MECHA G-CORE

MECHA CREATION FOR G-CORE

Dilly Green Bean Games

Mecha G-Core

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Written By
Jay Libby

Edited by
Renee Libby

Art by
Jay Libby

This product requires G-Core
G-Core GRIT Recommended

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MECHA G-Core

Welcome to Mecha G-Core.
The supplement for G-Core is meant to bring mecha gaming to your table using the G-Core rules. Within you will find rules for mecha construction along with some new Hero Types, Scale rules, and damage rules.

So why Mecha G-Core?
I have always really been a sci-fi game designer. From Xandoria Saga Collection to Chronicle 001 and 002, I enjoy the genre immensely. Right before G-Core came along I was working on Xandoria Galaxies, another sci-fi piece. But the popularity of G-Core shelved the project, which was literally almost done. So now that I have given the super hero genre a good launch for G-Core, I felt it was time to give G-Core a much needed Mecha Makeover! The rules inside work great for straight mecha games and used with G-Core GRIT make for awesome nail-biting mecha gaming! You still need G-Core to use this PDF, however.

The creation process is really designed to allow players and Game Masters to create the mechs they imagine for specific setting pieces. I have dug into my massive Japanese animation library to bring you the best concepts and ideas to help mold your mighty machine into exactly the way you imagined it or exactly the way you saw it on TV. And this PDF is not just limited to building mechs, you can build any vehicle using this format!

Mecha Creation Flow
1) Pick Mecha Type
2) Pick Cockpit Type
3) Pick Mecha Origin
4) Pick Power Plant. Then determine Power Plant Pool.
5) Determine Mecha Stats
6) Create Add-Ons and Weapons for your Mech.
7) Create WEAKNESSES or FLAWS (if wanted)
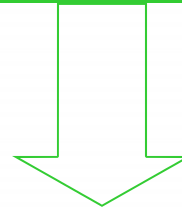
Mecha Types
Players begin their mecha creation here. Choosing a frame that fits the mech style you want is really important. We don't offer randomization because the idea is to allow players to pick from the Mecha Types that go along with the game they are playing in. Are they motorcycle rebels with bikes that transform into powerful mechs? Maybe they are fighter pilots in jets that turn into a humanoid form? Or are they soldiers fighting a war against an evil space empire and they are piloting prototype mecha? The Game Master should always put a limit on Mecha Types based on the game they want to run.
*Scale Note: Players or Game Masters should determine their specific scale.

Super Lite
Material: 20 (30 Max)
Slots: 2
Pilot Penalty: N/A
Scale: 1:1-1:10
These smaller mechs usually represent bulkier power suits or sometimes smaller vehicles, like motorcycles, that transform into a super armor upgrade for the pilot. They are designed for almost human-sized environments and tend to be scout class mechs. They are great for mecha vs. troops, but don't hold up well against larger machines and weapons.

Lite
Material: 30 (40 Max)
Slots: 3
Pilot Penalty: N/A
Scale: 1:10
The Lite mecha tend to be small compared to the

standard sized mechs, but they can hold their own in dire times. Transformable Lite mecha tend to be compact cards or one person helicopters. Their frames aren't super tough, but are favored by some because they are fast moving.

Medium
Material: 40 (50 Max)
Slots: 4
Pilot Penalty: -10
Scale: 1:10

This is your standard mech type. They can range from security mechs to combat transformers. Their frames are durable and are designed to take a pounding. The Medium can also withstand most human sized weapons with ease. If they are changers, the Mediums tend to be jets, full-sized cars and trucks or other machines of the same size.

Heavy
Material: 50 (60 Max)
Slots: 5
Pilot Penalty: -20
Scale: 1:10-1:100

When it comes to the really tough mechs, the Heavy is top notch. Most are leadership class machines that are designed for officers. The Heavy can stand in a combat zone and not get a scrape. The weapons they wield are truly devastating. As changers they tend to be larger vehicles like tractor trailers, super tanks and super space fighters. In any large mechanized battalion there is at least always one Heavy.

