sincere apologies. The fame earns you a +5 circumstance bonus to Fellowship tests with civilians outside NERV for the rest of the game, and NERV gains 2d10 surplus in compensation from the UN.

**Strong Victory (11-20 Criminal Index):** You are exonerated by a great margin, and supported by the press. NERV gets 1d10 surplus in compensation from the UN for bringing a frivolous case against their pilot.

**Victory (21-35 Criminal Index):** You are exonerated by a decent margin, and suffer no more personal attacks from the press. NERV is awarded 1d5 surplus by the court from the UN for 'legal costs'.

**Pyrrhic Victory (36-50 Criminal Index):** The ICC finds insufficient evidence to convict you and you are freed, but considered widely to be guilty and suffer personal attacks for months to come. NERV is awarded 1 surplus by the court, a small relief compared to not being convicted.

**Loss (51-75 Criminal Index):** You lose the case by a small margin, and are banned from piloting an EVA for any reason for the next 1d10 months unless a 10 surplus fine or a burnt fate point is paid for release. If, during this time, you pilot any EVA you will then be imprisoned in a UN facility for the balance of the sentence as in 'Dramatic Loss'.

**Dramatic Loss (76-90 Criminal Index):** You lose the case badly, and are sentenced to imprisonment for 1d10 months. During this time your character may not participate in normal sessions unless 10 surplus is paid to be released, a fate point is burnt, the character is released due to major circumstances, or simply breaks out alone or with help.

**Disastrous Loss (91-100 Criminal Index):** Between the magnitude of your crimes and the ham-fisted defence you put forward, you lose drastically and are sentenced to death for your horrendous crimes against humanity. Your character will die unless you burn a Fate point to appeal to have your sentence ameliorated to 'Dramatic Loss' as above.

**Comprehensive Loss (100 or above Criminal Index):** The only thing graver than your atrociously poor conduct at trial is the inhumanity of your crimes. Your name goes down in history alongside Stalin, Hitler, Mengele, and Pol Pot. You are sentenced to death with incredible vehemence, and burning a Fate Point will only have your sentence ameliorated on appeal to life imprisonment until major circumstances permit you to pilot again. Such is the public outcry at your monstrous acts that the entire NERV facility you serve at is brought to trial for allowing you to carry on. Each pilot as well as the OD is sentenced to 1d10 months imprisonment as under 'Dramatic Loss' for not preventing your horrific crimes.

The sentencing may seem harsh in the last of the entries, but is proportionate to the amount of brutality on the part of the pilot and inability at establishing a proper defense from the OD. If all the pilots and the OD are imprisoned in this way that branch of NERV will be quietly shut down or have its staff replaced as the organisation proper martyrs your group.

It goes without saying that outright leaving someone outside of the game is a bad idea, and they should be given something to do in their new homely detention facility.



# Horror

Before the obligatory implied comparisons to other tabletop games are formed, we should establish that *Adeptus Evangelion* is **not** primarily a horror game and in fact *Evangelion* itself ranks quite low in the scale of horror, save for some particularly gruesome scenes of gore and suggestions of fates worse than death that may or may not involve what is referred to as 'body horror'.

*Adeptus Evangelion*, however, can do good horror games, the mechanics of DH aren't perfect but they work just fine for that purpose. The nature of longer-lasting characters that slowly have their beliefs and sense of identity eroded with every other encounter makes for an ideal tense environment where you can't tell who's going to snap first. Or when.

These Scenarios have the same basic elements: A proactive need to investigate and press further on with a time limit, a sense of dread from unknown or poorly understood threats, and no mercy regarding any mistakes on the parts of the players. The degree at which each of these occurs varies with each Scenario.

**Nightmare in the 8th Dimension:** The entirety of NERV HQ has been trapped in a Dirac Sea. Strange spacetime bending phenomena haunt the halls of the Geofront, and any misstep could easily prove lethal against the cold, vast vacuum outside.

**Polarity Shift:** A city has been encased in a zone of strange physics similar to an Anti-A.T. Field, and has been expanding at an alarming rate. The Evangelions are sent to investigate and put a stop to this, but their very presence causes the area to become unstable, and if they waste too much time, they will die with the Field and the City it holds hostage.

**The Boneyard:** An abandoned NERV research and development facility has become active on its own, all the players have absolute orders to put a stop to whatever has reactivated the locale. The shadier activities of NERV are brought to the forefront, as the players are constantly treated to visions that, sometimes, hurt as if they were real.





# Nightmare in the 8th Dimension

It's a common viewpoint that the proper use of Dirac Seas is the solution to any problem. After all, what can't you defeat simply by throwing it into another universe and never having to deal with it again? It's a splendidly effective tactic if it works. And making it work just takes power.

Unfortunately for you, the Angels have power to spare. It begins with a strange emergency. Lights in the sky. Dangerous electromagnetic activity. An unknown, omnipresent A.T. Field event. Every Evangelion in Nerv's cages suddenly activating at once. The details are up to you, but the important part is that all of the pilots are rushed to Nerv under the looming threat of something unknown and powerful.

And then, once inside, Nerv HQ is wiped off the face of the Earth. This isn't a joke. All of Nerv HQ is gone. The whole facility. Yes, even the underground parts. Did you have a Geofront? That is gone as well. All of this has been absorbed into a Dirac Sea by a Leliel-esque angel, or perhaps even Leliel itself if you are playing with the canon Angels.

But being ripped from existence isn't enough of a problem for Nerv, not by a long shot. The new location they find themselves in is dangerous: similar to outer space, it's a vacuum of unknown size. Nerv's lockdown procedures, emergency seals, armor layers and structural integrity are well designed to stand up to Angelic attacks, explosives, chemical, biological and radiological weapons. They can stand up to a vacuum. But even so, many outer sections of NERV failed to seal in time, resulting in a massive loss of life as those sections vent their contents.

The pilots are, thankfully, safely inside a sealed section of Nerv. But they are nowhere near their Evangelions. For the sake of the session, the GM should engineer the situation so the Operations Director is with them as well, otherwise their ability to participate in the session would be greatly reduced.

