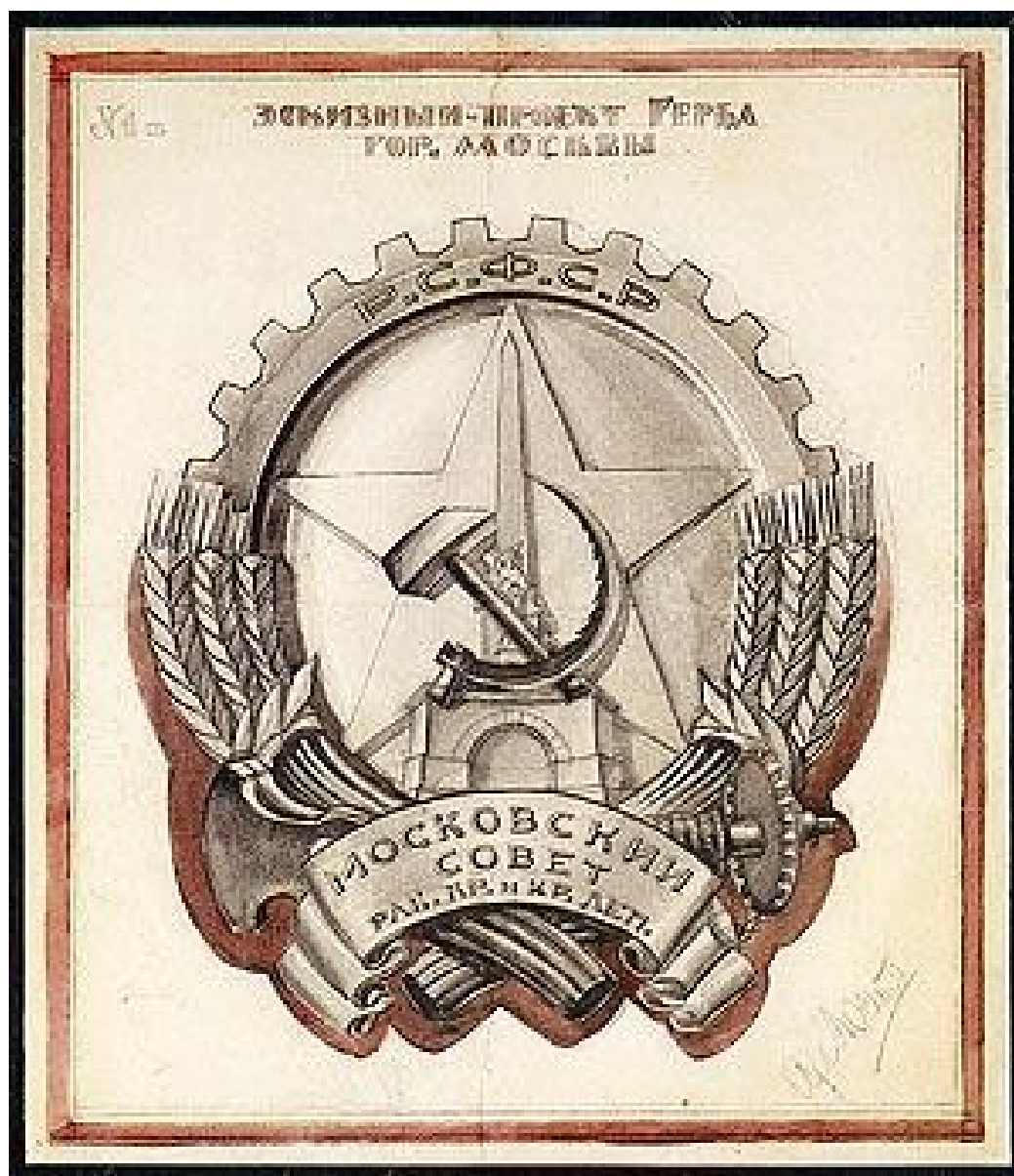


SOVIET MECH PILOT'S PRIMER FOR *RED SPACE*



BY ENIGMA

RED SPACE



WARNING:

These generic mech building rules are designed for my setting, *Red Space* which features an Alternative History where, among other things, the Soviet Union never fell. This doesn't reflect my person beliefs on Communism any (in fact, I'm a moderate socialist), nor is it intended to reflect my political views on the world in particular fashion. Note that this is a guide for building mechs in the Communist Bloc; the generic rules work no matter what part of the globe you're on, although tech levels vary greatly. As such, and because it's designed as a Pilot's Primer, the propaganda machine was working overtime.

So, without much further ado, I'll touch a little bit on the setting. To make mech fighting possible on this scale, there are things called "Aristotle's Ghosts," Which are tiny particles that interfere with radio waves. This makes it impossible for radio to work out beyond a few hundred kilometers at best, facilitating the mechanism necessary for close combat.

This setting features a world that began with the question of "What if the Byzantine Empire never collapsed?" and somehow ended up with a prolonged USSR and a United States fragmented into four different countries, and political blocs that have expanded out beyond the confines of our pitiful little planet – as far out as the asteroid belt, and beyond even, in massive space colonies.

If it proves popular enough, I may make future books. For the moment, however, this one will have to do.

- Enigma, August 13, 2009

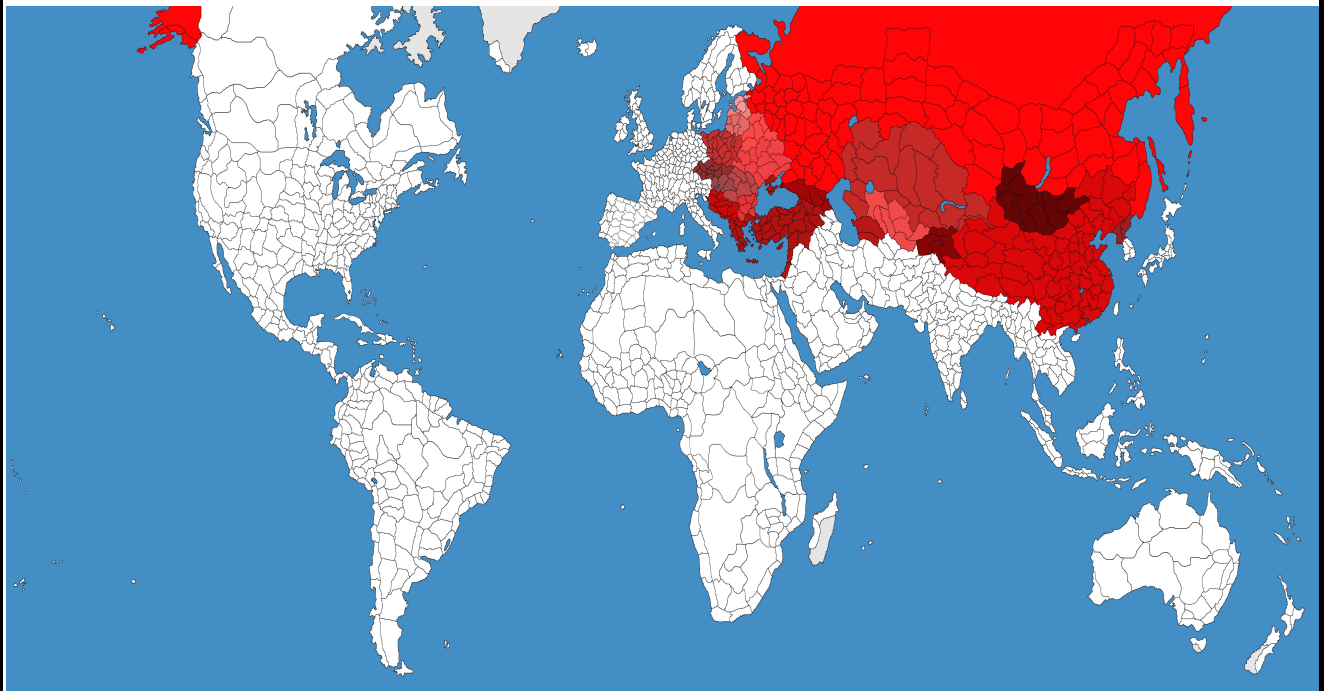


GREETINGS, COMRADE!

Within this text, you will find everything that you need to learn how to pilot your suit of mobile armor for the Soviet Union and the Glory of the Communist Nations of the World. This primer is designed to assist the neophyte pilot in understanding the inner workings of their mobile armor, the various maneuverings their armor is capable of, and a general overview of the Communist Nations, and their contributions to the furthering of the Workers Utopia that we are building in spite of the decadent Bourgeois-republics in the world around us.

Before we can begin, we must first remind you what is at stake. A Mobile Suit of Armor is a very expensive device – the best piece of armor that the State is capable of producing, and a testament to the production

might of both the USSR and our Allies. The Premier has requested, as we have done in versions of pilot primers in the past, an inclusion of all our allies be made. Thus, the majority of this opening will be devoted to explaining to you, glorious pilot, exactly *who* stands on our side and who stands against us.



