多次元機甲戦士道

MEKTON

メクトン

ANIME MECHA ROLEPLAYING GAME

多次元機甲戦士道

MEKTON

メクトン

ANIME MECHA ROLEPLAYING • MACDONALD • PONDSMITH • WRIGHT

A COLD WIND

The invaders came without warning, from beyond our solar system. With advanced technology far beyond our wildest dreams, they easily defeated our most remote outposts on the edge of space...

R.TALSORIAN GAMES
PRESENTS

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FROM SPACE

THIS BOOK IS DEDICATED TO ANYONE WHO LOVES ANIME. YOU KNOW WHO YOU ARE.

THE KALDAR NEBULA
The homeworlds of the vast Kaldaran Empire, a powerful race devoted to conquest and expansion.

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SPECIAL THANKS TO
- SENSEI HUNDON & SENSEI MCCULLUM (OF THE UNIVERSAL INSTITUTE OF SELF DEFENSE) FOR SOMETHING TO LOOK FORWARD TO
- MIKE PONDSMITH, FOR 10 YEARS OF MECHA FUN
- MIKE JONES FOR ONE HELL OF A CAMPAIGN
- AND LASTLY, JERRY, JOHN, ADRIAN, STEVE, MEL, COUNTLESS MIKES & THE REST OF THE CREW AT GAME-ALOT—IT WAS FUN.

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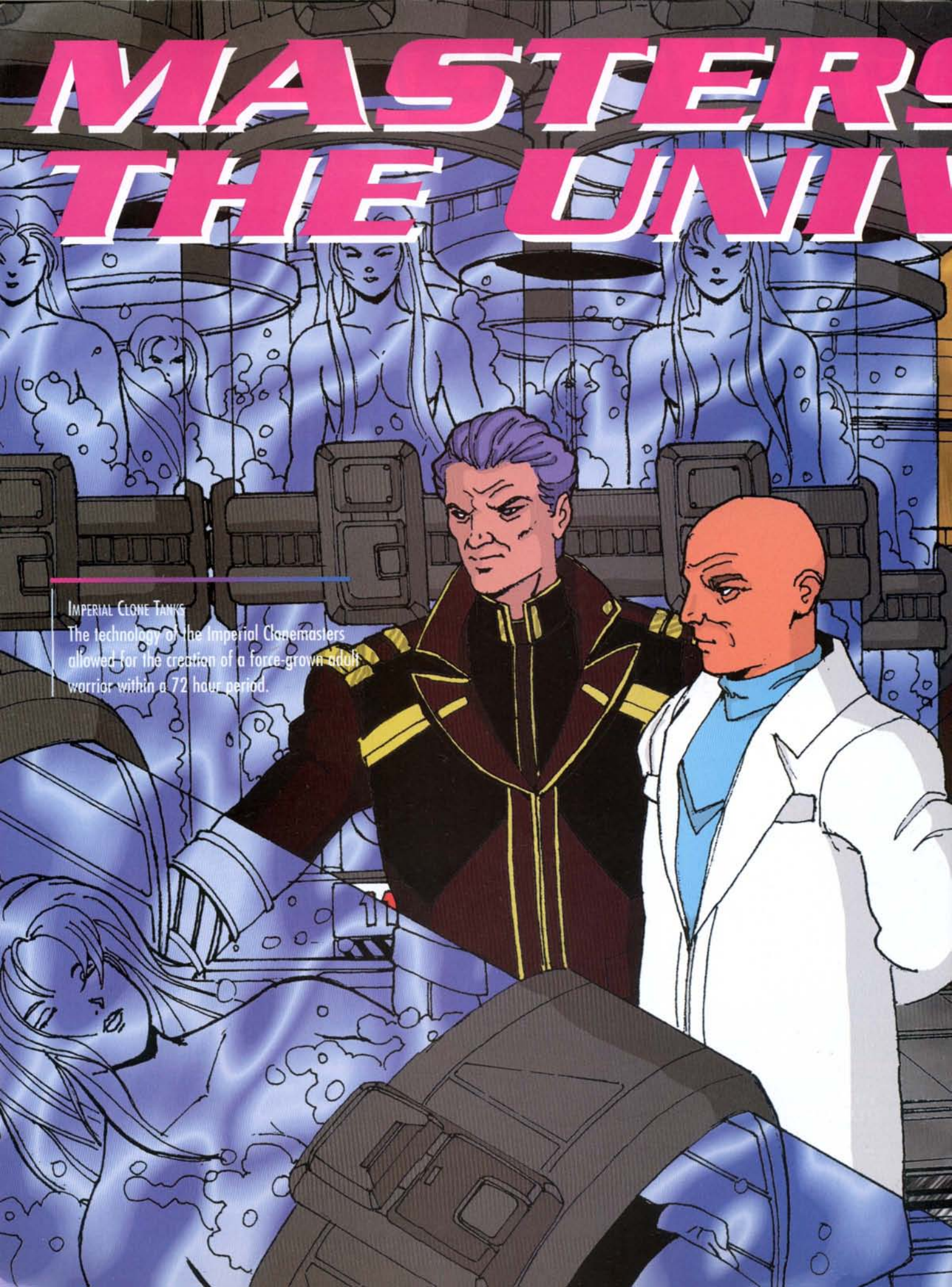
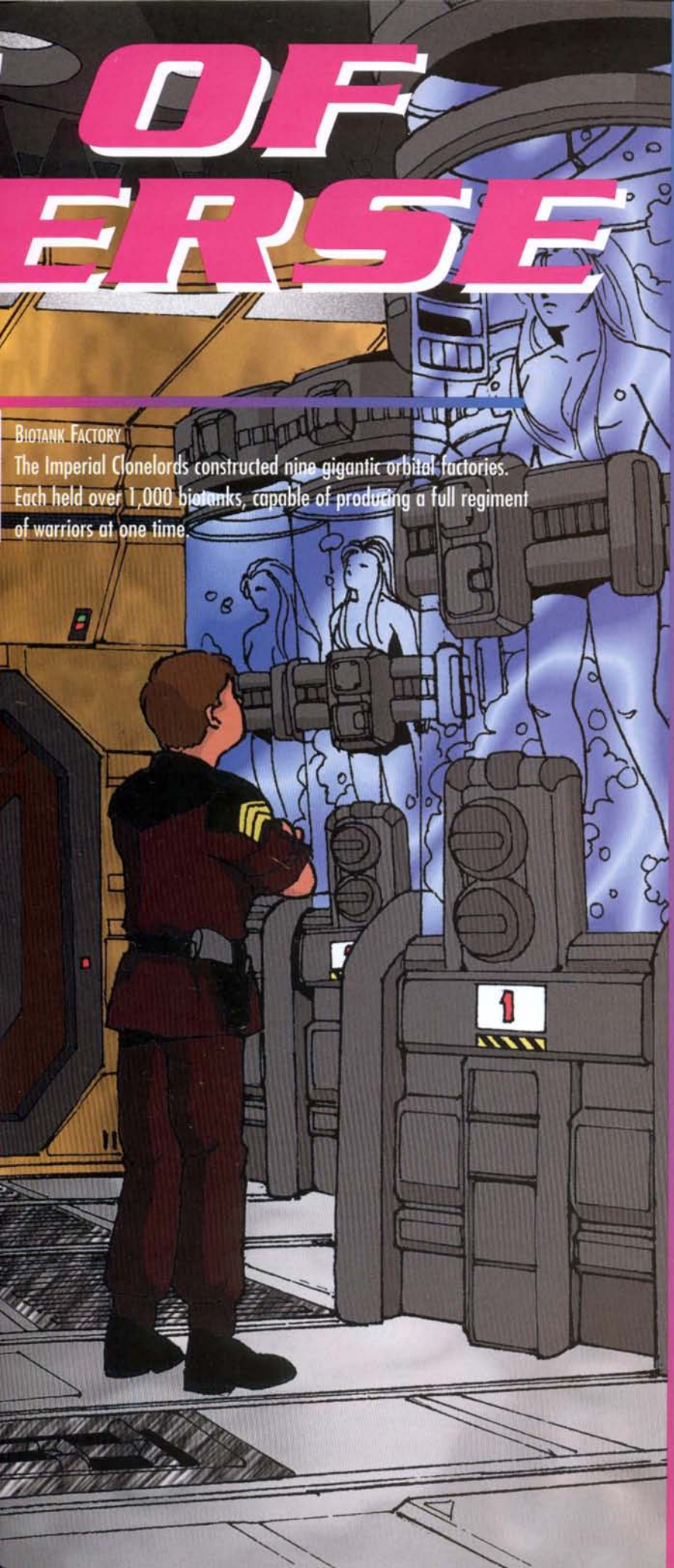


IMPERIAL CLONE TANKS

The technology of the Imperial Clonemasters allowed for the creation of a force-grown adult warrior within a 72 hour period.

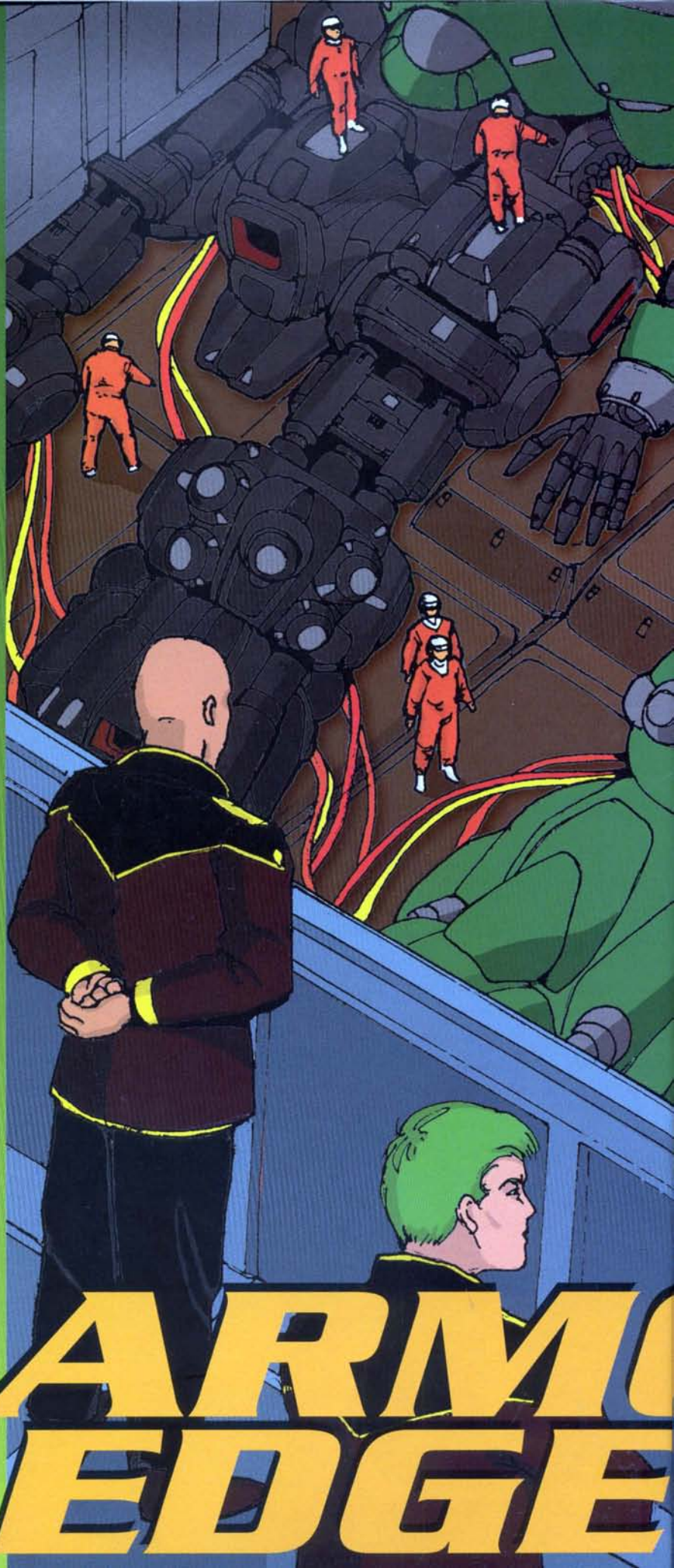
OF ERSE



BIOTANK FACTORY
The Imperial Clonelords constructed nine gigantic orbital factories. Each held over 1,000 biotanks, capable of producing a full regiment of warriors at one time.

They were a race bred for war, whose galaxy-spanning Empire knew no equal in ferocity or tactical brilliance. Millenia ago, they alone had mastered the arcane technologies of genetic manipulation, producing armies of superhuman cloned warriors at will.

But the invaders most terrible weapon was not their cloned warriors, but the war machines they commanded. Titanic armored humanoids, wielding city-vaporizing cannon and beam swords, churned out by the aliens' asteroid factories in an unending flood.


ARMO
EDGE

Imperial Gorgon Soldier [75.35 tons]
Primary "soldier" unit of the Empire, the Gorgon was constructed on a well-armored, mediumweght frame. Primary weapons included a rapid fire autocannon, shoulder rockets and a 500mm magnetic rail bazooka
GMP Myrmidon [4 tons]
The primary construction and EVA unit of the Empire, the GMP was constructed on an unarmored superlight torso without weapons.
Microfusion Magnetic Containment Cylinder
The Empire used a form of cold fusion in its mecha far superior to the primitive thermonuclear powerplants of the Planetary Defense Forces.
R'S

Imperial Furie Aerofighter
Transatmospheric interdiction fighter, armed with twin ion cannon, fusion missiles and a spinal mounted 230 megawatt pulse cannon. Provided air support for Medusa landings.

Imperial Medusa Soldier
Imperial terrorstriker's mecha, piloted by advanced second gerneration clones. A well-armored, light heavy frame with twin beam cannon on the forearms and binary energy-saber arrays. The large shoulder mounted ECM pods were especially effective in confusing the targeting systems of Defense Force units.

Planetary Defense Forces
Although well protected by composite body armor and vision enhancement helmets, the PDF's chemical slugthrowers were generally ineffective against the Empire's armored titans.

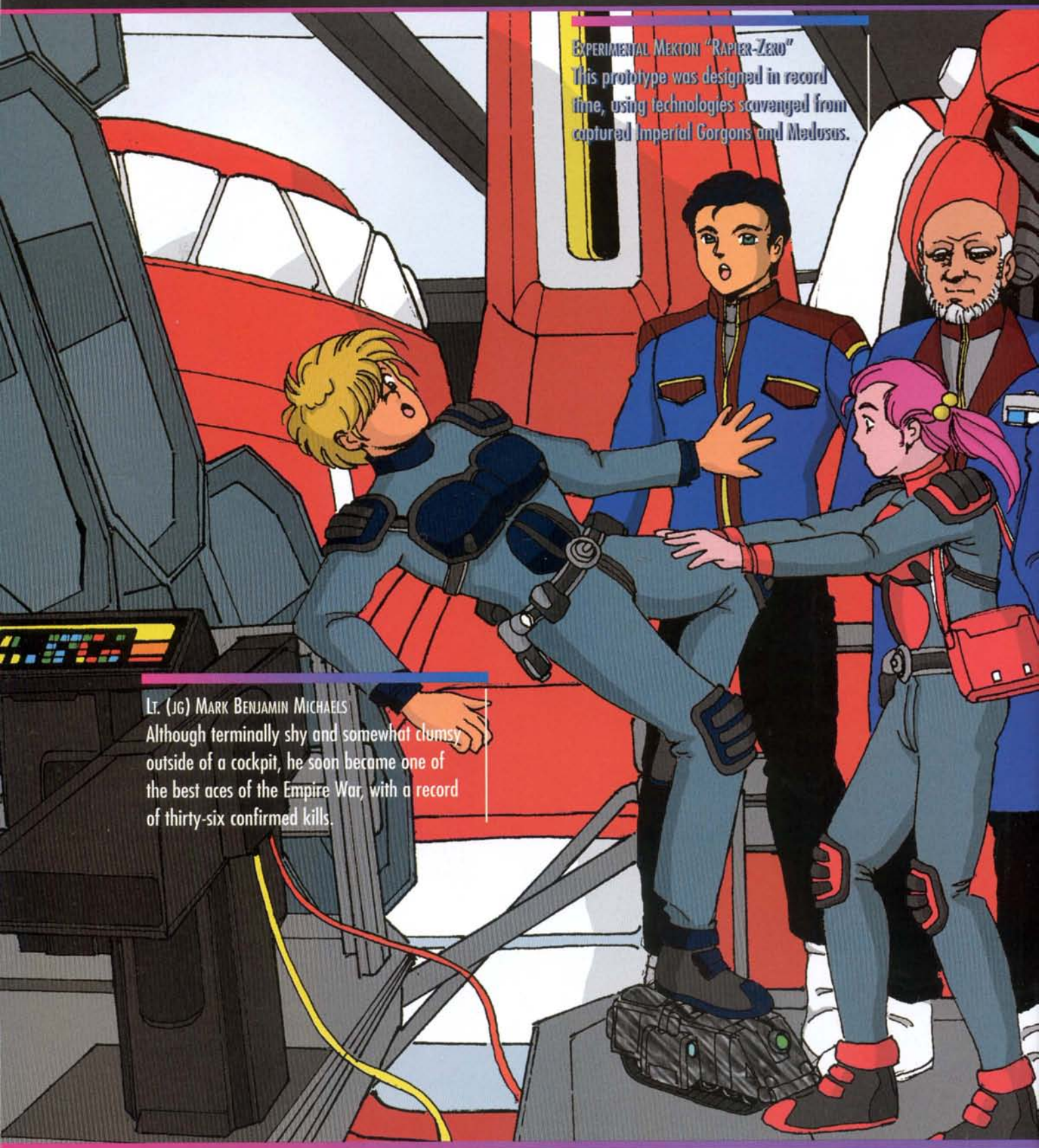
DANGAR!
CIVILIAN ALERT
STAY CALM.
OBEY LOCAL
AUTHORITIES.
DANGAR!
CIVILIAN ALERT
STAY CALM.
OBEY LOCAL
AUTHORITIES.
"Guardian" Civil Defense Armor
The only humanoid mecha available to the Planetary Defense Forces, the Guardian's primitive power systems and semi-auto slug cannons were no match for the Empire's advanced Medusa units.
Desperate Battle
When the invasion came, it was swift and savage. We barely had a chance —

But a chance was all we needed —

SUPERCARRIER "ARASAI"
The flagship in the new armada, the Arasai was a symbol of hope for the desperate people of the world.

ASTRA-CLASS CRUISER
The smallest of the fleet's ships, Astra cruisers carry troops, supplies and ammunition.

Using captured alien mecha-tech, we have built our own fleet to repel their assault—



Experimental Mekton "Rapier-Zero"
This prototype was designed in record time, using technologies scavenged from captured Imperial Gorgons and Medusas.

Lt. (jg) Mark Benjamin Michaels
Although terminally shy and somewhat clumsy outside of a cockpit, he soon became one of the best aces of the Empire War, with a record of thirty-six confirmed kills.

A CALL FO

A fleet crewed by a force of the best and brightest pilots, mecha-jocks and techs our battered world can raise. Most are young and barely trained, but they are our last hope...

OPERATION "PHOENIX" STAFF
A crack team of the best engineers and test pilots available. It was these brave patriots who made the Rapier a viable tool for the salvation of humanity.

R HEROES

FINAL SHO

IMPERIAL GORGON "XANITHES" TYPE
Personal command mecha of Imperial Flight Leader Lars Kandrax, the leading Imperial ace of the Great War. Distinguished from other units of its type by the distinctive "bulk armor" pods on shoulders and chest.

ROSTER OF IMPERIAL ACES
Pictured here are the most important members of the Imperial forces during the Great War. From L to R, Col. Lars Kandrax, Cpt. Gates Shann, Col. Magnar Chron and Lt. Ampar Quint.

Now the battle is joined—a desperate world and its young, untested heroes, standing alone against an alien

WDOWN

COSMO DEFENDER "RAPIER"
The final result of Project Phoenix, Lt. Donchoi Yuh's distinctive orange and white mecha clashed with Lars Kandrax's Xanithes on numerous occasions.

STARCRUISER GALANT
The tiny mechacarrier Galant was one of the most important ships in the Defense Forces. Her brave crew was often the spearhead of the PDF counterattack. From L to R, Flight Cmdr. North Frozen, Captain Henry Antares, Lt.(jg) Mariko Lim and ace Lt. Donchoi Yuh.

Empire and its unstoppable legions of skilled mecha warriors.
And the outcome? That depends on <u>you</u>.

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All of the rules and reference material for creating characters as vivid and interesting as those found in your favorite anime show. From a sixteen year-old pilot in training to a battle hardened veteran of the mecha wars, design the character *you* want.

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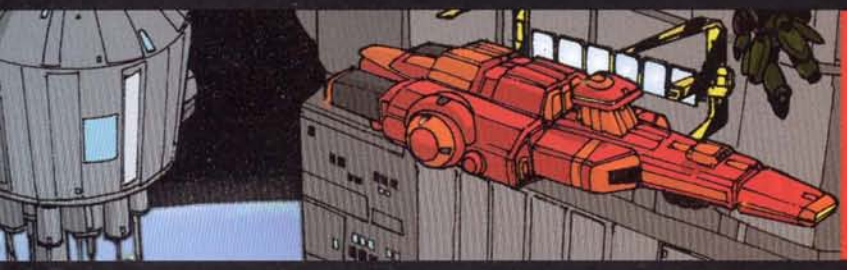


ANIME WORLDS

Enter the premiere worlds of *Mekton Z*: the techno-fantasy planet of *Algol*, with its alien invasions and political intrigue; and *I-Star*, with it's galaxy-spanning Empire and a science fiction edge.

Algol p.138 • Algolian History p.139 • Background p.140 • Algolian Space p.143 • Algolian Wildlife p.145 • Algolian Mecha p.147 • Imperial Star p.148 • Worlds Of The Empire p.148 • History Of The Empire p.149 • The Empire Today p.151 • Key Organizations Of The Empire p.152 • Imperial Star Mecha p.155-156 • Blank Forms p.157-160

MEKTON ZETA

Welcome to *Mekton Zeta*, the *anime* mecha roleplaying game. Within these pages you will discover a new world of gaming: roleplaying in the worlds of Japanese animation, also known as *anime*.

With *Mekton Zeta*, you'll enter:

- A world where a 16-year-old kid can steal a top-secret military prototype, be allowed to keep it, and go on to win the war for the good guys.
- A universe where princesses can (and often do) fall in love with very common commoners.
- A place where your enemies always come back to haunt you, and where love is so deep that people die for it.

All this... *and giant robots too!*

Mekton Zeta is based on the "mecha" tradition of anime, a tradition where commonplace war machines have been replaced by "giant robots" —machines shaped like a man, capable of fantastic speeds and maneuverability—combining the best elements of both tanks and jet fighters.

And yet these machines are only a small part of the overall story. They provide the action and the firepower, but the heart and soul still comes from the people inside. The machine may be powerful, but the pilot makes it dangerous. With the right pilot and a strong enough machine, the combination is often enough to topple empires. And that's what *Mekton Zeta* is all about.

In most roleplaying games it's enough for the characters to just survive. As long as a character is well fed and can "adventure" another day, that is often reward enough. Not so with *Mekton Zeta*. Anime is epic, so any game that attempts to simulate it must be epic as well, right? *Mekton Zeta* is not about greed; it's about honor, duty, and smashing the other guy's mecha.

In these pages you will find alien invasions, galactic civil wars, genocidal conflicts, and a good old-fashioned love story. Seems like a lot, doesn't it? Well it is. All this and more is the "genre" of anime.

All of them combine to make one hell of a gaming setting. Where else can you duel with energy weapons on the deck of a spaceship that is crumbling into space debris around you? It's a world where you can find that your deepest love is your most hated enemy; a place where your own background may be the key to ending a war, or ensuring total victory for one of the combatants over the other.

In short, your characters are not wallflowers. You are the movers and the shakers, and it's your decisions that can spell victory or disaster for your home and loved ones. It's up to you. You will stand above all in victory, or hang lonely in defeat.

Your destiny is in your own hands ... and in the weapons of your mecha.

Welcome to the New Edition

If you have never played *Mekton* before, you can pretty much skip this and go straight to the next section. However, if you have been a long-time player (or are at least familiar with the rules in *Mekton II*) please keep reading.

Mekton has, in one form or another, been on the market for over ten years. Original white-box *Mekton* was released in 1984 (and we all know what year it is now). Over the years many things have changed; systems have been modified, contents juggled, and emphasis changed. We've gone from a wargame to a roleplaying game, back to a wargame, and have bounced just about everywhere in between. **With *Mekton Zeta*, we take a new direction—*anime roleplaying*; a direction that we're very proud of. We think that you'll enjoy the game all the more because of it.**

Now comes the hard part. With every edition come changes, and this is no exception. There are many changes from *Mekton II* to *Mekton Z*, and we wanted to take a page here and let you know what was going on.

Firstly, this is still an Interlock™ System game. We use the same dice, and for the most parts task resolution remains unchanged. All we have really done is streamline things in order to facilitate quicker and more enjoyable play. You will still need your trusty D6s and D10s, of course.

Secondly, and perhaps the most important question: Will all of my material for *Mekton II* be usable with *Mekton Z*? The answer to that question is an unqualified *maybe*. If you are willing to do a little bit of conversion you should be able to update all of your mecha and characters to the new edition. However, it is very likely that your old characters will come out under-skilled (as a rule characters in *Mekton Z* will be more skilled than their forerunners). **The best way to update experienced characters is to give them their 5 skill points per 3 years of age over 16** (see "Professionals", pg. 32) With these extra points, your characters should be up to par.

Finally, there are the mecha. **While most of the gross rules changes have been in updating how the mecha fight, their build rules have been slightly changed. The end result is that mecha are going to be a bit lighter and a little less expensive than their predecessors.** The biggest change is that mecha no longer have an APT, but now have a "Maneuver Pool" to give better mecha an edge in combat.

But enough talking. It's time to build (and crunch) some mecha!

It's been a long, hard road. But they say whatever doesn't kill you just makes you stronger.

From the back spaceport alleys of Loriel, you've fought your way up the ladder. You learned how to read by scrounging old techtapes and poring over the old manuals your father left you before he shipped out for the last time. An old, nearly blind mecha-jock taught you how to manhandle a cargo-loader around the landing bays; it was your first shot at piloting a mecha by yourself, and it got you a job on a longhaul Ettarran freighter.

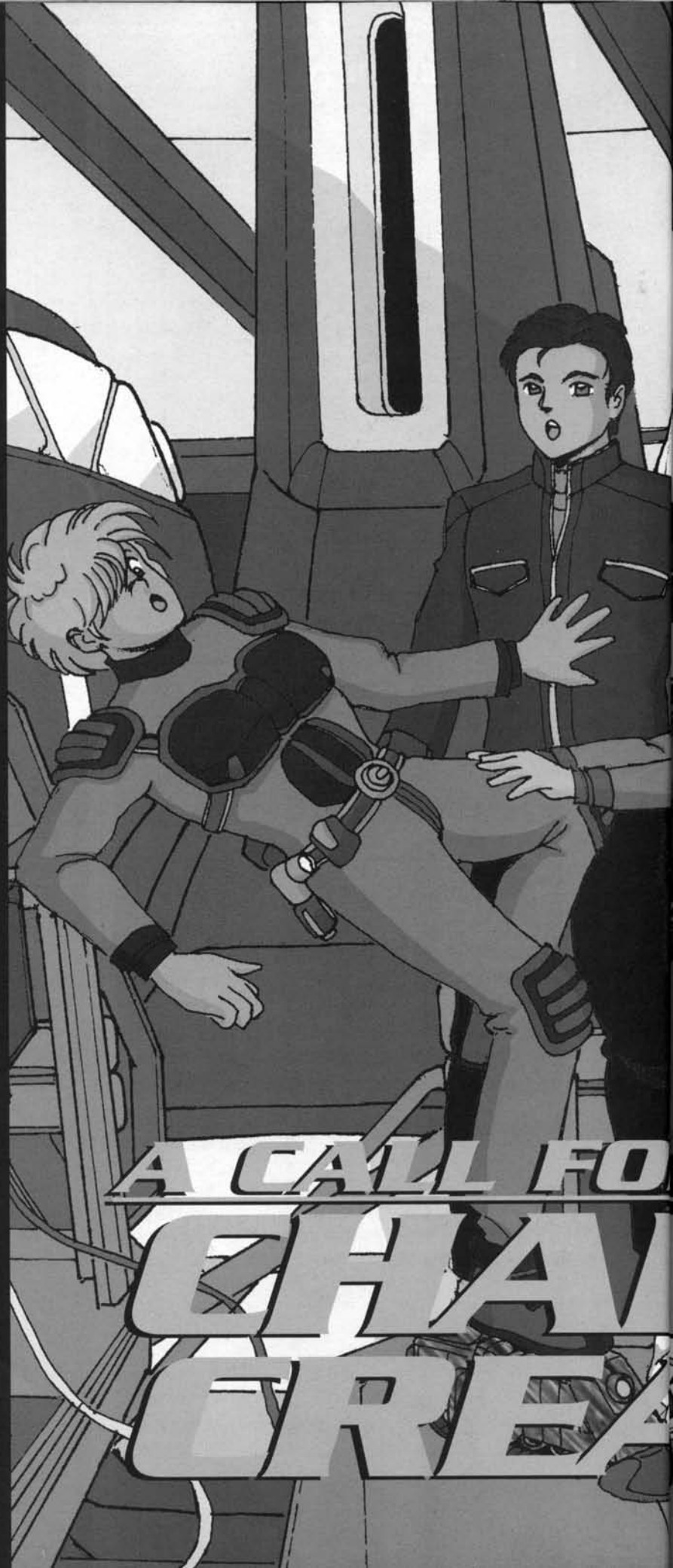
From there you took whatever jobs they'd give you, until that day when the defense squad lost a man and you took his place in a emergency. You proved to be one hell of a mechajock—or at least good enough to get back alive.

Eventually you managed to worm your way into a military billet; your skills soon boosted you to the top of your unit—the youngest squadron leader in the history of the EDF. Those abilities got you through the Archipelago War in one piece, and combined with your rep for being a fair and fearless commander, got you nominated to command this multinational force of young, untested hotshots.

Now it's their turn. And you plan to make it just as hard on them as it was on you. Because that's how you get good. Real good.

△△△

Before you can be a mechajock, you have to *be somebody*. And in *Mekton Zeta*, that's the whole key to CHARACTER CREATION, creating a *real person*, not just a guy driving a giant robot suit.



HEROES:
ACTER
TION

ANIME CHARACTERS

CHARACTER GENERATION SEQUENCE

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2. Generate Stats (p.24-25)
3. Select Starting Skills (p.26-31)
4. Select Character Age/Type
   A. Professional (p.32-35)
      Select Profession(s)
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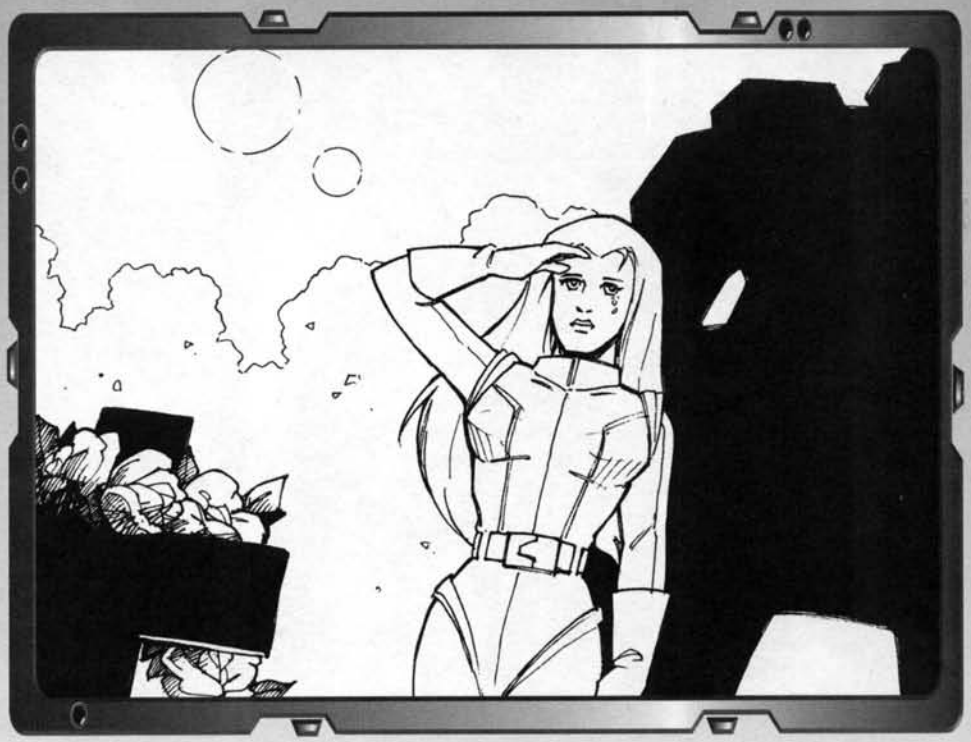
   B. Rookie (p.35-38)
      Select Template
5. Purchase Equipment (p.40-49)

USING THE LIFEPATH:

So how do you use Lifepath? First, since all *Mekton Z* characters automatically start their "lives" at the age of 16, Lifepath is designed to chart your life up to your 16th birthday, where your adventuring will begin.

Begin by reading the charts and following the instructions that are in their headers. Most of these will offer a series of choices to select. You may roll (on 1D10) or choose whatever entry you like on these charts and move on as directed. If a chart indicates only "roll 1D10", then the selection *must* be rolled for.



BACKGROUND

It's the first and most critical step to creating a truly anime character. Without it, you might as well be playing a wargame with giant walking tanks. The world you're going to be joining—the anime world—has as many hard knocks, bitter betrayals, tragic romances and intense vendettas as any hard-boiled action vid or film noir classic.

For a job like this, you're going to need a special tool, something to help you get the mindset of the genre— the intense passions and complex backgrounds that make anime something really unique.

For this, you're going to need LIFEPATH.

LIFEPATH △ ライフパス

The Lifepath is a series of random charts that help determine your character's background and the status of his friends and family. But it's more than that. Lifepath is a way of recreating the complex mental landscape of a typical anime character. It gives you tasty clues on what you love and hate, your personal triumphs and failures. By working with its multi-layered charts, it doesn't take much imagination to expand a result of "enemy pilot who hates you" into a full blown tale of the old friend who betrayed you, jealously murdered the lover you both wanted, and changed sides as the start of a bitter grudge match that isn't going to end until one of you lies dead in a smoking crater on the battlefield.

But even the events of your Lifepath are just the bare bones of the character's previous life. You'll also need to work with your *Mekton Zeta* Referee to determine just what all of these events mean to make a coherent tale of all your Lifepath entries.

Example: *"Parents killed in the war" could mean anything from the fact that a bomb was dropped on their house in the middle of the night, to the fact that they were working with the military on a top secret project, and the enemy sent assassins to kill them. The more inventive you are with your Lifepath, the more "feel" you will get for your character.*

Referees should feel free to modify the charts (or their results) for their particular game world, as they always have the right of final approval on all character backgrounds.

LIFEPATH TABLES

A: MONEY & FAMILY

This is a measure of how well off and well connected you are. This will also determine your starting cash (¥) and the social status of your family.

1D10	SOCIAL STATUS	FUNDS
1	Slave/Poor	200¥
2	Servant/Poor	300¥
3	Laborer/L. Middle Class	400¥
4	Worker/L. Middle Class	500¥
5-6	Worker/Middle Class	600¥
7	Executive/Middle Class	700¥
8	Vice Pres. /Upper Middle Class	800¥
9	Noble/Wealthy	900¥
10	High Noble/Wealthy	1000¥

GO TO A2

A2: FAMILY SITUATION

To determine your family's situation, roll 1D10:

1-4 Something has happened to one or more parents. GO TO A3.

5-9 Both parents are alive and well. GO TO B.

10 There is something special about your parents. GO TO A4.

A3: PARENTAL FATE

To find out what happened to your parent(s), roll 1D10 or choose:

1 Your parent(s) died in the war.
2 Your parent(s) died in an accident.
3 Your parent(s) were murdered.
4 Your parent(s) have amnesia, and don't remember you.
5 You never knew your parents.
6 Your parent(s) are missing.
7 Your parents are in hiding to protect you.
8 Your parent(s) defected to the other side.
9 You were raised by other relatives. You have no idea about your parents' standing.
10 You grew up on the streets.

GO TO B

A4: PARENTAL MYSTERIES

What's so special about your parent(s)? Roll 1D10 or choose:

1-2 Both parents are really deep cover spies for the other side.
3-4 Your parents were involved in a top secret military project, and are on the run from the government.
5-6 Your parents will simply no longer have anything to do with you.
7-8 Your parents both simply vanished. Their house was left empty, and you a non-entity.
9-10 Your parents are spies, and are living in the enemy's country.

GO TO B

B: FAMILY STANDING

To determine your family's standing, roll 1D10:

1-6: Family status is good, even if parents are missing or dead. GO TO E (next page).
7-10: Family standing is bad, and you risk losing everything. GO TO C.

C: FAMILY CRISIS

What's the problem? Roll 1D10 or choose one:

1: Family lost all titles and lands through betrayal of a family member.
2: Family lost all titles and lands through bad management.
3: Family was exiled from homeland; you have returned under an alias.
4: Family was imprisoned, and you alone escaped.
5: Family vanished, and you are the only remaining member.
6: Family was murdered and you alone survived.
7: Family lost everything when fortunes collapsed; they live homeless on the streets.
8: Family has vanished.
9: Family was lost in the war.
10: Family was destroyed in an accident(?). Those not crippled for life were killed.

GO TO D (next page)

LIFEPATH TABLES CONTINUED

D: FAMILIAL GOALS

Your goal in life, as far as your family's crisis goes, is to ... (choose or roll 1D10):

1-2 clear your name.
3-4 live it down and forget it.
5-6 hunt them down and make them pay!
7-8 get what's rightfully yours.
9-10 save, if possible, your remaining family.

GO TO E

E: SIBLINGS

You may have up to 7 brothers/sisters. Roll 1D10; 1-7 indicates the number of siblings you have, while 8-10 indicates that you are an only child.

Roll 1D10 for gender: odd=male, even=female.
Roll 1D10 for age relative to you:
1-5 Older
6-9 Younger
10 Twin

For each brother/sister choose or roll 1D10 for his/her feelings about you.:
1-2 They dislike you.
3-4 They like you.
5-6 Neutral
7-8 They hero worship you.
9-10 They hate you.

GO TO F

F: FRIENDS

Most of your friends are from your school days, but some can be more than just simple students. Roll 1D6: This is how many friends you have. For each friend, roll 1D10: even=male, odd=female.
Roll another D10: The friend is ...

1-2 an old school pal.
3-4 someone who grew up with you.
5 a teacher or mentor.
6 an ex-lover.
7 like a younger brother/sister to you.
8 like a foster parent to you.
9 like a big brother/sister to you.
10 a partner or co-worker.

GO TO G

G: ENEMIES

While unlikely, it is possible that you may have already made a life-long enemy from your early years. Roll 1D10. On a 10, you have made an enemy. Roll below to determine the nature of the enemy. Roll 1D10 or choose; this enemy is ...
1-4 an old friend.
5 a relative.
6 an official in the government.
7 a stranger to you.
8 an ex-lover.
9-10 someone on "the other side."

This hatred started when...
1: he caused the death of your loved one.
2: you caused the death of their loved one.
3: one caused the other a major humiliation.
4: one caused the other a physical disability.
5: one deserted or betrayed the other.
6: one caused the other imprisonment or exile.
7: you were romantic rivals.
8: one foiled a plan of the other.
9-10: It's a mystery to you. (Referee decides, but you have no idea why they hate you.)

Who's mad at whom? Choose or roll 1D10:
1-4 They hate you.
5-7 You hate them.
8-10 The feeling's mutual.

If you were to meet face to face, the injured party would most likely (choose or roll one) ...
1-2 go into a rage and try to kill the other.
3-4 avoid the other person.
5-6 cause the other injury in an indirect way.
7-8 ignore the other person.
9-10 verbally attack the other person.

GO TO H

H: ROMANTIC LIFE

In your first sixteen years you have had a few loves come and go, various crushes, dates and the like. The following charts are for a truly serious romance, something that you will carry with you for the years to come. Roll 1D10 or choose:

1-3 You are currently involved in a romance. GO TO H1.
4-7 You are uninvolved. GO TO H2.
8-10 You are recovering from a tragedy in your romantic past. GO TO H3.

LIFEPATH TABLES CONTINUED

H1: AH, LOVE ...

You are currently involved with a lover. He/she is the first true deep love in your young life. But as usual, things are rarely prefect. Roll 1D10:

1: Your lover's friend/relatives hate you!
2 Your friends/family hate your lover.
3 One of you has a romantic rival.
4 You are currently separated in some way.
5 You constantly fight (but making up is fun!).
6 One of you is insanely jealous.
7 You think your lover is seeing someone else!
8-10 Everything is going smoothly (for now).

GO TO I

H2: ON THE PROWL

You may not have found the right person yet, but that doesn't mean you can't keep looking! Roll 1D10 or choose.

1-2 You will date anything that moves.
3-4 You are waiting for the right one.
5-6 You don't have time to waste on romance.
7-8 You just don't want to get serious.
9-10 Sex? Romance? What's that?

GO TO I

H3: A TRAGIC LOVE AFFAIR

You did have happiness once, but it was ripped out of your life. Cruel fate simply plunged a knife into the heart of your happiness! (This result usually precedes a 2 on the Personality Trait chart.) To see what happened to your love, roll 1D10 on the chart below.

1 They were killed in a military action.
2 They were killed in an accident.
3 They mysteriously vanished.
4 They died in a suspicious accident.
5 They left you with no explanation, with orders never to seek them out.
6 They were kidnaped or imprisoned.
7 They committed suicide or went insane.
8 Society kept you apart.
9 They defected to the other side.
10 A rival cut you out of the action.

GO TO I

I: PHYSICAL & PERSONALITY TRAITS

Use the following charts to help you decide what your character look/acts like. You should only roll on these charts if you (or your Referee) is determining information about a friend/lover/enemy. Otherwise you should always choose all of the information for your character. Roll 1D10 (or choose) for each column on the table.

	HAIR COLOR	HAIR STYLE	EYE COLOR
1	Red	Neat	Blue
2	Blue	Long, straight	Green
3	Green	Short, w/ bangs	Silver/Grey
4	Blonde	Swept over one eye	Ruby
5-6	Black	Short, straight	Brown/Black
7	Orange	Long, curly	Amber
8	Purple	Long w/bangs	Gold
9	Silver/white	Short, curly	Violet
10	Brown	Wild	Always changing

PERSONALITY TRAITS

1 Shy & secretive
2 Angst-ridden, antisocial, violent
3 Arrogant, proud & aloof
4 Moody, rash & headstrong
5 Friendly, outgoing
6 Picky, fussy, nervous
7 Stable & serious
8 Silly & fluffheaded
9 Sneaky & deceptive
10 Intellectual, detached

THING YOU VALUE MOST IS:

1 Money
2 Honor
3 Your word
4 Honesty
5 Knowledge
6 Vengeance
7 Love
8 Power
9 Having a good time
10 Friendship

MOST VALUED POSSESSION

1 A weapon
2 A tool
3 A piece of clothing
4 A photograph
5 A book or diary
6 A recording
7 A musical instrument
8 A piece of jewelry
9 A toy
10 A letter

PERSON YOU VALUE MOST IN THE WORLD

1 A parent
2 A brother or sister
3 A lover
4 A friend
5 Yourself
6 A pet
7 A teacher or mentor
8 A public figure
9 A personal hero
10 No one

STATS △

Having gone through the Lifepath, you now have a detailed background for your character—what your life up to this point has been like, who's on your side and even who's pitted against you. Your character's personality and quirks are set. You probably have a clear picture of what you look, dress and act like, and you also know about the events that have shaped your character's life.

All you need now is a way to fit the character into the rest of the universe, a way to determine how good he is at what he does.

In other words, your character needs some STATS.

We use a set of **statistics** to define the physical and mental capacities of your character in *game terms.* In *Mekton Zeta* there are **nine** (9) such stats: **Attractiveness, Body Type, Cool, Empathy, Intelligence, Luck, Movement Allow-ance, Reflexes** and **Technical Ability**. Some of these Stats will help with making skill rolls, while others will provide secondary information about your character (such as how much you can lift, how far you can run, how well educated you are, etc.)

• **ATTRACTIVENESS [ATT]:** How good looking you are. This stat will be occasionally used with social interaction skills.

• **BODY TYPE [BOD]:** Determines how much damage a character can take before being killed. For more on Hits, Kills and other types of damage, as well as specific values for the damage your character will be able to take, see below.

Secondary Body Type Values

DETERMINING HITS: The chart below assumes a humanoid creature of about the same size., number of limbs and toughness as a human being:

BOD	2	3-4	5-7	8-9	10
Head	4H	5H	6H	7H	8H
Torso	8H	10H	12H	14H	16H
Limbs	6H	7H	9H	10H	12H

The following information is also determined by your Body Type:

BOD	Stun	Lift	Throw	Dmg	EV
2	4	20	6m	-2	2
3-4	5	40	12m	-1	2
5-7	6	60	20m	0	4
8-9	7	90	26m	+1	6
10	8	120	30m	+2	8

•**STUN:** You will need to roll this number or less on 1D10 whenever the rules call for a Stun roll.

•**LIFT:** How many kilograms of weight your character can lift.

•**THROW:** How far your character can throw an object in meters.

•**DMG:** Damage. A modifier to the damage dice done by your character in hand-to-hand or melee combat.

•**EV:** Encumbrance Value. Divide the total weight of all items you are carrying by this number, and subtract the result (rounded down) from your character's MA. All weights in *Mekton Z* are listed in kilograms.

• **COOL [CL]:** A measure of how well you stand up under pressure and how charismatic you are. A high Cool denotes sophistication and a great leadership potential. Most skills that deal with willpower and social interaction will also use Cool.

• **EMPATHY [EMP]:** This stat represents how well you relate to other living things–a measure of likability and sympathetic emotions. You may need to be Cool for troops to follow you, but you need Empathy for them to *like* fighting for you.

• **INTELLIGENCE [INT]:** How smart you are. This stat also helps determine how many skill points your character will receive. Most scientific skills will work with your Intelligence. Intelligence has one *substat*—Education (see below).

Education

Education is the only *substat* in *Mekton Zeta.* It measures how well you have been educated and how much common sense you have, and is used as a General Knowledge skill (more on skills later, on pg. 26) based on your Intelligence. A level of +1 is equal to grade school (literacy), +2 is equal to high school, +3 is equal to a college education, and +4 is aMasters or Doctorate. At +7, you are an extremely well educated person and are asked to play Trivial Pursuit a lot. At +9 and above, you know too much for your own good.

Education is called a "substat" because while it functions as a skill, it is bought with character points (just like any other Stat) and is used to help determine the number of Skill Points your character will receive.

• **LUCK [LUCK]:** It's that intangible "something" that occasionally throws the balance of events in your favor. Your Luck represents a certain number of points you may use for each game session to influence the outcome of an event. To use it,

you may add any or all of the Luck you have in the game to an important die roll. Remember: Luck replenishes itself at the end of each game session, if you run out during game play, *you're out of Luck.*

• **MOVEMENT ALLOWANCE [MA]:** How far (in meters) your feet can carry you in a pinch. This stat is also used to determine how fast your character can jump (from a standing or running start):
• Run: Your character's MA x 3 meters determines how fast he can run on the ground at top speed. If you are walking or trying to seem circumspect, then that speed is divided by 3 (plain old MA).
• Jump: How far (in meters) your character can jump in a turn is equal to your MA divided by 4 (do not round decimals).
• Running Jump: A character may perform a running jump of a distance equal to their running distance divided by 4.

Example: *With an MA of 6, I can run 18 meters per turn, jump 1.5 meters (6/4=1.5), and perform a running jump of 4.5 meters (18/4=4.5).*

STABILITY

This is a Difficulty Number which represents how hard a person is to sway, confuse, frighten or otherwise befuddle. Stability is equal to the character's COOL times 2.5, rounded down. For example, a PC with a COOL of 2 would have a Stability of 5, which is essentially an instant success in terms of skill rolls. However, someone with a COOL of 6 (Average) would have a Stability of 15, (equal to an Average Difficulty Number); a character with a COOL of 10 would have a Stability of 25, which is Very Difficult to overcome.

Stability applies to Interrogation, Intimidation, Leadership and Seduction (but NOT Persuasion, which is countered by Human Perception Skill).

The character who is actively using his skill rolls his Stat+Skill +1D10 vs. the subject's Stability.

Example: *Jeff is trying to seduce Rachelle. His EMP is 7 and his Seduction is +2. He rolls a 5 for a total of 14. Rachelle has an 8 Cool, so her Stability is 20. Jeff gets slapped in the face.*

• **REFLEXES [REF]:** A combination of agility and hand-to-eye coordination. If you are a combat-oriented character, high Reflexes are a must, as just about any physical skill will use them.

• **TECHNICAL ABILITY [TECH]:** Your character's ability to create, modify, and repair technology. This stat will be used with all skills that involve the repair and function of machinery. A must for technicians and engineers.

DETERMINING STATISTICS

Each statistic must have a *numerical* value, from two (2) to ten (10), with two being the lowest possible value and ten being the highest; this makes six (6) the average.

Stats are "purchased" by using a pool of points for each character. **How many points you get to purchase stats with is determined by one of three methods (sidebar).**

While stats are the basic numerical building blocks of the *Mekton Zeta* character, they don't really address the question of what your character *knows*. Naturally high Reflexes won't mean a lot if, for example, you don't have any knowledge of how to fight, use a weapon, or even do simple acrobatics. To achieve higher levels of competence than what comes from natural ability, your character will need to learn some SKILLS.

STAT GENERATION METHODS

• **RANDOM CHARACTERS:** Roll 1D10 for each statistic (don't forget Education). Re-roll all 1's—this has the possibility of rolling all 2's, and thus giving you a *very* undesirable character. So, if the total number of character points (the total of all your rolled statistics) is below 40 (an average of 4 in all stats) you may re roll your character. After all, the heroes of animation are never mediocre!

• **CONCEPT CHARACTERS:** Roll 10D10. The total is the number of character points that you can spend. Place the points into stats as you wish (including Education). As above, a roll of less than 40 character points will allow you to re-roll the character. Unless your referee says otherwise, this is the standard method for Player Character creation.

• **CINEMATIC CHARACTERS:** This method is best used for NPCs and pre-generated PCs. You will be assigned a pool of character points and these will be used to build the character. The number of points a character receives depends on his place in the game universe:

- **Major Character: 80 points**
  The heavy hitters. This is either the main bad guy, or a very heroic character. This should be reserved for NPCs.
- **Minor Characters: 75 points.**
  Good villains. Not too powerful, but far from weak. A villain's top henchman, or a powerful PC/NPC.
- **Primary Character: 70 points**
  This is the majority of PCs and NPCs that will be in a game. They are the military officers, competent civilians, and general bad guys of a campaign.
- **Secondary Character: 65 points**
  This is a good point spread for characters fresh out of the Lifepath: family, friends and lower enemies.
- **Average Joe: 60 points**
  The guy on the street.
- **Basic NPC: 55 points**
  A low-level "grunt" of an NPC. Good for the faceless masses.

Skills are grouped into categories, each one relating to one of your character's stats. During a game, a skill is most commonly added to its related stat. They are purchased with points, much like stats are.

Each character begins with a number of starting skill points equal to the sum of her Intelligence and Education plus ten (10).

Example: *An INT of 8 and an EDU of 5 grants 23 points (8+5+10) with which to buy starting skills.*

Armed with your skill points, it's now time to determine your character's starting skills. Keep in mind that at this point your character is only 16, and as such will not have had much of an opportunity to "master" many skills.

• **Start by choosing from the skills on pages 26-31.** Next, determine what level you wish each skill to be at. **Skill levels range from +1** (you are somewhat acquainted with the topic) to +10 (a master's level of knowledge).

• **If the desired level of skill is +5 or less, you must spend one point per level** (For example: It costs 5 points for a skill of +5 or 3 points for a skill of +3).

• **If the level is *greater* than +5, it will cost 2 points for each level above five.** (For example, a skill of +8 would cost five points for the first five levels, then 6 more points (3 times 2) for the remaining three levels up to +8.

• **If a skill is a Hard skill to learn (signified by an "H" next to its title), it may not be purchased at a level greater than five by a starting character.** (To raise a Hard skill to a higher level than this, see the section on Professionals, pg. 32). However, its cost will still be one point per level, up to the level 5 limit.

SKILL LIST

Attractiveness Skills

• **Personal Grooming:** This is the skill of knowing proper grooming, hair styling, etc. to maximize your physical appearance. Use of this skill allows the players to increase their physical attractiveness, and thus the chances of successful Relationships or Persuasion. A good looking person would be a +2. A fashion model might have +5 or 6. At +8 or better, you could be a major fashion model, film star, or trendsetter. You're always together and you know it.

• **Wardrobe & Style:** The skill of knowing the right clothes to wear, when to wear them, and how to look cool, even in a spacesuit. Any anime hero worthy of the genre knows how to pick a cape for the right effect. With a +2 or better, you are good at picking clothes off the rack. At +6 your friends ask you for wardrobe tips, and you never buy anything "off the rack." At +9 you are one of those rare people whose personal style influences major fashion trends.

Cool Skills

• **Interrogation [H]:** The required skill of drawing information from other people and forcing secrets out into the open. A +2 or better will allow you to infallibly discover if your boyfriend is lying to you. At + 5 you are capable of grilling the toughest characters. Mike Wallace (of *60 Minutes* fame) is a perfect example of +9; he can make the most powerful people squirm.

• **Intimidate [H]:** The skill of getting people to do what you want them to by force of personality or physical coercion. At +3 you can frighten almost any typical citizen, politician, or low level thug. At +6 you can intimidate Sylvester Stallone or any moderate tough guy. At +9 you could intimidate Arnold Schwartzenegger (maybe).

• **Persuasion & Fast Talk [H]:** The ability to talk others into doing what you want. This may be used individually or in large groups. At +3 you can win most debates and convince your girlfriend that the blonde you were with was your sister. At +5 you are a smooth talker of a professional caliber. At +8 or better you are capable of swaying large crowds to your viewpoint.

• **Resist Torture/Drugs [H]:** Characters with this skill are especially toughened against interrogation, torture and mind control drugs. A successful use of this skill will increase the difficulty rating of any interrogation by one level. When you are drugged, this skill adds to your Stun/Shock save roll.

• **Streetwise:** The knowledge of the seamy side of life–where to get illegal and contraband things, how to talk to the criminal element and avoid bad situations in bad neighborhoods. With a +2 or better, you can get hot items. A +5 or higher would allow you to set up a hit on someone, know a few mobsters who might owe you favors, and be able to call in muscle when you need it. At +8 or higher you could become a major crimelord yourself and skip the middlemen.

Empathy Skills

• **Acting:** The skill of impersonating another person for stage, film, or disguise purposes. At +2 you are skilled but nothing great. At +6 you can land a job on any prime-time TV show. At +8 or better you can make a living and become famous.

• **Human Perception:** The skill of detecting lies, evasions, moods and emotional clues from others. At +2 you can usually tell when you are not getting the whole truth. At +6 you can detect subtle evasions and mood swings. At +8 you can not only detect subtle emotional clues, but you can usually tell what the subject is hiding in a general way.

• **Interview:** The skill of eliciting information from an interview subject. The information will be of a more non-specific and personal nature rather than informational (separating this Skill from *Interrogation*). At +3 the subject will usu-

ally tell you only information relating to what he is well known for. At +6 the subject will tell you anecdotes about the past and pontificate about favorite philosophies and interests. At +9 or greater, he tells you everything–including personal information about his illegitimate son, the time he stole a cookie at age four, and the fact that no one ever loved him.

• **Leadership:** The skill of leading and convincing people to follow you. A skill of +2 can manage a small office successfully and be respected for it. With a +4 you can lead a small band of troops into battle and not get shot in the back. With +8 or better you are capable of leading battlefleets and entire armies. Note: This skill can be used with either Empathy or Cool. The effects are the same, but the methods are very different. With an Empathy-based Leadership your people follow you because they love you, and with Cool they follow you because they know you will lead them to victory.

• **Seduction:** The skill of forming and maintaining romantic relationships (this includes your ability as a lover). This skill may be used to determine whether or not players can form relationships with non-player characters, and the intensity of the relationships. In certain cases Referees may want to average this skill with Attractiveness to get a more realistic result.

• **Social:** The ability to deal with social situations, like knowing when not to tell the joke about the farmer's daughter and the traveling Mekton salesman. A skill of +2 will get you into any fancy restaurant or social function. At +5 you can dine with statesmen and kings with no fear of committing a faux pas. At +8 you can lecture Emily Post on what's proper.

Intelligence Skills

• **Awareness/Notice:** This is the equivalent of a trained observer skill, allowing characters to notice or be aware of clues, shadowers and other events. With an Awareness of +2 you will usually spot small, obvious items and clues. An awareness of +5 or better allows you to spot small, well hidden items, and spot fairly sophisticated attempts to shadow you. With an Awareness of +8 or better, you can perform the types of deductive reasoning seen in most TV shows ("The killer was left handed because the knife had a special handle."). Sherlock Holmes is a good example of someone with a +10 Awareness. Note: Awareness is an important skill for just about everyone. If you do not have this skill, you may use only your Intelligence if the Referee calls for an Awareness roll.

• **Compose or Write:** The required skill for writing songs, stories or articles. A skill of +4 gives your character the ability to produce a salable work. A skill of +8 or better produces work of such a high caliber that the author may have a strong literary following and not a little critical acclaim.

• **Disguise:** The skill of disguising yourself to resemble someone else, whether real or fictitious. This skill incorporates elements of both make-up and acting, although it is not the same as being an actor.

• **Expert:** You may use this skill to be in expert in one specific subject, be it exotic postage stamps, ancient weapons, enemy mecha, or whatever. At +3 you are a local expert at +6 you have written a few books on the subject. At +8 or better your books are recognized as major texts on the subject, and you could do the talk show circuit if you wanted to. Note: This skill is how most of the hard sciences (Chemistry, Biology, Botany, etc) can be bought.

• **Gamble [H]:** The trained skill of knowing how to make bets, figure odds, and play games of chance successfully. As any professional gambler knows, this is not the luck skill. At +2, you are the local card shark in the Saturday night poker game. At +6 you can make a living at the card tables of Monte Carlo and Las Vegas. At +9 and better you can take on James Bond at roulette and stand a good chance at breaking the bank.

• **Know Language:** The knowledge of a foreign language. At +2 you can get by with the language. At +3 you can actually read and write it. At +6 you are fairly fluent, but your accent still gives you away as a non-native. At +8 and above you speak the language like a native, and are capable of simulating regional dialects. Each language known requires a separate Know Language skill.

Master Skill List

- Attractiveness:
  - Personal Grooming
  - Wardrobe & Style
- Cool:
  - Interrogation (H)
  - Intimidate (H)
  - Persuasion and Fast Talk (H)
  - Resist Torture/Drugs (H)
  - Streetwise
- Empathy:
  - Acting
  - Human Perception
  - Interview
  - Leadership
  - Seduction
  - Social
- Intelligence:
  - Awareness/Notice
  - Compose or Write
  - Disguise
  - Expert
  - Gamble (H)
  - Know Language
  - Programming (H)
  - Shadowing/Avoid Pursuit (H)
  - Survival
  - Teaching (H)
- Reflexes (Personal Combat):
  - Automatic Weapon
  - Blade
  - Dodge & Escape
  - Handgun
  - Hand to Hand
  - Rifle
- Reflexes (Mecha Combat):
  - Mecha Fighting (H)
  - Mecha Gunnery (H)
  - Mecha Melee (H)
  - Mecha Missiles (H)
  - Mecha Piloting (H)
- Reflexes (Non-Combat):
  - Aircraft/Shuttle Pilot
  - Athletics
  - Dance
  - Driving
  - Stealth
  - Swimming
  - Zero Gee
  - Stealth
- Technical Ability:
  - Basic Repair
  - First Aid
  - Jury Rig
  - Mecha Design (H)
  - Mecha Tech (H)
  - Medical (H)
  - Play Musical Instrument
  - Paint or Draw
  - Photography & Film
  - Pick Lock (H)
  - Pickpocket (H)

• **Programming [H]:** The skill required to program, reprogram and break into computer systems. This skill does not allow players to actually do repairs on a computer. With a Programming skill of +1 you can do simple BASIC programs. A skill of +3 allows you to know some higher level languages and to be able to write reasonably complex programs. Players with a +6 are considered to be professionals, who can build operation software, design mainframe systems, and hold down a steady job at the average Silicon Valley firm. With a skill of +9 or higher other programmers speak your name with reverence, young hackers set out to crack your systems, and any software you design instantly gets used by every business application in the world.

• **Shadowing/Avoid Pursuit [H]:** The skill of shadowing and following people. This skill is primarily used in urban or inhabited areas (whereas the skill of Survival deals with the tracking of game in the wilds). Knowledge of Shadowing/Avoid Pursuit gives your character an added advantage in avoiding pursuers.

• **Survival:** The required skill for knowing how to survive in the wilds. Knowledge includes how to set traps, forage for wood, track game, build shelters and make fires. The average boy scout has a survival of +3. A special forces Green Beret has a survival of +6 or greater. Grizzly Adams, Mountain Man of the Wilderness, would have a +9 or 10 skill in this.

• **Teaching [H]:** The skill of imparting knowledge to someone else (if you don't think this is a skill, you ought to try it sometimes). Players may not teach a skill unless they have a higher skill level than the student. The Referee is the final arbiter of how long it takes to teach a skill. At +3 you can professionally teach students up to high school. At +6 you know enough to be a college professor (if you wished to). At +9 you are actively sought out by institutes of higher learning, as your skill as a teacher is legendary—like that of Plato or Socrates.

Reflex Skills (Personal Combat)

• **Automatic Weapon:** This skill covers all type of automatic weapons, from SMG's to tripod-mounted heavy machine guns. Otherwise, as handgun, below.

• **Blade:** This skill is used for all melee weapons that have a point and/or a cutting edge, such as polearms, swords, knives, and hand-held energy blades.

• **Dodge & Escape:** This skill is required to dodge attacks and escape holds. If an attack is made without your knowledge you do not get the bonus of your Dodge skill in your defense roll.

• **Handgun (personal combat):** You must buy this skill to effectively wield pistols in combat. The higher the skill, the greater the ability to hit your target. At +2 you are a good shot on the range. At +5 you are as skilled as most military or police personnel. At +7 you can start doing fancy tricks (like shooting the gun out of someone's hand). At +10 you are equal to gunfighters like Doc Holliday or Wyatt Earp.

• **Hand to Hand:** The skill of fighting with fists, feet and other martial arts moves. This skill is used to cover all hand-to-hand combat. Whether you are a barroom brawler, boxer, martial artist, or wrestler, Hand to Hand is "generic"; whatever style you wish to fight in is simply special effects. (Example: A Boxer with +4 and a Martial Artist with +4 have the same combat ability.) In anime, fighting is fighting, and how skilled you are is more important than how you fight.

• **Rifle (personal combat):** You must have this skill to use rifles effectively. Otherwise as handgun, above.

Reflex Skills (Non-Combat)

• **Aircraft/Aeroshuttle Pilot [H]:** The required skill needed to pilot small spacecraft and any fixed wing aircraft. This skill may be used to pilot any aeroform mecha (or you may use your mecha piloting, whichever is higher.) This skill does not allow you to pilot humanoid, semi-humanoid or beast mecha. It is also not usable with any ground vehicle. A Pilot skill of +1 allows

you to safely take off and land in clear conditions. A skill of +3 makes you a trained pilot, able to engage in most combat situations. Pilots with a skill of +6 are combat veterans, able to handle themselves in almost any situation, including any aerobatic maneuvers. Pilots with a +9 or better are the true masters of their art, renowned for their skill and ability.

• **Athletics:** This skill is required for throwing, climbing, and balancing. It combines the basic elements of any high school level sports program. At +3 you are at the level of a high school "jock." At +5 you can perform at college-level sporting events. At +8 or higher you are of Olympic or professional caliber.

• **Dance:** The specific skill needed to become a professional dancer (or just to impress your date). A trained dancer at +4 can successfully dance for payment in small clubs or dance troupes. Dancers at +6 will be considered to be of professional caliber, will regularly give performances, and will have a sizable fan following. Dancers +9 or greater are of "star" caliber, have a giant fan following, and may be recognized on the street.

• **Driving:** This skill allows you to pilot all ground vehicles like cars, motorcycles, trucks, tanks, and hovercraft. This skill is not usable for piloting mecha. A skill of +3 is equal to that of a very good professional driver. A skill of +6 allows you to drive with the skill of a moderately skilled race driver. A driver with +8 or better is capable of entering the best national races, and have a good chance of winning them. This skill will also allow you to pilot Mekton Armors.

• **Stealth [H]:** The skill of shadowing, moving silently, evading guards, etc. A skill of +1 is about the level of your average 10 year old sneaking cookies. At +3 you are able to get past most guards, or your parents if you've been grounded. At +6 you are good enough to slip from shadow to shadow without making any noise. At +8 you are the equal of most ninja warriors. At +10 you move as silently as a shadow, making the ninja sound like elephants.

• **Swimming:** This skill is required for you to know how to swim. Otherwise you must default to one half your Athletics skill (if you have one).

• **Zero Gee:** You must have this skill in order to use a spacesuit and maneuver in a zero gravity environment. If you do not have this skill at all, any Reflex-based action is at -4 when in zero G. This includes all mecha-based combat skills. At a skill of +2 or lower, you are at -2 in any zero G setting. At +3 you are at no penalty whatsoever. At +8 and above you are so used to the environment that you gain +1 to any Hand to Hand or Athletics actions attempted in zero G.

Reflex Skills (Mecha Combat)

• **Mecha Fighting:** [H] This is a specific skill used only when you are using a mecha in hand-to -hand combat—other hand-to-hand skills may not be applied to the attack. This skill is used when you are attempting Grapple, Dismember, or a plain Punch or Kick.

• **Mecha Gunnery** [H]: This skill is used to fire all direct weapons on any vehicle, from the main gun of a tank to a Mekton's handheld plasma cannon. In the list of mecha weapons, this skill is used to operate Beam & Projectile Weapons, Scribble Guns and Autocannon. At +2 you can usually hose down your target with fire and hit something; at +6 you can aim well enough to plug a sensor plate at range; at +9 or better you can knock a can of beer out of your opponent's hand servo at 1000m with a 90mm beam cannon during a hurricane.

• **Mecha Melee** [H]: This skill is what you will use when attempting to use melee weapons in mecha combat. This skill applies to both melee and energy melee weapons. It is also what you will use to throw an item while in mecha combat.

• **Mecha Missiles** [H]: This skill is used when firing missiles or rockets from a mecha or vehicle.

• **Mecha Piloting** [H]: The skill needed to pilot the classic humanoid mecha and similar vehicles. Generally if it uses arms or legs, this is the skill you need to pilot it. This skill is also used for fine manipulation (such as picking up something in your mecha's hands) and maneuvering

(flying through an asteroid field). A skill of +1 allows you to safely move your mecha from place to place (assuming no outside interference). A skill of +3 makes you a trained pilot, able to engage in most combat situations. A skill of +6 indicates a veteran pilot, able to handle yourself in any situation. Pilots with a skill of +9 or greater are so good that they have an established reputation, and are known to all other mechajocks.

Technical Skills

• **Basic Repair:** The required skills for building or repairing simple mechanical and electrical devices, such as car engines, TV sets, etc. With a skill of +3 you can fix minor car problems, perform basic repair wiring, etc. At +6 or better you can repair stereos, rebuild an engine, etc. At +9 or better you can build a computer from scratch, put together a race-car engine, and maintain most industrial machinery. Note: This skill does not cover mecha (see Mecha Tech, below).

• **First Aid:** The skill of knowing how to deal with simple injuries and illnesses, excluding surgery or other complex medical tasks. At +1 you can put on a band-aid and give out aspirin. At +5 you can bandage most wounds, treat minor bullet wounds and set simple fractures. At +8 or 9 you can set complex fractures, diagnose concussions, and treat major bullet or sword wounds.

• **Jury Rig:** A quick repair skill, Jury Rig is the knack of knowing how to repair and keep machinery together with "bubble gum and a couple of rubber bands." At +3 you can fix missing springs, splice wires, etc. A skill of +6 can patch together minor damage, fix wires, make simple hookups, etc. A skill of +9 or better can rig a mecha powerplant to function with half the important components missing.

• **Mecha Design [H]:** The required knowledge for designing mecha. This is a fusion of mechanical, electrical, hydraulic, and computer engineering, as applied specifically to mecha. Your character must have this skill to design mecha. At +3 you are considered capable of designing a mecha from the ground up. At +7 you have a reputation among the other designers for producing good, innovative designs. With a +9 or better you are legendary in your field, and the government is always trying to get you to design their new fighter.

• **Mecha Tech [H]:** The required skill of knowing how to build, repair and maintain mecha. Your character must have this skill to in order to successfully do any type of mecha technical work–otherwise he is in the position of the man on the street trying to build a B-52 bomber from reading the manual. At +4 you are considered capable of building the suit from the ground up (although not very well). At +7 you are a good, competent mechanic. At +9 and higher you are sought after to help design teams finish their mecha.

• **Medical [H]:** The skill of fixing injuries, diagnosing diseases, and administrating medications. A level of +4 is considered doctor level, allowing diagnosis and minor surgical skills. Level +6 is considered surgeon level, allowing major surgery to be performed. At +10 you can save the Horta, replace Spock's brain, and even cure a rainy day.

• **Play Musical Instrument:** The skill of knowing how to play a musical instrument. You must take this skill separately for each instrument that you wish to play. A skill of +4 will qualify your character for professional "gigs." A skill of +8 will gain the musician some professional acclaim, possibly with recording contracts and command performances. At +10 you are wildly acclaimed, have lots of Grammys, and are considered "it" on the music scene.

• **Paint or Draw:** The skill of producing professional drawings. A skill of +3 allows you to produce salable "modern art." A skill of +6 will produce artwork that is recognizable and extremely pleasant to the eye–as well as salable. An artist with a skill of +8 or greater will be nationally known, have exhibits in galleries, and have students studying his style.

• **Photography & Film:** The skill of producing professional level photographs and motion pictures. A skill of +2 allows you to make decent home movies. A skill of +4 will create works capable of win-

ning amateur contests. A skill of +6 will produce work of the average *Playboy* cover or rock video level. A photographer or cinematographer with a +8 or better will be nationally known and probably famous.

• Pick Lock [H]: The skill required to pick locks and break into sealed containers and doors. At +3 you can jimmy most simple locks. At +6 you can crack safes and electronic locks. At +9 you have a reputation as a master safe-cracker, and are known the world over.

• Pickpocket [H]: The required skill for picking pockets without being noticed, as well as shoplifting small objects. For examples of levels of ability, see Pick Lock, above.

• Sing: The skill of vocal training. A trained singer of +4 or greater can successfully sing for payment at weddings or small clubs. Singers of level +6 will be considered to be of professional caliber, and may have recording contracts and fans. Singers +9 or greater are of "star" caliber, have a huge number of fans, and may be recognized on the street.

HOW SKILLS WORK △
スキルのしょう

Skills are used to enhance your ability to perform certain actions. Most of the time, your character will be able to do most everyday things (sleeping, eating, walking, etc.) without encountering any difficulties. Occasionally, a problem may come up that isn't covered by everyday situations (like being attacked by a giant mecha while attempting to scale a sheer wall). This type of situation calls for a Skill Roll. The process is fairly simple:

(1) First determine which of your statistics will be the most appropriate to use while performing the action. For example, if you were planning to stand on your head, your Reflex stat would be best. If you were trying to figure out a secret code, Intelligence would be the most appropriate. The Referee, of course, is always the final arbiter of what stat fits the situation best.

(2) Next, if you have any *one* skill directly relating to the task at hand, add that skill to your statistic. You may only apply one skill and one stat to a situation at a time.

(3) Finally, roll 1D10 and add the totals of the dice, stat and skill. The final result is your **Result Number.**

If you are challenging another character, he will do exactly as you have done, adding together the total of stat, skill, and dice. Compare the two result numbers, with the higher value being the victor. If the result is a tie, the defender always wins.

Not all of your Skill Rolls will be against other characters–most of them in fact will be against the Referee who will be playing most of the NPCs and situations that your character will encounter. If the referee is representing an NPC he will follow the procedure above. If, however, you are attempting to do something that does not directly interact with anyone else (such as picking a safe's combination lock, or trying to hack into a computer system) he will assign a level of difficulty from 10 (Easy) to 30 (Nearly Impossible).

Basic Difficulty Levels

EASY	10
AVERAGE	15
DIFFICULT	20
VERY DIFFICULT	25
NEARLY IMPOSSIBLE	30

You will compare your Result Number with the difficulty. If your number is equal to or greater than the target number, you succeed in the task. If your number is lower, you fail. In addition, the Referee might add special **Situational Modifiers** (for things like being under fire while trying to accomplish the task, or being wounded at the time) to the difficulty number to make things even harder.

Example: *While on his patrol, Jeff runs into some serious problems when his mecha suffers a sudden malfunction. He has lost all power and his suit is in danger of drifting off into space. The*

Referee declares that a roll of 20 is needed to get power to the sensors so Jeff can call for help. Jeff has a Technical Ability of 8 and a Jury Rig of 5. He rolls 1D10, and his result is 6. His Result Number is a 19. He fails, and his suit begins to drift further off course.

