

KwaiTana Mecha Sourcebook

Version 1.05

For Use with KwaiTana Anime System Rules V2.0+

Written by Kwai , (Corey)
With help from Katana, Cactus Neko, Ragnarok and others.

You may find some ideas in this sourcebook kind of like those given out by others; this brings to mind the old saying 'Imitation is the sincerest form of flattery'. Please don't get upset with me for doing it that way!

*Some of this stuff has been done vague for a reason, weights may not be entirely realistic, but as this is only a game why should you really care? * (These weights have got to be HEAPS better than being in the 100 Tonne range!)

>^ _ ^<

Mecha shows that have inspired this sourcebook:

Macross (First and foremost - IMHO the best of the lot, no matter what incarnation, Original, Plus, 2, 7 or even 7 Dynamite), Gundam, Evangelion, Robotech (Much more prefer Macross though, but you got to take what you can get), Guyver (Yes it is mecha of a sort), Tekkaman Blade, Voltron, and any others that I have inadvertently forgotten. (Really want to see Escaflowne! and even the Mecha in Magic Knights Rayearth!)

Mecha Games:

SHOGO: Mobile Armour Division – IMHO one of the main things that turned me into a mecha head (Gore on full, and anime explosions! Yaaay! Suck on that, Squishies! ^ _ ^), Gundam Wing Battle (For the SNES), Super Space Fortress Macross Arcade Game! (Yehaa ! Damn hard and mega cool game! Even emulated on a slowish PC!), Even Heavy Gear (But like Shogo much better)

Both James and I would be very happy if you would contact one of us and tell us what you think of our books, or have any kinds of suggestions to give us

You can contact us by using one of the following: -

James: jmadden@cairns.net.au

Corey: ICQ number 102249572 / Megakwai@hotmail.com

1: The most important things for mecha creation.

To make a mecha that fits in with the Anime Masters campaign properly and as seamlessly as possible the follow things can help. The first few are counted as very important on the part of the player's character, but as usual anything that is to be created for the anime Masters campaign, must fit in all the way through.

1: A workable idea

First the player must have an idea. It can be general in scope, but it should have a few definite ideas plugged onto it. Whether this be the limitation of cost, size, or just cool weapons it doesn't matter. It usually doesn't help if the player just says 'I want a cool mecha' and go from there.

As a very important suggestion for the Anime Master, is to get the player to note down a few things first before sitting down and making up his mecha. Get them to note down just what it is they are looking for when they intend to make their mecha.

2: Character Advantages

One of the two most important things (To do with the character that is) are the following advantages. (See the KT Rulebook for full explanations)

Access To Shit Hot Tech TM

Wealth

Inventiveness

The first advantage allows the type of weapons, (Those affected by Reality Level that is) and in some Reality Levels or differing campaigns, just being able to have a mecha. This is of course up to the AM, but remember: It is up to the AM how much to charge for the subsequent idea.

Inventiveness allows for a character to actually create his own mecha with his own character points. Each character point out of the inventiveness pool should equal a certain monetary amount. This should be in the range of say perhaps 8500 ¥ per Inventiveness pool point. (This can also be modified according to each personal Anime Masters wants and needs. See later on in this book in the Anime Master section for actual suggestions, but we think a character shouldn't really have more than 30 or so points invested into his mecha.)

If the player is planning on 'inventing' a mecha they should also have the Mecha Architecture skill (Brains) because having to default on such an important thing is kind of stupid to say the least!

We really don't suggest mixing Inventiveness Points and Wealth in creating a mecha. This can and usually does cause unnecessary headaches. I.E. Did I spend part of my Inventiveness pool on that servo, or was it just my characters monthly wage?

Of course if it is part of the campaign for ready made mecha (Namely a war campaign or some such thing) the 'package' types can be used and the preceding advantages need not be used. (But then the player doesn't need to make a mecha does he? ^_^)

3: Character skills

A characters skills are an important factor as well. What is the use of actually having a mecha if you can't pilot it, read its instruments, fix it, whatever, so a list of important skills is as follows. (These to can be found in the KwaiTana Rulebook.)