Presented above is a rough map of the world, with the nations loyal to the Worker's Cause presented in Red, or in various shapes of red. You will do well to take note that there are a great deal of allies to our cause; the Worker's Utopia is more than just the dream of Soviet Union, even though it was here that the dream first took root in the early part of the 20th Century.

The Glory that is Communism knows no nationalist boundaries nor no "racial" boundaries. Unlike the nations of the west, we do not build hierarchies dependent upon the color of the skin, the shape of the eyes, or the amount of one's finances. In all of the nations that fly the glorious

flag of Communism, everyone is *equal*. Now, dear pilot, to detail our allies for you.

The Soviet Union

At the heart of the glorious worker's dream is the Soviet Union. The largest country on earth, the Soviet Union stretches from the Bering Sea in the East to the North Sea in the West. Originally an Empire, the reigns of decadent oppression by the past Tzars were thrown down during the October Revolution, when Vladimir Lenin lead his march into Moscow and built the glorious Workers Republic that we know today as the USSR. The USSR is one of the most advanced nations in the globe, our technology is unparalleled and our achievements in both science and society are driven by a desire to promote the Common Cause of the Working Man. The Dream Continues, and even as this is being written the glory of Communism is being exported into space, one colony at a time.

The People's Republic of China

Communism was brought to our Allies in China after they were abandoned by the West at the end of World War II. Maoism, as it is also called, took root shortly there after, and our Chinese allies have never looked back at the anarchy they had before Communism's arrival since. With its capital at Beijing, Red China has assisted our spread of Communism in the Far East; bringing under its wing the Northern part of the Korean Peninsula and, at one time, the country of Vietnam. China, like the Soviet Union, is working to export the dream of the Working Man into space. While not as advanced as the USSR, the two countries work closely together in the spread of Communism. China is every much a close ally.

The Byzantine Socialist Republic

Our Allies the Greeks were not always allies, and Russia has a long history with the Byzantine Empire. Prior to World War II, Byzantium was yet another decadent bourgeois empire, interested only in oppressing the dreams of the Working Man. Following the fall of Constantinople to Soviet Forces at the end of World War II, The Empire was reorganized into the Byzantine Socialist Republic, and since, they have proven to be invaluable allies. An economic giant, many centuries old, the Byzantium is a solid state that dominates most of the Middle East and works tirelessly to export Communism further into the Middle East. The fall of Byzantium and the organization into a Socialist Republic was a blow to the Tyrannical Religions of the world; their so-called "Holy Land" is now a land of glorious Communism, testament to the greatness of the Working Man and the Dream of a Worker's Utopia. As in the past, the Soviet Union and Byzantium share very close connections, to the point of being similar in most every aspect. The Greeks are our close allies in almost every endeavor.

North Korea

The final major player within the USSR and allies is the Democratic Republic of North Korea. Our North Korean Allies work tirelessly to adhere to the dream of Communism, and continue to fight a never ending war against the decadent forces of the bourgeois. (GM's note: this is a fancy way of saying "North Korea's a joke state" without actually *saying* "North Korea's a joke state." After all, it doesn't look very good to diss your allies in a primer designed to designate who your allies are, right?)

The Republics of Eastern Europe

What the West calls "The Iron Curtain" are what we call the "door to Worker's Freedom." On the other side of their Iron Curtain you find the truly free Republics, all of whom are allied with the Soviet Union in some manner, of Bulgaria, Romania, Yugoslavia, Czechoslovakia, Poland, the Ukraine, the so-called "White Russia," or Belorussia, Latvia, Lithuania, and Estonia. All of these are allies in the cause of spreading Communism to the world.

The Republics of Central Asia

Not formally republics but individual, autonomous areas nevertheless, the "Republics" of Central Asia consist of a multitude of various ethnically diverse peoples and are generally broken up into the following division: Mongolia, Kazakhstan, Uzbekistan, Turkmenistan, Tajikistan, and Kyrgyzstan.

Now, Glorious Pilot, that you are aware of who your allies are, we can move on to who your enemies will be. Those who oppose the spread of Communism are multitude, and they stand against us even as we spread our wings and fly from beyond our home and into the stars. The following part of this primer is an introduction to those who are opposed to us and those who are ambivalent. Keep in mind, however, that just because these Blocs are ambivalent towards us does not mean they will not go out of their way to harm or hurt us – any offer by any individual from one of these blocks should be treated with suspicion, and above all else, remember that

they want nothing more than to advance their own goals, unlike the glorious nature of the USSR and company, who seek to expand Communism and free the chains on the proletarians over the globe and in space.

The European Union

The European Union was founded just recently. It is a confederacy of the Western European States – consisting of all but the Fascist state of Spain. The European Union is home to many lies, and when dealing with individuals from the EU, you must remember that they seek to promote the bourgeoisie agenda. The European Union consists of the following European Countries: Great Britain, Ireland, France, Germany (a so-called “socialist” republic), Switzerland, Austria, Norway, Sweden, Finland, Italy, Portugal and the Republic Venice. Some times, this number is expanded to include the Kingdom of Persia, who are unusually close to Europe, especially through France. Some of the most dangerous opponents you will find will come from the European Union – they're firm the lies that they've been told by their leadership, and ideological differences cannot be resolved except through the use of force when your supervising officer requires it. The EU has spread throughout space but retains a “sphere” of influence that's relatively close to Earth and the Moon. Certain EU countries, such as Switzerland, claim neutrality. Beware of them. While they are not as advanced as the USSR is in both Workers Rights and in Scientific Achievements, they are still very dangerous. The deluded usually are

The Pan-Pacific Americas Alliance

The 2P2A alliance consists of the United States of America, and a handful of our other mortal foes. Perhaps one of the largest political blocs on the planet after the Communist one, the 2P2A Bloc shamelessly promotes capitalism and is very aggressive against any mention of Workers Rights and the Communist Utopia that we've succeeded in setting up. 2P2A consists of the following nations: The United States of America, commonly called “The Union,” The Republic of California, Canada, the former Empire of Mexico, Columbia, Peru, Chile, The Confederated States of the Pacific Ocean, Japan, South Korea, Australia and New Zealand. Among the nations too watch for are the United States, who while not nearly as strong as some other countries in the world, are prone to bull-headed aggression and see violence as the only solution to most problems, Japan and South Korea, both of whom lie and use subversive tactics rather than honorably fighting, and the CSPO (Confederated States of the Pacific Ocean), which consists of dozens, if not hundreds, of small island and is a highly advanced country. Unlike the EU, the 2P2A bloc has a larger “sphere” of influence in space, with colonies not only in space but on Mars, the Moon, and holdings out into the Asteroid Belt. They've stated that they're directly in competition with us, and it has fallen to us to show the world the glories of Communism by undermining them at every chance we can. See your Supervising Officer for more information.

The South Asia Treaty Organization

The SATO consists mostly of nations that at one time were, and still largely are, friendly to the USSR. Nations like Vietnam and Cambodia are both key members, as is Myanmar and Laos. The SATO consists of: Afghanistan (loosely affiliated), Pakistan (loosely affiliated), India, Nepal, Bhutan, Bangladesh, Myanmar, Thailand, Cambodia, Laos, Vietnam, Malaysia, Singapore, and Indonesia. The SATO seems content in promoting an unusual blend of Capitalism and Communism, and it has carried them far. Singapore is a very advanced state, as are Vietnam and India. Note that the SATO remains relatively sympathetic, although it rarely acts on that sympathy for fear of stirring the more jealous, hateful Capitalist-promoting blocs of the 2P2A and the EU.

The Arabic Union

The Arabic Union is strongly opposed to us, for reasons that are plainly obvious – we have more power than do, and communism is more subversive and all encompassing than the religion that they use to hold themselves together. Were it not for the presence of oil in some many of these countries, they would be irrelevant. The Arabic Union consists of: Saudi Arabia, Kuwait, Bahrain, Qatar, the United Arab Emirates, Oman, Yemen, Egypt, Libya, Algeria, Tunis, Morocco, Chad, Mali, Djibouti and Somaliland. Obviously the powerhouse countries are going to be Saudi Arabia (it's prevalence of oil), Kuwait, and the other Gulf States, with Egypt and Morocco standing a close second and third. The AU does not have much of a presence in space, mostly piggy-backing on either the EU or the 2P2A in order to achieve space slight. Treat these superstition promoting bourgeoisie with disdain; if possible, show them the enlightened state that we've managed to achieve in our Utopia.

The South American-Caribbean Alliance States

The SACAS are a collection of sometimes sympathetic, mostly ambivalent states. The SACAS consists of: Brazil, Bolivia, Argentina, Uruguay, Paraguay, The Guineas, The Lesser and Greater Antilles, Jamaica, Cuba, the Bahamas, and the Republic of Florida. They are usually ambivalent to us. They don't have much

of a presence in space – their handful of colonies can be found either on the Moon or in the space between the Earth and the Moon.