Some Situational Modifiers

Complex repair	+2
Very complex repair	+4
It's never been done before	+6
Don't have the right parts	+2
Don't have the right tools	+3
Unfamiliar tools, weapon, or vehicle	+4
Under attack or stress	+3
Wounded	+2
Drunk, drugged, or tired	+4
In a hostile environment	+4
Lack instructions for task	+2
Have never tried this before	+1
Difficult acrobatics involved	+5
Information hidden, secret, or obscure	+3
Well hidden clue, secret door, panel, etc.	+3
Very complex program	+5
Very complex lock	+5
Target on guard or alerted	+3
Trying to perform secretive task while under close observation	+4

Another example: *Rachelle is learning chess, and has picked up Expert: Chess at +1. Challenging Jeff to a game, she adds her INT + Expert: Chess skill +1D10 (totaling 14). Jeff rolls just his INT + 1D10 (he doesn't know chess at all); his total is 11. Rachelle wins the match handily.*

Critical Successes and Critical Failures

Whenever you roll a D10, you have a chance to make a **Critical Success.** On a roll of a "10" on a D10, you may roll the die again, adding the next number to your Result Number. This may continue as many times as you roll a 10 on the die.

Example: *You roll and get a 10. You roll again and get another 10 (lucky you). You roll one more time and get a 2. Your total dice roll result is 22.*

However, you can also **"fumble"** into the negative zone. If you roll a "1" on your D10, you must roll again, subtracting the next number rolled from your Result Number. However, no matter what the die roll is, you do not roll again.

Example: *You roll a D10, and get a 1. You roll it again, and get a 10. Your total dice roll is -9!*

Which Way Next?

Your *Mekton Zeta* character is almost complete. Now comes one of the most critical (and anime) steps in the process: the choice between Age and Talent or Youth and Potential.

It's the long-standing tradition of the anime genre that there are two types of major characters: rash fresh-faced kids who start out short of skills but long on potential (**Rookies**), and world-wise, hardened veterans who have a lot of skill, but not much room for growth (**Professionals**). In *Mekton Zeta*, we reflect this by offering you the choice of two separate paths of development, each tailored to one of these two types of characters. Pick one or the other, but not both.

Whichever path *you* choose, you will be presented with a series of anime-style templates, depicting typical kinds of characters found in the genre. Each template also has a list of skills beneath it, which have bonuses (marked like so: +2, +1, etc.) which can be added to any skills you may have previously chosen during the skill selection phase of creating a character. These bonuses may even be added to Hard [H] skills to raise them above the initial +5 limit imposed earlier.

Outfitting: Rookies also receive equipment bonuses and some cash to start their careers, while Professionals gain cash through their years of training and spend it directly on their gear.

So if you want to start your character as a 16-year-old hero with room to grow, move to page 35 and start on the section on Rookies. But if you want an older, more experienced character, keep reading as we enter the realm of the **Professionals.**

THE PROFESSIONALS △ プロ

"Old age and treachery will always overcome youth and speed."
—Old Proverb

It's time to go work for a living. Older, or "Professional", characters have more skills than their younger counterparts, but they also have more of a history built up from their years of work. They are slower in improving skills later in the game through experience (page 116), because they already know most of the easy things and now are forced to master harder abilities.

The method of creating a Professional character is simple: For every two full years of age past 16 that your character has lived (up to a maximum of 30) you can pick one additional profession that your character pursued.

Example: *an eighteen-year-old could have held one profession, a twenty year-old two, etc. Also, for each two years spent working, you will roll once on the "professional" appendix to the Lifepath.*

These are by no means the only available Professional templates that could be available. The Referee is encouraged to create such templates for his own anime world.

Using the Professions

Each Profession has seven skills listed beneath it. These are the *possible* skills that a character can pick up while working that job. **Each time a profession is chosen, the player chooses five of the seven skills, and the chosen five are added to his character sheet. Each skill counts as an automatic +1 to the skill, whether you already have it or not.** If the skill is a Hard one, the bonus is still +1, and you *may* exceed the maximum beginning +5 in Mecha Piloting by professional advancement.

For every two (2) years spent working, the character also receives an additional 2D10¥ for starting equipment.

In addition, Professions marked with a "D" are considered dangerous, and have effects on the Lifepath as described on page 34

PROFESSIONS

ACTOR/ACTRESS
Movie Star, Stage Performer, etc.

Acting: +1
Disguise: +1
Persuasion: +1
Social: +1
Oratory: +1
Personal Groom: +1
Wardrobe & Style: +1

ARTIST
Painter, Sculptor, etc.

Streetwise: +1
Wardrobe & Style: +1
Oratory +1
Expert: Art: +1
Forgery: +1
Social: +1
Paint or Draw: +1

ATHLETE
Olympian, Long Distance Runner, etc.

Survival: +1
Athletics: +1
Martial Arts +1
Swimming: +1
Fencing: +1
Dance: +1
Expert: Nutrition: +1

COMPUTER GEEK
Programmer, Game Addict, Cyberpunk, etc..

Forgery: +1
Expert: Hacking: +1
Fast Talk: +1
Programming: +1
Jury Rig: +1
Basic Repair: +1
Electronic Warfare: +1

COP (D)
Policeman, Secret Service, etc.

Ride/Drive: +1
Intimidate: +1
Handgun: +1
Auto weapon: +1
Streetwise: +1
Interrogation: +1
Dodge & Escape: +1

CRIMINAL (D)
Thug, Ruffian, etc.

Pick Lock: +1
Handgun: +1
Blade: +1
Stealth: +1
Intimidate: +1
Streetwise: +1
Expert: Black Market: +1

ENTERTAINER
"Hostess", Singer, etc.

Sing: +1
Seduction: +1
Dance: +1
Social: +1
Gamble: +1
Play Instrument: +1
Hand to Hand: +1

ERT MEMBER (D)
Ambulance Driver, Air or Space Rescue, etc.

Medical: +1
Survival: +1
Jury Rig: +1
Demolitions: +1
Driving: +1
Photography: +1
Athletics: +1

EXPLORER (D)
Adventurer, Archeologist, Hunter, etc.

Torture: +1
Blade (or Whip): +1
Survival: +1
Expert: (specify): +1
Drive: +1
Aircraft Pilot: +1
Fast Talk: +1

FLEET OFFICER (D)
Space Navy Commander, Ship Captain, etc.

Leadership: +1
Human Perception: +1
Expert: Tactics: +1
Handgun: +1
Oratory: +1
Personal Groom: +1
Zero-G or Swimming: +1

GAME DESIGNER (D)
Writer, Editor, Psychotic Fiend, etc.

Edit: +1
Game Design: +1
Forgery: +1
Ignore Deadline: +1
Fast Talk: +1
Compose/Write: +1
Go Without Sleep: +1

GANG MEMBER (D)
Evil Gerwalk Biker, etc..

Athletics: +1
Pickpocket: +1
Ride/Drive: +1
Streetwise: +1
Knife: +1
Handgun: +1
Dodge & Escape: +1

HOUSEWIFE
The Gal/Guy Back Home

Cook: +1
Persuasion: +1
Jury Rig: +1
Personal Groom: +1
Social: +1
Interrogation: +1
Expert: Daytime TV: +1

MECHA DESIGNER
Demented Genius, Visionary, etc

Programming: +1
Fast Talk: +1
Forgery: +1
Mecha Design: +1
Oratory +1
Mecha Tech: +1
Jury Rig: +1

MECHAJOCK (Combat—D)
Military, SWAT, etc.

Mecha Fighting: +1
Mecha Gunnery: +1
Handgun: +1
Missile Weapon: +1
Awareness: +1
Mecha Melee: +1
Mecha Pilot: +1

PILOT (Non-Combat)
Cargo Pilot, EW Pilot, etc.

Mecha or Shuttle Pilot: +1
Awareness: +1
Basic Repair: +1
Fast Talk: +1
Expert: Navigation: +1
Zero G: +1
Electronic Warfare: +1

MEDIC
Doctor, Hello Nurse, etc.

Medical: +1
Awareness +1
Oratory: +1
Persuasion: +1
Social: +1
Programming: +1
Expert: Diagnose: +1

MILITARY OFFICER (D)
Captain, Admiral, General, etc.

Driving: +1
Leadership: +1
Handgun: +1
Expert: Tactics: +1
Oratory: +1
Social: +1
Personal Groom: +1

NOBLEMAN
King, Duke, Fop, etc.

Oratory: +1
Dance: +1
Social: +1
Wardrobe & Style: +1
Blade: +1
Personal Groom: +1
Expert: Genealogy: +1

POLITICIAN
Public Servant, Lawyer, etc.

Fast Talk: +1
Intimidate: +1
Oratory: +1
Expert: Law: +1
Driving: +1
Interrogation: +1
Interview: +1

RACER (D)
Horses, Cars, Bikes, etc.

Driving: +1
Basic Repair: +1
Awareness: +1
Wardrobe & Style: +1
Streetwise: +1
Fast Talk: +1
Jury Rig: +1

REPORTER
Field Correspondent, News Anchor, etc.

Photography: +1
Fast Talk: +1
Stealth: +1
Interview: +1
Oratory +1
Pick Lock: +1
Forgery: +1

SCIENTIST
Inventor, etc.

Invent: +1
Mecha Design: +1
Oratory: +1
Photography: +1
Jury Rig: +1
Expert: Field: +1
Programming: +1

SOLDIER/MERCENARY (D)
Career Grunt, Warrior, Soldier of Fortune

Blade: +1
Hand to Hand: +1
Handgun: +1
Rifle: +1
Stealth: +1
Survival: +1
Dodge & Escape: +1

SPY (D)
Mata Hari, Double Agent, James Bond, etc.

Fast Talk: +1
Resist Torture: +1
Jury Rig: +1
Wardrobe & Style +1
Forgery: +1
Disguise: +1
Expert: Security Systems: +1

TECHIE
Mechanic, Mecha Technician, Engineer, etc.

Jury Rig: +1
Mecha Tech: +1
Basic Repair: +1
Programming: +1
Handgun: +1
Streetwise: +1
Mecha Pilot: +1

THIEF (D)
Cat Burglar, Shoplifter, etc.

Pick Lock: +1
Awareness: +1
Pick Pocket: +1
Dodge/Escape: +1
Stealth: +1
Streetwise: +1
Shadowing/Avoid Pursuit: +1

LIFEPATH APPENDIX:
WORKING FOR A LIVING

For each two years spent working in one of the above professions, roll once on the chart below. A "dangerous" profession is one that has a "D" following its title. This Lifepath should be rolled with (or even by) the Referee. No re-olling—it's supposed to be dangerous!

If the job was Dangerous: GO TO K

If the job was not Dangerous: GO TO L

K: DANGEROUS PROFESSION

What happened during this period? Roll 1D10:

1	You had a short term love affair. GO TO M.
2	You had a lasting affair, pick up a lover. GO TO H1 (on earlier lifepath p.23).
3	You pick up a friend. GO TO N.
4-5	You make an enemy. GO TO O.
6-7	You get a windfall. GO TO P.
8-10	You have an accident. GO TO Q.

L: NOT-SO-DANGEROUS PROFESSION

What happened during this period? Roll 1D10:

1-2	You had a short term love affair. GO TO M.
3	You had a lasting affair, pick up a lover. GO TO H1 (on earlier lifepath p.23).
4-6	You pick up a friend. GO TO N.
7-8	You make an enemy. GO TO O.
9	You get a windfall. GO TO P.
10	You have an accident. GO TO Q.

M: LOVE AFFAIR

You had a short, intense affair. Roll 1D10 for your partner's current feelings:

1-2	They couldn't care less; you haven't seen them since "That Night."
3-4	They didn't take the break-up well; make an enemy. GO TO G2 on page 22.
5-6	They were fine with a short fling. Make a new friend.
7-8	They were killed in an accident.
9-10	They were murdered, likely because of you.

N: FRIEND

You have picked up a new friend. Roll 1D10; this friend is a ...

1-2	superior in your work.
3-4	subordinate in your work.
5-6	rival at your work.
7-8	someone you just "met."
9-10	an old friend you met again after losing track of her.

O: ENEMY

You have made an enemy. Roll 1D10; this enemy is ...

1	a superior at work.
2	a subordinate at work.
3	a co-worker or rival at work.
4	an outside competitor.
5	a person who deals with your company
6	an old rival you meet again.
7	someone whos job you took.
8	someone you don't even know.
9	a personal rival on the job.
10	Roll on chart G on page 22.

GO TO G2

LIFEPATH APPENDIX CONT.

P: WINDFALL!

Something lucky has happened—roll 1D10 to find out what:

1-2 Favor: Someone in a position of power owes you (maybe a politician, a policeman, a military officer, etc). It can be a BIG favor, but only one.

3-4 Extra cash! You managed to get your hands on 100¥ to spend on extra equipment.

5-6 Make a contact: You have a contact (not a friend) in whatever current profession you hold. How this contact can be utilized is left to Referee discretion.

7-8 Contact the Black Market: You can get "hot" equipment at 1/2 the cost in the rulebook.

9-10 You learn a vital clue from your past. (E.g.: if you have a tragic love affair, or missing family, you have discovered some clue to their fate. The exact nature of this clue is up to the Referee.

Q: ACCIDENT!

Something bad has happened to you; roll 1D10 on the chart below to find out what.

1 Lose your job. You get no money, and only 3 skill points out of those two years.

2 Blacklisted! You may not take this profession again, and you are at a -2 to all social dealings with members of this profession.

3 Financial ruin! You lose all starting cash (bad time to invest in pork bellies)! If you take work after this term, you will get that money.

4 Lose a loved one! A lover, family member, or friend passes away. Referee chooses.

5 You are implicated in the collapse of your "company" and are considered a "jinx." You may not take this profession again.

6 You are blamed for an accident that hurts/kills another (it is NOT your fault).

7 You cause an accident that kills others. If there are any survivors, you pick up an enemy.

8 Disfiguring accident. Lose 1D6 points off your ATT. stat.

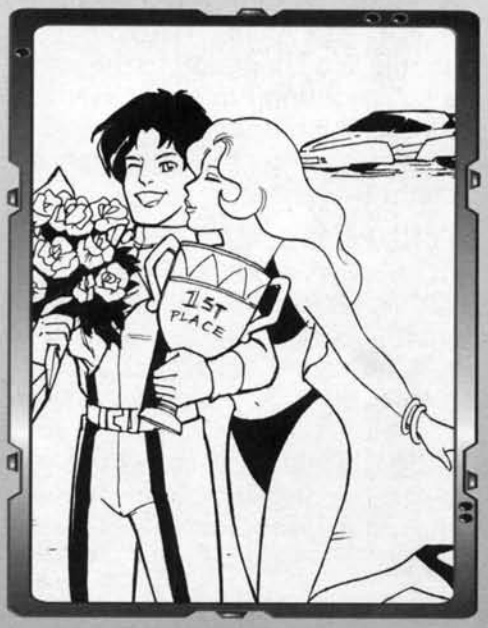
9 Bad accident. Lose 1 point off your REF stat.

10 Horrible accident. Lose 2 points off your REF, and have a limb(s) replaced by artificial parts. (No, this is not *Cyberpunk*®. You get a replacement that can barely do the job of the original; no mounted guns or other goodies.)

THE ROOKIES △ ルッキー

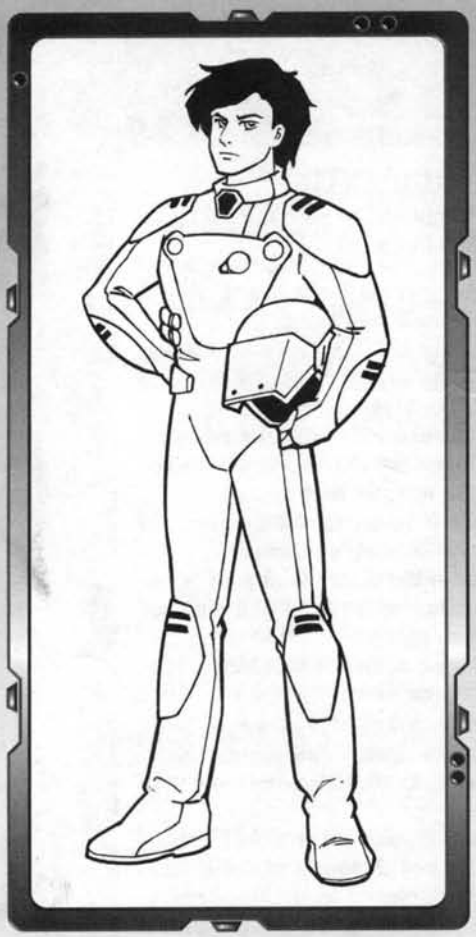
"But youth and speed always get the girls."

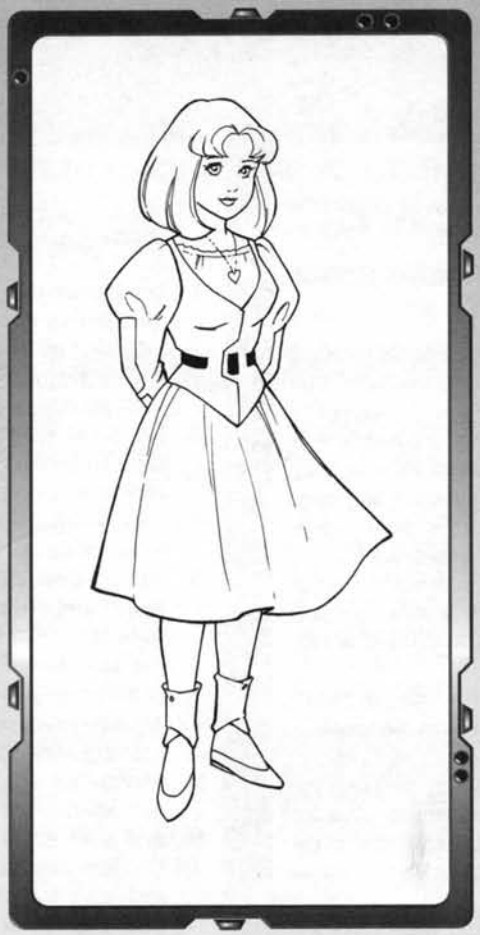
—Mechajock Proverb



If you don't want to begin as the old, world-weary type, you have the option of starting to adventure at a young age (somewhere between sixteen and twenty). You will not receive any further background on your Lifepath, but you will get a few more skills, a few pieces of equipment, and some extra starting cash.

The rookie templates on the following pages are rather abstract (and meant to be that way). They serve a dual purpose: to provide extra goodies to beginning characters, and to provide a loose framework for some typical amine-type personalities. Each template provides 7 skill points in the skills listed. Apply all seven points to your character when you choose a template.





ANIME HERO

Young and inexperienced but bursting with talent, the Anime Hero's potential is matched only buy his hot headedness. Usually having lost his family as a result of the war, the Anime Hero finds a new role as a champion to the people he is fighting for. Anime Heroes are usually fated for their role; circumstance, rather than experience, dictates their future.

MECHA PILOT . . . . . .+1
TWO MECHA WEAPON SKILLS .+1
WARDROBE & STYLE . . . . . .+1
BLADE . . . . . .+1
MOTORCYCLE . . . . . .+1
STEALTH . . . . . .+1

EQUIPMENT BONUS: Wardrobe of hip-hop clothing, motorcycle, sword or handgun, pilot's suit.
STARTING CASH: +300¥.

THE GIRLFRIEND OR BOYFRIEND

The faithful(?) person back home. She is always there with a sympathetic ear when the angst-ridden hero is down in the dumps. Prone to fits of jealousy and suspicion, this character is often in a position to be held captive by the villains.

SEDUCTION . . . . . .+2
INTERROGATION . . . . . .+1
HUMAN PERCEPTION . . . . . .+2
DRIVING . . . . . .+1
SHADOWING . . . . . +1

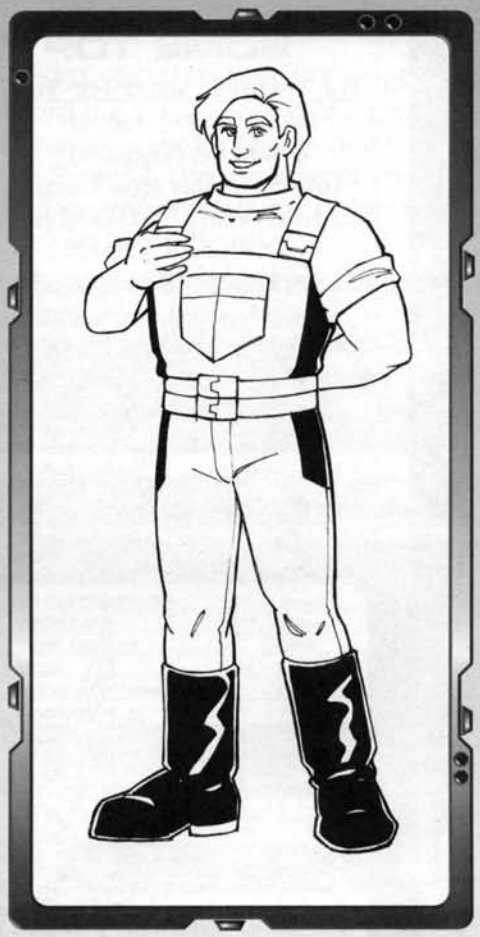
EQUIPMENT BONUS: Prized possession given by lover (locket, ring, etc.); one really racy set of clothes, but is too shy to wear them.
STARTING CASH: +400¥.

ANIME BABE

You look good and know it. Some of the girls might be prettier, but you know how to dress and act to make the most of what you've got. Sometimes people have a tendency to assume that you are a piece of fluff, and that has given you more than one opportunity to get the drop on someone. You're the anime version of a femme fatale, able to manipulate all the men around you.

WARDROBE & STYLE . . . . . .+2
PERSONAL GROOMING . . . . . +2
SOCIAL . . . . . .+1
SEDUCTION . . . . . .+1
HANDGUN . . . . . .+1

EQUIPMENT BONUS: Really cool dress, one small caliber gun (perfect for hiding in a purse/garter), make-up kit.
STARTING CASH: +150¥



ANIME STUD

If it's dangerous, you've done it. It holds little interest for you unless the stakes are high. "Live fast, die young and leave a good looking corpse" is your motto. Or, in the words of your mentor, "What can a man hope to accomplish if he is afraid of a little sake?"

RIDE/DRIVE . . . . . .+1
INTIMIDATE . . . . . .+1
BLADE . . . . . .+1
HANDGUN . . . . . .+1
INTERROGATION . . . . . .+1
STREETWISE . . . . . .+1
DODGE & ESCAPE . . . . . .+1

EQUIPMENT BONUS: Really cool sword, large caliber handgun, motorcycle, cool sunglasses
STARTING CASH: +100¥.

THE BIG LUG

Oversized and clumsy, this character's strength is only matched by the size of his compassionate heart. Prone to protecting weaker people, like the "Girlfriend" and "Kid", his kind heartedness can often get him hurt or killed.

INTIMIDATE . . . . . .+2
INTERROGATE . . . . . .+1
HAND TO HAND . . . . . .+2
MECHA TECH . . . . . .+1
DODGE & ESCAPE . . . . . .+1

EQUIPMENT BONUS: Heavy vehicle (truck, jeep, etc.), portable music player, toolkit.
STARTING CASH: +200¥.

THE KID

You may be young, but there's no way you're going to be cut out of the action. You've got youth and speed on your side, and with a little luck you'll return home a hero. Small and quick, you are often considered a mascot or comedy relief.

DODGE/ESCAPE . . . . . +3
ANY ONE WEAPON SKILL. . . . . +1
STREETWISE . . . . . +1
ATHLETICS . . . . . +1
STEALTH . . . . . +1

EQUIPMENT BONUS: Picture of hero, memento of parents/childhood, a cute/obnoxious animal or robotic pet.
STARTING CASH: +100¥.

SOME TOP TEN EXAMPLES

The Youth & Speed Top Ten

Hikaru Ichijo (*Macross*)
Amuro Rei (*Gundam*)
Luke Skywalker (*Star Wars*)
Camille Vidan (*Zeta Gundam*)
Kei Kathulagi (*Orguss*)
Shogo Yahagi (*Megazone 23*)
Kimbal Kinnison (*Lensman*)
Johnny Rico (*Starship Troopers*)
Susumu Kodai, aka Alex Wildstar (*Space Cruiser Yamato*, aka *Starblazers*)
Noriko Takaya (*Gunbuster*)

The Age & Experience Top Ten

Roy Fokker (*Macross*)
Han Solo (*Star Wars*)
Indiana Jones (*Indiana Jones*)
Chirico Cuvie (*Votoms*)
Olsen (*Orguss*)
South Burning (*Gundam 0083*)
B.D. (*Megazone 23*)
M.D. Geist (*Geist*)
Captain Harlock (*Captain Harlock*)
Captain Henry Gloval (*Macross* or *Robotech*)

CELEBRITY

Whether a singer, actor, or model, the strength of this character is based on his or her popularity. Loved by the "masses", this person is not as interested in fighting as in bringing love/peace/harmony/beauty to the people (unless the character involved is the ruthless/greedy/self-centered type, who manipulates everyone [including the villains] for more fame and money).

LEADERSHIP (EMP-based) . . . . .+2
PERSONAL GROOMING . . . . . .+1
WARDROBE & STYLE . . . . . .+1
Any performance-related skill (SING, DANCE, ACT, etc.) . . . . . .+3

EQUIPMENT BONUS: A holo-cam, digital recordings of your latest "hit," a mini-disk player, lots of "flashy" clothing.
STARTING CASH: 400¥.

PLAYING NON-HUMAN CHARACTERS IN *MEKTON Z*

Not all anime PCs could be considered human. While the number of humanoid races that occupy anime is tremendous (everything from sentient energy shades to fairy-like beings with gossamer wings have been seen), it is entirely possible that your *Mekton Zeta* game will have *really alien* PCs. If you wish to play such an exotic character, talk to the Referee and he'll provide you with rules for playing non-human races in his campaign. For Referees, these rules can be found in the Referee's section on page 118.

SUMMARY OF THE MEKTON CHARCTER SHEET

Below is an explanation of the Mekton Character Sheet. This sheet is usable for both Rookie and Professional character types.A blank one can be found at the back of this book. It's OK for you to photocopy it, we said so.

This space is for an illustration of your character, as well as a space to record her name.

This is your **PROFESSION/TEMPLATE** window. Use this space to record the age of your character, as well as the Template or most recent Profession that was used in her construction. Page 32. Use the *back* of your sheet to keep track of the Professions (if any) you may have taken up along the way.

This is your **STATISTICS** window. Use this space to record the various Primary and Secondary stastics of your character as found on p24-25.

CHARACTER PROFILE

NAME SAMPLE CHARCTER: Rambi Ruricinda

PROFESSION/TEMPLATE	AGE
Anime Stud (-ette)	17 years

CHARACTER STATS			
7	INTELLIGENCE	6	Education
8	COOL	20	Stability
9	REFLEXES	21m	Run
9	ATTRACTIVENESS	1.75m	Jump
8	EMPATHY	5.25m	Leap
5	TECH ABILITY	6	Stun
6	LUCK	60kg	Lift
7	MOVE ALLOWANCE	4	EV
5	BODY TYPE	20m	Throw

This is the **HIT LOCATION CHART** for your character. Record her location Hits (p24) and any SP of armor protection (p45) in this area

1D10: LOC:	1 HEAD	2-4 TORSO	5 R.ARM	6 L.ARM	7-8 R.LEG	9-10 L.LEG
SP:	-	12SP	12SP	12SP	-	-
HITS:	6h	12h	9h	9h	9h	9h

This is the **WEAPON INFORMATION CHART** for your character. Record all of the pertinent information about her personal weapons here (p40)

EQUIPMENT	WT.	COST
Father's Sword	1.0	-
Sunglasses	0	-
AutoMag	1.5	-
5 AutoMag Reloads	-	110¥
Mesh Motorcycle Jacket	1.5	235¥
Goggles	0	2¥
Carryall	0.1	10¥
Logcompass	0.4	100¥
MedKit	1.0	100¥
Racing Motrocycle	na	-
SDP=15, MA=11,		
Cash: 143¥	0	-

WEAPON	WA	RANGE	DAMAGE	SHOTS	BV	CONC	WEIGHT	COST
Sword	+1	2m	2D6	-	-	L	1.0	-
Automag	+1	15/100	3D6	8	1	J	1.5	-

SKILL	LVL	IP	TOT	SKILL	LVL	IP	TOT
Personal Grooming	+2		11				
Wardrobe & Style	+2		11				
Persuasion & Fast Talk	+2		10				
Awareness	+2		9				
Dodge & Escape	+1		10				
Hand-to-Hand	+2		11				
Driving	+3		12				
Dance	+1		10				
Jury Rig	+2		7				
Intimidate	+3		11				
Blades	+3		12				
Handgun	+3		12				
Interrogation	+1		9				
Streetwise	+1		9				
First Aid	+1		6				

This section is to be filled out with any **SKILLS** (p26)your character may have. Lvl is the "bonus" to your stat that the skill offers. IP is for keeping track of experience. Tot is the total of your skill bonus plus the relevant statistic.

This is the place for your **EQUIPMENT** (p40-49), its weight and cost. Don't forget to keep an eye on all the extra weight you are carrying around, as it may effect your **EV** (p40).

REMEMBER: You have two options when creating characters. **Professionals** are best when you want a character who is already advanced in skills and abilities. The catch, however, is that "Pros" run the risk of being harmed (maimed or worse) by their life experiences, and they don't advance in skills as fast. **Rookies** (or template characters), don't have as many high skills, but they have fewer enemies, problems and so on. They also advance faster than the older, world-weary Pros.

TECH LEVELS

As *Mekton Zeta* covers the entirety of the mecha-anime genre, it is difficult to provide a comprehensive list of equipment. The technology involved in such shows always varies greatly, and as such a gun from one show would be useless against the armor from another (think of a phaser from *Star Trek* in the world of *2001*!) This is why *Mekton Zeta* uses Tech Level (TL). All of the equipment listed, in addition to price and weight, will have Tech Level as a part of its description. Worlds with very advanced technology will have high Tech Level equipment available, whereas worlds with a lower technology base will have less powerful armor and weapons available. The Tech Level of the world you will be playing in is determined by your Referee. Tech Levels of weapons and armor are listed in their individual descriptions. The TL listed for an item is the minimum level needed in the world for that item to exist, and the minimum for that item itself.

TL	DESCRIPTION
1-3	Pre-20th Century Earth
4-5	20th Century Earth
6-7	Near Future (Solar System Exploration)
8-9	Far Future (Interstellar Travel)
10	Hyper Science (Trans-Galactic Empires)

EQUIPMENT △ エクイプメント

LOCKED, LOADED & READY FOR ACTION

Now that your *Mekton Zeta* character is almost finished, let's take a few moments to spend some of that money you earned during character creation.

Just as not every solution is solved by a gigantic mecha battle, not all missions are going to rely on your skills alone. You can be the greatest lock pick artist in the world, but without tools you can be defeated by a common deadbolt. It always pays to have the proper tools for the job, and the right equipment will probably save your life.

How Money Works

The basic "unit" of currency in *Mekton Zeta* is called the "credit." This credit is equal to one currency unit, in whatever game you are playing in, to allow for the wide variety of money types possible in an anime setting (for example, if you were playing in a near future Earth, a currency unit might represent a dollar, while in a futuristic empire it might represent an iridium "Imperial".)

In honor of the Japanese roots of the mecha genre, we'll always use the symbol for the yen (¥) as the mark to indicate a "credit."

Every object, weapon, tool or garment you will outfit your character with will have a cost, expressed in credits (¥). Credits are "earned" through the process of going through your Lifepath and a profession or template.

Encumbrance

In *Mekton Zeta*, things not only cost money–they also have weight. The more you carry, the more loaded down you are and, in turn, the slower you move. In the Body Type substats, there is a listed number for your character's EV. Divide the total weight you are carrying by this value, then subtract the result (rounded down) from your character's MA. All of the weights (and for that matter, measurements) in *Mekton Zeta* are in metric.

WEAPONS

The world of *Mekton Zeta* is dangerous—filled with nasty, snaggle-toothed creatures itching to take a chunk out of your newly created character's hide (and those are just the *people*). The first thing you're going to want to do with your money is buy some weapons and armor!

WEAPON TERMS

As in all Interlock™ systems, all personal weapons use the following listing:

Name • Type • Weapon Accuracy • Concealability • Availability • Range • Damage • Shots • Burst Value • Weight • Cost • Tech Level

- **Weapon Accuracy (WA):** This number modifies the user's attack roll.
- **Range:** Listed in meters; the first number is Combat Range (no negative modifiers at such a distance), while the second number is Maximum Range (at which there is a -4 modifier to hit). "T" means thrown.
- **Damage:** Listed in either D10s or D6s of Hits; damages listed with a "+" after them add the user's BODY TYPE damage modifier (see pg. 24).
- **Shots:** Listed per magazine.
- **Burst Value (BV):** The number of shots that may be fired in a single Action.
- **Concealability (Conc.):** P = Pocket, J = Jacket, L = Long Coat, N = Not Concealable.
- **Weight:** Listed in kilograms, for purposes of Encumberance.
- **Cost:** Listed in credits (¥). **Many ranged weapons include a price for a reload after the slash.** Reloads *generally* cost about 5% of the weapon cost.
- **Tech Level (TL):** As described in the sidebar.

PERSONAL WEAPONS TABLE

MELEE WEAPONS	WA	Range	Damage	Shots	BV	Conc.	Weight	Cost(¥)	TL
Battleaxe	-1	2	2D10+ [AP]	na	na	N	3.5	70	2
Boomerang	-1	T	1D6+	na	na	L	0.6	48	2
Broadsword	+0	2	3D6+ [AP]	na	na	N	3.0	84	2
Chainsaw	-1	2	3D6+ [AP]	10	na	N	3.0	54	5
Combat Knife	+0	1	1D6+ [AP]	na	na	J	0.5	50	3
Dagger	+0	1	1D6/2+ [AP]	na	na	P	0.3	18	2
Energy Sword	+1	2	5D6	10	na	J	0.25	470	7
Force Staff	+2	4	5D6	10 turns	na	P	0.25	1010	8
Hand Taser (Shock)	+0	2	-2	10 shots	1	J	1.0	210	5
Mace	-1	2	3D6+	na	na	N	3.0	60	2
Monoknife	+0	1	2D6+ [AP]	na	na	J	0.5	240	6
Monosword	+1	2	4D6+ [AP]	na	na	L	1.0	600	6
Nunchaku/Tonfa	+0	2	1D10+	na	na	L	0.75	105	2
Quarterstaff	+2	4	1D6+	na	na	N	1.0	120	1
Rapier	+1	2	1D10+ [AP]	na	na	L	0.75	75	3
Shuriken	+0	T	1D6/2+ [AP]	na	na	P	0.2	21	2
Spear	+2	4	2D6+ [AP]	na	na	N	2.0	120	1
Sword	+1	2	2D6+ [AP]	na	na	L	1.0	100	2
Whip	-1	4	1D6/2+	na	na	L	0.125	15	2
ARCHERY WEAPONS	**WA**	**Range**	**Damage**	**Shots**	**BV**	**Conc.**	**Weight**	**Cost(¥)**	**TL**
Bow	-1	12-72	2D6	1	1	N	1.0	64/3	3
Compound Bow	-1	20-200	3D6	1	1	N	0.7	304/15	4
Crossbow	+0	15-100	2D6	1	1	N	1.0	90/4.5	3
Wrist-Crossbow	-2	8-32	1D10	1	1	P	0.38	107/5	4
HANDGUNS	**WA**	**Range**	**Damage**	**Shots**	**BV**	**Conc.**	**Weight**	**Cost(¥)**	**TL**
AutoMag	+1	15-100	3D6	8	1	J	1.5	437/22	5
Combat Pistol	+1	15-100	2D6	15	1	J	1.0	310/19	5
Energy Pistol	+2	16-130	1-4D6	40D6	1	J	1.0	1256/63	7
Heavy Energy Pistol	+2	18-160	5D6	5	1	J	1.1	1712/86	7
Hideout Pistol	+0	10-50	1D10	7	1	P	0.75	96/5	5
Magnum Revolver	+2	16-130	4D6	6	1	J	2.0	1000/50	5
Needle Pistol	+0	10-50	2D6*	20	1	J	0.5	344/17	6
SUBMACHINEGUNS	**WA**	**Range**	**Damage**	**Shots**	**BV**	**Conc.**	**Weight**	**Cost(¥)**	**TL**
Machinepistol	+0	15-100	2D6	20	5	J	1.0	472/24	5
Needle SMG	+0	15-100	2D6*	66	8	L	1.0	1120/56	6
SMG	+1	20-200	2D6	50	5	L	2.0	945/47	5
RIFLES	**WA**	**Range**	**Damage**	**Shots**	**BV**	**Conc.**	**Weight**	**Cost(¥)**	**TL**
Assault Rifle	+0	28-400	4D6	50	5	N	4.0	1155/58	5
Energy Rifle	+2	30-450	1-6D6	60D6	1	N	3.0	756/38	7
Heavy Energy Rifle	+2	34-580	8D6	5	1	N	3.5	1454/73	7
Needle Rifle	+1	20-200	3D6*	66	8	N	1.5	1681/84	5
Sniper Rifle	+2	32-500	5D6	10	1	N	5.0	775/39	5
SHOTGUNS	**WA**	**Range**	**Damage**	**Shots**	**BV**	**Conc.**	**Weight**	**Cost(¥)**	**TL**
Auto Shotgun	+0	15-100	2D10	10	3	N	2.5	1040/52	5
Shotgun	+0	15-100	2D10	6	1	L	2.5	742/37	4
2-Barrel Shotgun	+0	10-50	2D10x2	2	(2)	J	2.5	286/14	5
HEAVY WEAPONS	**WA**	**Range**	**Damage**	**Shots**	**BV**	**Conc.**	**Weight**	**Cost(¥)**	**TL**
Anti-Mecha Mine	+0	0	10K	1	1	N	50.0	650	6
Anti-Mek Beamgun	+0	150-450	6K	5	1	N	35.0	4261/213	7
Anti-Mek Missile	+2	300-1800	8K	1	1	N	10.0	950	5
Armor-Buster Rifle	+1	150-450	50h-AP	10	1	N	20.0	1825/91	5
Frag Grenade	+0	T	5D6/6m	1	na	P	0.25	50	4
Gatling Gun	-1	28-400	5D6	100	8	N	5.0	6336/317	4
Incendiary Grenade	+0	T	1D6*/6m	1	na	P	0.3	100	4
Machinegun	+0	32-500	5D6	100	5	N	5.0	5040/252	5
Sleep Grenade	+0	T	-3/6m	1	na	P	0.15	10	4

* See text description for details.

Melee Weapons

While guns are great if you can get them, sometimes you just can't get hold of one. Some planets outlaw them. Some cultures haven't developed them yet. And some people demand style from their hardware. That's where melee weapons come in. **Note: some melee weapons are armor piercing (AP) and treat armor as having only 1/2 its SP.**

BATTLEAXE **TL: 2**

A little more refined than a mace. A battle axe is often double-bladed, always sharp, and very scary.

BOOMERANG **TL: 2**

A large, V-shaped throwing weapon made of wood or composites, boomerangs can attack two targets in a single action if the two targets are within an appropriate distance from each other (Ref's call); the attacker rolls once, and each defender rolls separately.

BROADSWORD **TL: 2**

Less common than rapiers for space combat, since it requires some kind of stable footing for a good swing. However, damage is severe and the intimidation factor doesn't hurt either.

CHAINSAW **TL: 5**

A two-stroke samurai sword! Most are powered by some kind of fuel and require 1 turn to start up, but some combat models (!) are battery-powered and turn on at the flick of a switch. Armor gets seriously chewed by a chainsaw (treated as having only 1/4 its SP). Must be refueled after 10 turns in use; recharging takes one hour from a wall outlet.

COMBAT KNIFE **TL: 3**

"Now *this* is a knife!" Comes with a scary serrated edge (like a small saw), a compass in the butt, a hollow handle for storing stuff, and sometimes a spiked knuckle guard.

DAGGER **TL: 2**

A small, concealable knife used mainly for self defense, but any SWAT team member will tell you these things are great for cutting rope, wedging doors open, shaving wires, climbing trees ...

ENERGY SWORD **TL: 7**

A sword with a plasma blade, about 1.5m long, held in check by a powerful magnetic bottle. Energy swords can be parried by regular melee weapons, but if the energy sword does double the maximum damage of the parrying weapon, it cuts right through it! After 10 turns of use, it takes one hour to recharge from a wall outlet.

FORCE STAFF **TL: 8**

A potent energy weapon, the force staff can telescope from the size of a pencil to a 2m forcefield generator instantly. The extended staff is surrounded by an aura of static electricity and high-frequency emissions which cause massive molecular upset. The user is immune to the effects (his bio-patterns are pre-programmed in), and can attack twice per Action with the staff. After 10 turns of use, the staff must be recharged from a wall outlet (takes one hour).

HAND TASER (SHOCK) **TL: 5**

A flashlight-shaped weapon, a taser has two metal prongs which, when stuck into the target, release a massive burst of electricity which shocks the target into unconsciousness. Tasers do no damage, but require the target to make a Stun/Shock roll at -2 (which can add up in consecutive uses) or pass out. Armor must be of SP 15 or more to stop a taser. Recharging from a wall socket takes one hour.

MACE **TL: 2**

Maybe a sledgehammer, maybe a ball & chain, maybe an uprooted parking meter. Whatever. It's a big, heavy metal thing you hit people on the head with.

MONOKNIFE **TL: 6**

A deadly, high-tech weapon favored by assassins, the edge of the blade is only a molecule thick—it can cut through almost anything. Armor is treated as having 1/3 its SP versus these weapons, but they're fragile.

MONOSWORD **TL: 6**

Futuristic ninja-types love the monoknife's big brother. Once again, armor is treated as having 1/3 its SP versus these weapons.

NUNCHAKU/TONFA **TL: 2**

No anime-based game would be complete without a few martial arts weapons. These weapons can be used for parrying as well as attacks, and their spinning/swinging approach allows them to be used twice per Action. Nunchaku are two wood, metal or composite rods connected by a rope or cable, and a tonfa is an L-shaped stick made of wood, composite or metal—your standard police nightstick.

QUARTERSTAFF **TL: 1**

A long pole made of wood, metal or composites, the quarterstaff is usually an underestimated weapon. In the hands of a skilled user, a staff can be whirled at high speed (a quarterstaff can attack twice in one Action) and still boast a greater striking distance than a sword. High-tech, telescoping versions can be collapsed to the size of a flashlight for carrying.

RAPIER **TL: 3**

With hand-to-hand combat as common as it is in *Mekton Z*, there is a need for a good, all-purpose weapon that won't open a hole in a spacecraft hull ... just in your opponent's pressure suit. Machinists are making a healthy profit turning out rapiers. In low-gee, the rapier is the most effective weapon, and fencing has once again become a highly developed art.

SHURIKEN **TL: 2**

Best known as a small metal "throwing star", a shuriken can be any small blade used for throwing.

SPEAR **TL: 1**

A staff with a blade at the end. Not as quick as a quarterstaff, but capable of impaling an enemy at range. Usually a defensive weapon, some are designed to be thrown and some are not.

SWORD **TL: 2**

Popular for the same reason as rapiers, but uses more swinging, slashing motions than thrusts. Be it a samurai katana or Excalibur, it's really just a sword.

WHIP **TL: 2**

Popular with archaeologists, animal trainers and "Dragon Lady" types, whips do little damage but can 1) make Entangling attacks, and 2) add +3 to Intimidation rolls—snapping one at someone makes him reluctant to get close.

Archery Weapons

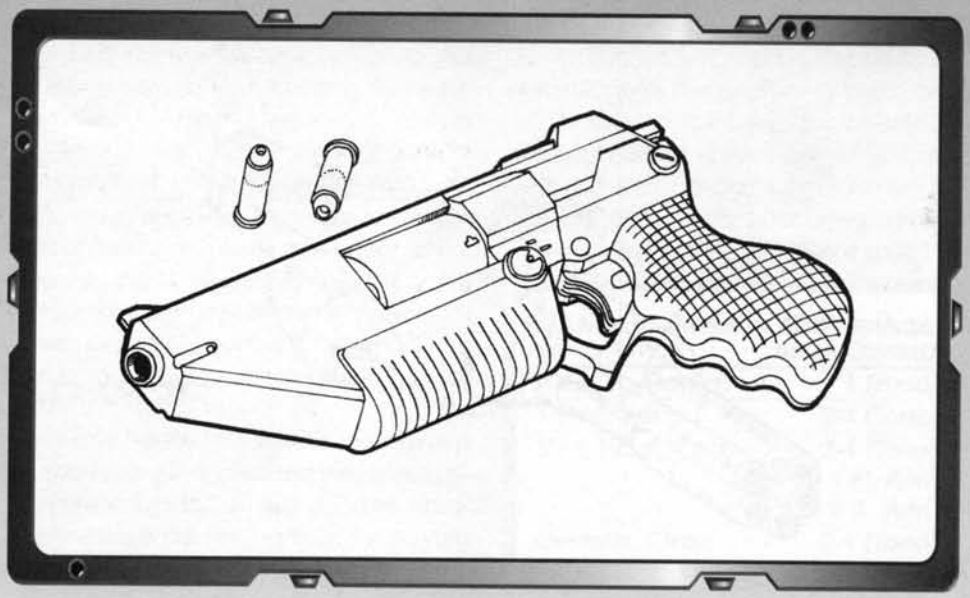
Considered archaic by some, these weapons have kept up with modern advances. They can be made from high-tech composite materials and may use lasersights, etc. All archery weapons are of the single-shot variety, and it takes 1 Action to reload. How many arrows or bolts you carry is your choice (reloads are packs of 12 projectiles).

BOW TL: 3
The weapon made famous by Robin Hood and William Tell, bows require some physical strength to draw, and a great deal of skill to master.

COMPOUND BOW TL: 4
A high-tech, fiberglass version of a regular bow, this uses a system of pulleys and cables to increase power and range vastly, and to make it easier to draw.

CROSSBOW TL: 3
A rifle-like weapon with a high-tension steel "bow" capable of firing "bolts" as fast as you can load them.

WRIST-CROSSBOW TL: 4
A small, bracer-worn version of the larger crossbow, this little gizmo is often used by marauding road punks and mischief-making guttersnipes.



Handguns

The most common type of weapon in any modern battlefield. The popularity of the handgun stems from the long list of advantages common to all guns: they're cheap, easy to maintain, and a solid chunk of metal moving at the speed of sound will usually drop a 90kg man with one shot. *Mekton Z* guns are kept "generic" for the sake of varying tech levels—these could be 20th-century weapons firing lead slugs from brass cases loaded with gunpowder, plastic blasters which use caseless ammunition and explosive bullets, low-recoil "Gyrojet" weapons which fire self-propelled loads, or even railguns (which use magnetic tracks to accelerate tiny metal darts to incredible velocity). Reloads are usually available in clips which take 1 Action to replace.

AUTOMAG TL: 5
A macho version of the common combat pistol, an automatic magnum packs a big wallop, but has a smaller magazine capacity and pretty harsh recoil.

COMBAT PISTOL TL: 5
A standard semiautomatic handgun. High capacity, high reliability, lethal, accurate ... what more could you want?

ENERGY PISTOL TL: 7
Designed for space and anti-armor combat, this beam gun can be dialed from 1 to 4 dice of damage, taking power from a 40-dice capacitor. Early prototypes are bulky and hard to come by, while advanced versions get truly sleek. Recharges from a wall outlet in one hour.

HEAVY ENERGY PISTOL TL: 7
A high-powered, non-adjustable beam gun which is powerful enough to damage mecha. Noisy, flashy and otherwise high profile, subtlety is not this weapon's strong suit.

HIDEOUT PISTOL TL: 5
A concealable, small-caliber weapon usually carried as a backup. Also referred to as a "lady's gun", but used by almost everyone.

MAGNUM REVOLVER TL: 5
Game hunters and bounty hunters alike swear by this gun. It's big. It's noisy. It shoots through car engines. It also takes 1 Action to reload 3 rounds, so be sure to count your shots *carefully.*

NEEDLE PISTOL TL: 6
A compressed air-powered weapon that is cheap and easy to use, this gun fires tiny metal needles at speeds high enough to pierce armor. The needles are too small to cause more than minor damage (damage is listed for armor penetration ONLY), but are often coated with poison or sleep-inducing drugs, making them excellent weapons for assassins and the non-violent alike.

Submachineguns

These are fully automatic weapons which fire handgun ammunition. SMGs may fire single shots or bursts (see Combat, pg.95), and are effective room-to-room assault weapons. They are popular with police because they will not penetrate walls and hurt bystanders. The same specifics for handguns apply to SMGs (such as the nature of the weapon).

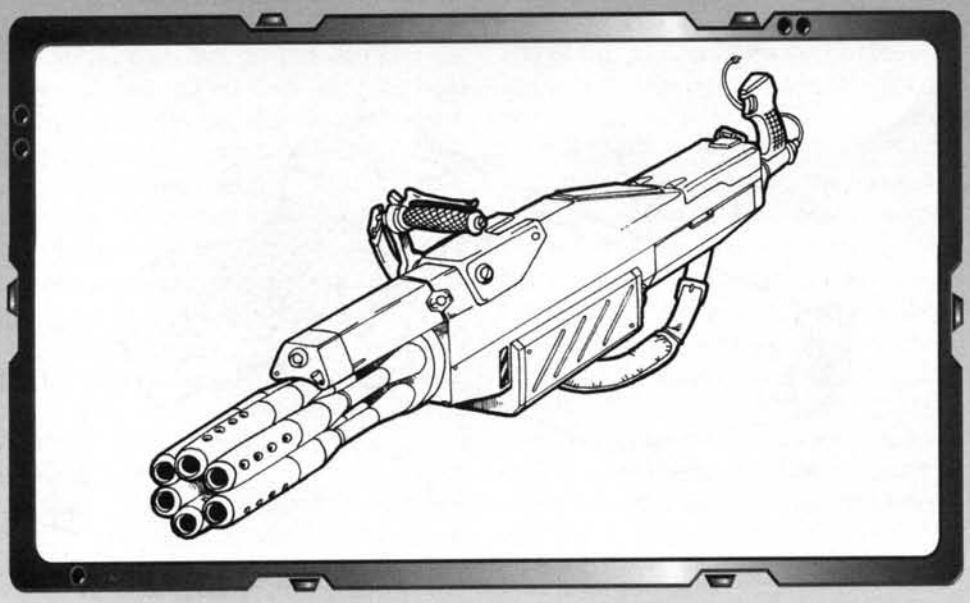
MACHINEPISTOL TL: 5
A fully automatic version of the combat pistol, this weapon may even look like its semiauto counterpart. High recoil renders the utility of MPs questionable, but firepower freaks still keep buying them.

NEEDLE SMG TL: 6
A larger, fully automatic version of the needle pistol, its listed damage is used for armor penetration ONLY—its needles are usually coated with poison or sleep-inducing drugs.

SMG TL: 5
A rifle-scale weapon loading pistol-type rounds, a submachinegun is arguably the ultimate all-purpose weapon. They are found in the hands of corporate security, MPs, mechapilots and SWAT teams.

Rifles

Rifles have the advantage of increased accuracy over longer ranges; they also have the disadvantages of greater weight and size. Certain rifles are capable of automatic fire like SMGs, either single shot or burst (see Combat, pg. 95). In general, rifle rounds are longer and more powerful than handgun rounds. Rifles are subject to the



same "special effects clause" as handguns and SMGs.

ASSAULT RIFLE TL: 5

The standard weapon used by "grunt" troops, assault rifles usually fire small, high-velocity projectiles in short, controlled bursts. Often tricked out with grenade launchers, optical sights and other doohickeys, the basic AR can be found in every army everywhere.

ENERGY RIFLE TL: 7

A long-range weapon good for sniping and anti-vehicle work in space and groundside alike. This man-portable beam cannon can be dialed from 1 to 6 dice of damage, powered by a 60-dice capacitor. Larger and bulkier than a sniper rifle, but lighter overall due to the preponderance of focusing elements.

HEAVY ENERGY RIFLE TL: 7

A grossly overpowered, non-adjustable beam cannon which is routinely used to harass mecha. Usually only found in military situations, the secondary effects of this weapon tend to cause massive collateral damage.

NEEDLE RIFLE TL: 5

The most powerful of the needlers, this is a scaled-up version of the needle SMG. It fires larger needles at greater speed, but its listed damage is still used for armor penetration ONLY—its needles can be coated as well.

SNIPER RIFLE TL: 5

A highly accurate long-range rifle used for assassination, cover fire and countersniper duty. Sniper rifles are heavy (for balance) and often bolt-action rather than semiauto. They usually come with an optical sight (for long-range shooting) and a bipod (for bracing) as standard features.

Shotguns

Shotguns scatter lots of small pellets over a wide area. They come with either one or two barrels, and may be "sawed off" for ease of concealability (this is usually illegal). Everyone from police to streetgangs use shotguns—they are very effective at bringing a target down quickly, thanks to the overwhelming shock of being hit with numerous pellets of buckshot simultaneously. Like other guns, these could be defined as anything from black-powder pump-guns to electromagnetic cone rifles, depending on the TL of the game being played.

AUTO SHOTGUN TL: 5

The ultimate house-to-house "roomsweeper", one burst from an auto shotgun is enough to turn an entire room into lead-poisoned dog food. The main disadvantage is that, although it is capable of burst fire, an Auto Shotgun has a very limited magazine capacity—its shells are big!

SHOTGUN TL: 4

An excellent choice for hunting waterfowl, this could be a pump-action, a semiauto or even a lever-action scattergun. Reliability is excellent but range is short.

2-BARREL SHOTGUN TL: 5

Capable of firing into two hexes at once, or emptying both barrels into one target, this weapon would be a lot more devastating if it wasn't a break-action job. Each barrel holds one shell, and then the gun must be reloaded (taking 1 Action). Range is so short because this gun has been sawed off for a wider spread.

Heavy Weapons

When the chips hit the fan, things start blowing up. Heavy weapons are all about blowing things up. These hellraisers are used to support whole squads of soldiers, destroy bunkers and vehicles, bring down mecha and save your tiny butt from getting stomped by a 50-ton Mekton.

ANTI-MECHA MINE TL: 6

A big, heavy, metal disk about the size of an inner tube. Bury it somewhere you expect enemy Mektons or vehicles to be passing through, and the magnetic proximity fuse will detonate it when a large mass of metal passes over it.

ANTI-MEK BEAMGUN TL: 7

About the size and shape of a modern-day mortar, this crew-served version of a Mekton beam rifle is fielded only when nothing else is available. Sure, it's powerful (6 Kills), but watch out: If you don't take out your target on the first try, you've probably just attracted some unwanted attention ...Note: -6 to hit people, -3 to hit vehicles, no modifier to hit Mektons.

ANTI-MEK MISSILE TL: 5

A single-shot, disposable, shoulder-fired missile launcher with a maximum range of 1.8 kilometers. Capable of engaging targets in the air and on the ground, and can be collapsed to a smaller size for ease of carriage. Note: -6 to hit people, -3 to hit vehicles, no modifier to hit Mektons.

ARMOR-BUSTER RIFLE TL: 5

This gigantic rifle is so heavy and powerful that it can only be fired while braced with its bipod. Its huge, hypervelocity shells are made of collapsed isotopes which treat the SP of any armor as only 1/2 SP. Used for destroying vehicles and small mecha—attacking people with this thing is overkill! Note: -3 to hit people, +3 to hit Mektons; vehicles are at no modifier.

FRAG GRENADE, SLEEP GRENADE, INCENDIARY GRENADE TL: 4

These nasty devices can cause a variety of effects. Early versions look like little pineapples, while the more high-tech breed have small digital timers (5 to 60 seconds) and magnetic or double-sided tape strips to affix them to doors, walls or nearby mecha. When a grenade explodes, it affects everything around it (see the Combat section for applying explosive damage). Frag grenades do normal damage to everything in a 6m radius, while sleep grenades requires anyone in the blast radius to make a Stun/Shock roll at -3 or fall asleep. Incendiaries are vicious—they cause 1D6 damage to every location of every target within the 6m blast radius. No reloads—grenades are bought singly.

GATLING GUN TL: 4

With a multi-barrel array rotating around a central axis, this electrically powered assault cannon turns its carrier into a one-man invasion force. While wickedly cool, this monster is also heavy, noisy and has near-unbearable recoil and torque.

MACHINEGUN TL: 5

This is a heavy, rapid-fire squad support weapon. Best used with a bipod or tripod, it can fire bursts only (no single shots from this beast).

Weapon Options

These are things which can be added to existing weapons to improve accuracy, stealth, ammunition loads or readiness. As with all other weapons, their availability is based upon the Tech Level of the particular setting you are playing in.

LASERSIGHT 0.1 kg, 100¥, TL: 5

A small red-dot designation attached to a gun or bow, this adds +1 to Weapon Accuracy at Combat Range only.

MAGAZINE EXTENSIONS

+20% of weapon's weight, +10% of weapon's cost (or 2x reload), TL: 5

This adds 100% to the number of shots the weapon has, but makes it almost impossible to conceal (Ref's decision).

OPTICAL SCOPE 0.2 kg, 100¥, TL: 4

This is a rugged, compact telescope mounted atop the weapon. It reduces the Maximum Range penalty to only -2, but also reduces Combat Range accuracy by -2 (due to a narrowed field of vision).

SILENCER 0.5 kg, 100¥, TL: 5

Attached to the barrel of a gun, this sound suppresser quiets firing so much that an Average Awareness roll is required to hear the gunshot.

SMARTGUN 0.3 kg, 500¥, TL: 6

This conversion adds a computerized targeting array and a laser designator to the weapon. Adds +2 to Weapon Accuracy at Combat Range, while the Maximum Range penalty becomes only -3.

ARMOR

Armor in *Mekton Zeta* is constructed on the piece plan, allowing players to tailor protection by a method that accurately reflects the setting they are playing in. When "building" your own armor (such as from ballistic mesh or multi-polymer plate, see below), it must be purchased per location. A "location" is considered any one of six areas of the body: Head, Torso, Right and Left Arm, Right and Left Leg. However, some locations are represented by more than one slot on the Human Targeting Table (such as Torso, which is 2-4). Armor which is "built" as covering only some of the numbers in a location (such as boots or shorts) has weight and cost equal to the percentage of the Location it protects.

Example: *Yuki needs to buy an armored boot to replace one she lost. She pays 1/2 the cost and weight for one full location, because the boot only covers #8 (Right Lower Leg) of #7-8 (Right Leg).*

SAMPLE ARMOR COVERAGE

Armor Type	Areas Covered
Hat, Cap, Helmet:	1 (Head)
T-Shirt, Vest:	2-4 (Torso)
Shirt, Jacket, Coat:	2-4 (Torso) 5 (R. Arm) 6 (L. Arm)
Overcoat, Cloak:	2-4 (Torso) 5 (R. Arm) 6 (L. Arm) 7 (R. Thigh) 9 (L. Thigh)
Pants, Slacks, Long Skirt:	7-8 (R. Leg) 9-10 (L. Leg)
Shorts, Tunic, Skirt:	7 (R. Thigh) 9 (L. Thigh)
Boots, Leggings:	8 (R. Lower Leg) 10 (L. Lower Leg)

PERSONAL ARMOR TABLE

BALLISTIC MESH	SP	Location	Weight (kg.)	Cost
Light Mesh	10	Single	0.2	38¥
Medium Mesh	12	Single	0.3	47¥
Heavy Mesh	15	Single	0.4	56¥
Flak Mesh	18	Single	0.5	65¥
FULL UTILITY HELMET	**SP**	**Location**	**Weight**	**Cost**
Light Helmet	20	Single	1.6	106¥
Medium Helmet	23	Single	1.8	117¥
Heavy Helmet	25	Single	2.0	128¥
MULTI-POLYMER PLATE	**SP**	**Location**	**Weight**	**Cost**
Light Plate	20	Single	0.5	98¥
Medium Plate	23	Single	0.6	108¥
Heavy Plate	25	Single	1.0	119¥
SPACE SUIT	**SP**	**Location**	**Weight**	**Cost**
Standard Suit	5	All	1.6	260¥
Industrial Suit	15	All	3.4	502¥
Military Suit	25	All	7.0	785¥
OTHER ARMOR	**SP**	**Location**	**Weight**	**Cost**
Shield	SP15	Handheld	1.5kg	142¥
Flight Jacket	SP12	Torso & Arms	1.2kg	300¥
Powered Armor	SP28	All	43.0kg	1056¥
Personal Force Screen	SP=3D6	All	5kg	1800¥
Advanced Force Screen	SP=18	All	0.5kg	2500¥

BALLISTIC MESH TL: 5

Depending on level of armor, ballistic mesh may be tailored to look like regular clothing, military fatigues, etc. Available in different colors and styles.

FULL UTILITY HELMET TL: 5

All helmets include heads-up display, anti-dazzle flash compensation, commlink and air filter.

MULTI-POLYMER PLATE TL: 5

Designed to withstand abrasion, impact and penetration, while an outer ablative layer protects against energy weapons.

SPACE SUITS TL: 5

All space suits include magnetic footplates, full sealing against the environment, radiation shielding, 3-hour life support, maneuver verniers with a Human MA of 6 and a helmet with heads-up display, anti-dazzle flash compensation and commlink.

SHIELD TL: 2

Useful in close combat, this shield can be used for parrying melee attacks only if you are using a one-handed weapon.

FLIGHT JACKET TL: 4

Covered with real leather, this spiffy jacket is allowable mission attire, but the individual pilot must buy it himself: not standard issue.

POWERED ARMOR TL: 7

Powered armor has a system of mechanized actuators which boost the wearer's strength, adding +4 to BODY and adding +4H to damage; this "muscle suit" also subtracts 3 points (non ablative) from any damage which gets through the armor, thereby increasing wearer survivability. The musculature of the armor allows the wearer to ignore the weight of the armor itself (for Encumbrance purposes) and also adds to the wearer's EV. Powered armor includes magnetic footplates, full sealing against the environment, radiation shielding, 3-hour life support and a helmet with heads-up display, anti-dazzle flash compensation and commlink.

PERSONAL FORCE SCREEN TL: 8

About the size of a small backpack, this device generates a protective screen which blocks up to 3D6 of energy attacks, impacts, intense heat or cold, brisance, overpressure, and kinetic attacks (such as bullets); it even cancels inertia. It will thus stop melee attacks (including hand-to-hand), gunshots, beam weapons, explosions, arrows, etc. It is permeable to air, so gas attacks will not be stopped by it, and it will not protect the wearer from the vacuum of space. The screen is maintained about 1 cm from the wearer's body and can deflect up to 10 attacks in a single round before being overwhelmed. Because it cancels inertia and momentum, the wearer will not be moved by blocked attacks.

For example: *A 40kg sandbag swings across the room towards Ken—it smacks into his force screen and bursts. The screen cancels the momentum of the sandbag, and Ken is not even knocked off his feet!* Force screens are expensive, but more importantly they are finicky and unreliable; they do not always offer the same amount of protection.

ADVANCED FORCE SCREEN TL: 9

A personal force field generator very similar to the above, but in a package about the size of a hand calculator. This version will also protect against the vacuum of space and provides a uniform amount of protection overall (18 SP).

OTHER EQUIPMENT

Guns and armor may be important, but they are far from the only things a character can spend his hard-earned money on. Below is a list of other "goodies" and luxury items a character may wish to possess. Some of them will have effects in the game, and others will be for style. Most items have a Cost, Tech Level, and Weight (if necessary).

Clothing

In anime, much like reality, it's hard to be "cool" wearing old hand-me downs. Your style is often defined by your wardrobe, and people can be influenced by what you wear. The outfits listed below are just that, complete outfits (with all matching accessories!).

MINI-DRESS Cost: 75¥

The well dressed anime heroine would be hard pressed *not* to show off her attractive assets. This outfit comes complete with a matching jacket and pair of low-heeled boots. Flared shoulder pads and tights are optional.

LONG COAT **Cost: ¥50**
The latest from Doc N. designs, this long overcoat is perfect for the occasions where you need to conceal something from prying eyes. With the fasteners down the right side (left for the ladies), the coat can be worn closed for the "scholarly" look, or open, showing the world you are ready for action.

UNIFORM **Cost: 60¥**
Not quite military issue, but it sure does look cool. With a matching jacket, it's what the well dressed anime character is wearing this year.

SCHOOL UNIFORM **Cost: 40¥**
The typical garb for any Japanese teenager. A "sailor suit" for the girls, and a black button-up jacket and pants for the boys.

EVENING GOWN **Cost: 100¥**
Hanging in the closet of every anime villainess everywhere. Comes with garters, silk stockings and spiked heeled shoes capable of acting as a deadly weapon on the right feet.

CLOAK **Cost: 40¥**
Great for a villain making a statement or for a lady on an illicit rendezvous. Comes in all colors and sizes.

Gadgets

Useful devices and things characters can use to spot things, see in the dark, breathe underwater, or just set up camp.

GOGGLES Cost: 2¥, TL: 4, Weight: 0
Protection from dust, light and smoke.

AMPLIFIED GOGGLES
Cost: 20¥, TL: 5, Weight: 0
In addition to the protection from the above elements, this item uses low scanners to aid vision in such settings. Any penalty to Awareness rolls in such an environment is negated by these goggles.

BINOGLASSES
Cost: 30¥, TL: 5, Weight: 0.7 kg
High tech binoculars with special attachments that allow you to read the distance to the viewed object. You can view a man-sized object clearly at 10 km, and read print at 2500 meters.

BIOSCANNER
Cost: 200¥, TL: 6, Weight: 0.5 kg
The library program of this device holds data on every known life-form. A keypad allows the user to enter data on the animal/plant studied and compare it to the library program.

BREATHER
Cost: 35¥, TL: 5, Weight: 0.2 kg
This small airmask/filter holds 1 hour of breathable oxygen. It is designed to work in hostile environments and under water, not in a vacuum.

CAMPKIT
Cost: 20¥, TL: 4, Weight: 1kg
A small, compact unit that contains all of the tools needed for a camping trip. Includes a small gas stove, mess kit, shovel and fire-lighting equipment.

CANTEEN
Cost: 5¥, TL: 3, Weight: 0.5 kg
Holds one day's worth of water.

CARRYALL
Cost: 10¥, TL: 4, Weight: 0.1kg
A small nylon bag with adjustable straps to form a pack or handbag.

COMMUNICATOR **Cost: 100¥**
This small device allows long-range communication. The range and size of this "phone" depends on the Tech Level that it is purchased at, but cost is generally the same.

TL	Size & Weight	Range
4	Walkie-talkie; 0.5 kg	10km
5	Cellular phone; 0.2kg	1000km
6-7	Pocket Comm; 0.1kg	1000km
8	Wrist Comm; N/A	10,000km
9	Pin or brooch; N/A	100,000km

CUTTING TORCH
Cost: 15¥, TL: 5, Weight: 1kg
Small oxyacetylene torch that can cut through 3cm of metal at a rate of 1 meter per turn. Gas will last 20 turns. Refills cost 1¥ each. Each TL above 5 that the item is bought at increases the thickness that can be cut by 1 inch.

DIVING GEAR
Cost: 150¥, TL: 5, Weight: 5 kg
A complete kit for adventuring and surviving under water. Includes recycling full-face mask (1 hour supply of oxygen), weight belts, buoyancy compensator, and fins.

DRIED FOOD
Cost: 20¥, TL: 4 Weight: 1kg
Enough food to feed one person for one-week.

LIGHT BAR
Cost: 30¥, TL: 4, Weight: 0.1kg
A small, compact source of light. Capable of fully lighting a 50' area. The batteries enclosed in the unit are capable of functioning for two hours.

LOGCOMPASS
Cost: 100¥, TL: 6, Weight: 0.4kg
Small electronic compass that records both direction and distance traveled, using a gravity reading sensor. A small screen in the bottom allows you to "replay" a sequence of directions, such as "travel west 4 miles, go north 5 miles, etc." Using a satellite uplink, this device is also capable of determining your location on a planet's surface within 10km.

MANEUVER PACK
Cost: 100¥, TL: 6, Weight: 1kg
This small thruster unit fits on the back of any space/pilot's suit and allows the user to move and maneuver in zero G envi-

ronments. Once attached to the back of a suit, two maneuver jets extend, allowing a full range of mobility.

MANEUVER ROD

Cost: 50¥, TL: 6, Weight: 0.2kg

A universal piece of space survival equipment. This small rod (about 30 cm long) is used by almost everyone who works and fights in space. The rod is strapped to the leg of your space suit and is used only in an emergency. On each end, the rod has a small vernier motor, which is capable of slow movement and maneuvering. When activated, the rod automatically emits a high frequency distress call, with a range of 2 km. The signal will alert any mecha or ships within this area. The effective MA of the rod is 1. Fighting in space and not using this tool is suicide.

MEDKIT

Cost: 100¥, TL: 6, Weight: 1kg

High impact plastic "doctor's bag" that contains local anesthetic, 1 dose syntheflesh spray, antiseptic spray, micro surgical kit, 2 doses pan spectrum antibiotic, 1 dose poison neutralizer, 2 doses stun-stim.

MEDSCANNER

Cost: 200¥, TL: 6, Weight: 1kg

A small hand-held computer with a library of almost every known injury or disease. A diagnostic program will read data entered into the scanner and identify the most probable disease/injury, prognosis, and recommended treatment. (Successful identification is a 1-6 on a d10 roll.) In addition to the readout screen on the top of the scanner, it includes sensors and probes to monitor all vital signs.

MICRO-CAM

Cost: 300¥, TL: 5, Weight: 1kg

Small hand-held video camera. Output is recorded on small mini-disk.

MICRO-COMP

Cost: 600¥, TL: 6, Weight: 2kg

Laptop computer about the size of a small notebook. Has enough memory to run six programs.

MICRO TOOLS

Cost: 10¥, TL: 5, Weight: 0.2kg

A set of tools for picking locks, working on micro circuits, etc. Comes in a small black bag with a full range of mechanical and electrical tools.

PATCH KIT

Cost: 10¥, TL: 5, Weight: Nil

A simple adhesive patch for a space/pilot's suit. A piece of tough cloth treated with a powerful adhesive.

PERSONAL RECORDER Cost: 75¥

The most popular form of information storage in a technological society is the personal recorder. Depending on the Tech Level of the setting you are in, the media used to store information may range from reel to reel tape spools to crystalline chips. Extra recording media cost 1¥ each.

TL	Media	Size	Hours
3-4	Tape/Wire	Notebook	1
5	Cassette	Paperback	2
6	Laserdisc	Cigarette Pack	4
7	Silicon Chip	Matchbox	8
8-9	Crystal sliver	Matchbook	10
10	Matrix	Pin	24

ROPE (30M)

Cost: 20¥, TL: 5, Weight: 1kg

Lightweight, high-grade climbing rope, with a tensile strength of 500kg.

SLEEPING BAG

Cost: 25¥, TL: 3, Weight: 1kg

One person bag, good for temperatures down to -15 degrees, c (-60 F).

SURVIVAL KIT

Cost: 50¥, TL: 6, Weight: 0.5kg

A small kit designed to help someone stranded in space while waiting for a pick-up. It includes an additional 2-hour oxygen supply, emergency transmitter (4km range, transmit only) and 12 glowstick flares. All packaged in a case the size of a small briefcase.

TECHSCANNER

Cost: 200¥, Weight: 1kg

A small hand-held computer which can connect to diagnostic inputs in most mecha and vehicles, or can diagnose using projected scanner fields at higher Tech Levels. Based on the Tech Level of your game setting, Techscanners can run diagnosis programs, identify damaged components, and display schematics of internal systems on a small, built-in screen. A roll of 1-6 on 1D10 indicate a successful diagnosis, adding +5 to a repair roll.

TL	Abilities & Input Method
4-5	Detects only damaged circuits or chips; plugs into jacks in machine.
6-7	Can tell type of damage, but not where; plugs into jacks in machine.
8	Can tell type/location of damag; scanning field up to 1 meter.
9	Can tell type/location/needed repair; scanning field up to 10m.

TECH TOOLKIT

Cost: 100¥, TL: 5, Weight: 1kg

This high-impact plastic toolchest contains three adjustable wrenches; socket wrench; pliers and screwdrivers; mini-tools for working on small devices; combination hammer and prybar; electrical tape; 40 meters of wire; spray lubricant; spray insulation; filler putty; vicegrips; and a large assortment of nuts, bolts, screws, etc.

TTL (Tracers, Trackers & Listening) DEVICES

Cost: 50¥, TL: 6, Weight: Nil

These are all devices used for surveillance work. Sizes and ranges are based on Tech Level. Trackers send their signal to a small beeper at TLs 4-5, and a modified logcompass (which then prints out the path of the tracked unit) at TLs 6 and above. Listening devices send their signal to a specific audio unit. Tracers, when placed on a phone line, allow you to locate the origin of any call using that line. The information is then uploaded to a logcompass and is printed out.

TL	Size & Type	Range
4	2" microphones and trackers, no video cameras	100m
5	Quarter-sized mics, trackers & tracers, small videocams	1km
6-7	Dime-sized mics,trackers & tracers, tiny videocams	5km
8-9	Pin-sized mics, trackers & tracers, dime-sized videocams	10km

TTL JAMMER

Cost: 50¥, TL: 4, Weight: 0.2kg.

A small device that locates and jams any TTL device located with in 3 meters of the jammer.

Drugs & Medicines

A number of sophisticated drugs exist in the *Mekton Z* world, designed to cover all types of emergency and medical situations. The listing to follow is only a small portion of what could be available; Referees should feel free to

invent new and different medications as their campaign demands for use in their adventures.

PAN-SPECTRUM ANTIBIOTIC

Cost: 5¥ Per Dose, TL: 4

This drug will arrest all fevers and rots. Does not neutralize poisons or restore hits.

Game Effects: Heals rashes & infections.

PAINKILLER

Cost: 10¥ per dose, TL: 5

A powerful anesthetic which can be applied locally (via spray) or generally (through injection).

Game Effects: Gives recipient +2 to a Stun/Shock roll made after application.

SYNTHE-FLESH SPRAY

Cost: 20¥ Per dose, TL: 6

Used to cover burns and shallow wounds, this spray-foam hardens to a rubbery consistency in minutes.

Game Effects: Any area suffering from "Burns," "Wound,s" or "Scrapes & Bruises" will add +1 Hit per day to its recovery rate.

SPEED HEAL

Cost: 50¥ Per dose, TL: 6

This injected medication speeds the healing rate. This medication may only used once in a 24-hour period. During this period, the patient is in a drugged and nearly comatose state, as his body's system is punched into overdrive to heal quicker. (While under the influence of the drug, all characters are at -5 to all dice rolls.)