You are inside Nerv HQ, trapped in a Dirac Sea. Vast sections of Nerv are damaged, without power, or even without air. Communications are down and the remaining Nerv staff in position are directionless and afraid. As if that's not enough, the very space you are in is your enemy. Time and reality care little for your preconceptions of how they should work and something vast has the whole facility in its grip, striking blindly to cripple its prey or find its target buried deep inside.

It's time to do what you do every time an Angel attacks: get to your Evangelions and prepare to fight. But today that is going to be harder than it sounds.





## The Slower Path

The stress of the dimensional transportation will have knocked the characters unconscious, if only briefly, and when they awake things will already have begun to take a turn for the worst. Communications are down, to the point that even normally reliable radios or phones get less than static. The lights flicker and the floor trembles from some distant, unseen trauma. You didn't have the time to reach the Command Deck or Evangelion Cages and getting to them is now your greatest challenge.

Your journey is impeded by the fact that the facility itself is in a state of chaos which is made even worse by the Angel's further attempts to destroy NERV. To succeed, the players will need to make their way to key areas of the base to retrieve their Evangelions and prepare to fight the enemy. To do this they need to make Progress.

Obstacle Events are things that will plague the players as they make their way through Nerv. They represent physical barriers to their progress, or inconvenient events.

Many of these Obstacle Events are the result of damage taken by Nerv, such as the Angel making an attack against the building in the same area as the pilots, or a negative effect of the Dirac Sea itself (which exists outside of normal time and space). Successfully defeating certain obstacles will grant the players Progress, but failure could have lethal results.

In keeping with the bizarre nature of time and space within the Dirac Sea it is heavily encouraged for GMs to use the following to heighten the horror: should any character be forced to burn a Fate Point to survive an event allow the Fate Burn but still describe the character's death as normal. Soon afterward have the group encounter that same character alive. This doppelganger is a parallel version of the dead character who lived the exact same life right up until Nerv HQ was absorbed by the Dirac Sea, but whose life since then has progressed differently. Kind GMs may take this opportunity to provide the 'resurrected' character with information or equipment that they did not have previously.

Don't feel that you need restrict yourself to only the following sample Obstacle Events. If you have your own plans for threats inside of the Dirac Sea (such as an Angelspawn encounter or a fiendishly clever puzzle room of your own design) by all means make use of it.

The players may find that they are unable or unwilling to overcome a given Obstacle Event. If so, they may try to find a way around, prompting a new roll on the Obstacle Event chart and losing 2 Progress. If the group ever has -5 or less progress they have wasted too much time to reach their objectives and the Angel has won. What this means for your campaign can be anything from a total party kill (everyone burns a Fate Point and only plot saves them), the Angel stealing whatever they wanted from your bases Terminal Dogma equivalent and/or starting Third Impact, or something far more insidious.

Roll Result	Name	Progress
01-05	Prism Room	-(1d5-2)
06-15	Zeno's Hallway	-1
16-25	Ash Like Snow	-2/+2
26-50	Phase Out	+1
51-55	Lead the Way	+1
56-60	The Corpse	+1
61-65	Timesplit	+1
66-70	Territory Event	+1
71-75	Hallway Collapse	+2
76-80	Broken Elevator	+3
81-85	Blast Door	+4
86-90	Angel Attack	+4
91-95	Variable Gravity	+0, Reroll
96-00	Power Loss	+0, Reroll

Goal	Progress Cost
Store Room	2
Armory	3
Security Station	3
Medical Station	5
Command Deck	10
Evangelion Cages	10
Terminal Dogma	15



**Prism Room:** The players find their way blocked by a room made frustrating by its deceptive simplicity. The light in this room is bending, showing the characters a false location of every space and object. Attempting to pass through this room results in a number of minor injuries due to colliding with objects that aren't where they appear. Every character that attempts to pass through this room may not test skills of any kind in the room (they fail automatically as they base their actions on false information). The players lose 1d5-2 progress as they must use trial and error to find their way out, a time consuming effort. That is, unless the characters figure out the secret: to close their eyes and feel their way through the room. If they figure this out quickly enough reward them by deducting no Progress, but awarding none either.

**Zeno's Hallway:** The players find themselves trapped for some time in a hallway that, despite moving forward, they never go any further down. -1 Progress.

**Ash Like Snow:** The players find an area ahead of them that is covered in a thick cloud of ashes amidst white smoke that refuse to clear away, it's not enough to damage anyone's lungs, but it is annoying and renders everyone blind. The hallway seems to become a formless space, taking turns and changing its dimensions around the group as they move. Occasionally, the players might hear a soft grinding noise, and perhaps even catch a glance of something moving. The group will exit the darkness not on the other side of the hallway they entered, but in another part of NERV HQ entirely. There is a 50% chance of the party gaining or losing 2 Progress from this new change in position. Any lost character winds up in another part of NERV from the rest of the group and must find their way back on their own.

**Phase Out:** The lights flicker off and each player must Test Willpower. When the lights come back on a moment later all the characters who failed are apparently gone. The characters that failed are still present, but cannot be seen, heard or interacted with by any that passed. They can still see, hear and interact with the others that failed, as well as see and hear (but not interact with) those that passed.

Characters that have phased out remain out of phase until this Obstacle Event is rolled again or until 1d5 more Obstacles are passed, whichever comes first. Characters that have phased out will sometimes see... things, such as bizarre shapes or flickering living shadows moving about the base. Sometimes, the shadows might even look back. The group gains 1 Progress.

**Lead the Way:** Have all players Test Awareness. Should any of them succeed they realize that they are being followed. If they are quick or clever they can discover that they are being followed by a haggard-looking duplicate of either themselves or an NPC they know. If pursued or confronted, the follower vanishes. The group gains 1 Progress.

**The Corpse:** The players find a body wrapped up in a blanket in a room or hallway. On closer investigation, it is a member of the group (chosen at random, for fairness' sake), except naked and having obviously died of starvation. Being confronted by their own corpse results in 1d10 Insanity for that character. The group gains 1 Progress.