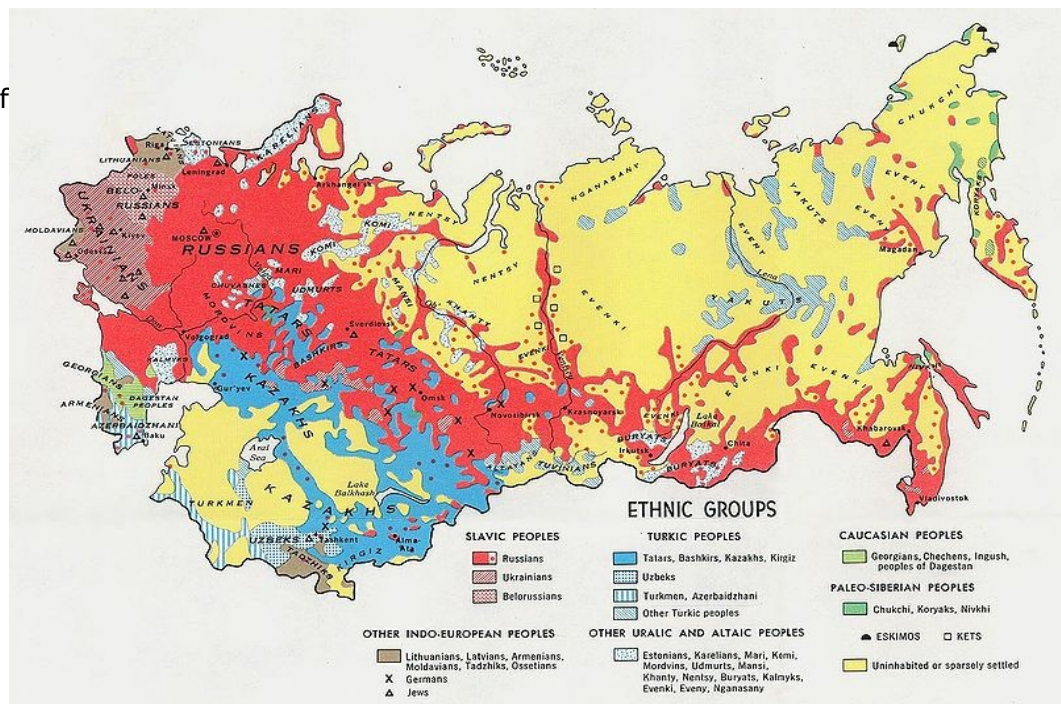
Unaffiliated States

In most normal situations, we don't usually deal with the unaffiliated states. They are either extremely religious, extremely fascist, or some disconcerting mix of the two. The Confederated States of America, the Theodemocracy of Deseret, the Kingdom of Ethiopia, The Republic of Kenya and Tanzania, and the Republic of Spain are all examples in some way of how backwards one goes when you dabble in fascism. Very few of these nations have a presence in space, however. Of them, the only one we are likely to cross would be Deseret. Like the Arabic Union, Deseret promotes backwards superstitions that should be met with disdain. They have one colony to themselves.

The Union of African States

A testament to how Capitalism affects the world in an extremely negative manner can be found in Africa. Torn, constantly on the verge of collapse, and in a constant state of war, the current state of Africa is a direct result of parasitic and capitalistic influences in that state. Most of these "states" are only there for a short period of time before collapsing due to interior pressure. Ones that have remained have attempted to forge an African Bloc, but it has not meet with much success. In many ways, we are working to rebuild Africa through sending resources in nations such as Zaire, Cameroon, Central Africa, the majority of West Africa, and Angola. Others who have denied our aid – South Africa – stand alone as proponents of a more "capitalistic" approach to it, in much the same way that an abused wife will defend her husband when he's arrested. Currently, we are at work in these regions of the world rebuilding them into the workers republic that the people of these nations, scarred by colonialism, slavery, and capitalism, deserve.

Now that you are more familiar with our allies, foes, and those who are neither or both to us, take a look at the diagram inserted below. It is a map of the ethnic groups – note the broad numbers that we have within our Union. We bring together people of all stripes under Communism's glorious banner. And this is in the Soviet Union alone; other countries that fly our flag have an equal number of Ethnic people. Communism is diverse, and it's flag is carried by a broad spectrum of diverse peoples. Communism knows no borders.



Remember that you are representing all of these various people, and indeed, you represent the USSR and your country itself, when you suit up inside of your Mobile Armor and take to the skies in one of the most advanced pieces of machinery to ever be developed by humanity. Now that you are fully aware, Good Luck with your piloting, and remember that you too carry the glorious flag of Communism wherever you go!

PILOTING A MECH

1.1 THE SKILLS AND CHECKS

The Mech is piloted using both the System Operations skill and the Vehicle Operation skill. For puposes of this game, the skills will be modified slightly to represent this reality; with new skills for various weapons being introduced and with a new Vehicle Operation broad skill being introduced to reflect the reality of piloting a mech.

Table A1: New Skills

Skill	Cost	Prof.	
Vehicle Operation	3		
<i>Mobile Armor</i>	4	T,C	<i>The Mobile Armor Specialty skill cannot be used untrained</i>
System Operation	4		
<i>Communications</i>	3	D,T	
<i>Defenses</i>	3	C,T	
<i>Engineering</i>	3	T	
<i>Sensors</i>	3	F,T	
<i>Weapons, Direct</i>	4	T,C	<i>This skill governs the use of direct heavy weapons for mechs</i>
<i>Weapons, Indirect</i>	4	T,C	<i>This skill governs the use of indirect heavy weapons</i>
<i>Weapons, Blade</i>	3	T,C	<i>This is all melee weapons that are bladed</i>
<i>Weapons, Bludgeon</i>	3	T,C	<i>This is all melee weapons that are bludgeon (including rifle butts)</i>
<i>Weapons, Pistol</i>	4	T,C	<i>This is all Pistols</i>
<i>Weapons, Rifle</i>	4	T,C	<i>This is all rifles</i>
<i>Weapons, SMG</i>	4	T,C	<i>This is all SMGs</i>
<i>Weapons, Unarmed</i>	3	T,C	<i>This is the standard unarmed attack; sans Rank Benefits.</i>

Note – unless otherwise stated to be so, these skills are imported from their respective broad skills (Heavy Weapons, Melee Weapons, Unarmed Attack, Modern Ranged Weapons) with the respective rank benefits. This system, while placing a great deal of importance on the System Operation Skill, is the best way to go about making combat possible. Note that these attacks are governed by the Intelligence Score of the Pilot, but the damage modifier is based on the Strength of the Mech, not the intelligence of the pilot.



The terms **Mobile Armor** and **Mech** are virtually interchangeable, although *Mobile Armor* seems to be a more technical name for the piece of equipment. Regardless of what it's called, piloting is done just like piloting a normal vehicle, albeit one that's distinctly humanoid shaped. There are different degrees of checks, although the GM should only require checks in extreme situations. It's assumed that you know how to make the mech preform basic maneuvers – walking, crouching, running,

standing, etc – without rolling.

The Mech has a speed based on its STR and DEX scores, which are supplied in the description of the mechs. The mech can move at any speed between those listed numbers, which are given in kilometers per hour. A moving mech is a mech that doesn't get killed; a mech moving at it's basic walk speed gives the opponent a +1 penalty to target. A mech moving at it's run speed gives it's opponent a +2 penalty to target, and a mech moving and sprint speed gives it's opponent a +3 penalty to target. Unfortunately, these are also inverse – without any kind of targeting computer, a mech moving at it's walking speed as a +1 to hit, at it's running speed it has a +2 to hit, and at it's sprinting speed, it has a +3 to hit.

Still, it's better to run than stand still.

Even better if you can hide.

Hiding is done with a pilot check; the hero rolls a check and the degree of success determines the penalty to locate the mech; +1/+2/+3 O/G/A base, with other circumstances to define it further.

Finally, Action Checks. A mech's action check is dependent upon it's pilot's action check; some mechs may grant a bonus to the action check of the pilot, but those are rare mechs indeed.

To Recap:

<i>Piloting skill:</i>	<i>Vehicle Operation – Mobile Armor</i>
<i>Attacking skill:</i>	<i>System Operation – Weapons (Any specific mentioned); Melee attacks have the Mech's STR bonus to damage.</i>
<i>Hiding skill:</i>	<i>Vehicle Operation – Mobile Armor; pilot check supplies +1/+2/+3 penalty per O/G/A check to detection attempts.</i>
<i>Movement Rates:</i>	<i>The Mech's STR + DEX Scores, figured as per normal but in kilometers per turn rather than meters per turn.</i>
<i>A moving mech is a live mech:</i>	<i>Mechs that are moving impose a penalty to both their own attacks and attacks against them based on their speed; a walking speed it is a +1 penalty, at running speed it is a +2, and at sprinting speed it is a +3.</i>
<i>Acting</i>	<i>Action Checks are based off of the Pilot's action checks, although some mechs give a bonus to that roll.</i>



1.2 THE MECHANICS OF THE MECH

This section deals with the hard mechanics of Mechs. It deals with building them, fighting them, and repairing them.