Game Effects: Character heals at double the listed rate (see page 115).

REGENERATION SPRAY

Cost: 50¥ Per dose, TL: 8

This drug, when sprayed on a wound, will accelerate the healing process intensely, allowing wounds to heal almost instantly.

Game Effects: Heals 2 points of damage (except broken bones) instantly.

DS-X AMPOULE

Cost: 150¥ Per dose, TL: 10

This powerful drug totally heals a human being of all damage sustained, healing the recipient to full Hits. This can even "heal the dead" if applied no longer than 10 Turns after "death" has occurred.

Game Effects: Heals the target to full.

POISON NEUTRALIZER

Cost: 50¥ Per dose, TL: 6

This drug is known to counteract *most* poisons and similar alkaloid complexes. It will not restore any Hits already lost to poison, but it will keep damage from spreading. This drug is ingested.

Game Effects: Stops further damage from poison.

SLEEP DRUG

Cost: 200¥ Per dose, TL: 6

A single dose of this drug will cause a deep, dreamless sleep for a set amount of time, depending on Body Type of target. Can be applied by injection or ingestion.

Game Effects: Target is put to sleep for 1D6+6 hours, *minus* one hour for each point of Body Type he has.

STUN-STIM

Cost: 150¥ Per dose, TL: 6

Can be used to counteract the effects of sleep drug, or to promote wide-awake activity for a number of hours. This drug can be either injected or ingested.

Game Effects: Counteracts the effects of a sleep drug, or keeps the target "awake" for 1D6+4 hours. While in this state, all Stun/Shock rolls are at +2.

INTELLIGENCE BOOSTER

Cost: 300¥ Per dose, TL: 8

This powerful drug boosts neural activity, essentially boosting the user's IQ for a period of time based on Body Type. This is an ingested drug. If this drug is used more than once a week, the Intelligence of the user is dropped by 1 permanently (as the neurons are fried.) This drop occurs each time a user "overdoses".

Game Effects: User gains +5 to all Intelligence-based skill rolls for 1D6+4 turns.

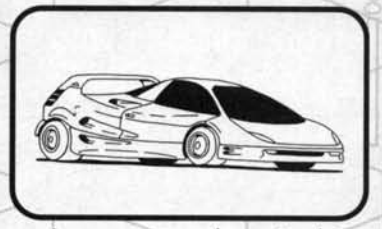
SPEED BOOSTER

Cost: 300¥ Per dose, TL: 8

This powerful drug boosts neural activity in the spinal column and other nerve-muscle interactions, essentially boosting the user's Reflexes for a period of time based on Body Type. This is an ingested drug. If this drug is used more than once a week, the Reflexes of the user is dropped by 1 permanently (as the muscles are fried.) This drop occurs each time a user "overdoses".

Game Effects: User gains +5 to all Reflex-based skill rolls for 1D6+4 turns.

VEHICLES



In case your character has a lot of loose cash, he may desire to pick up a vehicle of his own. Here are the current five best-sellers in the world of *Mekton Z*. Keep in mind that the listed vehicles are somewhat generic—just like the guns listed previously, the special effects of their operation is up to the Referee. A "car" might be a Ford sedan riding on Fire-Rock™ tires, a fan-propelled hovermobile, or even a contra-grav skyrider depending on the Tech Level of the game.

Note: For human-scale vehicles (not mecha), Hits are used to determine damage. Hits used for vehicles are also known as SDP (Structural Damage Points). Naturally, 25 SDP (like Hits) are equal to a single Kill. MA is measured in 50-meter mecha-scale hexes.

MOTORCYCLE

Cost: 1,000¥ MA: 11 SDP: 15

JEEP

Cost: 2,000¥ MA: 8 SDP: 40

CAR

Cost: 4,000¥ MA: 9 SDP: 35

TRUCK

Cost: 5,000¥ MA: 7 SDP: 60

SPORTSCAR

Cost: 6,000¥ MA: 12 SDP: 30

Twenty-two tons of walking, flying death. It looms above you, mountainlike, a vengeful metallic god silhouetted in the blinding glitter of the overhead hangar arcs.

Darkfire.

The name sings in your mind—the baleful name you have chosen to christen this mighty engine of destruction. From the multi-megawatt energy cannon cradled negligently in its six-foot talons, to the megabeam sabers jutting from its overpowered thruster backpack, this is one mean machine, created and devised by you alone for one purpose.

Vengeance.

Far below, on the planet spinning beneath your orbiting starcruiser, there is a man. You know his name, his face. And you also know *everything* about the metal monster he used a year ago to reduce your home colony to a sheet of molten glass. Gaining that knowledge cost you plenty: two friends, your old ship, and part of your soul. But it was worth it, because it gave you the secrets you needed to build your own mecha to settle the score.

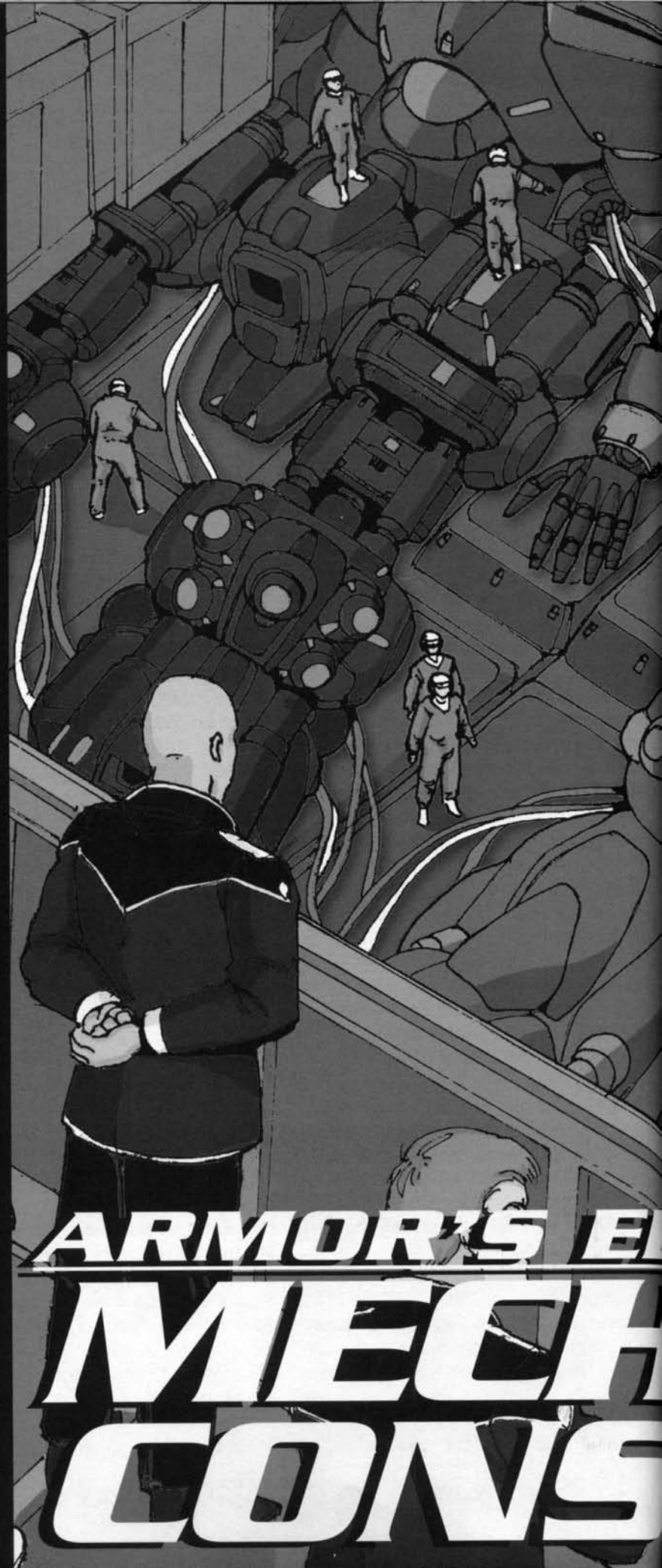
Dawn streaks over the terminator as the launch alarms start to ring. You leap to the waiting cockpit and start the power-up sequence. In a hour, it will finally be over.

One way or the other.

Δ Δ Δ

Mecha Construction. Where you pit your skills as a designer against the toughest foes you'll ever face—your friends. This is where the tactics that pay off on the battlefield begin: on the drawing board.

This is the ARMOR'S EDGE.



ARMOR'S E
MECH
CONS

E:
A
TRUCTION

CONSTRUCTION:

DEATH ON THE DRAWING BOARD

Half the fun of *Mekton Zeta* comes from the knowledge that *your* design is out there fighting—not some pre-generated mega-mecha that *we* thought was cool. The mecha in *Mekton Zeta* are *yours*, and therefore represent what *you* think is a good design, rather than what *we* think. Here we give the power of design over to you, allowing you to construct the mecha of your dreams, and to beat the living stuffing out of ... uh ... that is, to defeat your honorable opponents in combat.

BASIC MEKTON BUILD SEQUENCE

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CONCEPT △ がいねん

Your first step in constructing a mecha, no matter what you are going to use it for, is the *concept*. Before you sit down with paper and pencil, give some thought as to the machine you want to build. What does it look like? What are its weapons and armor like? What is the machine designed to do? These questions, while having little to do with the creation process itself, are important to the spirit of an anime-style design. It should be stated very clearly that very little in anime is rules-lawyered. In very few anime shows will you find a suit that is maxed-out, carrying every possible combination of weaponry and equipment. Not all suits use energy weapons, nor will every one transform, and some may not have ranged weapons at all. In anime, mecha always have a concept, and are built to perform up to that concept as well as they are able.

The setting (or world) you are playing in is also important because it determines what kind of mecha would be present, and in what capacity. For example, in some anime shows almost all flying mecha also transform, so if you wanted a flying suit you would have to make sure it could transform as well. If the world was patterned on World War II Earth, you wouldn't have beam weapons; instead, machine guns would be the most advanced option available to you.

Remember: With a strong concept in mind, the task of creating your mecha is going to become much easier.

Mektons and Fighters

Body Form

There are four basic forms of mecha that can be constructed in *Mekton Zeta.* As a rule, you will soon discover that no matter what you want to build, it will probably fall into one of the categories below. Each form also has a list of advantages and disadvantages that will affect its performance in combat.

• **MEKTON (Humanoid Mecha):** The classic giant robot of anime. These machines are the standard mecha of most Japanese animation and, as such, occupy about 80% of the mecha market. Their versatility is legendary. A single Mekton can do the work of an entire platoon; it can engage in melee combat, work on engineering projects, and operate in the most adverse environments. Humanoid form also allows for greater maneuverability (if not speed) while in flight.

The humanoid tag for Mektons is rather loosely defined; it is left to the players and Referee to specifically define. Most should have two (2) Arms, two (2) Legs, a Head and a Torso, but this does not exclude the use of Tails and/or Wings.

• **MECHABEAST (Animal Mecha):** Another favorite from the worlds of anime, the Mechabeast uses an animal-form frame, rather than one that copies the human form. These solid, powerful machines are devastating in close combat, although they lack the ability to use hand-held weapons. While there are many animals that may be represented by this type of mecha, most will have the following components: 1 Torso, 4, 6, or 8 Legs, a Head, and possibly Wings or Tails. Mechabeast do an extra +2K in melee damage, gain +2 to their land MA, but suffer a -1 to MV.

• **MECHATANK (Vehicle-type Mecha):** These are the grunts of the anime world. This category covers everything from APCs to ground installations (no one said your mecha had to move)! A Tank must have a Torso, and may have a Head which serves as a turret (such Heads get a 360-degree firing arc). To move, they must also have Wheels, Treads, or a GES system. Mecha-tanks get +2SP to all Armor locations.

• **MECHAFIGHTERS (Aircraft and Spacecraft):** While Mektons may be maneuverable, aerodynamic they're not. And as long as speed is needed, there will always be aircraft in the anime world. Mechafighters must have a Torso and a pair of Wings. (Note: If the Mechafighter is designed for space, Wings are optional.) Such Mechafighters double their MA, but suffer a -2 to their MV.

CP and Play Balance

Construction Points (or CP) are the "money" that you expend to construct your mecha. They are an *abstract concept,* with each one representing a certain amount of work, time, personal clout and finances needed to construct something as complicated as a Mekton.

In most campaigns and roleplaying games the Referee will either build the mecha himself, or assign a number of CP for a player to build his own machine. CP are the final judge of a mecha's toughness, but are not always exactly equal to one another; an F-16 and an A-10 are designed for very different tasks, and as such a fight between them may not be fair. Yet they cost roughly the same number of Points (in terms of money, research, design time and materials) to build. This is where concept becomes important. As a Referee you will want to keep an eye on armor levels and the Kills (more on this on pg.54) of weapons to make sure that things are not too unbalanced.

Assigning CP

When deciding how many points the players get to build their mecha, the Referee should decide just what the setting of the game will be. If mecha are mass-produced and common, they are going to cost less than super-secret military prototypes. If mecha are something relatively new in the game setting, they

ANIME MECHA

As a Referee, the first thing you'll have to decide is whether your show (campaign) will be characterized by superheroic mecha, or military mecha. In the stand-out, superheroic shows, the hero (or heroes) pilot mecha that are more powerful than the other units on their side. In average or military shows, the hero's mecha is rarely more powerful than the mecha his peers have.

In a **superheroic-style** show, the mecha flown by the PCs are usually 1.5 to 3 times the CP values of the other equipment used by other good guys. This ratio will change as the show goes along (and the good guys get even better mecha). In some extreme circumstances this ratio could be as high as 10 or even 20 times the CP (for the "Shogun Warriors" type of robot action, where the heroes are really the only power for good).

In a **military-style** show, the hero gets the same number of CP to build his mecha as the NPCs have. This type of show tends towards the more "realistic" stories, where the power level of the mecha will go up with rank and experience. Bad guys work on the same principle, with main villains having the same bonuses or restrictions as the heroes.

Lastly, there are the ratios for the grunt players: Standard good guy mecha versus standard bad guy mecha. The rule here is, whoever has more units gets less points to make them with. If you have an alien fleet that outnumbers humanity a hundred to one, you should make the aliens' mecha much weaker than the humans' (unless you're feeling truly cruel).

will probably be very rare and very expensive. Here are some basic point range examples to keep in mind as you decide this important point:

• **10-100 CP:** Mass-produced "grunt" mecha. Most field mecha in the military will fall into this category.

• **101-300 CP:** Still mass-produced, but now more select "officer's" units, and mecha for special tasks.

• **301-400 CP:** These are giants of *Mekton Zeta.* They are available but are very powerful, and a force to be reckoned with.

• **401+ CP:** These are the mechanized wonders of the world. They are usually special built, one-of-a-kind designs meant to turn the tide of battle. The kind of mecha a king, prince or hero would pilot.

Kills

All mecha in this system measure damage in a value called Kills. A Kill is a unit of measurement for damage and structural integrity. Weapons will do Kills of damage, while armor and servos will have Kills of protection or structure. **One Kill from a weapon will destroy one Kill of structure**. Also, as a rule:

• **One Kill of damage equals 25 hits.**

The amount of damage something can take is sometimes called DC, or Damage Capacity for purposes of clarity.

Spaces

Next to CP, the most important consideration in mecha construction is space. It is one thing to want a 300mm gun in the head of your mecha; it's quite another thing to get it to fit! To determine if a piece of equipment is going to fit in a particular place in your mecha, we use a unit of measurement called *Spaces.* **Each servo type and size has a listed number of Spaces usually equal to the cost of the servo it contains** (see the Servo chart next page). These servos may hold that many Spaces worth of equipment. So, for example, a Striker level head could hold 3 Spaces worth of weapons or other systems.

More than one weapon or system may share spaces in a servo, as long as the sum of the equipment's spaces do not exceed the Spaces in the servo.

Adding Spaces

Sometimes you will discover that you just need more space, and don't have the points to buy a larger servo. **If you want, you can sacrifice one Kill of damage from the servo, and in return receive 2 extra Spaces.**

Example: *The Raven is a scout Mekton. It has Medium Striker Arms, so it has 5 Spaces in each. In one arm is a gun that takes up 7 Spaces. In order to make the gun fit the designers sacrificed a little structural integrity, and the Arm gained 2 Spaces. So the Medium Striker Arm now has 7 Spaces and 4 Kills (it still has the same weight and cost, however).*

Weight

The last consideration in building your mecha will be the total weight. Many systems and weapons will have a weight listed in tons (FYI, these are *metric* tons: 2200 lbs). All of this weight will add up in the end, and affect your mecha's maneuverability (as well as the costs required to make it fly!). Remember, if you keep pouring systems into a mecha, it will soon be about as maneuverable as your mother's station wagon. Once again, we can not stress the idea of the concept behind your mecha enough. The idea is to design an effective fighting unit, not see how many guns you can fit into one place.

If a system has "none" listed for its weight keep in mind that this just reflects the fact that the weights involved are negligible when dealing in tons.

As a rule of thumb, 2 Kills (in structure) equals 1 ton of weight. Therefore, systems with no Kills (in structure) will have no apparent weight.

FRAME △ フレイム

SERVOS

It is now time to start construction. The first element of a mecha design is the frame. The frame is the "body" of the mecha, and is composed of *servos.* A servo is defined as the skeletal parts of a mecha that allow it to function. For example, a Leg servo has the hydraulics and reinforcement that allow a unit to walk, while an Arm servo has the machinery to move things around, as well as the ability to mount a hand and perform fine manipulations. A Torso servo, as the main body, holds the gyroscopes, powerplant and other equipment needed to keep the unit as a whole functional.

WHAT'S IN A SERVO: Normally, *we* assume that a servo consists of combinations of hydraulic rams, myomar fibers and a skeletal alloy frame; after all, that's the most common way they are depicted in the majority of anime shows. However, they don't have to be made of those materials; Referees should feel free to make servos out of chitin, living tissue, metal, artificial bone and muscle fibers, memory plastic, or whatever else strikes their twisted fancy. The most important thing is that the concept of a servo, and its capabilities, will always remain the same as listed here, in order to preserve basic play balance.

Torso Servo

The core of your mecha: all the other components (servos) will be attached to it. The only servo that every mecha, no matter the type or size, *must* have, this is the body of a humanoid mecha, the fuselage of a jet, or the hull of a ship. The Torso holds the powerplant of the unit, and oftentimes the cockpit as well.

SPECIAL RESTRICTIONS: Components attached to a Torso servo may be of any level lower than, but not more than one level greater than, the Torso. The exceptions to this rule are Legs and Pods (see below).

Example: *A Striker Torso may support components up to Medium Striker in size, but no greater.*

Arm Servo

These are servos designed for striking and holding, not walking. With the addition of *Hands* they are capable of fine manipulation. The price of adding hands (as well as weapons for Mechabeast) is listed below the Arm cost chart. You must have Arms in order to participate in melee combat.

EXTREMITIES FOR ARM SERVOS: Each extremity (Hand, Claw, etc.) takes up 1 Space from the Arm servo it is

mounted in. **All extremities have a WA of +0.** These are considered weapons for the purposes of hit allocation.

Leg Servo

Legs are used for walking, kicking or clawing (if a Mechabeast). **Legs come with Feet free of charge**, but these may replaced with other extremities for an additional cost. This upgrade makes the unit do more damage when kicking, but will slow down its ground movement. You can purchase any number of Legs, but you must buy at least two to be able to walk. Leg servos must be at least one level below the Torso to be able to walk.

EXTREMITIES FOR LEG SERVOS: Unlike Arms, Legs must have Feet, so Feet take up no Spaces from the Leg. All of these types have a +0 WA when used to strike. If you have more than one set of Legs, each with different types of Feet (extremities), the MA penalty applied is the greatest one of all the sets.

Note: In a gravity environment, your Legs may not be smaller than one level lower than that of your Torso servo.

Head Servo

Heads may be humanoid looking or somewhat turret-like. They are a popular choice for mounting sensors (there is a penalty of -3 to Awareness skill if your mecha does not have its sensors in a Head servo because of limbs flailing in front of the cameras, etc) and pilot cockpits (you get a bonus to your chances of surviving an emergency ejection). A word of caution, however: Due to their lower Kill values, mecha have a habit of "losing their heads" in combat. You have been warned.

Wing Servo

Wings must be bought in matching pairs. They may not be used for striking, but can give the unit a bonus when flying. If you are creating an atmospheric Mechafighter, you must buy a pair of wings. Mecha with Wings 2 levels below their Torso level or greater gain a +2 MA while in flight; lower than 2 levels, and the Wings become merely stabilizers without enough lift to affect flight. The +2 flight MA bonus for Wings is not cumulative for multiple sets of Wings.

CONSTRUCTION TABLE 1

TORSO SERVO	Cost	Space	Kills	Weight
Superlight	2	2	2	1 Ton
Light Weight	4	4	4	2 Tons
Striker	6	6	6	3 Tons
Medium Striker	8	8	8	4 Tons
Heavy Striker	10	10	10	5 Tons
Medium Weight	12	12	12	6 Tons
Light Heavy	14	14	14	7 Tons
Medium Heavy	16	16	16	8 Tons
Armored Heavy	18	18	18	9 Tons
Super Heavy	20	20	20	10 Tons
Mega Heavy	22	22	22	11 Tons

ARM SERVO	Cost	Space	Kills	Add+	Throw	Weight
Superlight	2	2	2	+0	3 Hexes	0.5 Tons
Light Weight	3	3	3	+0	3 Hexes	1 Ton
Striker	4	4	4	+0	4 Hexes	1.5 Tons
Medium Striker	5	5	5	+1	4 Hexes	2 Tons
Heavy Striker	6	6	6	+1	5 Hexes	2.5 Tons
Medium Weight	7	7	7	+1	5 Hexes	3 Tons
Light Heavy	8	8	8	+2	6 Hexes	3.5 Tons
Medium Heavy	9	9	9	+2	6 Hexes	4 Tons
Armored Heavy	10	10	10	+2	7 Hexes	4.5 Tons
Super Heavy	11	11	11	+3	7 Hexes	5 Tons
Mega Heavy	12	12	12	+3	8 Hexes	5.5 Tons

ARM EXT.	Cost	Space	Damage	Kills	Manipulation?	Weight
Hand	2	1	1K	1	Yes	0.5 Tons
Claw	4	1	2K	2	Yes	1 Ton
Talon	1	1	2K	2	No	1 Ton
Pincer	2	1	3K	3	No	1.5 Tons

LEG SERVO	Cost	Space	Kills	Add+	Weight
Superlight	2	2	2	+0	0.5 Tons
Light Weight	3	3	3	+0	1 Ton
Striker	4	4	4	+1	1.5 Tons
Medium Striker	5	5	5	+1	2 Tons
Heavy Striker	6	6	6	+2	2.5 Tons
Medium Weight	7	7	7	+2	3 Tons
Light Heavy	8	8	8	+3	3.5 Tons
Medium Heavy	9	9	9	+3	4 Tons
Armored Heavy	10	10	10	+4	4.5 Tons
Super Heavy	11	11	11	+4	5 Tons
Mega Heavy	12	12	12	+5	5.5 Tons

LEG EXT.	Cost	Space	Damage	Kills	MA Penalty	Weight
Foot	0	0	2K	0	0	0 Tons
Claw	1	0	3K	1	-1	0.5 Tons
Talon	2	0	5K	3	-2	1.5 Tons

CONSTRUCTION TABLE 2

HEAD, WING, TAIL	Cost	Space	Kills	Weight
Superlight	1	1	1	0.5 Tons
Light Weight	2	2	2	1 Ton
Striker	3	3	3	1.5 Tons
Medium Striker	4	4	4	2 Tons
Heavy Striker	5	5	5	2.5 Tons
Medium Weight	6	6	6	3 Tons
Light Heavy	7	7	7	3.5 Tons
Medium Heavy	8	8	8	4 Tons
Armored Heavy	9	9	9	4.5 Tons
Super Heavy	10	10	10	5 Tons
Mega Heavy	11	11	11	5.5 Tons

POD SERVO	Cost	Space	Kills	Weight
Superlight	1	2	0	0 Tons
Light Weight	2	4	0	0 Tons
Striker	3	6	0	0 Tons
Medium Striker	4	8	0	0 Tons
Heavy Striker	5	10	0	0 Tons
Medium Weight	6	12	0	0 Tons
Light Heavy	7	14	0	0 Tons
Medium Heavy	8	16	0	0 Tons
Armored Heavy	9	18	0	0 Tons
Super Heavy	10	20	0	0 Tons
Mega Heavy	11	22	0	0 Tons

ARMOR	Cost	Stopping Power	Weight
Superlight	1	1	0.5 Tons
Light Weight	2	2	1.0 Tons
Striker	3	3	1.5 Tons
Medium Striker	4	4	2.0 Tons
Heavy Striker	5	5	2.5 Tons
Medium Weight	6	6	3.0 Tons
Light Heavy	7	7	3.5 Tons
Medium Heavy	8	8	4.0 Tons
Armored Heavy	9	9	4.5 Tons
Super Heavy	10	10	5.0 Tons
Mega Heavy	11	11	5.5 Tons

SENSORS	Cost	Space	Kills	Weight
Main Sensors	4	1	2	1 Ton
Backup Sensors	2	2	2	1 Ton

COCKPIT	Cost	Space	Crew	Weight
Main Cockpit	0	1	1	0 Tons
Passenger Space	1	1	+1	0 Tons

Tail Servo

These may be used for striking or entangling. A non-humanoid mecha may be equipped with as many of these as component restrictions allow. They also make great tentacles; the most sensible way to build an octopod, for example, is to use eight tails, not eight legs!

Pod Servo

This is effectively a hollow servo, used to store lots of equipment. Pods have no internal Kill rating, and cannot move at all. The weight of a Pod comes only from the armor that covers it. On humanoid Mektons, they often take the form of a back-pack like device.

There are disadvantages to using a Pod, and a player should consider them before taking advantage of this "free" space. Remember:

- Its armor will add more weight to your Mekton, making it less maneuverable.
- If the Pod's armor is penetrated by an attack, all damage will translate directly to the systems inside. **If the systems inside are destroyed, then all remaining damage is transmitted directly into the Torso servo.**

The Pod is also the only servo that has no level restrictions. It may be as large or as small as the player desires. However, for every 2 full levels by which the Pod outclasses the Torso, the mecha suffers a -1 MV penalty. All Pods must have at least Superlight armor.

ARMOR △ アーマー

Now that you have constructed your mecha's "skeleton" (its frame), it is time to armor it. Armor provides protection against damage by absorbing or deflecting energy of all types. Each level of armor has a cost (in CP) and a Stopping Power (or SP). Stopping Power rates the effectiveness of the armor, stopping that many Kills before the servo underneath is damaged.

Example: *The Switch Blade has Medium Striker armor on its Head. This gives the Head an SP of 4—so any attack that hits the mecha's Head will be reduced by 4 Kills.*

You may armor any servo you wish, up to 2 levels above the level of that servo. The armor for each servo is bought separately, even if all servos have the same level of armor. For more information on armor, see the combat rules on page 88.

A NOTE ABOUT ARMOR: In general, armor is a honeycomb of alloys and plastics layered over the servos of your mecha, protecting it from incoming damage. However, this is only the typical form found in the majority of anime shows; the Referee of *your* game can choose to define armor as any material form of protection, from lead sheets to organic chitin.

Staged Penetration

Mekton armor, while good, is far from perfect. Even the heaviest armored machines will become vulnerable after a long fight. To represent this, *Mekton Zeta* uses the idea of Staged Penetration. **Each time any area of Armor is hit with an attack of one Kill or greater, that area loses one point from its SP.**

Example: *The Switch Blade is attacked with a 2 Kill weapon that hits it in the Head. The attack does not penetrate the 4 SP armor, but it does* ablate *the armor by 1 SP. After this attack, the Switch Blade has only 3 SP on its Head.*

Frame Weight

You have now completed the frame of your mecha. It is capable of functioning at this level, but at minimal combat capacity. You will now need to determine its frame weight. **The frame weight is the sum of all the weight in the servos and armor of your mecha.**

Example: *A full humanoid mecha (with a head, 2 arms, 2 legs and a Torso) all at Striker level, with Striker armor covering all locations would have a frame weight of:*
Servo Weight: *12.5 tons (Head=1.5 tons, 2 Legs=2 tons each, 2 Arms=2 tons each, and Torso=3 tons).*
Armor Weight: *9 tons (1.5 x 6 locations).*
Frame Weight: *12.5 +9 =21.5 tons.*

Keep in mind that the frame weight is fairly abstract, and that the weights involved aren't exact—rather they are designed to give you an *overall* weight. Another way to determine frame weight is to add up all of the Kills in your servos and armor and divide by two.

SUBASSEMBLIES △
サブアセムブリー

Now it's time to put the teeth into your mecha; you have a body, and armor to protect it, but nothing else to make your suit truly functional. *Subassemblies* are systems built into your mecha: sensors, weapons, cockpit and other things. These systems must (almost) always be placed inside the servos of your mecha. Like everything else in *Mekton Zeta,* these have a price (in CP), a weight (in tons), Kills, and a Space requirement. Unlike servos, the Spaces listed under subassemblies represent how much space they take up—not how much they have available.

Sensors

In most mecha the cockpit is an armored, enclosed shell. Even mecha with a transparent canopy over the cockpit still need lots of computerized targeting information. Hence, every mecha needs sensors. Sensors are the eyes of your mecha. They tell you how close to the ground you are, range to the enemy, and just about everything else you would find in any modern heads-up display (HUD). They include visual cameras and display screens, a complete targeting HUD, radar, and other equipment that makes piloting a 20-meter robot practical. The main input for all of this information are the mecha's image receptors, designed in some cases to resemble eyes or a visor on the unit's head.

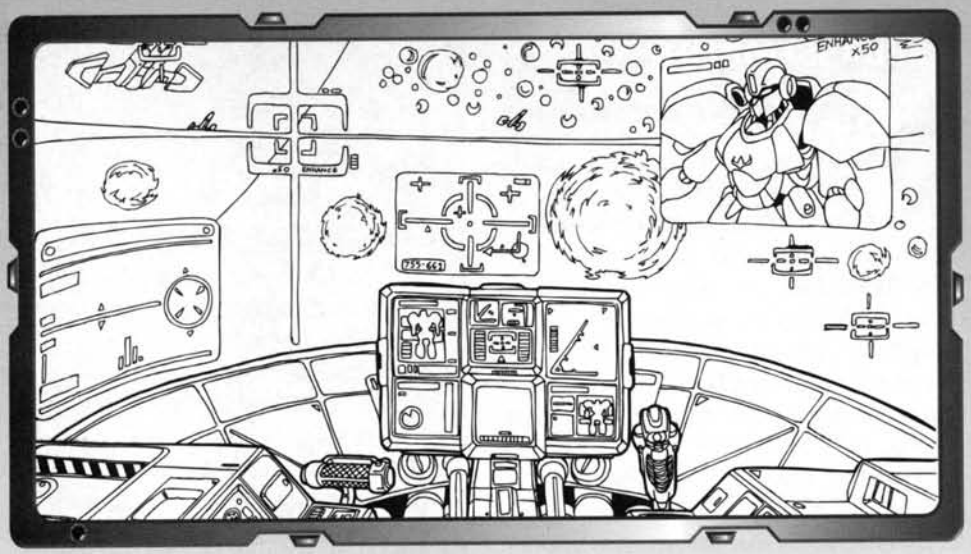
Because of their vital functions, **if a mecha ever loses its sensors in battle, its pilot is automatically at a -4 disadvantage to all combat rolls.**

MAIN SENSORS: This is the basic combat sensor package. It is capable of full combat analysis out to 7 kilometers (140 hexes) or less, and has a communication range of 1000 kilometers.

BACKUP SENSORS: It is a real pain to be blinded in a firefight, so many mecha have backup sensors. They offer full combat analysis out to 1 kilometer or less, and can communicate to 300 kilometers.

WHY A FRAME WEIGHT?

There are several reasons for the idea of frame weight. The first (and most important) is simplicity—with a frame weight figured out, it becomes much easier for you to determine the mecha's final weight. It is also a good indication of how heavy your suit is getting (if you wanted a sleek fighter, and you already have 54 tons on frame alone, it's time to re-think your design). Another important reason is for anime color and consistency. If mecha in your game have lots of variations (like many oft-mentioned "Suit o' the Week" anime shows) you can design a frame for the unit, and add different equipment suites as a new variation is needed. Also, if you use the same frame for all of the PCs' mecha, they should all have equal survivability... and all with enough equipment variation to keep everyone happy.



Cockpit

All mecha automatically have a cockpit (for one pilot). This cockpit is free, and must be placed in either the Head or the Torso, where it takes one Space from whatever servo it is mounted in.

The cockpit consists of a pilot's seat, controls, and a view screen (hooked into the mecha's sensors). **The seat is designed only to carry one pilot, but he can carry one passenger in a pinch. This person must ride in the pilot's lap however, giving the pilot a -1 to all rolls.** If you feel the need to carry extra passengers in your mecha, you can buy an extension on your cockpit. This extension costs 1CP and takes 1 extra Space. At your option this extra seat can be just a passenger area, or can be slaved into the pilot controls, allowing the passenger to control the mecha in an emergency.

A NOTE ABOUT COCKPITS: Once again, we have depicted the cockpit as it is commonly seen in most anime shows. But in the genre, there are also organic wombs with glowing fiber-optic cables that hook up to their nude pilots via electrodes. There are even cockpits that are really insect body cavities that are controlled by colored touch spots on their surfaces. You can choose to define a cockpit as virtually anything you'd like, just as long as its basic function and stats remain as defined here.

Inside the Cockpit

In anime there are two types of cockpits, both covered by the act of buying a "cockpit" as above. All of the other elements of cockpit design are there to lend flavor to your roleplaying, not because they represent technical differences.

The first type of cockpit is an open (or canopy) cockpit. This type of control center is often found in the head, or in the torso of transformable Mechafighter designs. This cockpit has a blast-proof "glass" canopy, and the pilot has a direct view of the outside. His sensors still perform the same functions, and when he loses them he is still at a -4 modifier to all rolls.

The second type is a closed (or armored) cockpit. This type is inset into the suit, and is fully surrounded by the mecha's armoring. All outside information is piped in via the sensors. Emergency back-up cameras are able to provide information about the surrounding area in the event of a sensor breakdown (all attacks with this system are still at -4, as these cameras do NOT count as true back-up sensors).

OPTIONAL COCKPIT RULE: DIFFERENT COCKPITS, DIFFERENT EFFECTS. If you wish, you can distinguish between the two types of cockpits by applying the following characteristics to open cockpits: if a Mekton with an open cockpit loses its sensors, it only suffers a -2 penalty to its to-hit rolls, but if the cockpit is hit (on the critical hit chart) it provides only 2SP of armor protection, no matter the armor level of the servo it is located in. In ALL other instances, open cockpits have no special effect on damage resolution. Closed cockpits operate as normal.

WEAPONS △ へいき

Because *Mekton Zeta* is designed to allow you to build mecha from hundreds of different anime worlds, weapons are extremely generalized. Where in another game you might buy something like a *"Kendachi Mark-VII Long Range Strike Missile,"* in *Mekton Zeta* it simply becomes a "Heavy Missile."

Weapons may (depending on space) be mounted inside the servos of the mecha, or may be hand-held (assuming, of course, that the unit in question has hands). The weapons are divided into seven categories, listed below.

A NOTE ON CARRIED WEAPONS: Any weapon may be designated as hand-held, as long as it meets the requirements listed below:

- **The Spaces of the weapon may not exceed the Spaces available in the arm that wields it.** The weapon does not actually take up these Spaces—rather, a Hand may hold a number of Spaces worth of equipment equal to the number of Spaces in the Arm upon which that Hand is mounted.

  For example: *A hand attached to a Striker-level Arm servo could hold and use a weapon of 4 Spaces or less.*

- **Hand-held weapons can be used two-handed by adding up the Spaces in each Arm servo;** using this method, weapons which are too large for one hand can still be hand-held. During any turn in which a two-handed weapon is used, you may not parry with anything other than that weapon (even if a Shield is mounted on your Arm).

- **Hand-held weapons are assumed to have a place on the suit where they are stowed when not being held.** This could be a clamp, rack, sling or whatever. This "clamp" takes no Space and has no cost.

MEKTON WEAPON TABLE

BEAM WEAPONS	RANGE	WA	DAMAGE	KILLS	BV	SHOTS	WEIGHT	SPACES	COST
Light Beam Gun	4	+1	1K	1	na	∞	0.5 Tons	1	2
Medium Beam Gun	7	+1	3K	3	na	∞	1.5 Tons	4	5
Heavy Beam Gun	10	+1	6K	6	na	∞	3 Tons	9	9
Beam Cannon	8	+2	4K	4	na	∞	2 Tons	9	9
Heavy Beam Cannon	8	+2	8K	8	na	∞	4 Tons	15	16
Nova Cannon	15	+1	15K	1	na	1*	0.5 Tons	10	29
Pulse Cannon	8	+0	4K	4	6	1 Turn**	2 Tons	11	20
Beam Sweeper	4	-1	2K	2	∞***	∞	1 Ton	6	15

*This cannon may only be fired once per battle. **This weapon can only fire one burst every other turn.
***Fires a continuous beam as long as you hold down the trigger, no maximum hit limit.

PROJECTILE WPNS	RANGE	WA	DAMAGE	KILLS	BV	SHOTS	WEIGHT	SPACES	COST
Light Cannon	5	+0	3K	3	na	10	1.5 Tons	3	3
Medium Cannon	7	+0	6K	6	na	10	3 Tons	6	6
Heavy Cannon	9	+0	9K	9	na	10	4.5 Tons	9	9
Giant Cannon	17	+0	12K	12	na	10	6 Tons	15	15
Autocannon	4	-2	2K	2	8	10 Bursts	1 Ton	5	6
Heavy Autocannon	7	-1	6K	6	4	10 Bursts	3 Tons	10	13
Epoxy Gun	5	+2	(18)*	6	na	3	3 Tons	7	12

Reloads cost 10% of weapon's cost, per 10-shot magazine.
*Weapon does no damage; it grapples opponent so he cannot move (Mecha Fighting vs 18 to escape).

MISSILES	RANGE	WA	DAMAGE	KILLS	SHOTS	WEIGHT	SPACES	COST
Rocket Pod	5	-1	2K	3	20	1.5 Tons	4	4
Rocket Launcher	7	+0	4K	3	10	1.5 Tons	4	4
Missile Pod	13	+1	6K	2	5	1 Ton	5	5
Heavy Missile	24	+2	12K	1	1	0.5 Tons	3	3

Missiles can be fired singly, or as a salvo. See rules for salvo-firing weapons on page 96.

MELEE WEAPONS	RANGE	WA	DAMAGE	KILLS	SHOTS	WEIGHT	SPACES	COST
Sword	1	+1	5K	5	∞	2.5 Tons	4	4
Axe	1	+0	6K	6	∞	3 Tons	3	3
Mace	1	+0	8K	8	∞	4 Tons	4	4
Drill	1	-1	4K-AP*	4	∞	2 Tons	3	3
Saw	1	-1	6K-AP*	6	∞	3 Tons	5	5
Shock-Whip	1	-2	2K**	2	∞	1 Ton	4	4

*Armor-Piercing; see page 98. **Shocking Effect; see page 98.

ENERGY MELEE	RANGE	WA	DAMAGE	KILLS	SHOTS	WEIGHT	SPACES	COST
Energy Sword	1	+1	6K	2	∞	1 Ton	6	6
Energy Axe	1	+0	7K	2	∞	1 Ton	6	6
Energy Lance	1	+2	8K	2	∞	1 Ton	8	14
Nova Sword	1	+3	15K	4	2*	2 Tons	8	14

*This weapon can only be used for 2 turns before it runs out of energy.

SHIELDS	DA	SP	COST	WEIGHT	NOTES
Small Shield	-1	6	7.5	3 Tons	Mounted Shields take 1 Space. Hand-held
Medium Shield	-2	9	9	4.5 Tons	Shields must have an SP lower than the
Large Shield	0	12	18	6 Tons	number of Spaces in the Hand's Arm.

WEAPON TERMINOLOGY

• **RANGE:** This is how far, in 50-meter hexes, the weapon can be used effectively. The actual maximum range of any weapon is its range squared (i.e., multiplied by itself; a range of 6 grants a max range of 36).

• **WA:** Weapon Accuracy. This number modifies any to-hit roll made with the weapon.

• **DA:** Defense Accuracy. Used for parrying only, this number modifies any parry roll made with the Shield.

• **DAMAGE:** The number of Kills the weapon can subtract from any target it hits.

• **SHOTS:** The number of times the weapon may be used before needing to be reloaded.

• **BV:** Burst Value. Used only for rapid-fire weapons, this is the number of potential hits delivered in a burst (a single firing of an autofire weapon).

• **KILLS:** The amount of damage (measured in Kills) that the weapon can take before being destroyed.

• **SP:** Stopping Power. The amount of armor protection (measured in Kills) that a Shield provides. Uses Staged Penetration (see page 56).

• **WEIGHT:** Measured in metric tons, this value adds to your mecha's overall tonnage.

• **SPACE:** The number of Spaces the weapon takes up from the Servo it is mounted in.

• **COST:** The price of the weapon in Construction Points.

WEAPON TYPES

• **BEAM WEAPONS:** Beam weapons are usually lasers or particle accelerators. They are generally more accurate and boast greater range than other weapons, but they're costly. Note: This also covers any type of energy projector, from psi-power blasts to fairy-star magic—as defined by the Referee of your game.

• **PROJECTILE WEAPONS:** These are high explosive, traditional guns. They can pack quite a punch. While not as accurate as beam weapons, they are cheaper. Note: this category can cover any projectile that is fired, whether from a gun, an orifice, an autocannon or a machinegun—as defined by your Referee.

• **MISSILES & ROCKETS:** Self-propelled weapons that pack a deadly warhead. Available in massed packs, these can be dangerous at any damage level. Note: Rules for long-range guided missiles will be published in *Mekton Zeta Plus.*

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• **MELEE WEAPONS:** Large, sharpened pieces of metal alloys, capable of cutting (or smashing) their way through armor. Such oddities as drills and buzz-saws are even designed to cut through heavy armor.

• **ENERGY MELEE WEAPONS:** Perhaps the deadliest of all melee combat weapons, they are solid energy (or raw plasma, or whatever). Often quite capable of cutting through mecha armor like a hot knife through butter.

• **SHIELDS:** Not weapons per se, but there are few humanoid mecha that would go into battle without them. Used to parry incoming attacks, the feet of thick armor plate are often all that stands between you and death.

• **OTHER:** These are special effect weapons. Each one can affect a target in a different way than can be acheived by normal weapons. Each is described under its own entry.

OPTIONS △ オプション

Once you have chosen all of your weapons, it's time for all those little "extras" that make your mecha seem more like home. Options are just that, optional. Any of the below items could help a mecha's usefulness, but are not an absolute necessity.

ANTI-THEFT CODE LOCK

Cost: 0.2-0.4 CP **Space: 0**

A lock on the hatch of the mecha that will only allow it to be opened if you have the proper code. For +0.2 CP, this may be rigged into an alarm which sounds when an improper code is entered.

DAMAGE CONTROL PACKAGE

Cost: 1 CP **Space: 1**

An option suite for emergency situations (ejections, forest fires, etc.). Fire retardant foam will put out fires of up to 4 hexes in size. Glue bombs cover areas 2 hexes in size, sealing them (useful in space when a hull is breached) Flares can be seen up to 10 miles away. It includes a four-man liferaft with food, water, and medical supplies for one week. There is also a space-going variation of the raft that is in the form of a giant plastic "bubble" that holds the food and medical supplies.

EJECTION SEAT

Cost: 1 CP **Space: 0**

ENVIRONMENT POD

Cost: 2 CP **Space: 1**

This system can be added to any cockpit, allowing you to eject safely from a unit about to go down in flames. The pod has two variations. The first, is the standard **ejection seat** (common in mecha with open, canopy-style cockpits); second is the more expensive (but safer) **environment pod** (an armored shell around the whole cockpit—when it goes, the entire cockpit goes with it). An Environment Pod is preferred in harsh environments (like space, underwater, and the Arctic).

For the effects of the two types of ejection systems, see the last minute bail-out chart on page 105.

SPOTLIGHTS

Cost: 0.2 CP **Space: 0**

These lights allow you to illuminate an area 1 hex large per light.

LIFTWIRE
Cost: 0.3 CP **Space: 0**
A heavy cable with a foot-loop at the bottom, connected to a winch at the top, near your cockpit. Used to enter a cockpit from the ground if you aren't using an anime leap.

MICROMANIPULATORS
Cost: 1 CP **Space: 1**
A small set of tool-tipped, retractable manipulator arms, used for making repairs, opening hatchways, or doing work too small for a Mekton-sized hand. These may be mounted in any servo location.

STEREO SYSTEM
Cost: 0.1 CP **Space: 0**
Useful for going into battle with a proper theme. Can also be linked with a PA system to share your taste in music with others.

STORAGE MODULE
Cost: 1 CP **Space: 1**
Can hold up to 500kg (aka 0.5 metric tons) of assorted equipment, taking up one space. Sometimes used to stash a small Roadstriker.

WEAPON LINKAGE
Cost: 1 CP **Space: 0**
A weapon linkage (or simply a link) allows a pilot to connect two or more weapons and fire them with the push of a single button. The restrictions are that the weapons must be of the same type, they must be mounted in the same servo, and they must target the same opponent. Linked weapons do not HAVE to fire together; when fired individually, these weapons' Attacks are made as normal. When firing as linked weapons, they are both fired in one Action, with hit resolution being based on one Attack roll. If the Attack roll is a success, then BOTH shots hit the target. Each of the shots hits a seperately-rolled random location. Linked weapon attacks may be called shots, but only one of the shots will hit the called location; the other will hit a randomly-rolled location.

Example: *The Gorgon Zero has three linked beam guns in its right arm. It makes one Attack roll on the R-Jerion and hits; the Gorgon Zero rolls on the Random Hit Table three times, damaging the R-Jerion in three places with only 1 Action!*

WHEELS AND TREADS △
ホイールとトレッド

While your mecha (probably) has legs and can walk, you may want an alternate ground movement system. Wheels allow your mecha to move faster on the ground, while treads allow more effective maneuvering over rough terrain. Cost, Kills and tonnage for wheels and treads are listed in the table below. Your locomotive system may be no less than 1 level less than your Torso servo; it may, however, be up to 2 levels greater.

- **Wheels:** Add +2 to your ground MA.
- **Treads:** These add nothing to your MA, but any terrain type other than water and swamp may be crossed without ANY MA penalty.

Note: To get both bonuses, you must buy a full set of both wheels and treads! See the table below for stats.

- **Spaces:** Treads and wheels take up no Spaces from the mecha.
- **Location:** The Kills of wheels or treads may be split up between two or more locations.

For example: *Mediumweight wheels could be six 1-Kill wheels, two 3-Kill wheels, two 2-Kill wheels and two 1-Kill wheels, or one 6-Kill wheel. These may be placed wherever the designer wishes, but they must all touch the ground to get the bonuses (so if you have wheels in your arms, no firing a hand-held weapon while driving).*

- **Armor:** Wheels and treads may not be armored, but do get armor protection from the servo they are mounted in.
- **Damage:** There are two stages of damage to wheels and treads: *Disabled* and *Destroyed*. A system is Disabled when it takes 1/2 its total Kills or greater; then all of the bonuses given by that system are lost.

FINAL WEIGHT △
ファイナル・ホエイト

You are now finished with the body of your Mekton. It's time to add up all the weights of your design to get a final weight. To do this, simply add your frame's tonnage plus the tonnage of all other weapons and systems that have structural Kills. The sum of these two numbers is your final weight; that is to say, the total of all Kills in your mecha, divided by two, is the final tonnage.

FINAL WEIGHT: (TOTALED KILLS)/2

Once you have your final weight, you can proceed to buying a flight system (to get all that weight off the ground) or other specialty systems that deal with your mecha's mass.

WHEELS AND TREADS TABLE

LOCOMOTION LEVEL	WHEELS CP/K	WHEELS T	TREADS CP/K	TREADS T
Superlight	1	0.5	2	1
Light Weight	2	1	4	2
Striker	3	1.5	6	3
Medium Striker	4	2	8	4
Heavy Striker	5	2.5	10	5
Mediumweight	6	3	12	6
Light Heavy	7	3.5	14	7
Medium Heavy	8	4	16	8
Armored Heavy	9	4.5	18	9
Super Heavy	10	5	20	10
Mega Heavy	11	5.5	22	11

FUEL
(Optional Rule)

All those jets need something to run them, right? Well, if propulsion systems don't weigh anything ... how about the gas? If you wish to be a bit more "realistic" in your mecha designs, increase your mecha's weight by 10% for its fuel. This is done BEFORE any Lift Points calculation.

Example: *The R-Jerion weighs 50 tons. We know we are going to make it fly, so the weight is increased from 50 to 55 tons before the thrusters are bought.*

Fuel is not needed for GES (hover) systems, as they are electrically-driven fans powered by the powerplant.

PROPULSION SYSTEMS △ プロパルション・システム

In most mecha shows at least *some* of the units are capable of flight, which means that in all likelihood, you're going to want to know how to make your design flight-capable. Here's how:

Flight systems are bought according to your mecha's total weight. That is, they do not have a fixed cost, but are priced according to the total weight of your mecha. To buy a flight system, you will first need to know the total weight of your unit. For the purposes of our example, we will assume a 50-ton Mekton.

Thrusters

This is a full-blown flight system. With this, rockets or jet engines propel your mecha at speeds that can take it off the ground. At MAs of less than 8, this isn't true flight, but rather a rocket-assisted jump. The MA for these jumps may be expended in either the vertical or horizontal plane, so that a Mekton with a thruster MA of 6 could jump 3 hexes high and 3 hexes long (or 6 high, or 6 long, etc.).

MAs of 8 and greater are considered true flight, allowing the mecha to stay in the air and even hover.

To determine the number of "Lift Points" (a value representing CP and Spaces) you'll need to reach a desired Movement Allowance (MA), first determine the top MA you wish to move at. The cost and Space of the thruster system is found by multiplying your mecha's final weight by the Weight Multiple for thrusters.

THRUSTER COST:

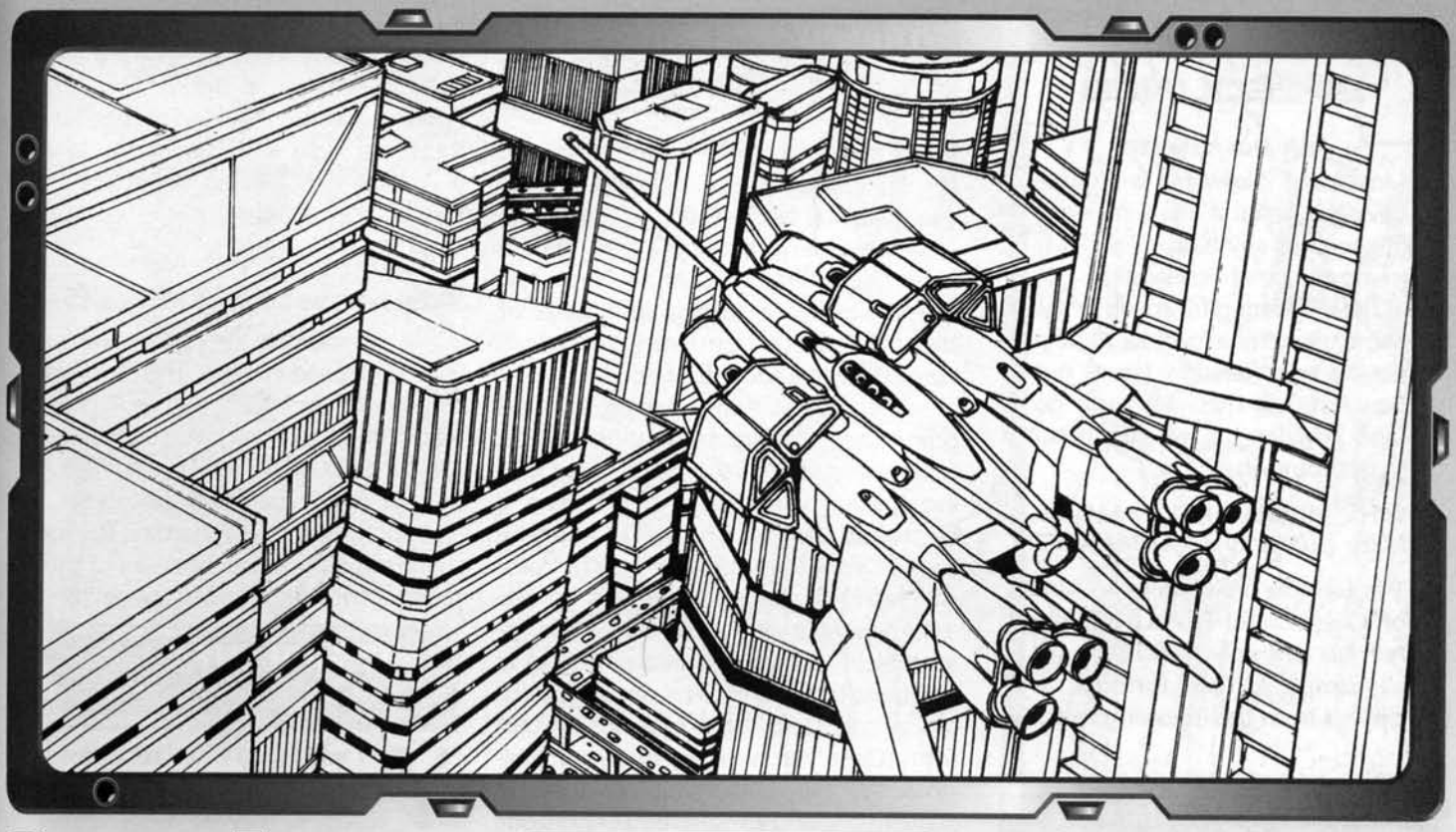
WEIGHT x0.0375 PER 1 MA

Propulsion system example: *Once you have the MA you wish to move at (we will take MA 10 for our 50 ton example mecha), all you need to do is multiply the weight (50) times the multiplier (x0.375). The resulting number (18.75) is the number of Lift Points (i.e., CP and Spaces) you need to allow your mecha to fly at that MA.*

A note on thrusters & GES damage: When designing your mecha, your should take into account how many "areas" of thrusters you have. If you have spaces devoted to thrusters in the Torso and both Legs you have 3 locations. When your thrusters are hit, one of these locations is destroyed, and you lose 1/3rd of your MA. So a suit with a 9 MA and 3 locations would have 3 MA per location, and as each location is destroyed, 3 MA is lost. This equal division takes place regardless of relative spaces used.

Thruster Lift Point Table

MA	Weight Multiple
2	x0.075
3	x0.1125
4	x0.15
5	x0.1875
6	x0.225
7	x0.2625
8	x0.3
9	x0.3375
10	x0.375
11	x0.4125
12	x0.45
13	x0.4875
14	x0.525
15	x0.5625
16	x0.6
17	x0.6375
18	x0.675
19	x0.7125
20	x0.75
22	x0.825
24	x0.9
26	x0.975
28	x1.05
30	x1.125

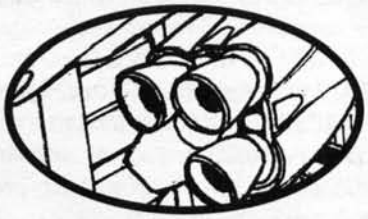


Ground Effect Systems

Sometimes you don't need to fly, but just want a faster ground MA. If this is the case, then ground effect systems (GES for short) are the thing for you. A GES is similar to thrusters, but is designed to skim above the ground (much like a modern hovercraft). This system will give you a greater MA, but it only operates within the first level of altitude (see page 90 for altitude levels). You buy them exactly like thrusters, but using the chart below:

GES COST:
WEIGHT x0.025 PER 1 MA

GES example: *Once you have the MA you wish to move at (again, MA 10 for our 50-ton example mecha), all you need to do is multiply the weight (50) times the multiplier (x0.25). The resulting number (12.5) is the number of Lift Points (i.e., CP and Spaces) You need to allow your mecha to skim at that MA.*



GES Lift Point Table

MA	Weight Multiple
2	x0.05
3	x0.075
4	x0.1
5	x0.125
6	x0.15
7	x0.175
8	x0.2
9	x0.225
10	x0.25
11	x0.275
12	x0.3

Buying Lift Points

Once you have figured out the Lift Points needed for your mecha, all you need do is purchase them.

Example: *Our 50-ton mecha needs 19 (rounded down from 18.75) Lift Points, so its propulsion system costs 19CP and will take 19 Spaces. The numbers might get a bit into the decimal range, so to make it easier we advise always rounding to the nearest 0.5.*

Spaces: A propulsion system can be placed in Spaces anywhere on your mecha. **You may fit 1 CP worth of propulsion into 1 Space.** One advantage to this system is that you can arrange your propulsion Spaces to maximize your ability to survive in combat. For example, if your unit required 12CP of propulsion, you could put 6CP in each Leg servo and a backup 6CP in a Pod; such a design could now lose one Leg and still manage to stay airborne.

Note: Neither of the propulsion systems (thrusters or GES) add weight to your mecha. For a more realistic view of weight, see the sidebar on fuel (on page 62).

SPEEDLINES

MA and Velocity

Movement Allowance is a game device; it is not a literal measure of speed. If anything, it is closer to a measure of acceleration, but as the only rating for speed in the game, we offer a formula to help players and Referees figure out how fast their mecha actually go (and how long it will take them to get somewhere).

KPH: [([(MA/10)x2]-1)xMA]x18
MPH: [([(MA/10)x2]-1)xMA]x11.2

This formula only applies to MAs of 11 or more. From 0-10, the formula is simply MAx18kph (or x11.2mph). The formula is derived from the following facts:

1 Hex = 50 meters, 165 feet
1 Turn = 10 seconds
1 MA = 1 Hex per turn
1 Hex/Turn = 18kph, 11.2mph
Mach 1: 1187kph, 741mph
Escape Velocity: 40,000kph, or 25,000mph

Example: *An MA of 16; 16/10 =1.6. 1.6 x2 =3.2. 3.2 -1 =2.2. 2.2 x16 =35.2. 35.2 x18 =633.6kph (rounds to 634)*

MA	KPH	MPH	
4	72	45	
6	108	67	
8	144	90	
10	180	112	
12	302	188	
14	454	282	
16	634	394	
18	842	524	
20	1,080	672	
22	1,346	838	(Mach 1.1)
26	1,965	1,223	(Mach 1.6)
30	2,700	1,680	(Mach 2.3)
34	3,550	2,209	(Mach 3)
38	4,514	2,809	(Mach 3.8)
42	5,594	3,481	(Mach 4.7)
46	6,790	4,225	(Mach 5.7)
50	8,100	5,040	(Mach 6.8)
54	9,526	5,297	(Mach 8)
109	40,810	25,393	(Esc. Vel.)

TRANSFORMATION△ かへん

Unfolding and recombining like gigantic metal origami, Transformable Mektons are a staple of many anime shows. These mecha have the ability to change from one form to another, taking advantage of the strengths (and incurring the weaknesses) of the second form.

The cost of this, however, is often prohibitive, since transformation is a cost multiplier system. To build a transforming mecha, you must first construct a humanoid Mekton. This will be the base form of your transformable unit (it doesn't mean that you spend all your time as a humanoid, it's just easier for bookkeeping). Next, you choose one (or more) of the transformation forms possible. Each has a cost, and the limitations of that form. Once you have the total cost multiplier for the different forms, you will then multiply that cost times the total point value of your Mekton.

Example: *Say we have a 100-point Mekton that we wish to be a transformable jet. The Mechafighter CM is a x0.3, so 100 x.03= 30 points. We add that to the base cost of our mecha, so our new total for our transformable Mekton is 130 points. Simple, neh?*

Beast (x0.3)

This transforms your humanoid Mekton into an animal-form, gaining the abilities of that shape. You receive +2 Kills to all Damage done in melee combat, and you also gain +2 MA for ground movement (walking only, not Wheels or GES). However, the mecha also suffers a -1 penalty to MV and cannot use Hands or Hand-held weapons.

Fighter (x0.3)

This gives your mecha the form of a fighter plane, and the corresponding abilities and weaknesses. While in Fighter form, the mecha receives a +100% flight MA bonus (a flight MA of 8 becomes 16), but this form may not use hand-held weapons and suffers a penalty of-2 to MV.

Hybrid (x0.35)

A "compromise" mecha form, halfway between a Fighter and a traditional humanoid Mekton. When in this form you gain a +50% bonus to your flight MA (an MA of 8 becomes 12). Hybrids may use any weapon, but suffer a -1 to MV.

Aquamecha (x0.25)

A submersible or surface form with increased speed in water. This form ignores the terrain modifiers for movement in water (no x2 MA cost). You use your Flight MA for propulsion. You may not use Arms or Legs, or any hand-held weapons.

For further rules regarding the movement restrictions and bonuses of the different forms, see Combat, page 88.

POWERPLANT△ パワープラント

You will have one last consideration before your mecha is finished: A way to make it run; in short, its powerplant. In the basic Mekton Zeta game there are two type of powerplants, Hot and Cool.

Powered by cold fusion systems, "protomixture," or whatever type of non-explosive energy your Referee can devise, **Cool powerplants** are the standard generator for a Mekton. They are assumed in the cost and weight of your frame, are located in your main body, and have no effect on either the weight, or the Spaces, of your unit. When a **Cool** powerplant is hit (see the combat section) it will explode on a roll of **1** on 1D10.

Hot powerplants involve hot fusion, atomic generators, or other types of explosive/radioactive systems best avoided by any right thinking mechajock. However, if you wish to save a few points you may purchase a cheaper, **Hot** powerplant (think of it as trading down) with a cost multiplier of -x0.1 (that is, a 10% rebate on the cost of your unit). Here's the catch: This powerplant explodes on a **1-5** (on 1D10) when damaged. It's something to think about. For further information, see page 104, powerplant explosions and last minute escapes for more information on the effects of a powerplant hit.

MEKTON STATISTICS △

メクトンとわけい

Okay, it's running and it's fully outfitted. Now you just need to figure how fast it can move and how agile it will be in combat—which brings us to the area of Ground MA, Maneuver Value, Mecha Reflex and the Maneuver Pool.

Ground MA (Running)

To figure your mecha's running MA, use the table to the right. MA is based on the final weight of your Mekton (so don't forget to add in that 10% fuel weight if you are using that rule in your game).

Maneuver Value

Maneuver Value is a measure of how responsive the mecha is to the pilot's commands—it's determined primarily by the mecha's overall weight (so again, remember that +10% fuel weight). However, it is modified by the body form chosen and by most transformations. First consult the table to the right to see what your mecha's MV will be, then apply any appropriate modifiers.

Mecha Reflex

The mecha's Maneuver Value (MV) is subtracted from the pilot's Reflex; the resulting number is the pilot's Mecha Reflex (MR). Pilots use their Mecha Reflex like a Reflexes stat for all skill rolls (see Combat, pg. 91 for more on this idea) and also use it (adding 1D10) for making Initiative rolls (see page 88 for more on initiative).

Maneuver Pool

This is an especially useful pool of points that you can expend to aid your dice rolls in combat (much like you can expend Luck). These points may be expended once per battle, in any manner that requires a combat die roll. Once Maneuver Pool points are used, they are gone for the remainder of the combat.

For example: *Zack, in the R-Jerion, has a Maneuver Pool of 3; during this battle, he adds +1 to an important Attack and, later, he adds +2 to a life-saving Dodge roll.*

STAT TABLE

TONNAGE	GROUND MA
0-19	6 Hexes
20-39	5 Hexes
40-59	4 Hexes
60-79	3 Hexes
80+	2 Hexes

TONNAGE	MANEUVER VALUE
01-19	-1
20-29	-2
30-39	-3
40-49	-4
50-59	-5
60-69	-6
70-79	-7
80-89	-8
90-99	-9
100+	-10

PILOTING	MANEUVER POOL
6	1
7	2
8	3
9	4
10	5

SUMMARY OF THE MEKTON BUILD SHEET

Below is an explanation of the Mekton Build Sheet. A blank one can be found at the back of this book—it's OK for you to photo copy it, we said so. Note that the six sample mecha following this page use a slightly different, but equally usable, format.

Fill this area in with all the **BODY FORMS** your mecha has (p52-53), and their various stats: MV & MR (p65) and MA for running (p65) and flying (p62-64). There's also a space for **MANEUVER POOL** (p65) below.

If your mecha has any **COST MULTIPLIER SYSTEMS**, such as a Hot Powerplant (p64) or any Transformation abilities (p64),

This is your **OVERVIEW** window. Use this space for a small sketch of your mecha. Below, fill in its name, serial number, "title," or whatever else you like) and note its final weight & cost (p61).

This area has spaces for the five primary **MECHA COMBAT SKILLS** (p29-30). Take your character's Skill level, add the mecha's MR, and note the totals in the boxes. This will make combat faster and easier!

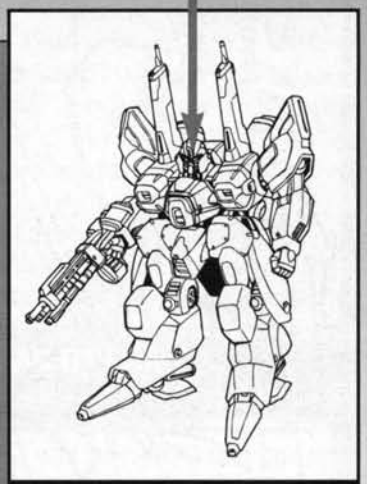
Fill these spaces with the **SERVOS and ARMOR** your mecha has (p54-57). The leftmost area is for SP and Kills (to be scribbled on as you take damage), while the other areas are for Servo stats and Armor Stats, respectively.

This section is to be filled out with any **MOVEMENT SYSTEMS** your mecha may have, such as Wheels (p61), Thrusters and/or GES (p62-64). In the case of Thrusters/GES, it is wise to note how many MA points each location provides (p62).

This is the place for your **WEAPONS** (58-60). The stats are listed in the order you use them: WA (added to your Skill), Range, Damage and Shots. Use the Notes column for Burst Values, Blast Radii, Shock Effects, etc.

Your **SENSORS** go here (p57). It is important to know your Sensor Range, since that's how far you may target your weapons. The location of your Sensors is also important because you could lose that Servo, and thus the Sensors as well!

Any **OPTIONS** (p60-61) and the all-important **COCKPIT** (p58), go here. Any **FUEL** your mecha may need to stay airborne (p62) should also be noted here. Below this window is a space for writing up the mecha's **SHIELD** (p58-60).



MEKTON STATS

Configuration	MV	MR	Land MA	Flight MA
Humanoid Mekton	-5		4 hexes	9 hexes
			(7[illegible] kph)	(165 kph)

MANEUVER POOL

COST MULTIPLIERS x0.0

Multiplier System	CP x ?
Powerplant XS: 1	x0.0

MECHA COMBAT SKILLS

Mecha Piloting	+ MR=
Mecha Fighting	+ MR=
Mecha Melee	+ MR=
Mecha Gunnery	+ MR=
Mecha Missiles	+ MR=

MEKTON PROFILE

Name	Weight	Cost
Defense Mekton "Rapier"	58.85 tons	161.9 CPs

SERVOS & ARMOR 85 / 39.5t

SP	Kills	Servo	Level	Space	Cost	Armor	Cost
5	4	Head	HS	4/1	4	HS	5
5	6	Right Arm	HS	6/1	6	HS	5
5	6	Left Arm	HS	6/1	6	HS	5
5	8	Right Leg	LH	8/0	8	HS	5
5	8	Left Leg	LH	8/0	8	HS	5
5	12	Torso	MW	12/0	12	HS	5
5	0	Pod	MW	12/0	6	HS	5

SUBASSEMBLIES 5.9 / 5.35t

Cockpit	# Crew	Options	Space	CP
Torso	One	E-Pod	2	2

Subassemblies	Loc	Space	CP	K
Link (Autocannons)	T	-	1	-
Liftwire	T	-	0.3	-
2 Spotlights	H	-	0.4	-
Antitheft Codelock	T	-	0.2	-
2 Micromanipulators	Arms	1 each	1 & 1	-
1000km Fuel	P	-	-	-
53.5 x0.1 = +5.35 tons				

MOVEMENT SYSTEMS 20 / 0t

Movement System	Loc	Spc	CP	K
Main Thrusters (3 MA)	T	12	12	-
Sub-Thruster (3 MA)	RL	4	4	-
Sub-Thruster (3 MA)	LL	4	4	-

SENSORS 6 / 2t

Sensors	Main	Backup
Loc	Head	Head
Range	7km	1km
Comm	1000km	300km
Kills	2	2
Cost	4	2
Space	1	2

SHIELDS 0 / 0t

Shield	DA	SP	Loc	Space	Cost
-					

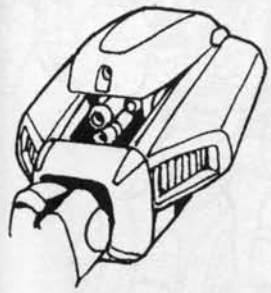
ARMAMENT 45 / 12t

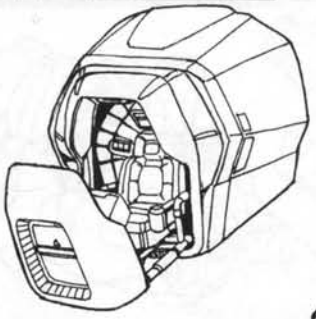
Weapon	WA	Range	Damage	Shots	Kills	Loc	Cost	Space	Notes
Right Hand	+0	Melee	+1K	na	1	R Arm	2	1	Functional manipulator.
Left Hand	+0	Melee	+1K	na	1	L Arm	2	1	Functional manipulator.
Rocket Launcher	+0	7	4K	10	3	R Arm	4	4	-
Rocket Launcher	+0	7	4K	10	3	L Arm	4	4	-
Rocket Launcher	+0	7	4K	10	3	R Leg	4	4	-
Rocket Launcher	+0	7	4K	10	3	L Leg	4	4	-
Autocannon	-2	4	2K	10 bursts	2	Torso	5	6	Linked to other; BV=8.
Autocannon	-2	4	2K	10 bursts	2	Torso	5	6	Linked to other; BV=8.
Heavy Autocannon	-1	7	6K	10 bursts	6	2-H	13	10	Burst Value = 4.
2 Autocannon Reloads	-	-	-	10b each	-	-	1 & 1	-	Stored on rear hip panels.

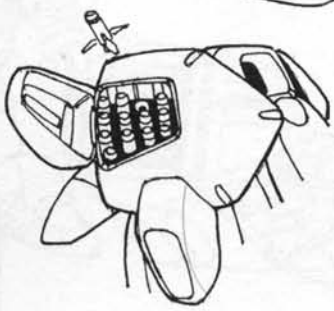
MEKTON STATS

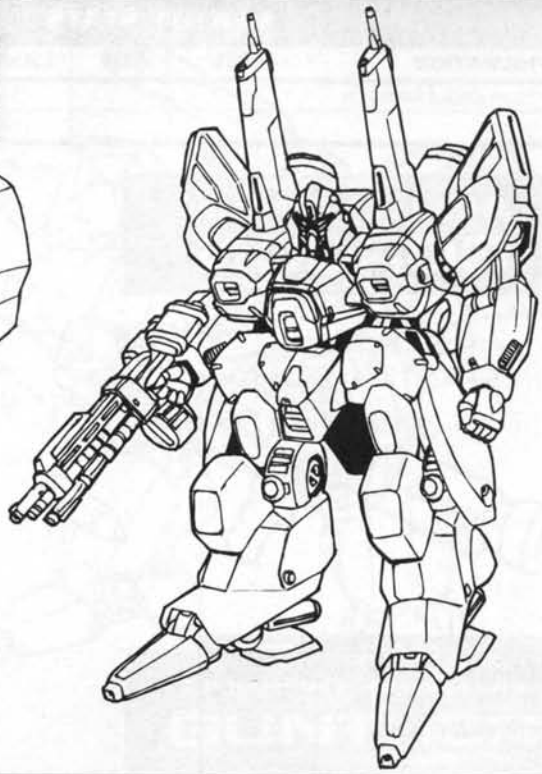
Configuration	MV	MR	Land MA	Flight MA
Humanoid Mekton	-5		4 hexes	9 hexes
			(72 kph)	(162 kph)

Defense Mekton RAPIER









COST MULTIPLIERS x0.0

Multiplier System		CP x ?
Powerplant	XS: 1	x0.0

SERVOS & ARMOR 85 / 39.5t

SP	Kills	Servo	Level	Space	Cost	Armor	Cost
5	4	Head	HS	4/1	4	HS	5
5	6	Right Arm	HS	6/1	6	HS	5
5	6	Left Arm	HS	6/1	6	HS	5
5	8	Right Leg	LH	8/0	8	HS	5
5	8	Left Leg	LH	8/0	8	HS	5
5	12	Torso	MW	12/0	12	HS	5
5	0	Pod	MW	12/0	6	HS	5

MEKTON PROFILE

Name	Weight	Cost
Defense Mekton "Rapier"	58.85 tons	161.9 CPs

SUBASSEMBLIES 5.9 / 5.35t

Cockpit	# Crew	Options	Space	CP
Torso	One	E-Pod	2	2

Subassemblies	Loc	Space	CP	K
Link (Autocannons)	T	-	1	-
Liftwire	T	-	0.3	-
2 Spotlights	H	-	0.4	-
Antitheft Codelock	T	-	0.2	-
2 Micromanipulators	Arms	1 each	1 & 1	-
1000km Fuel:	P	-	-	-
53.5 x0.1 = +5.35 tons				

MOVEMENT SYSTEMS 20 / 0t

Movement System	Loc	Spc	CP	K
Main Thrusters (3 MA)	T	12	12	-
Sub-Thruster (3 MA)	RL	4	4	-
Sub-Thruster (3 MA)	LL	4	4	-

SENSORS 6 / 2t

Sensors	Main	Backup
Loc	Head	Head
Range	7km	1km
Comm	1000km	300km
Kills	2	2
Cost	4	2
Space	1	2

SHIELDS 0 / 0t

Shield	DA	SP	Loc	Space	Cost
-					

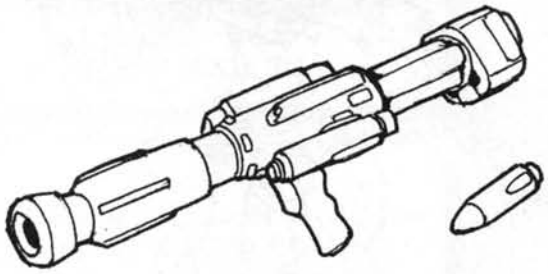
ARMAMENT 45 / 12t

Weapon	WA	Range	Damage	Shots	Kills	Loc	Cost	Space	Notes
Right Hand	+0	Melee	1+1K	na	1	R Arm	2	1	Functional manipulator.
Left Hand	+0	Melee	1+1K	na	1	L Arm	2	1	Functional manipulator.
Rocket Launcher	+0	7	4K	10	3	R Arm	4	4	-
Rocket Launcher	+0	7	4K	10	3	L Arm	4	4	-
Rocket Launcher	+0	7	4K	10	3	R Leg	4	4	-
Rocket Launcher	+0	7	4K	10	3	L Leg	4	4	-
Autocannon	-2	4	2K	10 bursts	2	Torso	5	6	Linked to other; BV=8.
Autocannon	-2	4	2K	10 bursts	2	Torso	5	6	Linked to other; BV=8.
Heavy Autocannon	-1	7	6K	10 bursts	6	2-H	13	10	Burst Value = 4.
2 Autocannon Reloads	-	-	-	10b each	-	-	1 & 1	-	Stored on rear hip panels.