**Timesplit:** Choose a player at random. At some point their character will slip out of sight of the rest of the group for just an instant, at which point he or she will vanish completely. They are found in the next room you enter, unconscious. When awoken it is revealed that from their perspective everyone else vanished and they spent hours wandering alone, trapped in the same few rooms and hallways before eventually collapsing from exhaustion. They are fine now, but gain a level of fatigue for their trouble. The group gains 1 Progress.

**Territory Event:** Some invisible wave washes over the group, causing their heads to ring and their vision to blur. What just happened is unclear, but it has shaken the characters. All players lose 1d5 from their Ego Barrier. The group gains 1 Progress.



**Hallway Collapse:** The hall ahead of the players is simply blocked by debris and rubble, the concrete stained an unfortunate dark red in some places. Getting through will not be easy and requires explosive charges to deal 30 or more damage to clear a way through. No matter how much damage is done other attacks of any kind simply will not clear this rubble. However, the hallway may be unstable. If an explosive is used there is a 20% chance that the ceiling collapses even more. Anyone within 1d10+10 meters of the rubble takes 2d10+4 damage as the roof meets the ground, themselves somewhere in the middle. Successfully passing this obstacle grants 2 Progress.

**Broken Elevator:** The players need to descend a level and they found an elevator to help them. Unfortunately it doesn't work. Someone must first succeed on a Strength Test at a -20 to pry open the metal doors, exposing the open shaft. Then, they must find a way to descend in a controlled manner, which will probably require rope or something like it, followed by a Climb Test and another Strength Test to open the door on the next floor down. A single explosive charge may be used in place of a Strength Test to automatically open the doors. Should any descending player fail their Climb Test by one or more degrees they fall to their deaths. Successfully passing this obstacle grants 3 Progress.

**Blast Door:** A standard Nerv Blast Door made of heavy reinforced metal blocks the most direct path as part of the emergency lockdown. It will not be easy to pass. The player's Nerv ID cards are of insufficient clearance to override the current state of emergency and even the Operations Director must perform an Intelligence Test at a -10 to remember the verification codes or otherwise make a Tech Use Test to bypass the door. If the Operations Director is deprived of their ID card the Tech Use Test is at a -30. The only other way to pass the door is to destroy it, though the door has 20 wounds, 8 AP, and is immune to anything that isn't an explosive, making it no simple task. To make matters worse sometimes the blast door is sealed for a perfectly good reason. There is a 50% chance that the area on the other side of this door has depressurized and is without air. The pilots will need to cross a distance of 3d10 + 20 meters to the next sealed door and open it in a similar method to pass this obstacle, all the while suffering the full effects of vacuum according to the Dark Heresy rules for such. Abandoning this Obstacle Event at any time incurs an additional -2 Progress penalty. Successfully passing it, whether the other side is vacuum or not, grants +4 Progress.

**Angel Attack:** The players are in a random hallway when the unthinkable happens. With a great crash some massive limb or beam of energy blasts through the wall, floor or ceiling. One player at random has a Blast (1d5-1) attack centered on them, which must be avoided or they take 1d100 damage from a glancing blow of the immense attack. Immediately the room begins to vent air through the massive breach and the surviving characters must make it to the end of the hallway and close the Blast Door there to seal it (requiring either the Operation's Director's Nerv ID Card or a successful Tech Use Test). However, the rush of air is a powerful force, and each character must Test Strength simply to move forward at all, only able to move at half speed if they pass. After 1d5 rounds the hallway is treated as being in a vacuum, and all such effects apply. The survivors get 4 Progress.

**Variable Gravity:** Something is wrong with this section of Nerv, and it's not structurally related. Roll again on the Obstacle Event chart and then Roll 1d10. On a 1-5 the section of Nerv is treated as a Low-Grav world. On a 6-9 it's a High-Grav world. On a 0 the players can walk on the walls and ceiling as if they were the floor. The gravity rules for DH can be found on page 213 of the DH core rulebook.

**Power Loss:** Roll again on the chart, but whatever happens is in a section of Nerv with no power, and unless a light source can be found all characters are treated as blind.



**Destinations:**

Once the players have gained sufficient Progress, they may spend some or all of it to say that they have reached a destination. Since this adventure takes place inside of Nerv HQ the layout will obviously change drastically from campaign to campaign. In light of that, instead of attempting to guess how you have designed your Nerv HQ we will instead provide suggestions of what the players might find at their destination that you may use, modify or ignore at your leisure. You may similarly add new Destinations with their own Progress costs to suit the needs of your base or plan.

**Storeroom:** A simple Nerv storage room or supply closet with a locked wooden door as the only deterrent. Once inside, the players may help themselves to the contents, gaining 1d5 mundane items of their choice that may not be weapons or armor. The GM may veto any item choice at their discretion, though rope and flashlights should be available.

**Armory:** The players reach a locked metal door comparable to one of the blast doors designed to seal the hallways. A Nerv security badge or the Operations Director's Nerv ID will unlock it. Inside this small room are 1d10 sidearms, 1d5 assault rifles, plenty of ammunition for both and 1d5+1 Demolition Charges (as in page 150 of DH).

**Security Station:** This small booth made of metal and glass is located at one of NERV's major internal intersections and serves as a node in the larger security network. Alarming, the door is open and the guard stationed here is nowhere in sight.

Inside the security station is a hardline phone to the Nerv command deck, which may or may not work at the GM's discretion. Similarly, there are monitors that can be used to check the feeds from numerous security cameras in the surrounding hallways which may or may not be used to gather information at the GM's discretion. There is, however, a Nerv security badge and possibly emergency supplies.

**Medical Station:** One of the many small emergency stations in Nerv HQ, this is little more than a large closet with medical supplies used for rapid medical response to those injured who are too far from Nerv's actual infirmary. Inside the players may find bandages, painkillers and other such tools that can be used by someone trained in Medicae (who gain a +20 to rolls when using the Medical Station). The materials here might be used to stop Blood Loss, or remove a single level of Fatigue per person.

