

Tranzistor Zenith RPG: Ze Master's Guide is an expansion to Tranzistor Zenith RPG. In order to use the Ze Master's Guide, you need a copy of Tranzistor Zenith RPG. The Ze Master's Guide changes the original battle RPG into a RPG with a game master.

1) The Ze Master is a player in Tranzistor Zenith RPG that does not take the role of a Giant Robot. Instead, the player who will be Ze Master will be the gamemaster for the game, using Tranzistor Zenith RPG to create a more complex, long-term campaign. There can only be 1 Ze Master, but there may still be 2 to 12 other players taking the role of Giant Robots. These players will be referred to as Player Pilots, since they represent the human controllers independent of the Giant Robots.

2) To start a Tranzistor Zenith RPG campaign with a Ze Master, 1 player takes the role of Ze Master, and the rest of the players take the roles of Player Pilots. Each Player Pilot then creates a Giant Robot, but does not immediately enter into a Battle once all the Giant Robots are made. Instead, the Ze Master dictates when Battles occur, as each adventure in the campaign will revolve around a series of Battles. When a Battle does occur, the Ze Master may create NPC Giant Robots to represent one side or another, or themselves. The Ze Master will also dictate which Giant Robot (and therefore it's Player Pilot) is on which side, and what the terms are for ending the Battle and declaring a Battle Victor (or Victors). Due to limits on chess pieces, no Battle can have more than 12 Robots in it, yet must have at least 2 Robots. Beyond the Ze Master playing the role of NPC Giant Robots in a Battle, everything else in a Battle is resolved by the Player Pilots as in the Tranzistor Zenith RPG.

3) Before a Battle begins and the chess pieces are placed down, the Ze Master may choose to custom alter the chess board to represent a battlefield that might have more obstructions in it, such as a city or an amusement park. To do this, the Ze Master may set any number of Obstacles on the board as long as it leaves enough room for all Giant Robots involved to be placed afterwards. An Obstacle can be represented by whatever the Ze Master can find, but such Obstacle tokens should be about the same size as the spaces on the chess board. No Giant Robot may enter a space that has an Obstacle on it, nor may they include an Obstacle space when determining Range. The Ze Master decides if each Obstacle is Indestructible or Destructible. If an Obstacle is Indestructible, it will remain on the board for the entire Battle. If an Obstacle is Destructible, the Ze Master must give it a Defense Level, an Armor Level, and a Structure Level. A Destructible Obstacle can be attacked just like a Giant Robot, but instead of rolling a die for Defense, the Defense Value is used as the Defense die roll for the Obstacle. If hit, no Part Hit roll is made, as the Obstacle only has 1 Part, with Impact and/or Damage occurring to that Part. Should the Obstacle be reduced to 0 or less Structure Level, it is destroyed and the space reverts to a normal space.

4) After a Battle is over, the Ze Master must decide how and if each Giant Robot is repaired of damage sustained. If a Robot was destroyed in Battle, it must have all of it's destroyed Parts replaced before it can do Battle again. If a Robot had all 6 of it's Parts destroyed in Battle, it cannot be repaired and a new Giant Robot must be made by the Player Pilot. As a penalty, the Ze Master may choose to effect the Giant Robot creation process by having such a player get 2 less BP per Part and 4 less WP overall to spend per each Giant Robot they have lost. To offset repairing a Giant Robot, each Player Pilot in a Battle gets to roll a die after the Battle ends, with the Ze Master rolling an additional die. Each Player Pilot receives a number of Repair Points (RP) equal to their die roll, with any Player Pilot who's Giant Robot was declared Battle Victor receiving an additional amount of RP equal to the Ze Master's roll. Each RP can then be spent the following way: Each destroyed Part has a Structure Level of 0; Every other part retains it's Structure Level from the end of the Battle. When 1 RP is spent, a damaged or destroyed Part is picked and a die is rolled, with the Part's Structure Level increasing by an amount equal to double the die roll, up to the limit of what that Part's Structure Level was at the start of the Battle. Once a Giant Robot is fully restored to it's initial Structure Level for each Part, any leftover RP can be turned into Body Points or Weapon Points as the Player Pilot chooses, with 1 RP equalling 1 BP or 1 WP. Such BP/WP must then be spent on the Player Pilot's Giant Robot. If a Player Pilot is unable to restore a Giant Robot to it's initial levels, that Giant Robot must enter the next Battle as is.

5) Beyond the specific rules designated in the Ze Master's Guide, the Ze Master may alter Tranzistor Zenith RPG in anyway they so choose. Likewise, players may use this guide to alter Tranzistor Zenith RPG without having any Ze Master at all. As Ze Master, the most important task is being a storyteller that explains all details of the RPG campaign beyond just the Battles. Should any Ze Master require research material for their campaigns, look up the Tranzor Z television cartoon series.