Super Heavy
Material: 60 (70 Max)
Slots: 6
Pilot Penalty: -30
Scale: 1:100-1:1000

It's big, it's slow and it's a city killer! The Super Heavy is the largest, most loaded mech out there. It's packed full of all sorts of goodies. The downside is it's really slow. The changer versions of the Super Heavy include aircraft carriers, whole buildings, and starships. These types are rare indeed, but an army using one will always have the upper hand.

*Exterior Spaces
Exterior Spaces are used for mountable weapons or gear. ~~Armor is considered a regular slot.~~ Every Mech has between 2 and four **Exterior Spaces** per location. A hand would have 2 **Exterior Spaces** while a forearm would have 4. The only limit to an Exterior Space is the weight of the object you are connecting. For every 10 Ranks of a weapon's material, it requires an equal Might. *Example: Toby wants to attach a beam dagger to his mech's forearm for easy access. The weapon has a material of 30 Rank. Lucky for Toby, his mech has a Might of 40. So he will be able to attach it there without it weighing him down.*
For every 10 Ranks of material OVER the mech's Might, the pilot suffers a -10 per Rank when using that limb.

Location Rule
When building your mecha, you must write down all the locations that could be damaged and slow you down. The basic locations for a humanoid robot are: Right Hand, Left hand, Right Forearm, Left Forearm, Right Upper Arm, Left Upper Arm, Head, Neck, Chest, Torso, Upper Right Leg, Upper Left Leg, Lower Right Leg, Lower Left Leg, Right Foot, Left Foot.
Each of these locations starts out with Material equal to your Mecha Type. So if it's a Super Lite Mecha, then each location STARTS with 20 Material. However, the max any location may have is 30 Material.
If you decide to have a shape changing mecha that can go from humanoid form to vehicle, plan on doing some more work. Just like with the transforming robot toys, a location in humanoid form makes up one or two locations in vehicle form. *Example: Toby wants to be able to transform from humanoid to robotic hawk. He decides that his legs will double as the legs and talons on hawk form. His arms will turn into wings, with his fingers forming the feathers. His head and neck will be the same along with the chest and torso.*
This might sound great for Toby, but if he gets a hand blown off in battle, he will suffer a penalty when flying in hawk form because the hands were the feathers, which of course control the up and down angles to fly.
Something else to keep in mind is locations all have slots. If a location gets destroyed, kiss anything in that slot goodbye.

*COCKPITS: Cockpits take up a set number of slots based on what type of controls your mech has. Players MUST take some form of control mechanism for their mech UNLESS they are playing a sentient robot.

Battle Suit Controls
Slots: 1
The player wears the mech like a suit. When they move the mech moves. It also means the player has no room to move inside.

Standard Cockpit
Slots: 2
Just like piloting a jet. The player sits in a seat with controls all around them.

Motion Cockpit
Slots: 3
The player stands in the middle of a small room with small sensors attached to their pilot's suit. The pilot can do spin kicks and so will the mech. The pilot punches and the mech does too. The downside, the player could easily get knocked over inside the cockpit.

Remote of Psychic Link
Slots: 0
By using remote technology or psychic link, the pilot can control their mech without even being inside. It's a great way to avoid getting killed. The downside is the link can be jammed.
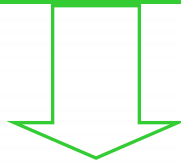
Mecha Origins
It's always good to have an understanding of where the mech you are piloting came from. Players who are NOT Sentient Robots MUST pick from these origins. There are benefits and disadvantages to each of these, but the Game Master can offer direction based on the game they are running.

Home-Built
Power Points: 100
Free Points: 100
Gear Points: 50
This is a home built, kit bashed project. This mech has been constructed out of scavenged parts or mail order bits. The Home-Built mech isn't as powerful as a full blown military mech, but with the right devices installed it can really stand on its own without any issues. The downside to this mech really lies in the fact that if something gets damaged you end up paying out of your own pocket to fix it and that could take a while without the right finances or supplies.

Corporate
Power Points: 200
Free Points: 100
Gear Points: 100
The corporation has funded the construction of this top secret mech. Maybe it's for the private sector or maybe it's for covert operations against rival corporations. There are two sides to this coin however. When the mech is damaged it can be fixed at a corporate facility and you also get access to newer weapons as you prove your worth. The other side is you work for the corporation and follow their orders. To not do so means you are going to get taken out by a 'special ops' team.