**Command Deck:**

When the players have reached Nerv's Command Deck feel free to use one of the following suggestions:

- The Command Deck is in chaos. With communications down, all personnel have flooded Nerv Command in person to receive orders and demand explanations. The OD will have to handle the mob before any work can be done...
- The Command Deck is abandoned with a post-it note proclaiming that the staff has retreated to a backup Command Deck. It will require an additional 3 Progress to get there.
- The Command Deck is structurally fine, but populated by flickering shadows of the Command Deck crew. You can see them, but not hear them. A character who attempts to touch one of them inflicts both 1d5 wounds to themselves and the crew member





**Evangeliion Cages:**

When the players have reached NERV's Evangelion Cages (or a similar area of the Base of Operations), feel free to use one of the following suggestions:

- The Evangelions are already active, but remain locked in place with no engineering crew to facilitate their release. Once the players are inside each Evangelion must Test Strength to free themselves before they may continue.
- The Eva Cages have lost power and the team of engineers sent down to active the backup generators manually never came back. Guess what you have to do...
- A black, phantasmal thing inhabits the Evangelion cage, wrapping itself around the Evas with dark tendrils. Its purpose is unknown, but you will have to find some way to force it back if you want to use your Evas.

**Terminal Dogma:**

When the players have reached Terminal Dogma (or a similar area of the Base of Operations), feel free to use one of the following suggestions:

- The thing stored there is in the grips of a black, phantasmal thing. It may or may not already be active in some form.
- A large black sphere exists in place of what you expected to find. Is this the core of the angel? Or something else?

**Getting Home:**

Once you have successfully reached your Evangelions and prepared NERV for the fight to come it's time to destroy the Angel and go home. However, that is not as simple as it sounds. In a way, the very Dirac Sea Nerv inhabits may very well be the Angel itself. GM's are encouraged to select one of the following options as their chosen option for returning the players home.

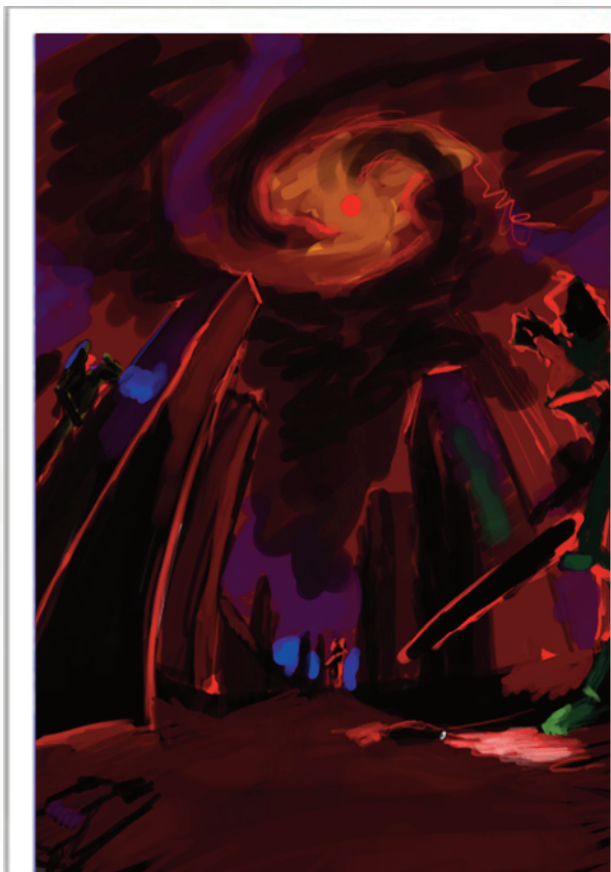
- Somewhere in this extradimensional space is the Angel's core. They just need to find it and destroy it, though the angel's ability to influence time and space will not make that easy...
- Self destructing an Evangelion Core to collapse the Dirac Sea, requiring fine-tuned control of the process by the MAGI and the burning of a fate point by the pilot of the unit used. Failing to burn Fate means that the unit is not salvageable afterwards.
- Making use of whatever is held inside of Terminal Dogma. The details are up to you, though if the players have not been made aware of what they are guarding yet this could be your grand reveal.
- Generation of an Anti-AT Field.
- Your A.T. Tactician manifesting a Dirac Jaunt and burning a Fate Point in the process to collapse the Dirac Sea and return home.

It should become obvious after a quick read that this Scenario is incredibly lethal, its placement in the campaign and the rewards for success should thus be adjusted accordingly. Consider the following options:

- Awarding everyone one Fate Point, whether they've had to burn or not during the Scenario.
- Make the characters age considerably during the experience, this naturally shores up for some of their most immature qualities, giving them a boost of +5 to their three lowest Characteristics (other than SR).
- Provide experience as if getting to the Evas was an Angel encounter in itself, essentially doubling the amount of XP usually provided.
- Count up the sum of their total Progress earned during the course of the Scenario and add it to their final surplus after the fight, as being literally stuck in a pocket dimension has given the Science Team a ridiculous wealth of data on things only vaguely considered theoretical until then.



# Polarity Shift



During the last battle, a pilot or Angel resorted to using an Anti-AT Field close to an inhabited city, despite the dangers involved. Despite the victory, the aftereffects of the Anti-A.T. Field have somehow persisted, resulting in most of that city being enveloped within a 5 kilometer radius sphere. The sphere (dubbed the Anti-Territory Zone) blocks all vision and sound from inside the city, and exploratory teams sent to investigate have universally failed to return.

The field seems to somehow be altering local physics, and to make matters worse it seems to release a strong burst of an unknown form of energy every five minutes.

The pilots have been dispatched into the Field to investigate exactly what is going on, as the A.T. Fields are the only known form of protection against this phenomena... but will also trigger them to become increasingly more powerful.

The pilots may also find personnel, material, and civilians to rescue, but the primary goal is to establish the cause of the Anti-Territory Zone and, if possible, stop it.

Be careful. Due to the uncontrollable forces in the area contact with the outside will be difficult once you enter the Anti-Territory. Pilots will not know of this until they themselves enter as the phenomenon is impossible to fully understand. This loss of communication may be partially prevented, such as by spending an IOU (R&D) on highly specialized gear, but considering its necessity will not be known until after the fact this is doubtful to be of much help.

The players will enter the Zone, and quickly be cut off from all communication. They will also stop receiving power from their umbilical cables, but this will not cause them to lose power. They will not realise this unless they check. You may put a number of useful materials, or even military equipment and personnel that failed to return, inside the affected area.