Engineering:	Mechanic - Mecha (Brains) Electrical Engineering - Mecha (Brains) Electrical Operation (Brains)
Fitness:	Acrobatics (Agility) Defence (Agility) Martial Arts (Agility) Blind Fighting (Brains)
Technology:	Driving - Mecha or power armour (Agility) Mecha Architecture (Brains)
Weapons:	Basically any of the weapons skills Gunnery - Mecha (Agility)
Thief:	Espionage (Brains) Stealth (Agility)

Terms used in Mecha

Mecha: A high technology machine that (usually) augments its user (or user's) strength and agility for a multiple array of purposes, but mainly for combat. It can take many forms, whether it is humanoid shaped or animalistic.

Power Armour: Can also be known as a battlesuit. (Although a battle suit is in general much smaller in size than a power armour. A power armour is like a small mecha, while a battlesuit is small power armour, although both terms tend to be interchangeable).

A high technology machine that directly augments the pilots physical attributes in an armoured way, usually used as either a small combat machine or even as a form of escape vehicle.

MDP: Mecha Damage Points. The actual amount of damage that the mecha does with that form of attack.

1 MDP = 10 Normal Hurt Points of damage

1 MD dice is equal to 4 dice of normal Hurt Point damage

MHP: Mecha Hurt Points. This is the amount of damage that the mecha can take after armour and a Mecha Soak Roll. A mecha servo's base MHP is equal to Base MHP x Campaign Reality Level.

AV : Armour Value. This is the rating of the Mecha's armour. It is used in the Mecha Soaking area of combat.

Mecha Soak Roll: This is the roll that you make to avoid taking damage. It is similar to the Soak roll that you make in Normal Combat; the only difference is that Mecha don't have Toughness .

Mecha Soak Roll = Mecha Armour Value (In d6)+(plus any bonus the AM deems plausible)

Mecha Brawn (Also known as MBrawn) is the actual strength of the mecha's prehensile servo, whether it is an arm, a tentacle or whatever. It can be converted into standard Brawn, for equivalent lifting purpose etc, the following way. IE. An MBrawn of 4 is equal to 16 Normal Brawn

MBrawn = 4 x Mecha Brawn in Standard Brawn.

<u>Mecha Brawn Rating</u>	<u>Lifting Capacity</u>
One	200 Kilograms
Two	400 Kilograms
Three	600 Kilograms
Four	800 Kilograms
Five	1000 Kilograms / 1 Ton
Six	1200 Kilograms
Seven	1400 Kilograms
And so on	

Mecha Defence: When rolling to defend against an attack you add together the pilots Agility plus the Reaction Speed of the mecha plus the level of the pilots Defence skill, all in d6

Reaction Speed: This is just how fast the pilot of a Mecha can react according to how strong the Power plant of the mecha is, and just how much the mecha actually weighs. The type of power plant also modifies the Reaction Speed. A mecha's Reaction Speed can be computed using the following Formula: -

Reaction Speed = Excess Power-plant Modifier + Power plant Fuel Type Modifier

Melee Combat: When a mecha gets into Hand-To-Hand combat with another mecha you use the

following formula for dice to see whomever succeeds.

Reaction Speed + Agility in Points of Pilot plus Mecha piloting skill of pilot
Versus
Reaction Speed + Agility in Points of Pilot plus Defense Skill of Pilot

Ranged combat: When a mecha is fighting in ranged combat, for example firing a weapon or sending off a volley of missiles, the dice formula for seeing if a hit is made is as follows

Reaction Speed + Mecha Gunnery Skill of Pilot (No added Agility)
Versus
Reaction Speed + Agility in Points of Pilot plus Defense skill of pilot

Weight: All weight is counted in metric.

K is shorthand for one of two things; if it is in a section talking about money then the K stands for 1000. If it is in a section concerning weight then it stands for Kilograms. We aren't using Imperial, and you shouldn't either! ^_^

Mecha Movement: Every point of Mecha Speed, whether it be on Ground or in the Air (Space etc) is counted as 5 meters

Range penalties: Anyone attacking at Short Range has no penalties to hit, the penalties to hit at the following ranges are as follows in the table.