Organic
Power Points: 250
Free Points: 200
In the dark reaches of space there are worlds where there are no traditional machines, but instead organically grown bio-mechanisms. This type of mech is grown, not built. All add-ons are organic in nature. That's not to say you can't have bio-lasers and bone swords. The organic mech cannot be repaired, but instead it heals! (Healing is equal to Frame Type per day). As for piloting a mech like this, it usually means sitting in a bubble of bio-fluids with nerves attached to the pilot's skin.

Military
Power Points: 300
Free Points: 100
Gear Points: 100
A war is raging and the war effort needs a new machine! This mech could be a prototype for a series of war machines or maybe it's a one-of-a-kind weapon of war! The cool thing about the military mech is you get military funding to build, repair and upgrade your machine. But also keep in mind that the military mech is owned by the military. Just like the corporate mech, if you disobey orders or go rogue you are going to have a world of hurt coming your way.

Psionic
Power Points: 350
Free Points: 100
Gear Points: 50

The mind is a powerful thing. Sometimes it's so powerful that it can summon powerful PSI armor the size of a giant robot (or smaller). The psionic mech could be of alien or supernatural origin, but all powers and weapons are PSI based. So how does this work? The player builds the mech and creates the add-ons. When needed the mech can be summoned and it will appear instantly around the player. When the Power Plant Pool runs out, the mech disappears back to its storage dimension. When there is enough energy built back up the mech may be summoned again with all damage repaired.

Super Mech
Power Points: 400
Free Points: 100
Gear Points: 100

The super mech is usually created by a whole planet in need. Be it defending from an alien invasion or an impending disaster, this mech can do the almost impossible! Most super mechs are smaller mechs that form together to create one big mech (Using the Gestalt power rules, but the player will need to create the number of mechs needed to build the giant super mech. Game masters might want to avoid allowing this type of mech unless there is plenty of time for character creation.) When damaged the super mech returns to its holding area where it can be repaired.

Cosmic
Power Points: 500
Free Points: 100
Gear Points: 100

The forces of the universe have created this cosmic mech. The pilot has been hand-picked by these forces to carry out their will. The cosmic mech can pull from any of the previously mentioned mechs for ideas on how it works. Is it a cosmic PSI mech? Maybe a super mech? The cool thing about this mech is even if it's destroyed it can be reconstituted by the cosmic forces, as long as it was caused while fighting for their cause. Reconstitution takes at least 12 hours. Between uses the mech automatically repairs/heals.

*Note on Sentient Robots

Players may want to be Sentient Robots. Because Mecha G-Core Mecha Creation doesn't deal with Hero Types, follow this template:

Choose Mecha Type and Hero Type.

Use the Stat pools (G-Core) to generate stats: Rumble, Agility, Might, Smarts, Moxie, Perception and Spirit. The Moxie rank also doubles as the Power Plant rank. To determine the Material Rank take HEALTH and divide it by 4. This will be the base Material Rank of each location. Players may buy Add-ons according to the Mecha G-Core rules.

Example: Let's take Capt. Skids from the G-Core Sentient Robot's freebie. He has a HEALTH of 200. Each area on his frame will have a 50 Material.

The other thing you will notice is the lower end on points to spend for cool things. Add 40 points to Power Points, Free Points and Gear Points. Don't grumble, you don't have to spend Power Points to increase your Might unless you choose to.

*NOTE: Players must choose WHERE their Sentient Core is located. This is the heart and soul of the machine. It takes up 1 Slot and if destroyed the Sentient Robot dies.

Power Plants

Machines can't run forever. They require a power source of some type. Some might use batteries while others rely on complex power cells that keep them going for hundreds of years. We assign points for a Power Plant to help bring a sense of realism to the game. Even mighty transforming robots need a power source otherwise they go dormant. To determine the rank of the Power Plant, players assign Power Points, Free Points and Gear Points to the Power Plant Rank just like they would if they were buying powers. This gives players an idea of how long they can function before needing to refuel or recharge. Once the Power Plant Rank is determined we create the **Power Plant Pool.** This is how much energy you can expend on energy burning functions like using built in devices, heavy labor and prolonged activity. This means players will need to keep track of all the energy/fuel burning activities they participate in.