Any person found in the area will be extremely hesitant to accept help, feeling the Evangelions' A.T. Fields and recoiling in fear from them. These people may be insane beyond recognition and are very likely to have Instabilities or Coherency Disruptions.

The Zone has had extremely strange effects on the area it covers, so it will help if you describe it as strangely unsettling, particularly the feeling of abandonment and fear it gives off.

In the centre of the Zone will be a single dense point of energy. This is a collapsed Anti-AT field in a form similar to that of an Angel's Core, and it is what is causing the Field to exist. The players will not be able to gain much useful information from it, other than that it is most likely the cause of the Zone. An assortment of related Lores will help to distinguish its nature, as will being an A.T. Tactician or Angel Hybrid.



The players can dispose of it by creating another Anti-AT field on it to cancel it out, attempting to neutralize it (necessitating at least a total ATS of 20), by containing that area in a Dirac Sea through any Dirac Sea A.T. Power, or an idea of their own. If they do, the affected area reappears as it was beforehand, minus the people in it that were not found by the players.

This will not be easy. Every five rounds spent in the Anti-Territory Zone and every time the players attempt to touch, shoot, or interact with the singularity point that is its center will create a Polarity Shift. This is a burst of perverse energy that radiates from the singularity and moves in a quick wave outwards, drastically changing the way the local area works.

As long as the players have their A.T. Field Spread, this will not cause them undue harm. If they do not, they will take 2d10 Ego damage; the energies of the Anti-Territory corrupting their physical form before they can flash-raise their fields.

Roll on this table to determine the results of the Polarity Shift. If you roll a result you already rolled, add a +10 modifier to all future rolls. This modifier is cumulative.

The duration of the effects varies depending on the particular result.

### Polarity Shift Effects

Roll Result	Polarity Shift
01-25	Lockdown
26-50	The Damned
51-60	The Mist
61-70	Inertia
71-80	Nyctophobia
81-00	Negation
100+	The Big One

**Lockdown:** The Polarity Shift seems to pull a wave of strange crackling energy in from the outside of the Zone to its centre. The Anti-Territory has shifted past the phase of the outside universe, and any interaction with the outside world is impossible. Communications are severed and attempting to leave or enter by normal means is impossible. The quantum disjunction can be torn open for an Evangelion-sized hole by using a Half Action to Test Strength at -10 and Neutralizing for 5. The disjunction will stay open for as long as a player holds it open, requiring to Test again and maintain the A.T. Power every round, then seal itself. This effect lasts until Negation is rolled. If multiple Lockdowns occur, each one must be addressed in order to leave the area by normal means.

**The Damned:** A Polarity Shift almost too fast to see will pass the players, and leave behind all the citizens that vanished in the Zone. They will carry out their lives as normal, and remain ignorant of the conditions of the Anti-Territory, the presence of survivors found prior to this event and the Evangelions or their pilots. If their attention is drawn to any these, they will acknowledge it, but pay it no mind. They are subject to the altered conditions in the Field, but will not consider any of them at all odd. This effect lasts until Negation is rolled or this effect is repeated; if either one is rolled, the citizens will then all panic and starting running from the Polarity Shift that is emitted from the collapsed Anti-AT field, only for each of them to turn into a red cross of light as it passes them or if they manage to reach the edge of the Zone. On top of this disturbing sight, the pilots must test willpower or suffer 1d10 damage to their Ego Barrier as the strangely aligned energies threaten to bypass the protection of their Evangelion's field.

**The Mist:** A relatively slow Polarity Shift comes from the heart of the Field. Where it passes, it leaves a dense form of light, almost like a bright mist, of a dark reddish colour. The players may see shadows the size of their EVA moving in the mist, but only ever from the edge of their vision, and everyone is at a -10 penalty to their perception. This effect lasts until the next roll, if you rolled a 55 it lasts until Negation is rolled instead.

**Inertia:** A wave of intensely bright light passes the players. Nothing will have seemed to happen. However, gravity no longer affects the area and everything that even barely moves begins to float, and works just like if using the rules for Evangelions in space. Players must test Acrobatics to even be able to change direction if they don't have any suitable means to move in Og. This effect lasts until the next roll, if you rolled a 66 it lasts until Negation is rolled instead.



**Nyctophobia:** The Polarity Shift passes as a sudden wave of darkness. Dark and light will swap. Any lighted area will become dark, and any shaded area will become light. Anything that produces light will instead project darkness instead, and anything that shades will produce light. The shadows will slowly take over the visible areas, and the more that time passes, the more it feels like they will be engulfed in it and eaten alive; all the pilots must Test Willpower against Fear (1). This effect lasts until the next roll, if you rolled an 77 it lasts until Negation is rolled instead.

**Negation:** A particularly violent and visually dramatic Polarity Shift occurs, in a vast wake of indescribable colours and vast sound. When it passes, everything seems to have reverted to normal. All effects rolled until now end. Add another +10 modifier to all future rolls. Choose a player and roll under Halaliel's modified Perils of the Warp table, replacing Dark Summoning with another Polarity Shift roll, and Warp Feast with The Big One.

**The Big One:** From the center of the Anti-Territory comes a very slow wave of red energy, giving off a sound like all of reality being crunched. Anything unprotected by an A.T. Field that this energy passes is transformed into something utterly anathematic to description, as the laws that control our universe simply cease to exist. Targets with a spread A.T. Field such as Evangelions will instead receive 4d10 R damage that ignores Armor and Toughness, their pilots will gain that many Insanity Points, and will also remove that amount in points to their Ego Barriers. This wave first covers 1 dm around the Core and exponentially increases in size thereafter every round (2 dm around the Core, 4 dm around the Core, etc) though it will not go outside the edges of the Zone even if the math would dictate otherwise, once it has reached the edges the entire contents will seem to expand dramatically, then vanish into a pinprick that explodes with a silence that ceases all noise. Anything and anyone that did not escape the Field is utterly lost and nothing short of burning a Fate Point will say otherwise.