Range	Penalties
Short	0
Medium	+1 level (-5 points from Hit roll)
Long	+2 levels (-10 points from Hit Roll)

See the KwaiTana Rulebook or the end of this book for proper clarification on Ranged combat penalties.(Also the end of this book)

Mecha Vs Non Mecha: (Also known as SQUISHIES!)

When a Mecha shoots/ Fires at a non-mecha sized object/ person, the difficulty to hit that non-mecha sized object is at least 1 level harder (usually 2!).

When damage is done to that non-mecha sized object it must be converted back to Normal Hurt Points. IE 1 MDP = 10 HP.

For example Nut Case Nobby is in his Emasculator 125 and he wants to shoot at a soldier 15 metres away. That soldier of course freaks cause he sees a megaton weapon pointed at him, his Agility and Defence is at a total of 5 dice. Nut Case has Agility and Gunner: Mecha Totalling 6 dice. (Note this example doesn't include range modifiers either! Or Even his Emasculators Reaction Speed! ^_^)

The soldier rolls his defence and gets 21; Nutcase needs to get 26 to hit him.

(If Nutcase misses by 1 point it is still classed as a near hit and the poor soldier takes half damage.)

Nutcase rolls 27 and hits the poor soldier. For damage Nutcase rolls 3d6 for his beam weapon and does 10 points of MDP. This then gets converted to Normal Hurt Points, (100 Hurt Points! but then divided by two cause of the near hit) and the poor soldier must try to soak as much as possible to survive. (Good Luck Man!)

Non-Mecha Vs Mecha.

When a non-mecha sized being or thing attempts to attack a mecha several different problems come into view. One, Damage. The non-mecha sized being must be able to do at least 10 Hurt Points of damage in one go. (10 HP = 1 MDP or 4 Hurt point Dice = 1 Mecha Hurt Dice). All attack rolls are as normal, but, if the AM deems the Mecha is large enough, the small sized attacker may get a bonus to hit (Say 1 to 2 levels or so easier).

When or if the damage is rolled you must then divide the Hurt point damage into Mecha Damage, via the good old 10 Hurt Points = 1 Mecha Damage Point rule.

Note, the mecha gets its full armour soak from this damage, so the non-mecha sized being will have a very low chance of actually doing damage unless he is using actual anti mecha weapons.

Example 2: The soldier in the previous example dies in a stream of light, and his partner shoulders his small single shot Anti Mecha Rocket launcher, and then aims at Nutcases Emasculator 125.

Nutcase being the Loon that he is thinks he can take this and stands his ground solely relying on his Emasculators armour to take the damage.

Whoof! off goes the rocket from the shoulders of the small remaining soldier. The soldier rolls his Agility and Heavy Weapons skill (4 Dice) and rolls 21! (Since Nutcase didn't defend it was just a standard Average roll of 10!) The soldier gets a critical! And such the damage is multiplied by 1.5!

The damage dice are rolled giving up a good roll of 8 damage, and MDP at that. Nutcase rolls his mecha's AV of 5 dice and only gets 7. So the damage to the Emasculators Mecha Hurt points is now 5. A fairly big scratch and Nutcase is now going nuts ! (8 x 1.5 - (AV roll of 7) = 12 - 7 = 5 MHP of damage)

Creation Of a Mecha

1: Choose a Body type

You must first choose a body size. This is the actual shell that the armour and other servos will be built into and onto. It contains the space for the pilot's cockpit, and other necessary things for the mecha to run. The power plant is usually placed in here too.

Body Servo types of Super Light through to Light Heavy have internal cockpits for free. This is due to the fact that these are the powersuit / battlesuit size servos and the pilot is basically wearing a shell, he doesn't sit in the cockpit as in a larger mecha.

Your choice of Body type gives your mecha certain ratings, such as how many points of damage (After armour) that your mecha can take, and just how much other incidental equipment can be placed in it. The damage ability is shown by just how many Mecha Hurt Points (Hereafter known as MHP's) it has. (These can be bought higher with special Uppers listed further on... Extra Mecha Hurt Points, See Options). The amount of room for other options is shown by the amount of Spaces it has.

