

Overview

Keetonian empire strikes, catching the PCs far afield and away from Robot Go.

Once in Robot Go, the PCs must fight to clear the base of invaders.

Robot Go must then fight its way to the forcefield generator, allowing Robot Go to reach the main battleship.

The final showdown sees Robot Go facing off against the God-King, Lord Keeton.

Special Rules

Knockback: Missiles and Plasma Cannons can knock Robot Go off-balance, requiring a Stabilization roll.

Space: In space, Robot Go must score at least a neutral result on a Stabilization roll to move successfully. Unless grappling, Robot Go cannot make Melee attacks in space.

Force Majeure

Villains: Footsoldiers

Each PC is given a quick, introductory scene as they make their way back to the base. Try to allow each PC's specialty to come into play.

When fighting Keetonian footsoldiers, any successful result will remove a footsoldier. There are an infinite number of footsoldiers.

Robot Go... is Go!

Villains: Hovortanks, Fliers

Robot Go starts out surrounded in a military base and must clear the base of invaders.

Hovortanks

Plasma Cannon {[[] [] } Pool}
[[] []] [[] []] [[] []]

Fliers

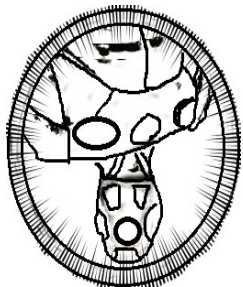
Laser Gatling { [] Pool }

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A game by Geoff Lamb



Adventure

Reetoniian Invasion

Super Robot Gai

Super Robot Gō!

Keetonians
Invaade Earth!
Lord Keeton, God-king of the
Keetonian Empire, has declared
Earth his private hunting
grounds.
The armies of the world are
helpless. There is only one hope
for mankind...

Finale

Villains: Battleship, Fliers
At this point, Robot Go must defeat Lord Keeton's battleship at all costs.

Battleship
Mass Driver { } { } { } { } { } { } { } { } { }
Swarm Missile { } { } { } { } { } { } { } { } { }
Fliers
Laser Gatling { } { } { } { } { } { } { } { } { }

Field Theory

Villains: Missile Tanks, Fliers,
Robot Go must defeat a
forcefield generator. At least
one pilot must bring down the
shields on the generator.

Missile Tank
Missiles { } { } { } { } { } { }
Pool { } { } { } { } { } { }
Fliers
Laser Gatling { } { } { } { } { } { }
Pool { } { } { } { } { } { }