Mechs have a DEX score and an STR score. These provide basic modifiers; the STR modifier against Melee Attacks and the DEX modifier against ranged attacks. These can be improved through the inclusion of defenses, and damage can be decreased through the inclusion of good armor.

1.2.1 TOUGHNESS

All Mechs have a toughness score. *Alternity* provides a sliding scale of toughness already, and the inclusion of *Warships* completes this scale. It is:

Table A2: Toughness Scale

Ordinary	Good	Amazing	Light	Medium	Heavy	Superheavy
Things of ordinary toughness include:	Things of good toughness include:	Things of amazing toughness include:	Things of light toughness include:	Things of medium toughness include:	Things of heavy toughness include:	Things of superheavy toughness include:
People Most pieces of furniture Some vehicles	Most Vehicles Body Tanks Very small buildings	Mechs Some Vehicles Small space craft Small Buildings	Average space craft Medium buildings A lift on the Space Elevator	Transport space craft Large Buildings	Warships Lightweight Space Colonies	Warships Space Colonies The Space Elevator

Weapons marked En/A or En/G do good quality damage. Scaling up damage depends upon the type of damage done and the toughness of the target it's done again; as an example, Good Toughness done to a Mech works as follows:

Critical → Mortal; Mortal → Wound; Wound → Stun; Stun → N/A

What this means is that critical damage done becomes mortal damage; mortal damage done becomes wound, wound damage done becomes stun, and stun damage done is ignored. A mech targeted with a weapon that has either an En/A or HI/A or LI/A works like this:

Critical = Critical; Mortal = Mortal; Wound = Wound; Stun = Stun

In the above case, the damage done is exact. Anything labeled critical does critical – it's not downgraded. Likewise, neither is the other types of damage – they transfer exactly. Stepping up the type of the weapon increases the damage done. So a weapon labeled En/Lt, HI/Lt or LI/Lt (meaning that it's doing Light damage; or normal damage on a target of light toughness; see the chart above) works like this:

Critical → Critical x2; Mortal → Critical; Wound → Mortal; Stun → Wound

This hurts. Damage is increased by one step to the next level; making all stun damage wound damage, all wound damage mortal, all mortal damage critical, and all critical damage critical x2. This sort of thing is often more than enough to cripple a mech. But, let's increase the damage type one more time, to En/Md, HI/Md, or LI/Md (meaning now it's doing medium damage; or it's doing normal damage on a target of medium toughness; see chart above):

Critical → Critical x3; Mortal → Critical x2; Wound → Critical; Stun → Mortal

In many cases, you just killed the mech. Further examinations aren't really necessary; the



moral of this story is stay the hell away from medium toughness weapons.

1.2.2 DAMAGE PROPER

Mechs have a durability score. This durability score is the number of **HP** that they have. **HP**, or **Hull Points**, is the amount of space that's inside of each mech for stuff such as sensors, actuators, etc. Most mechs come complete with this material in them. Hull Points will be touched upon more later. For the moment, just know that this score exists.

The mech as a chart referred to as a Stun/Wound/Mortal/Critical chart based on the Hull Points. The Mortal is equal to the Hull Points directly; and the Critical is equal to $\frac{1}{2}$ the Hull Points, rounded down. Normally speaking, the Stun and Wound scores are the Mortal score x2, although this depends upon the mech (for instance, Russian mechs have a Stun and Wound score of Mortal x2.5 rather than just 2).

A sample chart would look like this; a mech has a HP of 5, meaning that it's Mortal is 5, it's Critical is 2, and its Stun/Wound score is 10. So it's 10/10/5/2.

Damage done to the mech is recorded in the proper boxes, just as if the mech were normal character, with the exception that it has that extra rating there. Now, this extra rating means that mechs are slightly tougher than their human pilots are.

Status 1: Shaken

A mech that loses all of its stun points is considered to be "shaken." A Shaken mech remains shaken until it repairs at least one point of stun damage, which can often times be done through a successfully Technical Science - *Jury Rig* check on the pilot's behalf. This is a complex check that usually takes a few phases to complete, however. Shaken mechs often times experience minor system failures, and require the pilot to divert power to different systems to help stabilize the damage. Shaken mechs suffer the following penalties:

- They lose their next action. If they were shaken at the end of a turn, then they lose their first action of the next phase, even if they only could act once per phase.
- Shaken mechs can only move at $\frac{3}{4}$ ths their listed speed, and they have a +1 to any attacks or movement actions that require a roll.
- Unreliable mechs, such as those of the USSR or China, have a 25% chance (1-5 on a d20, rolled by the GM) of experiencing a more drastic system failure. On such a roll, the mech sustains a point of wound damage that is not affected by armor or toughness.
- Any current locks or sensor checks are lost, and require the pilot to preform a System Operation - Sensors check or System Operation - Communications check in order to regain them again.



Status 2: Disabled

A mech that loses all of its wound points is considered "disabled," which is a little worse than being stunned. A disabled mech remains so until at least one point of wound damage is regained, which can only be done through a successful Technical Science - *Repair* check. Disabled mechs have usually experienced some sort of systems failure, hull breach, or have had a limb of some sort crippled. In most cases, simply diverting the power is not enough to help stabilize a disabled mech. Disabled mechs have the following penalties:

- They lose their next action. If they were disabled at the end of a turn, they lose their first action of the next phase, even if they only

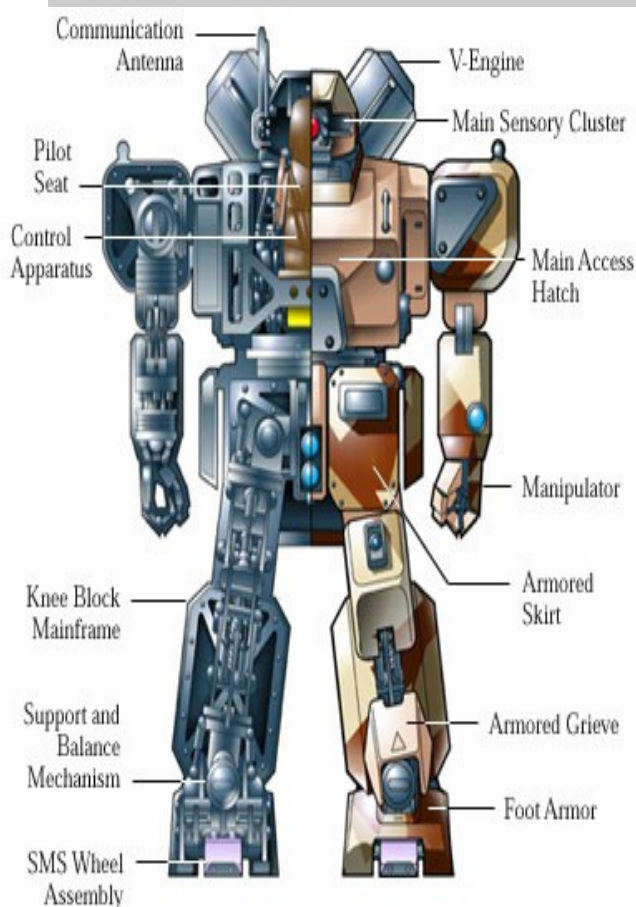
could act once per phase.

- Disabled mechs move at 2/4ths their listed speed, and they have a +2 to any attacks or movement actions that require a roll.
- At GM's discretion, the pilot has usually taken damage. This is usually Stun damage.
- Unreliable mechs, such as those of the USSR or China, have a 5% chance (1-2 on a d20, rolled by the GM) of experiencing a more drastic system failure. On such a roll, the mech sustains a point of mortal damage that is not affected by armor or toughness.
- The Mech's STR and DEX modifiers drop by 1 point. If they were at 0, then the Mech now has a -1 modifier in that particular score.
- Any current locks or sensor checks are lost, and require the pilot to preform a System Operation - Sensors check or System Operation - Communications check in order to regain them again.

Status 3: Crippled

A crippled mech is a mech that's lost all of its mortal points. This mech is usually so severely damaged that the most useful advice that the pilot can take to heart is that it's time to eject. If they're damn determined to bring the mech in, however, then the mech suffers the penalties as listed below. Note that in most cases, crippled mechs aren't even repaired unless the pilot especially requests it; it's cheaper just to throw it out and get a new one. A crippled mech has lost all of its systems except for the most basic ones - life support and the ability to move (in some cases). Its sensors, its communications, its engineering - what usually happens is what's called a "Cascading Failure" or a "Domino Failure," where one system shuts down, and is followed shortly by dozens of other. It's usually accompanied by blaring red screens that scream at the pilot to let them know now is the time to eject.

- They loose their next action. If they were disabled at the end of a turn, they loose their first action of the next phase, even if they only could act once per phase.
- Disabled mechs move at 1/4ths their listed speed, and they have a +3 to any attacks or movement actions that require a roll.