Some Body sizes are actually limited by Reality Level, those are noted on a side bar in the actual servo's table.

Several other things also modify just how much you can expand your mecha, namely just how advanced the level of technology that you wish to use in its creation. This will put a limit on exactly how much you can expand your mecha. (See Function Levels and Advanced Technology Upper further on in the book)

2: Choose External Servos

After choosing a Body Size you must then choose any limbs or other servos for your mecha. These can include multiple arms, multiple legs, Head, wings etc. Each External servo must be bought separately and the cost in weight as well as ¥ (yen) are also counted separately.

One major rule is that you can have a servo any higher than 3 levels more than what your Body Types size is. EG. A body Type of Light cant have legs, arms or whatever higher than Average connected to it.

Once you have chosen all your external servos then you can go onto the next section.

3: Get Armour for your servos

Once all the servos are chosen, then you must decide on how much and if you want those self same servos armoured.

If you are going to armour the servos, then you must buy the same amount of armour for that servo equal to the amount of spaces in it. If you have bought the 'Increased Spaces' Upper for the servo then those spaces must as well be counted in on the total amount.

Armour can go on all servos, whether it is Wings, Head or even External Pods.

4: Try and pre-choose a Power-plant Size and Power-plant Fuel

After getting all your servos and choosing a certain amount of armour for them you must gauge just how much your mecha weighs in Kilograms / tonnage and try and choose an equivalent sized Power plant for it

This is one of the most vital choices for your mecha, for if the power plant is not strong enough then the mecha's reactions will be very slow.

Also the opposite can be true, a too strong power plant can also lead to problems, (Fore Example- Overheating, Danger Of Explosion, etc) but it is generally made up for the fact that the larger and more efficient the power plant and its fuel the faster that the mecha will be, in both reaction times and in general movement.

5: Choose Non Essential Enhancements

Non essential enhancements are things that individualise your mecha. These things include Flight, Mechamorphosis, Psionic mecha, Thought Control, Sensors and so on.

While your idea of a mecha may place these generally higher in 'Essentialness' (^_^) they are not as really as important in all the calculations to the mecha itself. They Enhance the mecha, make it run better and so on.

Still, it is much better to be choosing these options before you have any kind of thought of buying / making up the weaponry.

Some of the things classed as Non Essential Enhancements:
Advanced Materials (although in many cases this is the first choice !), Flight , Mechamorphosis, Sensor Systems,

Anti Missile Defense Systems, Pilots Cockpit, Enhanced Computer System, ThoughtControl.

6: Choose Weapons

You can now begin to choose what you see as suitable weapons for your mecha.

Several different things come to notice as being the most important factors in what your chosen weapon will be. Is this going to be the main weapon of the mecha? If so then does it need to do more damage? Does it need to have longer range? Does it need more penetrating ability? , Or Affect a larger area?

All of these factors can modify your choice of weapon by the introduction of the Weapon Uppers and downers.

These modifiers can be applied to any of the weapons in the list, whether they are beam weapons or missiles. Of course the weapons that have no range, such as Hard Knucks and claws etc cannot have a range modifier Upper added to them, but the increased damage modifier certainly can.

These modifiers will also, in most cases increase the weight of the weapon, the amount of spaces that this weapon will take, and most importantly raise the cost of the weapon.

All these factors must be accounted for before going onto the next stage of mecha creation.