Power Plant Pool= Power Plant Rank x 100

So what are the different ways to burn energy?
Example 1: Toby is in Hawk mode and had 50 Flight. He is fleeing from a battlefield and is going

the full 50 speed. For each turn at full speed he loses 50 points from his Power Plant Pool. His Power Plant is a complex power cell at 40 Rank. His Power Plant Pool is 4000. So he goes full speed for about eight turns burning up 400 energy. When Toby stops he is now down to 3600 energy.

Example 2: Toby is holding a large metal door open that is trying to close. The door is closing with 40 Might and Toby's mech has 40 Might. So he can hold the door open, but each turn Toby is burning 40 energy because he is straining to keep the door open.

Example 3: Toby has a back-up mech he likes to use that has built in hand beam cannons at 1d10+40 Rank. His Power Plant is only 20 Rank, leaving him with a Power Plant Pool of 2000. Toby finds himself in a long drawn out battle where he has been firing his beam cannons (about 11 times). He ends up burning up 550 energy in the fight. His Power Plant Pool ends up with just 1450 points left.

from solar power to soaking up radiation. But if the mech is cut off from the energy source it has no way to charge, meaning that when the Power Plant Pool is used up, the mech powers down. Players need to keep this in mind when picking this Power Plant type.

Mecha Stats
Pilot Penalty: How maneuverable the mech is and how well it handles.
Might: How strong the mech is.
*Might may not be more than material of mech.
Body: Add all the Location Materials together and this is your Body (Great for players who don't want to assign Material Ranks to individual locations). ONLY use this when you are NOT using locations.

Ideas for Power Plants?
The **Battery** is a pretty standard power plant. It holds a charge for so long and can be replaced when it dies. Some batteries are even bio-organic. Batteries only take up 1 slot.

Fuel has long been used by civilizations. From fossil fuels to bio-fuels, these liquids poor in a tank and are drawn into complex engines. Of course you need a fuel tank which can get hit by all sorts of things. Pop a leak and you can be powered down real quick. Fuel Power Plants take up 1 slot for the engine and 1 slot for a tank.

A **Power Cell** is like a battery, but it stores chaotic energies of the universe to power the machine like atomic and cold fusion. These cells can last up to 100 years with standard power drain. But combat related mechs tend to use this energy up a lot faster. Power Cell Power Plants take up 1 slot.

A **Recharging** mech is one of the coolest forms of power and the most dangerous for the mech. The Power Plant is constantly charging when exposed to the charging energy source. This could be anything

Material Resistance (recap)
Don't forget that any damage UNDER or equal to a Material Rank doesn't do any damage. It's only when you go OVER the Material Rank does it start to do some harm. Because Material Ranks for each location work like HEALTH, any time you are hit by something higher than your location's Material Rank, that Material Rank will be reduced. *Example: Toby has 30 Material for his Right Upper Arm. He gets hit for 43 points of damage by a energy arrow. He loses 13 points from that location leaving him with 17 Material.*

FLAWS and WEAKNESS

The best way to make the most of your mech or Add-Ons is to have FLAWS and WEAKNESSES.

These are defined in the G-Core rules, but we wanted to offer some ideas here.

MAJOR FLAWs include: Single fire MEGA weapons, limited time usage of certain Add-Ons, Only usable in space..

MINOR FLAWS include: Limited number of shots, cool down period between shots..

MAJOR WEAKNESS: Heat sensitive, cold sensitive, no radiation shielding..

MINOR WEAKNESS: Joint weakness (reduce Rank Material on joints by half)..
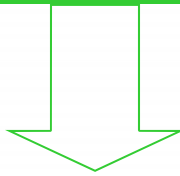
New Hero Types

No mecha game would be complete without some new Hero Types. Here are two 'standards' to mecha settings. More Hero Types can be found in G-Core.