The mission will end with the Core being safely contained or rolling The Big One, whichever happens first. Either way, the results will be dramatic for NERV, as they must explain what happened and what, if anything, they can do about it. The pilots may be rewarded for saving the city if they contain the breach, and may be punished if they caused its catastrophic loss. In any case, there will be extensive debriefs for all pilots, and the science team will be extremely busy. The wealth of scientific data that comes from studying the events will see the pilots rewarded with 1d5 Surplus if the city was lost, and 1d10+10 Surplus if it was saved, as a result of the spectacular breakthroughs in research the data allows plus a bonus for saving off on otherwise dreadful PR costs.

If you feel like raising the difficulty for this Scenario you may include actual enemies within the Zone, such as having the shadows created by The Mist be copies of the Evangelions that attack them. You could also choose one pilot every round and have them suffer the effects of Leliel's Engulf for the duration of Nyctophobia. And you could even do with ditching the table entirely and simply having the effects slowly escalate from The Damned until Negation, and ending it with a combination of Lockdown and The Big One.





# The Boneyard

Something has gone wrong in a decommissioned NERV facility. The facility responsible for development of the Evangelion and the entry plug has been shut down for five years without any major incident. Earlier today, contact was lost with all personnel maintaining the site. Satellite imagery showed unexplained visual and electrical phenomena for a period of an hour before a dense cloud layer emerged over the site. No staff member previously stationed at the facility has been found. A special response force will be dispatched to clear the site for NERV investigators and science personnel. The OD has been given the job of leading this team in the clearing out of the facility while reporting any exotic phenomena, under the Commander's orders. The pilots have also been assigned to this unit, on the assumption that the agency causing these phenomena may have gained access to Evangelion technology and material.

However, the facility is far beyond the reach of any umbilical cable. For this mission, the players will receive an experimental N2 Reactor (detailed in Anomalous Materials) that will provide all of them with power to last for the entire Scenario at no cost, additional reactors may be purchased with Surplus.

The Operations Director will be dispatched in a command VTOL overflying the suspect area to ensure this mission runs smoothly and effectively. Part of his mission is to ensure that the Evangelions are returned unharmed as a first priority, and second, to confirm the cause of this phenomena. The OD will have been informed that this facility was the development and testing facility for Entry Plugs and Evangelions, and that it was closed down five years ago when unknown, but similar phenomena resulted in the death or disappearance of all but a handful of staff on-site.

The NERV science team believes that the cause of both events has something to do with the death of the genetic mother of the mass-cloned test subjects during a failed demonstration of the AT field. The science team has requested the OD regain test logs from the three independent networks on the site: the Proving Grounds Observation Deck, the Neural Research Mainframe, and any mainframe containing incident reports referencing 'the Pits'. The OD may consider this a secondary priority. The OD is strongly suggested to keep these files and their contents secret from the pilots and to not read them past the point where their relevance becomes clear.





The Scenario includes three areas; the Proving Grounds, the Facility, and the Pits. Each one of these areas has its own Anomalous Activity Level charts, describing events that will occur in when Anomalous Activity Levels reach each point.

The characters will reach Anomalous Activity Levels by performing certain actions. Unless otherwise specified, AAL is set per room. AAL Delta is reached by the presence of an EVA, an act of violence in P-scale, or reading unclassified documents in the facility, and will generally result in strange but passive phenomena. AAL Charlie is reached by an EVA spreading its AT field, unintentionally damaging part of the facility, or reading classified documents, and will cause much more dramatic phenomena. AAL Bravo is reached when an EVA uses an AT power, deliberately damages part of the facility, or reads documents on the events that caused the facility to close, and causes very dramatic and potentially harmful phenomena. AAL Alpha is reached only in special circumstances, but causes very violent and even deadly phenomena.

AAL Alpha causes phantasmal 'horrors' to appear. These are left up to the GM to define, as their nature varies with the secret behind the facility. Some examples are Angelspawn, biomechanical refuse, Lovecraftian horrors, half-human half-Evangelion creatures, rotting children the pilot's ages, shadow creatures, or something related to the overall plot of your campaign.

In the same vein, it's up to the GM to decide exactly who can see the phantoms, and their true nature. Whether all of NERV personnel can see it, or just the sync-capable pilots, will affect how they react to them.

The documents and mainframes players find may contain any number of classified materials, of increasingly sensitive material. Some miscellaneous data may range from plugsuit design, oblique statements about the Lance or similarly powerful artifact, memos to or from SEELE or similar mysterious groups, or other material relevant to your campaign as a whole. This is a great chance to drop clues about the campaign, if you wish.

## The Proving Grounds

The Proving Grounds consists of four large 300dm by 400dm fields, used to field test EVAs. They cover a variety of terrain, with a false city field, a mountainous field, a flatlands field, and a large lake 10dm deep with a 10dm by 5dm pressure tank in it. The facility is in the center of all this, a square and highly fortified building with observation decks looking out over the Proving Grounds.

While the Proving Grounds Observation Deck mainframe has mostly tactical data on E-scale combat, there may be some recognizable names of current NERV personnel in it, as well as (possibly outdated) information on Angels. By accessing the computer it is possible to shut the simulated combat system down. Once AAL Alpha is reached, it will reactivate and cannot be turned off.

**AAL Delta:** The pilots will hear sporadic faint noises, shouting, orders, and weapons fire, sounding remarkably like their training. If a character knowledgeable in NERV training doctrine, such as an OD or a pilot of Neospartan background, can hear it they will recognize it as such.

**AAL Charlie:** The sounds will come much more frequently and slightly louder. A few very faint training holograms will appear, and seem to attack but will disappear without causing any harm.

**AAL Bravo:** The training sounds will become constant and at full volume. More holograms appear, now inflicting simulated damage, dealing 1 Wound of Damage at most.

**AAL Alpha:** Warning sirens sound and the voices start panicking. After a few minutes the voices will only scream loudly and be cut off, replaced by static. Numerous holograms appear, and now inflict full damage as per a Pallet Gun before disappearing.