MEKTON STATS

Configuration	MV	MR	Land MA	Flight MA
Humanoid Mekton	-7		3 hexes	8 hexes
			(54 kph)	(144 kph)

Assault Mecha GORGON



Cost Multipliers	x0.0
Multiplier System	CP x ?
Powerplant XS: 1	x0.0

Servos & Armor

93 — 46.5t

SP	Kills	Servo	Level	Space	Cost	Armor	Cost
7	5	Head	HS	5/2	5	LH	7
7	7	Right Arm	MW	7/5	7	LH	7
7	7	Left Arm	MW	7/5	7	LH	7
7	9	Right Leg	MH	9/0	9	LH	7
7	9	Left Leg	MH	9/0	9	LH	7
7	14	Torso	LH	14/0.5	14	LH	7

Mekton Profile

Name	Weight	Cost
Assault Mekton "Gorgon"	75.35 tons	179.4 CPs

Subassemblies

3.9 — 6.85t

Cockpit	# Crew	Options	Space	CP
Torso	One	E-Pod	2	2

Subassemblies	Loc	Space	CP	K
Link (Rocket Launchers)	T	-	1	-
Liftwire	T	-	0.3	-
2 Spotlights	H	-	0.4	-
Antitheft Codelock	T	-	0.2	-
1000km Fuel:				
68.5 x0.1 = +6.85 tons				

Movement Systems

23.5 — 0t

Movement System	Loc	Spc	CP	K
Main Thruster (3 MA)	RL	9	9	-
Main Thruster (3 MA)	LL	9	9	-
Booster (2 MA)	T	5.5	5.5	-

Sensors

6 — 2t

Sensors	Main	Backup
Loc	Head	Head
Range	7km	1km
Comm	1000km	300km
Kills	2	2
Cost	4	2
Space	1	2

Shields

18 — 9t

Shield	DA	SP	Loc	Space	Cost
R. Shield	-2	9	RA	1	9
L. Shield	-2	9	LA	1	9

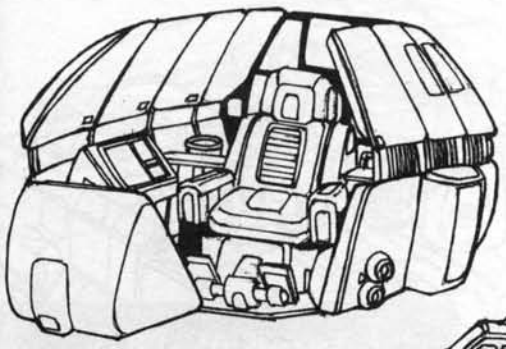
Armament

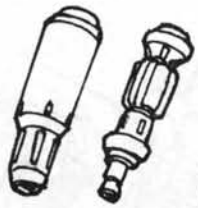
35 — 11t

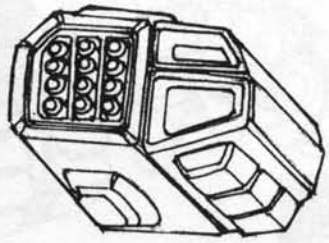
Weapon	WA	Range	Damage	Shots	Kills	Loc	Cost	Space	Notes
Right Hand	+0	Melee	1+1K	na	1	R Arm	2	1	Functional manipulator.
Left Hand	+0	Melee	1+1K	na	1	L Arm	2	1	Functional manipulator.
Rocket Launcher	+0	7	4K	10	3	Torso	4	4	Linked to other Launcher.
Rocket Launcher	+0	7	4K	10	3	Torso	4	4	Linked to other Launcher.
Autocannon	-2	4	2K	10 bursts	2	1 hand	6	5	Bursts Value = 8.
2 Autocannon Reloads	-	-	-	10b x2	-	-	1 & 1	-	Stored inside Shields.
Bazooka (Giant Cannon)	+0	17	12K	10	12	2 hand	15	15	-

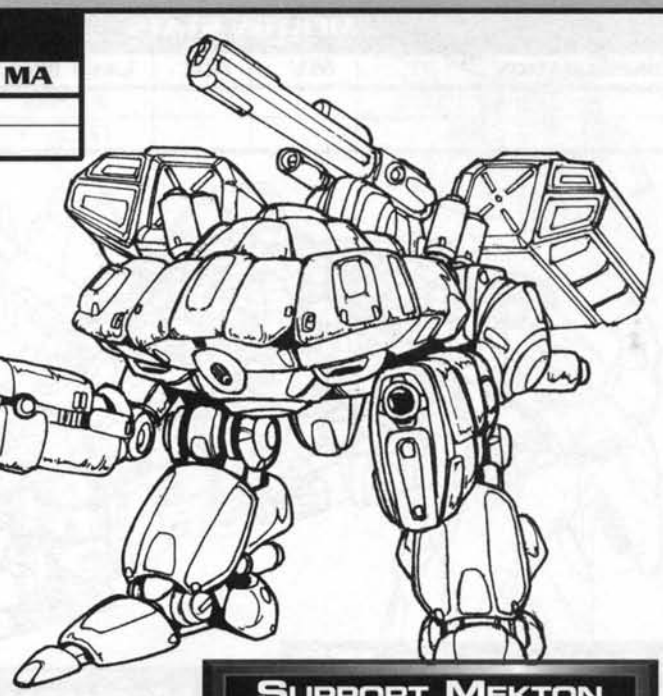
MEKTON STATS

Configuration	MV	MR	Land MA	Flight MA
Heavy-Duty Mekton	-8		2 hexes	-
			(36 kph)	









Cost Multipliers	x0.0
Multiplier System	CP x ?
Powerplant XS: 1	x0.0

Support Mekton GUNTHER

Servos & Armor

154 — 67t

SP	Kills	Servo	Level	Space	Cost	Armor	Cost
10	10	Right Arm	AH	10/3	10	SH	10
10	10	Left Arm	AH	10/3	10	SH	10
10	12	Right Leg	MgH	12/11	12	SH	10
10	12	Left Leg	MgH	12/11	12	SH	10
10	20	Torso	SH	20/0	20	SH	10
10	0	Pod	SH	20/0	10	SH	10
10	0	Pod	SH	20/0	10	SH	10

Mekton Profile

Name	Weight	Cost
Support Mekton "Gunther"	87.0 tons	238.9 CPs

Subassemblies

4.9 — 0t

Cockpit	# Crew	Options	Space	CP
Torso	One	E-Pod	2	2

Subassemblies	Loc	Space	CP	K
500kg Storage	RL	1	1	-
500kg Storage	LL	1	1	-
Liftwire	T	-	0.3	-
2 Spotlights	H	-	0.4	-
Antitheft Codelock	T	-	0.2	-
2 Micromanipulators	Arms	1 each	1 & 1	-

Movement Systems

0 — 0t

Movement System	Loc	Spc	CP	K
-				

Sensors

6 — 2t

Sensors	Main	Backup
Loc	Torso	Torso
Range	7km	1km
Comm	1000km	300km
Kills	2	2
Cost	4	2
Space	1	2

Shields

0 — 0t

Shield	DA	SP	Loc	Space	Cost
-					

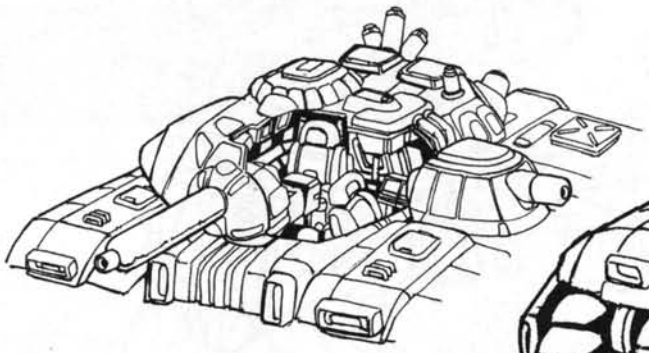
Armament

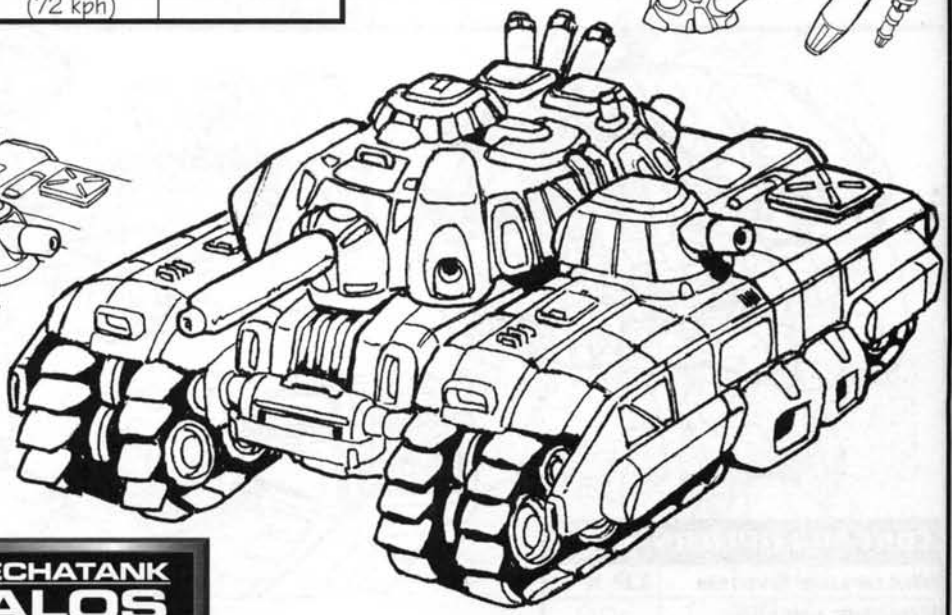
74 — 18

Weapon	WA	Range	Damage	Shots	Kills	Loc	Cost	Space	Notes
Heavy Beam Cannon	+2	8	8K	∞	8	Torso	16	15	-
Heavy Beam Gun	+1	10	6K	∞	6	R Arm	9	9	-
Heavy Beam Gun	+1	10	6K	∞	6	L Arm	9	9	-
Quad Missile Pod	+1	13	6K	5 x4	2 x4	R Pod	20	20	Four Misisle Pods in Pod Servo.
Quad Missile Pod	+1	13	6K	5 x4	2 x4	L Pod	20	20	Four Misisle Pods in Pod Servo.

MEKTON STATS

Configuration	MV	MR	Land MA	Flight MA
Tank	-4		4 hexes	-
			(72 kph)	





Cost Multipliers	-x0.1
Multiplier System	CP x ?
Powerplant XS: 5	-x0.1

MECHATANK TALOS

SERVOS & ARMOR

55 — 27t

SP	Kills	Servo	Level	Space	Cost	Armor	Cost
11 (13)	10	Turret (Head)	MgH	13/1	11	Mgh	11
11 (13)	22	Torso	MgH	22/0	22	MgH	11

MEKTON PROFILE

Name	Weight	Cost
Mechatank "Talos"	48.0 tons	105.8 CPs

SUBASSEMBLIES

1.6 — 0t

Cockpit	# Crew	Options	Space	CP
Head	Two	-	2	1

Subassemblies	Loc	Space	CP	K
2 Spotlights	T	-	0.4	-
Antitheft Codelock	T	-	0.2	-

MOVEMENT SYSTEMS

11 — 11t

Movement System	Loc	Spc	CP	K
Tread	T	0	5.5	11
Tread	T	0	5.5	11

SENSORS

6 — 2t

Sensors	Main	Backup
Loc	Head	Torso
Range	7km	1km
Comm	1000km	300km
Kills	2	2
Cost	4	2
Space	1	2

SHIELDS

0 — 0t

Shield	DA	SP	Loc	Space	Cost

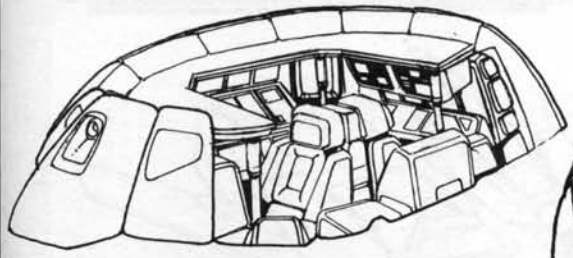
ARMAMENT

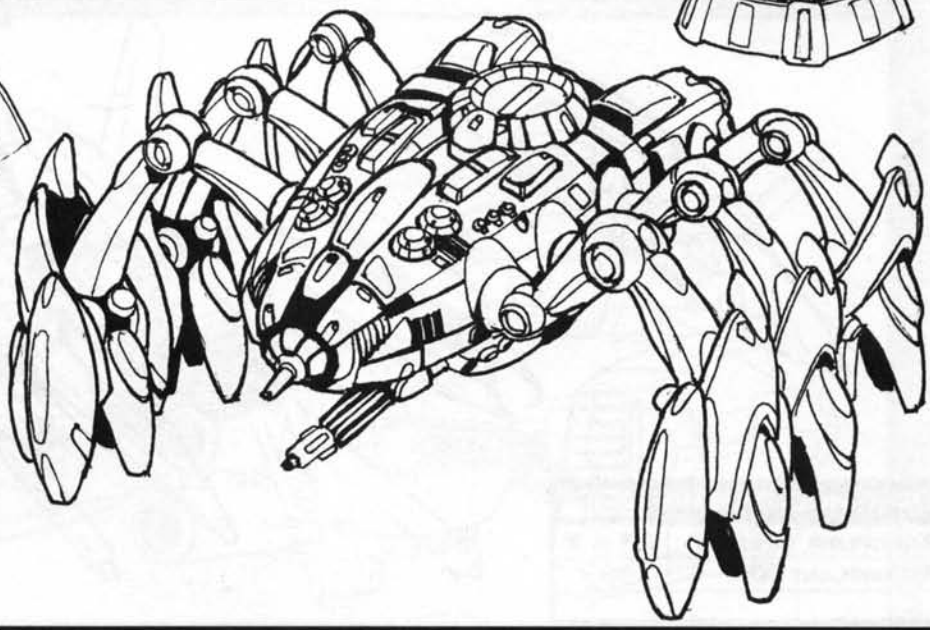
44 — 8t

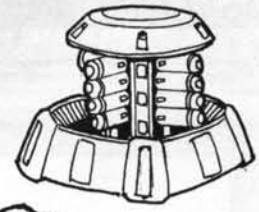
Weapon	WA	Range	Damage	Shots	Kills	Loc	Cost	Space	Notes
Heavy Cannon	+0	9	9K	10	9	Head	9	9	360° Firing Arc.
Cannon Ammo (+40 Shots)	-	-	-	10 x4	-	Torso	1.5 x4	-	Stored in Torso.
Pulse Cannon	+0	8	4K	∞	4	Torso	20	11	Burst Value = 6.
Heavy Missile	+2	24	12K	1	1	Torso	3	3	-
Heavy Missile	+2	24	12K	1	1	Torso	3	3	-
Heavy Missile	+2	24	12K	1	1	Torso	3	3	-

MEKTON STATS

Configuration	MV	MR	Land MA	Flight MA
Beastmecha	-8		5 hexes	-
			(90 kph)	







MECHABEAST KRAKEN

Cost Multipliers	-x0.1
Multiplier System	CP x ?
Powerplant XS: 5	-x0.1

MEKTON PROFILE

Name	Weight	Cost
Mechabeast "Kraken"	64.0 tons	144.5 CPs

11P SERVOS & ARMOR 53.5t

SP	Kills	Servo	Level	Space	Cost	Armor	Cost
7	16	Torso	SH	28/1	20	LH	7
5	9	R. Leg	AH	9/7	9	HS	5
5	9	R. Leg	AH	9/7	9	HS	5
5	9	R. Leg	AH	9/7	9	HS	5
5	9	L. Leg	AH	9/7	9	HS	5
5	9	L. Leg	AH	9/7	9	HS	5
5	9	L. Leg	AH	9/7	9	HS	5

15.6 SUBASSEMBLIES 0t

Cockpit	# Crew	Options	Space	CP
Torso	Two	-	2	1

Subassemblies	Loc	Space	CP	K
500kg Storage (1 per leg)	Legs	1 each	6	-
2 Spotlights	T	-	0.4	-
Antitheft Codelock	T	-	0.2	-
Micromanipulators (1 per leg)	Legs	1 each	8	-
Linkage (Rocket Pods)	T	-	3	-

0 MOVEMENT SYSTEMS 0t

Movement System	Loc	Spc	CP	K
-				

4 SENSORS 1t

Sensors	Main		
Loc	Torso		
Range	7km		
Comm	1000km		
Kills	2		
Cost	4		
Space	1		

0 SHIELDS 0t

Shield	DA	SP	Loc	Space	Cost
-					

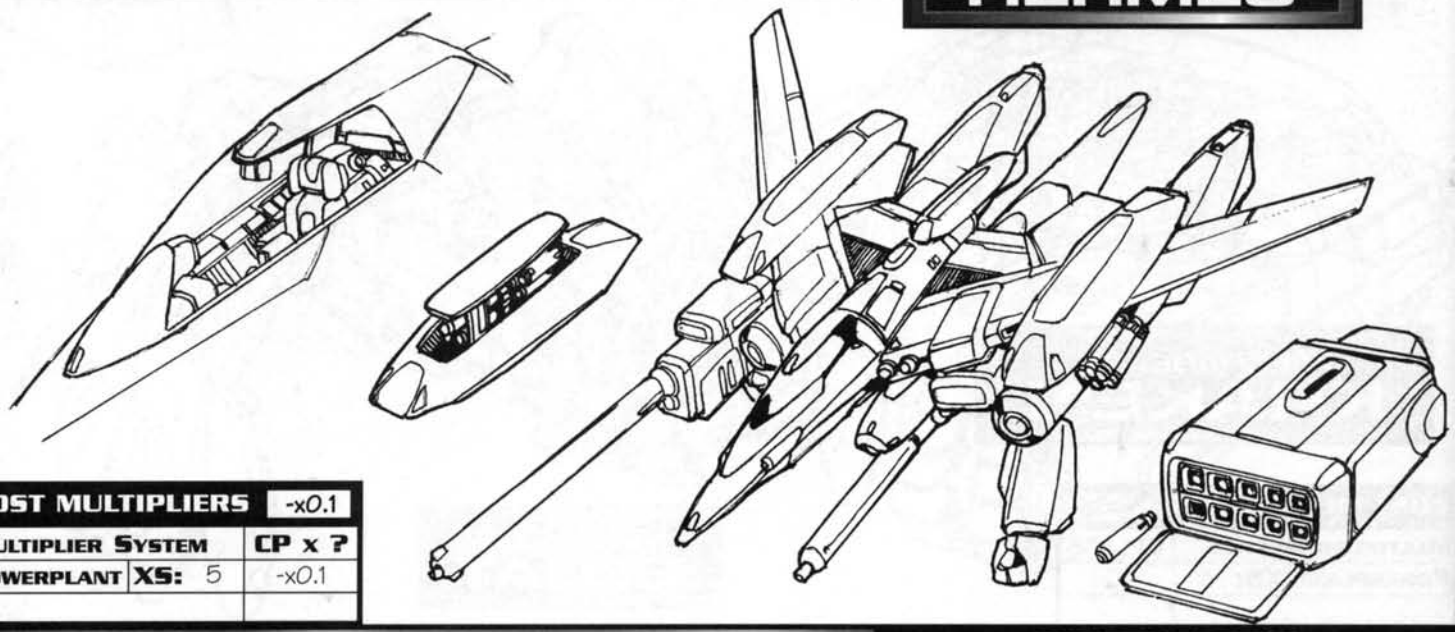
30 ARMAMENT 9.5t

Weapon	WA	Range	Damage	Shots	Kills	Loc	Cost	Space	Notes
Light Beam Gun	+1	4	1K	∞	1	Torso	2	1	-
Caulking Gun	+2	5	(18)	3	6	Torso	12	7	Grappling attack; Diff=18.
Rocket Pod	-1	5	2K	20	3	Torso	4	4	Linked to others.
Rocket Pod	-1	5	2K	20	3	Torso	4	4	Linked to others.
Rocket Pod	-1	5	2K	20	3	Torso	4	4	Linked to others.
Rocket Pod	-1	5	2K	20	3	Torso	4	4	Linked to others.
(Kick)	+0	melee	4 +2 =6K	-	-	Legs	-	-	-

MEKTON STATS

Configuration	MV	MR	Land MA	Flight MA
Hybrid	-6		0	20 hexes (1,074 kph)

HYBRID MECHA
HERMES



COST MULTIPLIERS -x0.1

Multiplier System	CP x ?
Powerplant XS: 5	-x0.1

MEKTON PROFILE

Name	Weight	Cost
Hybrid Mecha "Hermes"	52.25 tons	154.1 CPs

78 SERVOS & ARMOR 32t

SP	Kills	Servo	Level	Space	Cost	Armor	Cost
4	20	Torso	MgH	26/0	22	MS	4
5	0	R. Pod	MH	16/0	8	HS	5
4	7	L. Arm	MW	7/0	7	MS	4
3	9	R. Wing	SH	15/0	11	STR	3
3	9	L. Wing	SH	15/0	11	STR	3

4.2 SUBASSEMBLIES 4.75t

Cockpit	# Crew	Options	Space	CP
Torso	One	E-Seat	1	1

Subassemblies	Loc	Space	CP	K
Antitheft Codelock	Torso	-	0.2	-
Micromanipulators	Arm	1	1	-
Linkage (Rocket Pods)	Torso	-	1	-
500kg Storage	Torso	1	1	-
1000km Fuel				
47.5 +4.75 = 52.25t				

22 MOVEMENT SYSTEMS 0t

Movement System	Loc	Spc	CP	K
Main Thruster (MA 3)	RW	6	6	-
Main Thruster (MA 3)	LW	6	6	-
Booster (MA 2.5)	Arm	5	5	-
Booster (MA 2.5)	Pod	5	5	-

4 SENSORS 1t

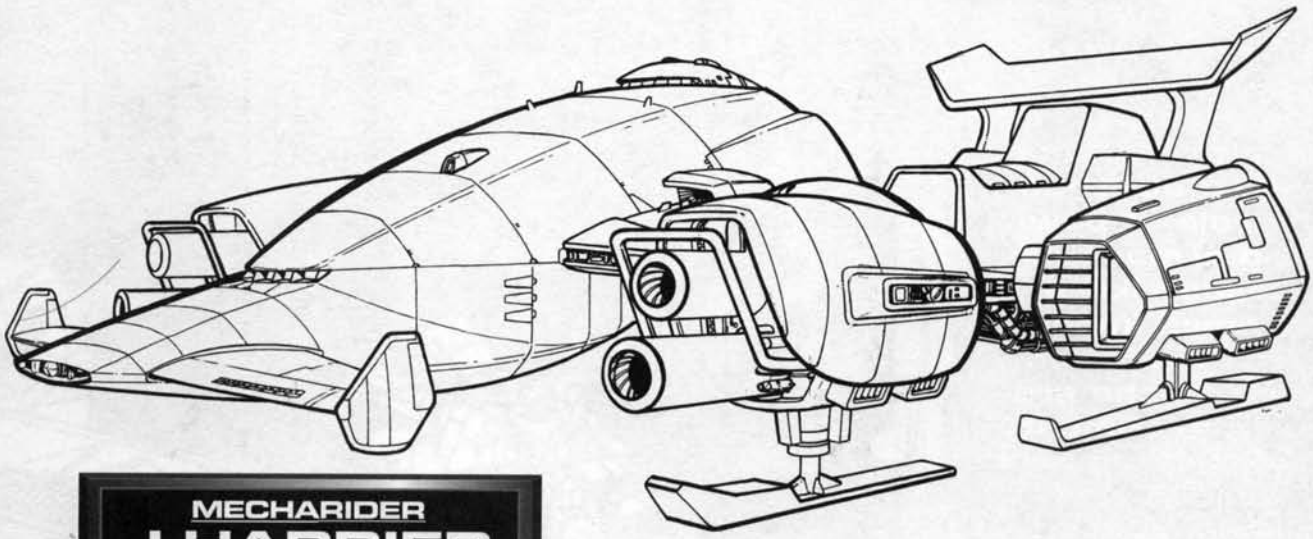
Sensors	Main		
Loc	Torso		
Range	7km		
Comm	1000km		
Kills	2		
Cost	4		
Space	1		

0 SHIELDS 0t

Shield	DA	SP	Loc	Space	Cost
-					

68 ARMAMENT 14.5t

Weapon	WA	Range	Damage	Shots	Kills	Loc	Cost	Space	Notes
Hand	+0	melee	1K+	-	1	Arm	2	1	-
Heavy Beam Gun	+1	10	6K	∞	6	Torso	9	9	-
Pulse Cannon	+0	8	4K	∞	4	Pod	20	11	Burst Value = 6.
Rocket Launcher	+0	7	4K	10	3	RW	4	4	Linked to other launcher.
Rocket Launcher	+0	7	4K	10	3	LW	4	4	Linked to other launcher.
Rocket Pod	-1	5	2K	20	3	Torso	4	4	Linked to other pod.
Rocket Pod	-1	5	2K	20	3	Torso	4	4	Linked to other pod.
Missile Pod	+1	13	6K	5	2	RW	5	5	Linked to other missile pod.
Missile Pod	+1	13	6K	5	2	LW	5	5	Linked to other missile pod.
Heavy Missile	+2	24	12K	1	1	Torso	3	3	-
Heavy Missile	+2	24	12K	1	1	Torso	3	3	-



MECHARIDER
J-HARRIER

MECHARIDERS △ メカライター

Mechariders are designed to carry other mecha. They are designed (usually) with movement in mind. They can take the form of anything from a giant mecha "motorcycle" to a simple rocket sled that is used to get a little extra speed.

Mechariders are designed as normal mecha, but with the following restrictions:

Mechariders are not controlled by a human pilot. Although one may have a cockpit as a backup, a Mecharider is normally controlled by the mecha that is riding it. Without a mecha on it, the Mecharider seeks out the closest landing spot on autopilot (or, in the case of a crewed Mecharider, reverts to the pilot's control).

Most Mechariders are built as a Torso only; sometimes they have wings as well. They may mount any weapons and other systems the designer desires within their Space restrictions. They can be of any size, but the larger they are, the larger the mecha (and the more mecha) they can carry.

Because of their particular design, Mechariders suffer an additional -2 to their normal MV, but may carry five times their own weight in riding mecha. Attacks made to such groups of mecha (that is, Mechariders and their carried units) are made as if against one unit; successful attacks roll randomly as to which of the units, or the Mecharider, were hit.

Mecharider Rules

Once you have designed a Mecharider, it may carry up to 5 times its weight and still maintain its MA (so a Mecharider that weighed 30 tons could carry 150 tons of mecha, etc.).

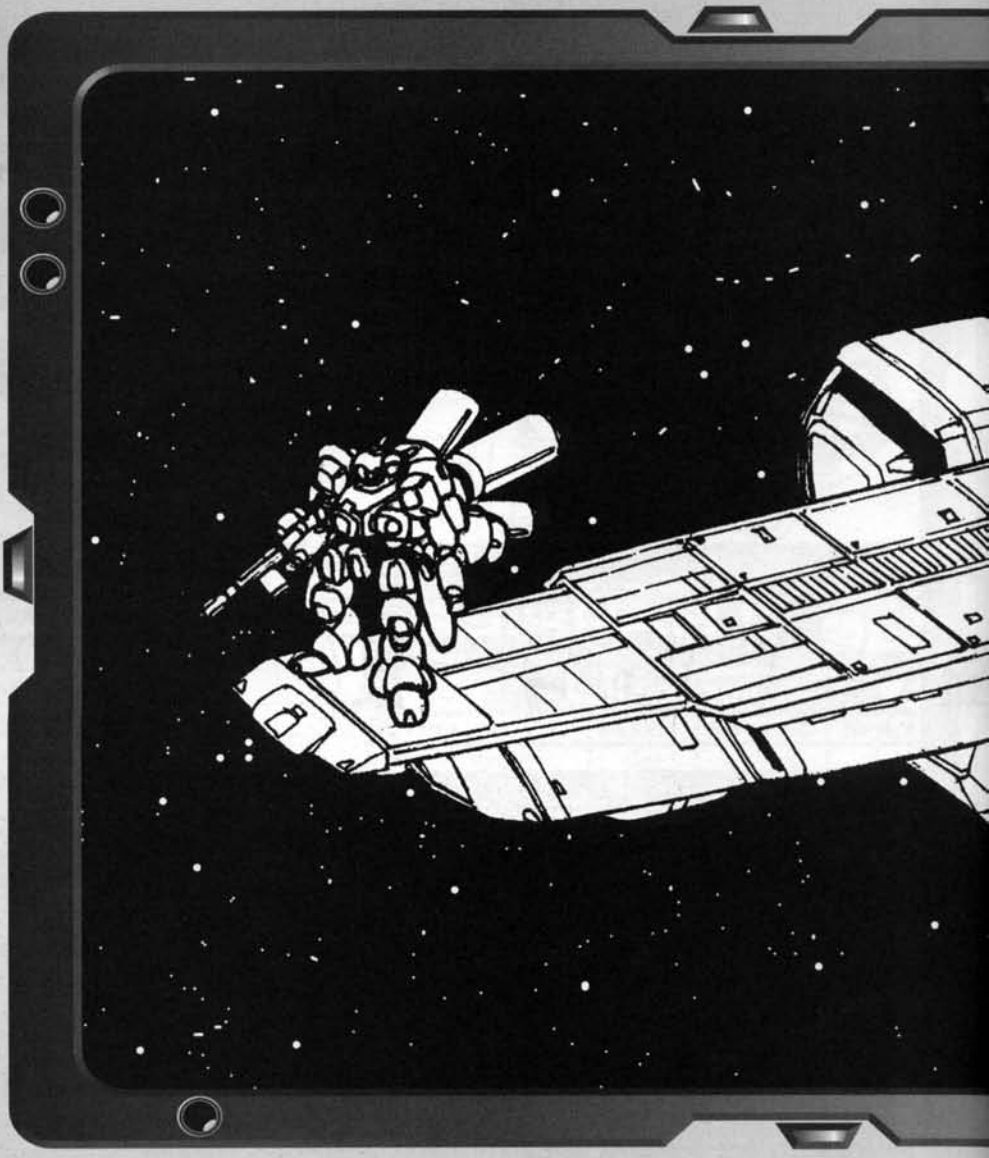
When on a Mecharider, a unit is subject to the following rules:

- **Weapons:** During its Actions, a mecha may fire its own weapons or those of the Mecharider (but not both).
- **Movement:** The riding unit(s) move at the Mecharider's MA and may not boost this with its own MA.
- **Maneuver Pool:** The riding mecha's Maneuver Pool is not affected by using a Mecharider (they do not add together).
- **Maneuverability:** When on a Mecharider, the riding unit uses the MV of the Mecharider to calculate its Mecha Reflex.

Example: *The R-Jerion has an MV of -4, a flight MA of 10, a Maneuver Pool of +2 and assorted weaponry. Its Mecharider, the J-Harrier, has an MV of -3, a flight MA of 12, a +1 Maneuver Pool and assorted weaponry. When riding the J-Harrier, the R-Jerion has an MV of -3, a flight MA of 12, a Maneuver Pool of +2 and two suites of weaponry to choose from, which it can alternate between each Action if it so chooses.*

CONSTRUCTION:

Sometimes a 30-meter-tall robot can't do the job all by itself. When fighting in tunnels or in tightly packed cities, a smaller machine has to do—thus the role of powered armor and Roadstrikers becomes important. And even when mecha are useful in combat, they need support vehicles and transportation. So in *Mekton Zeta*, we have rules for ships as well as for the smaller, more traditional combat vehicles.



BASIC STARSHIP BUILD SEQUENCE

1. **Build The Hull (p.75)**
   - Select Hull Size
   - Calculate Ship Turn Length
   - Buy Armor (if any)
2. **Equip the Hull (p.76-77)**
   - Buy Weapons (if any)
   - Buy Screens (if any)
   - Buy Subassemblies (if any)
3. **Select Ship Multipliers (p. 78)**
   - Buy Engines
   - Buy Hyperdrive (if any)
   - Buy Crew

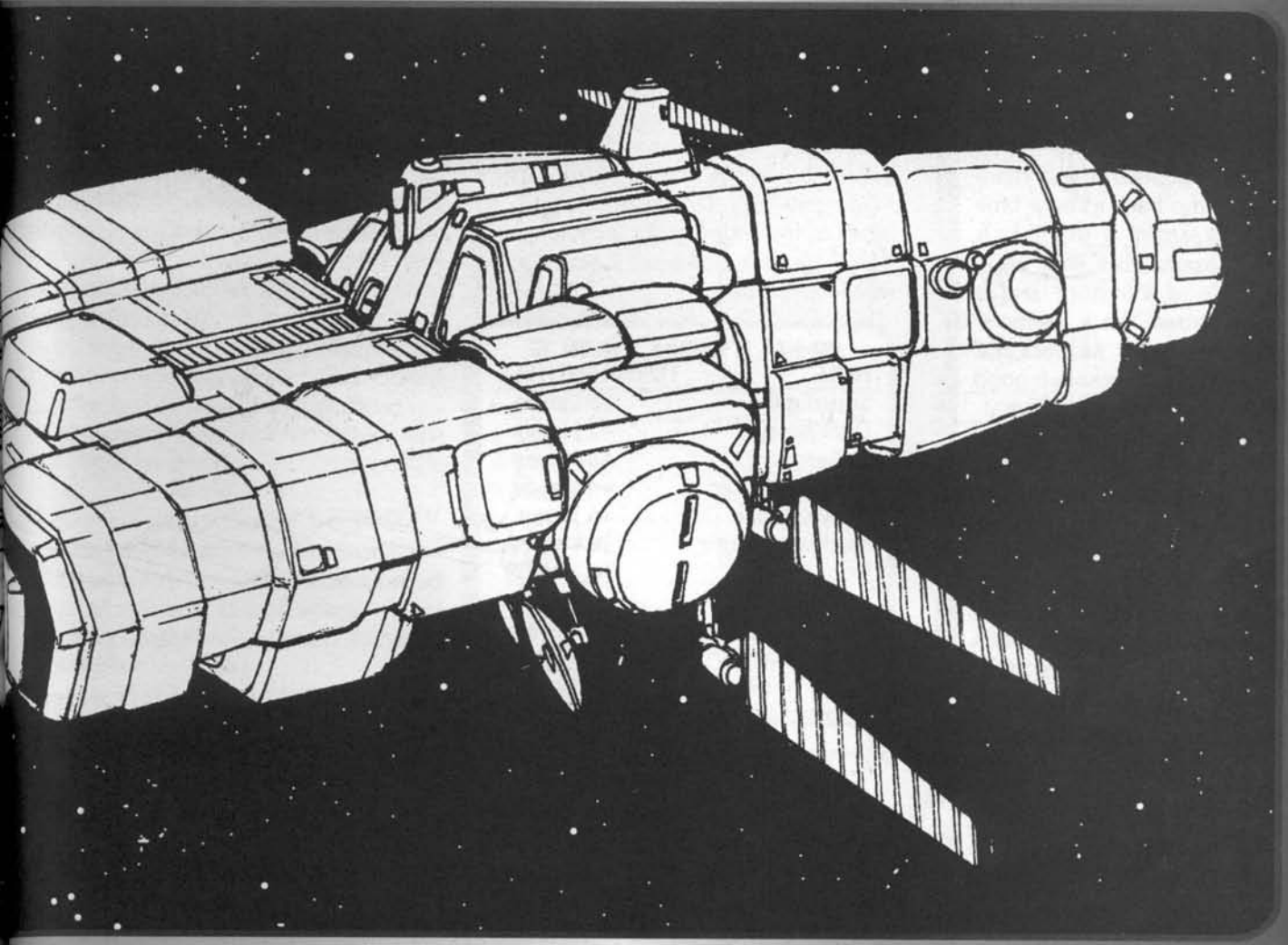
STARSHIPS△ うちゅうせんかん

Just like aircraft in the real world, mecha cannot work alone. They need support crews, a base of operations, and a home to return to after a mission is done.

On Terra Firma this is often a military base, but on the high seas and in the vast ocean of space this is not possible. In the world of *Mekton* (much as today), the role of support ship is invaluable, a combination military base and home away from home.

In anime shows, almost all ships are capable of carrying at least a few mecha, and the giant space-bound carriers may hold dozens. Space would be very boring without the presence of these floating battleships. So in keeping with the anime spirit they have been included here for your enjoyment (for advanced ship construction rules, refer to the Scaling section of the Mekton Technical System in the forthcoming *Mekton Zeta Plus*.)

Starcruisers and Roadstrikers



Ship Design

Buy Your Hull

The first step in buying your ship is to decide on the size of its Hull. The Hull sizes, costs, weight, and Spaces are listed in the chart on the next page. The "tonnage" is simply an abstracted range for you to gauge the scale of the ships in your game—a ship's weight has no effect on game play. You may choose any weight in the range listed for the hull types. This will be the final weight of your ship when completed.

STARSHIP HULL TABLE

HULL SIZE	KILLS	SPACES	COST	TONNAGE
Superlight	200	2	1,000	150----------2,399
Lightweight	400	4	2,000	2,400----------11,999
Striker	600	6	3,000	12,000----------39,999
M. Striker	800	8	4,000	40,000----------94,999
H. Striker	1,000	10	5,000	95,000----------199,999
M. Weight	1,200	12	6,000	200,000----------349,999
L. Heavy	1,400	14	7,000	350,000----------499,999
M. Heavy	1,600	16	8,000	500,000----------999,999
A. Heavy	1,800	18	9,000	1,000,000-------1,499,999
S. Heavy	2,000	20	10,000	1,500,000-------2,199,999
Mg. Heavy	2,200	22	11,000	2,200,000+

SHIP LOGIC

In anime, there are two types of ships. The first is the invincible dreadnought (although size really has nothing to do with it). This is the ship that our heroes call home. It takes a pounding and manages to limp back to base time and time again. If this ship is ever destroyed at all, it occurs in the finale of the story, and is treated almost like a character dying. The SDF-1 *Macross* and Space Cruiser *Yamato* are good examples of this type of ship.

The second type is what we like to call "scenery"; they're pretty fragile. These ships make up the bulk of a fleet, and are often destroyed with a single shot (usually fired by one of the heroes). Such ships are the cheap, mass-produced units that fill the sky in epic space battles (as in *Star Wars,* for example).

In most games, the only non-scenery ships will be the one that the main villain uses as a base, and the ship the heroes are based on. For the purposes of combat and creation, the only difference between the two types of ship is that a non-fragile ship does not have the "powerplant" hit on the Ship Critical Hit Chart. Yes, it's cheating, but hey, it's anime—we're talking cinematic here!

As a final note, a Referee should construct all ships in his campaign to keep the balance between the forces of the good guys and the villains. After all, these constructs are so huge that only militaries, large corporations, and nations should be capable of constructing them.

Ship Size and Turns

Due to their size, ships require a large amount of space in which to maneuver. **When turning, ships must use the Mechafighter Turning Table (see page 90), with the size of the Hull adding hexes of forward movement needed to make a single hex-side turn.**

Example: *A Mediumweight Ship is traveling at 20MA. On the Mechafighter Turn Table, it would need to move 3 hexes before it could turn. As a Mediumweight ship, it must add +6 hexes to that number, so it could turn 1 hex to the side only after 9 hexes of forward movement.*

SHIP TURN TABLE

HULL	TURN LENGTH
Superlight	+1 Hexes
Light Weight	+2 Hexes
Striker	+3 Hexes
Medium Striker	+4 Hexes
Heavy. Striker	+5 Hexes
Medium Weight	+6 Hexes
Light Heavy	+7 Hexes
Medium Heavy	+8 Hexes
Armored Heavy	+9 Hexes
Super Heavy	+10 Hexes
Mega Heavy	+11 Hexes

Armor

Now armor the Hull of your ship using the chart below. Note that unlike a mecha, ships may be armored to whatever level the designer desires. With ships, a Superlight Hull can carry Mega Heavy Armor.

SHIP ARMOR TABLE

ARMOR	SP	COST
Superlight	10	500
Lightweight	20	1000
Striker	30	1500
Medium Striker	40	2000
Heavy Striker	50	2500
Mediumweight	60	3000
Light Heavy	70	3500
Medium Heavy	80	4000
Armored Heavy	90	4500
Superheavy	100	5,000
Megaheavy	110	5,500

Because ship armor is spread over large areas, it's much more difficult to ablate than standard mecha armor. **It takes an attack of 100K or greater to ablate the armor. When Starcruiser armor ablates, it loses 1D10 SP from its Stopping Power.**

Example: *A ship with Superheavy armor is hit by a 200K attack. Its armor stops 100K, but drops by 1D10SP (because the attack was greater than 100K) on a roll of 10, the Armor ablates 10 SP, so its Stopping Power is now 90SP. The remaining 100K of Damage blows through to the Hull of the Starcruiser.*

Remember that all Mektons have a +8 bonus to their Attack rolls when attacking ships. This means that Mektons will usually score armor-ignoring critical hits on Ships! Therefore, starship armor is not as invulnerable to attacks as it may at first seem.

Weapons

There are two types of gun that may be mounted in a ship: Anti-ship guns (called main batteries) and anti-mecha guns (called CIDS or Close In Defense Systems).

FIRING ARCS: There are four weapon arcs available to ship weapons:

Front (F): **This weapon may fire at any ship 180 degrees in front of your ship.**

Forward: (FF) **This weapon may only strike targets directly in front of your ship. (Your nose must be pointed at the target.)**

Rear (R): **As front, except the weapon may target any ship in the rear 180 degree arc of your ship.**

All (A): **This weapon may target any ship in any location relative to the firing unit.**

Ship-to-Ship Weapons

These are the primary armament of any Starcruiser. **Being huge, ship-mounted turrets, these weapons suffer a -8 penalty when firing at any Mekton-sized target.**

• **BATTERIES:** A battery can only fire at a single target per Action, and the Kills listed are for the entire battery. You may have as many batteries on a ship as you have Space for them. The exact nature of the batteries is left undefined; they could be either shells or energy.

• **CORE CANNON:** The largest ship-mounted weapon. It can't fit in a turret—it can only fire at targets directly in front of the ship. With the extreme power-draw this weapon puts on the powerplant of a ship, it takes 3 turns of preparation before this weapon can be fired.

• **MULTI-MISSILE POD:** This pod contains ten missiles that can be fired all at once, or one at a time. If fired in a salvo, the number of missiles that strike the target ship is equal to the difference between the attacker's roll and the defender's.

Example: *A ship attacks another with a cluster of five missiles. The attacker's total roll was 15 and the defender rolls a 12. Three missiles strike the defending ship.*

• **STRIKE MISSILES:** This giant launcher contains two missiles. Each one must be targeted and fired individually. This launcher may not fire more than one missile per turn.

SHIP WEAPONS AND SUBASSEMBLIES

BATTERIES	ARC	RANGE	WA	DAMAGE	KILLS	SPACE	COST
Light	F or R	50	+0	50K	50	1	255
Medium	F or R	80	+0	100K	100	2	1012
Heavy	F or R	111	+0	200K	200	3	2525
Superheavy	F or R	180	+0	500K	500	5	6565
Core Cannon	FF	250	+0	1000K	1000	10	12,125

MISSILES	ARC	RANGE	WA	DAMAGE	KILLS	SPACE	COST
Multi-Missiles	A	85	+2	150K (each)	100	2	1300
Strike Missiles	A	185	+2	700K	90	3	1780

CIDS	ARC	RANGE	WA	DAMAGE	BV	SPACE	COST
CIDS	A	9	+0	5K	∞	0.5	86
Deluxe CIDS	A	13	+0	10K	∞	1.0	172

SCREENS	SP	SPACE	COST
Light	1,000SP	2	3250
Medium	2,000SP	4	6500
Heavy	3,000SP	6	10,250

HULL	MECHA BAY	CARGO	PASSENGERS
Superlight	1	50 t	10
Light Weight	5	250 t	40
Striker	10	500 t	90
Medium Striker	15	800 t	160
Heavy Striker	25	1250 t	250
Mediumweight	35	1800 t	360
Light Heavy	50	2450 t	490
Medium Heavy	65	3200 t	640
Armored Heavy	80	4050 t	810
Super Heavy	100	5000 t	1000
Megaheavy	120	6050 t	1210

CIDS

Close-In Defense Systems are used by ships to deal with enemy mecha. As they are a defensive item, they act only when a mecha comes within range. **Any hostile mecha that enters the range of a CIDS is *automatically attacked.*** You may not have more than one type of CIDS on a ship. As these attacks are from Mekton-scale weapons (CIDS are dozens of tiny turrets scattered over the ship) they do not suffer any penalties when attacking incoming mecha. **CIDS can also be used to shoot down incoming missiles.**

Because a CIDS system is comprised of dozens of small turrets, it acts as an "infinite" Burst Value autofire attack. This represents the fact that more than one turret can target an incoming mecha.

Example: *A Mekton attacks a ship protected by a CIDS. When the Mekton is within the range of the CIDS (9 hexes), it is automatically attacked. The ship rolls 1D10 and adds its crew quality (see below); the result is 19. The Mekton dodges, rolling a 17. The mecha was beaten by two, so it takes two 5-Kill hits.*

Screen Generators

These items project a force shield that protects the ship from incoming attacks. While these may seem far better than the lower SP armor protection, they have one great vulnerability—when a screen takes damage, its SP is lowered on a 1 to 1 basis. Example: *A 400SP screen takes a 150K attack. The attack is stopped, but the force screen is lowered to 250SP.*

When a screen goes down, it is out for the rest of the battle. When a screen is up, no mecha may enter or exit the ship defended by it. It takes one whole turn to activate a screen, but it can be lowered instantly.

Subassemblies

• **MECHA BAY FACILITIES (1000 CP, 1 Space):** This system allows you to carry, repair, refuel and launch mecha on your ship. The number of mecha that can be stored per Mecha Bay "Space" is listed on the chart above. This does not provide any mecha, just space to support them.

Example: *I am designing a H. Striker Carrier. For each "Space" in my Heavy Striker Hull, I can hold, refuel, and repair 25 mecha per bay. I buy 4 such bays. It costs me 4000 CP, and takes up 4 Spaces.*

AU: ASTRONOMICAL UNIT

An astronomical unit is the distance from the Earth to the sun, or approximately 149,598,000 km. Because of the huge distances involved, it's simpler to use AUs when dealing with interplanetary travel than kilometers. To give you an idea of travel times, listed below are the distances from the sun to each planet of our solar system in AUs. Keep in mind that the distances between planets will vary considerably due to the varying speeds and positions of planetary orbits.

Mercury: 0.39 AU
Venus: 0.72 AU
Earth: 1.0 AU
Mars: 1.52 AU
Jupiter: 5.20 AU
Saturn: 9.54 AU
Uranus: 19.2 AU
Neptune: 30.1 AU
Pluto: 39.5 AU

• **CARGO SPACE (500 CP, 1 Space):** The amount of cargo you can carry per Space depends on your Hull size (see the chart on the previous page.)

Example: *A Light Weight Freighter can carry 200 tons of cargo per Space.*

• **PASSENGER SPACE (500 CP, 1 Space):** The number of people that can be carried per Space is listed on the chart on page 78). NOTE: You must buy at least 1 Space for your Ship's Crew.

Example: *A Heavy Striker ship pays 500 points and receives 1 Space dedicated to the rooms and life support for 250 crew. For each Space bought above and beyond this, 250 others may be accommodated.*

Ship Multipliers

Like mecha, ships have cost multiplier systems that are based on the cost of the ship. **First, add up the CP of the Hull, armor, and other systems that the ship contains. Add up the multipliers. Take this number, multiply by the base cost, add the result to the base cost, and the result is the total cost of the ship.**

Example: *A Mega Heavy ship with Mega Heavy armor, 1 crew area, 2 mecha bays and 3 Superheavy batteries costs 22,730 CP. This same ship has an A crew (x1),and 20 MA(x.5) for a total multiplier of 1.5. The cost of the multipliers is 34,095. The total cost for this giant is 56,825CP. It is home to 242 mecha and 1,210 crew and passengers.*

Engines

This is the system that moves your ship when in combat. In the basic game all you need this for is to determine if mecha and ships can keep up with each other in a fight. On the chart below, "Day Move" is how far a ship can travel in a day under basic engine thrust.

MOVEMENT TABLE

MA	COST	SPACE	DAY MOVE
0	x-0.2	1	0
8	x-0.1	1	3,456km
10	x0.0	1	4,320km
12	x0.1	1	7,258km
14	x0.2	1	10,886km
16	x0.3	1	15,206km
18	x0.4	1	20,218km
20	x0.5	1	25,920km

Hyperdrive

This is a special effect of your drives depending on your Tech Level. It takes up no Space, but allows your ship to move at sub and trans-light speed. Just how fast this is depends on the Tech Level of the world the ship came from. The cost is always the same.

HYPERDRIVE TABLE

TECH LEVEL 6: 1AU per Day.
TECH LEVEL 7: 1 AU per Hour.
TECH LEVEL 8: 1 Light Year a Week.
TECH LEVEL 9: 1 Light Year a Day.
TECH LEVEL 10: 1 Light Year/hour (or even instant).

COST: x1.0

Note: Most anime science fiction ships are capable of "jumping" from place to place. If you want this type of drive in your game, the time above can be used for the total trip, accomplished in a series of smaller jumps.

Determining Crew

This is not buying the people who populate your ship (that was taken care of when you bought your Crew Space). This section determines how good that crew is. **Remember, all rolls (Attack, Defense, Sensor/Awareness, etc) will be made based on the quality of your crew.** There are four grades of Crew Quality, listed below:

CREW TABLE

D-GRADE (Cost: x0.0): Unseasoned, untested, and inexperienced crew. The lowest that could get into uniform. Skill rolls = 8+1D10.

C-GRADE (Cost: x0.2): Crew with minor experience. They may have seen one fight. Skill rolls = 12+1D10.

B-GRADE (Cost: x0.6): Experienced but not overwhelming. They've seen a few battles and know their job well. Skill rolls = 14+1D10.

A-GRADE (Cost: x1.0): The best of the best. This represents a seasoned, extremely skilled crew. Their skill rolls are 16+1D10.

SUMMARY OF STARSHIP BUILD SHEET

Below is an explanation of the Starship Build Sheet. A blank one can be found at the back of this book—it's OK for you to photo copy it, we said so.

Fill this area in with all the **SHIP MULTIPLIERS** your starship has (p78), and the turn radius of your ship (p76). Record Crew Quality, Skill, MA (note Day Move), and any Hyperdrive.

If your ship has any **SUB-ASSEMBLIES**, (p77) such as cargo, mecha (note number of mecha carried) or force screens (note SP Value) list them here.

The **NAME, WEIGHT, AND TOTAL COST** of your starship goes here.

SYSTEMS			x0.8
Crew		Skill	Mult
B-Grade		14+1D10	x0.6
MA	Day Move	Space	Mult
14	10,886km	1	x0.2
Hyperdrive			Mult
None			-
Turn Radius			+6 Hexes

SUBASSEMBLIES		13,500
Passengers	Space	Cost
490 crew	1	500
Cargo (t)	Space	Cost
2,450 tons	1	500
# of Mecha	Space	Cost
210 mecha	6	6000
Screen SP	Space	Cost
2,000 SP	4	6500

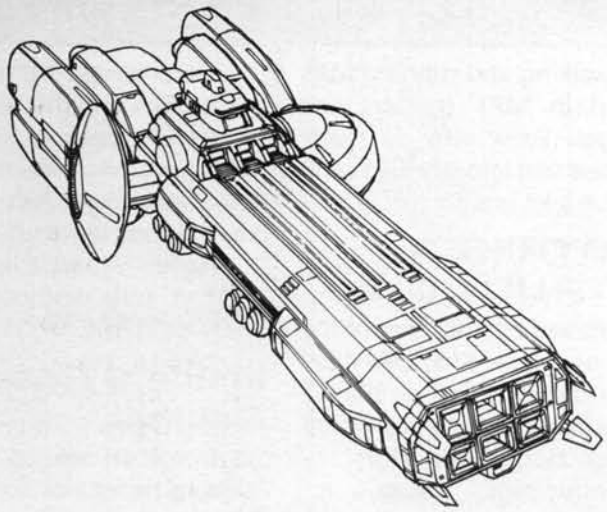
SHIP PROFILE		
Name	Weight	Cost
Endeavor-Class Heavy Carrier "Arasai"	425K tons	43509.6

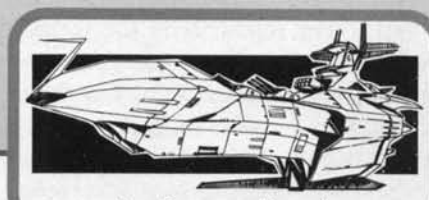
HULL					10,500
Class	CPs	Space	Kills	SP	CPs
L. Heavy	7000	14/0	1400	70	3500

All of your starships **HULL** (p75) information is recorded here. Also **ARMOR** (p76). Remember that it takes an attack of 100K or greater to ablate this armor, but that it ablates 1D10 SP at a time.

ARMAMENT									172
Weapon	WA	Range	Damage	Shots	Kills	Arc	Cost	Space	Notes
Close-In Defense System	+0	13	10K	∞	na	A	172	1	Burst Value = ∞.

Ship Weapons are listed here. All **MAIN BATTERY** (p77) and **CIDS** (p77) information including WA, Range, and Damage (Kills) are recorded for easy game reference. Note that many ship weapons have firing arcs which limit the targets they can acquire.

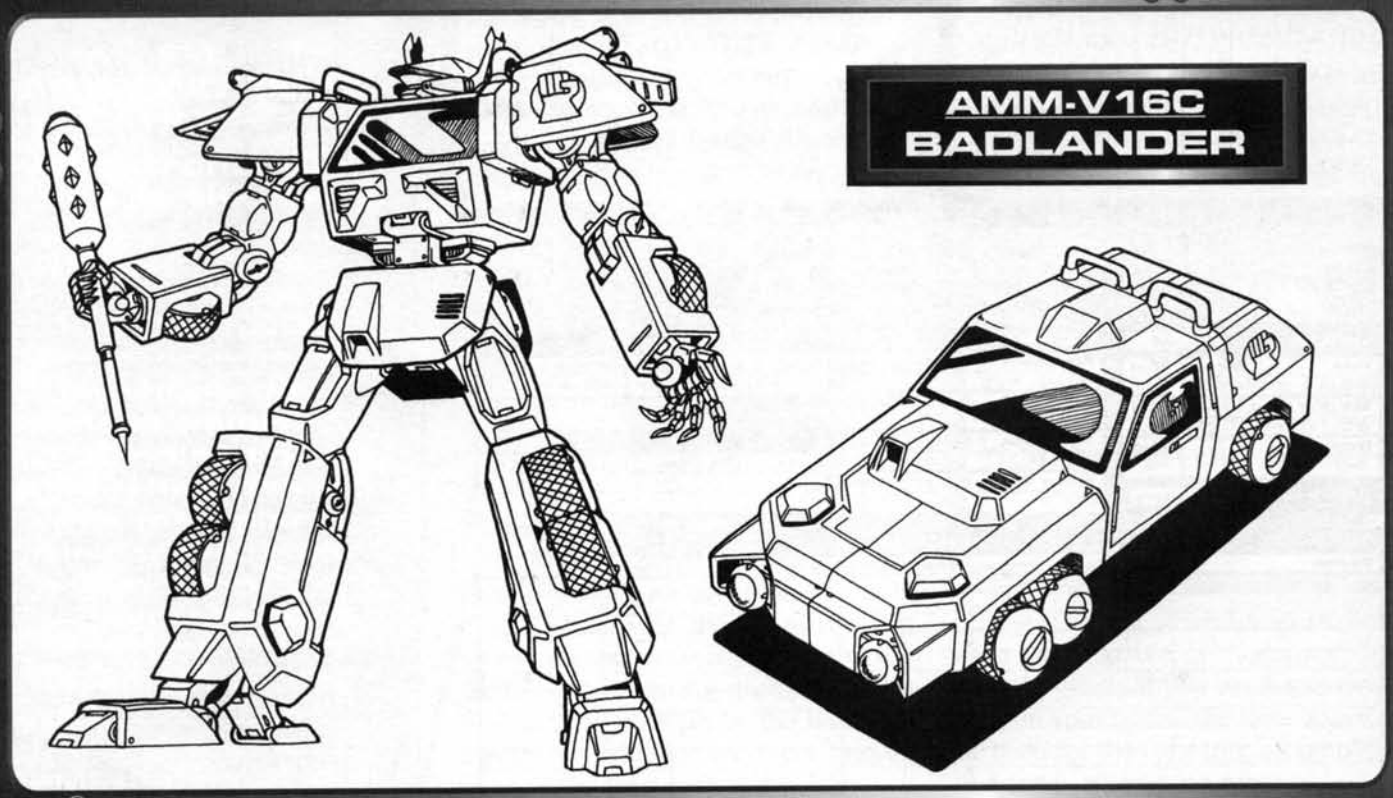




Ninja Rocketship "Argon"

An Illustration of your starship goes here. Note: In general, most anime spaceships fall into two categories. The first is the **"technoform box"**, much like the "Arasai" above. These ships are designed for functionality, and are found in shows with a realistic science-fiction bent. Guns are mounted in beam projectors and there is often no "top" or "bottom" hull. The second type of ship is the **"ninja rocketship"***. In this concept, the ship resembles a World War II naval battleship with fins and rockets grafted into a streamlined hull. Guns look like old-fashioned turrets, but fire "energy bolts". The hull is aligned with a top and bottom and there is usually a flying bridge superstructure. To be truly anime, your ship should probably fall into one of these categories.

*Don't blame us. The term came direct from noted futurist Syd Mead, who designed the new *Space Cruiser Yamato*. We heard him say it. Honest.



ROADSTRIKERS △ ロードストライカー

Roadstrikers are mini-mecha that fill the gap between man-to-man weapons (firearms, grenades, etc.) and Mekton-level machines (where giant robots are throwing 150mm shells at each other). Roadstrikers range from light powered armor suits to transformable motorcycles and cars. In terms of scale, the largest Roadstriker is about the same size and weight as the smallest Mekton.

Roadstrikers usually engage in combat with other mini-mecha (or people) rather than trying to tangle with their bigger cousins. Because of this fact, **all of their SPs and damage ratings are listed in Hits instead of Kills** (remember that 25 Hits equals one Kill, so a Roadstriker with 50 Hit armor has two Kills of protection against mecha-sized weapons).

Since Roadstrikers occupy a position midway between Mektons and people, they use 50-meter Mekton hexes and meters for measurement. **All ranges and MAs are measured in 50-meter Mekton hexes, while walking and running MAs are measured in MPT (meters per turn).** Now you know why so many Roadstrikers transform into wheeled vehicles—they move a lot quicker that way!

Roadstriker Construction

Roadstrikers are built in exactly the same manner as regular Mektons—they have Spaces and cost CP, but simply use different tables and charts for determining damage and range. All Mekton construction restrictions apply for Roadstrikers as well. The charts on the following pages replace the standard charts when constructing vehicles of Roadstriker scale. Everything else can be adjusted from the regular charts by the following formulas:

MEKTON	x? =	ROADSTRIKER
COST	1/3	COST
KILLS	5	HITS
WEIGHT	1/10	WEIGHT

The body forms available to Roadstrikers are the same as those for Mektons: Humanoid, Beast, Armor and Fighter are all available. There are also two other options: Auto and Cycle, which are explained more fully on page 84.

Note: Roadstriker scale and Mekton scale components are NOT interchangable.

Inside a Roadstriker Cockpit

In a Roadstriker, a person takes up as many spaces as his BOD Stat (from 2-10, average of 6). The number of Spaces worth of cockpit must be decided upon at the time the Roadstriker is designed, allowing for mecha which can only be driven by people who are small of frame. Cockpit Spaces may be allocated among the assorted servos in a Roadstriker. If the driver of your mini-mecha sits entirely in the Torso, he is going to take up a lot of Space; alternatively, he could wear the mecha like a suit

of armor if so desired (in this case, each limb would be in a different servo). Each extra person (regardless of Spaces taken up by their Body Type) who can fit in the mecha costs an additional 0.3 CP.

Putting the "Road" in Roadstrikers

Wheels and treads work the same way for Roadstrikers as they do for Mektons, but when using these systems, **Roadstrikers must first divide their land MA (measured in meters per turn) by 10—this new number is their MA when using wheels or treads (this MA is measured in 50-meter Mekton hexes).** As with Mektons, wheels add +2 hexes to this number, while treads ignore terrain restrictions.

Example: *The MotoRapier has a walking MA of 40 MPT; when skating on the wheels in its feet, its MA becomes 4 (40/10) +2 (for wheels) = 6 fifty-meter hexes per turn.*

WHEELS AND TREADS

WHEELS	CP	Hits	Tons
Lightweight	0.7	10	0.1
Striker	1.3	20	0.2
M. Weight	2.0	30	0.3
Heavy	2.7	40	0.4
S. Heavy	3.3	50	0.5
TREADS	**CP**	**Hits**	**Tons**
Lightweight	1.3	20	0.2
Striker	2.7	40	0.4
M. Weight	4.0	60	0.6
Heavy	5.3	80	0.8
S. Heavy	6.7	100	1.0

The cost, Hits and weight for wheels and treads are listed above. Your locomotive system may be no less than 1 level less than your Torso servo, but may be up to one level greater than the Torso servo.

- **Spaces:** Treads and wheels take up no Spaces from the Roadstriker.
- **Location:** The Hits of wheels or treads may be split up between two or more locations.

For example: *Mediumweight wheels could be six 5-Hit wheels, two 15-Hit wheels, two 10-Hit wheels and two 5-Hit wheels, or one 30-Hit wheel.*

ROADSTRIKER CONSTRUCTION TABLE

TORSO SERVO	Cost	Space	Hits	Weight
Light	1.3	4	20	0.2 tons
Striker	2.6	8	40	0.4 Tons
Medium	4.0	12	60	0.6 Tons
Heavy	5.3	16	80	0.8 Tons
Super Heavy	6.6	20	100	1.0 Ton

ARM SERVO	Cost	Space	Hits	Add+	Throw	Weight
Light	1.0	3	15	+0	35m	0.2 Tons
Striker	1.7	5	25	+5	45m	0.3 Tons
Medium	2.3	7	35	+5	55m	0.4 Tons
Heavy	3.0	9	45	+10	65m	0.5 Tons
Super Heavy	3.7	11	55	+15	75m	0.6 Tons

ARM EXT.	Cost	Space	Damage	Hits	Manipulation?	Weight
Hand	0.7	1	5H	5	Yes	0.1 Tons
Talon	0.3	1	10H	10	No	0.1 Tons

LEG SERVO	Cost	Space	Hits	Add+	Weight
Light	1.0	3	15	+0	0.2 Tons
Striker	1.7	5	25	+5	0.3 Tons
Medium	2.3	7	35	+10	0.4 Tons
Heavy	3.0	9	45	+15	0.5 Tons
Super Heavy	3.7	11	55	+20	0.6 Tons

LEG EXT.	Cost	Space	Damage	Hits	MA Penalty	Weight
Foot	0.0	0	10H	0	0	0 Tons
Claw	0.3	0	15H	5	-1	0.1 Tons
Talon	0.7	0	20H	15	-2	0.2 Tons

HEAD, WING, TAIL	Cost	Space	Hits	Weight
Light	0.7	2	10	0.1 Tons
Striker	1.3	4	20	0.2 Tons
Medium	2.0	6	30	0.3 Tons
Heavy	2.7	8	40	0.4 Tons
Super Heavy	3.3	10	50	0.5 Tons

POD SERVO	Cost	Space	Hits	Weight
Light	0.7	4	0	0 Tons
Striker	1.3	8	0	0 Tons
Medium	2.0	12	0	0 Tons
Heavy	2.7	16	0	0 Tons
Super Heavy	3.3	20	0	0 Tons

ARMOR	Cost	Stopping Power	Weight
Light	0.7	10 Hits	0.1 Tons
Striker	1.3	20 Hits	0.2 Tons
Medium	2.0	30 Hits	0.3 Tons
Heavy	2.7	40 Hits	0.4 Tons
Super Heavy	3.3	50 Hits	0.5 Tons

SENSORS	Range	Comm	Cost	Space	Hits	Weight
Main Sensors	7km	100km	1.3	1	10	0.1 Tons
Back-Ups	1km	33km	0.7	2	10	0.1 Tons

COCKPIT	Crew	Space	Cost
Pilot Seat	1	2-10 (depends on Body Type)	0
Extra Seating	+1	2-10 (depends on Body Type)	0.3

ROADSTRIKER WEAPONS TABLE

BEAM WEAPONS	RANGE	WA	DAMAGE	HITS	BV	SHOTS	WEIGHT	SPACES	COST
Minilaser	3 Hexes	+0	15H	15	na	∞	0.2 tons	1	1.3
Light Laser	5 Hexes	+1	30H	30	na	∞	0.3 tons	3	2.9
Medium Laser	6 Hexes	+1	40H	40	na	∞	0.4 tons	5	3.7
Heavy Laser	6 Hexes	+1	50H	50	na	∞	0.5 tons	7	4.5
Megalaser	8 Hexes	+2	75H	75	na	*	0.8 tons	9	11.1

*This weapon can only fire once every other turn.

PROJECTILE WPNS	RANGE	WA	DAMAGE	HITS	BV	SHOTS	WEIGHT	SPACES	COST
Slug Gun	4 Hexes	+0	35H	35	na	10	0.4 tons	4	2.0
Heavy Gun	4 Hexes	+0	45H	45	na	10	0.5 tons	6	2.4
Howitzer	5 Hexes	+1	60H	60	na	10	0.6 tons	10	5.1
Machinegun	3 Hexes	-1	25H	25	6	10 bursts	0.3 tons	5	4.4
Autocannon	4 Hexes	-1	40H	40	4	10 bursts	0.4 tons	8	4.6

*You may buy reloads for your weapons for 0.3 CP per clip.

MISSILES	RANGE	WA	DAMAGE	HITS	SHOTS	WEIGHT	SPACES	COST
Micromissiles	4 Hexes	-1	20H	20	15	0.2 tons	4	1.7
Mini-Missiles	5 Hexes	+0	40H	15	6	0.2 tons	3	1.3
Armor Missile	7 Hexes	+1	80H	5	1	0.1 ton	1.5	0.6

Missiles can be fired singly, or as a salvo. See rules for salvo-firing weapons on page 96.

MELEE WEAPONS	RANGE	WA	DAMAGE	HITS	SHOTS	WEIGHT	SPACES	COST
Blast-Knuckles	10m	+0	40H	40	na	0.4 tons	4	1.3
Stun Baton	10m	+1	25H*	25	na	0.3 tons	4	4.5
Magnetic Grapple	50m	-1	Grapple**	25	na	0.2 tons	2	1.0

*This is a shock weapon, and uses the "shocking" special effect on page 97.
**This weapon acts as a Grappling attack vs 15 to escape.

ENERGY MELEE	RANGE	WA	DAMAGE	HITS	SHOTS	WEIGHT	SPACES	COST
Beam Knife	10m	+1	30H	8	na	0.1T	2	2.7
Beam Sword	10m	+2	55H	14	na	0.1T	6	7.3

SHIELDS	DA	SP	COST	WEIGHT	NOTES
Small Shield	-1	30H	2.5	0.3 tons	Mounted Shields take 1 Space. Hand-held
Medium Shield	-2	45H	3.0	0.5 tons	Shields must have an SP lower than the
Large Shield	0	60H	6.0	0.6 tons	number of Spaces in the Hand's Arm.

ROADSTRIKER OPTIONS TABLE

WEAPON LINKAGE: 0.3 CP **EJECTION SEAT:** 0.6 CP, 1 Space **MUSIC SYSTEM:** 0.1 CP

100KG STORAGE MODULE: 0.3 CP **ANTI-THEFT CODELOCK:** 0.1 CP **SPOTLIGHTS:** 0.1 CP

SLICK SPRAY (1 CP, 1 SPACE): This system sprays a fine mist of frictionless liquid 1 hex directly behind the Roadstriker; any unit passing through the sprayed hex must roll MR + Driving (or Mecha Piloting) +1D10 and get a total higher than 15 or lose control. For every point by which the roll was failed, the mecha careens 1 hex in a random direction. Obviously, this system only applies to running, wheeled and tracked movement. You may spray 1 hex per Action, up to 6 hexes; the slick evaporates in 10 Rounds.

BOGG SPRAY (1 CP, 1 SPACE): A thick, gel-like substance which acts as a form of superglue. Units passing through a bogged hex pay for movement at a rate of 4 additional MA per hex traveled. Obviously, this system only applies to running, wheeled and tracked movement. You may cover 1 hex per Action, up to 6 hexes. Bogg spray does not evaporate.

- **Armor:** Wheels and treads may not be armored, but do get armor protection from the servo they're mounted in.
- **Damage:** As with the Mekton systems, wheels and treads are Disabled when they take 1/2 their total Hits and are Destroyed when all their Hits are gone.

Final Roadstriker Weight

Add up all the weights of your design. The sum of all tonnage values is your final weight: In other words, the total of all Hits in your mecha, divided by 100, is the final tonnage.

FINAL WEIGHT: (TOTALED HITS)/100

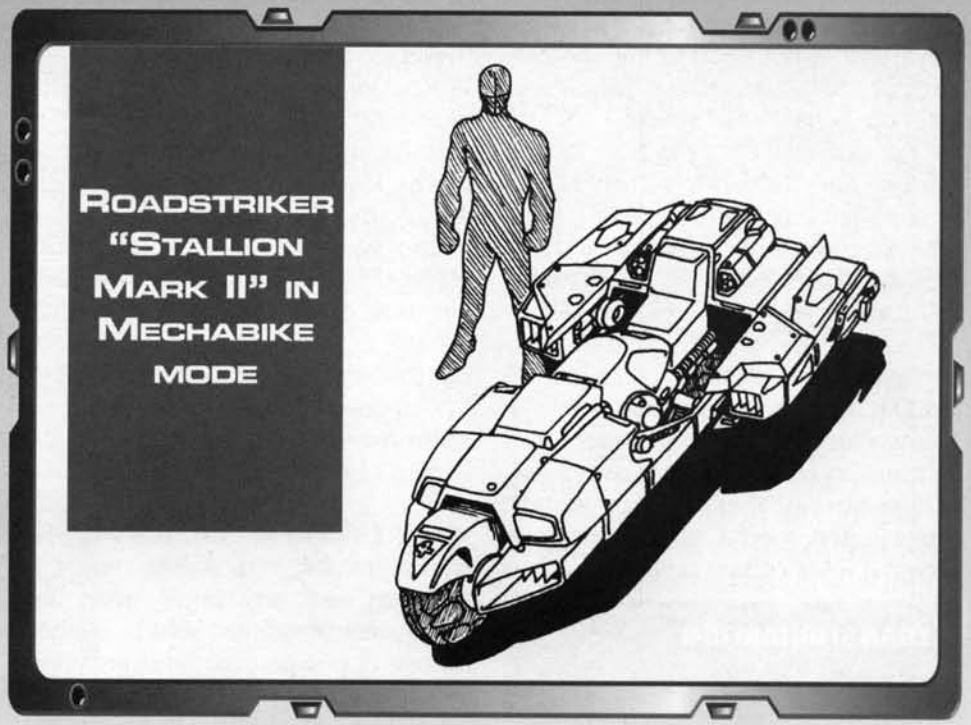
ROADSTRIKER PROPULSION △
ロードストライカー・プロパルション

While the name "Roadstriker" implies ground-based mecha, there are plenty of mini-mecha which are capable of hovering, leaping, flying, traveling through space, etc. Such Roadstrikers are also subject to the same optional fuel rules (i.e., +10% weight) as Mektons. For the purposes of our example, we will assume a 5-ton Roadstriker.

Thrusters & GES

Roadstrikers have access to the same propulsion systems as Mektons: Thrusters with an MA of 8+ allow true flight, those with an MA of 7 or less serve as jumpjets, and a ground effect system will allow the Roadstriker to skim the ground's surface at high speeds. To determine the cost in CP and Spaces required by any propulsion system, you'll need to decide upon a maximum MA. The cost and Space of the propulsion system is found by multiplying your mini-mecha's final weight by the weight multiple for Thrusters or GES (as appropriate).