- At GM's discretion, the pilot has usually taken damage. This is usually Stun and Wound damage.
- Unreliable mechs, such as those of the USSR or China, have a 5% chance (1-2 on a d20, rolled by the GM) of experiencing a more drastic system failure. On such a roll, the mech sustains a point of critical damage that is not affected by armor or toughness.
- The Mech's STR and DEX modifiers drop by 2 point. If they were at 0, then the Mech now has a -2 modifier in that particular score.
- Any current locks or sensor checks are lost. Because of extreme damage to the systems, however, they pilot cannot bring them back online.

Status 4: Destroyed

A mech that has lost all of its Critical Points is destroyed. In most cases, it's reduced to a lifeless hulk, with the cockpit - and therefore, the pilot - usually destroyed. However, a mech that suffers x2 it's critical points in one hit its power core overloads and the mech explodes in a spectacular *boom*, doing d8w (En/A) damage to everything with 60m (~90ft) of the mech. To see if a Pilot managed to eject before the mech

suffered it's last point of critical damage, the character makes a PER feat. On an Amazing, they ejected and suffered only d4s for their troubles. On a good, they suffer d6s. On an ordinary, something went wrong, and they suffered d4w but are otherwise alive. On a marginal, they suffer d6w, and on a critical failure they are killed. Note that should this happen in space, there really isn't any hope for the pilot, as ejecting into the vacuum is not recommended, even with a vacuum suit – plus, that 60m sphere of *boom* spreads out indefinitely, eventually damaging everything nearby. If the pilot really believes they can survive d8x2m (En/A) (which is really d8m to ordinary targets) then they're welcome to try, but the odds are against them.

1.2.3 REPAIRING THE DAMAGE

Mechs are not the easiest pieces of equipment to repair. They combine features of vehicles, robots, and spacecraft in some cases. The complexity of their systems dictates that, when something goes wrong, it's going to be hard to find and even harder to fix. Fixing a mech's stun damage is relatively easy to do; it's the *other* damage that's a pain in the ass to repair.

Table A3: Repairing Damage

Damage Type	#suc	Scale	Complexity
Stun Damage	4	Phase	Ordinary Complexity
Wound Damage	4	Hour	Good Complexity
Mortal Damage	6	Day	Good Complexity
Critical Damage	6	Week	Am. Complexity

As can be seen, in a lot of cases it's just easier to scrap mechs that have taken mortal and critical damage rather than repairing them. The **#suc** column is the number of successes require to repair ½ of the listed damage type taken. The **Scale** is the time frame over which the checks are made, and **Complexity** is the degree of difficulty of the checks.

So, as an example, a check to heal 8 points of wound damage takes 4 successes, with each roll taking 1 hour of game time. Once all 4 successes have been achieved, 4 points of wound damage have been healed, and the process has to be repeated. A heal to heal 3 points of Critical Damage requires 2 complex skill checks that requires 6 successes each, each roll representing a week in game time. Note also that healing Critical Damage is an Amazing Complexity; Critical Damage is damage done directly to the frame of the mech, and it requires completely striping the mech down to heal the frame, and then reinstalling the rest of the equipment on once the frame has been healed – in short, a complete overhaul of the mech.

Special Order: Self Destruct

Mechs don't come with a self-destruct feature, although pilots have learned overtime that overloading the power core can do the trick in a pinch. The self-destruct is the final, suicidal charge to complete a mission which, hopefully, revolves around destroying something. Triggering a makeshift “self-destruct” mechanism is a complex Technical Science – *Jury-Rig* check that requires 5 successes to complete and is of Good difficulty (they weren't made to blow up, remember that, and there's a lot of security in place to make sure they don't). It's time frame is over phases; each roll of the die represents 1 phase in game time.

Once the check is done, the pilot is on a timer – it takes about 20 seconds for the power core to overload and explode. When the mech explodes, it deals d8w (En/A) to everything within 60m, just as if it had been hit with enough damage to do x2 it's Critical Rating.

To Recap:

Toughness	Broken up into categories, with damage dependent upon the type of the damage v. the toughness of the mech. Toughness has the following categories: Ordinary, Good, Amazing, Light, Medium, Heavy, and Superheavy.
A quick way to die...	Is to get hit by a weapon that's of a higher toughness than you. Damage doubles appropriately, depending upon the type of toughness and how far above your toughness it is.

Hull Points, Stun, Wound, Mortal and Critical

All mechs have **Hull Points**. Their S/W/M/C chart is based off of the Hull Point number. They have a S/W equal to their Hull Points (usually) x2. Their Mortal is equal to their hull points, while their critical is equal their Hull Points x0.5, or $\frac{1}{2}$ their Hull Points.

Taking Damage

Hurts. There are different categories of damage, or "Statuses" that a mech can fall under depending upon how much damage they've taken. Shaken when the mech loses all stun, Disabled when the mech loses all of its wound, Crippled when it loses all of its mortal, and Destroyed when it loses all of its critical. Note that these have effects on the mech.

Repairing the Damage

Is highly dependent upon the degree of damage taken. Certain types of damage is harder to repair and takes longer.

Self-Destruct

A complex check that, when successful, gives the pilot 20 seconds to get the mech in place and blow up.



1.2.3 HULL POINTS

Recall above that **Hull Points** were mentioned. The Hull Points, usually a number 3-6, rarely smaller than 3, even more rarely larger than 6, represent two things. One, they represent the Mortal score of the mech, and the score that the other three scores are based off of and two, they represent the the amount of "free space" that the Mech has inside of it.

This "free space" can be used for excess equipment, such as sensors, weapons, etc - anything so long as it can fit in the amount of "free space" that the mech has left. Mechs

come with systems pre-installed. It's assumed that mechs come installed with the actuators necessary for movement, some sort of casing, a cockpit, a power plant, and some sort of manipulators. Anything is really dependent upon the degree of quality of the mech. This stuff is already pre-installed; it does not count against the "free space" of the mech. However, the downside of this is that it can't be removed or replaced without having to completely overhaul the mech; something that most pilots are strongly dissuaded from doing. Overhauling a mech is a long, drawn out, and tedious task that is probably better avoided in the games; it's easier just to purchase a new mech than it is to overhaul an existing one.

Hull Points can be "spent" on materials. So long as the value does not go above the hull points that the mech has remaining, the piece of equipment can be installed. There are two types of equipment that a mech can have. **Intrinsic** equipment is equipment that comes pre-installed on mechs. This equipment *does* count against the "free space" of the mech. Removing or swapping out intrinsic equipment is a complex check with the Technical Science - *Repair* check; it requires 5 success, each roll taking 1 day in game time. Once the equipment has been successfully removed, the mech only regains "free space" equal to $\frac{1}{2}$ the space consumed by the equipment proper; so a removing a radar suite worth 2 HP only gives 1 HP of "free space" to use once it's finally removed. Installing a new piece of equipment is a similar process that's equally as complicated.

The other type of equipment is **Extrinsic**. Extrinsic equipment rarely comes with the mech itself. This type of equipment does *not* count against the "free space" of the mech. Examples of extrinsic equipment are vector thrusters, which are installed on mechs so that they gain the ability to maneuver in space.

The last “type” of equipment is labeled **Structural**. This type of equipment requires a complete dismantling of the mech in order to replace; stripping it down to bare bones to remove, and in some cases, taking it down even further than that. Naturally, this requires some heavy duty work, is very expensive, and is the overhauling procedure that was warned against above. As no rules are given for a complete overhaul, Gamemasters are will within their right to rule such a thing is counterproductive. If the game master wishes it should be a Complex Skill check of Amazing Difficulty that takes months, possibly even years, to complete.

To Recap

Hull Points

Hull Points are used to both figure the S/W/M/C chart and represent the “free space” inside of a mech, which is used to figure how much excess equipment can be installed inside of the mech.

Types of Equipment

There are three types of equipment. **Intrinsic** equipment is equipment that counts against the “free space” left on a mech. It usually comes pre-installed, although it can be removed. **Extrinsic** equipment doesn't count against the “free space” of the mech and doesn't come pre-installed on the mech. **Structural** equipment comes pre-installed but does not count against the “free space” of the mech. Replacing Structural equipment requires a complete overhaul of the mech.



1.3 THE MECHS AND EQUIPMENT

The following section details the different types of mechs that are commonly fielded by the USSR and company. There are only four countries that produce mechs within the Communist Sphere of Influence, and of those four countries, there are only three that make mechs which *matter*.



Different countries have different ways of producing mechs; this is reflected in the special rules that each mech has labeled under the country section. The four countries that produce mechs within the Communist Bloc are **Russia/Soviet Union, the Byzantine Socialist Republic, The People's Republic of China, and The Democratic Peoples Republic of Korea** (North Korea). The only three that are given below are the mechs of the Soviet Union, the BSR and China. To put it bluntly, North Korean mechs are a horrible joke on life; while other Communist Sphere mechs have a reputation of being unreliable, North Korean mechs are *especially* bad – out dated tech, poor maintenance and even worse materials means that these mechs are barely worth the rank of cannon fodder. They rarely see use outside of North Korea, which has removed itself from the rest of the world is currently best described as “estranged” from its communist allies in the rest of the sphere.