## The Facility

The Facility consists of two components, the Office and the Factory Floor. The Factory is a 100dm by 100dm space, a massive space occupied by machinery for building E-scale arms and frame components, and is tall enough for the units to enter. There is also an E-scale Armory in a corner, holding weapons as well as quarters for a large security contingent. The Office is a standard office environment that takes up a 10dm by 10dm space in a corner, four levels tall, and can only be entered in P-scale. If the characters are not yet aware of the true nature of their Evangelion, documents in the Office may provide clues. The manager's room will contain a safe with documents referencing the Pits and some of the activities in it.

If the GM is feeling generous, the Armory may contain prototype weaponry, or unique weaponry suited for the Scenario (Such as the example weapons in Anomalous Materials). If you are going to let the players keep the weaponry, you may want to limit the weapons to things that are statistically worse than what they could earn in the near future, or consider carefully how it will impact your game. A more serious GM may want to limit usable items in the armory to ammo and P-scale weaponry; or, if you want to really challenge the players, nothing functional at all and only experimental prototypes that explode on use, or worse.

## Factory Floor

**AAL Delta:** The pilots will hear occasional and faint machinery operating at a distance, conversation, and incoherent loudspeaker chatter in the Factory, and military drill in the Armory.

**AAL Charlie:** The sounds will get louder and more distinct, and faint phantoms of workers will be seen operating the machinery, oblivious to the pilots. Soldier phantoms are standing guard, or doing drills in the Armory.

**AAL Bravo:** The phantoms can interact with the real world, and show up in full force to operate the machinery, producing real items. Soldiers and two Phantom Evangelions draw real weapons from the Armory and stand watch, or fortify the Armory. The chatter is nervous and the atmosphere has a tangible sense of fear.

**AAL Alpha:** Chaos breaks out, alarms sounding and the Loudspeaker advising civilians to flee. The workers panic and run, begging the pilots to help but are overrun by strange insubstantial horrors and slaughtered. The soldiers and Evangelions will defend the Armory against the horrors, but eventually lose. The horrors ignore the pilots unless attacked, and the soldiers will fight back if the players attempt to enter the Armory. Both sides do full damage, and vanish when hit by any of your attacks.

## The Office

**AAL Delta:** The pilots will hear snatches of faint conversation, and overhear copy machines or computers in the distance.

**AAL Charlie:** The sounds will get louder and more distinct, and faint phantoms of workers will be seen going about their work.

**AAL Bravo:** The worker phantoms interact with the office, going about their work nervously. Conversations will mention 'The Pits' and 'Contact Testing'. The phantoms will give the pilots odd looks, but ultimately ignore them.

**AAL Alpha:** Alarms sound and the phantoms react with terror, dropping everything and fleeing, or staying to erase hard drive or shred documents. Horrors burst in and begin slaughtering the workers, who will plead with the pilots to save them. The horrors will ignore the players unless they intervene.



## The Pits

Somewhere in the Factory Floor, there will be an E-scale cargo elevator that can be activated by keycards found inside the Facility. This will lead about 10 dm down before stopping in the Pits; the scientific and developmental core of the facility. The Pits consist of a 100dm central corridor, parallel to two 100dm p-scale observation decks overlooking vast ranks of synchronization test Entry Plugs. At the end of the corridor are Contact Rooms, containing a single partially-assembled EVA torso bolted to the walls and an observation deck with no means of access evident to the outside. The Observation Decks will each contain scattered and damaged pages from files referring to the nature of the testing and 'the Boneyard'.

At the GM's discretion, the main hallway of the Pits may be lined every 20 dm by a pair of inactive pallet turrets that activate at AAL Alpha, firing upon the Evas, but remember that though they may not pose a threat to Evangelions, they are lethal to any P-scale targets - which may include the OD.

Opening the Entry Plugs manually is possible, and there is an empty plugsuit in one out of every five. Several of the plugs are still functional, and will open, close, and start synchronization as commanded by their console on the above Observation Deck. Should a pilot actually attempt to synchronize in one of the Entry Plugs, the GM is encouraged to reward such foolish bravery by at least one of the following: Permanently giving the pilot the Coherency Disruption known as Terminal Disruption, an immediate roll on the trauma table as if they had failed their Trauma Test by 1d10 degrees of failure, mental contact with a test pilot who died in the plug, juicy plot hints, 3d10 of insanity or ego, or anything else they feel is appropriate for such creative stupidity.

The Neural Research Mainframe is here in the Pits, accessible through Entry Plug interface, a master control terminal on the deck above the test plugs, and on consoles in the one single inaccessible observation decks in the Contact Rooms. An Evangelion may break the heavy duty windows protecting the observation decks with no test required, and may lift a P-scale human to the window as normal; however such an act would trigger AAL Bravo. The Neural Research Mainframe has many important clues in its encrypted files, but is filled with enough non-encrypted files to encourage the OD to wipe the frame. If, however, the OD retrieves the encrypted files, they will receive major clues to what happened in the facility.

### Synchronization Chambers

**AAL Delta:** Lights illuminate the test plugs. Faint orders for testing and dictation of results can be heard  
**AAL Charlie:** Faint phantoms of the scientists appear, conducting tests and examining results. Faint sounds of children whispering and crying is occasionally heard from the test plugs.

**AAL Bravo:** The scientists can interact with the equipment, and start panicking over a test result. The LCL pool begins to boil, screams can be heard from the test plugs, and some will begin to leak LCL or blood.

**AAL Alpha:** The phantoms are attacked by horrors, which proceed to break into the test chamber, tear open the test plugs, and remove phantoms of extremely sickly children. The horrors may be attempting to harm or save the children, depending on the GM.

### Contact Room

**AAL Delta:** Strange mechanical sounds come from the corners of the room, the Evangelion torso appears to shift slightly from time to time.

**AAL Charlie:** Shadows can be seen moving in the Observation Deck, and unintelligible phrases come over the loudspeaker. The Evangelion opens its eyes and follows the pilots around the room.

**AAL Bravo:** Strange skittering noises emanate from the shaft leading to the Boneyard. The shadows in the observation deck move much faster, and alarms begin to sound.

**AAL Alpha:** Silhouettes of extreme violence are seen in the observation deck, blood spattering on the windows. The Evangelion breaks free and attacks all nearby with phantom limbs, if it manages to break open the windows and make the observation deck accessible, no obvious means of exit from within are visible.