THRUSTER COST:
WEIGHT x0.125 PER 1 MA
GES COST:
WEIGHT x0.083 PER 1 MA



ROADSTRIKER LIFT POINTS

THRUSTERS

MA	Weight Multiple	MA	Weight Multiple
2	x0.25	24	x3.0
3	x0.375	25	x3.125
4	x0.5	26	x3.25
5	x0.625	27	x3.375
6	x0.75	28	x3.5
7	x0.875	29	x3.625
8	x1.0	30	x3.75
9	x1.125		
10	x1.25		
11	x1.375		
12	x1.5		
13	x1.625		
14	x1.75		
15	x1.875		
16	x2.0		
17	x2.125		
18	x2.25		
19	x2.375		
20	x2.5		
21	x2.625		
22	x2.75		
23	x2.875		

GROUND EFFECT SYSTEM

MA	Weight Multiple
2	x0.166
3	x0.25
4	x0.332
5	x0.415
6	x0.5
7	x0.581
8	x0.664
9	x0.747
10	x0.83
11	x0.913
12	x0.996

Unlike with Mektons, the cost of a propulsion system is not equal to the Spaces it takes up; **for Roadstrikers, propulsion takes up 3x its cost in Spaces.**

For example: *Once you have the MA you wish to move at (we will take MA 10 for our 5-ton example mini-mecha), apply the multiplier to the MA (10 x0.125). Multiply that number (1.25) by the weight (5), and the resulting number (6.25, or 6.3) is the number of CP I need to allow my mecha to fly at that MA. That cost x3 (18.9) is the number of Spaces taken.*

As with Mektons, the Spaces taken by thrusters can be split across the various servos as the designer wishes, allowing the mecha to stay airborne even if it loses certain servos.

TRANSFORMATION△
ロードストライカーのかへん

Transformation works the same as always with MA bonuses translating to Roadstriker scale (and multiplying the Roadstriker's base cost by the listed amount), but two other transformations are available to Roadstrikers: Auto and Cycle forms.

- **BEASTMECHA FORM: x0.3 (+10H in Striking Combat)**
- **FIGHTER FORM: x0.3**
- **HYBRID FORM: x0.35**
- **AQUATIC FORM: x0.25**
- **AUTO FORM (x0.25):** Automobiles of any type are considered Auto Transformables; jeeps, cars, sedans, vans and trucks are all possible. GES-equipped Autos generally follow the classic hovercraft idea, but in most anime, Autos use wheels—lots of wheels. Anime Mechacars have been known to be supported by more than a dozen wheels on as many as six different axles; this is because small, individual wheels are relatively easy to destroy, but having many means that any single wheel hit is unlikely to disable the vehicle. The advantage to Auto form is its lower profile and its increased speed—Autos increase their land MA by +50% (however, they also suffer a -1 to MV). When using wheels (or treads), they increase the Wheeled MA (see Wheels and Treads on page 61); should the mecha have a land MA of 60 MPT, its Auto form MA would be 12 (60/10 =6; 6+2[for wheels] = 8; 8 x1.5[MA bonus} = 12). Most Autos enclose the driver inside, but some mechacars may be jeeps, convertible, or feature other saddle-like cockpits (cockpits may change from enclosed to exposed through Transformation). Autos may move in reverse at 1/2 their normal MA.
- **CYCLE FORM (x0.35):** This Form represents motorcycles, 'bikes, 'trikes, 4-wheelers and any other small, fast, maneuverable ground vehicle designed for one or two people. These are universally ground-use mecha; flying bikes and other such vehicles should be designed as Mekton Armors or Fighters, while GES-equipped cycles work like typical hovercraft. The advantage to the Cycle form is its maneuverability and its increased speed—as well as suffering no MV penalty (you've seen 'em weave through traffic), Cycles increase their land MA by +50% like Autos. Most Cycles leave their driver exposed, although some mechabikes may feature an enclosing canopy (cockpits may change from exposed to enclosed through Transformation). The larger transformable Mechabikes usually become a miniature Mekton, with an enclosed Torso cockpit, while the smaller ones are capable of becoming a suit of powered armor for the pilot (in such cases, the pilot must wear some kind of hard armor for the transformed Roadstriker to latch onto).

POWERPLANT△
パワープラント

Just like Mektons, Roadstrikers may purchase hot or cool powerplants. Cool powerplants have an Explosion Save of 1, while hot powerplants have an XS of 5 and grant a 10% rebate on the cost of the mini-mecha.

ROADSTRIKER STATISTICS△
ロードストライカーとわけい

- **GROUND MA & MANEUVER VALUE:** To figure your Roadstriker's MV and walking MA, check the final weight of the mecha (don't forget to include that 10% fuel weight if you're using it). Keep in mind that **while Roadstrikers use 50-meter Mekton hexes for thrusters, GES and wheeled and/or tracked movement, their walking MA is measured in meters per turn (MPT).** As always, your Roadstriker's MV is subtracted from the pilot's Reflexes to determine the mini-mecha's MR (Mecha Reflexes)

ROADSTRIKER STATISTICS

ROADSTRIKER LAND MA

Tonnage	Land MA (M/Turn)
0.1-1.9	60 MPT
2.0-3.9	50 MPT
4.0-5.9	40 MPT
6.0-7.9	30 MPT
8.0+	20 MPT

ROADSTRIKER MANEUVER VALUE

Tonnage	Maneuver Value
0.1-1.9	-1
2.0-2.9	-2
3.0-3.9	-3
4.0-4.9	-4
5.0-5.9	-5
6.0-6.9	-6
7.0-7.9	-7
8.0-8.9	-8
9.0-9.9	-9
10.0+	-10

SUMMARY OF ROADSTRIKER BUILD SHEET

Below is an explanation of the Roadstriker Build Sheet. A blank one can be found at the back of this book—it's OK for you to photo copy it, we said so.

Fill this area in with all the **BODY FORMS** your roadstriker has (p84), and their various stats: MV & MR (p65) and MA for running (in MTP, see p81) and flying (p83). There's also a space for **MANEUVER POOL** (p65) below.

This area has spaces for the five primary **MECHA COMBAT SKILLS** (p29-30). Take your character's Skill level, add the roadstriker's MR, and note the totals in the boxes. This will make combat faster and easier!

If your roadstriker has any **COST MULTIPLIER SYSTEMS**, such as a Hot Powerplant (p84) or any Transformation abilities (p84), note them here.

ROADSTRIKER STATS

Configuration	MV	MR	Land MA	Flight MA
Humanoid	-4		40 meters	4 hex jump
Motorcycle	-4		9 hexes	4 hex jump

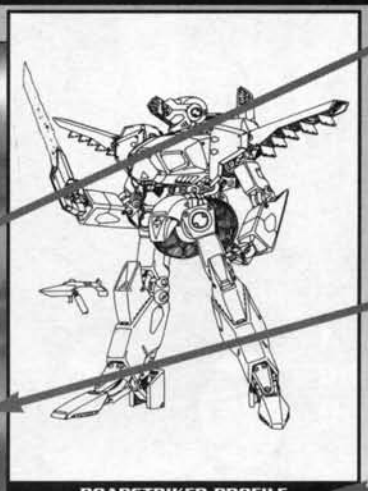
MANEUVER POOL

MECHA COMBAT SKILLS

Mecha Piloting	+ MR=	
Mecha Fighting	+ MR=	
Mecha Melee	+ MR=	
Mecha Gunnery	+ MR=	
Mecha Missiles	+ MR=	

COST MULTIPLIERS x1.35

Multiplier System	CP x ?
Powerplant XS: 1	x0.0
Transformation (Cycle)	x0.35



Fill these spaces with the **SERVOS and ARMOR** your roadstriker has (p81). The leftmost area is for SP and Hits (to be scribbled on as you take damage), while the other areas are for Servo stats and Armor Stats, respectively.

21.1 SERVOS & ARMOR 3.2t

SP	Hits	Servo	Level	Space	Cost	Armor	Cost
20	20	Head	STR	4/1	1.3	STR	1.3
20	25	Right Arm	STR	5/0.5	1.7	STR	1.3
20	25	Left Arm	STR	5/0.5	1.7	STR	1.3
20	25	Right Leg	STR	5/5	1.7	STR	1.3
20	25	Left Leg	STR	5/5	1.7	STR	1.3
20	40	Torso	STR	8/0	2.6	STR	1.3
20	0	Pod	STR	8	1.3	STR	1.3

ROADSTRIKER PROFILE

Name	Weight	Cost
Mechabike "Stallion Mark-II"	4.6 tons	49 CPs

This is your **OVERVIEW** window. Use this space for a small sketch of your roadstriker. Below this, fill in the unit's name (and serial number, or "title," or whatever else you like) and note its final weight and cost (p62).

0.9 SUBASSEMBLIES 0t

Cockpit	# Crew	Options	Space	CP
Torso	One	E-Seat	7 (+1 ES)	0.6

Subassemblies	Loc	Space	CP	H
Antitheft Codelock	T	0	0.1	0
Spotlights (2)	T	0	0.2	0

2.7 MOVEMENT SYSTEMS 0.2t

Movement System	Loc	Spc	CP	H
Front Wheel	T	0	1.3	10
Rear Wheel	T	0	-	10
Jumpjet (2 MA)	RA	3.5	1.2	0
Jumpjet (2 MA)	LA	3.5	1.2	0

2.0 SENSORS 0.2t

Sensors	Main	Backup
Loc	Head	Head
Range	7km	1km
Comm	100km	33km
Hits	10	10
Cost	1.3	0.7
Space	1	2

0 SHIELDS 0t

Shield	DA	SP	Loc	Space	Cost
-					

Any **OPTIONS** (p81) and the all-important **COCKPIT** (p80), go here. Any **FUEL** your roadstriker may need to stay airborne (p62) should also be noted here. Below this window is a space for writing up the mecha's **SHIELD** (p58-60).

9.6 ARMAMENT 1.0t

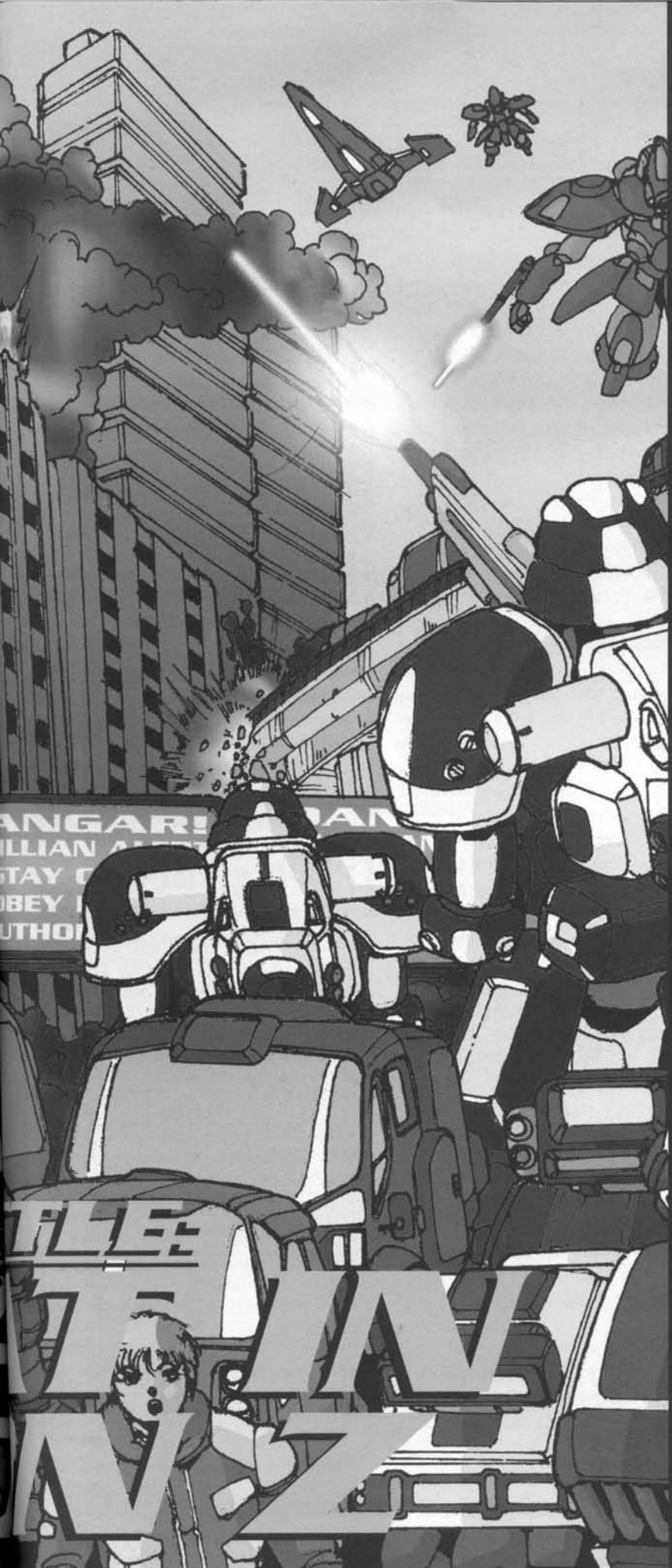
Weapon	WA	Range	Damage	Shots	Hits	Loc	Cost	Space	Notes
Right Hand	+0	-	5+5H	-	5	LA	0.7	1	Manipulator.
Left Hand	+0	-	5+5H	-	5	LA	0.7	1	Manipulator.
Mini-Missile Launcher	+0	5	40H	6	15	Pod	1.3	4	-
Mini-Missile Launcher	+0	5	40H	6	15	Pod	1.3	4	-
Beam Knife	+1	-	30H	∞	8	1H	2.7	2	Hand held.
Light Laser Pistol	+0	3	30H	∞	30	1H	2.9	3	Hand held.

This section is to be filled out with any **MOVEMENT SYSTEMS** your roadstriker may have, such as Wheels (p81), Thrusters and/or GES (p83). In the case of Thrusters/GES, it is wise to note how many MA points each location provides (p104).

This is the place for your **WEAPONS** (p82). The stats are listed in the order you use them: WA (added to your Skill), Range, Damage (in Hits) and Shots. Use the Notes column for Burst Values, Blast Radii, Shock Effects, etc.

Your **SENSORS** go here (p81). It is important to know your Sensor Range, since that's how far you may target your weapons. The location of your Sensors is also important because you could lose that Servo, and thus the Sensors as well!

DANGAR!
CIVILLIAN ALERT
STAY CALM.
OBEY LOCAL
AUTHORITIES.
DESPERATE BA
COMBA
MEKTO



Alarms ring in your ears as enemy fire tears into your suit, and the entire left leg of your mecha explodes. Spinning out of range, you wonder if this is going to be the fight that finally finishes you.

An enemy mecha flashes across your viewscreen; you lead it by inches, scoring a perfect shot. A ball of seething plasma envelops its torso—the pilot's suffering is cut mercifully short as its trajectory ends in the sharp, blinding crack of a fusion explosion. Powerplant hits are never pretty.

A moment later, you're cursing your own stupidity; in your brief instant of pity for the enemy pilot, the dead man's wingman has circled behind you. You never even see the attack.

Energy arcs around you. Lightning seems to jump from your controls into your body, cooking you from inside out. You smell burning hair—yours. Screaming, you slam down the throttle, hurtling forward in an attempt to snap the deadly whip that holds you in an electric embrace. *FREE!* The pain stops, but the smell will be with you for a long time to come.

You spin and catch the wingman in your sights, at the exact instant his own guns come to bear—

He hesitates. You don't. He joins his friend in oblivion. You limp home to fight another day ...

Δ Δ Δ

Combat. The final test of a *Mekton Zeta* game. The moment of truth when you find out whether you're good enough—or not.

Welcome to the DESPERATE BATTLE.

COMBAT

Now that you know how to design and construct mecha, you need to know how to destroy them. Luckily, that's even easier than building them! Combat in *Mekton Zeta* is both quick and cinematic—the hallmark of any good anime simulation. While in the real world, the difference between mecha combat and man-to-man fighting is extreme, in the worlds of anime this isn't the case; mecha prove to be just as maneuverable (if not more so) than human combatants. In keeping with this time-honored tradition, the combat system in *Mekton Z* is usable for every combat situation, from bar room brawls to high-speed space battles, with the only difference being the amount of damage dished out.

BASIC COMBAT SEQUENCE

1. On your turn, determine range to target. (p. 92).
   - Check Line of Sight (P.90)
   - Move into Range (p.93)
2. Make any Attacks (p.91)
   - Modify your attack (P.95)
   - Make Parry & Evade Rolls (P.92)
3. Determine where you hit, if you did (p.102)
   - Use Human Table
   - Or Mecha/Roadstriker Table
4. Determine Damage (p.103)

THE BASICS △ ザ・ベーシックス

Observant readers may notice that the combat system in *Mekton Zeta* is similar to that of several of our other Interlock games (*Cyberpunk®, Cybergeneration™* and *Teenagers from Outer Space™*). It's no mistake that we've structured *Mekton Zeta* in this fashion; with very little adjustment, you can now combine cyberpunks and mecha jocks to simulate a wide variety of the cyberpunk-style anime features now being produced across the ocean. Sneaky, neh?

As in all Interlock™ system games, the basics are pretty simple: combat always involves Rounds, Initiative, Turns and Actions.

ROUNDS

All combat in MZ takes place in a series of *Rounds,* with each player acting in an order determined by their *Initiative.* Each Round represents about 10 seconds, with each of the players acting in pseudo-simultaneous Turns. Since it's very difficult to keep track of things when everything is happening at once, the order in which the players will act is determined by their Mecha Reflex (or just Reflexes, in a human-scale combat situation).

INITIATIVE

The beginning of every Round is the Initiative roll. The result of this roll will determine in what order the combatants will act. To make this roll, each player rolls:

1D10 + (MECHA) REFLEXES

The highest result goes first, then the second highest, down on through the rest of the players until everyone has acted for that Round. Once everyone has acted, that Round is over, and Initiative is rolled for the next Round of combat. In the event of a tie, the player with the highest (Mecha) Reflexes goes first. If (Mecha) Reflexes are tied as well, have both players roll 1D10, the highest roll acting first. Each player's opportunity to act in a Round is called a *Turn.*

TURNS & ACTIONS

During her Turn, each combatant may perform two *Actions.* Once the player has taken two Actions, her Turn is over, and the combatant with the next highest Initiative may take their Turn. A list of possible Actions are listed below:

MOVEMENT

- RUNNING: Move up to 1/2 your total MA at no Action cost. You may run at your full MA in one Action.
- DRIVING, SKIMMING OR FLYING: You may move up to 1/2 your total MA in a single Action; to move up to your full MA will take both Actions.
- ALL TYPES OF MOVEMENT: You may never move more than your full MA in a Turn, and you may not save MA from one Turn to the next.

ATTACKING

- SHOOT: You may fire any single weapon (or group of linked weapons) once per Action.
- THROW: Once per action.
- STRIKE: You may Attack with any melee weapon once per Action.
- CLAW, BITE, PUNCH: You may attack twice per Action.
- KICK: Once per Action.
- FIGHT: Any grapple, knockdown or full body blow can be done once per Action.

DEFENDING

- EVADE: Evade rolls are made automatically whenever you are attacked, and thus take no Actions.
- ESCAPE: One attempt per Action.
- PARRY: Parry rolls can be made whenever you are attacked, and take no Actions.

OTHER

- GET UP: Once per Action.
- TRANSFORM: One form change per Action.
- ENTER VEHICLE/BAIL OUT (SAFELY): Once per Action.
- LIFT OR CARRY: Once per Action.
- REPLACE/RELOAD WEAPON: Once per Action. Note: It takes no Actions to take out a weapon or to throw it away—only properly putting it back takes an Action. (Now you know why anime battlefields are littered with cast-away weapons!)
- PERFORM A NON-COMBAT SKILL ROLL: Such as rolling Awareness when using Sensors, etc. Once per Action.

THE GAMEBOARD △
ゲームボード

While MZ is a *roleplaying* game, combat is still a very important element (why go to all of the trouble to build giant robots if all you're going to do is sit around and admire them?), and during combat you'll need a playing area to represent the battlefield. In MZ, we have made provisions for using either a hex map (usable with counters or official Mekton miniatures), or your living room floor (best used with figures or models). If you have a lot of room, we suggest the latter.

All ranges listed are in hexes. If you're not using a hex map, 1 hex equals twice the height of your average figure.

Example: *We are using 1/144 models on the floor of my living room. My average model is 6" tall, so a hex is 1 foot. This makes ranges very long, and my combat is likely to spread out to the rest of my house! If you're using tall figures and have limited space, make the measurement 1 hex = the height of the average figure. In the example above, my hex would now equal 6 inches.*

Scale of the Game

There are two scales in MZ: *Human Scale*, in which a hex equals 1 meter, used for all personal equipment, and *Mekton Scale*, in which a hex is 50 meters across. **Important:** In either scale, **no two units may occupy the same hex.** When using the "floor" scale, units may touch.

Moving on The Board

Like a piece in any game, your mecha or character moves from hex to hex on the board. You pay for each hex moved with your Movement Allowance (MA). Your MA is generated in the process of creating your character or building your mecha.

Under normal circumstances, it costs **1 MA to move 1 hex.** A Mekton with an MA of 8 can move 8 Mekton-scale hexes in a turn. When on the ground, the type of terrain you are crossing will affect your mobility (see page 93, *Terrain Types*, for more information on terrain).

Facing & Attack Arc

When you move from hex to hex, it must always enter the next hex from the direction of it's Facing. Facing is defined as the side of the hex toward which your character or mecha is pointed. Facing must be along a hex side, not along a corner (See diagram below). Men or mecha may attack along the hex side that they are facing and/or along the other two sides directly connecting, to encompass the 180 degree arc in the front of them. To attack units behind them, they must turn around.

When a unit is being fired at, there is a negative modifier to its Evade and Parry rolls depending on where the attack is coming from. If it is coming from the unit's flank (the right rear or left rear sides) there is a -1 penalty to Evade it, and if the attack is coming from the rear arc (directly behind), there is a -2 penalty (see diagram on page 90 for Parry Arcs).

Changing Your Facing

The way your mecha turns depends on the type (form) of mecha that it is. Humanoid mecha are very maneuverable and agile, so their ability to turn is far superior to their non-humanoid counterparts.

- **HUMANOID:** May expend 1 MA to rotate up to 3 hex sides in 1 Action. This may be performed as often as desired, as long as the unit has enough MA remaining. This is also the way that people turn in human-scale movement.
- **MECHABEASTS & HYBRIDS:** 1 MA will turn them up to 2 hex sides. Otherwise, the same as above.

DESIGNER'S NOTE

Man-to-man combat is easy to measure. Men tend to fight in close quarters—a hand-to-hand attack occurs within a few feet—a ranged weapon attack within a few yards (60 feet is considered by most combat experts to be the extreme range of combat handgun accuracy). After all, real life isn't like a target range.

Not so with Mektons. Here we find giant robotic warriors fighting with tank-sized weapons — weapons with ranges of literally dozens of miles! To show such battles even using a tiny scale such as 1/285th (the traditional microarmor wargame scale) would require hex maps 20 or 30 feet long! On top of this, a scale designer also has to deal with lots and lots of small humans running around underfoot. In order to even *see* these participants, one is required to contract the scale of operations even smaller, once again conflicting with the realistic ranges of modern high-tech weapons. The challenge is to provide a common meeting ground between man-sized combat action and horizon-spanning mecha weapons. Our compromise was to design a scale in which, while the ranges of weapon attacks are somewhat compressed, the proportions of speed and distance closely match those of the real things.

Attack Arcs and Parrying

A unit may not Parry an attack coming from the rear arc. It may only Parry attacks from the flank if the item used to Parry is on that arm.

Example: *The unit above has a Shield on its left Arm, so it may Parry an attack coming from the left flank, but it cannot parry an attack from the right flank.*

Attacks in the front arc may be parried with an item in either arm.

MA & Turning

MECHAFIGHTER MA	HEXES
8-16	1
17-24	2
25-32	3
33-40	4
41-48	5
49+	6

• **TANK:** 1 MA will allow up to 2 hex sides, otherwise as above. Tanks also have the ability to travel in reverse. It's just like moving forward, but the back of the unit iis now what is moved from hex to hex. Otherwise all other rules regarding movement apply.

• **MECHAFIGHTERS:** 1 MA will turn 1 hex side. Mechafighters are also subject to speed modifiers to their turning radius, as listed in the sidebar. The hexes column is the number of hexes that must be traveled in a straight line before a 1-hexside turn may be attempted.

Vertical Movement

While the gameboard is in two dimensions, mecha (and sometimes people) can move in three. This is represented by a concept called *Hex Levels.* The ground's level is Hex Level Zero—this goes up 50 meters, after which the next 50-meter stretch is called the First Hex Level, and so on. It takes flying mecha 1 MA to move up or down 1 Hex Level. Mecha with a flight MA of 8 or better may hover in place in the air without expending an Action to do so. This effect is *only* available for *Humanoid* and *Hybrid* form mecha.

Remember:

- Flying mecha in the **first hex of altitude** or greater ignore terrain effects.
- **Each hex of altitude counts as 1 hex for range purposes.** So a mecha 4 hexes away and 4 hexes above in altitude is treated as being 8 hexes away (for simplicity's sake).

How To Denote Vertical Movement

There are several ways to do this. On "floor" style games, a stand of some sort is good, with marks denoting each altitude. Another way is to use a counter of some sort next to the mecha, with a number indicating the current level (a 10-sided die works well). You can also use stackable 3D markers on a hex map, including our favorite, Grox Blox™, or similar materials.

Line of Sight

Line of sight (LOS) can be described as a straight, unobstructed line between the attacker and defender. If an obstacle is blocking this line (one that is larger than one of the two combatants) the attacker cannot see the target. If LOS is not available, the only way you can attack the target is to use an Indirect Fire Weapon (see page 96).

Obstacles

Obstacles are things that block movement and a clear field of fire. In *Mekton Zeta,* these obstacles may cover 1 or more hexes. When drawing out a combat area on your mapsheet (or setting up your battlefield in 3D), you should always be sure to define what is an obstacle and what is not.

Characters may run through groups of trees or buildings, acting as if running through rough terrain. Mecha, however, must either blast/ram their way through these obstacles, or go around them. If characters choose to climb into buildings or trees to snipe at targets, they will treat this movement as going up/down one or more hex Level of the obstacle. In a building, each floor is 4 meters (4 man scale hexes).

Cover

Cover is defined as anything that blocks line of sight. If there is an obstacle between you and your target, you may not have a clear line of sight. If there is a question of LOS, place a straight edge between the center of the target's hex and the center of the attacker's hex. If the edge intersects an obstacle, line of sight is properly blocked, and that unit is behind *full cover.*

When a unit behind an obstacle is not fully covered (such as a Mekton standing behind a building that is half it's height, or a person standing behind a low wall), LOS is available, but that unit is considered *partially covered. Partial cover* works as follows:

1) The Referee decides just what areas of the unit are covered by the obstacle (in the example above, the Mekton's legs are covered by the building).
2) An attack roll is made. No special modifications are applied for the cover.

3) If the attack is a hit, and the result on the random hit location chart indicates an area covered by the obstacle, the obstacle is hit instead of the target. If the result on that chart is in question (e.g. a weapon result, and the target has weapons that are covered and some that aren't), the result is always a hit on the uncovered system.
4) If the die roll result was a miss, then the miss was clean, and neither target nor obstacle were damaged.

If a unit behind cover fires at an opponent, it *always* exposes the firing servo (or arm and weapon, etc.) to enemy fire. It will also expose whatever servo or location it uses to aim at the target (i.e., its head, or sometimes a Mekton's Torso or even other servo). Remember, while we are acting in order of Initiative, Actions are supposed to be occurring roughly simultaneously. In short, if you shoot, you expose yourself to enemy fire.

BASIC COMBAT SUMMARY △ せんとうする

Sooner or later, your going to get the enemy in your sights and try to blow the living daylights out of them. This requires the Attack procedure which we will outline here.

General Attack Procedure

In almost all cases, attacks will follow this **general procedure**. Some attacks may differ from this; see Attack Actions, pages 95-100, for specific variations and tactics.

- **•1: Determine if target is within attack arc and range.**
- **•2: Attacker rolls Attack Roll; defender attempts to Evade and Parry. Keep in mind all modifiers!**
- **•3: If the attack misses, proceed to next Action/Turn.**
- **•4: If the attack is a success, then roll random hit location (page 102). Ignore this step if the attack was a called shot and was a success.**
- **•5: Apply the damage to the location that was hit (page 102-104).**
- **•6: Check for knockback (page 100) or other special effects.**

Attack Rolls

Whenever you make an attack, you make a die roll (called an Attack Roll), and try to beat your target's Defense Roll(s). If you can overcome his defense, you will hit, and do damage as described in Resolving Damage (page 102). You formulate your attack roll as follows:

(MECHA) REFLEXES + (PERTINENT WEAPON SKILL) + WA (OF THE GIVEN WEAPON) + 1D10.

This roll may be modified by adding points from the character's Luck stat and/or from the mecha's Maneuver Pool, if there are any points remaining. Any points put in must be announced *before*

the Attack Roll is attempted. When in human-scale combat, use the Reflexes stat, instead of Mecha Reflexes.

Example: *Nick (in his AdVantage) has a Mecha Reflexes of 7. His skill with Beam Weapons is +5, and the WA on the Turbo's main Beam Rifle is +1. So, every time he attacks with that weapon, he would roll 1D10, and add 13 (7+5+1=13)*

Evade Rolls

Whenever a unit is attacked, it automatically gets a chance to avoid harm. This is called an **Evade Attempt.** This Evade takes up no Actions, and may be performed as many times as needed during a turn, but may only be attempted once per Attack. An Evade Roll is:

FOR MECHA COMBAT: 1D10+ Mecha Reflex + Mecha Piloting

-or-

FOR HUMAN COMBAT: 1D10+ Reflexes + Dodge

If the total of this roll is greater than or equal to the total of the attacker's roll (see above) the attack fails. If the attacker wins, then the Evade attempt fails.

This roll may be modified by adding points from the character's Luck and/or from the mecha's Maneuver Pool, if there are any points remaining. Any points put in must be announced *before* the Evade Roll is attempted. There may be negative modifiers to the Evade Roll, based on the direction from which the attack originated:

FRONT ARC: No penalty (front three hexes)
FLANK: -1 to roll (rear right and left side hexes)
REAR: -2 to roll (directly rearward hex)

Parry Rolls

If an attempt to Evade fails, a unit may still attempt to Parry the incoming attack. This also costs no Actions, and uses the formula below.

FOR MECHA: 1D10 + Mecha Reflex + Mecha Melee Skill +/- DA of parrying item

-or-

FOR CHARACTERS: 1D10 + Reflexes + Blade Skill +/- DA of parrying item

A Parry may be attempted once per attack, as many times as incoming attacks call for it. The Parry Roll is the court of last resort, for if the Parry fails, the target takes the hit for sure.

Shields may parry any attack. Melee weapons and energy melee weapons may only parry other melee weapons and EMWs (this is not exclusive; an EMW can parry a melee weapon and vice versa).

Like Evading, there is a difference where you can Parry. If your shield is on your right arm you may Parry attacks from the entire front arc and the right flank, and if your shield in on your left arm you may Parry attacks from the entire front arc and the left flank.

When using a melee weapon to parry, its Kills rating is treated like the SP of a Shield (i.e., any attack it Parries lowers its Kills by one, no matter what the damage inflicted by the attacking weapon was).

For Example: *A 4-Kill melee weapon may successfully parry four times before its Kills drop to zero, and is destroyed.*

When using an Energy Melee Weapon to parry, its Damage rating is treated like the SP of a Shield. However, successful Parries do not reduce its Damage or Kills—instead, if the attack does more Damage than the Damage of the EMW, the EMW does not stop the attack at all (the attack breezed through the energy blade).

Range

All mecha weapons have a listed range in 50-meter hexes, while human weapons list their ranges in meters. This range is the optimum range at which the weapons can be effectively targeted. Needless to say, any laser or a bullet can travel a lot further, and be able to hit targets much further away than listed in their ranges (usually from 8-100 hexes).

There are two ranges for any weapon. **Combat Range** is determined by the weapon's listing. This is the range at which the weapon has its given WA, and is usually between 0 (melee range) and 25 (for some long-range missiles).

Each weapon also has a **Maximum Range,** which is the actual distance its attacks can reach and still cause damage to a target. The maximum range is determined by the square of the combat range (that is, combat range x combat range). Thus, a weapon with a combat range of 10 hexes would have a maximum range of 100 hexes.

MAX RANGES

RANGE	MAXIMUM RANGE
1	1 (0.05km)
2	4 (0.2km)
3	9 (0.5km)
4	16 (0.8km)
5	25 (1.3km)
6	36 (1.8km)
7	49 (2.5km)
8	64 (3.2km)
9	81 (4.1km)
10	100 (5.0km)
15	225 (11.3km)
20	400 (20.0km)

Any attack made within maximum Range, but beyond combat range, is at -4 to hit. Such long-range attacks are best made when you have time to aim first (see page 94).

Maximum Attack Range

This is the factor which ultimately determines how far you can use your weapons to attack. Maximum attack range is determined by your sensor range; if the referee declares that your sensors can't pick up the enemy, you can't fire at him. As a reminder, standard Mekton sensors have a range of 7km (140 hexes), and backup sensors have a range of 1km (20 hexes).

Modifiers

There are two common modifiers on the dice rolls when attacking or defending. These are the WA (Weapon Accuracy) of the attacking weapon, and the DA (Defense Ability) of a shield or weapon used to parry.

Weapon Accuracy

WA is a measure of how likely a weapon is to hit its target. This represents how bulky the weapon is, how well it is hooked into a targeting system, and its ability to place a shot exactly where you aim it. For example, a machinegun would have a relatively low weapon accuracy (it relies on spraying a lot of lead to hit its target), while a sniper rifle would have a high WA, as it needs to hit on the first shot.

When in combat, the WA of your weapon will either add to, or subtract (if a negative number) from, your Attack Roll.

Defense Ability

The **DA** rating is how well you can parry with a given item. Shields with a low DA are small (covering a small portion of the mecha), so you have to move them farther and faster to intercept an incoming shot, or slow (being a heavy slab of armor). A large shield (one with a DA of zero) covers almost all the mecha's area, so it requires only a tiny amount of maneuvering to be effective.

Melee and EMWs use their WA as their DA. In a pinch, if you use another type of weapon (such as a machinegun) to parry a melee attack, its DA is -2.

Damage

All mecha-sized weapons do damage in Kills. There are 25 Hits to a single Kill. Kills are designed to simulate damage on a scale that levels buildings, not wounds people. You can pretty much assume that if a person is hit square on with a mecha-sized weapon that he will die. (Rather messily; see pages 102-104.)

All mecha weapons have their damage in Kills listed on the weapon chart. This is how much damage is transmitted to the unit hit by an attack from that particular weapon.

All human scale weapons (as listed in **Equipment**, page 41) usually do damage in Hits, rolled with D6s or D10s.

On your Turn, you will have one of several choices of what to do (listed on page 88). The specific rules covering these Actions are found below.

COMBAT ACTIONS △ せんとうのオプション

MOVEMENT

The first option is *Movement*. This covers **Walking, Flying,** using **Jump Jets** and **Ground Effect Systems,** and **Driving** (using wheels and/or treads).

Walking Mecha

The "walking" (running, marching, whatever) MA of any mecha depends on its weight. The chart for determining your Ground MA is listed on page 65. Humans have their own MA stat. Using your legs has three advantages over driving, skimming or flying:

1) **When walking/running, you may move up to 1/2 your total MA at no Action cost at all.** Therefore, you may run at your full MA in one Action. In other words, when running, you can move your full MA and still get off a shot at the enemy.
2) You can attempt to obtain cover (partial or full) while on the ground, although the enemy may still attempt indirect fire (see page 96).
3) Because leg-powered movement is relatively slow, you do not suffer any WA penalties for a high MA in combat (see page 94).

When a unit is on the ground, the type of terrain it is trying to cross will modify its mobility. Because of this, each type of terrain has a Movement Cost modifier, as listed on the chart below. **Normally it costs 1 MA to move 1 hex.** If the terrain has a modifier (like x3 for snow), it costs that many MA to move a single hex; to move 2 hexes in snow would cost 6 hexes of MA.

TERRAIN TYPE	MA COST
Open (plains, grasslands, pavement, shrubbery)	x1
Rough (thin forest or woods, boulders, mountains, rubble)	x2
Restrictive (dense forest, jungle, snow, water and mud)	x3

Missile Travel Times

It may seem a bit extreme that a weapon with a range of 400 hexes can be fired and reach its target in a single Action. As an optional rule, each type of weapon may have a travel time.

Beam Weapons: Reach the target instantly
Projectile Weapons: Travel at MA 30 (1.5 km per Turn)
Missiles & Rockets: Travel at MA 40 (2 km per Turn)

Travel time also modifies the chance to hit a target. For each Turn spent travelling between attacker and a MOVING target: -2.

This may all be ignored at the Referee's discretion. In reality, extreme long-range attacks have many factors that must be taken into account, not the least of which is the curvature of the Earth! Fortunately, anime is held to no such restrictions. It is assumed that if your sensors can pick up the enemy, you can fire at him.

Mektons in Space

There is always a call to try to fit conservation of energy into space combat; in short, to say that once you are traveling a certain MA, you need not expend an Action to move again, only to change your course. But in anime, this really isn't the case; in anime (and thus in *Mekton Zeta*), moving in space is much like moving in an atmosphere. Very little of your activity is actually thruster control; instead, you push a throttle or press a button. What takes up your attention is making sure you don't fly into something (a serious problem in space) or don't get caught in a tumble (very bad).

Here's one way to deal with conservation of energy, anime style. If you want to move (even in space) you must still expend an Action to fly. If you do not expend this Action, it is assumed that you are bringing the unit to a halt. When flying in space, also remember: **all Knockback is increased by +2 levels (more) in space.** All other restrictions and rules apply. For more rules regarding space combat, see *Mekton Zeta Plus*.

In Zero-G, any thruster system (jumpjet or flight type, regardless of MA) can perform full-blown flight at its MA. Simple jumpjets in gravity can propel the unit in space.

3-D in Space

The problem with space is that is has no bottom, so there is no hex Level Zero. To determine "altitude" in space, simply denote a particular level as Level Zero (perhaps a ship, or a space station). From this you can climb up, or dive down. Two numbered counters (such as dice), blue for positive and red for negative, work well. This will give you the "feel" of space, without having to worry about the "bottom" of your galaxy (i.e., the table or floor).

Driving (Wheels & Treads)

Driving systems are relatively cheap, and they enhance your mecha's ability to move on the ground. Wheels allow your mecha to move faster on the ground, while treads allow more effective maneuvering over hostile terrain.

Wheels add +2 to your ground MA, but must roll on a smooth surface.. On the other hand, **Treads add nothing to your MA, but any terrain type other than water and swamp (which normally costs x3) may be crossed without ANY MA penalty.** However, *neither* get the 1/2 MA Action-free bonus of walking. Remember, to get both bonuses, you must buy a full set of both wheels and treads!

GES

Ground effect systems are surface-skimming hover jets that give you quick movement on any surface (they work on both ground and water). They do incur attack penalties for high speed movement (see *Flying*, below), but have the ability to make use of cover. With this system, the mecha is traveling in Hex Level Zero; the top of the mecha cannot be more than 50 meters from the ground. This system ignores all terrain modifiers for movement, except for dense forest and jungle (MA Cost = x3).

Flying

Flying has its ups and downs (heh.). Any Mecha with a Flight MA of greater than 8 is considered to be able to stay airborne. Any flying mecha automatically suffers a speed disadvantage:

- Flying mecha suffer the speed penalty to all Attack Rolls (as listed in the table above).
- Flying mecha may not make use of any sort of cover (unless the Referee counts any clouds as visual cover, but radar might ignore them).

ACCELERATION: Some Fighter form mecha will have very high MAs. Since the idea of a unit going from 0 to 36 MA (Mach 3.3!) in a single 10-second Turn seems to violate the laws of physics, which reach their tendrils even into the worlds of anime, any unit that has an MA of greater than 12 should not be able to reach full movement in a single turn.

Here, in a very simplified form, is an acceleration table to use in combat:

- **It takes a single turn to reach a 12 MA or less.**
- **It takes two turns to reach 13-24 MA.**
- **It takes three turns to reach MAs of 25-36 MA.**
- **It takes four turns to reach speeds of 37+ MA.**

Thus, a Hybrid at a full stop with an MA of 32 may travel up to 12 MA the first Turn, up to 24 the second, and reach its full 32 on the third Turn. **Acceleration is always equal to 12 hexes a turn.**

MA Attack Penalty

When flying at high speeds, your ability to aim suffers; the greater the speed, the greater the penalty. This penalty is for Attack Rolls only; there's no Defense penalty for speed.

MA	Penalty to Attack
8-16	-0
17-24	-1
25-32	-2
33-40	-3
41-48	-4
49+	-5

Jumpjets

Jumpjets are defined as thruster systems that have an MA of less than 8. Therefore, the mecha is unable to fly, but is capable of rocket-assisted jumps. When you use jumpjets, you may move your full Jump MA (in either the horizontal or vertical plane) in one Action, but you will *always* end up on the ground. If you jumped up 6 hexes in height in your Action, gravity will have you back on the ground when your Turn is over. You may not use the full MA of your jumpjets more than once per Turn. Jumpjets are a cost-effective alternative to expensive flight systems. What's more, in a Zero-G environment, jumpjets can propel mecha like normal thrusters (at their regular less-than-8 MA rate), expending 1/2 their full MA per Action.

ATTACK

This Action covers the following options: **Firing ranged weapons, attacking with melee weapons,** and **hand to hand fighting.**

General Attack Procedure

In almost all cases, attacks will follow this **general procedure** (repeated below from page 91). When attacks differ from this norm, it will be noted in the text covering that particular attack.

- **1: Determine if target is within attack arc and range.**
- **2: Attacker rolls Attack Roll; defender attempts to evade and parry. Keep in mind all modifiers!**
- **3: If the attack misses, proceed to next Action/Turn.**
- **4: If the attack is a success, then roll random hit location (page 101). Ignore this step if the attack was a called shot and was a success.**
- **5: Apply the damage to the location that was hit.**
- **6: Check for knockback or other special effects.**

Called Shots

Unless you call your shot, you will roll hit location randomly when your attack hits. You may, however, choose a particular part of the target you want to hit, thereby calling your shot. Called shots have a penalty to hit (based on what you're shooting at), and either hit what they were aimed at, or miss the target entirely.

MECHA CALLED SHOTS PENALTIES

Location	Penalty to Hit
Servo	-3
Weapon	-4
Thrusters	-4
Sensors	-5
Other*	-5

*These include small and diverse targets such as the mounting of a Shield, and other small targets. See *Mekton Zeta Plus* for further details.

Aiming an Attack

One way to improve your chances to hit is to aim. **Each Action spent aiming adds +1 to your Attack Roll, up to a maximum bonus of +4.** Aiming assumes steady position, no movement, and a clear LOS to track your target.

Beam & Projectile Weapons

These are attacks made by cannons, energy projectors, or any weapon that fires a single shot at a time and attacks over distance.

To make an attack, the defender must be within range, and within your firing arc at the beginning of your Turn. If you meet these requirements, you may then make an Attack Roll, taking into account all effects such as WA, range, and any modifiers for flight speed, attack facing, aiming and called shots. At this time the defender will make his Evade Roll. If the Evade Roll succeeds, then the attack fails, and play continues.

If the Evade fails, and the defender also fails a Parry (or doesn't have a Shield), the attack succeeds (see *Resolving Damage*, pg. 102).

Autofire

Whether you are firing a 9mm Uzi or a 50mm mecha-sized cannon, all rapid-fire weapons can be fired in two ways: **Single Shot** or **Burst.** Weapons with high Burst Values may have multiple barrels revolving around a central axis, giv-

ing greater stability to the firing weapon and a tighter spread when the shots hit its target. Single shots are resolved as with other single-shot ranged weapons; the main advantage to this type of attack is the ability to call your shots.

Burst Firing

Every autofire weapon has a **Burst Value.** This value represents the number of shots that the weapon is capable of firing per Action. **When firing a burst, every point by which the Attack Roll beats the Defense Roll results in one shot hitting the target in a randomly-rolled location, up to the Burst Value of the weapon.** Unlike single shots, bursts cannot be used for called shots; each hit must be rolled separately on the Random Hit Table (page 101).

Example: *A D-Stalker is firing its machinegun at an enemy Vigilante. The machinegun has a BV of 5. The D-Stalker's Attack Roll is 19; the Vigilante's Evade Roll is a 16. Since the D-Stalker beat the Vigilante by three, three of the five shots fired in the burst hit the target. These are resolved as three separate rolls on the Random Hit Table.*

Adjusted Burst Value

A burst from an autofire weapon may be fired into more than one hex. **First designate the hexes to be fired into; the hexes must be adjacent to each other. Divide evenly the total number of shots in the weapon's Burst Value by the number of hexes to be attacked. Leftover shots automatically go to the first hex fired on.** The number of shots designated into each hex is the **Adjusted Burst Value**. To hit targets in each hex, you will make one Attack Roll while all defenders make their own Defense Rolls. As with a normal burst, the number of shots that hit the targets depends on how many points the Attack Roll beats the Defense Rolls by, up to the Adjusted Burst Value.

Example: *Jeff is firing his SMG (Burst Value of 5) at three Axis terrorists standing in four adjacent hexes (the second hex is empty). He makes a single Attack Roll against the defenders, who each make their own Evade Rolls. Jeff's burst sends one shot into each hex, with the first hex receiving the extra shot.*

Shotguns (Human Scale Only)

Shotguns may have one or two barrels. If firing a single barrel, you will roll as below, distributing damage to the two locations. If you fire a double barrel shotgun, you still roll only once, but you may fire into two adjacent hexes as one attack, or at one target for double damage. For each point the attacker beats the defender by, 2 points of damage are done by the shotgun (one point per location). If two barrels are fired at a single target, the damage becomes 4 points (2 points of damage per location) per point of success.

TO MAKE A SHOTGUN ATTACK:

- **1- Determine if defender is in your attack arc and within range.**
- **2- Make Attack Roll, taking WA and modifiers into account.**
- **3- Defender makes all Defense Rolls.**

SHOTGUN HIT CHART

1-2	Head & Torso
3-4	Left Arm & Torso
5-6	Right Arm & Torso
7-8	Left Leg & Right Leg
9-10	Torso & Torso

Example: *Rachelle is facing two Kargan KAAVAAK officers. She blasts at one with her shotgun, beating his Evade Roll by 4. She rolls a 6 on the Shotgun Hit Chart, so the Kargan takes 4 points of damage to his Torso and 4 to his Right Arm. If she had a double-barreled shotgun, she could use both barrels on him (thus doing 8 points to Arm and Torso), or attack both Kargans, making one Attack Roll vs. their two Evade Rolls.*

Salvo Fire: Rockets & Missiles

RESOLVING MISSILE ATTACKS: Unlike every other weapon in the game, missiles and rockets may be fired in huge numbers. Every missile in a rack may be fired in a single Action, or any number of them from one to the rack's capacity; that means that, with a few linked rocket pods, a target could suffer a barrage of up to 60 rockets!

A barrage of missiles is called a *salvo.* The initial attack is resolved as a normal ranged attack, with a few minor variations: First, the number of missiles that hit the target is determined by the number of missiles fired. Take the total number of missiles in the barrage and divide by 10. This will give you a number between one (for 10 missiles or less) to 6 (for three 20-shot rocket launchers); this is the number of missiles that hit the target for each point by which the attacker defeats the defender. Example: *If the salvo was 10, the attacker rolled a total of 20, and the defender rolled a total of 17, the attacker would hit with 3 missiles; the if the salvo was 50, the attacker would hit with 15.*

Once you have determined the number of missiles that hit, **roll once on the Random Hit Table** (see page 102): **then move either up or down (attacker's choice) on the table as many times as the number of missiles which struck the target.** For example: *a Mekton is hit with four missiles. A roll on the Random Hit Table comes up 3 (Torso); the other 3 missiles will hit locations 2, 1 and 10 or 4, 5 and 6, as decided by the attacker.*

Throwing

A Mekton may throw something a hex distance equal to 1/2 the Kills in its arm, modified by the chart below:

THROWING TABLE

WEIGHT (round up!)	MODIFIER
1/4 Ton	+2 Hexes
1/2 Ton	+1 Hexes
1 Ton	+0 Hexes
2 Tons	-1 Hexes
4 Tons	-2 Hexes
8 Tons	-3 Hexes

Example: *A Mekton with a Heavy Striker Arm may throw an object of 1/4 ton or less 5 hexes. (Arm = 6 Kills; 6/2=3; 3+2=5 hexes.)*

Indirect Fire and Area Effect

One of the more useful items to throw at an enemy (besides cars) is a grenade. Grenades are indirect fire weapons that use the area effect rules below.

Indirect Fire

What sets indirect-fire apart from a normal attack is that it is not aimed at any mecha as its target, but instead is aimed at a hex. **Indirect fire can only be performed with weapons which satisfy two requirements:**

1) the weapon has a Blast Radius, *and*—
2) the weapon must be able to be fired in an arc: Thus, it must be a projectile weapon, missile, or a thrown weapon such as a grenade.

When an indirect fire attack is to be made, the attacker must first designate the target hex and determine its range. Range is determined by counting the number of hexes between the attacker and the target hex. Range decides the Difficulty Number that the attacker must equal or overcome in order to successfully place his attack in the target hex.

INDIRECT FIRE TABLE

DISTANCE	RANGE	DIFF
1-2 Hexes	Point-Blank	10
3-4 Hexes	Close	15
5-8 Hexes	Medium	20
9-16 Hexes	Long	25
17-32+ Hexes	Extreme	30

MODIFIERS TO DIFFICULTY:
- Enemy is not in sight, but is in view of an ally (i.e., a spotter): +5
- Enemy is entirely hidden from view (such as behind cover): +10

If the attacker's (Mecha) Reflexes + (Mecha Melee) or Athletics Skill + WA + 1D10 roll is equal to or greater than the range's Difficulty, the explosion occurs in the target hex. Anything which is occupying the target hex (and any surrounding hexes within the indirect fire weapon's Blast Radius) is hit by the blast. What makes indirect fire attacks so devastating is the fact that the effects of overpressure, fragmentation and shockwaves cannot be avoided. However, if the attacked mecha has a large shield (i.e., its DA is zero; and the mecha hunkers down behind the shield and prays for the best), explosive blasts can be Parried. If the defending mecha's Parry Roll (MR + Mecha Melee + DA 0 +1D10) is greater than the attacker's Indirect Fire Attack Roll, the defender manages to get behind the shield in time to put its SP between himself and the damage of the explosion.

DEVIATION: If the indirect fire attack misses, then the explosion still has to go off somewhere, right? Right. To determine where the new center of your Blast Radius will be, roll 1D6 and consult the chart below to determine which direction from the target hex the attack deviates.

The number rolled on the unsuccessful attack is the determining factor on how far it deviates:

1-2 . . . . . .1 hex
3-5 . . . . . .2 hexes
6-9 . . . . . .3 hexes
10+ . . . . . .4 hexes

A grenade may never deviate *behind* an attacking mecha. If the result indicates a deviation directly behind, the grenade is dropped in the same hex as the attacking unit (i.e., it attacks itself)!

If the deviation sends the grenade towards the attacker's flank, the grenade lands on an even line with the attacker.

Area Effect

All indirect fire weapons have a **Blast Radius** rating; this number measures how many hexes (beyond the hex they land in) will take damage. A grenade with a Blast Radius of 1 would affect the hex it lands in, and the 6 hexes around that hex. Any mecha, scenery element and other possible target within the Blast Radius would then take damage.

AREA EFFECT DAMAGE: Damage is applied from weapons with a Blast Radius according to the table below. Locations are rolled on the random hit location chart.

Example: *If a humanoid Mekton (six servos) finds itself within the Blast Radius of a 10K grenade attack, it will take 5 Kills to two randomly rolled locations.*

Note that area effect weapons may still be fired directly at a target; in such cases, a regular Attack Roll vs Defense Roll is made. If the target is hit, it suffers a regular hit (full damage to one location), while the hexes around it which are within the Blast Radius are still subject to area effect damage.

For example: *A D-Stalker hurls a grenade at an AdVantage squadron. The grenade does 10 Kills and has a Blast radius of 1 hex; there are three AdVantage's standing in a row (1 in each of three adjacent hexes). The D-Stalker throws at the middle AdVantage's Torso and hits; the middle AdVantage takes 10 Kills to its Torso, while the other two mecha (both being within the 1-hex Blast Radius) take two 5-Kill hits, each to a randomly rolled location.*

AREA EFFECT DAMAGE TABLE

	Damage to Locations:			
KILLS:	1	2	3	4
1	1	-	-	-
2	2	-	-	-
3	3	-	-	-
4	4	-	-	-
5	5	-	-	-
6	5	1	-	-
7	5	2	-	-
8	5	3	-	-
9	5	4	-	-
10	5	5	-	-
11	5	5	1	-
12	5	5	2	-
13	5	5	3	-
14	5	5	4	-
15	5	5	5	-
16	5	5	5	1
17	5	5	5	2
18	5	5	5	3
19	5	5	5	4
20	5	5	5	5

Melee & Energy Melee Attacks

To attack with a melee weapon, you must be in an adjacent hex to the defender. All close-contact attacks (brawling and melee) are automatically called shots and suffer no penalty for such. This rule only applies to body locations; extra-special targets such as sensors and eyes must still be aimed.

Armor Piercing Attacks

Certain types of melee weapons are **armor piercing** (this includes drills, saws and axes). When an armor-piercing weapon scores a successful hit on a servo, that servo is treated as having only **one half** of its armor protection (with a minimum value of 0) *for that attack only.*

Thus, a Mekton with 6 Kills of armor that is hit with an armor-piercing attack will have only 3 points of effective armor against *that attack.*

Shock Attacks

Rather than causing normal damage, shocking melee weapons deliver an electrical shock to the target—although a billion volts may be nothing to a 50-ton Mekton, it can prove to be a little excessive for the pilot! This electrical surge will deliver tremendous pain to the target mecha's pilot, causing incapacitation, unconsciousness, or possibly death.

When any mecha is struck by a shock weapon, its pilot must roll 1D10 + BOD, subtracting the Kill value of the shock weapon: If the result is 10 or less, the severe pain is enough to cause the pilot to lose control of his mecha for one Turn (that is, he loses one Turn). For each three points of failure, the Pilot loses another Turn (lose 2 Actions on a roll of 7, three Actions at 4, etc ...).

Should the roll be below zero, the shock has been simply too great and an additional 1D10 roll must be made; if this unmodified D10 roll is less than the pilot's Stun/Shock Number, then he's unconscious. If it is greater ... he's dead.

Armor and shields have *no effect* against the number subtracted from the pilot's resistance roll.

Hand-to-Hand Combat (or "The Return of Robotic Kung Fu")

All of the attacks listed below use Mecha Fighting or Hand to Hand skills (depending upon whether it's mecha or human-scale combat), and include not just punches and kicks, but a variety of martial arts techniques usable by both characters and mecha (before you laugh, take a look at Japan's *Shadow-Ninja Mecha-Warrior TOBIKAGE*). All close-contact attacks (that is, brawling and melee) are automatically called shots and suffer no penalty for such. This rule only applies to body locations; extra-special targets such as sensors and eyes must still be aimed for.

Knockout Damage (Human Scale Only)

Characters (only) may convert any strike with a melee weapon (not an EMW!) into a stunning or "knockout" attack (this may also be performed with the butt of a rifle, pistol, or any convenient blunt object). Only one point of damage is done, but the target must also make a Stun/Shock roll. The modifier for this type of attack is -3. For more detail on knockout attacks, see the section on Stun/Shock rolls on page 103.

Strike

This attack includes punches, claws, chops, elbow smashes, jabs, & backhands. As with melee attacks, you must be in an adjacent hex to perform any of these. Each of these attacks must be called, but the penalty for such is ignored, superseded by the WA of the listed attack.

- PUNCHES, CLAWS, ELBOW SMASHES & BACKHANDS: WA-0. Torso, Head or Arms only.
- JAB: WA-5. Eyes or sensors only.
- CHOPS: WA-2. Stunning attack, usable by humans only. At Head: Defender must make a Stun/Shock roll or be knocked out. At Arm: Defender must make a Stun/Shock roll or drop whatever item he is holding in the attacked Arm's hand.

Kick

This attack includes wheel, crescent, thrust and spin kicks. Like punches, the defender must be in an adjacent hex, and every kick attack must be called. Other than these restrictions, kick attacks are resolved as normal.

- KICK: WA 0. Legs only.
- WHEEL: WA -1. Torso only.
- CRESCENT: WA -2. Head or Arms only. A successful attack to an Arm causes the defender to drop whatever he is holding.
- THRUST: WA -3. Torso only, a successful attack knocks defender back 1 hex.
- SPIN: WA-4. Head only, a successful attack adds mucho damage!

MEKTON DISMEMBERMENT TABLE: Attacker along top, defender down side.

	SL	LW	ST	MS	HS	MW	LH	MH	AH	SH	MGH
SL	1K	2K	3K	4K	5K	6K	7K	8K	9K	10K	11K
LW	0	1K	2K	3K	4K	5K	6K	7K	8K	9K	10K
ST	0	0	1K	2K	3K	4K	5K	6K	7K	8K	9K
MS	0	0	0	1K	2K	3K	4K	5K	6K	7K	8K
HS	0	0	0	0	1K	2K	3K	4K	5K	6K	7K
MW	0	0	0	0	0	1K	2K	3K	4K	5K	6K
LH	0	0	0	0	0	0	1K	2K	3K	4K	5K
MH	0	0	0	0	0	0	0	1K	2K	3K	4K
AH	0	0	0	0	0	0	0	0	1K	2K	3K
SH	0	0	0	0	0	0	0	0	0	1K	2K
MGH	0	0	0	0	0	0	0	0	0	0	1K

Bite

Only Mechabeasts or living things can perform this attack. This attack must be called, but suffers no penalties for doing so. Referees should exercise caution in determing what the mechabeast can actually reach. This attack is WA +O, and does 4K+. Damage is modified by the Head servo of the mechabeast (use the Arm servo table's damage bonuses, page 55), and teeth (i.e., a melee weapon mounted in the head).

Knockdown

This includes throws, slams, trips & sweeps. As above, you must be in an adjacent hex to perform such an attacks.

• THROW: WA is -1 per 10 tons heavier the target mecha is than yours; for humans, there's no such restriction. Hurls opponent into adjacent hex (attackers choice), but does no damage. Victim loses one Action.

• SLAM: WA -2 per every 10 tons heavier than yours the target is; humans have no such restrictions. Hurls opponent into adjacent hex (attacker's choice), does damage, and defender loses one Action.

• TRIP OR SWEEP: WA +1. Knocks defender down, does no damage.

Grapple

Includes grabs, pins, bearhugs, entanglements and dismemberings. All of the rules for combat apply, and the target must be in an adjacent hex. Check the attack descriptions for damage.

• GRAB: WA -1. Take one object from opponent. This can also be used to grab humans with a -5 modifier.

• PIN: WA 0. Pin an arm or leg of an enemy with one of your own.

• BEARHUG: WA -1. Pin opponent's arms to his sides with one pair of your arms.

• DISMEMBER: WA. -2, Mecha-type attack only. Rip any Arm, Leg, Wing, Tail or Head component off. Damage based on toughness of target servo vs. your paired arm servos. Use the Dismember Table. The resulting number on the chart above is the number of Kills the target servo receives. Note that Dismembering attacks always *ignore armor completely.*

Full Body Attacks

Includes rams, tackles, stomps and drops. Uses all of the normal combat conditions for close combat; check attack description for damage done. All of these attacks may be taken at the end of a movement action, assuming that you end up in an adjacent hex from the target.

• STOMP: WA-5. This move is used by a Mekton to squish gun emplacements, cars and unlucky people. If the attack is a success, the defender is no more. Stomping another Mekton is considered a kick.

• TACKLE: WA +1. Knocks opponent into next hex. Neither unit takes damage, but victim loses one Action. Attacker must have Arms to perform this action.

• RAM: WA 0. Mecha attack only, in which a mecha slams into an opponent's Torso. Each unit takes damage based on the attacker's mass (see Ram Table) with +1K for every 2 hexes the

HAND-TO-HAND ATTACK TABLE

ATTACK (WA)	DAMAGE MEN	DAMAGE MECHA
• Punch, etc. WA: +0	1D2h+	1K+
• Chop WA: -2	Stun	(NA)
• Jab WA: -5	1D3h+	2K+
• Kick WA: +0	1D3h+	2K+
• Wheel Kick WA: -1	1D6h+	3K+
• Crescent Kick WA: -2	1D6+1h+	4K+
• Thrust Kick WA: -3	1D6+2h+	5K+
• Spin Kick WA: -4	1D6+3h+	6K+
• Bite WA: +1	1D3h+	4K+
• Throw WA: -1/10	* Special *	* Special *
• Slam WA: -2/10	1D3+	3K+
• Trip/Sweep WA: +1	* Special *	* Special *
• Grab WA: -1	* Special *	* Special *
• Pin WA: +0	* Special *	* Special *
• Bearhug WA: -1	* Special *	* Special *
• Dismember WA: -2	* Special *	* Special *

MECHA KNOCKBACK

KILLS	EFFECT
1-3	No effect.
4-6	Roll Stun/Shock or lose 1 Action from force of attack.
7-8	Lose one Action from force of attack.
9-10	Knocked down, lose 1 Action.
11-12	Knocked down and back 1 hex, lose 1 Action.
13-14	Knocked down and back 1 hex, lose 2 Actions.
15+	Knocked down and back 2 hexes and lose 2 Actions.

WEIGHT ADJUSTMENTS FOR DEFENDER

1-19 tons: Move down table 2 points (more knockback).
20-39 tons: Move down table 1 point (more knockback).
40-69 tons: Do not adjust table.
70-89 tons: Move up table 1 point (less knockback).
90+ tons: Move up table 2 points (less knockback).

HUMAN KNOCKBACK

HITS	EFFECT
1-2	None.
3-4	Stagger on feet. No game effect.
5-6	Knocked back 1 hex
7-8	Knocked back 2 hexes
9	Knocked back 3 hexes, lose 1 Action.
10	Knocked back 4 hexes. Make Stun/Shock Roll or fall unconscious. Lose all Actions for next turn.

BODY TYPE ADJUSTMENTS FOR DEFENDER

BOD 2: Down 2 level
BOD 3-4: Down 1 Level
BOD 5-7: No change
BOD 8-9: Up 1 Level
BOD 10: Up 2 Levels

RAM TABLE

Rammer	Target Damage
01-29 tons	3K
30-49 tons	4K
50-69 tons	5K
70-79 tons	6K
80-89 tons	7K
90-99 tons	8K
100+ tons	9K

Add +1K per 2 hexes traveled between rammer and target.

attacker has traveled that Action. (Note: This attack may be performed at the end of a movement action—that is, moving and ramming takes only one Action.) The heaviest unit occupies the hex at the end of the attack; the other unit is displaced 1 hex backwards (or bounced out of the hex in the direction it entered).

• DROP: WA -2. Running leap ending with both feet slamming into the defender's Torso. Performed exactly as a ram, but the attacker takes no damage. The attacker must have Legs. Drops may be made from above, but damage still goes to the Torso.

Defensive Actions

Evade or Parry attempts (page 82) are *not* considered actions. But there *is* also a hand to hand defensive action:

Escape

This is effectively the only defensive *Action* you can take. To free yourself from an entanglement or other grappling attack, you must make a successful Escape Roll. To keep you in his clutches, the attacker must attempt to beat you with the following roll:

REFLEX (or MECHA REFLEX) + HAND-TO-HAND (or MECHA FIGHTING) + 1D10.

You must make a roll using the same stats and skills; you escape if you beat him or if the rolls are tied.

Other Actions

The following is a list of Actions that may be attempted in lieu of movement or an attack:

• TRANSFORM: If your mecha is transformable, it takes one Action to change from one form to another.

• REPLACE A WEAPON: It takes an Action to replace a weapon, but not to draw one (why do you think so many pilots in mecha shows simply throw away weapons in the middle of a fight? They just didn't have time to put them away!)

• PERFORM A SKILL ROLL: Any skill used (other than combat skills) takes an Action to perform. An example would be rolling your Awareness skill, which when piloting a Mekton is called a Sensor Roll.

• ONE ACTION: Anything else that would take about five seconds of time, or less.

KNOCKBACK △ ノックバック

Whenever a Mekton takes a hit (from a weapon the size of a small car), quite a bit of force can be transferred from the attack to the frame of the mecha.

When an attack of sufficient force hits a mecha, this is likely to cause Knockback (sidebar). It should be noted that when a unit evades, it suffers no knockback (natch), but even if it succeeds in parrying an attack, it will take Knockback from the impact on the shield (or whatever). **However, any Knockback from a parried attack is always shifted one level up on the chart** (that is, less Knockback).

EFFECT OF LOSING ACTIONS: You may still act on your next turn, but you will suffer a penalty as if you had already expended the number of Actions listed. Example: *You lose 1 Action due to Knockback. Next Turn, you can only perform one Action, such as move 1/2 your MA or make a single Attack.*

People can also take Knockback in combat; they use the Human Knockback chart to the left.

OUT-OF-SCALE COMBAT △ スケールせんとう

There are times when a Mekton needs to fire at a human-sized target, and vice versa. In either of these cases, all of the normal modifiers apply, with the following additions:

There are six "scales" in *Mekton Zeta* (although we deal with only three of them here). The scales are as follows:

- **Human - See this book.**
- **Roadstriker - See page 106.**
- **Mekton - See this book.**
- **Corvette - See *Mekton Zeta Plus**.**
- **Starship - See page 108.**
- **Excessive - See *Mekton Zeta Plus*.**

* Coming Soon. Honest.

To attack an out-of-scale opponent, first find where you are on the list. Then go up or down, until you find your targets scale. For each level you traveled, you get a +3 (if you go down/attack a larger target) or a -3 (if you go up/attack a smaller target). This is the modifier on your to hit roll. We've calculated the most common modifiers in the chart at right.

Example: *A Mekton tries to shoot at a human. They are separated by 2 scales, giving it a -6 penalty to hit the little sucker.*

OUT OF SCALE MODS

Attacker vs. Target	Mod
Man vs Roadstriker	+3
Man vs Mekton	+6
Man vs Ship	+12
Roadstriker vs Man	-3
Roadstriker vs Mekton	+3
Roadstriker vs Ship	+9
Mekton vs Man	-6
Mekton vs Roadstriker	-3
Mekton vs Ship	+6
Ship vs Man	-12
Ship vs Roadstriker	-9
Ship vs Mekton	-6

NEAR MISSES OR:
Horseshoes, Hand Grenades ... and Mekton Weapons

Mecha aren't usually bothered by all the antlike humans underfoot—one good stomp and they're history. One reason mechajocks are such a cocky breed is that their weapons are so *horrendous* that they don't even have to hit the little blighters; even if they don't beat their Defense Roll, **if a mecha's Attack Roll is equal to or within two points of the human target's Defense Roll, they score a Near Miss.** A Near Miss always falls within 50 meters of the human target. To determine where the Near Miss will fall, roll 1D6. Working from the front hex-facing of the target, place the hit: 1 = Directly in front, 2 = To the left front, 3 = To the right front, 4 = Directly behind, 5 = To the rear right, 6 = to the rear left.

Whatever is in the 50-meter hex where the Near Miss has fallen takes the full damage of the attack. The nearly missed human target, on the other hand, will take 1/2 Damage (straight to the Torso) from the near miss (a 1-Kill attack becomes 12 Hits; 2 Kills becomes 25 Hits, and anything greater than this will pretty much vaporize a human target).

Mektons may also try to **Stomp** or **Grab** humans. A grabbed human can attempt to escape during his Turn, but the mecha can always elect to crush him before he gets the chance; a crushed human is very dead. Likewise, Mektons may attempt to stomp on a running human. Stomped humans are instantly reduced to a thin paste on the mecha's footplates.

RESOLVING DAMAGE △ ダメージ・レソルーション

When an actual *HIT* is rolled, you will follow one of the following procedures:

1: If the hit was a **called shot**, the number of Kills the weapon causes is subtracted from the area indicated. See page 95 for the modifiers on called shots.

2: If the attack was not a called shot, then you will roll on one of the hit location charts to the right.

READING THE CHARTS: Roll 1D10 and consult the chart in question. Most of the results will simply apply the damage of the weapon to a body location. However, there are two results that take you to another chart: **Special** and **Cinematic**.

The **Special Hit** chart has some systems on it that are not available on the standard hit charts, like sensors and thrusters. The **Cinematic** chart causes a special damage result (as listed on the chart), and may also cause 1/2 damage to be applied to the location most likely associated with the special result.

Critical Hits

When an attacker's roll beats a defender's by 5 or greater, a *Critical Hit* has been scored on the opposing unit. The result of this hit is that the attacker may choose which of the 3 charts he rolls on: Normal, Special, or Cinematic. If you beat the defender by 10 or greater, a *Mega-Critical* Hit has been scored. With a Mega-Crit you roll on the Random Hit Charts as normal (unless the attack was called), but the location hit **recieves NO armor protection!** This represents the lucky shot that finds the Achilles heel of enemy's armor.

Armor and Protection from Damage

Combat in *Mekton* would be very short and very fatal without armor protection. Armor, whether the heavy plates of metal alloys used to cover mecha components or the lighter ballistic meshes of character armor, protects the wearer from taking the full amount of damage thrown at him. There are two important factors to remember when dealing with *Mekton Zeta* armor: **Stopping Power** and **Staged Penetra-tion**.

HIT CHARTS & SPECIAL DAMAGE TABLES

MECHA RANDOM HIT CHART

1D10	RESULT
1	Head
2-3	Torso
4	Pod (Torso if no pod)
5-6	Right Side Limb
7-8:	Left Side Limb
9	Other (Wing, Tail, etc.)
10	Roll on Special Chart

HUMAN RANDOM HIT CHART

1D10	RESULT
1	Head
2-4	Torso
5	Right Arm
6	Left Arm
7-8	Right Leg
9-10	Left Leg

SPECIAL HIT LOCATIONS

1-2	Weapon (chosen randomly, gets armor protection).
3	Sensors (get armor protection).
4	Flight System (gets armor protection).
5	Shield Mount (no armor protection; Shield is severed from mecha)
6	Other (random subassemblies); servo location of subassembly takes 1/2 damage.
7	Cockpit (gets armor protection, see page 59 for open vs. closed). Remaining damage goes to pilot).
8-9	Cinematic Damage (see below)
10	Powerplant (gets armor protection). 1/2 damage goes to Torso.

CINEMATIC HIT LOCATIONS

1	Hydraulics hit. Random limb takes 1/2 damage and ceases to function.
2	Blunt Hit. Mecha suffers double damage for purposes of determining Knockback, and takes 1/2 damage to Torso.
3	Sensor Overload. Sensors suffer malfunction, and suit is blinded for 1d6 turns (servo housing sensors takes 1/2 damage).
4	Flight system cuts out for 1d6 turns (Torso takes 1/2 damage).
5	Thruster Malfunction. Next Turn all you can do is move your full flight MA forward, and hope there is nothing in the way (Torso takes 1/2 Damage).
6	Ammo Explosion. If the mecha has missiles or projectile weapons stored *inside* a servo, they go up in a fireball, destroying the servo from the inside (roll randomly which servo).
7	Random weapon malfunctions for 1D6 Turns, during which time it is useless (servo housing weapon takes 1/2 Damage).
8	Control Jam. All actions are at -2 until repaired (Basic repair roll vs. 15; Torso takes 1/2 damage).
9	Systems Shutdown. Mecha useless for next turn (Torso takes 1/2 damage).
10	Powerplant overload- Fuses blow and the mecha is shut down for the remainder of the battle (Torso takes 1/2 damage).

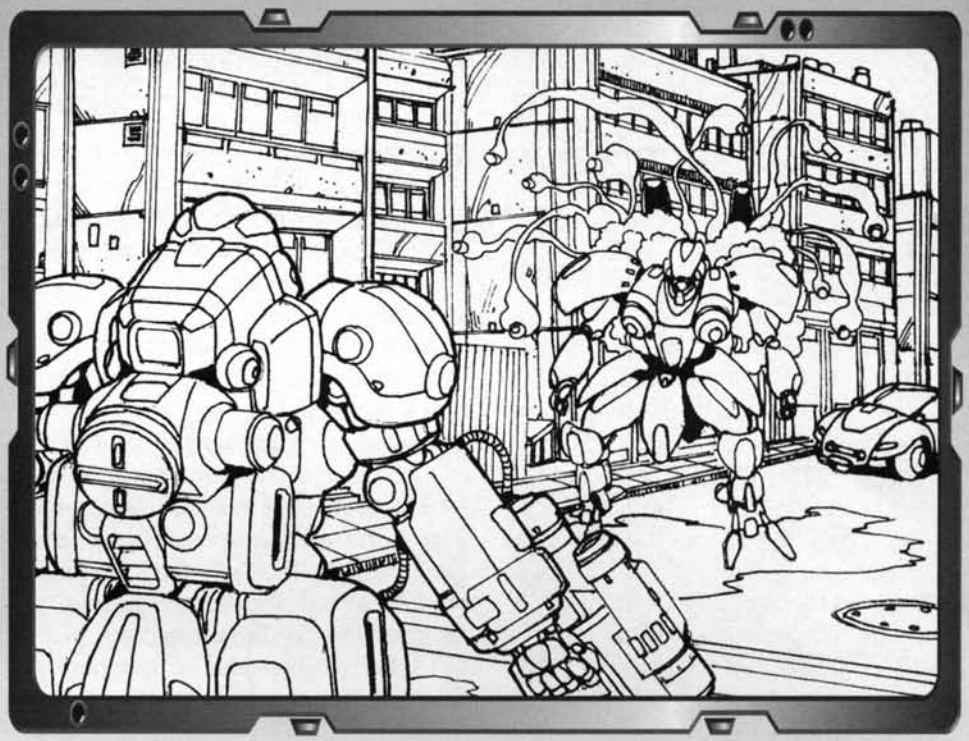
Stopping Power

Each level of armor has its own Stopping Power (SP). When you are hit, subtract the current SP value from the amount of damage. The remaining damage (if any) will then be subtracted from the hit area.

Staged Penetration

Mekton armor works on the idea of Staged Penetration. Each time armor is hit by a single attack (of one Kill or greater for mecha, 1 Hit or greater for characters), it loses one point of SP. When it reaches 0, there will be no armor left covering the area, and no armor protection will remain.