Outside of that, the three that remaining that produce mechs generally produce fair quality mechs.

1.3.1 MECH NOTES BY COUNTRY

Table B1: Mech Notes by Nation

The United Soviet Socialist Republic	Mechs in the USSR are designed against the cold winters and, as a rule, are tougher than the average mech of its class. These mechs gain a Stun and Wound rating equal to their Hull Point Value x2.5 rather than just their HP value x2. At one point, the USSR had mechs that were of high quality – however, recent budget cuts have resulted in a decline in the quality – noticeably so. They are considered Unreliable, but they give their pilots a -2 bonus to all Technical Science – Jury Rig checks.
The People's Republic of China	Chinese mechs are, as a rule, lighter and faster, increasing their speed rating by 2. Also, because China has an unparalleled industrial core (as far as Communist Bloc countries go, anyway) it's fairly easy and quick to find spare parts for them, reducing the number of successes needed to repair them by 1. However, like USSR mechs, Chinese mechs are considered unreliable due to the speed at which they're constructed – but they don't give the bonus to Jury Rigging.
The Byzantine Socialist Republic	The BSR designs mechs that have staying power. However, they took a tip from their name – Byzantine mechs are extremely... well, Byzantine in their execution. They feature redundant systems that, while eating up extra HP, allow the mech to stay on its feet longer – Byzantine Mechs are not disabled until they take their first point of mortal damage. The cost of this is a near doubling of the repair time to fix the mech; if it takes 5 checks normally, it takes 7 checks to repair a byzantine mech (multiple the number of checks required by 1.5 to get the new number; see Table A3 – Repairing Damage for more information).

1.3.2 EQUIPMENT

This section deals with additional equipment that can be installed in mechs, providing the mech has enough room left to store all of the equipment. All of the equipment given here can be found throughout the Communist Bloc. It's generally of Early PL 6, late PL 5 equipment, however.

Notes on Equipment: Equipment falls into three categories – structural, extrinsic, and intrinsic. Structural and Intrinsic are covered earlier in the book. A mech's extrinsic equipment is treated just like a hero's extrinsic equipment – that is, the mech has a similar encumbrance score to a human, and accumulates penalties based on it. In this case, use the durability of the Extrinsic Equipment as its weight for purposes of figuring this score.

Name of Weapon	ACC	Range (dm)	Type	Damage	Act	Md	Cp	Dur	Skill
Pistol, Light	0	08/16/30	HI/A	d4+1w/d6+1w/d4m	4	F	15	2	SO-weapons(pistol)
Pistol, Heavy	1	10/20/80	HI/A	d4+2w/dd6+2w/d4+1m	4	F	10	3	SO-weapons(pistol)
Pistol, Heavy Sabot	0	10/20/100	HI/A	2d4w/2d4+1w/d4+3m	4	F	10	3	SO-weapons(pistol)
Pistol, Laser	-1	20/40/200	En/A	d4+1w/d6+1w/d4m	4	F	20	2	SO-weapons(pistol)
Rifle, Standard	0	80/160/400	HI/A	d6+1w/d6+3w/d4+1m	4	F/B/A	30/10	4	SO-weapons(rifle)
Rifle, Laser	-1	100/400/1000	En/A	d6+1w/d6+3w/d4+1m	4	F	20	6	SO-weapons(rifle)
Laser Cannon	-1	250/750/2500	En/A	d6+2w/d8+2w/d4+1m	4	F	20	4	SO-weapons(rifle)
SMG, Light	1	20/40/100	HI/A	d4+1w/d6+1w/d4m	4	B/A	--/10	3	SO-weapons(SMG)
SMG, Laser	0	20/80/200	En/A	d6w/d6+2w/d4m	4	B/A	--/10	3	SO-weapons(SMG)
Sword, Beam	0	Personal	En/A	d6+1w/2d6w/d4+3m	3	NA	10	3	SO-weapons(blade)
Sword, Combat	0	Personal	LI/A	d4+2w/d6+2w/d4m	4	NA	NA	2	SO-weapons(blade)
Tri-Staff	-1	Personal	En/A	d8+2w/3d4+1w/d6m	3	NA	10	4	SO-weapons(blade)
Launcher, CHE	0	100/500/2000	En/L	d6+1s/d6+1w/d6+4w	2	F	6	3	SO-weapons(indirect)
Launcher, KE	-1	100/500/2000	HI/L	d6+2w/d8+3w/d6+4m	2	F	6	3	SO-weapons(indirect)
Launcher, AA	0	100/500/2000	HI/G	d8s/d8+1w/d6m	2	F	6	3	SO-weapons(indirect)
Launcher, Fusion	-1	Special	En/H	2d6w/2d8m/2d6c	2	F	1	NA	SO-weapons(direct)
Needle Driver	+1	10/30/50	HI/L	d6+1w/d6+3w/dd4+3m	4	B/A	--/10	6	SO-weapons(direct)

*Unless installed inside of the mech (see Hull Points), this hardware is considered to be **Extrinsic**.

Pistol, Light

The standard side arm for most mechs has a barrel the size of common found on tanks.

Pistol, Heavy

A slightly larger form of the standard sidearm; more rarely found carried by heavier mechs. The larger size makes the recoil larger and harder to aim.

Pistol, Heavy Sabot

An improvement on the 75mm, the Sabot features ammunition that sport a miniature scramjet, which ignite soon after leaving the barrel for an extra kinetic *oomph*.

Pistol, Laser

While laser sidearms have yet to be developed for normal soldiers (the capacitors are proving to be a major issue) no such problems have been encountered in building them for mechs.

Rifle, Standard

The standard rifle issued to most mechs.

Rifle, Laser

The laser rifle is a larger form of the laser pistol, and is the most commonly seen soviet rifle on the battlefield.

Tri-Staff

A rare weapon almost as tall as the mech itself, “borrowed” from technology that was taken from the Swiss, the staff is a dangerous weapon that has reach.

Launcher, CHE

This shoulder-mounted launcher is used to fire off chemical warheads, which explode at or around the target. Good for clearing the battlefield fast of weaker opponents.

Launcher, KE Submunitions

Fires off a warhead that's loaded with dozens of tungsten rods. When it explodes, these rods literally punch through the target, or rain down on the targets with devastating force. All targets with 200m of the original spot are attacked at the same time by these rods; each one getting it's own attack roll and damage roll.

Launcher, AA

The standard Anti-Aircraft launcher; useful for taking down smaller craft but not for taking down large mechs.

Launcher, Fusion Warhead

The Big Weapon™, hauled out only when absolutely necessary. The Fusion Warhead is just that – an actual missile, or ICBM, that is mounted over the shoulder with a Fusion warhead attached. Everything within 20k is

Laser Cannon

An slightly improved upon laser rifle, it takes up less space when installed on a mech.

SMG, Light

Standard issue SMG to mechs.

SMG, Laser

The rapid fire version of the laser rifle, with a slightly shorter barrel.

Sword, Beam

The beam sword is made up of plasma that is held together by an electromagnetic field. It consumes a great deal of energy, and is dangerous to everyone, including the wielder. On a critical failure, the sword deals normal damage on its wielder's mech.

Sword, Combat

The standard, lightweight titanium version of the beam sword. It's the size of a small house when standing upright.

generally decimated completely. Only a handful of these over-the-shoulder Fusion rocket launchers exist, and they've never been used.

The Fusion Warhead deals amazing damage over an area of 5km, good damage over an area of 10km and ordinary damage over an area of 20km. It can be launched from as far away as 50km, although due to the interference in radio from Aristotle's Ghost, it can't be fired from further than that.

The Needle Driver

A takes the ammunition inside of a KE warhead, sharpens them down, and then fires them down a high speed barrel. The needles are already brittle; when they they hit the target, they literally shred into thousands of tiny pieces.

Name of Defense	Type	Protection Offered	Skill to Use
Small Shield	Am	+1 (LI) +1 (HI) +0 (En) [Extrinsic]	SO-defenses
Heavy Shield (Wall Shield)	Am	+3 (LI) +2 (HI) +2 (En) [Extrinsic]	SO-defenses
Large Shield	Am	+2 (LI) +1 (HI) +1 (En) [Extrinsic]	SO-defenses; SO-weapons(blud)

Small Shield

The small shield is a buckler sized shield (compared to the mech, anyway) that covers only a small area. It's useful in melee but not in much else.

fight situations. It can be used as a bludgeon weapon that does d4s/d4+2s/d6s, LI/G.

Heavy Shield (Wall Shield)

The Wall Shield is a shield that's roughly the size of a small sky-scraper. Rare due to the materials required to build them and how heavy they are, they're usually see sported by heavy mechs, who have enough strength to carry them.