7: Tally up Everything

Body Type

Type	MHP	¥	SPACES	Weight	Reality Level
*Super Light	4 x RL	6000	1 *	75 K	1 +
*Light	5 x RL	8000	2 *	100 K	1 +
*Light Heavy	6 x RL	10000	3 *	150 K	1 +
Average	7 x RL	15000	4	300 K	1 +
Average Medium	8 x RL	25000	5	500 K	1 +
Average Heavy	9 x RL	35000	6	750 K	1 +
Midrange Light	10 x RL	55000	7	1 T	1 +
Midrange	11 x RL	75000	8	1 ¼ T	1 +
Midrange Heavy	12 x RL	90000	9	2 T	1 +
Heavy	13 x RL	120000	10	4 T	1 +
Super Heavy	14 x RL	150000	11	6 T	1 +
Ultra Heavy	15 x RL	180000	12	10 T	2 +

- **The body Types Super Light through to Light Heavy have the listed spaces but also include a ‘free’ space for the pilot compartment. Any Body Type higher than these first three has to put a pilot Compartment in separately at the cost of a Space (Or more).**

Arm Types

Type	MHP	¥	SPACES	Weight	Mecha Brawn Min / Max	Reality Level
Super Light	4 x RL	4000	1	20 K	1 / 3	1 +
Light	5 x RL	5500	2	40 k	2 / 5	1 +
Light Heavy	6 x RL	6500	3	65 k	3 / 6	1 +
Average	7 x RL	8000	4	100 k	4 / 7	1 +
Average Medium	8 x RL	10000	5	150 k	5 / 8	1 +
Average Heavy	9 x RL	12000	6	250 k	6 / 9	1 +
Midrange Light	10x RL	15000	7	350 k	7 / 10	1 +
Midrange	11x RL	18000	8	500 k	8 / 11	1 +
Midrange Heavy	12x RL	21000	9	750 k	9 / 12	1 +
Heavy	13x RL	25000	10	1 T	10 / 13	1 +
Super Heavy	14x RL	29000	11	1 ½ T	11 / 14	1 +
Ultra Heavy	15x RL	33000	12	2 T	12 / 15	2+

Leg Types

Type	MHP	¥	SPACES	Weight	Bonus Kick Damage	Reality Level
Super Light	4 x RL	4000	1	25 k	+0	1
Light	5 x RL	5500	2	45 k	+0	1
Light Heavy	6 x RL	6500	3	75 k	+1 d	1
Average	7 x RL	8000	4	130 k	+1 d	1
Average Medium	8 x RL	10000	5	170 k	+2 d	1
Average Heavy	9 x RL	12000	6	250 k	+3 d	1
Midrange Light	10x RL	15000	7	350 k	+4 d	1
Midrange	11x RL	18000	8	500 k	+5 d	1
Midrange Heavy	12x RL	21000	9	750 k	+6 d	1
Heavy	13x RL	25000	10	1 T	+7 d	1
Super Heavy	14x RL	29000	11	1 ½ T	+8 d	1
Ultra Heavy	15x RL	33000	12	2 T	+9 d	2 +

<u>Head / External Pods / Wings</u>					
<u>Type</u>	<u>MHP</u>	<u>¥</u>	<u>SPACES</u>	<u>Weight</u>	<u>Reality Level</u>
Super Light	4 x RL	6000	1	20 k	1
Light	5 x RL	8000	2	40 k	1
Light Heavy	6 x RL	10000	3	65 k	1
Average	7 x RL	15000	4	90 k	1
Average Medium	8 x RL	25000	5	120 k	1
Average Heavy	9 x RL	35000	6	150 k	1
Midrange Light	10 x RL	55000	7	200 k	1
Midrange	11 x RL	75000	8	250 k	1
Midrange Heavy	12 x RL	90000	9	300 k	1
Heavy	13 x RL	120000	10	500 k	1
Super Heavy	14 x RL	150000	11	750 k	1
Ultra Heavy	15 x RL	180000	12	1 T	2 +

***Note the above is for each separate servo. The Head , External Pods and Wings have to be bought each separately, also the wings must be bought separately, the listed weight and cost are for a SINGLE wing. Please also note, you cannot have the Upper: Increased Spaces for the Wings, but you can for the Head and External Pods. External Pods are listed here as WITHOUT armour, armour is bought for the External Pods as in the same way for everything else.**