Example: *A unit has Striker armor (3SP). It takes a 5 Kill attack. 2 points penetrate the armor, and the armor protection is ablated one point. Now the armor SP on that location is 2SP. Even if the armor had stopped the attack, it still would have dropped one level.*



Human Damage Results

Head

At 0 Hits, humans are automatically unconscious. They may take no Actions except lie on the floor until they are healed to 1 or more Hits. At -2 Hits the head is severely traumatized, and the target is dead.

Arms/Legs

At 0 Hits the limb is broken and useless. It may not be used to carry equipment, attack or move. At -2 the limb is shattered and shredded, and will be lost unless immediate medical attention is given. At -5, the limb is blown clean off.

Torso

At 0 Hits the torso has taken massive internal damage and the character is unconscious. At -2 the target is dead. A-5, there is barely enough left of the Torso to keep the arms and legs attached.

Stun/Shock Rolls

Certain conditions may force a character to make a Stun/Shock Roll to remain conscious. **In these cases, he must roll 1D10. If the result is equal to or lower than his Stun/Shock value, the character remains awake, and can act normally.** This roll must be made at the beginning of the character's Turn, as long as the conditions that call for the roll exist. If the roll comes as the result of an attack, the roll is made instantly and only once.

Following is a list of cases where you'll have to make a Stun/Shock Roll.

Half Damage

If you take over 1/2 of your remaining damage in a location in a single attack, you must make a Stun/Shock Roll to avoid passing out.

Example: *Jeff is shot in the Torso, where he has 6 hits remaining. He takes 4 points from the attack, so he must make a Stun/Shock Roll to avoid passing out from shock.*

Drugs or Sleep Gas

Some attacks (like gas grenades or needlers) do not cause damage, but rather are intended to knock out their intended victim. On the equipment list, these weapons do not have a damage, but instead have a listed modifier to the victim's Stun/Shock Roll; i.e.; a gas grenade with a "-1" damage requires a Stun/Shock Roll at -1 for the victim to remain conscious.

NEEDLERS: For each "dart" that hits a target, that target is at -1 to his Stun/Shock Roll. So a person hit with three needler darts would suffer a -3 penalty to his roll.

Knockout Attacks

The infamous "karate chop" is an attack specifically designed to knock characters out. When struck, the defender must make a Stun/Shock Roll to stay conscious.

In addition, any blow with a hand or club weapon may be converted into a knockout blow (requiring the defender to make a Stun/Shock Roll to maintain consciousness) if the attacker has paid the additional modifiers for making a knockout attack (see page 98).

Mecha Damage Results

Servos

When the internal damage of a servo reaches 0 Kills it is destroyed, and can no longer function in any way. If a pilot is located in a servo that is reduced to 0 Kills, he must instantly attempt an emergency ejection roll or be killed.

Pod

The Pod has no Kills in and of itself, so when its armor SP reaches 0, it is destroyed.

Sensors

When the Kills of a sensor reaches 0, they are destroyed and all of the Actions that mecha takes are at -4 (-2 if the cockpit is a canopy type).

Weapons

When a weapon reaches 0 Kills it is destroyed, and may no longer be used to attack or parry.

Treads or Wheels

At 1/2 their Kills, wheels and treads are inoperable but may be made to function if the pilot succeeds in an emergency Mecha Tech roll vs.15. At 0 Kills, the system is destroyed and useless.

Propulsion Systems

When any mecha is designed, the spaces of its propulsion system are usually spread between different servos. If a propulsion system is hit, you have to know how many divisions there are. For example, if you had spaces for your thrusters in both Legs and Torso, your flight system is in 3 locations.

Remember: flight systems are protected by the armor of the servo they are in. If armor levels on servos are different, roll randomly for the location of the thrusters that are hit. Not having Kills, propulsion systems are rather fragile...

If you suffer a flight system hit that successfully penetrates armor, one location is knocked out. It doesn't matter how many spaces are in the servo; if the system is hit it is gone. The game effects are as follows: Once you know how many servos you have your propulsion system in, divide your MA by that number, rounding down (to a minimum value of 1). If you get hit in a thruster area, reduce your MA by that much. When the last area is hit, all remaining MA goes as well.

Example: *The Armored Mako has a flight MA of 10. Its thrusters split between three locations (both Legs and Torso). By dividing 10 by 3, I get 3.3333... which rounds to 3. If the Mako takes a thruster hit, it loses 3 points off of its MA, which reduces it to 7 (rocket-assisted jumps). If a second hit is scored, it is reduced to 4 (shorter jumps), and the final hit destroys it entirely.*

It makes no difference what area of thrusters is hit, as it has no adverse effect on the servo. For this reason the thruster location destroyed is rolled randomly.

Powerplant

As mentioned earlier in the construction chapter (pg.64), there are two types of powerplant: a hot, or volatile, version, and a cool, or armored, one. Both types of powerplants use the same system for damage, buuuuut....

Whenever a powerplant hit is indicated on the Special Chart (there is no other way to hit a powerplant—you may not attempt to call a shot on one) you must roll vs. an Explosion Save (XS). Roll 1D10, and if you roll your XS or less, your suit instantly goes up in a fireball. You still may attempt a last-minute ejection Roll (sidebar next page).

"COOL" POWERPLANT XS = 1
"HOT" POWERPLANT XS = 5

If a Powerplant hit doesn't blow you up, add +1 to your XS number.

Example: *A hot powerplant is hit in battle. Its pilot rolls an 8, so it does not explode. However, its XS number is now 6. If it is hit again, a roll of 6 or less destroys the suit.*

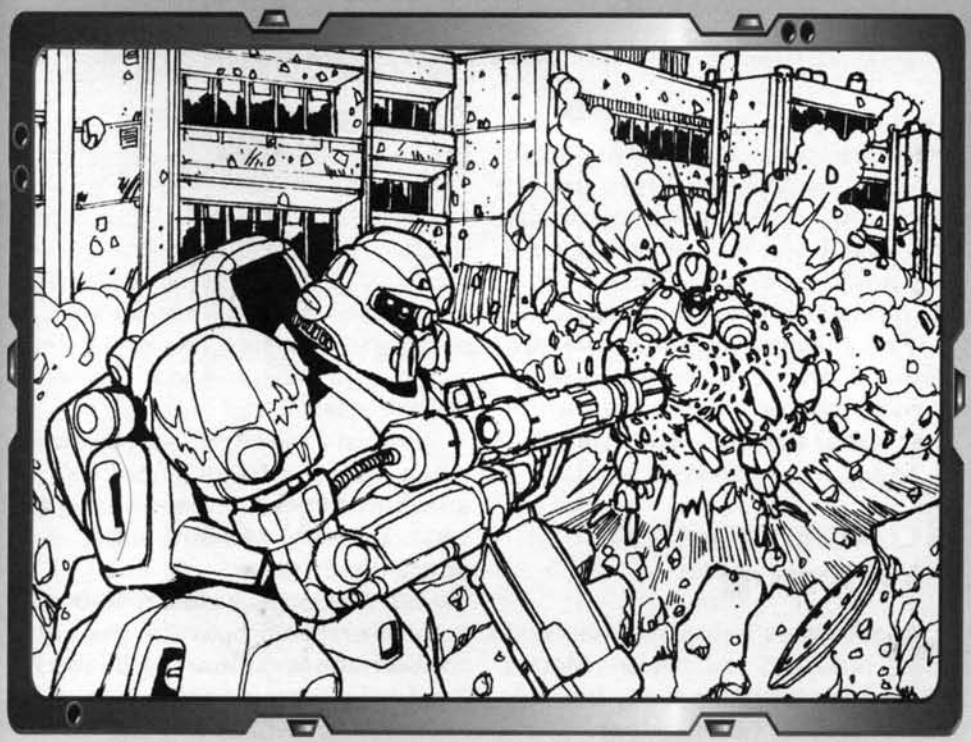
If your mecha explodes, and there are other units in the six hexes directly adjacent to the hex your mecha occupies, they are all engulfed in a 1D10 Kills explosion (for cool powerplants; hot powerplants do 2D10 within those 6 hexes and 1D10 to the 10 hexes outside those 6. This explosion works exactly like any area effect damage (see page 97).

Self Destruct

At any time during your turn you may decide to self-destruct your unit (a classically anime thing to do). If you do, at the END of your turn the suit goes up, and you must make an emergency ejection roll (or go up with it). The explosion destroys your entire unit, and causes the same explosion as a powerplant hit. If you're really lucky, the damage caused may cause a second powerplant explosion ... this time your opponent's!

Cockpit Hit

If a cockpit hit is indicated, the attack has hit the mecha exactly in the pilot com-



partment. **If the hit penetrates the armor of the servo the cockpit is in, it vaporizes the pilot, leaving the mecha whole but useless.** The only exception to this is a hit on a canopy-type cockpit. If such a cockpit is hit, the canopy offers only 2 Kills of armor (regardless of the servo's armor) protection to the pilot. This 2K rating is *only* used on a direct cockpit hit.

Yes, you *may* attempt a last minute ejection with a cockpit hit (see sidebar).

Falling Down

One major factor in flying mecha combat is falling. Falling occurs whenever you no longer have thrusters to keep your unit airborne (speeding over cliffs, being thrown and other such troubles also come to mind). All mecha fall at a rate of 8 hexes per Turn. To compute falling damage:

1) Check the weight of the mecha with the Ram Table (page 99). This is your base damage taken.

2) Add +1 Kill for every 2 hexes fallen. Apply total damage to the mecha's Torso servo.

3) Roll 1D10 to see how you land (1= upright, 2-6= on your back, 7-10= on your face). Your new facing will be the same as when you began your fall. Falling humans see page 114.

The G-Factor

Ever notice how mecha on many of your favorite TV shows seem to be made out of tin foil? Even a single attack often reduces an entire suit to molten slag. We like to call this the G-Factor (if you don't know what we are talking about, ask us at a con and we'll be happy to enlighten you). To best simulate this, we have included the optional "G-Factor" Quick Kill Rule. You may use this rule in your game or not, as you see fit.

When your mecha is on the receiving end of an attack that penetrates its armor, you must roll 1D10. If the result of this die roll is greater then the number of remaining Kills in the servo that was hit, that servo explodes and is destroyed.

"Yikes," you say, but fear not—you still have a chance to avoid this fate. If you wish, you may expend your **Luck Points** to lower the dice roll. However, you must say you are expending these points (but not how many) *before* the die roll is made. Once the result of the roll is known, you may then choose how many points you wish to spend. But if you said you were going to expend your Luck points, you must expend at least one.

EMERGENCY EJECTION

Whenever you need to escape from your mecha in a hurry, you're going to have to make an Emergency Ejection Roll first. This roll is made on the following chart, adding your Reflexes +1D10. All of the modifiers to the table are listed below:

REF+1D10	RESULT
1-5:	You are vaporized without knowing what hit you.
6:	You get to scream and feel some pain before you go (lucky you).
7:	You get to yell the name of a loved one, then die.
8:	You get a small flashback to the happiest moment of your (now) tragically short life.
9:	You get to make a short, heroic speech ... then explode.
10:	You have time for a long heroic speech and a flashback (while wondering where all of the cherry blossoms came from) before you die.
11:	You escape with serious wounds (1d6 wounds to all areas).
12:	You escape with minor wounds (1d6/2 wounds to all areas).
13+	You escape unharmed.

MODIFIERS TO THE CHART:

Cockpit in the Head	+2
Escape a Self-Destruct:	+4
Escape a Powerplant Hit . . .	-2
Escape a Cockpit Hit	-4
No Escape Pod or Eject. Seat	-6

DRIVING ROLL MODIFIERS

CONDITION	MODIFER
Base Difficulty	15+
Wet road	+2
Terrain obscured (smoke, snow, fog	+2
Very tight turn (bootlegger turn)	+2
Driver wounded	+2
Oil, ice, other slick surface	+3
Under attack	+3
Lost control previous Turn	+5
Performing a jump	+5
Hydroslick	+5

FAILED DRIVING ROLL RESULTS

D10	RESULT
1-3	Minor Skid: Vehicle stalls out; lose one Action.
4-5	Major Skid: Vehicle ends up stalled and one hex diagonal to the direction of travel; lose one Action, and treat any collision as a ram.
6-7	Spin: Roll 1D6 twice. Each number represents a hex side—first roll represents hex vehicle ends up in, second represents facing of vehicle. Lose one Action and treat any collisions as a ram.
8+	Roll Vehicle. Roll 1D6 twice. Each number represents a hex side—first roll represents hex vehicle ends up in, second represents facing of vehicle, which is now upside down. Take damage as if from a ram, lose one Action and treat any collisions as another ram.

ROADSTRIKER COMBAT △ ロードストライカーせんとう

Roadstrikers generally use the same combat rules as those used by Mektons—they are, in effect, only smaller versions of the big guys. However, certain special rules apply to Roadstrikers; smaller and quicker, they can get into situations no Mekton could ever do. On one hand, they can engage in high-speed Mechacar chases, but on the other hand, they can *really* suffer at the hands of a full-blown Mek!

ROADSTRIKER INITIATIVE

Roadstrikers being so small and quick, add +5 to their Mecha Reflexes for Initiative Rolls, but *only* when in combat with Mektons.

DRIVING ROLLS

While there are many mecha which could be described as "land vehicles" (including humanoid mecha skating on leg-mounted wheels, hovercraft and even tanks), the most common form of "driven" mecha is the transformable Roadstriker. Whether zipping around corners, skidding around obstacles and maneuvering inside buildings, the pilot of the careening mecha may be required to make a Driving/Piloting Roll.

All land vehicles must contend with Driving Rolls. The base difficulty any vehicle's driver must equal or beat in order to perform a Driving/Piloting Roll is 15. However, this roll is often modified by special conditions. Some of these conditions are listed in the sidebar on the left.

If a Driving Roll is failed, the driver will lose control. Take the amount by which the roll was failed and consult the table in the sidebar to the left.

For example: *Rocket Russel is taking his Mechabike around a tight (+2), icy (+3) turn. His total Driving Difficulty is 15 + 2 + 3 = 20. Missing his roll by 4 points, he goes into a major skid. Unfortunately, his skid places him smack into a brick wall.*

MEKTONS VS. ROADSTRIKERS

Sometimes (if you're *really* unlucky) combat occurs between Mektons and Roadstrikers. In such situations, woe be to the mini-mecha! There is only one advantage to being the smaller combatant in a Mekton-Roadstriker fight: you act faster.

Roadstrikers get +5 Initiative when facing Mektons, and +3 to attack Mektons (they're such big targets). **Similarly, Mektons suffer -3 to attack Roadstrikers**

But Mektons have a big advantage in the discrepancy between their armor ablation rates and those of mini-mecha: **Roadstriker armor ablates in 5-Hit increments, while Mekton armor ablates in 1-Kill increments.** This means that a Roadstriker must be able to do at least 25 Hits of damage to a Mekton if it wants to have any effect at all! **If less than 25 Hits are done to a Mekton, the damage is simply ignored.**

Even beyond the armor ablation gap between the two types of mecha, there is the fact that Roadstrikers are often of a comparable size to greater-scale melee weapons.

This means that the smaller mecha in an inter-scale battle can be actually be picked up and thrown for distance and accuracy!

Picking Up and Throwing Roadstrikers

In these cases, the lesser-scale mecha in question is treated like a thrown weapon for the purposes of the larger-scale mecha's target, doing damage equal to the smaller-scale mecha's base Ram Damage plus the melee Damage Bonus of the throwing mecha's Arm servo.

PITCHING DAMAGE:
(Roadstriker's base Ram Damage)
-plus-
(Mekton's Melee Damage Bonus, as based on Arm servo Class)

Both the target and the thrown mecha take this damage—ouch. For example: *Kanzaki's 3-ton Mechabike is snagged by a 55-ton Mekton. The Mek's Mediumweight Arm can throw the bike 2 hexes (normal throwing range is 4 hexes, -2 for the bike's weight), and he aims Kanzaki at a nearby Mechacar. Whammo! The Mechacar takes 20H (from the Ram Table), +5H for the 2 hexes the bike is thrown, +25H (that's +1K for the Mediumweight Arm); Kanzaki's bike takes the same damage (50H, or 2K), reducing it and him to paste. Oh well.*

Other Rules

You'll need these modified Ram, Knockback and Dismemberment Tables for ease of play; we thought we'd spare you the math!

ROADSTRIKER KNOCKBACK TABLE

HITS	EFFECT
5-15	No effect.
20-30	Roll Stun/Shock or lose 1 Action from force of attack.
35-40	Lose one Action from force of attack.
45-50	Knocked down, lose 1 Action.
55-60	Knocked down and back 10 meters, lose 1 Action.
65-70	Knocked down and back 10 meters, lose 2 Actions.
75+	Knocked down and back 20 meters and lose 2 Actions.

WEIGHT ADJUSTMENTS FOR DEFENDER:

0.1-1.9 tons:	Move down table 2 points (more knock-back).
2.0-3.9 tons:	Move down table 1 point (more knock-back).
4.0-6.9 tons:	Do not adjust table.
7.0-8.9 tons:	Move up table 1 point (less knockback).
9.0+ tons:	Move up table 2 points (less knockback).

ROADSTRIKER RAM TABLE

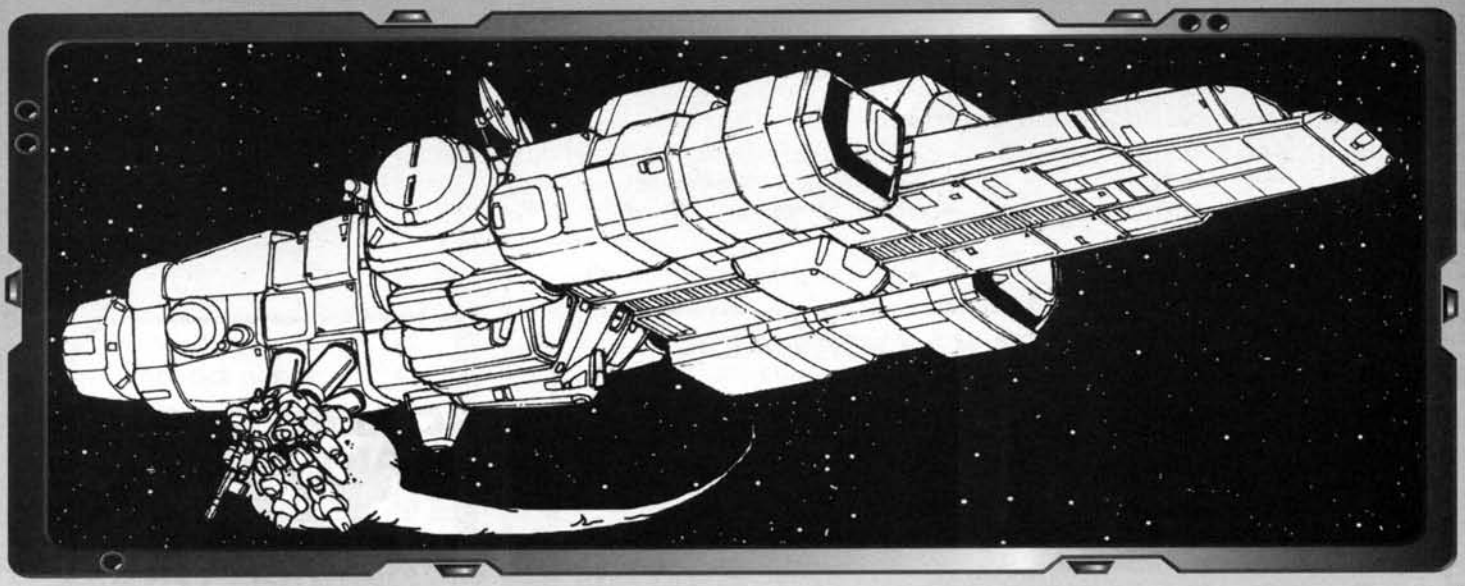
Rammer	Target Damage
0.1-2.9 tons	15 Hits
3.0-4.9 tons	20 Hits
5.0-6.9 tons	25 Hits
7.0-7.9 tons	30 Hits
8.0-8.9 tons	35 Hits
9.0-9.9 tons	40 Hits
10.0+ tons	45 Hits

Add +5H per 2 hexes traveled between rammer and target.

ROADSTRIKER DISMEMBERMENT TABLE

Attacker along top, defender down side.

	SL	LW	ST	MS	HS	MW	LH	MH	AH	SH	MGH
SL	5H	10H	15H	20H	25H	30H	35H	40H	45H	50H	55H
LW	0	5H	10H	15H	20H	25H	30H	35H	40H	45H	50H
ST	0	0	5H	10H	15H	20H	25H	30H	35H	40H	45H
MS	0	0	0	5H	10H	15H	20H	25H	30H	35H	40H
HS	0	0	0	0	5H	10H	15H	20H	25H	30H	35H
MW	0	0	0	0	0	5H	10H	15H	20H	25H	30H
LH	0	0	0	0	0	0	5H	10H	15H	20H	25H
MH	0	0	0	0	0	0	0	5H	10H	15H	20H
AH	0	0	0	0	0	0	0	0	5H	10H	15H
SH	0	0	0	0	0	0	0	0	0	5H	10H
MGH	0	0	0	0	0	0	0	0	0	0	5H



STARSHIP COMBAT △ うちゅうせんかんせんとう

While Mektons and Roadstrikers have a lot in common, Meks and Starships really don't. Mektons are definitely big, but Starships are decidedly huge; they also have crews numbering in the hundreds and weapons that can destroy cities. The following special rules apply to ships.

Ship Initiative

Ship combat proceeds as follows: First, any Mektons and other mecha involved in combat take their Turns in order of their Initiative (see page 88). **After all mecha have gone, the ships act.**

Ships roll their Initative with 1D10, and add the Crew Quality value.

For example: *A ship with an A crew rolls 1D10, and would add 16.*

Starship Actions

Unlike Mektons, ships have complements of crew to perform all of their functions, so they are not limited to a number of Actions in a turn. During its Turn, a ship may:

- **Move its full engine MA, and/or**
- **Launch mecha (up to 1/10th its total complement), and/or**
- **Fire any or all main weapons (CIDS weapons are used whenever a pesky Mekton gets too close).**

Ships do not suffer any penalty for taking extra Actions, since the ship is designed to do many things at once—why else have all those crew? However, a ship may fire any specific weapon only twice per Turn.

Ship Hits

If a Starship takes a hit, the Hull automatically takes the shot (since it's the only location anyway). If the Attack Roll beats the Defense Roll by 5 or more, in addition to the damage to the Hull, a Critical Hit has been scored. Roll on the Ship Hit Table.

Damage Results

- **WEAPON:** If a main weapon is hit, it takes the damage to its Kills. When the Kills of the weapon are at 0, the weapon is destroyed. In this instance, the Hull does not take the Kills—the weapon does. However, it does receive the armor protection of the Hull.

SHIP HIT LOCATION TABLE

1D10	SHIP LOCATION HIT
1-3	Weapon
4	CIDS
5-6	Sensor Array
7-8	Engines
9	Crew
10	Powerplant*

* If the referee determines that the ship is not "fragile", this hit result is re-rolled.

- **CIDS:** CIDS systems are difficult to destroy, as they are spread all over the Hull of the ship. Each time a CIDS system is hit, it loses 1 from its WA (the Hull's armor must be penetrated in order to do this). When the WA is reduced to -10, the system is totally destroyed.
- **SENSORS:** Each time the sensor array of a ship is hit, the ship loses 1 WA from all its main weapons (the targeting device is on the fritz). When WA is reduced to -10, the ship has lost all fire control. As usual, armor must be penetrated in order to do this.
- **ENGINES:** For each hit scored on the engines, the ship's MA is reduced by one. When MA is reduced to 0, the ship is dead in space. As always, armor must be overcome first.
- **CREW:** Each time the crew takes a hit, the skill rolls of that ship drop by one. If an A crew (with a 16 skill roll) is hit twice, that ship's roll is now 14.
- **POWERPLANT:** Roll 1D10 to check for explosion. If the roll is 1-5, the powerplant of the ship goes critical and explodes. On a roll of 6-10, the ship is safe. There is a -1 cumulative penalty for each time after the first that the powerplant is hit. Armor protects.

For example: *The second time the Powerplant is hit, it explodes on a roll of 1-6. the third time on 1-7, etc.*

MEKTON COMBAT SUMMARY

1 Move into Range

Checking the range of your weapons [pg. 92] to target, you first move into striking distance:

FIGHTER TURN RADIUS

Mecha Fighter MA	Hexes
8-16	1
17-24	2
25-32	3
33-40	4
41-48	5
49+	6

MOVEMENT COST MOD

TERRAIN TYPE	MA COST
Open (plains, pavement)	x1
Rough (woods, rocks, rubble)	x2
Restrictive (jungle, snow, water)	x3

DRIVING ROLLS

CONDITION	MODIFER
Base Difficulty	15+
Wet road	+2
Terrain obscured (smoke, snow. fog	+2
Very tight turn (like a bootlegger turn)	+2
Driver wounded	+2
Oil, ice, other slick surface	+3
Under attack	+3
Lost control previous Turn	+5
Performing a jump	+5
Hydroslick	+5

DRIVING ROLL FAILURES

ROLL RESULT

1-3 Minor Skid: Vehicle stalls out; lose one Action (see diagram).

4-5 Major Skid: Vehicle ends up stalled and one hex diagonal to the direction of travel (see illustration); lose one Action, and treat any collision as a ram.

6-7 Spin: Roll 1D6 twice. Each number represents a hex side—first roll represents hex vehicle ends up in, second represents facing of vehicle. Lose one Action and treat any collisions as a ram.

8+ Roll Vehicle: Roll 1D6 twice. Each number represents a hex side—first roll represents hex vehicle ends up in, second represents facing of vehicle, which is now upside down. Take damage as if from a ram, lose one Action and treat any collisions as another ram.

2 Make Your Attack

Make your attack, Modifying your Skill Rolls as you do:

ATTACK MODIFIERS

Condition	Mod
Beyond Combat Range	-4
Man vs Roadstriker	+3
Man vs Mekton	+6
Man vs Ship	+12
Roadstriker vs Man	-3
Roadstriker vs Mekton	+3
Roadstriker vs Ship	+9
Mekton vs Man	-6
Mekton vs Roadstriker	-3
Mekton vs Ship	+6
Ship vs Man	-12
Ship vs Roadstriker	-9
Ship vs Mekton	-6

CALLED SHOT MODS

Location	Penalty to Hit
Servo	-3
Weapon	-4
Thrusters	-4
Sensors	-5
Other*	-5

HAND-TO-HAND ATTACK TABLE

ATTACK (WA)	DAMAGE MEN	DAMAGE MECHA
• Punch, etc. WA: +0	1D2h+	1K+
• Chop WA: -2	Stun	(NA)
• Jab WA: -5	1D3h+	2K+
• Kick WA: +0	1D3h+	2K+
• Wheel Kick WA: -1	1D6h+	3K+
• Crescent Kick WA: -2	1D6+1h+	4K+
• Thrust Kick WA: -3	1D6+2h+	5K+
• Spin Kick WA: -4	1D6+3h+	6K+
• Bite WA: +1	1D3h+	4K+
• Throw WA: -1/10	* Special *	* Special *
• Slam WA: -2/10	1D3+	3K+
• Trip/Sweep WA: +1	* Special *	* Special *
• Grab WA: -1	* Special *	* Special *
• Pin WA: +0	* Special *	* Special *
• Bearhug WA: -1	* Special *	* Special *
• Dismember WA: -2	* Special *	* Special *

MA ATTACK PENALTIES

MA	Penalty to Attack
8-16	-0
17-24	-1
25-32	-2
33-40	-3
41-48	-4
49+	-5

THROWING, INDIRECT FIRE & AREA EFFECT

THROWING DISTANCE

WEIGHT (round up!)	MOD
1/4 Ton	+2 Hexes
1/2 Ton	+1 Hexes
1 Ton	+0 Hexes
2 Tons	-1 Hexes
4 Tons	-2 Hexes
8 Tons	-3 Hexes

INDIRECT FIRE TABLE

DISTANCE	RANGE	DIFF
1-2 Hexes	Point-Blank	10
3-4 Hexes	Close	15
5-8 Hexes	Medium	20
9-16 Hexes	Long	25
17-32+ Hexes	Extreme	30

Modifiers to Difficulty:

- Enemy is not in sight, but is in view of an ally (i.e. a spotter): +5
- Enemy is entirely hidden from view (such as behind cover): +10

3 See Where You Hit

The next step in the combat process, here you will use a random 1D10 roll to determine the location of any successful attack that was not an aimed shot

MECHA RANDOM HIT CHART

1D10	RESULT
1	Head
2-3	Torso
4	Pod (Torso if no pod)
5-6	Right Side Limb
7-8	Left Side Limb
9	Other (Wing, Tail, etc.)
10	Roll on **Special** Chart

HUMAN RANDOM HITS

1D10	RESULT
1	Head
2-4	Torso
5	Right Arm
6	Left Arm
7-8	Right Leg
9-10	Left Leg

SPECIAL HIT CHART

1-2 Weapon (chosen randomly, gets armor protection).

3 Sensors (get armor protection).

4 Flight System (gets armor protection).

5 Shield Mount (no armor protection; Shield is severed).

6 Other (random subassemblies). Servo location of subassembly takes 1/2 damage.

7 Cockpit (gets armor protection, see page 59 for Open vs. Closed). Remaining damage goes to pilot.

8-9 **Cinematic** Damage (roll on next chart)

10 Powerplant (gets armor protection). 1/2 damage goes to Torso.

CINEMATIC HIT CHART

1 Hydraulics hit. Random limb takes 1/2 damage and ceases to function.

2 Blunt Hit. Mek suffers double damage for purposes of determining Knockback, takes 1/2 damage to Torso.

3 Sensor Overload. Sensors suffer malfunction, and suit is blinded for 1d6 turns (housing servo takes 1/2 damage).

4 Flight system cuts out for 1d6 turns (1/2 damage to Torso).

5 Thruster malfunction. Next Turn all you can do is move your full flight MA forward, and hope there is nothing in the way (Torso takes 1/2 damage).

6 Ammo Explosion. If the mecha has missiles or projectile weapons stored *inside* a servo, they go up in a fireball, destroying the servo from the inside (roll servo randomly).

7 Random weapon malfunctions for 1D6 Turns, during which time it is useless (servo housing weapon takes 1/2 damage).

8 Control Jam. All actions are at -2 until repaired (Basic repair roll vs. 15; Torso takes 1/2 damage).

9 Systems shutdown. Mecha useless for next turn (1/2 damage to Torso).

10 Powerplant Overload. Fuses blow and mecha shuts down for remainder of battle (Torso takes 1/2 damage).

4 Check Damage

Based on the damage of your weapon or attack, determine how many points have been lost from where you hit.

MEKTON WEAPON DAMAGE TABLE

Energy Weapons

Lt.Beam Gun	1K
Med. Beam Gun	3K
Hvy. Beam Gun	6K
Beam Cannon	4K
Hvy. Beam Cannon	8K
Nova Cannon	15K
Pulse Cannon	4K
Beam Sweeper	2K

Projectiles

Lt. Cannon	3K
Med . Cannon	6K
Hvy. Cannon	9K
Giant Cannon	12K
Autocannon	2K
Hvy. Autocannon	6K
Epoxy Gun	grapples

Rockets/Missiles

Rocket Pod	2K
Rocket Launcher	4K
Missile Pod	6K
Hvy. Missile	12K

Melee Weapons

Sword	5K
Axe	6K
Mace	8K
Drill	4K/AP
Saw	6K/AP
Shock-Whip	2K/shock

Energy melee weapons

Energy Sword	6K
Energy Axe	7K
Energy Lance	8K
Nova Sword	15K

Shields

Small Shield	SP6
Med. Shield	SP9
Large Shield	SP12

MEKTON & ROADSTRIKER DISMEMBERMENT TABLE

Attacker along top, Defender down side.

	SL	LW	ST	MS	HS	MW	LH	MH	AH	SH	MGH
SL	1K/5H	2K/10H	3K/15H	4K/20H	5K/25H	6K/30H	7K/35H	8K/40H	9K/45H	10K/50H	11K/55H
LW	0	1K/5H	2K/10H	3K/15H	4K/20H	5K/25H	6K/30H	7K/35H	8K/40H	9K/45H	10K/50H
ST	0	0	1K/5H	2K/10H	3K/15H	4K/20H	5K/25H	6K/30H	7K/35H	8K/40H	9K/45H
MS	0	0	0	1K/5H	2K/10H	3K/15H	4K/20H	5K/25H	6K/30H	7K/35H	8K/40H
HS	0	0	0	0	1K/5H	2K/10H	3K/15H	4K/20H	5K/25H	6K/30H	7K/35H
MW	0	0	0	0	0	1K/5H	2K/10H	3K/15H	4K/20H	5K/25H	6K/30H
LH	0	0	0	0	0	0	1K/5H	2K/10H	3K/15H	4K/20H	5K/25H
MH	0	0	0	0	0	0	0	1K/5H	2K/10H	3K/15H	4K/20H
AH	0	0	0	0	0	0	0	0	1K/5H	2K/10H	3K/15H
SH	0	0	0	0	0	0	0	0	0	1K/5H	2K/10H
MGH	0	0	0	0	0	0	0	0	0	0	1K/5H

Damage Check Continued

AREA EFFECT DAMAGE

KILLS:	Damage to Locations: 1	2	3	4
1	1	-	-	-
2	2	-	-	-
3	3	-	-	-
4	4	-	-	-
5	5	-	-	-
6	5	1	-	-
7	5	2	-	-
8	5	3	-	-
9	5	4	-	-
10	5	5	-	-
11	5	5	1	-
12	5	5	2	-
13	5	5	3	-
14	5	5	4	-
15	5	5	5	-
16	5	5	5	1
17	5	5	5	2
18	5	5	5	3
19	5	5	5	4
20	5	5	5	5

MEKTON RAMS

Rammer	Target Damage
01-29 tons	3K
30-49 tons	4K
50-69 tons	5K
70-79 tons	6K
80-89 tons	7K
90-99 tons	8K
100+ tons	9K

Add +1K per 2 hexes traveled between rammer and target.

ROADSTRIKER RAMMING TABLE

Rammer	Target Damage
0.1-2.9 tons	15 Hits
3.0-4.9 tons	20 Hits
5.0-6.9 tons	25 Hits
7.0-7.9 tons	30 Hits
8.0-8.9 tons	35 Hits
9.0-9.9 tons	40 Hits
10.0+ tons	45 Hits

Add +5H per 2 hexes traveled between rammer and target.

5 Check Special Effects & Other Factors

Lastly, check for Knockback, Ejection Rolls and other Special Effects.

MECHA KNOCKBACK

KILLS	EFFECT
1-3	No effect.
4-6	Roll Stun/Shock or lose 1 Action from force of attack.
7-8	Lose one Action from force of attack.
9-10	Knocked down, lose 1 Action.
11-12	Knocked down and back 1 hex, lose 1 Action.
13-14	Knocked down and back 1 hex, lose 2 Actions.
15+	Knocked down and back 2 hexes and lose 2 Actions.

WEIGHT ADJUSTMENTS FOR DEFENDER

1-19 tons: Move down table 2 points (more knockback).
20-39 tons: Move down table 1 point (more knockback).
40-69 tons: Do not adjust table.
70-89 tons: Move up table 1 point (less knockback).
90+ tons: Move up table 2 points (less knockback).

HUMAN KNOCKBACK

HITS	EFFECT
1-2	None.
3-4	Stagger on feet. No game effect.
5-6	Knocked back 1 hex.
7-8	Knocked back 2 hexes.
9	Knocked back 3 hexes, lose 1 Action.
10	Knocked back 4 hexes. Make Stun/Shock roll or fall unconscious. Lose all Actions for next Turn.

BODY TYPE ADJUSTMENTS FOR DEFENDER:

BOD 2:	Down 2 levels
BOD 3-4:	Down 1 Level
BOD 5-7:	No change
BOD 8-9:	Up 1 Level
BOD 10:	Up 2 Levels

ROADSTRIKER KNOCKBACK

HITS	EFFECT
5-15	No effect.
20-30	Roll Stun/Shock or lose 1 Action from force of attack.
35-40	Lose one Action from force of attack.
45-50	Knocked down, lose 1 Action.
55-60	Knocked down and back 10 meters, lose 1 Action.
65-70	Knocked down and back 10 meters, lose 2 Actions.
75+	Knocked down and back 20 meters and lose 2 Actions.

WEIGHT ADJUSTMENTS FOR DEFENDER:

0.1-1.9 tons: Move down table 2 points (more knockback).
2.0-3.9 tons: Move down table 1 point (more knockback).
4.0-6.9 tons: Do not adjust table.
7.0-8.9 tons: Move up table 1 point (less knockback)
9.0+ tons: Move up table 2 points (less knockback).

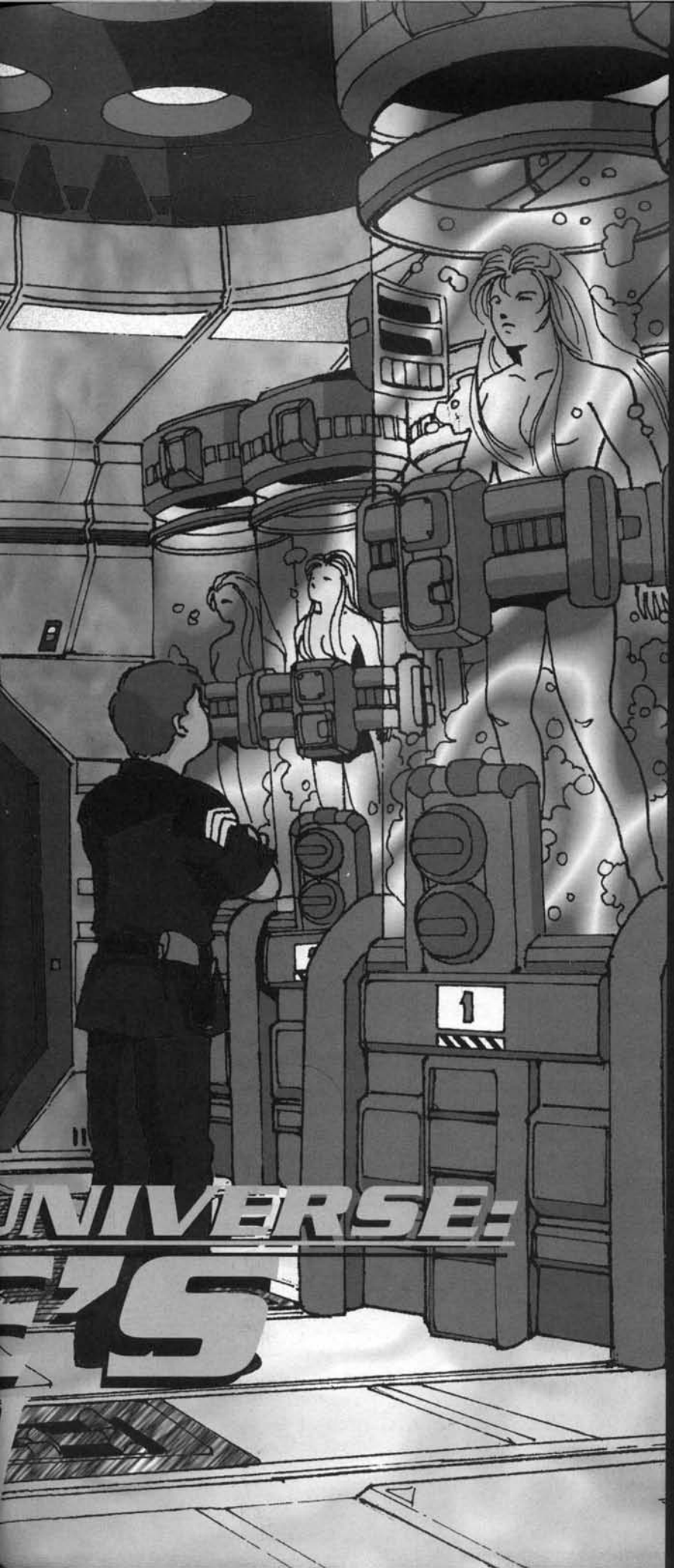
EMERGENCY EJECTION

REF+1D10	RESULT
1-6:	You are vaporized without knowing what hit you.
7:	You get to scream and feel some pain before you go (lucky you).
8:	You get to yell the name of a loved one, then die.
9:	You get a small flashback to the happiest moment of your (now) tragically short life.
10:	You get to make a short, heroic speech ... then explode.
11:	You have time for a long heroic speech and a flashback (while wondering where all of the cherry blossoms came from) before you die.
12:	You escape with serious wounds (1d6 to all areas).
13:	You escape with minor wounds (1d6/2 to all areas).
14+	You escape unharmed.

MODIFIERS TO THE CHART:

Cockpit in the Head:	+2
Escape a Self-Destruct:	+4
Escape a Powerplant Hit:	-2
Escape a Cockpit Hit:	-4
No Escape Pod/Eject Seat:	-6

MASTERS OF THE
REFERRE
SECTION



If this goes sour, a lot of people are going to die. You're probably going to be the first. Your best friends will be next.

"I want to make it clear," you say as you face the pirate leader over the tabletop. "You can go in with us, but *we* pick the drop zone. A clean strike; no looting, no civilian targets. Just the League's payoff. Agreed?"

Her eyes glitter in reflected light from the obsidian surface between you. Carved from a single slab of asteroidal glass, there's a holo-map buried a centimeter below the polished surface. One perfectly manicured finger stabs out stars suspended in the matrix. "Caladan. Veelix. Avalon. The richest worlds in the Nebula. Why should we refrain from doing as we will, Captain Fenris?"

"Because it's my play," you reply, your voice as smooth and as hard as the black glass. "Because I have the ships and the mecha. And because," and you lean over the table, covering the disputed systems with your hand, "you don't ever—*ever*, want to mess with me. Understand?"

Your gazes lock. Hers breaks first. "Understood," she grates out. But you can still sense the rebellion under her agreement. It's just a matter of time, you think. You've saved the colonists for now. But payback is just around the corner.

△△△

Across the table are the toughest opponents you'll ever face. Your players. What you need now is an extra edge that will allow you to win without making them your enemies.

And that's what the REFEREE'S SECTION is all about.

While most Mekton game mechanics can be dealt with in the previous sections on combat and skills, this section covers rules specific to Referees: How to judge character advancement in skills, medical care and healing of damaged characters, how to fit the rules to the style of game you want to run.

MEKTON MEDICAL △ メクトンのメジカル

No matter how lucky your players are, or how well they plan, eventually they are going to get hurt. And at such times you are going to need to know how long it is going to take for the medics (or the characters themselves) to put the things back together again.

How Hurt is Hurt?

For some people (the more squeamish among us) it's enough to know that a character has taken "4 Hits to his Torso and 2 Hits to his Head." But for your players who really want graphic descriptions of the violence rendered unto them, we have created the *Realistic Damage Table* (next page); a simple way to determine just what happened to the character, and what the game effects of that damage are.

So They Didn't Get Shot ...

But maybe they fell 50 meters, or dropped a hair dryer into the tub while they were bathing... or maybe they were hit by a car going 120kph. These types of injuries are known as *Non-Combat Injuries* and have their own tables (see next page) for determining damage.

NOTE: For every five points the character beats 10 by on an Athletics roll, he may shift the chart 1 Level downwards.

Example: *Jeff will be hit by a car that has traveled 20 meters this turn. Knowing that Jeff is going to die, the Referee (kind soul that he is) allows Jeff to make an Athletics Roll. Jeff lucks out, and gets a total of 25. That shifts the damage down to 8, which breaks Jeff's Leg (but doesn't kill him.)*

Stun & Shock

As any paramedic will tell you, combating the side effects of pain and blood loss is half the battle in keeping a patient alive. **Whenever a character gets down to half his remaining hits in a single location he must roll 1D10 equal to or lower than his Stun/Shock number to remain awake and moving.** This roll will also be called for when under attack by any means designed to make a character fall unconscious, and may be required on any of the other damage charts.

Note: If you must make two Stun/Shock Rolls for a single attack (say an attack that instantly reduces your head to 0; you must roll one for losing half your Hits, and one for your Head drooping to below 1 Hit) the Stun/Shock Roll is at 1/2 normal. So a Stun/Shock of 6 is automatically reduced to 3.

RECOVERY

Natural Healing

Natural healing is just that—healing without the aid of medical attention. It's not the easiest way to heal; in fact, some people will actually lose Hits without medical attention, based on Body Type. To determine how many Hits characters can recover **PER DAY**, cross reference that character's Body Type on the *Natural Recovery Table* (see next page) with the type and location of injury.

Medical Aid

Natural healing may be all right for some people, but when your planet's being invaded by giant aliens, you don't have time to heal slowly. Also, your character may be the sort who gets *worse* without medical attention ...

To perform basic first aid (bandaging wounds up to 5 points) you need only a First Aid skill. However, to treat more severe wounds (in the 5-10 Hit range) you must have at least a +1 Medical skill. All other medical operations are rolled as a function of the severity of the injury against your Medical skill.

Example: *Nick must remove a large piece of steel from a fallen comrade's gut. The Referee decides the operation is a Difficulty 15 (it would likely be a 10 if Nick had proper tools). His Medical skill is 4, and his relevant stat is 8. He rolls a 4, and barely succeeds with an 18. The operation will leave a nasty scar, but the pilot will live.*

The successful use of Medical skill automatically brings the patient's natural recovery rate (that is, points healed per day) up to the level listed in the *Medical Attention Table,* next page.

Prosthetics

In mid-range Tech Levels, one has the option of replacing a destroyed limb with an artificial one. However, these are not the advanced limbs of a cyberpunk future; these are simple fake arms of wood and metal (at Tech Levels 1 thru 4) or of plastic and muscle fibers (at Tech Levels 5 thru 6). These limbs work all right, but don't mount guns, knives and other garbage. (Shameless plug: If you really want this kind of hardware, check out our other popular game, *Cyberpunk®*. It does the full metal body thing better than any other game around). However, prosthetics are a viable option for those who lose a limb in combat and don't want to spend the rest of their lives moving on crutches.

Regeneration Tanks

In games with a very high Tech Level (TL 7+), regeneration of lost limbs is possible. Regeneration tanks are large vats that use a process similar to cloning to regrow lost limbs, organs, etc. In the highest of technologies these tanks can even be used to make a clone of a deceased character, and age that clone up to a point where it can be a viable PC in a matter of weeks. This process assumes that a recording has been made of the character's mind which is downloaded into the clone body upon maturation. Regeneration tanks and cloning abilities are left entirely up to the Referee. He can use them or not as he desires. For time to create a clone, or to repair catastrophic damage, see the *Regeneration/Clone* chart on the next page.

REFEREE MEDICAL/DAMAGE TABLES

REALISTIC DAMAGE TABLE

HEAD DAMAGE:

1 Hit Remaining: Severe scalp wound. Blood is flowing everywhere, including into your eyes. -1 to all actions.

0 Hits: Skull cracked from major concussion. You pass out from shock and blood loss.

-1 Hits: Skull crushed and victim will be brain dead if medical attention is not instantly received. A medical roll @10 is needed to keep the character alive.

-2 Hits: Skull and face totally destroyed. "He's pulp, Jim."

TORSO DAMAGE:

1 Hit Remaining: Blood is everywhere, and you are at -1 to all actions from pain.

0 Hits: Your internal organs have been punctured and are severely damaged. -2 to all actions, and make a Stun/Shock Roll every turn to remain conscious.

-2 Hits: Severe internal damage causes painful death.

LIMB DAMAGE :

1 Hit Remaining: Blood covers the limb, and severe muscle/tendon damage reduces either lifting (if Arm) or MA (if Leg) to 1/2 normal.

0 Hits: Limb is broken and useless. All actions are at -1 from the pain.

-1 Hits: Limb suffers multiple breaks and muscle damage. It's useless and all actions are at -3.

-5 Hits: The limb is blown clean off. All that's left is a bloody stump. Character must make Stun/Shock Roll every turn to remain conscious; all actions are at -5.

SHOCK OR BURN

Determine the severity of the shock or burn (Referee's discretion) and consult the chart below.

Tiny: No effect
Small: Lose 1 Action from shock.
Minor: Take 1 Hit to all areas, loose 1 Action.
Major: Take 2 Hits to all location, lose next Turn.
Major: Take 3 Hits to all locations, roll Stun/Shock to remain awake.
Critical: Take 4 Hits to all locations, roll Stun/Shock at -2 to remain awake.

BODY TYPE MODIFIERS: The above chart can be modified by the character's *Body Type:*

2 . . . . . .Move up two level
3-4 . . . . . .Move up one level
5-7 . . . . . .Do not move
8-9 . . . . . .Move down 1 level
10 . . . . . .Move down 2 levels

NATURAL RECOVERY TABLE

INJURY TYPE	BODY TYPE: 2	3-4	5-7	8-9	10
Internal	-2	-1	0	0.5	1
Broken Bones	-2	-1	0	0.5	1
Mangled Limbs	-2	-1	0	0	0
Burns	-1	0	1	2	3
Wounds	-1	0	1	2	2
Bruises	-1	0	2	3	4

FALL OR COLLISION

"Meters" is the distance (in human-scale) that a person falls, *or* the distance an object travels (in a single Turn) to hit the character.

1-3 Meters: The character rolls with the fall/impact. No effect.

4-6 Meters: Wind knocked out of you. Lose 1 Action.

7-9 Meters: Break Arm (1-5 Right, 6-10 Left).

10-12 Meters: Break Leg (1-5 Right, 6-10 Left).

13-15 Meters: Break Ribs (Torso reduced to 1 Hit) and crack skull (Head reduced to 0.)

16-18 Meters: Break Back (Torso reduced to 0 Hits) and suffer Head injuries (Head at 0 Hits.).

19+ : The impact reduces the body to pulp. Character dead.

BODY TYPE MODIFIERS: The above chart can be modified by the character's *Body Type:*

2 . . . . . .Move up two level
3-4 . . . . . .Move up one level
5-7 . . . . . .Do not move
8-9 . . . . . .Move down 1 level
10 . . . . . .Move down 2 levels

REGENERATION/CLONE CHART

INJURY TYPE	BODY TYPE 2	3-4	5-7	8-9	10
Internal Injuries	3D	2D	1D	12H	6H
Broken Bones	2D	1D	12H	6H	3H
Mangled Limbs	3W	2W	1W	4D	2D
Burns, Wounds, Bruises	1D	12H	6H	3H	1H
Missing Eye, Fingers	6D	4D	2D	1D	12H
Missing Hand, Foot	12D	8D	4D	2D	1D
Missing Leg, Arm	3W	2W	1W	4D	2D
Entire Clone	6M	5M	4M	2M	1M

H: 1 Hour • D: 1 Day (24 hours) • W: 1 Week (7 Days) • M: 1 Month (4 Weeks)

MEDICAL ATTENTION TABLE

INJURY TYPE	BODY TYPE: 2	3-4	5-7	8-9	10
Internal	1	1	2	3	3
Broken Bones	0.5	0.5	1	2	2
Mangled Limbs	0	0	0	0	0.1
Burns	2	2	3	4	4
Wounds	2	2	3	4	4
Bruises	3	4	6	7	8

EXPERIENCE △ エキスペリエンス

As characters adventure from game to game, they are going to want to improve their skills (or add new ones). Players can improve their skills by earning IP (or Improvement Points, the Mekton version of "experience points"). These IP allow a character to improve his skills.

IP works this way: The character picks a skill he wants to improve in, say *Handgun*. He then multiplies his *current* level by 10 (say a current Skill of 5, that makes 50). This is the number of IP needed to advance to the next level (in this case, 6) The exception to this rule is that first and second level in a Skill cost the same to Advance. For simplicity's sake, we have included a chart below for your reference.

IP ADVANCEMENT CHART

FROM	TO	IP NEEDED
0	1	10
1	2	10
2	3	20
3	4	30
4	5	40
5	6	50
6	7	60
7	8	70
8	9	80
9	10	90
10	11	*200*
11	*12*	*220*
12	*13*	*240*
13	*14*	*260*
14	*15*	*280*

Characters *may* advance beyond 10 points in a skill, but this may only happen through Direct Experience (see below.) However, it costs double IP to advance.

ROOKIES VS. PROFESSIONALS

The following system best emulates the style of anime, but may seem a tad unfair to certain players; it's best used with a cooperative group of players who aren't always one-upping each other with the "my character is toughest" argument. It is simply this: **all Rookie PCs gain double IP for all direct experience.** The logic is simple: in anime, if a character starts out tough, he doesn't get too much tougher, while the punk kid shoots up in skill and experience. This is the point where picking a template character (and not an experienced one) pays off.

There are three ways to collect Improvement Points: *Study and Practice, Being Taught* and *Direct Experience.* In all three cases, the amount of improvement is determined by the Referee.

Study and Practice

In its simplest form, the character gets a "how to" book and begins practicing. Study is pretty tough—there is no hint as to where to begin, and no one to correct mistakes. The biggest limit to this type of learning is that a character can only improve his skill to a *maximum* level of 2.

Example: *When first entering orbit, Nick was unable to handle maneuvering in Zero G. Too proud to take the "official" class, he spent his off-hours on the flight deck of the* Endeavor *working on his acrobatics. The Referee decides that the practice is worth 5 IP a week. After two weeks of work he has a 1 in the skill, and after a month, he has 2. Any practice after this point is useless, he has taught himself all he can.*

Depending on the subject and the amount of practice, the Referee should grant 1-5 IP per week of practice. Specifics are left up to the Referee's judgment.

Being Taught

Finding a teacher is far superior to self-teaching or book learning. The teacher must have a higher skill than the student, and must have the time to teach (again decided by the Referee.) But even the most knowledgeable of instructors may not be able to transfer that knowledge without a proper *Teaching* skill. **The teacher must average his Teaching skill with the skill being taught. The resulting number is the level the skill can be taught to.**

So a person with a Computer skill of 8 and a Teaching skill of 4 could teach a student Computer skill to a level of 6. Note: If the skill being taught is lower than the teaching skill, the skill may not be taught at a higher level than the teacher possesses, no matter the average of the two skills.

Example: *While Nick was "too cool" to go to class, Rachelle, Nick and Bernard attended the orientation classes. The teacher was Felina Goment (with a Teaching of 10 and a Zero G skill of 8). Felina is capable of teaching Zero G maneuvering up to a level of 8. The Referee decides that the exercise program nets its students 10 IP a week. So after a month her students have earned 40 IP, enough to earn them +3. If they stick with the class, over time this can go much higher.*

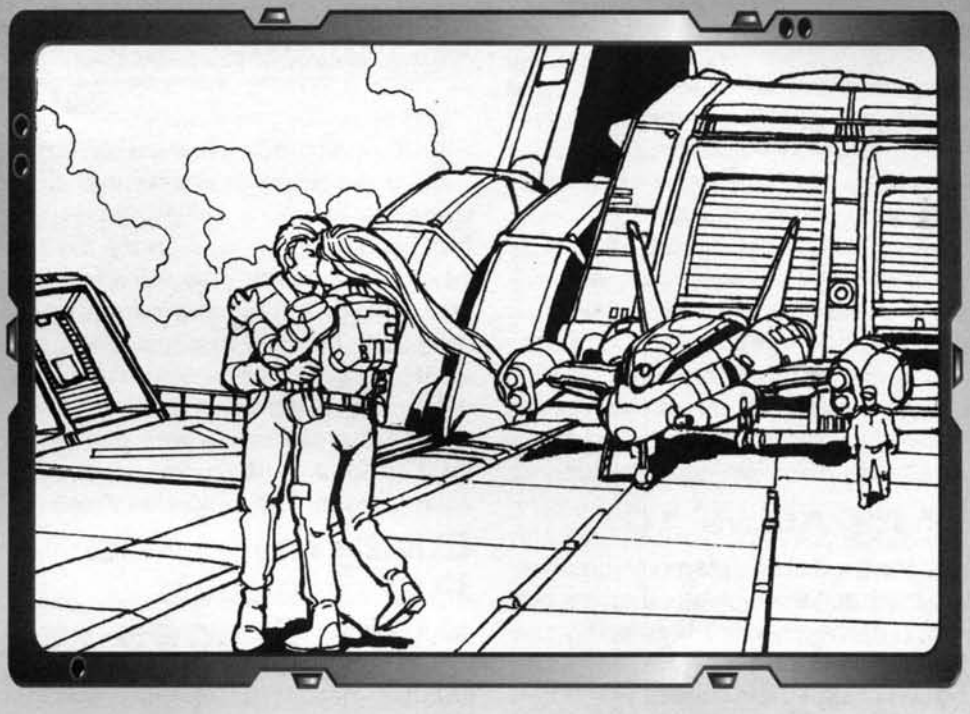
It is recommended that the Referee award 1 to 10 IP a week, depending on the skill and circumstances.

IP AWARDS TABLE

IP	REASON
1	(Particular Skill) used this skill often during the game.
2	(Particular) used often, with good results.
3	(General) finished adventure alive and kicking.
4	(Particular) Skill was used with exceptional results (defusing a bomb that threatened all PCs' lives, etc.)
5	(Particular) clever use of Skill, with heavy roleplaying (A planned-out break in, instead of a Stealth roll, etc).
6	(General) Finished adventure and role-played well.
7	(Particular) use of this skill saved the character's life.
8	(Particular) use of this skill saves the characters' lives.
9	(Particular) did something really incredible with this skill.
10	(General) player didn't have to use skill at all, but role-played instead of using dice.
11+	Referee award for individual merit.

Direct Experience

Still the best teacher (everyone says so, right?). Whenever you do something well, the Referee rewards you with some IP right on the spot. This can be for performing a skill well, or just a good idea and some bright roleplaying. Some IP will be very specific (i.e., doing a fantastic flying stunt, a player will likely get IP directly related to her skill) or general (after finishing a particularly difficult game, the Referee can reward his players with "general" IP that can be divided up among skills as the PCs desire). Use the *IP Awards Table* on the previous page for some example IP awards.



REPUTATION

Another colorful rule to use in a true anime-style game is Reputation. If your character does something long enough, and what he does is memorable enough, eventually he will acquire a "rep." This could be something good (like being a great pilot with nerves of steel) or something very bad (like being a dork who always fouls up the mission objectives). This is a great way for the Referee to help his players fit into the world better.

Reputation should be treated like a skill. It's given a name on a character's record sheet much as a skill by the Referee (i.e., *This Guy Has a Terrible Temper*) and increased like one as well, granting Reputation Points (RP) at the Ref's discretion using the *Reputation Chart*.

"What's so bad about that?" you wonder. Here's the catch. Every time your character meets someone either new or who is not a regular acquaintance, you must make a roll on 1D10 to see if he knows of your various Reputations. If the roll is equal or less than your current Rep, the person knows all about you and will react accordingly. Which means if you have a planetwide rep for being a drooling, lecherous figher jock, you can forget about asking that new female Ops officer out for lunch.

Example: *Nick is a hot-shot pilot, with a temper to match. Word has spread around the fleet, and no mecha squad really wants him on their wing. The Referee decides that Nick has the Reputation of "Unreliable Hot Shot" +1. Any person Nick meets must roll 1D10. If the roll is equal to or less then this number (in the case of Nick, a 1) they instantly remember him as the "Hot Shot" and react accordingly. If Nick does nothing to counteract this rumor, his Rep will rise until no one wants to fly with him.*

The good news: Reputation has a way of evaporating as people's memories fade. For each game month you manage not to add any RP to a specific Reputation, the Rep's level drops by one; keep your hands out of other people's clothing and your Rep as *hentai* (perverted) will eventually fade from recollection. The bad news: Unless you keep doing new things to keep the legend going, your Rep as a major league mechajock will also fade. Sort of like real life, right?

REPUTATION CHART

RP	REASON
1	Anyone who was there at the time knows.
2	Story gets around to immediate friends.
3	All your co-workers and other acquaintances hear about it.
4	Story is all over your local area.
5	Your name gets recognized beyond your local area.
6	Your latest exploit is known beyond the local area.
7	A news story has been written about you.
8	Your latest exploits makes the headlines.
9	Your latest exploits make TV.
10	Your story is (in)famous worldwide.

ANIME ABILITIES Δ
アニメ アビリティー

Ever notice just how *mobile* anime characters are? Ninja leaping across the landscape, mecha pilots jumping into their cockpits (sometimes over a dozen meters off the ground!) These rules allow you to incorporate that unrealistic (but very anime) action into your campaign.

Anime Leaps

Anime Leaps are exactly the same as normal jumps, but their distance is greater: **Characters can Anime Leap as many meters 2x their MA Stat.** You can use Anime Leaps in one of two ways:

1) As 0G: Simply use the Anime Leap rules instead of normal jumps when your characters are in space or low gravity.

2) As full anime action: Replace the jump rules with Anime Leaps altogether. This is a good choice if you have ninja in your game (ninja love this stuff!).

GAME NOTE: Aside from the larger leaps, the Anime leap has one other effect: You may make such a Leap at any time during your movement, and you do not have to expend an Action (i.e., sacrifice 1/2 of your running MA) to do it! However, you may only Leap once per Turn.

Example: *Jeff is running away from several KAVAAK goons, and must leap a 5-meter gap between rooftops. He has an MA of 8. He runs 12 meters, leaps the chasm (with 3 meters to spare), lands on the other rooftop and sprints his remaining 12 meters (Referees might want to require an Athletics skill roll under such conditions).*

Stats Above 10?

Mekton Z allows players to occasionally reach stat levels greater than the normal 1-10 range, which is especially useful if your campaign involves aliens (see below) or superheroic types. Here's how to deal with these high-powered characters in gameplay: Reflexes, Cool, Emp, Tech and Luck simply add to your skill rolls. Body Type increases your Hits in each location. Education and Intelligence add to the number of skill points you have available. MA increases your movement (duh!). See the corresponding tables below for aid in handling stat values greater than ten.

>10 STAT TABLES

HIT POINTS

BODY LOCATION	BODY TYPE 11-12	13-14	15-17	18-19	20
Head	9H	10H	12H	25H (1K)	50H (2K)
Torso	18H	21H	24H (1K)	50H (2K)	100H (5K)
Limbs	13H	15H	18H	34H (1.5K)	67H (3K)

SECONDARY BOD STATS

BOD	STUN	LIFT	THROW	DAM	EV
11-12	9	185	45m	+3	13
13-14	10	250	66m	+1D6	17
15-17	11	500	100m	+2D6	33
18-19	12	1,000 (1t)	150m	+4D6	67
20	13	5,000 (5t)	225m	+8D6	333

MOVEMENT ALLOWANCE

STAT	RUN	JUMP	ANIME LEAP
11-12	36m	3m	12m
13-14	42m	3.5m	14m
15-17	48m	4m	16m
18-19	55m	4.5m	28m
20	60m	5m	20m

SKILL POINTS (INT & EDU)

TOTAL	SKILL POINTS
21-25	35
26-30	40
31-35	45
36-40	50

ALIENS △ せいじん

The anime genre has a very peculiar attitude toward aliens—there usually *aren't* any. Sure there are plenty of "alien" life-forms, but most of them are pretty human when you get right down to it (see the end of page 119 for more on this subject). But this doesn't mean that all aliens are going to be able to be built using the standard rules for player character creation. So we have created this loose system for generating alien races for use in *Mekton Zeta*.

Creating and Refereeing Alien Races

As you may have noticed from the chapter head, these rules are for Referee use, and any alien race designed with these rules is subject to Referee approval—in fact we recommend that the Referee design all alien races in his campaign, following the balance suggestions below.

Building an Alien

The first thing that you need to consider when designing an alien race is: **Will I allow PCs of this race into my game?**

The answer to this question will give you a very important guideline to building your aliens—it will tell you how much you are going to have to worry about play balance of the race. If the race is designed for total NPC purposes it can be as powerful as you wish (for example, the old "superpowerful Greek god" aliens from *Star Trek*) but if you want it to be played by characters, you are going to want a more balanced world view (something like the Klingons or Vulcans). We are assuming that you are going to be designing the PC-type alien for the majority of this system; the "godly" aliens will be covered a little later.

Advantages and Disadvantages

There are two things that set aliens apart from "humans" (that is, the PC's as created on pages 18-39): **Advantages** and **Disadvantages.** There are three levels of each: Minor, Important, and Major. In *Mekton Zeta* we assume that the human norm is middle of the road, and any Advantage an alien possesses will make it "better" than human, and any Disadvantage will make it in some way weaker than a human.

The rules for Advantages and Disadvantages are simple. **For every level of Advantage your alien has (Minor, Important, Major) you need a corresponding Disadvantage.** For these purposes the levels can add together. So an Alien with an Important advantage could balance it with 2 Minor Disadvantages. Below is a small list of possible Advantages and Disadvantages. The Referee should feel free to add whatever powers he feels are appropriate to his campaign.

We have left the powers purposely vague. The Referee should decide how they best fit into his world.

DANGER NOTE: ***This is not a min-max system!!!*** **This is a "concept" alien build system, and should be used under strict Referee supervision. You have been warned!**

Advantages

• **Inhuman Statistics:** Instead of the normal 1-10 statistic range, the alien race has a higher top-end potential in one or more stats. The number of statistics and the highest ranges possible depends on the level of the Advantage.

MINOR: Three statistics may have a maximum value of 12.

IMPORTANT: Five statistics may have a maximum value of 15

MAJOR: Up to all statistics may have a maximum value of 20.

• **Flight:** The alien is capable of self-propelled flight, be it with wings or some other property (psionic power, gas jets, etc.). The MA of the flight is dependent on the level of the Advantage. This MA is in 50-meter mecha hexes.

MINOR: MA up to 2.

IMPORTANT: MA up to 6.

MAJOR: MA up to 12.

• **Armor:** The alien possesses natural armor, a tough hide and/or exoskeleton.

MINOR: Up to 5 SP all locations.

IMPORTANT: Up to 10 SP all locations.

MAJOR: Up to 15 SP all locations.

• **Natural Weapons:** The race possesses natural weaponry, the maximum values of which depend on the level of the Advantage.

MINOR: Melee weapons that cause up to 1d6 damage.

IMPORTANT: Melee weapons that cause up to 1D10 damage.

MAJOR: Ranged weapons that cause up to 3D6 damage. May be shock weapons.

• **Psionics:** The race is naturally adept at psionic use (see *Mekton Zeta Plus*). The level of abilities depends on the level of the Advantage.

MINOR: Up to 3 psionic abilities.

IMPORTANT: Up to 6 psionic abilities.

MAJOR: Up to 10 psionic abilities.

• **Environmental Protection:** The alien is in some way immune to natural forces, heat, radiation, vacuum, etc. Each level offers the protection of the levels below it.

MINOR: Immune to heat/cold.

IMPORTANT: Immune to vacuum.

MAJOR: Immune to the effects of radiation.

Disadvantages

• **Inhuman Statistics:** The race is generally inferior to humanity on a physiological level.

MINOR: Three statistics have a maximum value of 7.

IMPORTANT: Five statistics have a maximum value of 5.

MAJOR: Seven statistics have a maximum value of 3.

• **Racial Prejudice:** The race of the alien has an adverse reputation, depending on the level of the Disadvantage.

MINOR: Some other races dislike the race in question, and will avoid them.

IMPORTANT: Most other races dislike the race, and will avoid contact.

MAJOR: All other races universally hate and despise the race in question. Rreactions may be violent.

• **Environmental/Special Need:** The alien needs some special sustenance to survive, be it a particular atmosphere or special food type. Without these considerations the alien will perish.

MINOR: Breathes uncommon atmosphere (needs a life-support apparatus on most worlds).

IMPORTANT: Needs a special or rare food to survive.

MAJOR: Can only survive under certain conditions and with a certain diet. Must have a full environmental support unit wherever he goes.

• **Social Restrictions:** The alien has a different mores code than is common, and strictly adheres to it.

MINOR: Pacifist. Unable to harm other living beings

IMPORTANT: Arrogant. Any insult is met with combat to the death.

MAJOR: Inscrutable. The alien is just so "alien" that no one understands his motivations or desires.

• **Skill Restriction:** Due to the alien's nature, typical "human" skills are useless. For example, an energy being might have no idea how to interact on the physical plane. Or an alien might be totally out of touch with human Empathy.

MINOR: -2 to one skill group.

IMPORTANT: -4 to one skill group.

MAJOR: -8 to one skill group.

Once you have decided on the Advantages/Disadvantages of your aliens, proceed to the rest of the character creation process, rolling the Lifepath and buying skills as normal (with the modifications for the alien nature of the individual).

Roleplaying Aliens

Another important aspect is the "ethic" of the alien race. As the Referee you should have a good idea of what the "average" member of the race you are creating is like. Are they warriors? Xenophobic? Arrogant? Perhaps they are a "free-love" race and treat intimate relationships like humans treat friendships. With these concepts, and the guidelines above, you should be able to populate your galaxy with interesting alien races.

Creating Totally Unbalanced, Godlike Aliens

Decide what you want them to do. They do it.

Isn't being the Referee wonderful?

A FINAL NOTE: Kissing a slug is no fun.

In anime, the aliens are rarely nonhuman. Most often they look, and often act, all *too* human. This is the reason why *Mekton Z* doesn't put more emphasis on "inhuman" aliens—they simply aren't all that common in the genre. There are generally two reasons for this.

First, Japanese culture is big on identifying with the enemy for pathos points (in some shows the villain even becomes more popular than the hero!). It's hard to empathize with a big bug.

The second reason is purely sex. Romance between the hero and a member of the invading aliens is nearly as old as anime itself. And it's really hard to develop a romance between a brash young pilot and a giant space slug. Not that all anime aliens are humanoid: Some are very bug-like to begin with, but they always seem to transform themselves or create alien clones that fall madly in love with the hero.

FINAL SHOWDOWN: RUNNING

Seven years of war. Seven years of death, destruction, fire and flame. All to come down to this; this single moment, as your mecha's footplates slam down to crack the concrete slabs of the great open plaza. Before you stands the United Nations building, system-wide symbol of oppression and tyranny. The last stop. The crowd holds its collective breath. This is the end, for good or bad. The entire solar system watches as you, the Leader of the Revolution, now confront the tyrant who holds Humanity in his iron grip.

The man you once called "father."

"Son ...," he begins as you spring from the cockpit, gun drawn. "Give it up. " He smiles, as if a secret thought amuses him, then adds, "You see, I have Kim. And if you continue in this insane course of action, she will be made to suffer."

His words shock you. You thought she was dead. You'd pay any price to taste her lips again. The gun wavers...

He stands there, assured of your compliance. "If you kill me," he whispers, "she will die."

He smiles; he thinks he knows you too well. But you came here to destroy this place, to kill this man. Your finger tightens on the trigger ...

The Anime Game: Cinematic Roleplaying

If you are totally unfamiliar with anime , it will be very difficult to introduce you to all of its concepts here. But in a nutshell, anime is a style of art and storytelling that have evolved in Japan, where it was discovered long ago that pen and ink could do far more than modern special effects. Ever since then, Animation has been a large part of the SF/fantasy TV and film markets in Japan. With sophisticated plots and gorgeous art, the shows of Japan have developed a strong following over here in the states. If you are interested in finding out more about animation, we advise checking out many of the dubs and subtitles of shows that are available in your local Blockbuster, or check out such magazines as *V-Max, Protoculture Addicts* or *Anime UK*. Any one of these should be available through your local comic shop.

Mekton has, since its very inception been based on mecha-oriented anime, from the early "Shogun Warrior" period, up through the "Realistic" period, and out the other side to the current "Mecha Bashing" phase that has become so popular. Over the years the anime side of Mekton has been downplayed, and the technical side has been getting most of the attention. With the publication of *Operation: Rimfire* we attempted to return Mekton to its anime roots, a move that was very successful.

With this new edition, *Mekton Z*, anime has become a very important part of our background. Not a particular show, or even group of shows, but the entire range of mecha anime. It can not be stated strongly enough that *Mekton Z* is in no way an attempt to make a realistic mecha game. Without the conventions of anime to protect them, mecha are clumsy, unbalanced, inefficient, and totally outclassed by any tank or jet. Only through the convention of an artistic medium are such machines even thinkable.

Anime is that medium.

In the worlds of anime, mecha exist because of one thing: they look cool. Mecha have more in common with superheroes than they do with jets or tanks. Anime realizes this, and makes certain allowances. These allowances are generally set up as part of the background for the show in question. If the show has a very heavy amount of melee combat, effective long-range weapons are often removed or made less viable, usually through some sort of obscure techno-babble; guided missiles are often a victim of this.

As well as technology, the role of mecha themselves vary from show to show, and from universe to universe. Sometimes they are realistic war machines, working alongside other, more conventional weapons. Other times they have taken over the role of war machine altogether. Sometimes they are very powerful; other times a single blow with a medium-powered weapon will reduce them to slag.

So what is anime? The simplest answer is that it's just a cartoon that comes from Japan. But for our purposes it's something a little more. It's a style, or in the words or Cyrano, *panache*! In anime a 16-year-old kid can steal a top secret prototype weapon, be allowed to keep it, and go on to win the war for the good guys. In anime your future wife could be on the other side, trying to kill you! It is these elements of style that separates an anime game from a game that just happens to use giant robots. This style is the core of *Mekton Z*, and it is the foundation that this edition's rules are built on.

This foundation is fictional. All of the rules are therefore based on fiction, not reality. In many cases some of the rules might not work as they should, or may seem to violate the technology and reality that we know. This is done on purpose. *Mekton Z* is designed to simulate animation, not reality.

We like to call it ***Cinematic Roleplaying***.

ANIME DEFINED

"Anime" is a deceptive description for any genre. It's not a setting in and of itself, but rather a descriptive adjective capable of modifying other genres. While there is probably an anime (or Japanamation) shelf at your local video store, all of the shows there hardly fit into a single category. The videos range from tales set in ancient Japan to fables of the far future. Yet all of these stories fall under the broad description of "anime."

At the simplest level, anime can be defined as *Japanese cartoons*. However, this simple description does not suit our needs, as the definition "cartoon" seems to automatically preclude any serious gaming. But as you dig deeper into what makes "anime" unique (and has insured its popularity as a cult favorite to thousands of fans), you begin to uncover a pattern: a set of laws that can make any story anime, whether it's an RPG, a comic or a written story.

Like the sages of ancient Japan, you begin to see past the surface and understand the truth.