Large Shield

The cousin of the small shield, the large shield covers half of the body and is usually see attached to the upper arm. Useful in both melee and in fire

Other Defenses	Hull	Notes	Skill to Use
Chaff	25%	+1 enemy sensors and missiles [Intrinsic]	SO-defenses
Damage Control	25%	-2 bonus to Jury-Rig checks [Intrinsic]	SO-defenses
Decoy Drone	3	3 drones [Extrinsic]	SO-defenses
Jammer	1	+2 enemy missiles, sensors [Intrinsic]	SO-defenses
Magnetic Screen	25%	+2 enemy missiles, projectiles [Intrinsic]	SO-defenses
Vector Thrusters	2	Allows for Flight [extrinsic]	N/A

Chaff

Chaff is strips of metal that are fired out of a mech in order to distract enemy sensors and missiles, giving the enemy missiles false hits. Chaff requires 25% of the Mechs' total free HP, minimum 1, in order to install.

Jammer

It jams enemy sensor equipment and sensitive electronics on missiles, imposing a +2 penalty on incoming missiles.

Damage Control

Sophisticated systems designed to assist in dealing with damage. It's usually redundant systems (done better than the Byzantines.) In order to install and use properly, it requires 25% of the mech's total free HP, minimum 1, for installation.

Magnetic Screen

Harnesses the power of electromagnetism to deflect incoming missiles and projectiles, but it has no effect on some types of beam weaponry or torpedoes when torpedoes are used. It requires 25% of the available free hull space, minimum 1, for installation.

Drones

Drones are unmanned fighters that, once fired, mimic the IR and EM signatures of mechs, forcing the enemy to make a check for each drone. If they succeed, the drone is ignored. If not, there's a 50% chance (1-10 on a d20) that

Vector Thrusters

Listed under defenses because they allow movement (a prime defensive capability), Vector thrusters allow for space flight. They're extrinsic hardware put on mechs, and make the mech space capable. The Mech is still piloted using the Vehicle Op - *Mech* skill, though.

they'll fire on the drone.

Sensors	Hull	Notes	Skill to Use
Air/Space Radar	0.5	Active - 5/10/20km - Target Penalty Normal - 1 arc/unit	SO-sensors
Ladar	0.5	Passive - 10/20/30km - Target Penalty Normal - 1 arc/unit	SO-sensors
EM Detector	0.5	Passive - 1/2/10km - Target Penalty +3 - 2 arc/unit	SO-sensors
IR Detector	0.5	Passive - 1/5/20km - Target Penalty +2 - 1 arc/unit	SO-sensors
Probe	1	Passive - Special - 4 arcs	SO-sensors

*note: All of the sensor hardware is **Intrinsic hardware**.

Air/Space Radar

The Basic radar, listed as "Radar Suite" under the mechs. At least one radar suite (4 arcs of radar) comes standard with each mech.

IR Detector

Sees into the different branches of the infrared spectrum, including night vision, false thermal, and terahertz, among others.

Ladar

A bit more advanced than radar, ladar uses a beam of light. Otherwise functions the same. Most mechs also come with a Ladar Suite, or 4 arcs of ladar as well.

Probe

The probe is a small rocket fitted with a sensor and air/space set that's fired off. The probe can last for 48 hours, and has a range of about 300km before it runs out and has to return home. It can send back uncommonly clear images from that far out, although it can't be used for targeting.

EM Detector

A specialized piece of equipment that is designed to pick up electromagnetic signatures. Not particularly good at targeting, but can find things that most normal scanners may miss.

Armor	Hull	Notes	Type
Polymetric, Light	25%	D4 (LI) D4 (HI) D4-1(En)	Intrinsic
Reflective, Light	25%	D4-3 (LI) d4-2 (HI) D6-1 (En)	Intrinsic
Polymetric, Medium	25%	D4+1 (LI) D4+2 (HI) D4 (En)	Intrinsic
Alloy, Medium	50%	D4+1 (LI) D4+1 (HI) D4 (En)	Intrinsic
Cerametal, Medium	50%	D6 (LI) D6 (HI) D6-1 (En)	Intrinsic
Cerametal, Heavy	50%	D8 (LI) D8 (HI) D6 (En)	Intrinsic
Reactive, Medium	50%	D4+1 (LI) D8 (LI) D4 (En)	Intrinsic
Reactive, Heavy	50%	2D4+1 (LI) D8 (HI) D4+1 (En)	Intrinsic

Polymetric Armor

Polymetric armors are made up of advanced polymers and fibers, including carbon fiber and high-grade fiberglass.

type is probably one of the best types of armor available to be put on most medium mechs.

Reflective Armor

consists mostly of dense plates of finely polished armor that are designed to reflect energy weapons, layered over the mech's body.

Cerametal Armor

Consisting of dense plates of tempered ceramics interlaced with metals, cerametal armor offers good protection - some of the best available.

Alloy Armor

Designed to make use of advanced alloy armors, the alloy

Reactive Armor

Reactive consists of layers of gell with cerametal armor. Good against high velocity and low velocity impacts.

1.3.3 THE MECHS

The following section contains information about the most common mech types found within the Communist Bloc. Note that while individual countries may produce their own mechs, these mechs are used throughout the bloc and not just by the country that produces them - this, a Russian pilot in a Chinese-made light mech is not uncommon. The mechs are sorted by ubiquity and availability.

Field Notes

Lightweight and fast, the Chinese Light Mech is the standard issue mech that's found in the communist forces around the world. While it doesn't have much staying power, it relies heavily upon its speed and maneuverability to circumvent problems.

Perhaps the biggest issue about the Chinese light mech is that it doesn't have much staying power. The mech itself can only take a few hits, even with it's less than stellar armor. Pilots in a Light Chinese mech should work to remember that movement = staying alive, and act accordingly. Thankfully, movement is one of the things the light mech facilitates well.



Light Mech Chassis, Chinese

Durability	4/0 free	STR	10 [+0]	Armor	d4+2/d4+1/ d4
S/W/M/C	8/8/4/2	DEX	13 [+1]	Speed	SP 28/RN 18/WK 9 km/h
Tough:	Amazing	Type	Single Pilot; 16.9m tall, 49 metric tons		
Attack*		Acc	Range	Damage	Md Clip
Pistol, Light		+0	8/16/30	d4+1w/d6+1w/d4m	F 10
Rifle, Standard		+0	80/160/400	d6+1w/d6+3w/d4+1m	B/A --/30
Small Shield		AM	SO-Defense	+2 (LI) +1 (HI) +1 (En)	

*This equipment is extrinsic equipment

Systems Installed

System Name	Locate	HP/Type	Notes
[Engineering] Power Core	Torso	N/A, Structural	Provides power for the mech; Fusion Generator
[Engineering] Cockpit	Torso	N/A Structural	Has the following: Ejection System (10/20/30dm from mech; O/G/A SO-defenses check) Life Support (10 days) Radio Transceiver Core Computer Nav Computer Core (-1 Navigation checks) Fire Control Comp. (-1 to attack rolls)
[Engineering] Actuators	All	N/A Structural	STR: 10 DEX: 13
[Sensors] Hi-Res Video Feed	Head	N/A Structural	Passive; 5/10/20km; 1 forward arc; Target Pen +1
[Sensors] Ladar Suite	Head	2 HP Intrinsic	Passive; 10/20/30km; 4 arcs; Target Pen +0
[Armor] Polymetric, Light	All	1 HP Intrinsic	Provides protection; d4+1/d4/d4-1
[Defenses] Chaff	Torso	1 HP Intrinsic	+1 enemy sensors and missiles

Field Notes

The Chinese Medium Mech is another ubiquitous mech commonly found throughout the communist bloc. It's stronger and more heavily armored than it's lighter counterpart, although between the two, this is really the only thing that changes. As is common

For Chinese mechs, there are quiet a few display features that often hold hidden uses; which include the head crest, hidden in which is a more advanced ladar suite than the light mech, which is designed to cope with the Aristotle's ghost and allow for greater radio transmission. Beyond this, there are very few differences between medium and light.