Mech Pilot

Physical Stat Pool: 60, GRIT: 3d10
Mental Stat Pool: 40, GRIT: 2d10
Special Focus: Mech Pilot +10

You are the person assigned to pilot or control a powerful weapon of war (or peace). You have been trained to use the machine and are ready to rock and roll, you hope. The life of a mech pilot really depends on what type of mech they are piloting. A military mech means a life of discipline and war, while a corporate mech means a life of living in the shadows and always having to wonder if someone is going to mess you over. There are three different Mech Pilot Special Focuses: Civilian, Combat and Changer. Any player who is starting with a combat mech MUST take Mech Pilot: Combat. Any pilot using a mech that transforms must also take Mech Pilot: Changer. Use the rules for Special Focus to figure out what your bonus is.

For the game master that might want to jump head first into a war style campaign, Mech Pilots may increase their Pilot Ratings. Below are the three different types of ratings.

*Pilot Rating: Players may choose from the following Pilot Ratings:

Youth: You are brand new to the scene. You start with a +10 Mech Pilot.

Ace: You are either a really good showboat or mod-

est and awesome. When piloting a mech you are a force to be reckoned with. You start with a +20 to Mech Pilot

Veteran: Wars go on forever and you have spent most of your life fighting. You are long since retired, but there is no rest for the veteran. Something has happened and you have been called up to help with the cause. You start with a +30 to Mech Pilot.

Entertainer

Physical Stat Pool: 30, GRIT: 2d10+10
Mental Stat Pool: 40, GRIT: 3d10
Special Focus: Pick an Entertainment Special Focus +10

You are a classic entertainer, be it movie star or musician. In the Mecha G-Core environment you might be the middle person between rebel factions or you are a secret operative in addition to your glamorous career. Entertainers usually have a Mecha Pilot special focus that no one knows about in game.

New Special Focuses

Mech Pilot: Civilian: The knowledge and skill to pilot a civilian style mech with no weapons. Also includes repairing these machines.

Mech Pilot: Combat: The military knowledge and skill to pilot a combat style mech with weapons. Also includes repairing these machines.

Mech Pilot: Changer: The knowledge and skill to pilot a transformable style mech with no weapons. Also includes repairing these machines. This Special Focus is usually taken with Mech Pilot: Combat.

Add-On Rules
Each Mecha Type has so many slots to work with. Slots are spaces where special add-ons are stored. For every 10 Ranks of a Special Add-On, it takes up one slot.

So what are Special Add-Ons?
Just like when you create a hero in G-Core, in Mecha G-Core you too can buy powers for your machine. These are tech oriented devices that simulate powers. You might find that you can only fit a 20 Rank device into one location on your mecha, but there's more. Devices work together to offer a more powerful effect. So three 10 Rank devices spread across a mecha actually work together to make a 30 Rank effect. Just think back to those Japanese cartoons where the energy from the super robot's attack seems to come from multiple locations on the robot, yet they work together to make one devastating attack. It's the same concept.

When creating Special Add-Ons, players use their Power Points, Free Points and Gear points. The only limit is the number of slots available.

Armor
When it comes to armoring your mech you follow the Exterior Spaces rules because armor is attached to the outside of your mech. Use the Material Resistance rule to determine how well you are protected. Remember that there are penalties for having attachments OVER the Might of your mech. Armor Ranks are bought just like you buy Add-Ons.

Weapons and Shields
When building weapons and shields, players must spend their points FIRST on material and then on anything special they might want to add. *For example: Toby has 150 points he wants to dump into a mega weapon for his mecha. He spends 80 points on the material for it because he values it as his prize toy. He takes 70 more points and gives it Fire Generate. Now he has a super fire spear!* But there is more. Because weapons are based partially on the chance of doing maximum damage, but not guaranteeing, we now need to go back to the numbers. The super fire spear is made out of 80 material. Because of the chance factor the damage will be 1d10+70 Lethal Damage (Lethal because it is sharp). So the weapon can do between 71-80 points of damage. The Fire Generate has a 70 Rank. So damage from that would be Fire Generate 1d10+60 LETHAL Damage (Lethal because fire can kill). When you put it all together:

Super Fire Spear
Cost: 150 Points
Material: 80
Base Damage: 1d10+70 Lethal Damage
-**Fire Generate:** 1d10+60 Lethal Damage