Wheels, Tracks, Motive Units

<u>Type</u>	<u>MHP</u>	<u>¥</u>	<u>Weight</u>	<u>Reality Level</u>
Super Light	3 x RL	3000	10 k	1
Light	4 x RL	4000	12 k	1
Light Heavy	5 x RL	5000	15 k	1
Average	6 x RL	6000	18 k	1
Average Medium	7 x RL	7000	20 k	1
Average Heavy	8 x RL	8000	24 k	1
Midrange Light	9 x RL	9000	28 k	1
Midrange	10 x RL	10000	32 k	1
Midrange Heavy	11 x RL	11000	38 k	1
Heavy	12 x RL	12000	45 k	1
Super Heavy	13 x RL	13000	50 k	1
Ultra Heavy	14 x RL	14000	60 k	2+

Function Levels

To simulate levels of high technology, and conversely low technology, we need to have a measure of just how 'Functional' a servo, Upper or Downer, or whatever may be. The Reality Level of the campaign in question could modify this actual rating of technology, but Function Levels (Or FL for Short) will easily explain the strength and relative toughness of whatever item is being described.

Function Levels go under Six different ratings. One is the lowest, and Six is the highest. (Zero is absolutely no enhancement of any type)

If Advanced Materials Upper is not bought (See later) then the absolute Function Level limit that any item, servo or object for the mecha can be taken up to is equal to the Reality Level of the Campaign divided by Two (Rounded up)

For a standard base item, upper, whatever is classed as Zero. If you buy one level of an upper for a weapon for example then the FL is equal to 1. (For any clarification look at a characters statistics for example, it should make it clearer. 0 (Zero) is the lowest, 6 is the absolute highest. Every Upper and Downer following will go under this format of Function Levels (FL), and so will have a Zero to Six set of levels.

You can have servos and weapons each of a different Level of Function, but serious problems can form if there is too much of a major difference. (Like using poor equipment on a supposedly high tech vehicle) Some problems could result in lowered reaction time, movement restrictions, and even in some extreme case weapon malfunctions.

In the case of Uppers an Increased level of function is shown by a "+" marker, and for a Downer it is shown by a "-" symbol.

Advanced Materials /Technology

This Upper is basically the Yen bought version of the character advantage 'Access to Shit Hot Tech™' from the KT v2+ Rulesbook.

The Advanced materials Enhancement allows you to get a higher Function Level in whatever servo or object that is in your mecha. The level of Advanced Materials is the highest that you can buy any FL of any item in your mecha up to.

This upper allows you to get better weapons, better armour, and lots of nice little options for your mecha, but at a great cost in time and money. (Please also read the Function Levels description previously)

The Function Level of the Advanced Materials Upper in no way gives you any free levels on any item or object, it just shows the Technological sophistication of your mecha all round.

This upper can also be bad, for if the Technology that is used for your mecha isn't well known then Good Luck on getting repairs done! ^_^

For every level higher in LF (Level Of Function) access that you wish, the TOTAL cost of your mecha goes up by 25% (After it is fully made EVERY Yen cost is increased by that 25%).

For example a RL 1 campaign mecha creator wants access to FL 4 Technology, and so the mecha he creates will cost 100% more in Yen.

Advanced Materials access also modifies the weight of your mecha, in its servos and also its armour. For every extra Function Level above the campaigns base that you buy, your mecha's total weight is reduced by 5%.

Armour is not limited by what the FL of your mecha is. If you have base (0) FL you can still get any size / level of armour that you wish. The Function Level only counts in when you add uppers to that armour.

AM Note: As described in Function Levels the base FL of any campaign is Zero, and without any access to this Upper the maximum any servo can be increased to with any enhancements is equal to the Campaigns Reality Level divided by Two (rounded up)

Function Level	Cost in Yen ¥	Weight Reduction Of Total Mecha Weight
1	+25 %	-10 %
2	+50 %	-15 %
3	+75 %	-20 %
4	+100 %	-25 %
5	+125 %	-30 %
6	+150 %	-35 %

Low Tech Materials /Technology

This downer is the complete opposite of the Upper previously described.

This Downer comes into play when a campaign is relatively low tech, as in some Fantasy or End of The World campaigns, and any form of high technology may be next to impossible to reach.

Even though you have this downer you may still have several object or items that have an increased Function Level, but they may only be increased to the maximum Non Advanced MaterialsFL of the campaign. (I.E. The Campaigns RL divided by Two rounded up). The only thing this Downer does is that all the technology used in the making of the mecha is of low-tech materials.