MEKTON *SANS* MECHA △
メクトン・サンス・メカ

Anime is not limited to giant robots. While the height of the "mecha show" has passed in Japan, anime remains more popular than ever in the United States. This is due to several reasons: greater availability, more mainstream acceptance, and a very flexible subject matter. As mentioned elsewhere, "anime" can cover any plot or background ranging from high fantasy to hard science fiction. The "rules" (as described in the last section) remain the same, and stories are more alike than you would think (handsome heroes riding to the rescue of a princess, whether on steeds or spaceships makes no difference).

With the same "feel" and "rules" applying to just about every anime genre, it seems a simple matter to adapt a game designed for simulating "mecha anime" to *any* type of anime.

And it is.

Genres of Anime

While anime can be set in any period, from the old west to the far future, the following genres seem to be currently popular ones for getting the anime treatment.

• COMEDY: Whether a humorous story about obnoxious aliens, kung-fu fighters or lecherous private investigators, comedy has always been a popular anime venue. While it is possible to "conform" *Mekton Z* to comedy, we have *already* done an anime-comedy game, and it seems silly to replicate our efforts. If humorous anime tickles your funnybone, pick up a copy of *Teenagers from Outer Space* from your local game or comic shop.

• FANTASY: In recent years the Japanese seem to have discovered the idea of Western "fantasy." While their stories have long held fantastic elements like devils and ghosts, the typical (and rather European) idea of elves with pointed ears and dwarves with attitudes and axes seems to have eluded them until just recently. Fantasy may seem the hardest to adapt to a game that is used to dealing with mecha and space ships. The truth is that fantasy is one of the easiest genres to "adapt" to Mekton.

People are created just the same. Armor and weapons are at the lower Tech Levels, while "magic" can raise the protection of armor or damage from weapons to a level that seems "impossible" at current technology. Monsters are built as mecha; a dragon becomes a mecha fighter with claws and a powerful energy weapon in the head (to represent its "flame" breath). Near-humanoid races are created as humans with a difference in stats and the possibility of added "special abilities." Elves get a bonus to Reflexes and a minus to Body Type, dwarves vice-versa. Casting spells becomes having psionic powers (see the upcoming *Mekton Zeta Plus*), and the rest is simple storytelling. Oh, a final word. Anime-style elves have long (really long) ears, and they have a tendency towards articulation. You have been warned.

• SCIENCE FICTION: A snap. Don't design many mecha at all, just design "mecha fighters" and call them starfighters. Everything else remains the same.

BUILDING BLOCKS △
ビル・ブロック

So where do you begin to construct your anime adventure? You know it can encompass any world, time or place, and cover regions of fantasy as easily as it does science fiction. But what's the first building block on this creative road? In most cases, its starts with *the setting*.

The Setting

An anime story can be set in any time period, from Earth's ancient past to the distant future of a galaxy far away. The setting can be realistic—say the warring states period in Chinese history—or a fantasy land full of elves and dwarves. While in *MZ* we deal with a generalized science fiction setting, the very nature of anime can allow you to run just about any RPG with an anime flair. Once again, you must look beyond the setting and go to the heart of the genre.

And that leads you to the **plot**.

The Plot

If you are trying to tell a story—any story—you must, by definition, have a plot, a thread of events that drives the story forward to its conclusion. But anime requires special elements to drive its stories.

The first element of an anime-style plot is that it must *be epic.* No matter what the story or the setting, the plot must have far reaching consequences. Even the light romantic comedies have such elements (but they are usually for the characters' lives, and not for the entire human race). One sees time and time again in animation that even the simplest of war stories often ends up with the fate of the free world in our characters' hands. These epic plots are the lifeblood of animation—it could not survive without them.

Another aspect of this epic plotline is that the characters must be tied to it, to realize that they are part of a larger picture. What they might *not* realize is that they are usually at the *center* of that picture.

Anime plots are wide and varied and, other than this generalized epic feel, can be very flexible. War, alien invasion, natural disaster and political infighting are all common, popular stories in the mecha type of anime show. These basic elements can be mixed, matched and modified to provide an enjoyable (and very anime) campaign setting.

An example of an anime plot: *I want to run a game with a lot of combat and action, so I take a typical war-type plot for my basic premise. Wanting to throw a little variation into my story I also add a natural disaster. Now I put words to my idea–The year is 2032 and the ex-Soviet states and the Japanese have allied to fight off an invasion by a now-industrialized China. (This covers our "war" story.) Before the Chinese launched the attack, they nuked both the United States and most of Europe, setting off the first stages of a nuclear winter. (This gives me my catastrophe.) Thus the stage is set for an anime WWIII, a war that has the epic possibility of wiping out mankind.*

Subplots

While the foundation of any anime story is always epic, it's the personal stuff that hooks the players' (or in the case of anime, viewers') interest. While larger-than-life conflicts and crises form the "core" of a good anime story, the outer polish always comes from the subplots.

Subplots are stories that are connected to the main plot, but are of smaller scope. They are a good way to help the players see the larger picture by introducing them to the smaller one first. The rules of subplots are simple. First, they must have a direct relationship to the characters in the story. The relationship can be active (i.e., the players are doing something that is caused by, or is a result of, the subplot) or witnessed (the characters are witnesses to an event that is caused by, or an effect of, the subplot). But the character must be aware of the plot for it to be of any use in the story.

Example: *A typical subplot is a romance. In an* ***active*** *subplot, a player is likely involved in the romance themselves. In a* ***witnessed*** *subplot, the character might spot a highly placed fellow officer in an illicit rendezvous with a known enemy during war time.*

The second rule of subplots is that they must, by definition, take a back seat to the main storyline. If you find more time being spent on a single subplot than on the main story, it's time to back off a little. However, a collection of subplots can come to dominate the action for a while. While running a campaign in the anime style, you should have at least one subplot for each of your characters (two or three characters can even share one).

You should put as much attention and work into these subplots as you do the main story. Interaction with these subplots are what will make a character interesting. If all your characters do is fight the alien menace week after week, your players will soon lose interest and go find a real cool video game to play. If you think about all of the interesting anime characters, you will discover that the characters that catch your interest are the ones that are dealing with problems other than the "threat" of the enemy. Popular anime subplot topics include romance, betrayal, a personal vendetta, a personal quest or political intrigue.

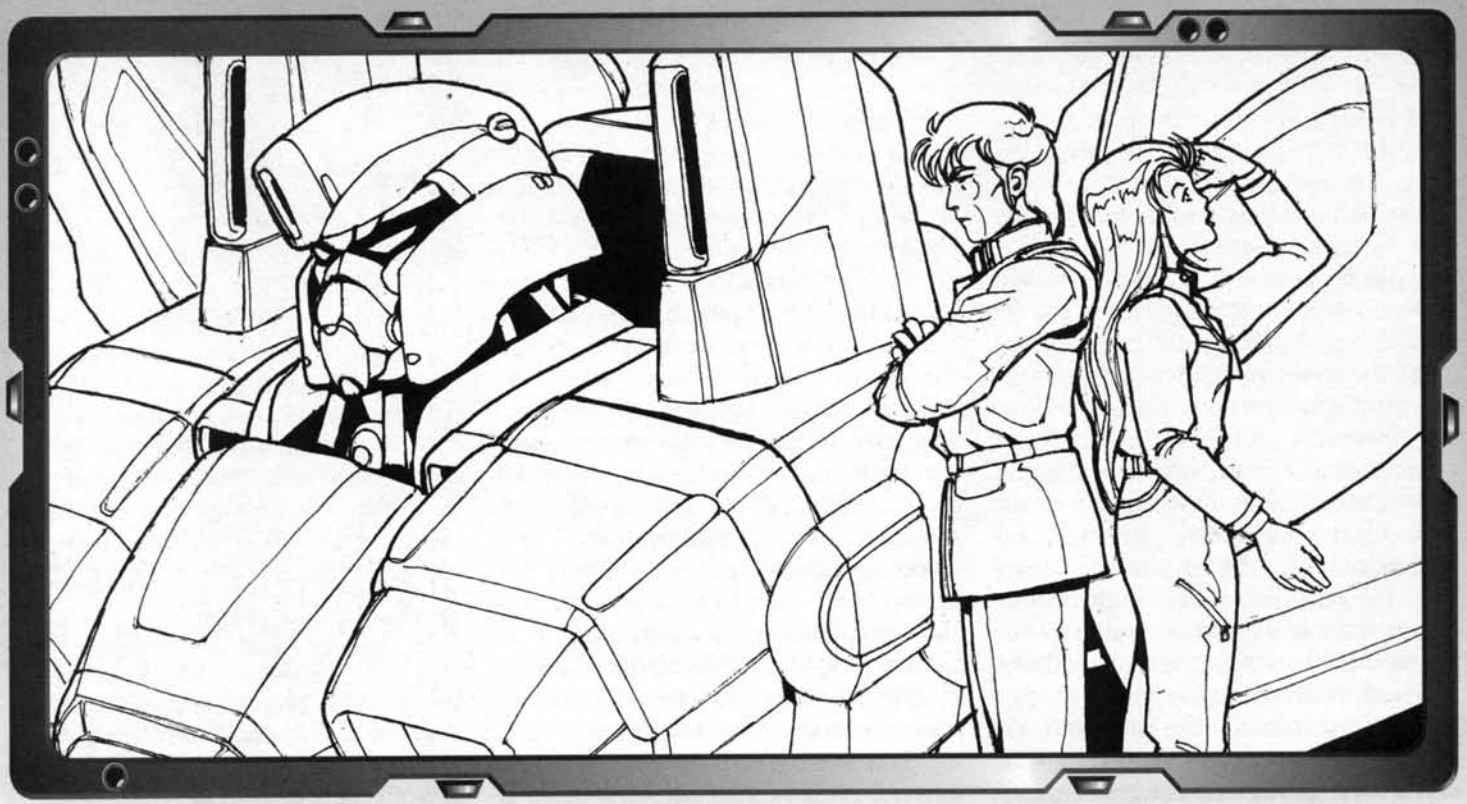
Example: *In my WWIII game, I decide on a few subplots before I get started. I decide I would like a little politics in my story. So I decide that the U.S. is not entirely obliterated in the nuclear part of the war. On the moon, there is still a thriving colony of Americans. They are for the moment not a factor in the war, but they have a technological base that the "allies" of Japan and Russia will need to win the war, and one of my players will have been contacted by someone there. I will add more subplots as my players create their characters.*

Sequential Action

Perhaps the most critical element of anime (at least for the mecha anime that is the core of *Mekton Z*) is the fact that all stories are linear; they all have a beginning, middle, and end. Even the longest running shows in Japan rarely pass 75 episodes (or about 31 hours of programming). If you think about it, with 8-hour sessions, that it the equivalent of running only about four consecutive game sessions! Needless to say, most campaigns will run much longer than four weekends (we have to worry about pesky things like *systems* and *players* and we also can't skip the weeks in between action), but they should never lose the feeling that they are going *somewhere.* If two sessions have gone by without a progression in the plot, it's time to nudge things along.

And if action is progressing, then it has to be *going* somewhere, doesn't it? Soon comes the moment all game masters and players fear: the end of the campaign. No one likes the idea of ending a game that is going well, but every Referee has felt the sting of pushing a game one session too long, where the game dies anyway out of player apathy instead of the result of planning.

Just remember: Just because ending a story is a good idea doesn't mean that you can't bring your players back for a sequel!



FOR THE PLAYER△ プレイヤーのこと

Playing Anime

Anime, like any other genre, only works when *everyone* is into it. If the Referee tries to run an anime game, and all of his players are treating it like straight science fiction, it is unlikely that anyone will enjoy the game. This section covers *playing* in an anime-style game. This is very important because since the PCs of a game are the main characters, and they shouldn't be shown up by the non-players.

While these "guidelines" are designed for playing anime-type characters, you may discover that adapting them to any game may prove to enhance your enjoyment of the game.

Role, not *Roll*, Playing

This time-honored saying should be the motto of any good RPG. The numbers on your character sheet are there for the system, not for you to fall back on instead of "acting." You may have a high Body Type, but that doesn't mean that the first thing out of your mouth should be "I've got a 10! Let me try it!" anytime a strength feat is called for. The stats and skill show the physical and skill restrictions on your character, and should have little effect on how you play your character. Just because you have an Intelligence of 10 doesn't mean that you're a cold, calculating scientist. You could be a very smart rockergirl. The same goes for all of your other stats and skills.

Next: Never, *ever,* use a roll of the dice when role-playing could do the job as well. If you are trying to pick up a girl, don't walk up to her and say: "I make a Seduction Roll! I roll a 9; my result is a 20, so does she go home with me?" Roleplaying is nothing but glorified improvisational acting, so try to push yourself a little further. Anything like, "I tell her that her eyes are like the night sky, full of mystery and beauty. I roll a 9 on my Seduction skill. Do I get a positive response?" is fine. These aren't the Oscars, but putting a little life into your performance helps both the other players and the Referee enjoy the game more.

Many Referees may also adjust the difficulty level of a task if you put a little English on your attempt to act. Instead of, "I pick his pocket," which may be a difficulty 20 roll, if you say: "I press my body against his in the elevator as I pretend to trip on one of my high heels. As I steady myself I try to pick his pocket," this might reduce the difficulty from 20 to 10! Good role-playing should always be rewarded. You don't have to do this, but it might be easier than relying on a good die roll all of the time.

Rookies and Professionals

In *Mekton Z* there are two basic types of characters: The "Rookie"or template types and the "Professionals." These are discussed in detail on page 32, but we will readdress them here, from an anime (rather than a system) viewpoint.

The "professional" is the more typical RPG player character, with a focus on skills and ability. In an anime game, how-

ever, the professional serves a much higher function. There are examples of "professionals" in any anime mecha show. They are the older, experienced characters who act as mentors to the young hero and his friends. Such examples would include Roy Fokker in *Macross,* Char Aznable in *Zeta Gundam,* and Stick Bernard in *Mospeada.* They are professional soldiers who have "been there" before and who often serve to pull the hero's rear end out of the fire. They also have a nasty habit of dying mid-season to give the show an added boost in angst and ratings. In other words, because they are old (compared to the 16 year olds!) they are often considered expendable by the writers of anime shows. Hopefully, your referee isn't going to kill you off just to boost the enjoyment of his game (at least we don't condone such action), but if you play a Professional character, you do have one important responsibility. As the "pro" of the group, you are the first in harm's way. The kids need protection, and you're the one to do it. You laugh at danger, simply because you've been there so many times ...

Rookie characters are the typical, run-of-the-mill anime heroes: young, brash, headstrong and determined, the stuff legends are made of. If you're playing a template character, you *know* you're invincible. Life is your adventure, and you haven't even given death a second thought. Just about any character under 18 in any anime you have ever seen fits into a template category. With these characters, style and attitude is everything. After all, what you lack in experience you make up for in *talent.*

Japanese Psyche and the Melodramatic Tradition

One of the hallmarks of anime is the melodramatic nature of the characters. It may seem crazy (to American viewers) that a girl would throw herself in front of a shot aimed at her boyfriend (that he could likely dodge!) and get herself killed. To American audiences that would seem like suicide, but to the eyes of the Japanese, it's high drama.

The Japanese have a saying: "Duty is heavier than a mountain, but death is lighter than a feather," which is to say that death, once duty is finished, can come as a welcome relief. While not all Japanese attend this philosophy, it is very common in their fiction, and anime is just another name for fiction in Japan. This is why dozens of promising characters always seem to throw their lives away—they would rather die than continue under the everyday burdens they face (not to mention the fact that it adds yet more pathos to the show). So remember, in anime, if it's worth fighting for, it's worth dying for.

Short, Dark and Neurotic—the Anime Hero

Another important difference in traditional Japanese fiction is the nature of the *ideal* Japanese hero. In almost all mecha-oriented anime shows, the "hero" is anything but heroic. He is usually short, weak, none too stable, and a real pain to work with. In short, he is what we would call a "flawed" hero. In the eyes of the Japanese, however, he is anything but flawed; he is the "ideal" hero. Their heroic tradition is very different than the Western one. In Japan, if you start out strong, wise, self-assured and powerful you have an unfair advantage: it's easy for you to save the world! However, if you *grow* from someone who is weak, confused, angst-ridden and helpless into a person capable of saving the world, it's much more heroic. This is why older characters of great skill and daring almost always take a back seat to the younger kids—because the "supermen" have an unfair advantage.

So it seems that anime, if nothing else, is the triumph of the Everyman. This is why, in *Mekton Zeta,* we put such heavy influence on roleplaying above stats and dice rolling. It's not your character's "power level" that makes him interesting, it's how *you* play the game.

Running Anime

For a Referee, running a true anime-style game may prove to be much harder than just playing an anime-style character. You have to establish the feel, the tone, or as a writer would say, the *voice* of the campaign. We've already discussed plot and setting, but these really have no bearing on the tone of the adventure. Both *Gilligan's Island* and *Robinson Crusoe* use the same basic premise and plot but the execution of each is worlds apart. Good execution is the hallmark of anime; it's what prevents a giant robot story from becoming silly.

Campaign Voice

In anime, there are three basic "voices" used by the writers and directors to help set the tone of the show to come. You can use these same elements to establish the feel of your campaign. Keep in mind that these are far from set in stone, and you should mix and match them as it suits your refereeing style.

The **Serious** voice is used in only the hardest of anime. This tone is grim and unrelenting; characters die, battles are lost, and the outcome of the whole conflict is in question. Characters are mercenary and treachery is everywhere. Black and white do not exist;there are no "good guys" and no "bad guys"... there are only bad guys and worse guys. The action is fast and deadly. Even main characters can die at the drop of a hat. This type of campaign is heavily influenced by pathos and revenge. There is little time for anything other than simply staying alive.

If you want to try a grim campaign, here is a rules modification you may want to try: No last minute ejections. If a character is in a suit that goes up, he's a goner.

Example shows: *Votoms, Zeta Gundam, M.D. Geist, Genocyber.*

The **Light** voice is on the opposite end of the scale; it's *Love Boat* in space. The good guys dress in shining white and the evil guys are horrible monsters that are bent on irrational conquest. If any death occurs, it's a shock and a horror. Sure, bad guys can die, but the death of a good guy is a tragic event; expect lots of tears, an impressive funeral scene and a monument to the fallen brave warrior. In its ultimate extreme, the Light voice falls into comedy and parody.

If you want to try a light campaign, here is a rules modification you may want to try: All ejections are automatically successful, and characters can reach -5 wounds in chest and head before they die.

Example: *Golion* & *Dairugger 15* (aka the two *"Voltron"* shows), *Tenchi Muyo, G-Gundam.*

The **Medium** voice is where most modern mecha shows fall, and where (by default) most campaigns will head. There are periods of intense (and often deadly) action, punctuated by times of rest, real life, and even some comedy relief.

Examples: *Gundam, Macross, Mospeada, Orguss.*

Most campaigns will settle somewhere in between the two extremes—the Medium voice tends to be the most comfortable for both Referee and players. It is rare that a story or game will be completely dark (or light) but it is not unheard of; *Cyberpunk®* and *Teenagers from Outer Space®* being possible examples of both ends of the spectrum. When choosing the tone for your campaign, keep in mind the personalities and motivations of your players. If they like *Cyberpunk®,* they might enjoy a Serious tone much more than a Light one. However, if your players are *Teenagers from Outer Space®* veterans, they will probably prefer a Lighter touch.

CAST & CREW △ キャストとクルー

Getting PC Groups Together

One of the more difficult decisions when putting together a *Mekton Zeta* campaign is just what role the PCs as a whole are going to play in the campaign. Below are just a few of the potential possibilities for player character groups in the anime world.

• RANK-OUTS: A common choice in Anime, the military provides enough structure to keep players in line and enough support to keep their mecha on-line. If the characters are all in the military when the show starts, there are several options: They may have just finished basic training (probably ranked as ensigns or lieutenants) and most likely haven't even seen combat yet—be sure to throw in lots of hazing from senior pilots to make the new recruits feel at home! At the other end of the scale, the players could be combat-scarred aces, waiting for some new action. Another option is for the players to be civilians; they would probably get drafted into the military because mecha were developed after the first wave of invasion (when all the real pilots were killed flying jets or driving tanks). Such a group could also become involved with the military after one of the PCs (or one of the NPCs they know) has just invented/stolen the only mecha powerful enough to stop the alien invaders.

Life in the military varies from show to show. Generally, the military in anime is much like the Federation in *Star Trek* — it's "military lite." There is a command structure, people get to wear neat uniforms and live in a ship/base, but the strict hierarchies and disciplines found in today's military are pretty much absent. The worst punishment one can get is a stint in the brig or being "disciplined" (i.e., punched across the room) by a superior officer. Playing it a little more strictly involves things such as personal accountability for one's actions, and disobeying an order can land you in the brig (or lead to a court-martial or getting shot).

The convenient thing about the players being in the military is they do not have to worry about repairing or resupplying their mecha or their own personal supplies. The military supplies everything the players will need to maintain combat readiness, including the occasional prototype mecha. Listed below are some of the variations on this theme that are commonly seen in anime.

• The PCs are military personnel fighting the enemy.

• The PCs are civilians who are drafted or who join the regular military to fight the enemy.

• The PCs are civilians who get caught up in a resistance movement to defend their home.

• The characters are civilians or military who are fighting a losing war or are retreating from their world in search of a new place to live.

• VIVA LA REVOLUTION: If the characters are part of a pseudo-military rebellion (such as is seen in *Star Wars*), there are several options. The decimated ranks of the PCs' military may be filled out with civilian volunteers, in which case it would then be up to them to come up with a last-minute plan to defeat the enemy, or to protect evacuation ships from enemy attack as they retreat. Listed below are some of the variations on this theme that have been seen in anime.

• The PCs are ex-military who get caught up in a rebellion against the conquerors.

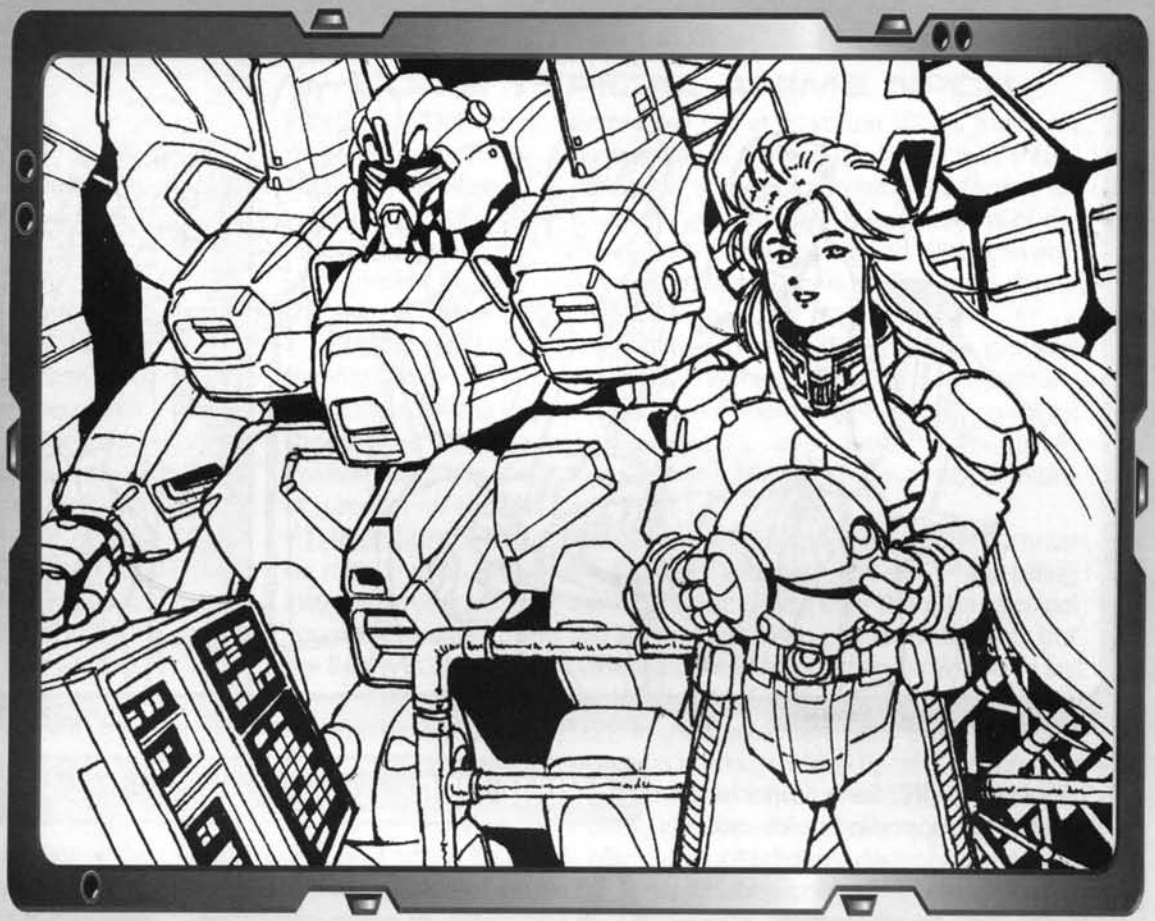
• The PCs are civilians who get caught up in a rebellion.

• The PCs are part of a rebel organization seeking freedom or attempting to overthrow the government.

• The PCs are a resistance movement attempting to stage a coup against a repressive or illegitimate government (one of the characters may be the rightful ruler).

• The PCs are civilians living in a police state trying to find out and expose the truth.

Life in the military does have its perks...



• **WARTIME BLUES:** One of the big messages in anime is "War is Hell." No matter how lighthearted the show is, there is always at least one incident that brings this message home to the characters—the violent death of a friend, the destruction of their home, etc. In fact, some shows are legendary for the fact that half the characters die horribly by the end of the series. However, don't let your show get too caught up in the war aspect of the story—the basis for all good stories in anime is not the politics, nor the cool mecha-of-the-week, but the PCs and how they interact and develop over the course of the series. Listed below are some variations on this theme that have been seen in anime.

• The PCs are civilians who get drafted into the regular army (perhaps due to special skills they posses) to fight in a war.

• The PCs are mercenaries-for-hire.

• The PCs are test pilots in the military.

• The PCs (or one of the characters) have been genetically engineered or technologically augmented to be superior soldiers. They are serving in the military during a war, or have gotten tired of being weapons of destruction and are running from the regular military.

• The PCs are a special ops group who are hunting down rogue soldiers after the end of a war.

• **TAKE A BITE OUT OF CRIME:** Not all mecha shows have a war as their background. With a little creativity, mecha can appear in just about any storyline you can imagine. Stories about police and spies are quite popular, and it wouldn't take too much effort to create a plot that is basically *Hill Street Blues* or *James Bond* with mecha—just make sure that the mecha concept fits with the storyline, and that the Tech Levels are believable. The police in our anime-warped version of *Hill Street Blues* probably wouldn't be running around in 20 meter mecha armed with plasma cannons; Roadstriker-scale mecha with machineguns or powered armor would be much more believable.

Of course, no one said that the players had to be the *cops;* mecha-assisted crime can be very lucrative. If the players have consciences that nag them about stealing, throw in a Robin Hood angle—they're stealing from wealthy oppressors and giving to the deserving poor (which may just be the players). Listed below are some variations on this theme that have been seen in anime.

• The PCs are a special team fighting a world-wide/space-wide crime group.

• The PCs are a special team fighting terrorists or a group that is trying to overthrow the government.

• The PCs are civilians who take the law into their own hands and fight crime.

• The PCs are a special police unit who investigate mecha-related crime.

• The PCs are a special police unit fighting serious crime or terrorists.

• The PCs are escaped prisoners seeking justice or retribution if they were wrongfully imprisoned, or vengeance on their jailers if rightfully imprisoned.

• The PCs are criminals, amateur or pro.

• **IT'S AN ANIME LIFE:** Some stories have mecha playing supporting roles rather than starring roles. In such cases the focus of the story is the characters, and the mecha are just set decoration. These shows usually involve elements of exploration, rescue, comedy or superheroics. Below are some variations on this theme that have been seen in anime.

• The PCs are nobility or part of an elite organization.

• The PCs are part of a group fighting for survival in a hostile world.

• The PCs are civilians who build mecha as a hobby for use in sporting events.

• The PCs inherited mecha from family members and are seeking revenge for the murder of said family members.

• The PCs have invented mecha that everyone wants to steal and use for military or evil purposes.

• The PCs work for (or are) a corporation, taking on "business" problems: Repomen or insurance investigators handling mecha-related cases, reporters covering dangerous stories (natural disasters, ecological crises, brushfire wars), or extraction teams carring out industrial espionage.

• The PCs are specially trained emergency-response experts, who conduct rescue and disaster control operations.

ANIME NPCs △ アニメのエン・ピー・シー

Almost all of the non-player characters (NPCs) that players encounter in your campaigns will fall into one of three categories: Friends, Enemies, or Neutral. Some of these people will be from the characters' backgrounds while others will be picked up as the game goes along. No matter where the NPC comes from, what role he plays in your campaign, or how long he is going to be involved with the plot, each should have a distinct personality. Try to avoid the "faceless source of information" NPC that often crops up in roleplaying. This is anime; make it colorful! For each NPC you should *at least* roll on the physical/personality section of the Lifepath (page 23) for a basic description.

NPC TYPES: Friends

Friends come in five basic types: **Relatives, Lovers, Mentors, Allies,** and **Partners**. The exact nature of the relationship is left up to the Referee and player, but most should be self-evident. For example, there is no saying your wife couldn't be a business partner, and thus fill the Lover *and* Partner role.

• **Relatives** usually have a vested interest in keeping the PC alive. If the PC dies, not only will the NPC lose a family member, but they are also likely to catch hell from the rest of the family: "What do you mean you thought it would be okay to let Kerri fight the Vorgon hordes!!??!" The most annoying thing about Relatives who are NPC Friends is that (especially if they are older relatives) they are always doing things for "your (PC's) own good." And it's always a drag trying to save the free world (not to mention hard to get a date) with your older brother hanging around.

A good example of a Relative Friend is Racer X from the old *Speed Racer* show. How many times did old X save Speed's bescarfed neck?

• **A Lover** is a double-edged sword to have as an ally. The fringe benefits are admittedly pretty good (those long nights sure do get lonely in space) but a Lover is perhaps the greatest weak spot a character can have. If one of your PCs has an active lover in the game, he or she is at your mercy. What red-blooded anime character wouldn't risk his neck to save his girlfriend? The old kidnap ploy is

a great way to motivate characters, but don't overdo it! After a while *everyone* gets tired of it.

Going back to *Speed Racer* (how nostalgic!), Trixie is a classic example of a Lover/Friend (aw, come on, surely you didn't think they were just friends?). She's always there to bail Speed out, but when she isn't saving him, he's saving her!

• **The Mentor** is a classic anime type. He is a person that the PC looks up to and, to a certain extent, hero worships. The Mentor is always there with a piece of advice, words of encouragement, or perhaps a technical invention to save the day! While respected by the PC, there is often not a great deal of emotional attachment between the NPC and the PC. This friendship, while important, usually isn't as deep or as critical to the player as others might be. The Mentor is a good way to introduce information or new equipment to the player. In most of the early "Shogun Warriors" type of anime, the Mentor was *always* the inventor of the robot.

• **Allies** are NP's whose friendship comes as part of the plot. They are on the same side in the war, team members, or business associates of the player. The friendship isn't emotional at all, and is the result of practicality. You simply watch your ally's back, and he'll watch yours. While allies will try to help players out, it's rare that one will put his life on the line for a PC. Just about anyone on the same side as the player falls into this category.

• **Partners** are close associates, halfway between simple Allies and Family. They are the long-term friends of the PC, and people who consider the life of the PC to be at least as important as their own. Partners (also called Close, or Best, Friends) are the types of friends that the Lifepath supplies: willing to stand by the PC no matter what. Partners stick with PCs in times of trouble and share the limelight in times of glory. Depending on the individual, Partners might even be willing to sacrifice their own lives to protect the player.

Fa in *Zeta Gundam* is a good example of a Close Friend, always at Camille's side, through thick and thin.

SOME TYPICAL ANIME NPCS

• **THE VILLAIN:** Every anime show has at least one Villain, a guy (or gal) who exists for the sole purpose of making the hero's lives miserable. Anime Villains are, however, a more interesting life-form than your average TV baddie. In most cases they are almost mirrors of the hero– intelligent, good looking, and quite witty. A good Villain can provide possible love interests for your players, change allegiances at crucial times, or even turn out to be a good guy in disguise.

• **THE GIRLFRIEND/BOYFRIEND:** Each week this character provides the Villain with someone to torment, kidnap, or just plain hassle. Prone to breaking off the relationship at weird moments, investigating things she/he has no business investigating, and getting romantically involved with the Villain, the Girlfriend/Boyfriend is a constant source of surprises for the PCs.

• **THE BUDDY:** Everyone needs one good friend who will back you up no matter what. The Buddy is usually someone who can't help falling into the wrong place at the right time, going after the same guy/gal you want to date, giving you a hard time when you screw up, etc., but the Buddy is always there when you need him/her and is willing to lay down his/her life when the chips hit the fan.

• **THE BRILLIANT SCIENTIST:** In most adventures, this is the character that designed/developed the technology used by the characters. Usually brilliant but eccentric, the scientist is constantly engaging in dangerous experiments or being kidnapped by villains after his secrets.

• **THE COMBAT ACE:** The heroic guy all the characters look up to, and the one who helped train the heroes. He's the one who rides to the rescue when the chips are really down. Traditionally, the Combat Ace always seems to buy it about halfway through the story (allowing the hero to take the "limelight" of the show).

• **THE HEROIC LEADER:** A variation of the Combat Ace, the Heroic Leader doesn't have to fly a mecha to command respect. With steely gaze and visionary ideals, his troops know he is the person to follow. His soldiers are willing to go to any lengths under his command, even to Hades and back, knowing that he will get them out.

• **COMEDY RELIEF:** Usually comes in the form of an animal, children, or a small robot. This character exists for the purpose of providing laughs and a break in the tension of dramatic moments. For some reason, this character is always stumbling across the plots of the villains and informing the heroes in time to avert the catastrophe. At all other times he enjoys harassing any PC he can find, especially if that PC is trying to catch a romantic moment alone with his girlfriend.

• **THE TRAGIC ORPHAN:** A small child who lost his/her parents during the war, and the local paternal/maternal character decided that the child was best protected by dragging him/her right into the middle of the warzone (hey, we don't understand it either, but it's true)!

• **THE EXOTIC LOVE INTEREST:** Something more than the average run of the mill boy/girlfriend, the Exotic Lover is the person a PC can't resist. They are always incredibly sexy, wise, loving … and usually (a) one of the Villain's henchmen, (b) an alien in human form, most often from the other side, (c) the Villain's sister or girlfriend, or (d) doomed with a horrible curse like telepathy or brain cancer.

NPC TYPES: Enemies

Enemies are the cream of the NPC crop in Mekton. They're also a great way for the Referee to strut his stuff. Anime villains are always memorable, so you must put some thought and work into their personalities (see box on page 131 for more info). Remember the second rule of anime: It's Always Personal. Enemies come in four types: **Relatives, Personal, Ideological,** and **Circumstantial**. As with Friends, you should have *at least* a sketch of the villain's personality when you introduce him.

• **Relatives** have a very personal reason to hate the player. After all, who knows you better than the people who watched you grow up? A relative who hates you is bound to have a specific reason for it—a Relative enemy is among the most passionate of enemies you can have. Having a grudge against the PC, they are bound and determined to carry it out. However, in the end, blood ties can usually save the PC (think what would have happened to Luke if Darth Vader *hadn't* been his father).

• **Personal enemies** have a good reason to hate the PC. Some past wrong (real or imagined) can turn a normal person into a mortal enemy; the classic example is in *Zeta Gundam,* where Jerrid kills Camille's mother, making him Camille's personal enemy. Later Camille kills Jerrid's girlfriend, repaying the debt and insuring that Jerrid hates him as much as he hates Jerrid! Personal enemies usually fight to the death, ensuring that the end of the show is properly dramatic.

• **Ideological enemies** can be just as fanatical as a personal enemy, but in a much more obnoxious way. They are certain that what they know is *right* and are willing to kill anyone who doesn't think so. Once an enemy has been made into such a fanatic, the outcome is inevitable: Either he or his enemy *must* die. In the world of anime such ideological differences are rarely "worked out." An example of an Ideological enemy is Anavel Gato in *Gundam 0083,* who willingly died for his cause, even though he knew it was doomed.

• **Circumstantial enemies** are exactly the same as Allies, except their beliefs or profession put them at odds with the PC. A Circumstantial enemy will try to kill a PC if it's his job to do it (after all, it's the old "him or me" situation), but for the most part the Circumstantial enemy isn't gunning for the PC. He might have no interest at all in the PC other than the fact that the PC is on the other side. Circumstantial enemies are best used to introduce a character that will play a bigger part in the story later on; a classic situation in anime is that a Circumstantial enemy (who is not in uniform) finds a PC (also not in uniform) and either becomes her friend or falls in love with her. Circumstantial enemies may also evolve into Personal enemies over the course of a series (if you fight someone long enough, you're bound to learn to hate them).

"And that's how your father and I met, Dear."

TELLING AN ANIME STORY △ アニメ・ストーリー

It may seem that running an anime-style game is as simple as giving all the PCs really long legs and funky hairstyles. This is not the case. Anime stories have a very rigid structure, with a beginning, development, climax and conclusion. That's right—they end. Keeping this structure is critical to any anime game. However, the same structure that makes a game truly anime may well make it no fun for the players. After all, who would play the skilled mentor knowing he dies in episode 18? To help you with this problem, following are a few "no-fail" ground rules for adding anime structure to your game, giving it a focus, and yet allowing your characters to feel in control of their actions.

RULE #1: Think Like a Japanese TV Producer

It sounds a bit silly, but it works. Real anime shows are always structured within a very specific type of media: half-hour to one hour television shows with an upwardly mobile, well-educated, young adult audience in mind. Even the relatively recent phenomenon of Original Video Animation (OVA) tapes tend to follow this structure, breaking most tapes into convenient half hour segments with opening and closing sequences.

In that half hour, an anime producer must cram as much in as his animation budget will allow, while still targeting his show for as many viewers as possible. He has to make sure to get in the requisite amount of combat and adventure for a typical battle-hungry male audience. He has to get enough interpersonal soap opera—romance, vengeance and politics—to keep the female audience coming back week after week for the next revelation (not to mention more than a few males who secretly like the soap opera just as much as the ladies). A bit of relatively innocent sex goes into the mix too, with voluptuously cute girls in revealing miniskirts (males) and safe but studly heroes who suspiciously resemble well-known pop singers (females), because our producer knows that a little titillation never hurts.

Our producer also knows the technical side can't be neglected; mecha should look cool and do nifty and scientifically plausible (or at least excusable) things to attract the science fiction fans, especially the older ones. And last, he has to keep everything as high speed and kinetically active as an MTV video, using frenetically paced plots, rock and roll soundtracks, complex camera angles and special effects, so that he doesn't lose an audience jaded by too many videogames and action movies. Finally, he rounds this all out by licensing models, candy, T-shirts, posters and so on, so the viewers can get their hands on a physical representation of the show they so love to watch.

So how does this all apply to you, the *Mekton Zeta* Referee? Interestingly enough, it turns out that your players are probably very much like the original audience the typical producer at NHK, Nippon Sunrise or Gainax was trying to reach when he came up with his TV series (except that they probably aren't Japanese). By following the same mix that your hypothetical producer does, you should always makes sure that each "episode" of your games has some serious combat, some intense interpersonal action, a few sexy and utterly cool NPCs (as friends, allies or enemies), at least one new mecha to play with, and a breakneck pace complete with a rock and roll "soundtrack" of your favorite tunes and as many props (in the form of character drawings, maps and models) as you can possibly throw on your gaming table.

And then you'll know what that Japanese producer knows: that if you make something interesting enough the audience will follow you willingly. Which is half the battle a Referee faces.

RULE #2: Think Episodic

Anime is television. Even when it's in the movie theater.

Because of this, anime is an episodic medium, with each episode containing as many elements as possible to make it a success (our producer knows that if you tune into his show for the first time and the episode's a dog, you won't tune in for his next really good one). Translating this into your *Mekton Zeta* games, you too should aim to make each game its own really great "episode" as part of the larger "show" you're producing. As such, your episodes should have all of the elements you plan to have throughout your series: combat, romance, intrigue, new mecha and fast action.

RULE #3: Think Soap Opera

Question: Why do people of all sexes, races and nationalities watch soap operas? Answer: Because it's fun to get involved vicariously in the lives of other people, especially if you have to come back each week to see how their predicaments will turn out. Our hypothetical producer knows this, and that's why so many anime shows have plots that rival *General Hospital* for pathos, anguish and emotion.

In your *Zeta* episodes, you should make sure to use this important element of human nature to your advantage. Don't neglect the interpersonal stuff—the vendettas, friendships, love affairs, betrayals and tragic events. Make sure you fit a few soap opera elements into each episode for your players, making them the vicarious viewers of a show starring the characters they created. And don't forget to leave some of those plots unresolved, so *they* have to come back next week to see how the cliffhanger ends.

Telling A Good Story

It has been said that a story's ending should be promised at the beginning, but that by the time the story comes to an end, that ending should be very different from what was promised. For example, the TV series *Macross* began with Earth being invaded by aliens; the end promised at the beginning was that everyone expected the humans to win. As it turned out humanity did win, but: 1) only a tiny fraction of Earth's original population survived, and 2) the surviving Earthlings wound up having to cohabitate with the alien invaders on what little was left of Earth.

RULE #4: Set a Goal and Know When To Reach It

Our anime producer also knows one rule that you probably haven't thought of yet: *You can get too much of a good thing.* Plots taken too far become hackneyed; characters onstage too long get stale. He's learned to set an end goal for his series; a place where it's headed, plotwise, and where it will end when it gets there—even if it's tops in the ratings at the time.

In anime, it's not the trip that counts, it's the destination. When you start a game, you should have a good idea where it is going to lead. In terms of an anime story, the conclusion is the high point of the story ... the grand climax. There isn't a Referee out there who hasn't regretted running his campaign just a few games too long.

To help with this idea, there are two different types of "goals" to have in anime: the Episode Goal, or what must occur in order to advance the plot; and the Series Goal, or what all of the action is leading too.

• Episode Goals

Each time you sit down to run an episode you should have some idea where the action is going to go.

Example: *It's the twelfth episode of my "WWIII" game, and the players are on their way to the American moonbase. This episode will have a lot of talking and politics, so I decide to put a little spice into the mix. On the base is a spy, and this spy is carrying information about a new Chinese super-weapon being built in orbit. I want my players to find this spy and get the information.*

Once you have a rough idea what you feel your characters absolutely must accomplish, you can let them go their merry way and wreak havoc—just keep in mind that there is something in particular that the characters must accomplish during this game! By gently—gently!—placing the goal in front of them over and over again, you can eventually get them to stumble over what they have to do, and save your plot at the same time. As a last resort, while it's best if the players accomplish the goal, it's acceptable to have an NPC save the day if they don't.

Example: *It's six hours into my game, and the PCs have decided to "vacation" on the base, taking advantage of the R&R. They have ignored possible opportunities to get involved with the espionage going on. Getting desperate, I have one of the single characters in the group bump into an attractive female technician; she spills her papers all over the place. He helps her pick them up, and she takes a liking to him and asks him out to dinner. Now my spy is a PC's love interest!*

Even if it's in a roundabout way, you should always nudge events to achieve your goal for the episode; if the players throw you a loop, you should be ready to bounce back. In the above example, our spy is now a love interest, and a two-dimensional "prop" character must now become a much more important element in the story; I therefore decide to throw some pathos in.

Example: *It seems that the spy has really fallen in love with the PC and tells him about the secret weapon, trying to convince him to flee with her to neutral South America, where both of them can be free of the war.*

By this point the characters *should* know the situation ... but in a worst-case scenario the PC keeps the information to himself and decides to leave! At this point the Referee would really have to work hard!

Example: *As the PC and his lover are boarding the shuttle to leave, the authorities on the base figure out who the spy was and arrest her (right at the flight pad). Unwilling to risk her lover's life, our spy confesses all and tells the PC she still loves him.*

Now my episode goal is achieved: the players have the information they need, and I can begin planning my next episode. This wasn't the best solution I could have worked out, but now my plot can progress.

Episode goals are small and flexible. They can range from winning a card game to infiltrating an enemy base.

• Series Goals

Not only should you have a goal for each episode of your show, you're going to need a climax. This climax is the moment all of your characters have struggled to reach, and it will be either their moment of glory or their final defeat. A series goal should be treated with more formality than an episode goal. It is, after all, the end of your story. It is the moment toward which all the action has been leading.

A series goal should be obvious to you from the beginning of your story. If you have aliens invade earth, how can the players defeat them? Will it be a straight military victory? Will the players need to develop a "secret weapon?" Perhaps the players will need to get the help of another alien race? You, as the Referee, will need to make these decisions early in the story, and guide the story to its final goal.

Example: *In my WWIII story, my series goal is a simple military one. The good guys must overcome the villains in straight combat. In order to do this, they are going to need the help of the Americans on the moonbase and of the Europeans. I even have in my mind that the climactic battle will be in the Sea of Japan, with a last-ditch massive invasion attempt by the Chinese.*

And lastly, don't sweat the fact that your great series is about to end. Remember our producer's ultimate secret—if they liked it before, you can always bring it back with some new characters, plotlines, soap opera twists and "Zeta" added to the title!

REMEMBER, IT'S NOT JUST A GAME—IT'S A TV SERIES.

Anime is kinetic. It thrives on danger as much as it does on soap opera. Make sure all the pathos and drama is tempered with healthy doses of high-octane action.

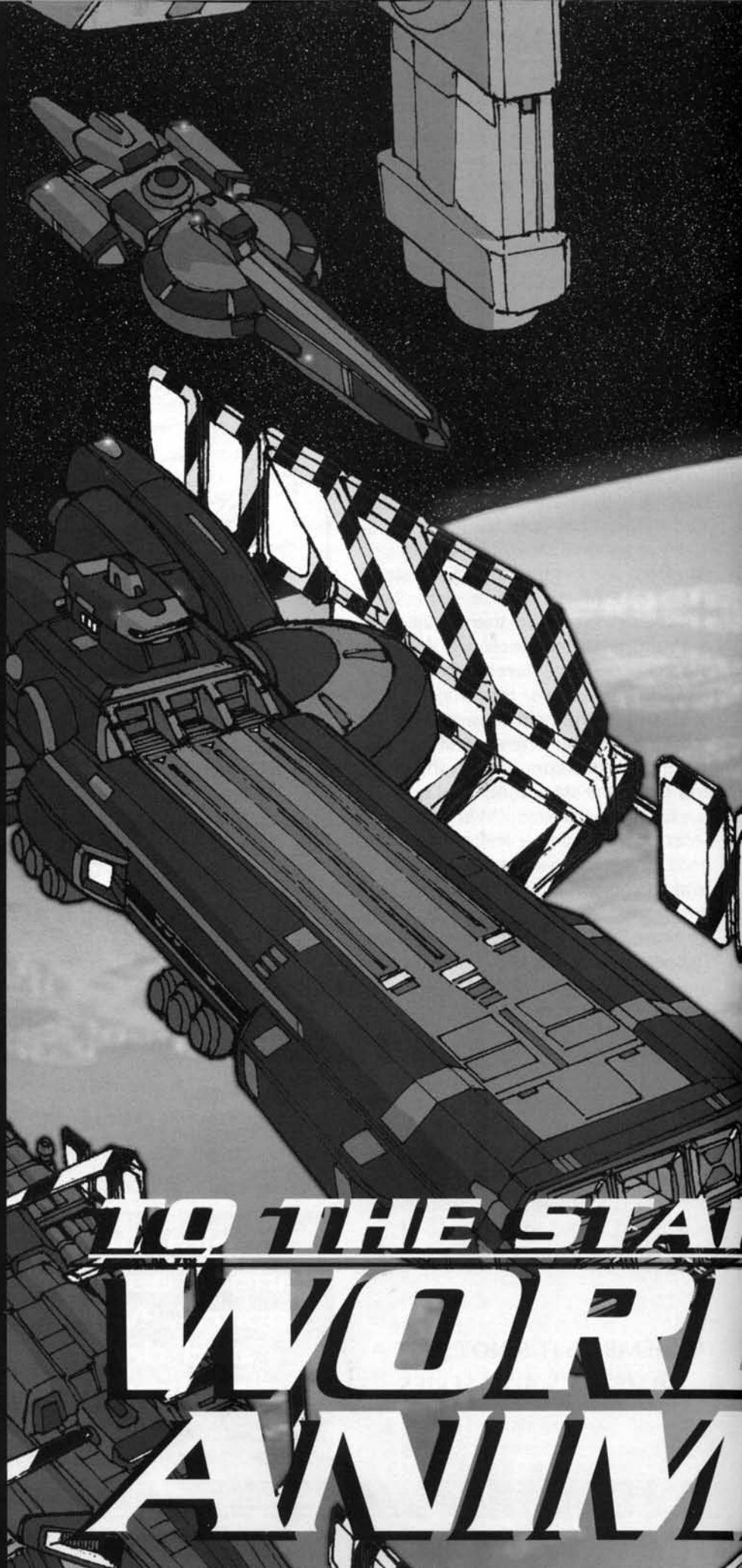
You're waiting for the Drop. You can feel the rumble in the walls change pitch and tone all around you. The starship surrounding you has slowed to orbital velocity; you can imagine the captain on the bridge giving the order to open the bay doors.

Almost as if on cue, the giant doors below your feet open, revealing the vacuum of space and the cylindrical form of the spinning colony in the distance. Somewhere above you explosive bolts are blown and you, along with hundreds of others enclosed in mecha like yours, are dropped over the surface of the colony. You charge up the small beam cannon on your arm; it seems insignificant compared to the giant beam guns of colonies and ships, but it's a gun.

You impact the spinning structure, and your suit's magnets lock down. Suddenly the colony is standing still, and space overhead begins to spin. As you gather your bearings, the colony's defensive lasers open up with deadly accuracy and the man next to you ceases to exist. You've always hated fighting on the surface of these giant cylinders, and this is no better than any other time.

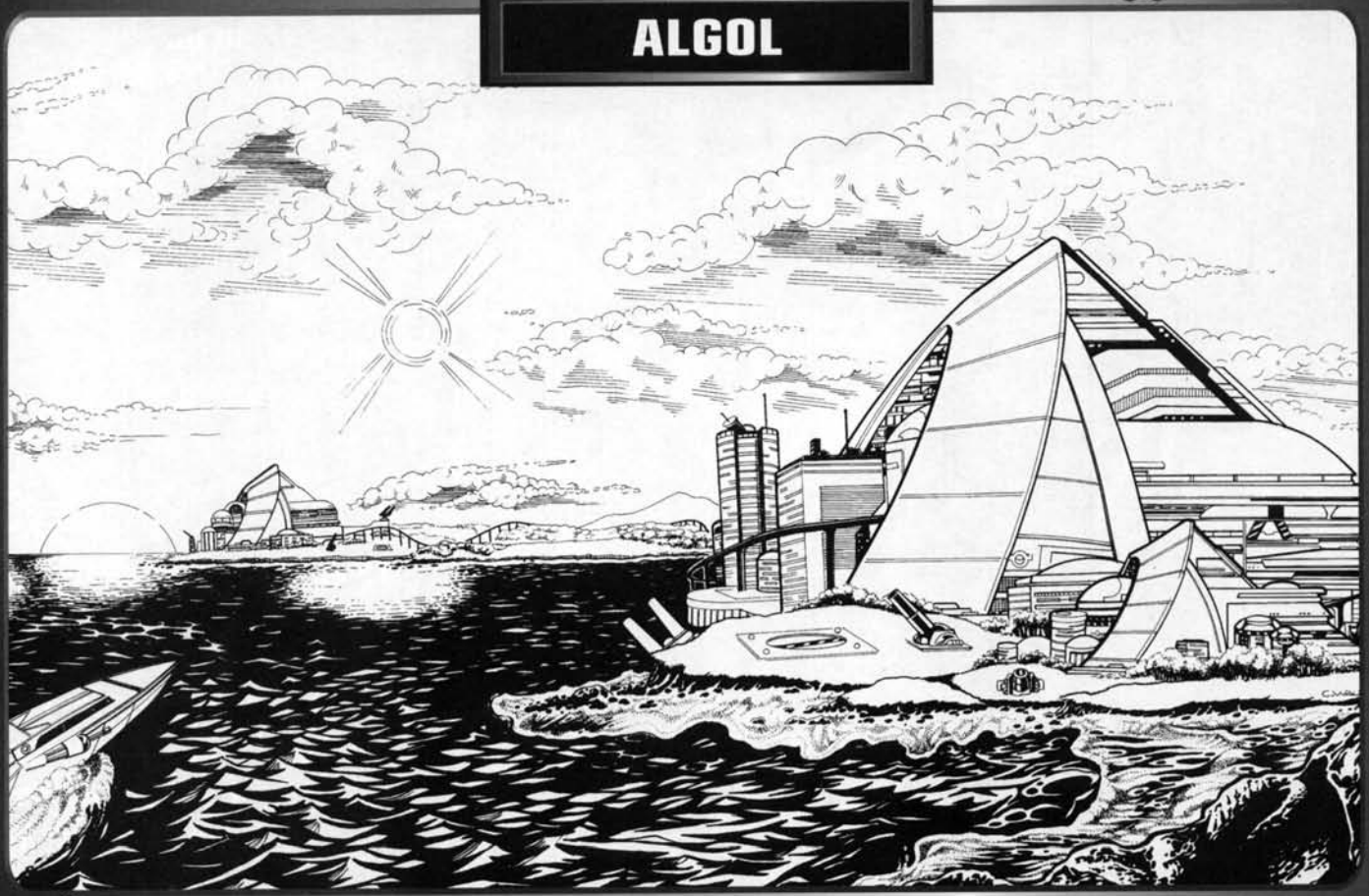
"Join the Star League, travel to strange new worlds, and meet exciting new people." You recite the old mantra aloud. Unbidden, the other half comes to mind.

"And kill them."



DS OF

ALGOL



ALGOL △ アルゴル

The solar system of Algol is located on the outer arm of a spiral galaxy. It is a quatrinary system, with four suns orbiting a common center. The two main suns are Algol (a blue giant) and Minbar (a dying yellow star). Orbiting around these suns at equidistant points are Kobol (a red dwarf) and the Dark Companion (a long-dead sun). Dwarfed by their larger companion star, the three smaller suns of Algol appear as brilliant dots against the background of the blue giant.

Aside from Algol itself, the solar system contains four other planets: a gas giant called Minar, which is totally unexplored; Persephone, a frozen ice-world; Aries, a rocky dustball rich in minerals; and Syberia, a small planet outside the orbit of Aries that has only recently been discovered. Between the orbits of Algol and Persephone is a large asteroid belt called the Halo. It is believed that the Halo was once a planet, destroyed in some ancient catastrophe long before man's arrival in the Algol system.

The World of Algol

The planet Algol is the second of the four worlds in the Algolian star system. Orbiting at a distance approximating that of Mars from our own sun, Algol is roughly 3/4 the size of earth (5,500 miles equatorial diameter). The orbital rotation of Algol gives it a 20.05 hour long day, with the Algolian year being 416 days long. There are four moons that orbit Algol (Dion, Pikk, Desha and Kralath). Each moon's surface albedo causes it to reflect a different color: Dion is reddish-brown, Pikk seems pale yellow, Desha is bluish and Kralath glows a bright white. Because of their orbital patterns, only two moons are seen in the night sky—which two depends on the season.

Algol is classified as a water-world with a primarily temperate environment (currently passing through an Ice Age; more on this later). The two main land masses cover the northern and southern polar areas. Scattered about the equator of the planet is a large island Archipelago consisting of over 2000 separate islands, ranging in size from a hundred feet of exposed rock to the large island-continent known as Muria.

The weather of Algol's two polar continents is roughly temperate. Long, cold winters are offset by pleasant summers. The current ice age is under remission by

use of modern technology (see below), but this has caused a severe shift in the weather patterns. It is not uncommon for a hurricane-force storm to pop up with little warning, do its damage, and vanish as quickly as it came. Despite the storms, the best weather is still found in the Archipelago, which is warm and pleasant. During these times the Archipelago is a literal tropical paradise (with a hurricane waiting around the corner).

The wildlife of Algol is the greatest threat to individual safety. The fauna of Algol is either derived from stock brought from the original colonists (like dogs, cats, and horses) or native life-forms. The native forms tend to run toward huge mammalian and reptilian types. Some of the more extreme types of local wildlife are even capable of focusing bio-electricity or organic acids as part of their offensive armament. Easily capable of killing a well armed and armored man, the local wildlife is the reason for the "clustering" of human society on Algol.

ALGOLIAN HISTORY △
アルゴルのヒストリー

The history of the planet Algol spans over 3500 years, and as such can only be touched upon briefly here. In the upcoming book *Algol: 1530*, much of the history here will be gone over in detail, and more extensive information given.

The Landing

Mankind first came to Algol in the year -2000 AY (or 2000 years before the Algolian calendar was formalized.) These original settlers were fleeing something called the Empire. The reasons are unclear, but at least one deciding factor seemed to be that the Empire at the time was involved in a war with the Aggendi, a xenophobic, genocidal race locked in a life or death struggle with mankind. There are some scholars who believe that humanity eventually lost that war, and that the Algol "colony" is the last pocket of humanity remaining.

No matter the outcome of the war, the fact remains that a few short years after the establishment of the Empire's Algolian colony, it was destroyed by an Aggendi attack and the surviving humans scattered across the surface of the hostile planet. Eventually the surviving humans banded together into four basic nationalities: the *Elarans* in the north, the *Kargans* in the south, the *Ettarrans* in the islands of the Archipelago and the *Murians* clinging to the original colony site.

As the centuries passed, the humans clawed their way back up from stone-age technology. With the nature of the local life-forms, most humans found it a full-time job to simply survive, so the reinvention of technology took longer than it might have otherwise. Two thousand years after the landing, the Kargans and Elarans reencountered each other on maritime voyages. Happy to find that there were other humans remaining, both sides established friendly relations and the year they met was marked as Algol Year 0, the beginning of a new age.

The Great Ice Age

In AY 1000 relations between Karga and Elara became downright hostile. There is no record as to why relations (which had remained fine for a millennium) suddenly took a turn for the worse. But it is an interesting historical note that AY 800 marks the rediscovery of the legendary island of Muria—an island separated from the outside world by an impenetrable force-field.

By AY 1400 Karga and Elara were bitter enemies, the centuries of peaceful trade long forgotten. To make matters worse, in 1420 the Great Ice Age began.

For decades the harsh Algolian winters had grown progressively worse. After years of study, the scientists came to the startling conclusion that the planet was entering an ice age. Over the next few hundred years the ice on the poles would expand, and the continents of Karga and Elara would freeze.

The First Mekton War

After eighty years of study, it became painfully obvious that the ice was not going to go away. By best estimates, in a little over 200 years, 75% of the planet's land-mass would be either covered with glacial ice or uninhabitable due to intense cold. The ice had already cracked open the arcology-cities of Keor and Illyria in Elara, and the fertile fields surrounding Kardak were now only useful for ice skating.

Into this gloom and hopelessness came Korax, a young Kargan nobleman with ambitions of power. He ascended the throne with the help of a stranger, a man named Arkon Verian. Verian was a Murian—probably a renegade or criminal—who sought to help Korax conquer the world. Two years after his ascension, Korax led Kargan troops in an invasion of the Archipelago. This started a full scale-war as the Elarans responded. At first the Kargans had a decided advantage: Arkon Verian was providing Murian technology to Korax, technology that the Elarans could not counter.

One such item of technology was the "Mekton", a humanoid war machine that could destroy any force sent against it. With the Mekton at its disposal, Karga marched across the planet, essentially unopposed. This period of Kargan domination was the *Mekton War.*

Dr. Tal and the Archipelago War

Only one man outside Muria was a threat to Arkon Verian–Dr. Tallisar Alexandar, also known as "Dr. Tal." Tal had also come from Muria, but he went to the Elarans and provided them with advice and limited technology to counter the threat posed by the Arkon/Korax alliance. When Mektons appeared on the field, Tal realized that without their own humanoid mecha Elara would fall. Organizing a sneak attack on Arkon's private factory, Dr. Tal led the team that stole the *HeadHunter* (the latest Kargan prototype), and made it Elara's entry into the mecha-race. Once Elara had access to Mekton technology, the war slowly ground to a stalemate and continued like that for years. This long period of slow, hard, fighting became known as the *Archipelago War.* It lasted for thirteen years, and was the bloodiest period in Algolian history.

The Cities of Algol

There are very few small towns on Algol. Most construction is at the city or mega-city level for better protection. Algolian cities always have one thing in common: They are massive undertakings. Rather than a series of dispersed city blocks, they are actually huge living complexes, complete with residential areas, parks, shopping districts, and governmental centers. These huge *arcologies* are usually built into extremely defensible, fortress-like arrangements. Some are constructed into natural formations (like cliffs or extinct volcanoes); others are built taking advantage of natural formations, like the dam-city of Arcadia that uses the water flowing through it to provide the power for its industrial centers. Currently 80% of the planet's population occupies these huge city-fortresses.

The Murian Peace

In 1517 the war was ended by a single snowstorm. On the equatorial island of Kalia, in the middle of a Kargan offensive, it snowed at sea-level. Instantly everyone knew the truth—no one was safe. The whole world would freeze. Exhausted armies stopped fighting, and a quiet, desperate peace fell across the world. Karga and Elara realized that only a fool fights in a burning (or freezing) house, and called an unconditional halt to all hostilities.

In a surprisingly well-timed move, the Murians lowered their force-field and offered the people of Algol hope: by using the military complexes of Karga and Elara—and the technology of the Murians—the people of Algol could expand into space, and use space-bound technology to warm the planet.

The plan worked wonders, and for a brief moment there was peace and prosperity. The orbital holding began to take shape, and the giant solar arrays started to counteract the effects of the ice. An organization was developed to police and protect the orbitals: the UAA. This organization was destroyed as soon as it begun to take shape.

The Aggendi War

The UAA was crushed by a single man, Lord Dremmond, one-time terrorist leader and a total sociopath. His actions set in motion the events now called the Aggendi War. It seems that those Aggendi who destroyed the original colony never left the Algol star system. Dremmond attempted to awaken them, only to be stopped by the last crew still loyal to the UAA. During that adventure, the stargate that brought man to Algol was discovered.

Sadly, Dremmond succeeded. The Aggendi were awakened, and in the year 1528 the attacks began. From 1528 to the present (1530) Algol has been under nearly constant bombardment from the Aggendi. The attacks started slowly, one unit at a time. But recently the attacks have gained in both numbers and ferocity. A fleet is under construction at Sunlight 1 to counter the Aggendi threat, but it's questionable if the fleet will be active in time to properly deal with the alien invaders.

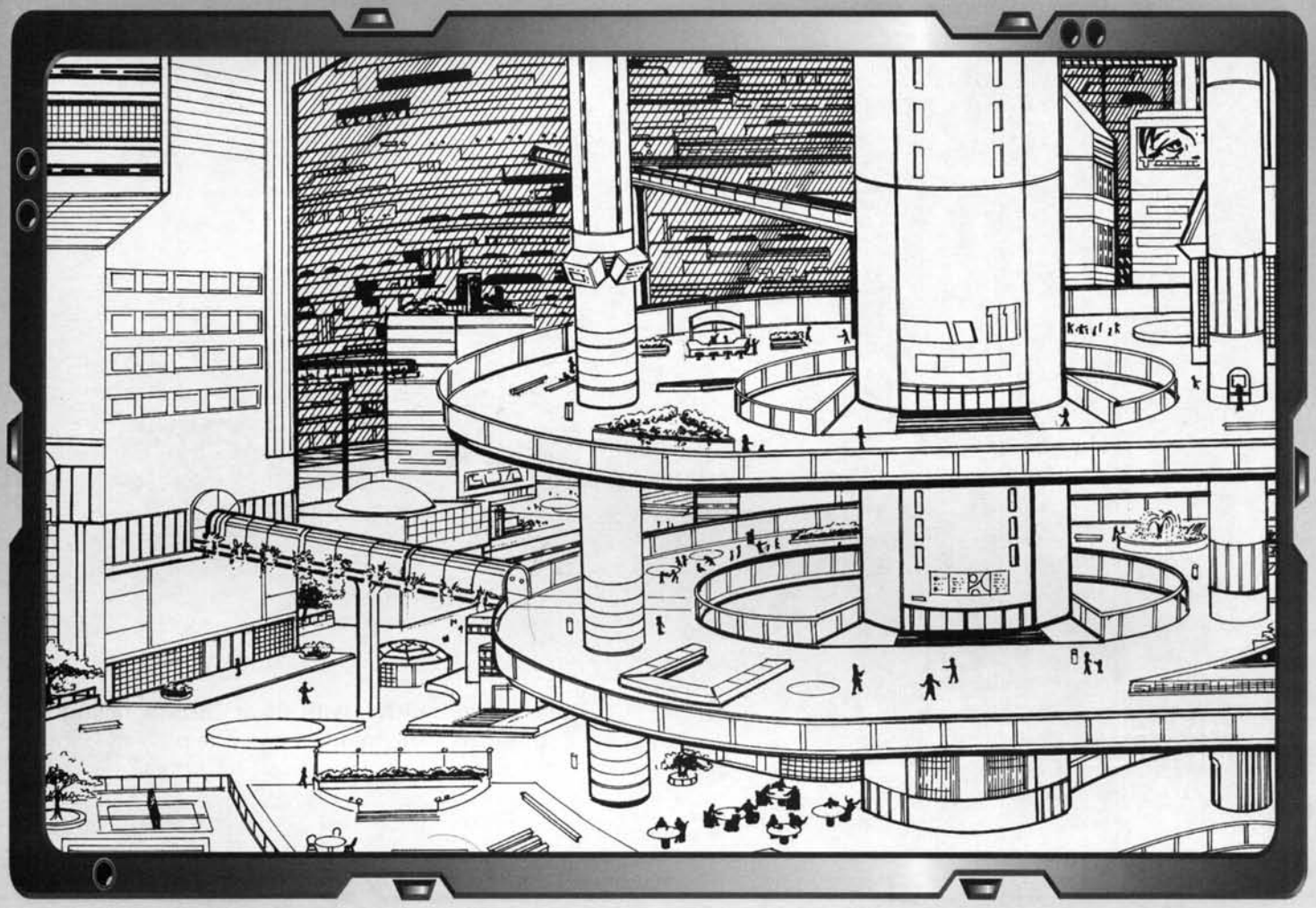
BACKGROUND△
バックグラウンド

ELARA occupies the northern continent. Its government is a constitutional monarchy, with the power of the King (or Queen) checked (or hindered) by a Council of Lords that meets once a month. The council has the power to overrule the monarch's wishes by a two-thirds majority vote. The social strata of Elara are very similar to feudal systems—the royal family and various noble families occupy the highest niche, with most citizens falling into the middle class. The poor of Elara are well taken care of, with government-funded programs assuring that any able-bodied citizen can find productive employment. The capital of Elara is the Crystal Palace, an ancient castle made out of pure, reflective crystal. The power center of the Council lies in the nearby city of Loriel.

The current Queen of Elara is Ymri II, who rules by the side of her consort, Lord Kerion. Leading the Council is Lord Delany, a man with great ambition.

There are currently eight major Elaran cities: Loriel, the political heart of the kingdom; Arcol, the center of finances; Andor, home of the best university outside Muria; Koriel, the beautiful cliff-side resort community; Kaol, with its heavy military complexes; Tandar, the home of Elaran's best flight schools; Arcadia and its power generation stations; and Mishtar, the semi-aquatic agricultural center. The cities of Keor, Illyria and Fiora were either abandoned due to the advancing ice, or destroyed in the war.

KARGA occupies the southern continent, and has remained a strict empire since recorded memory. The social ele-



ments of Karga's society are much more rigidly enforced, with marriage outside of your class frowned on, if not outlawed. The average citizen works an 8-hour day, with the harshness of your work depending on your class. Everyone has to work, but some work is much more pleasant than others. If you are lower class and without resource, you are sold into indentured servitude, where after a few years you can make enough money to buy back your place in society. Slavery is also a common punishment for crimes brought to the attention of the Kargan court.

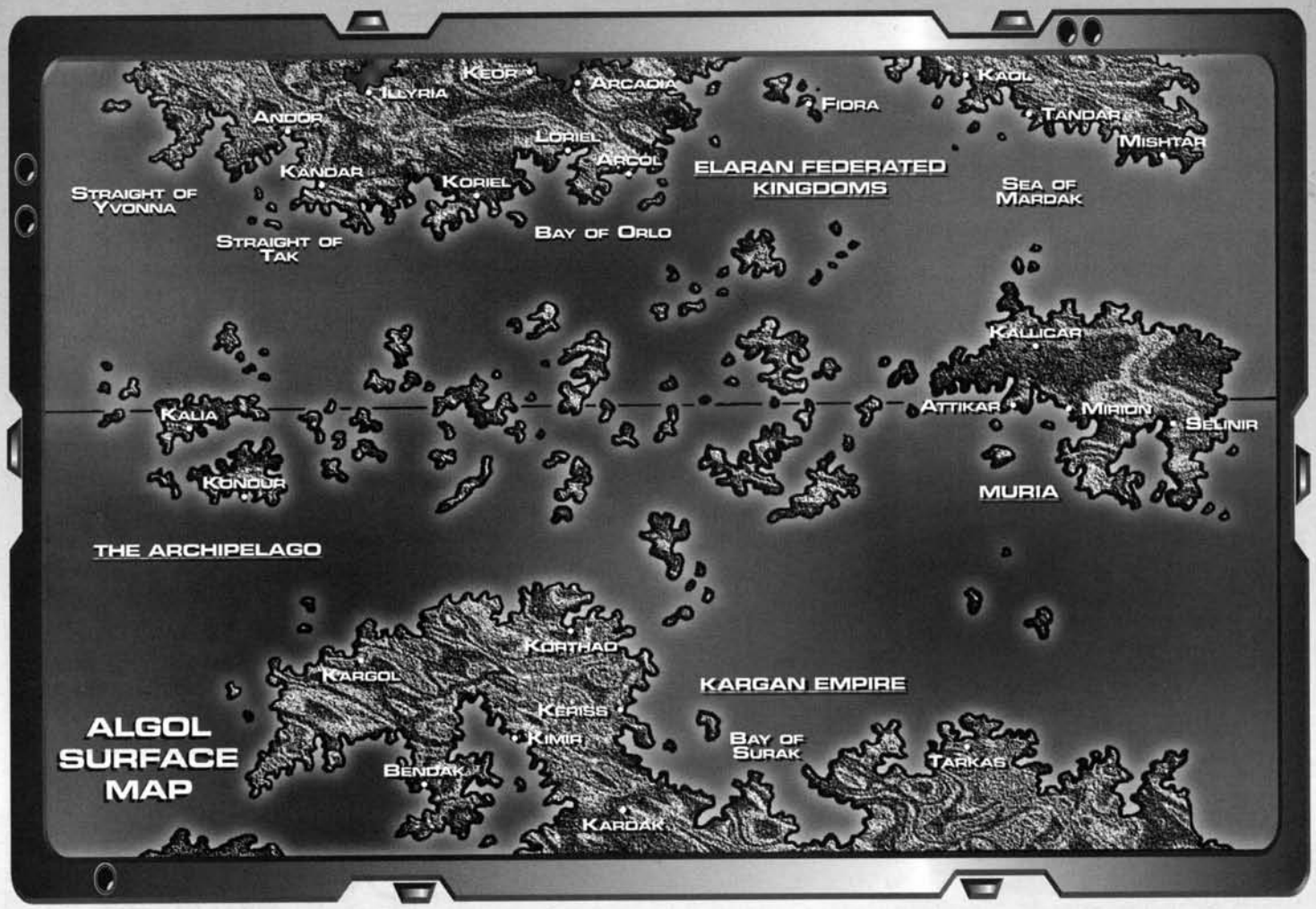
The city-state of Kardak is the current seat of the Empire, as well as serving as the ancestral home of *Kamas* (Family) Korax.

The current Emperor, Torrian Korax, is a man of contradictions. He has rested on the Imperial throne for nearly thirty years, and in that time has tried to conquer the world, then act as the focal point for a lasting peace. With the death of his advisor, Arkon Verian (who was murdered in 1520) and the death of his son during an Aggendi attack, the Emperor has named his young daughter the heir to the Emperor's Seat—a move that has enraged the more conservative members of the Kargan court.

Most Kargan cities are built along similar lines, each a paragon of defensive architecture. With entire cities built into naturally defensible positions, there isn't a single man-made structure on the continent of Karga that can't withstand a siege of immense proportions. Each city has a particular *kamas* that rules it, each answerable only to the Emperor himself. With such an arrangement, each city is really best described as a city-state with differing civic laws and personal freedoms. It is only the will of the Emperor that holds the disparate *kamas* in line as a nation.

MURIA occupies the largest landmass in the Archipelago, and is the location of the original colony sight. After ages of isolation, the Murians have finally opened their borders to travelers, and the wonders of this advanced society are still amazing the rest of humanity. The political situation seems to be an absolute dictatorship, headed by a class of techno-priests and led by the Lady Attican, the most powerful psionic on the entire planet. She seems to be a throwback to another humanoid race, perhaps one that was represented on the original colony ship.

There is little doubt that Muria is the most technically advanced society on the planet, perhaps even rivaling the science of the lost empire. Citizens of Muria live in a very rigid structure, with workers



and laborers striving to serve the scientists and priests.

In the years since the "sealing" of Muria, nearly all local life-forms were either domesticated or eradicated, so the cities on Muria resemble quiet, rustic villages. The only true "metropolis" is the city of Kallicar that has sprung up around the "Black Tower". Even in 1530, no outsiders are allowed inside the tower.

The Templar Knights are the only Murian "army" and they seem to be enough. Using mecha that are light-years beyond anyone else's on the planet, the Knights travel the globe "observing" the events outside Muria. The only time these fearsome giants go into battle is when the Aggendi attack. In all other conflicts they remain neutral.