Shields are a little different. You pay for the material of the shield and any special qualities it might have, but there is not chance factor. *Example: Toby has 50 points left over and decides that his mecha will be almost Spartan like. He builds himself a shield made out of 50 Material. He then takes 40 free points and adds a special feature to the shield, a domed force screen. He decides to make it a four use screen which counts as a Major Flaw. So he is able to add 10 more points to the rank of the screen. Now when he is close to his allies or trying to protect a smaller object, he can create a domed force screen to protect them.* Toby names this the Spartan Shield. It will look like this:
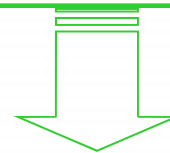
Spartan Shield
Cost: 90 Points
Material: 50
Special Ability: Domed Force Screen: 50 Rank
-**Major Flaw:** May only be used 4 times per mission. Requires a recharge.

*Note on Missiles and Missile Pods
Missiles tend to do serious damage. An average missile probably does between 1d10+30 and 1d10+60 points of damage. This also means that most missiles will probably be mounted on the exterior of the mech.

Missile Pods have several smaller missiles loaded into one launcher. Missile Pods are always attached on the exterior of a mech. It's also safer that way. To determine how many missiles in a missile pod, simply take the Frame Type and multiply the slots times 2. So with a Super Lite Frame you would have four slots for missiles while with a Heavy Frame you would have ten slots for missiles. Keep in mind that missiles still cost the same as any other weapon. So for every ten points of damage it costs 1 slot.

*Note on Armor Piercing
Beam weapons are armor piercing by nature. If you are creating Armor Piercing ballistics add 10 points to the cost.
AP Damage also ignores Material Resistance.

*Note on transforming Mechs:** Players just use Shape Alteration for a transformer mech. It is suggested that players only choose two forms to change into because you have to account for locations.

-If a Power Plant location loses more than HALF the location value players must roll a 1d10. 1-4: Power Leak: the Power Plant Pool starts leaking 10 points a ROUND. 5-8: Power Plant Pool is automatically reduced to HALF. 9-10: Power Plant goes critical blowing up and doing damage equal to the Power Plant Pool to everything within 1 mile per 100 points.
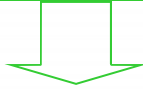
New Rules

Scale Rules
Mechs come in all shapes and sizes. Smaller might be able to hit a larger target, but their damage isn't as great. Whereas a larger mech might have a harder time hitting a smaller target, but their weapons will do more damage.
Here's how it works:
Small scale attacking larger scale: +10 per scale to hit, -10 per scale to Might vs larger scale
Larger scale attacking smaller scale: -10 per scale to hit, +10 per scale to Might vs larger scale

Stackable damage
In Mech G-Core, it's possible to stack damage from multiple weapons or many players shooting at a single target. Stackable damage may only occur within a single round. It works like this in a single round:
Player A) Beam rifle: 1d10+30 Rank, **Player B)** Dual Shoulder Cannons: 1d10+40 Damage, **Player C)** Missile Pod: 1d10+20 (per missile, firing 1 missile).
Player A) Does 32 points of damage, **Player B)** Does 44 points of damage, **Player C)** Does 25 Points of damage.
Total Damage: 101 points of damage!

Additional Mech Damage Rules
-Any time a mech takes damage that reduces a location to half value, that location suffers a -10 when used per 10 Ranks. So if a Mech has 30 Material on their Right Forearm and it gets reduced to 15, they will suffer a -10. When it reaches 10 they suffer a -20. Once all the material of a location is reduced the part is either severed or destroyed.

-Any Add-On located in one of these damaged areas also suffers. If a player has a 20 Rank Add-On in that 30 Material location, it too suffers. Once 20 points of damage have been done, the Add-On is destroyed. (At 10 points of Damage the Rank of the Add-On would be reduced by 10 points).

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MECH Name

PILOT

FRAME Type

MECH ORIGIN

CONTROLS

SCALE

Changer Forms

Mech Image

Stat	Rank
RUMBLE	
AGILITY	
MIGHT	
MOXIE	
SMARTS	
PERCEPTION	
SPIRIT	

Stat	Rank
Pilot	
Might	
Body	
HEALTH	
WILD	

POWER PLANT	Power Plant Pool

FLAWS

WEAKNESS

Weapon	Rank

Location	Rank	Slots	Add-On	Rank	Description