Medium Mech Chassis, Chinese

Durability	7/0 free	STR	11 [+1]	Armor	d4+1/d4+2/d4
S/W/M/C	14/14/7/3	DEX	13 [+1]	Speed	SP 26/ RN 16/ WK 8 km/h
Tough:	Amazing	Type	Single Pilot; 17m tall, 51 metric tons		
Attack*		Acc	Range	Damage	Md Clip
Pistol, Light		+0	8/16/30	d4+1w/d6+1w/d4m	F 10
Rifle, Standard		+0	80/160/400	d6+1w/d6+3w/d4+1m	B/A --/30
Small Shield		AM	SO-Defense	+2 (LI) +1 (HI) +1 (En)	

*This equipment is extrinsic equipment

Systems Installed

System Name	Locate	HP/Type	Notes
[Engineering] Power Core	Torso	N/A, Structural	Provides power for the mech; Fusion Generator
[Engineering] Cockpit	Torso	N/A Structural	Has the following: <u>Ejection System</u> (10/20/30dm from mech; O/G/A SO-defenses check) <u>Life Support</u> (10 days) <u>Radio Transceiver</u> <u>Core Computer</u> <u>Nav Computer Core</u> (-1 Navigation checks) <u>Fire Control Comp.</u> (-1 to attack rolls)
[Engineering] Actuators	All	N/A Structural	<u>STR:</u> 11 <u>DEX:</u> 13
[Sensors] Hi-Res Video Feed	Head	N/A Structural	Passive; 5/10/20km; 1 forward arc; Target Pen +1
[Sensors] Adv. Ladar Suite	Head	2 HP Intrinsic	Passive; 15/20/40km; 4 arcs; Target Pen +0
[Armor] Polymetric, medium	All	2 HP Intrinsic	Provides protection; d4+1/d4/d4-1
[Defenses] Chaff	Torso	1 HP Intrinsic	+1 enemy sensors and missiles
[Weapons] Laser Cannon	R. Arm	2 HP Intrinsic	Damage as per Laser Pistol

Field Notes

As far as medium mech goes, the medium Russian mech is a titan on the battlefield. It's tough to get down, comes with decent armor, and if the construction was slightly better (which says less about Soviet engineering and more about the Soviet economy)

Then the mech would be a terrifying opponent, even as a PL 6 mech. Most countries have heavy mechs that are weaker than the Russian medium mech. It's probably the third most common mech in the communist block and easily the most ubiquitous "medium-in-name-only" heavy mech found on the front lines. Speaking strictly, some analysts classify this mech as a "light-heavy" mech. Regardless of classification, it's a good mech.



Medium Mech Chassis, Russian

Durability	8/0 free	STR	13 [+2]	Armor	d6/d6/d6-1
S/W/M/C	20/20/8/4	DEX	10 [+1]	Speed	SP 22, RN 12, WK 6 km/h
Tough:	Amazing	Type	Single Pilot; 18m tall, 53.4 metric tons		
Attack*		Acc	Range	Damage	Md Clip
Pistol, Light		+0	8/16/30	d4+1w/d6+1w/d4m	F 10
Rifle, Standard		+0	80/160/400	d6+1w/d6+3w/d4+1m	B/A --/30
Large Shield		AM	SO-Defense	+2 (LI) +2 (HI) +1 (En)	

*This equipment is extrinsic equipment

Systems Installed

System Name	Locate	HP/Type	Notes
[Engineering] Power Core	Torso	N/A, Structural	Provides power for the mech; Fusion Generator
[Engineering] Cockpit	Torso	N/A Structural	Has the following: <u>Ejection System</u> (10/20/30dm from mech; O/G/A SO-defenses check) <u>Life Support</u> (10 days) <u>Radio Transceiver</u> <u>Core Computer</u> <u>Nav Computer Core</u> (-1 Navigation checks) <u>Fire Control Comp.</u> (-1 to attack rolls) <u>Tactics Control Comp.:</u> (-1 to all Tactics rolls)
[Engineering] Actuators	All	N/A Structural	<u>STR:</u> 11 <u>DEX:</u> 13
[Sensors] Hi-Res Video Feed	Head	N/A Structural	Passive; 5/10/20km; 1 forward arc; Target Pen +1
[Sensors] Adv. Ladar Suite	Head	2 HP Intrinsic	Passive; 15/20/40km; 4 arcs; Target Pen +0
[Armor] Cerametal, Medium	All	3 HP Intrinsic	Provides protection; d6/d6/d6-1
[Defenses] Chaff	Torso	1 HP Intrinsic	+1 enemy sensors and missiles
[Defenses] Jammer	Torso	1 HP Intrinsic	+1 enemy missiles, sensor checks

Field Notes

There isn't much variation between the Heavy Chassis and the Medium Chassis on a mechanical level. The Heavy chassis has stronger armor, and comes armed with shoulder-mounted KE launchers that are capable of crippling other mechs.

In addition to this, the mech also comes with two shield holders; one over head shoulder. Wearing the shields like this don't negate the protection, and they have the chance to free up the hands in order to use the other weapons (only the protection of one shield is gained, however – they don't stack).



Heavy Mech Chassis, Russian

Durability	10/0 free	STR	14 [+3]	Armor	d8/d8/d6
S/W/M/C	25/25/10/5	DEX	12 [+2]	Speed	SP 26, RN 16, WK 8 km/h
Tough:	Amazing	Type	Single Pilot; 19m tall, 59 metric tons		
Attack*		Acc	Range	Damage	Md Clip
Pistol, Light		+0	8/16/30	d4+1w/d6+1w/d4m	F 10
Rifle, Standard		+0	80/160/400	d6+1w/d6+3w/d4+1m	B/A --/30
Large Shield (x2)	AM	SO-Defense	+2 (LI) +2 (HI) +1 (En)		

*This equipment is extrinsic equipment

Systems Installed

System Name	Locate	HP/Type	Notes
[Engineering] Power Core	Torso	N/A, Structural	Provides power for the mech; Fusion Generator
[Engineering] Cockpit	Torso	N/A Structural	Has the following: <u>Ejection System</u> (10/20/30dm from mech; O/G/A SO-defenses check) <u>Life Support</u> (10 days) <u>Radio Transceiver</u> <u>Core Computer</u> <u>Nav Computer Core</u> (-1 Navigation checks) <u>Fire Control Comp.</u> (-1 to attack rolls) <u>Tactics Control Comp.</u> (-1 to all Tactics rolls) <u>Weapon Control Comp.</u> (-1 to KE Launchers)
[Engineering] Actuators	All	N/A Structural	STR: 11 DEX: 13
[Sensors] Hi-Res Video Feed	Head	N/A Structural	Passive; 5/10/20km; 1 forward arc; Target Pen +1
[Sensors] Adv. Ladar Suite	Head	2 HP Intrinsic	Passive; 15/20/40km; 4 arcs; Target Pen +0
[Armor] Cerametal, Heavy	All	5 HP Intrinsic	Provides protection; d6/d6/d6-1
[Weapons] KE Submunitions Launcher	Torso	3 HP Intrinsic	Does damage as per the KE Submunitions launcher; has 3 rounds each.

Field Notes

As strong, and as fast, but not as tough as the Heavy Russian Mech, the Heavy Byzantine Mech is an ideal tool – unfortunately a rare one – for cracking heavily fortified positions. It comes with all the trappings of the standard Byzantine mech, complete with the

Archaic and convoluted construction, but the redundant systems and superior durability of the mech overall make this a really hard mech to keep down. They're usually seen whenever there is a position that needs to be smashed wide open, because they are, without a doubt, the shock trooper's mech of choice in the communist bloc.



Heavy Mech Chassis, Byzantine

Durability	12/0 free	STR	14 [+3]	Armor	d8/d8/d6
S/W/M/C	24/24/12/6	DEX	12 [+2]	Speed	SP 26, RN 16, WK 8 km/h
Tough:	Amazing	Type	Single Pilot; 19m tall, 59 metric tons		
Attack*		Acc	Range	Damage	Md Clip
Pistol, Light		+0	8/16/30	d4+1w/d6+1w/d4m	F 10
Rifle, Standard		+0	80/160/400	d6+1w/d6+3w/d4+1m	B/A --/30
Large Shield (x2)	AM	SO-Defense	+2 (LI) +2 (HI) +1 (En)		

*This equipment is extrinsic equipment

Systems Installed

System Name	Locate	HP/Type	Notes
[Engineering] Power Core	Torso	N/A, Structural	Provides power for the mech; Fusion Generator
[Engineering] Cockpit	Torso	N/A Structural	Has the following: <u>Ejection System</u> (10/20/30dm from mech; O/G/A SO-defenses check) <u>Life Support</u> (10 days) <u>Radio Transceiver</u> <u>Core Computer</u> <u>Nav Computer Core</u> (-1 Navigation checks) <u>Fire Control Comp.</u> (-1 to attack rolls) <u>Tactics Control Comp.</u> (-1 to all Tactics rolls) <u>Weapon Control Comp.</u> (-1 to KE Launchers)
[Engineering] Actuators	All	N/A Structural	STR: 11 DEX: 13
[Sensors] Hi-Res Video Feed	Head	N/A Structural	Passive; 5/10/20km; 1 forward arc; Target Pen +1
[Sensors] Adv. Ladar Suite	Head	2 HP Intrinsic	Passive; 15/20/40km; 4 arcs; Target Pen +0
[Armor] Cerametal, Heavy	All	6 HP Intrinsic	Provides protection; d6/d6/d6-1
[Weapons] KE Submunitions Launcher	Torso	3 HP Intrinsic	Does damage as per the KE Submunitions launcher; has 3 rounds each.
[Defenses] Jammer	Torso	1 HP Intrinsic	+1 enemy missiles, sensor checks

Go in peace, glorious pilot, and never forget that you serve the Communist Republics! The flag that you fly, and the nation that you support, serves as the hopes and dreams of many millions of the Working Man, whose utopia *you* are helping to build! Never forget this, comrade!