ETTARRA is not a nation, but a loose collection of trading families who ply the ocean between the islands of Archipelago. These gypsies have been the victims of nearly constant war for decades and, as such, they have a tendency to distrust both Kargans and Elarans.

The leadership of Ettarra is the responsibility of a council that is made up of the heads of all the trading families. This council meets once a year to discuss trading possibilities and to renew the ties that bind these loose-knit people into a single nationality.

There are no Ettarran cities; instead, the people of the islands live and work on giant fan carriers, capable of carrying hundreds of people in relative comfort (imagine a cross between a cruise ship and an aircraft carrier). Each family has multiple carriers, and they often travel in caravans from city to city, trading their goods.

Recently there has been some preliminary construction on the island of Jerrin in an attempt to establish the first Ettarran city. For reasons unknown the construction has been postponed indefinitely.

THE FREELANCERS GUILD shares the Archipelago with the Ettarran people. The Guild is an organization of professional mercenaries who gained fame as one of the most effective fighting forces in the Archipelago War. After the war the Guild faded from sight, with only a few isolated incidents betraying the fact that the group still existed.

In recent months the Guild has come to international attention once more. It seems that the group has become involved in a micro-war with the Axis (see below). With national attentions focused on the Aggendi problem, the Guild and the Axis are left to slug it out without interference from anyone, which seems to suit them fine.

ALGOLIAN SPACE △
うちゅうのアルゴル

Orbital space around Algol has finally been tamed. Colonies that once stood half-completed now are filled to capacity with people. The bases on all four of Algol's moons are thriving, and the commerce of "space" has become a practical reality: Items are being sent planetside that are cheaper and easier to build in zero G. There was a time when it seemed that the colonies might very well declare a war on their planet-bound parent nations, but with the arrival of the first Aggendi attacks, that crisis was diverted. Now all Algolian men, space- or planet-bound, have come together to fend off the alien "invasion."

Moonbases

Each of the four moons has at least one permanent facility. Dion has *Dion City* and *The Station* (surrounding a massdriver). Pikk and Desha both have settlements, and Desha sports an entire boomtown which caters to the miners there. It goes by the name of *Crackville,* due to the settlement being located inside a giant fissure. Kralath has a scientific post that monitors deep-space transmissions, and acts as an early-warning system for incoming Aggendi attacks. All of these bases are under Nearside administration, but Dion City has strong Halo League sympathies.

Orbital Colonies

There are seven inhabited "space stations" in the Algol system: Yalara, Osmeron, Karad, Jaral, N-12, Arkon and Crystal. N-12, Arkon, Osmeron and Crystal are Elaran colonies, done in the typical "ring" style, while the others are Kargan in manufacture, and are the typical pseudo-cylinder (or "tin can") design. All of these colonies are under the "administration" of the Nearside Federation, with financial and political backing from each colony's "parent" nation.

Sunlight

These giant reflection stations are the result of the Murian peace, and represent the last hope of Algolian man. These five stations (there used to be six, but Sunlight 4 was destroyed by an Aggendi attack) reflect light from Algol's suns toward the planet, focused on the polar regions, melting the ice and releasing gases that warm the atmosphere. So far the plan seems to be working, but only time will tell if the effects of the ice age can be halted.

Sunlight 1 is the main sunlight station, and the only one inhabited. It also serves as the largest dry-dock in space, and as such is currently the home of the Algolian "fleet" designed to strike at the Aggendi.

Nearside Federation

Not a place but an organization, the Nearside Federation is a coalition of all orbital holdings, sort of a United Nations in space. Currently led by Lord Kynis, it's a powerful group dominating nearly every aspect of orbital life. Taxes are collected and laws are passed by vote from the ruling body of the Federation. There have been several "jurisdictional disputes" between the Nearsiders and the nations of Algol, and at times the political situation has been quite tense. Currently there is a firm alliance between the Nearsiders and ground-based forces. You can expect that to change if the Aggendi threat is neutralized. The home of the Nearside Federation is the Jaral colony.

Halo League

The large asteroid belt just beyond the orbit of Algol is called the Halo and is home to a group of counter-reformists who call themselves the Halo League. A group of professional soldiers, they oppose what they call the "tyranny" of the Nearside Federation. Composed of ex-UAA officials and members, their small group of ships and mecha are some of the most advanced in the system. They have called off their guerrilla war with the orbitals long enough to chip in to fight the Aggendi. The *Rimfire II* (flag-

AUs OF ALGOL

Below are the average relative distances of the orbits of the major planets within the Algolian solar system. For consistency, Earthly AUs are used as the unit of measurement.

All of the ships in the Algolian fleet, as well as any ship constructed after 1529, has a TL 6 reaction-mass drive, capable of traveling at 1AU per week.

Algol to Solar Epicenter: 1.5

Algol to The Halo: 2.23

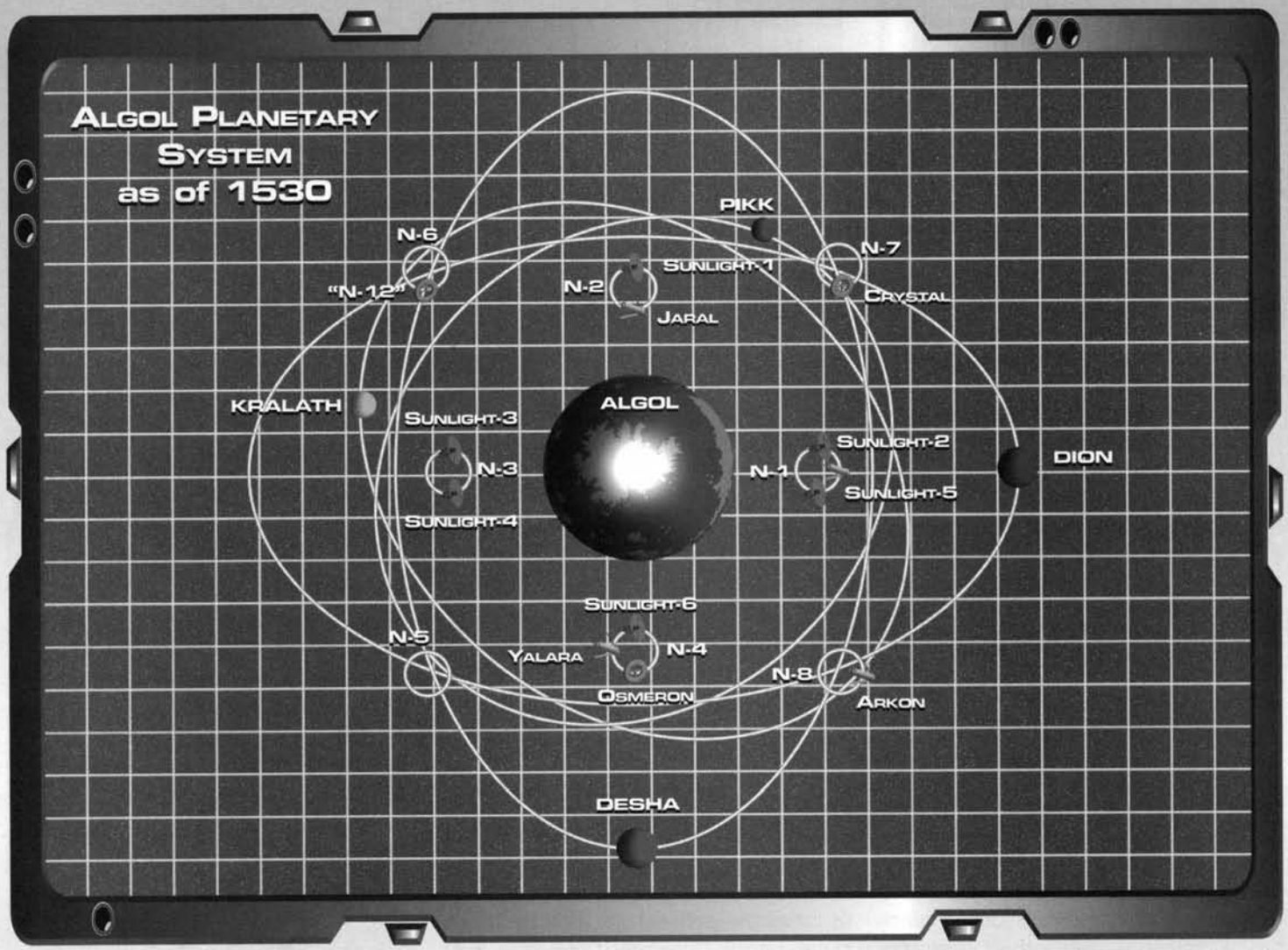
Algol to Minar: 0.93

Algol to Persephone: 2.7

Algol to Aries: 4.3

Algol to the Stargate: 6.8

Algol to Syberia: 7



ship of the Halo League) is currently engaged in a scouting mission to examine the ancient stargate, hopefully to find technology to use against the aliens.

With members on every major continent of the planet, and every colony in space, the Halo League is perhaps the most well-known secret society ever.

The Axis

Another subversive group, the history of the Axis is written in blood. Originated inside Karga, the group was a terrorist organization from the beginning. Using bombs, guns and knives to carve out a niche in the political scheme, the Axis was very good at being bad. About the time of the UAA, the leader of the Axis (Lord Dremmond) was killed, and an ambitious Kargan named Xoniver Ebonflack rose to take command. Possessing much greater subtlety than his predecessor, Ebonflack molded the Axis into an effective world-wide "guild" of assassins and mechajocks for hire. While the bombing of innocent children is no longer a preferred way for the Axis to make a point, they are not above creating mayhem for profit. The group has hidden bases and production facilities all over the Archipelago. There are also rumors of hidden orbital facilities that are capable of producing spaceships.

Being small in number, the Axis mecha make up for their numerical disadvantage with sheer firepower. A single Axis unit can take two or three Mektons in a fair fight, if the Axis ever bothered to fight fair.

With the current Aggendi problems, the Axis is running rampant—not causing too much damage, but taking advantage of the fact that men and machines are needed elsewhere.

The Fleet

Currently under construction at Sunlight 1, the fleet represents Mankind's ability to take the fight to the Aggendi. The fleet is composed of fourteen ships, led by the carrier/flagship *Endeavor* commanded by Lathrin Darkmoor. The other thirteen ships are a combination of cruisers and light carriers with a single battleship designed to go toe to toe with the Aggendi mothership. The fleet is nearly complete, with only the battleship and four other cruisers non-operational. It is expected that the fleet will launch near the end of 1530.

ALGOLIAN WILDLIFE△
アレゴルのワイルドライフ

As mentioned in the before, the human threats to life and limb are not the only dangers that the citizens of Algol face. The local wildlife, tough and resilient, still poses a very real threat. Outside the giant arcology-cities the landscape of Algol is still very dangerous. Following is a small sampling of the flora and fauna that make it so.

BEACHMASTER: This small crab-like creature is the scourge of the Algolian beaches. Traveling in packs that can sometimes number in the hundreds, the beachmaster hunts in great numbers with dozens of individual creatures attacking with claws and stinging spines. Singularly these creatures are no problem, but encountered in packs they can incapacitate and devour a human.

DEATHGRASS: A frightening variation on a carnivorous plant. Deathgrass is only encountered on a few isolated islands of the Archipelago (it has been destroyed on the continents). It appears as waist-high grass and weeds. If a human (or any creature, for that matter) wanders through the grass no immediate ill effects will be felt, but the damage is already done. Deathgrass is covered with thousands of needle-sharp spores that puncture and enter the skin of an animal that moves through it. These spores deliver seeds into the host. Once inside, the seeds begin to grow, using the bio-mass of the infected creature for nourishment. The sap of both the plants and seeds produces a mild anesthetic effect, making it difficult to detect infection. After a matter of hours, the seeds are so established in the system that the victim is doomed. If the creature passes away in a fertile area, a new colony of deathgrass is established.

FENRIS: A large, wolf-like creature that has been domesticated for use as a pet and companion. A very dangerous pack-hunter in the wild.

FLOATER: Perhaps the most dangerous form of life on Algol. The floater resembles a giant jellyfish, with nearly translucent skin and tentacles. The floaters travel in "packs" of up to 100, floating on the winds that blow over the Archipelago, northern Karga and southern Elara. The largest floaters are over 10m in diameter, with tentacles that can dangle for 15m or more. The danger of the floaters lies in their light weight, and near invisibility. On overcast days one could walk into a floater "pack" without seeing them visually or on radar (the signals seem to pass right through the semi-solid bodies of the floaters). The fact that you can "blunder" into entire packs of floaters has doomed many men and a few mecha. The skin of these beasts exudes a highly corrosive acid capable of killing a man, and in enough quantity severely damaging a Mekton. There have been over a dozen "mecha-kills" attributed to unlucky pilots getting mired in packs of floaters.

FOG HUNTER: A giant plesiosaur, this creature hunts the popular fishing areas of the Archipelago, surviving on the local fish (and sometimes fisherman). These beasts are not much of a threat other than picking off lone fishermen—or an occasional Ettarran off the deck of a fan-carrier. The largest fog hunters (33m or so in length) can damage lightly armored mecha with their powerful jaws.

GREY HUNTER: Packs of these large, loping predators travel hundreds of miles across the polar ice seeking game. Silent and deadly, they prey on the weak, confused, and lost. Seemingly invulnerable to the Arctic chill, they hunt on the coldest nights, when other creatures are huddled together for warmth. Their pelts are a prized hunting trophy, as the light grey color offers a natural camouflage in the snows, and the thick fur is one of the best natural insulators against cold.

GUNFARK: One of the most imposing locals, the gunfark is a giant, two-headed, armored lizard. If its size (about the length of a 20m cargo carrier) and its hide (capable of withstanding some Mekton weaponry) weren't enough, the heads can project a sizeable spray of digestive juices. This spittle is capable of sizzling through armor (and just about anything else) in moments. The gunfark is assuredly the top of the Algolian food chain.

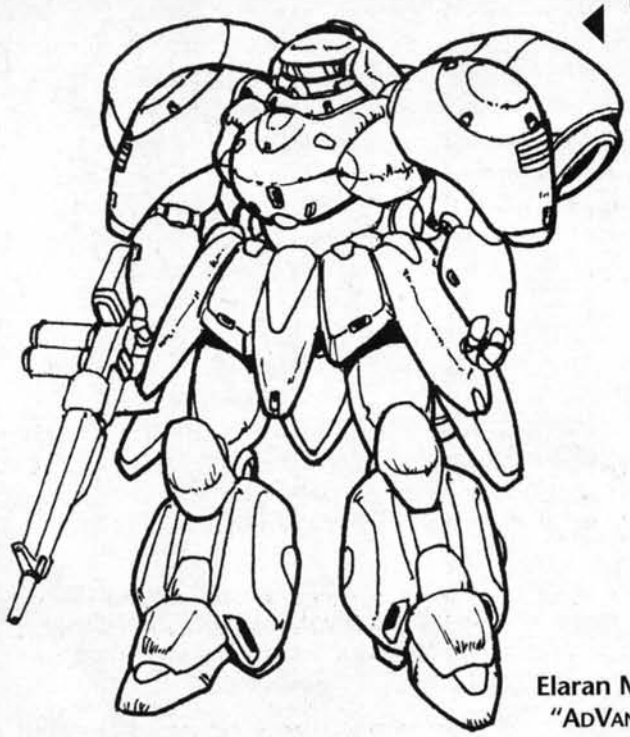
KICKLIZARD: Large, ostrich-like lizards that live in open plains areas. Kicklizards rush their prey and kick it to death with powerful legs and sharp talons. Some kicklizards grow to massive proportions, and are capable of damaging a Mekton or vehicle.

KREGOR DRAGON: The largest predator of the open seas, kregor dragons will attack anything, although their main prey is the fog hunter. A wreath of ripping tentacles ring a gaping mouth filled with ten rows of teeth, and its mass is comparable to a gunfark. Its physical aspects make the dragon feared, but its bio-chemistry makes it truly terrible. The dragon can generate a bio-electric field capable of jamming sensor signals, thereby offering it limited invisibility to modern detection techniques. It is also capable of "throwing" that field in an offensive attack. This attack can stun or kill a fog hunter outright, or fry a pilot inside a Mekton.

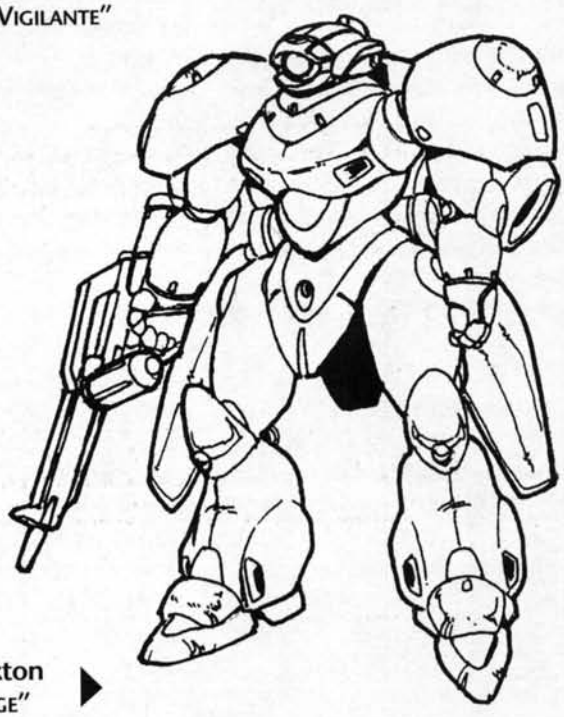
RAZOR: A deadly scavenger, this bipedal lizard travels in small packs, and uses intelligence to outwit would-be prey. Experts at setting up deadly ambushes, the razors' natural weaponry and stealth perfectly match their cunning. Some believe that if not for man's arrival on Algol, the razors would have evolved to become the dominant, possibly intelligent, life form of the planet. It is accepted that the razor is the most intelligent life form on Algol after man.

SCREAMER: An extremely fast form of predator which uses a form of limited teleportation to attack prey. It flickers from place to place, confusing a target into a blind panic, and finally pounces when the target attempts to flee in terror. The screamer is currently an endangered species, as scientists continue to experiment in hopes of discovering what gives the screamer its unique ability. So far the screamer hasn't given up its secrets.

URU KILLER: The only thing big and nasty enough to tangle with the gunfark, the uru killer will attack anything big enough to attract its nearsighted attention. The killer is always attacking mecha. Its hide is immune to gunfark "venom", and it is hardly bothered by most Mekton weapons.

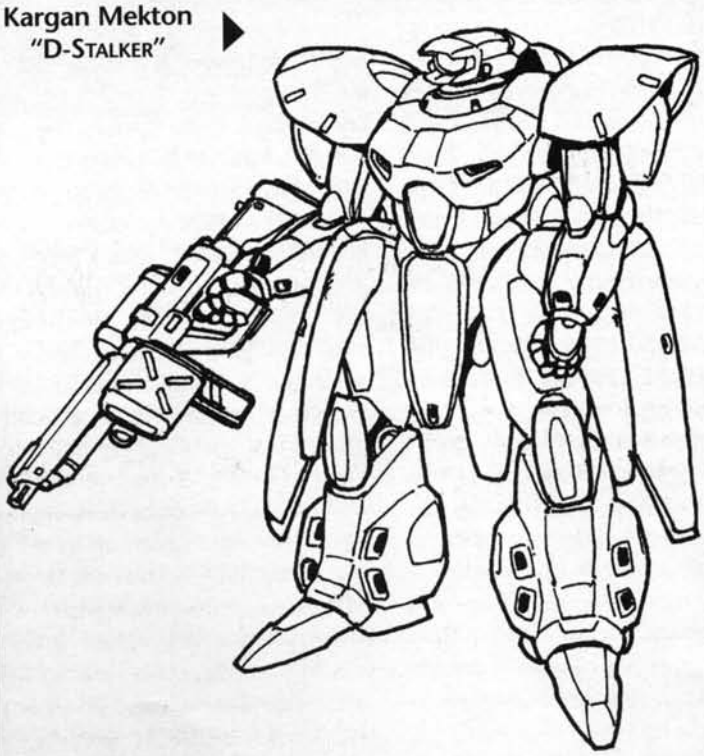


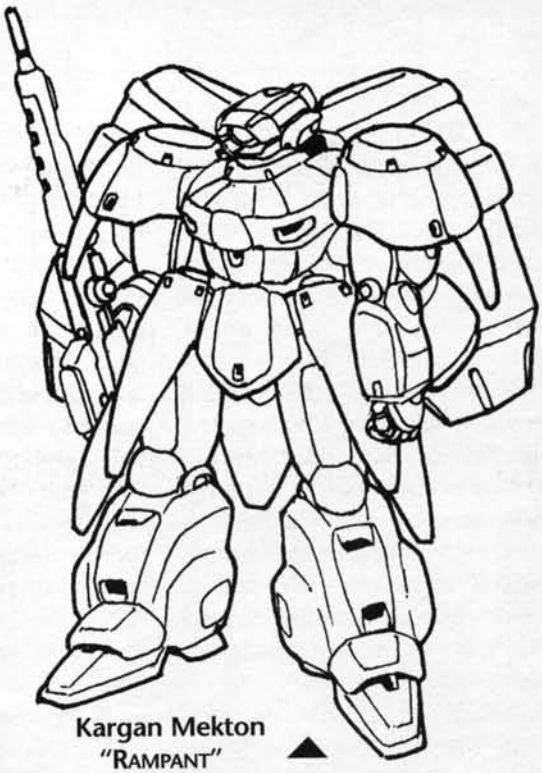
Elaran Mekton
"VIGILANTE"



Elaran Mekton
"ADVANTAGE"

Kargan Mekton
"D-STALKER"





Kargan Mekton
"RAMPANT"

多次元機甲戦士道 MEKTON メクトン

MEKTON STATS

Configuration	MV	MR	Land MA	Flight MA
Mekton	-5		6 hexes	12 hexes
			(100 kph)	(300 kph)

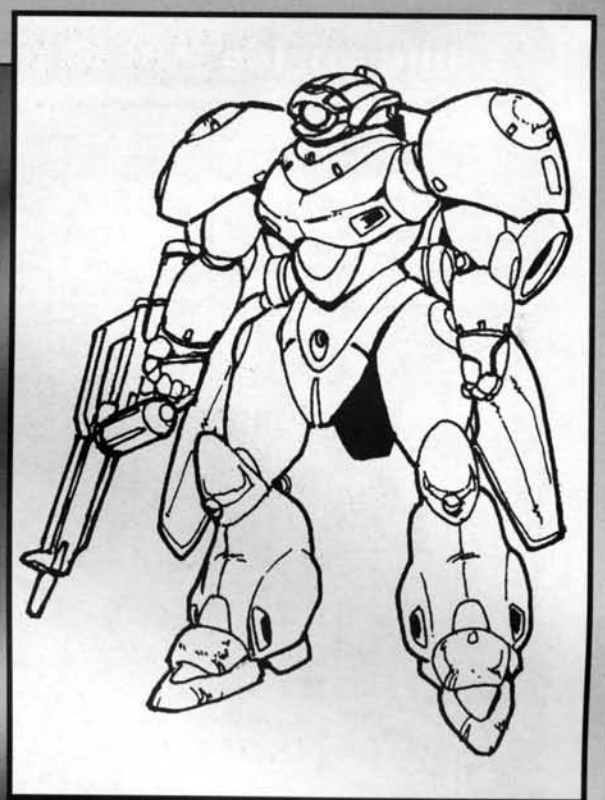
MANEUVER POOL

MECHA COMBAT SKILLS

Mecha Piloting	+ MR=	
Mecha Fighting	+ MR=	
Mecha Melee	+ MR=	
Mecha Gunnery	+ MR=	
Mecha Missiles	+ MR=	

COST MULTIPLIERS x0.0

Multiplier System		CP x ?
Powerplant	XS: 1	x0.0



MEKTON PROFILE

Name	Weight	Cost
Typical Algolian Mekton	56.7 tons	138.4 CPs

SERVOS & ARMOR 85 — 39.5t

SP	Kills	Servo	Level	Space	Cost	Armor	Cost
5	4	Head	HS	4/1	4	HS	5
5	6	Right Arm	HS	6/5	6	HS	5
5	6	Left Arm	HS	6/5	6	HS	5
5	8	Right Leg	LH	8/1	8	HS	5
5	8	Left Leg	LH	8/1	8	HS	5
5	12	Torso	MW	12/0.5	12	HS	5
5	0	Pod	MW	12/0	6	HS	5

SUBASSEMBLIES 2.9 — 5.15t

Cockpit	# Crew	Options	Space	CP
Torso	One	E-Pod	2	2

Subassemblies	Loc	Space	CP	K
Liftwire	T	-	0.3	-
2 Spotlights	H	-	0.4	-
Antitheft Codelock	T	-	0.2	-
1000km Fuel:	P	-	-	-
51.5 x0.1 = +5.15 tons				

MOVEMENT SYSTEMS 25.5 — 0t

Movement System	Loc	Spc	CP	K
Main Thrusters (4 MA)	Pod	11.5	11.5	-
Sub-Thruster (4 MA)	RL	7	7	-
Sub-Thruster (4 MA)	LL	7	7	-

SENSORS 6 — 2t

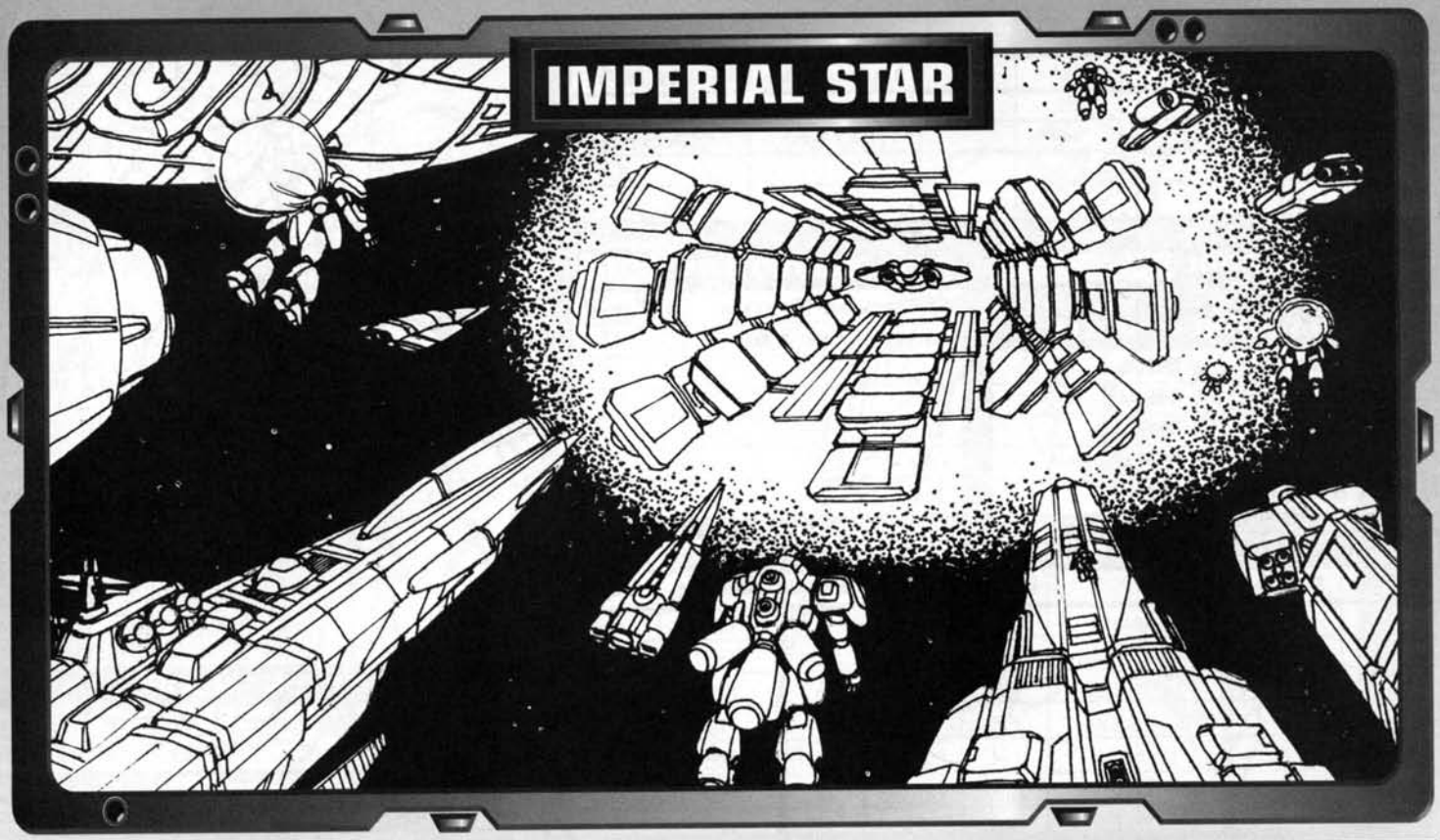
Sensors	Main	Backup
Loc	Head	Head
Range	7km	1km
Comm	1000km	300km
Kills	2	2
Cost	4	2
Space	1	2

SHIELDS 0 — 0t

Shield	DA	SP	Loc	Space	Cost
-					

ARMAMENT 19 — 5t

Weapon	WA	Range	Damage	Shots	Kills	Loc	Cost	Space	Notes
Right Hand	+0	Melee	1+1K	na	1	R Arm	2	1	Functional manipulator.
Left Hand	+0	Melee	1+1K	na	1	L Arm	2	1	Functional manipulator.
Energy Sword	+1	Melee	6K	∞	2	1H	6	6	Handheld.
Heavy Beam Gun	+1	10	6K	∞	6	2H	9	9	Handheld.



IMPERIAL STAR △ イムペリアル・スター

The Second Empire of Humanity

A far-flung empire of a thousand suns, the world of Imperial Star is unique among the anime genre. It is a fusion of traditional high space opera, fused with the style and technology of Japanese animation. Among its myriad worlds, galactic battlefleets surrounded by protective screens of humanoid mecha duel for stellar supremacy on a truly cosmic scale.

However, the Empire is much more than just starfleets and mechanized warriors. It is also made up of millions of people, some of them human, many of them not. It is also a place of great change and growth, as its citizens rise phoenix-like from the ashes of a fallen empire whose legendary technologies and great arrogance caused it to immolate itself a thousand years earlier.

Straddling the great spiral sweep of the Milky Way's Orion arm, the Second Empire is reaching out with its many fleets, scouts, traders and explorers to recover its lost heritage. But can it avoid the fate of its predecessor so long ago? Will it survive against a dangerous and hostile universe, not to mention the far more dangerous sentients within its own borders?

WORLDS OF THE EMPIRE△ エムパイヤーのワールド

While the Empire is an immense sprawl of stars, there are only a few of its worlds which have strategic significance. These vital planets are known as the Constellation worlds—solar systems which are home to the most important governmental, social, economic and military structures of the Empire.

Rigel Kentaurus [Throneworld]

The seat of the Imperial Throne and the governmental center of the Second Empire, Rigel Kentaurus (which orbits a blue giant star of the same name) is a large world which has been extensively settled by the many civil servants, nobles and administrators required to keep the Empire functional. Most of the planet is covered by huge arcology-style living structures surrounded by open parkland. The center of the Empire is the City of Light, a vast collection of shimmering buildings facing a huge bay that include the Imperial Palace, the Imperial Senate, the Great Arena and the Imperial Spaceport.

As center of the Empire, Rigel Kentauris is also orbited by **Gravenstone**, a moon-sized asteroid that is the main operations center for the Imperial Navy. It is from here, in this gigantic base, that the activities of the four Imperial Sector Fleets are directed.

Earth

The Sol system occupies a special place as the birthplace of the human species, the most dominant race in the Empire and its defacto masters. The First Empire maintained Earth as its capital for many centuries, until it was devastated in the horrors of the Succession Wars. Throughout the Wars and the long fall that followed, a few dedicated people (chief among them the Imperial Terraforming Corps) worked to restore life to the blasted plains of glass that remained where once-mighty cities stood. It was not until the rise of the Second Empire and the ascension of the Valeron House to the throne that Earth was finally terraformed into the beautiful parkworld it is today.

Mars

Mars became the economic and financial center of the Second Empire during the Succession Wars, when all the remaining nobles who were not caught in the attack on Earth relocated under the protection of the red planet's huge planetary screens. Mars has never been fully terraformed. Although its thin atmosphere has been oxygenated to breathable levels, in the years of the long fall its sturdy citizens became used to their rusty red deserts and large domed cities. Most of Mars' industry and commerce centers are located underground in vast caverns carved out by fusion drills and covered with transparasteel domes.

The Diadem

The Diadem is the system name for a trio of terraformed worlds orbiting the Oradin system (named for the first world to be colonized). Legend has it that the system was considered uninhabitable, and that as a show of power, the First Empire actually moved three worlds into their current orbits and terraformed them as pleasure planets.

FREYA: A beautiful but icy world terraformed as the ultimate winter paradise. Most of Freya's cities are built into its towering mountain peaks or in huge bridge-like structures that span open valleys.

NOVA JANIERO: The tropical paradise of the Empire, with perfect sand beaches, white walled villas, and the only underwater spaceport in the Empire.

ORADIN: A temperate world similar to Old Earth, it is the site of the Great Imperial Library (a structure covering several square miles) and the Imperial University (a city in itself).

Regis Aquaria

The homeworld of one of the principal non-human races of the Empire, the natives of Regis Aquaria are 1.2-meter tall bipedal amphibians resembling newts. They are adapted to living in the hot (49° Celsius, or 120° F), shallow, seltzer-water seas of their homeworld, principally in sprawling underwater cities. At a Tech Level equal to any other in the Empire, the oft mis-named "Saurians" travel the galaxy as merchants, each allied with powerful matrilineal trade clans.

Kazan [Canis Major]

Home to the second principal race of the Empire, the 2-meter tall, roughly wolf-like (although they are actually marsupials) Kazan are adapted to life on the open grassy plains of their world under their dim red sun. They are among the Empire's best warriors and scouts, adept at everything from hand-to-hand combat to piloting their deadly animal-shaped combat mecha.

HISTORY OF THE EMPIRE△
エムパイヤーのヒストリー

The history of the Second Empire of Humanity is considered to have begun with the establishment of what historians now call the Confederation of the Rim. The Confederation, primarily led by the liquid hydrogen-breathing Kelvenni, was a loose and peaceful association of sentients that covered the edges of the outer arms. Most of the member races were heavy gravity dwellers or liquid hydrogen breathers. Not known for their aggressive nature, there hadn't been an armed conflict among them in close to ten million years. Traveling with para-gravitic ships through a network of interstellar jump gates that instantly hurled them from star to star, the Confederation was a prosperous and extensive network that had kept the galaxy at peace for an immensely long time.

The ME5 Invaders

It was at this time that Confederation traders first encountered a vicious and extremely xenophobic race who promptly attacked and nearly destroyed the harmless tradeships they encountered. Traveling via sub-light colony ships from the nearby ME5 Galaxy (whose core had gone unstable and was in the process of exploding and destroying all life in its neighborhood), the insect-like invaders viewed all other races as deadly competitors and immediately set out to eliminate the members of the Confederation.

The Confederation, having been at peace for millennia, had no idea of how to defend itself against this ruthless foe. In desperation, they decided to look for another race with the necessary skills to fight the invaders. One of the best possibilities lay with a bipedal hominid race living out on the Orion arm, one which had previously been encountered by tradeships stopping on their world for supplies of transuranic elements.

So the Confederation came to Earth.

THE PRE-EMPIRE: Prior to the foundation of the Empire, humanity was limited to a single world, known (without much imagination) as Earth. Earth had just achieved a Tech Level somewhere just above level 5, but had fallen into a state of constant national bickering on the brink of a thermonuclear conflict. It was at this time that the alien Kelvenni arrived in their saucer-shaped ships and made an offer to one of the most powerful national groups on the planet, the Trans-Pacific Confederation. If the TPC (a scientific superstate at the time) would aid them in their battle against the ME5 invader force by providing leadership and soldiers, the Kelvenni would provide Earth with Confederation para-grav technology and stargates. The TPC agreed and set out to build the most powerful battlefleet the galaxy had ever seen.

The ME5 War

For many years the war waged on, with human/Confederation fleets encountering and destroying Invader groups, and the invaders doing vice versa. There were few distinct victories, just grinding, vicious fighting against an enemy too maniacally homicidal to consider making any peace. Eventually the Confederation located a distant site at the far edge of the Giggunni Gap where the invaders' planet-sized ships were concealed. Detonating a genocidal planet killer bomb (a recent human invention) in the barren rim system, they irradiated the ME5 colonial fleet and killed all but a tiny fraction of the invader race.

Their enemies now eradicated, the humans turned around and announced that they would now be establishing "The Empire of Humanity." Based in the Orion arm, it was generally considered to be a human matter, as the majority of the other Confederation races were too alien to effectively be ruled by any warm-blooded oxygen breathers and most lived in the Sagitarrian arm some 20,000 light years coreward.

The First Empire

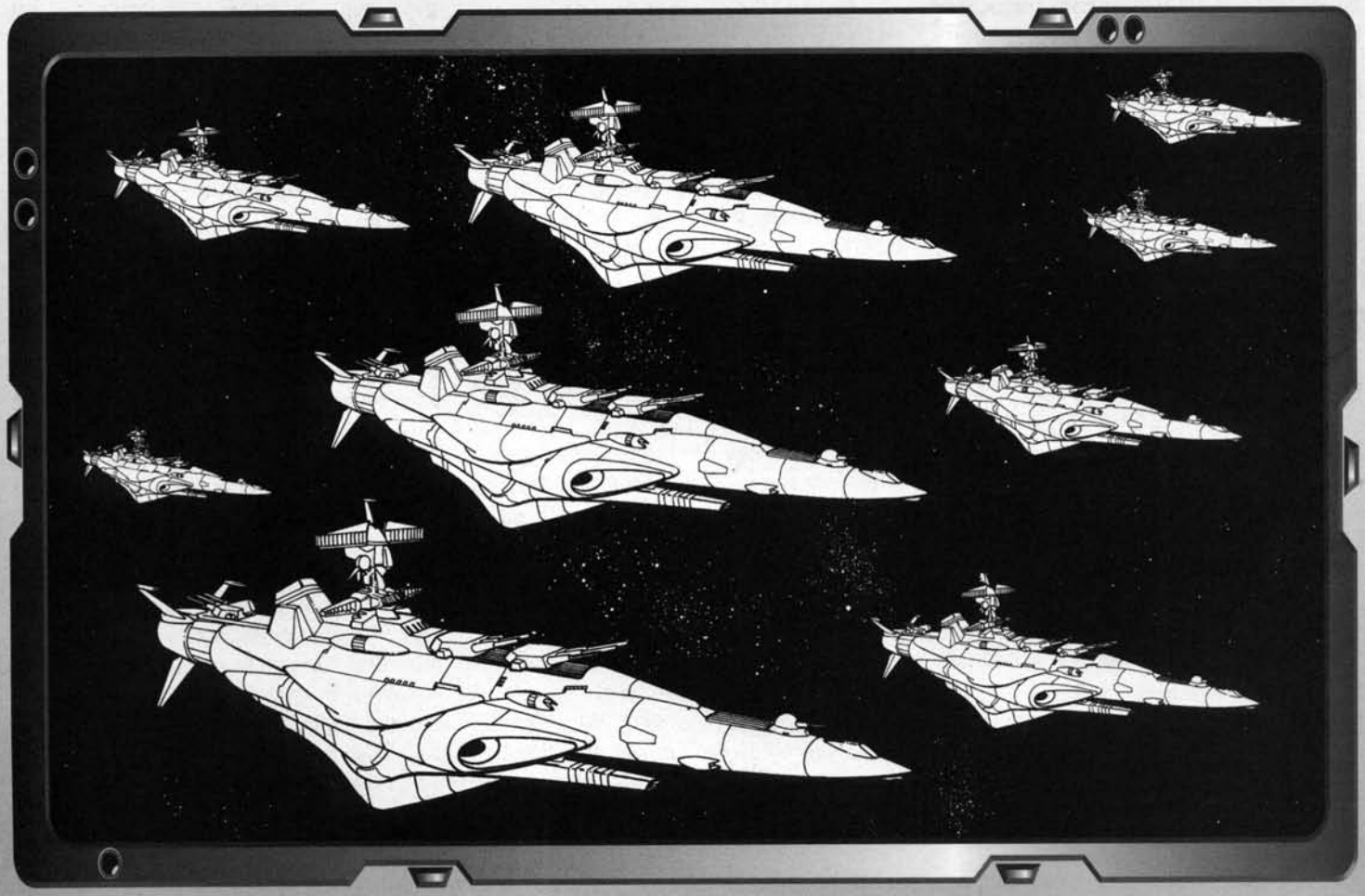
While it has often been debated as to why the members of the Confederation raised little or no objection when their erstwhile "soldiers" established an empire right after the defeat of the ME5ers, it is generally agreed that since the Kelvenni lived at temperatures that could liquefy helium and most of the other Confederation races lived in equally uninhabitable (by humans) environments, they correctly reasoned that the Empire would ignore them entirely once it had mastered super-light Gate technology. In fact, this turned out to be true; even now, the races of the Confederation are seldom seen in Imperial space, and travel unnoticed and unmolested when they do.

For the next thousand years, it was a golden age for humanity. The First Empire, working from the knowledge of the Old Confederation, explored the entire Orion arm, establishing new gates and colonies. The First Empire achieved amazing feats of technology—moving and terraforming entire worlds, creating matter out of energy fields, and mastering advanced teleportation and transporter devices. They improved upon the gate technology until it could even be carried by (large) starships.

Then, tragically, it all went wrong.

The Succession Wars

It began when one of the nine great houses that ruled the Empire fell into dispute with another house concerning the line of succession for the next Emperor. Within months the dispute had escalated to the dissolution of the Imperial Council. Then the warfleets mobilized; the first planet killer was dropped on the



rebel house's homeworld, and in retaliation, four of the remaining houses banded together to launch a surprise attack on the Imperial throneworld, Earth. Billions died, but the opposing houses survived to launch their own planet killer weapons, until one by one, all the worlds of the Empire were drawn into the terrible conflict.

When it ended, ten years later, the Empire was decimated. Gates had been destroyed, cutting systems off from needed technology so that they collapsed into barbarism for centuries. Other worlds were reduced to glassy-surfaced, cratered ruins by planet killers and hellbombs. There was no trade. There was no government. There was no civilization, just universal, agonizing darkness and pain that lasted for almost a thousand years.

The Rise of Valeron

It was some nine hundred years after the fall of the First Empire that a large fleet of pirates operating out of the Korel asteroidal system (the remains of the now hellbombed Korel homeworld) came under the leadership of the warchief Black Tom McCaslan. Black Tom was a crafty and farsighted pirate who dreamed of restoring the Old Empire—with himself at its head. His dream might have gone on as just that, until he encountered (at gunsight point over a disputed salvage site) one of the last remaining members of one of the oldest of the Imperial houses, the Valerons.

Nickolai Akeme Valeron was easily the match of Black Tom in cunning and vision. And he had two other advantages the pirate didn't. First, the Valeron line had been a popular and legitimate contender for the throne before the fall of the Empire.

Second, in the ruins of the now hellbombed Daryni system, Valeron had discovered an ancient artifact of immense power. A two-meter long, neon-green glowing rod, it appeared to him as he and his crew were looting the hulk of a centuries-dead battleship and told him in a flat, eerily mechanical voice that it could lead him to restore the Empire.

In the days to follow, lead him it did: to hidden storehouses of lost technology, to bombed-out systems where long-dead mecha stood sentinel over the databanks and gate codes of the Old Empire. It had led him, in fact, to the very system where he encountered Black Tom, who was seeking the same abandoned mecha factory he was.

Black Tom had a fleet, almost 1,000 pirates strong. Nickolai Valeron had a birthright and the Staff of Empire (as it came to be called) which served only him. Together, they went out into the galaxy and reforged the new Empire.

They never did learn where the Staff came from; they assumed it was a lost cybernetic device of the Old Imperials. As long as it worked, they didn't question its origins. But it didn't matter in the end. Aided by the Staff, which unerringly led them to the secrets of the Old Imperials, and backed by a fleet that soon grew to immense size, they explored the wreckage, battled rivals, reunited lost colonies, and finally brought their dream into being. Together, they made the Second Empire real.

THE EMPIRE TODAY △
きょうのエムパイヤー

The Second Empire of today is a highly advanced (TL8) civilization spanning over 1,000 star systems in the greater Orion arm. In Imperial Year 0 (roughly 123 years ago), the Emperor Nickolai Valeron estabished the capital at Rigel Kentaurus, a blue-white giant star located midway along the central arm.

The government of the Second Empire is a hereditary monarchy, with a nine-man Council advising the Emperor, and a 1,000-being Senate which has a vote in Council decisions.

Regions of the Empire

The Empire is composed of five regions—four government sectors en-compassing areas about 10,000,000 light years each, and the gap between the Sagittarius and Orion arms of the Milky Way.

SECTOR ONE (Draco and The Old Dominions): The original site of the Empire, it is an aging backwater area that has a large number of hellbombed planets including Earth side by side with

densely populated worlds. This region never totally fell back into barbarism, but it tends to be somewhat antiquated.

SECTOR TWO (The Imperial Arm): The modern, up-and-coming cosmopolitan center of the Empire: the place for art, music, culture and style. This is where finance and government are mostly transacted. This region was also selected as the Capital Sector, as it was relatively untouched during the Succession Wars.

SECTOR THREE (The Spinward Arm): The expanding inner frontier of the Empire, filled with rough pioneers and ambitious industrial giants. This is also the region of the Saurian homeworlds and their colonies (ten in all).

SECTOR FOUR (The Rim): The cold outer frontier of the Empire that faces out onto the eternal night between galaxies. People out here tend to the mystical side, and the region is host to a wide variety of strange cults and beliefs. This is also the region of the Kazan homeworlds and their red dwarf colonies (eight in all).

THE GIGGUNNI GAP: The vast gap between the spiral arms of the galaxy, a wilderness with few stars and a lot of wisps of hydrogen. Home to pirates, barbarians and sparsely scattered worlds yet unvisited.

Transportation & Communication

The Empire is linked by a series of tachyon-matter projection arrays, called gates, which hurl ships instantly to any star they are currently attuned to. Gates have a range of about 20 light years, so a network of overlapping gates is used to maintain transportation routes around the Empire. In general, there are six types of transports currently used by the majority of civilized races:

- **GATESHIPS:** Immense carriers of smaller ships and mecha, with their own gate engines to allow travel without gates.
- **STARSHIPS:** Very large ships of the 100,000 to 200,000 ton range, usually as large liners or main warships of the Empire's fleets.
- **SPACESHIPS:** Small ships with crews of between 10 to 100 people. These are the most commonly seen transports.
- **STARFIGHTERS:** Seat up to four and are used as part of the defensive screens of starships.
- **CUTTERS:** Small spaceships which also convert to a humanoid mecha-form for certain missions. Mainly used by scouts, pirates, etc.
- **MEKTONS:** Humanoid or other forms of robotic personal armor, usually not larger than 12 meters tall, used for exploration, defensive screens around warships (in the same role as starfighters), planetary landings and general purpose work.

ORGANIZATIONS △
オーガニゼーション

The Second Empire spans a volume of space over a million light years across; some of its member civilizations have only been encountered in human space once in a thousand years. Each of these many worlds has its own culture, habits and ways of dealing with the larger Empire as a whole; to describe each would be nearly impossible.

Yet, for all of this diversity, there are certain organizations that emerge as the dominant forces of Galactic Civilization. They fill the roles of policeman, fireman, explorer, merchant and criminal in this macrocosm of daily life, and as such, require a further exploration. Here then are the chief organizations of the Empire as well as the mecha and ships used in their operations.

Imperial Scout Corps

The backbone of human expansion in the Empire, the Scout Corps are recruited from promising colonial mechajocks and military pilots. They are the first to explore new starsystems and often the first to make first contact with new races. As such, their missions tend to be both the most exciting and the most dangerous of any of the Imperial Services.

Scouts teams operate as a unit around a single exploration starship, with mecha optimized for collecting data, dealing with hostile environments and defending their base ship against unique and often never-before encountered threats. Scouts are also the most common users of cutters; a hybrid mecha form that combines very large humanoid mecha that can be transformed into small spacecraft.

Imperial Navy

The long arm of the Empire, the Imperial Navy is both protector of the Empire's many worlds as well as its interstellar police and army. In the first role, the Empire employs four great fleets, one to a sector, known as Red (Draco), Blue (Spinward), White (Rim) and Gold (Imperial Arm). These fleets are usually made up of two or more gateships configured as carriers, with large (100+) complements of both starfighters and mecha, two to three gateships configured as battleships (with limited squadrons of no more than a dozen mecha), and a host of between ten to twenty support cruisers, destroyers and transports, each with a couple mecha for defense.

In its "policeman" role, the Imperial Navy is actually more like the ancient Terran FBI or a similar international police organization, acting to supoort local law enforcement in investigating interstellar crime. Navy Intelligence especially makes use of small spaceships carrying a couple mecha and a support fighter or two; these are used to support investigators who work with local authorities.

The final role of the Navy is to provide ground troops for invasion or defense. These units are made up of huge gateship transports carrying thousands of individual light mecha (mostly in the light to medium categories), and are often supported by a battlegroup detatched from a Fleet. It is rare that this arm of the Navy (its Marines, in effect), is deployed, as the threat of planetary bombardment from space is usually enough to deter any rebellion or invasion.

Imperial Psionic Corps

Not all threats to the security of the Empire are material. In a universe where aliens abound and human mutations are common, psionic abilities are not unknown, and are occasionally employed to promote treason, terrorism or other criminal activities. It is to combat this particular threat that the Imperial Psionics Corps were established. An arm of Navy Intelligence, the Psionics Corps are the least mecha-oriented of the Empire's organizations, preferring to use Roadstrikers and power armor when mecha are used at all. Ocassionally, when dealing with psi-armed pirates or large psionically powered criminal organizations, the Psionics Corps will use cutters, but in general this group depends on its telekinetic and mental powers more than on its Mektons.

Merchantile Guild

Made up of mechants and interstellar traders from over a hundred worlds, the Mechantile Guild is the governing body for trade and commerce throughout the Galactic Rim. While most of it's members concern themselves with spaceships and transports that use the Gate networks, they also hire mechajocks as bodyguards, enforcers and to protect valuable cargoes from pirates.

Black Brotherhood

Not all the organizations of the Empire are legal ones; the Black Brotherhood is the most powerful extralegal force in Galactic Space, made up of the pirate bands, criminal gangs and mercenary freebooters who prey on civilization wherever it is unprotected. There is no exact governing body or center of operations in the Brotherhood, but rumor has it that a shadowy cabal of the most powerful members controls the Brotherhood's overall direction.

As it is made up of all types of groups, the mecha of the Brotherhood tend to vary based on the members' professions. Pirates, for example, lend to use a lot of small spaceships and mecha; these are disguised to look as unassuming and everyday as possible to allow the pirates to move through the same Gate network as their prey. Only recently have the most successful pirates gained access to the Gateships that allow them to strike without warning or deception; in combination with cutters, these bands have become a major problem for the Imperial Navy, which has made their eradication its top priority.

Smugglers and criminal gangs tend to avoid using large mecha, instead concentrating on small ships and fast fighters for their offplanet operations, and Roadstrikers when mecha are required on planet. Terrorists follow a similar M.O., adding large mecha only when attacking installations or large targets. These groups tend to favor a few huge and extremely powerful mecha to cause maximum terror and damage.

Freelancers' Guild

Made up of ex-military pilots, reformed pirates, and retired scouts, the Freelancer's Guild is primarily a chapterhouse providing information, job references, mutual aid and support. Its members hire out to almost anyone who needs a guy with a mecha suit and the skills to use it. Freelancers fight pirates, move cargo, protect transports, explore planets, defend colonies (when the Navy can't get there in time) and occasionally do subcontract work for the Navy, Psionics Corps and the Scout Corps. The Guild is the best place for a young mechajock to make a name for him/herself, starting with an experienced team and working up the ladder.

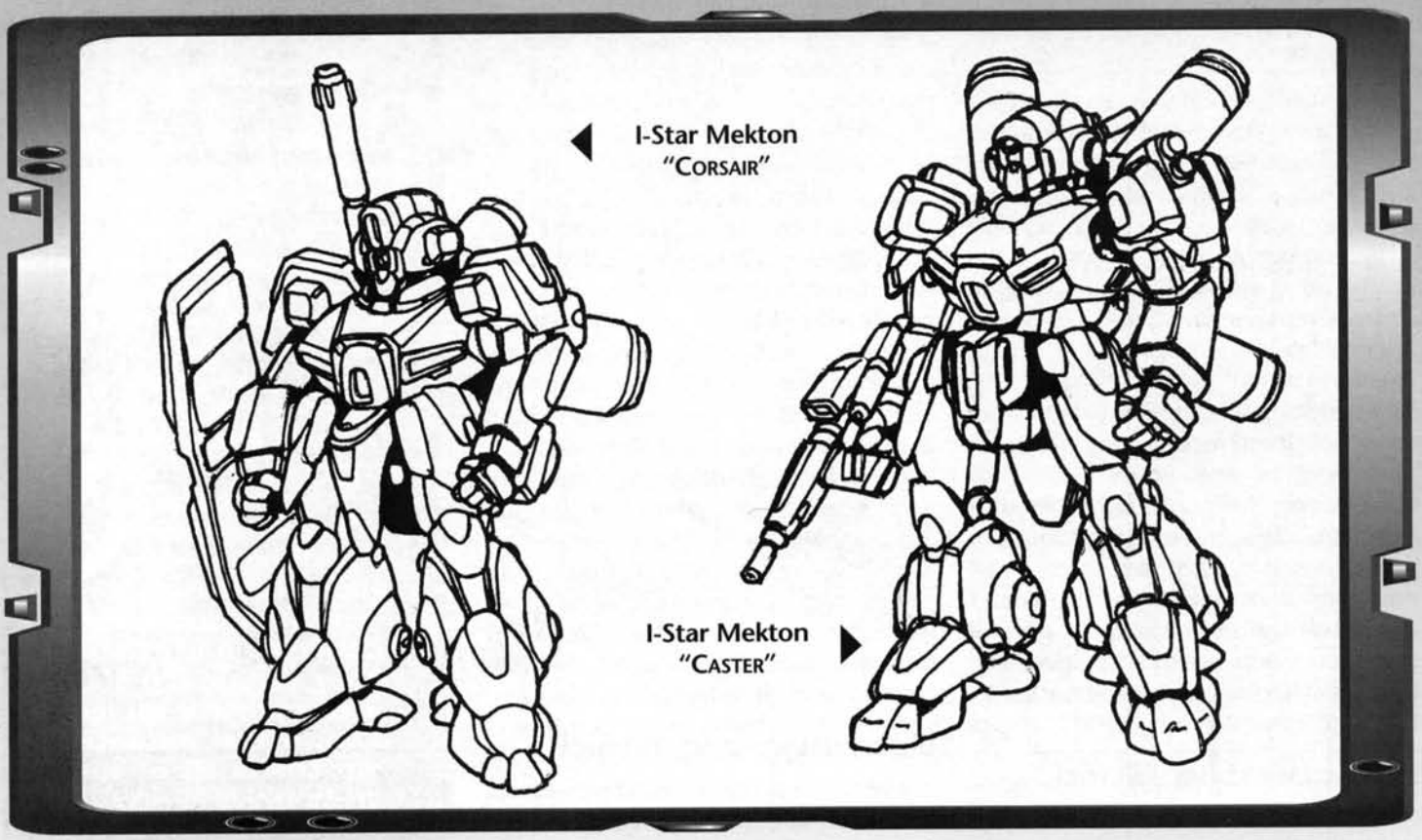
Contracts are submitted through the Central Guild office on the Throneworld; once posted on the Guild datanet, competing freelancers can then offer resumes and bids for the job. The Guild refers these to the client, who makes a pick and then is directed by the Guild as to how to meet his new employee. This system avoids burning freelancer and patron alike; the Guild takes a 10% agents fee which goes into a general fund to support retired or disabled freelancers.

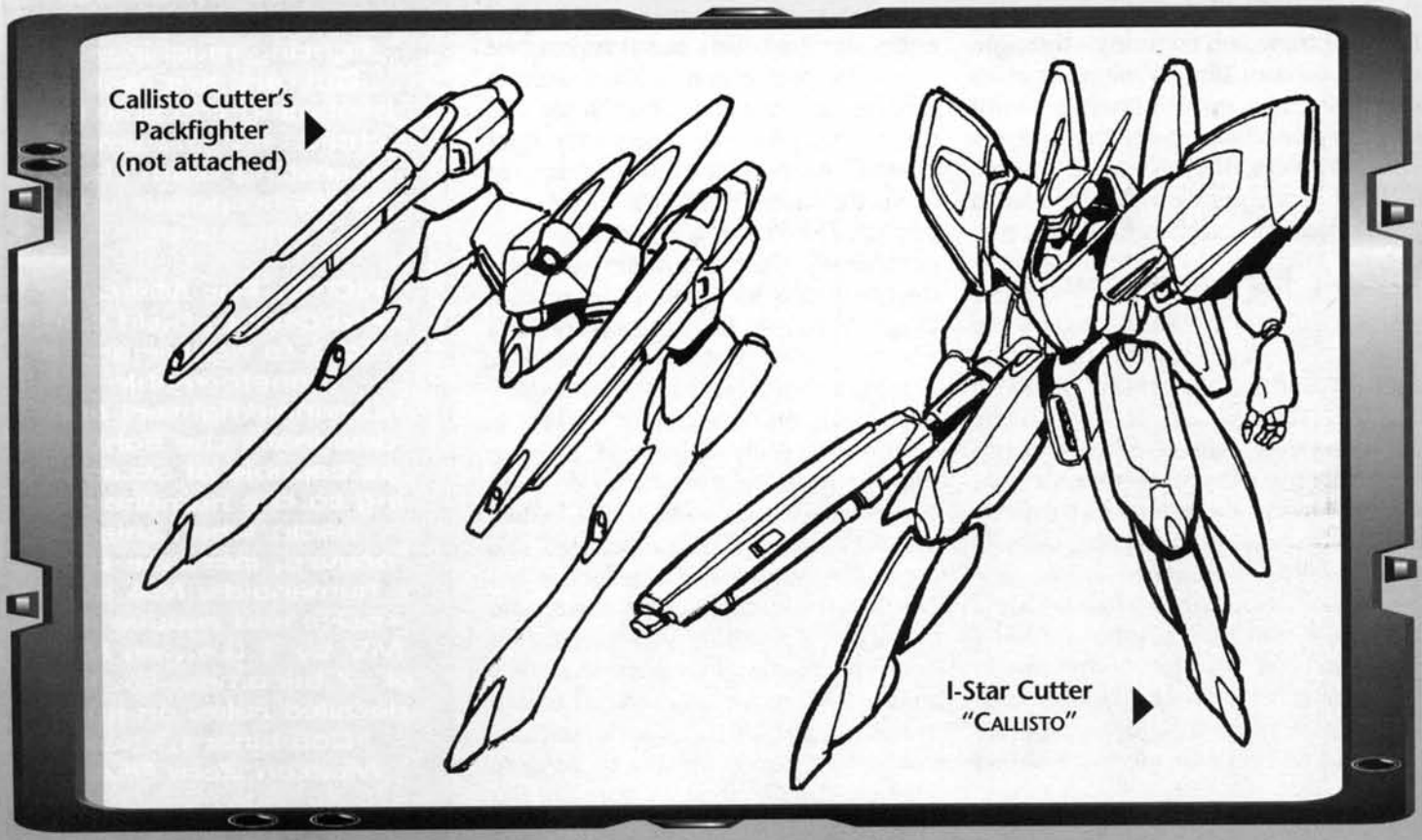
Cutters

Unique among mecha designs, cutters combine two mecha elements into a potent package. The main mecha is a large (Super Heavy at least) humanoid mecha with a transformable astrofighter form that allows it to transit from ground to space and back.

The other half is a large "backpack spaceship" containing limited living quarters, controls and heavy-duty thrusters that can operate on its own. When mounted on the back of the first unit, it allows greater range, speed and mobility, as well as two independent fighting machines. Cutters are fast becoming the unit of choice for the small operating team that needs firepower and versatility.

NOTE: For *Mekton Zeta* design, build two mecha (a fighter and a transformable humanoid/fighter) and designate the fighter as capable of attaching to the humanoid's back; when this occurs, increase the humanoid's MA by +50% and reduce its MV by 1 (i.e., an MV of -7 becomes -6). For detailed rules on such "Combiners," see *Mekton Zeta Plus*.


I-Star Mekton
"CORSAIR"
I-Star Mekton
"CASTER"


Callisto Cutter's
Packfighter
(not attached)
I-Star Cutter
"CALLISTO"

多次元機甲戦士道 メクトン

MEKTON STATS

Configuration	MV	MR	Land MA	Flight MA
Cutter (Humanoid)	-7		3 (55kph)	11 (238 kph)
Cutter (Astrofighter)	-9		-	22 (1,346 kph)
Cutter & Packfighter	-6		2 (35kph)	17 (735kph)

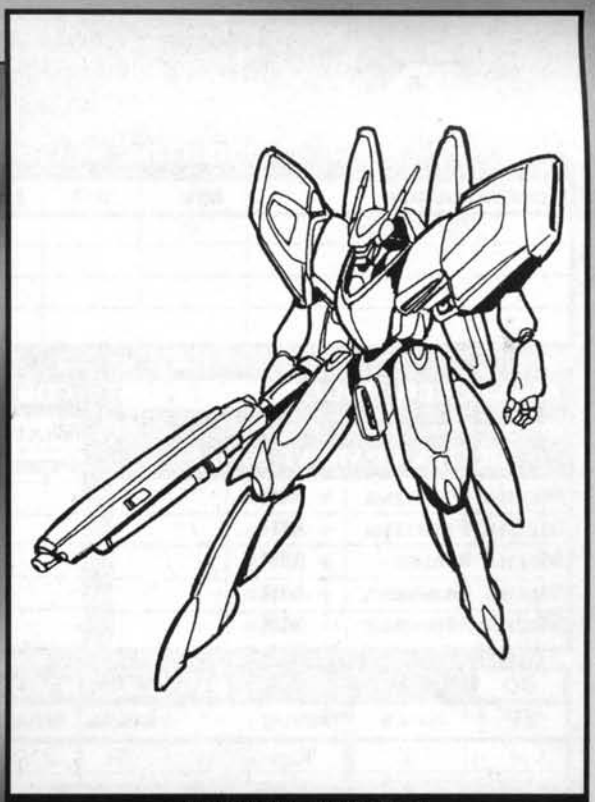
MANEUVER POOL

MECHA COMBAT SKILLS

Mecha Piloting	+ MR=	
Mecha Fighting	+ MR=	
Mecha Melee	+ MR=	
Mecha Gunnery	+ MR=	
Mecha Missiles	+ MR=	

COST MULTIPLIERS x0.3

Multiplier System	CP x ?
Powerplant XS: 1	x0.0
Transformation (Fighter)	x0.3



MEKTON PROFILE

Name	Weight	Cost
Typical I-Star Cutter (see next page for Packfighter).	79.75 tons	304.6 CPs

115 SERVOS & ARMOR 57.5t

SP	Kills	Servo	Level	Space	Cost	Armor	Cost
4	5	Head	HS	5/0	4	MS	4
4	8	Right Arm	MH	8/1	8	MS	4
4	8	Left Arm	MH	8/1	8	MS	4
4	10	Right Wing	SH	10/5	10	MS	4
4	10	Left Wing	SH	10/5	10	MS	4
4	12	Right Leg	MgH	12/7	12	MS	4
4	12	Left Leg	MgH	12/7	12	MS	4
4	20	Torso	SH	20/4	20	MS	4

26.9 SUBASSEMBLIES 7.25t

Cockpit	# Crew	Options	Space	CP
Torso	Six	6x E-Podx	11	18

Subassemblies	Loc	Space	CP	K
Linkage for Beam Guns	H	-	1	-
Damage Control System	T	1	1	-
2 Spotlights	H	-	0.4	-
Codelock & Stereo	T	-	0.5	-
Storage (2000kg)	T	4	4	-
2 Micromanipulators	Arms	1 each	2	-
Fuel:		-	-	-
72.5 x0.1 = +7.25 tons				

27 MOVEMENT SYSTEMS 0t

Movement System	Loc	Spc	CP	K
Sub-Thruster (3MA)	T	3	3	-
Main Thruster (2 MA)	RW	5	5	-
Main Thruster (2 MA)	LW	5	5	-
Booster(2 MA)	RL	7	7	-
Booster (2 MA)	LL	7	7	-

6 SENSORS 2t

Sensors	Main	Backup
Loc	Head	Head
Range	7km	1km
Comm	1000km	300km
Kills	2	2
Cost	4	2
Space	1	2

0 SHIELDS 0t

Shield	DA	SP	Loc	Space	Cost
-					

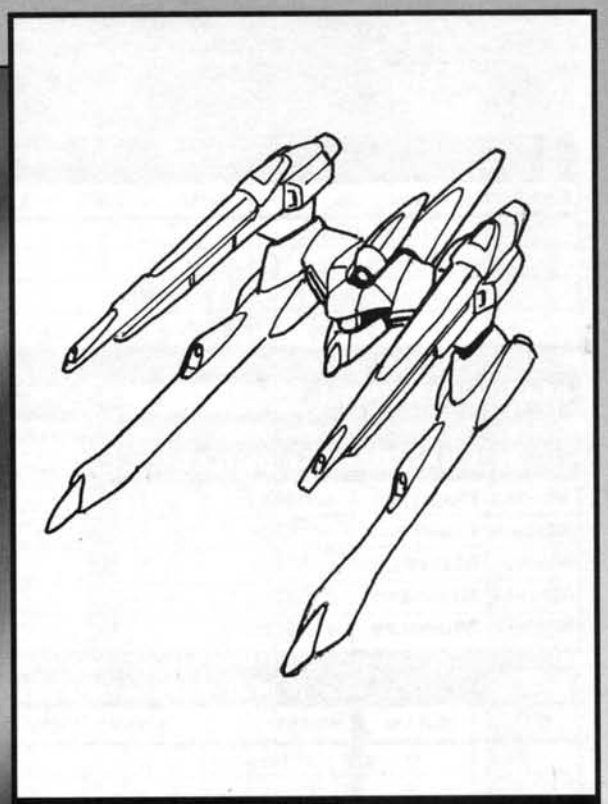
60 ARMAMENT 13.0t

Weapon	WA	Range	Damage	Shots	Kills	Loc	Cost	Space	Notes
Right Hand	+0	Melee	1+1K	-	1	R Arm	2	1	Functional manipulator.
Left Hand	+0	Melee	1+1K	-	1	L Arm	2	1	Functional manipulator.
Missile Pod	+1	13	6k	5	2	R Arm	5	5	-
Missile Pod	+1	13	6k	5	2	L Arm	5	5	-
Missile Pod	+1	13	6k	5	2	RW	5	5	-
Missile Pod	+1	13	6k	5	2	LW	5	5	-
Missile Pod	+1	13	6k	5	2	R Leg	5	5	-
Missile Pod	+1	13	6k	5	2	L Leg	5	5	-
Beam Gun	+1	4	1K	∞	1	Head	2	1	Linked to other Beam Gun.
Beam Gun	+1	4	1K	∞	1	Head	2	1	Linked to other Beam Gun.
Energy Sword	+1	Melee	6K	∞	2	1-H	6	6	Handheld.
Heavy Beam Cannon	+2	8	8K	∞	8	2-H	16	15	Handheld.

多次元機甲戦士道 MEKTON メクトン

MEKTON STATS

Configuration	MV	MR	Land MA	Flight MA
Packfighter	-6		-	40 Hexes
				(5,040 kph, or
				Mach 4.2)



MANEUVER POOL

MECHA COMBAT SKILLS

Mecha Piloting	+ MR=	
Mecha Fighting	+ MR=	
Mecha Melee	+ MR=	
Mecha Gunnery	+ MR=	
Mecha Missiles	+ MR=	

COST MULTIPLIERS x0.0

Multiplier System		CP x ?
Powerplant	XS: 1	x0.0

MEKTON PROFILE

Name	Weight	Cost
Typical I-Star Packfighter	42.9 tons	187.9 CPs

80 SERVOS & ARMOR 30t

SP	Kills	Servo	Level	Space	Cost	Armor	Cost
4	10	Right Wing	SH	10/0	10	MS	4
4	10	Left Wing	SH	10/0	10	MS	4
4	0	Right Pod	SH	20/0.5	10	MS	4
4	0	Left Pod	SH	20/0.5	10	MS	4
4	20	Torso	SH	20/0	20	MS	4

24.9 SUBASSEMBLIES 3.9t

Cockpit	# Crew	Options	Space	CP
Torso	Six	6x E-Podx	11	18

Subassemblies	Loc	Space	CP	K
Damage Control System	T	1	1	-
2 Spotlights	H	-	0.4	-
Codelock & Stereo	T	-	0.5	-
Storage (2000kg)	T	4	4	-
Micromanipulator	T	1	1	-
Fuel:	-	-	-	-
39.0t x0.1 = +3.9 tons				

29 MOVEMENT SYSTEMS 0t

Movement System	Loc	Spc	CP	K
Main Thruster (10 MA)	RW	6	6	-
Main Thruster (10 MA)	LW	6	6	-
Booster (10 MA)	RL	8.5	8.5	-
Booster (10 MA)	LL	8.5	8.5	-
				-

6 SENSORS 2t

Sensors	Main	Backup	
Loc	Torso	Torso	
Range	7km	1km	
Comm	1000km	300km	
Kills	2	2	
Cost	4	2	
Space	1	2	

0 SHIELDS 0t

Shield	DA	SP	Loc	Space	Cost
-					

48 ARMAMENT 7.0t

Weapon	WA	Range	Damage	Shots	Kills	Loc	Cost	Space	Notes
Pulse Cannon	+0	8	4K	1 Turn	4	RW	20	11	BV=6, 1 turn warm-up.
Pulse Cannon	+0	8	4K	1 Turn	4	LW	20	11	BV=6, 1 turn warm-up.
Rocket Launcher	+0	7	4K	10	3	LW	4	4	-
Rocket Launcher	+0	7	4K	10	3	RW	4	4	-

多次元機甲戦士道

MEKTON

メクトン

MEKTON STATS

Configuration	MV	MR	Land MA	Flight MA

MANEUVER POOL

COST MULTIPLIERS +x1.0

Multiplier System	CP x ?
Powerplant XS:	

MECHA COMBAT SKILLS

Mecha Piloting	+ MR=	
Mecha Fighting	+ MR=	
Mecha Melee	+ MR=	
Mecha Gunnery	+ MR=	
Mecha Missiles	+ MR=	

SERVOS & ARMOR

CP / Tons

SP	Kills	Servo	Level	Space	Cost	Armor	Cost

MEKTON PROFILE

Name	Weight	Cost

SUBASSEMBLIES

CP / Tons

Cockpit	# Crew	Options	Space	CP

Subassemblies	Loc	Space	CP	K

MOVEMENT SYSTEMS

CP / T

Movement System	Loc	Spc	CP	K

SENSORS

CP / Tons

Sensors			
Loc			
Range			
Comm			
Kills			
Cost			
Space			

SHIELDS

CP / Tons

Shield	DA	SP	Loc	Space	Cost

ARMAMENT

CP / Tons

Weapon	WA	Range	Damage	Shots	Kills	Loc	Cost	Space	Notes

多次元機甲戦士道

MEKTON

メクトン

SYSTEMS			+x1.0
CREW		SKILL	MULT
MA	DAY MOVE	SPACE	MULT
HYPERDRIVE			MULT
TURN RADIUS			

SUBASSEMBLIES		CP
PASSENGERS	SPACE	COST
CARGO (T)	SPACE	COST
# OF MECHA	SPACE	COST
SCREEN SP	SPACE	COST

SHIP PROFILE		
NAME	WEIGHT	COST

HULL					CP
CLASS	CPs	SPACE	KILLS	SP	CPs

ARMAMENT									CP
WEAPON	WA	RANGE	DAMAGE	SHOTS	KILLS	ARC	COST	SPACE	NOTES

多次元機甲戦士道

METRON

メタトン

ROADSTRIKER STATS

Configuration	MV	MR	Land MA	Flight MA

MANEUVER POOL

MECHA COMBAT SKILLS

Mecha Piloting	+ MR=	
Mecha Fighting	+ MR=	
Mecha Melee	+ MR=	
Mecha Gunnery	+ MR=	
Mecha Missiles	+ MR=	

COST MULTIPLIERS +x1.0

Multiplier System	CP x ?
Powerplant XS:	

ROADSTRIKER PROFILE

Name	Weight	Cost

SERVOS & ARMOR

CP / Tons

SP	Hits	Servo	Level	Space	Cost	Armor	Cost

SUBASSEMBLIES

CP / Tons

Cockpit	# Crew	Options	Space	CP

Subassemblies	Loc	Space	CP	H

MOVEMENT SYSTEMS

CP / T

Movement System	Loc	Spc	CP	H

SENSORS

CP / Tons

Sensors			
Loc			
Range			
Comm			
Hits			
Cost			
Space			

SHIELDS

CP / Tons

Shield	DA	SP	Loc	Space	Cost

ARMAMENT

CP / Tons

Weapon	WA	Range	Damage	Shots	Hits	Loc	Cost	Space	Notes

多次元機甲戦士道

メクトン

PROFESSION/TEMPLATE	AGE

CHARACTER STATS			
	INTELLIGENCE		Education
	COOL		Stability
	REFLEXES		Run
	ATTRACTIVENESS		Jump
	EMPATHY		Anime Leap
	TECH ABILITY		Stun
	LUCK		Lift
	MOVE ALLOWANCE		EV
	BODY TYPE		Throw

CHARACTER PROFILE

NAME

1D10:	1	2-4	5	6	7-8	9-10
LOC:	HEAD	TORSO	R.ARM	L.ARM	R.LEG	L.LEG
SP:						
HITS:						

EQUIPMENT	WT.	COST

WEAPON	WA	RANGE	DAMAGE	SHOTS	BV	CONC	WEIGHT	COST

SKILL	LVL	IP	TOT	SKILL	LVL	IP	TOT

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