## The Boneyard

Inside of the Contact Room, a large amount of flooring has been torn out with tremendous force revealing a 50 dm deep E-scale shaft. At the bottom of this shaft is the Boneyard, a 100 dm diameter, darkened and vast tiled room. In its center lies a vast cross-shaped pit of unknown depth extending 50 dm to each side, and containing literally thousands of discarded Evangelion components.

Anomalous Activity levels in the Boneyard will only change on scripted events taking place.

**AAL Delta:** This AAL is reached on entering the Boneyard. There is an incredibly oppressive sense of terror about the room, and strange sounds echo without identifiable sources.

**AAL Charlie:** This AAL is reached on walking 10 dm into the Boneyard. The lights all turn on, revealing an armorless Evangelion at the center of the pit, and is focused on cradling something small. Cries and groans can be heard, as though from a great distance.

**AAL Bravo:** This AAL is reached on entering the cross-shaped disposal pit. Loud groans begin coming from the disposal pit, and childlike cries and screams are heard without any source from the edges of the room.

**AAL Alpha:** This AAL is reached on coming within 20 dm of the Evangelion at the center. This looks up, and opens its hands to reveal a badly-burned female corpse. On spotting the players, it screams, and the facility descends into chaos as the Evangelion and the woman collapse, joining the contents of the pit.

All areas are now at AAL Alpha causing all pilots to Test against Fear (2). Every 1d5 Rounds a number of 1d5 Evangelion Corpses rise from the pit. They will attack the pilots and attempt to drag them into the disposal pit. The living carpet of animated components that are the crawling contents of the pit will try to swallow any Evangelions that are within. Each round an Evangelion spends standing in the sea of limbs it must Test Strength as a Half Action to prevent being swallowed whole and should he or she fail twice in a row, is engulfed. If any Evangelion is dragged inside it will be taken under the surface of the various components, the unit is defeated and only a successful ejection landing outside of the pit will keep the pilot from being killed by the pile as it starts shifting violently. Five rounds later the Evangelion will be expelled outside, its every component replaced with grotesque and hideous new parts, and the Entry Plug completely crushed.

If all of the Evangelions are dragged into the disposal pit, the Evangelion Corpses and the mass of shifting pieces will stop moving, and an alarm unlike any other heard before in the facility will sound urging everyone to evacuate. Whether this happened or not, once everyone is outside the border fences, the entire structure and its surroundings will be fade out of vision leaving only a featureless plain behind.

No matter what the outcome of the scenario is, their superiors seem to be extremely pleased with it now that the facility is gone. Each Evangelion pilot that didn't have their Unit swallowed by the pit gets 3 Structural Upgrade Points.

Looted weapons and the Experimental N2 Reactor may be kept as well, though they may not be upgraded and recycling them should only give 1 WUP.

Evangelion Corpse Profile										
WS	BS	S	T	Ag	Int	Per	Wp	Fel	SR	
50	20	20	20	10	30	30	20	10	100	

Evangelion Corpse Body			
Location	% to Hit	AP	Wounds
Body	01-00	0	2

**Movement:** 6/12/18/36

**Skills:** Awareness (Per), Dodge (Ag)

**Talents:** None.

**Traits:** Size (Average), Strange Physiology.

**A.T. Field Powers:** Deflective Field, Neutralize.

**Natural Weapons:** Slam (Melee; 1d10+2 I; pen 0) Bite (Melee; 1d5+4 R pen 1)



## So what is the deal?

While it's possible to leave the events of The Boneyard a mystery to your players, or as a dangling plot hook to pick up later to fit into the story, many GMs will want to leave clearer clues as to what actually happened, which requires figuring out what happened ahead of time. Listed are a few, but nowhere near all, ideas on this subject:

- The woman seen in the boneyard is an 'Apostle,' a Human/Evangelion pair who jointly evolved into an Angel, and all the phantoms are the last vestiges of her humanity, replaying that scene over and over inside her own head.
- A stealth cloak being tested failed catastrophically, and all humans phased out into the space between time and between dimensions, except for one girl who was testing the Evangelion. Unfortunately, they're not alone there - And the presence of new Evangelions in the area is drawing the 'others' like a beacon.
- This is the aftermath of an attempted and aborted Third Impact that went wrong. Everyone in the facility is now eternally pursued by their own fears, reinforcing their isolationist nature, and preventing unification.
- The entire facility was infested by an angel, which exists in multiple points in time.
- Contact experiment gone horribly wrong. Contact subject (woman in the boneyard) was the genetic mother of the quick grown manufactured test subjects used for entry plug testing.
- The Angels aren't the only threat in the universe. The First Ancestral Race is still out there, and Adam and Lilith weren't the only templates of life. This is the first encounter with this new type of life.
- The events are from a weakening of parallel dimensions, where you, the phantoms, and horrors are all humans, merely in different planes.
- Same as parallel earth above, but the shadow horrors are invaders in the parallel plane, and you're next on the list.
- IT WAS ALL A HYPNOSIS INDUCED LOYALTY TEST BY SEELE

## What about Evangelions caught in the disposal pit?

The pilots of less fortunate units will notice that the support crews are far less pleased about working on any Evangelions that were engulfed by the shifting mass, and that the science team has been watching them with interest. Depending on how unmerciful you are feeling, you could do many things with the Evangelions.

- Keep mechanical balance for everyone and mirror the unscathed units; the 'recycled' units will receive 3 Biological Upgrade Points from the experience.
- Change their Distinguishing Features, either making them reroll or just simply alter them to the following: Fractured Mind, Redundant Organs, Odd Limbs and Patchwork.
- Have the Evangelion be unwilling host of something much more plot-relevant, such as becoming a prime target for Bardiel, gestating a copy of the Archangel Zaazenach, or have it now house the soul of the woman found in The Boneyard.



*Guys, I am so sorry for this.  
I swear I only left the room for, like, a minute.  
Does anyone have another copy of this report for  
tomorrow? If we hand it in like this, Seele 12 is  
going to have our asses.*

*- Seele 56*

This addendum has been included as his admission of guilt (neglectful care of secure documents, maring of our report).

This is his fault and I am not taking the fall for it.

-Seele 44

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