This downer basically increases the weight, decreases the cost (abit anyway), and can slow the speed of your mecha, but you may find it a lot easier to repair it when it is damaged, as all the parts, if low tech enough should be in plentiful supply.

The lower FL's of Low Tech Materials are the ones that increase the cost, weight and so on of your mecha the most, the higher levels are the ones getting close to any slightly higher form of technology.

Low Tech Materials does also modify your armour, but at only half the penalty of that shown on the table for weight increase, the cost increase or decrease is the same.

Function Level	Cost in Yen	Weight Increase
1	-20%	+75%
2	-10%	+50%
3	-5%	+30%
4	+0%	+20%
5	+5%	+10%
6	+20%	+0%

Power plant Sizes

To find out what size powerplant that your mecha needs as a minimum you must first find out the proposed weight of your mecha. This Size Power plant is the absolute MINIMUM that you need to run all your servos; anything less and you might as well just have a statue instead of a mecha.

If you choose to have a higher sized powerplant than what is stated as minimum for your mecha's weight, you also get certain advantages. Namely some weapons can be run off the excess powerplant size, and also your Mecha's Reaction Speed goes up, increasing your (And its!) reflexes.

Also the type of powerplant fuel can make a difference in the Reaction Speed of your mecha. The more primitive the fuel you use, then generally the Reaction Speed of your mecha will be much slower. The more efficient the fuel that you use the better.

When choosing a powerplant size you must be sure not to take it to high, as you cannot have a powerplant size more than **FOUR** greater than the minimum needed for your mecha's weight.

<u>Weight Of Mecha</u>	<u>Minimum Plant Size Needed</u>	<u>Cost in ¥</u>
Under 500 Kg	Type I (1)	6000
1 Ton	Type II (2)	8000
2 Ton	Type III (3)	10000
3 Ton	Type IV (4)	12000
4 Ton	Type V (5)	15000
5 Ton	Type VI (6)	18000
6 Ton	Type VII (7)	21000
7 Ton	Type VIII (8)	25000
8 Ton	Type IX (9)	30000
9 Ton	Type X (10)	35000
10 Ton	Type XI (11)	40000
And so on progressively		+5000 per each size

Power plant Fuel Type Modifiers to Reaction Speed plus RL Limit and possible extra costs

Wood Burning	-2 (RL 1+) (-25%)	Magic	+2 (RL 2+) (+30%)
Coal / Steam	-1 (RL 1+) (-20%)	Fusion	+2 (RL 1+) (+25%)
Petroleum	+0 (RL 1+) (-10%)	Cold Fusion	+3 (RL 2+) (+40%)
Nuclear Fission	+1 (RL 1+) (+0%)	Antimatter	+3 (RL 2+) (+50%)
		Cosmic Matter	+4 (RL 3+) (+75%)
		Caged Singularity	+6 (RL 4) (+150%)

Power plant Downer:

Downer: Has Battery, Limited Duration of Power.

This downer cuts back on the amount of time that your mecha or battlesuit can actually run. Each level modifies the cost of the powerplant downwards by a certain amount.

Energy lasts for 10 minutes –10%, Energy lasts for 5 minutes –20%, Energy Lasts for 2 minutes –35%, Energy Lasts for 1 minute –45%.

Any duration shorter than these listed above is just plain stupid or even dangerous.

The **Excess Power Plant Rating** is equal to:

Actual Power plant Size – Power plant Size Needed

The Excess Power plant Rating is important statistic due to the fact that it shows just how fast the mecha can move, walking, running and flying. It also allows some weapons to be run without energy cells, if the Excess Rating is high enough.

Increased Spaces:

If needed you can increase the amount of spaces in a servo or several servos, although this does take a lot of mechanical expertise and lots of modification on the part of the servo.

This can be done by removing non-essential parts or enhancing those in your servo, reducing their size and so then increasing the amount of space available in the servo.

For Half the extra amount of spaces (+50%), the cost is increased by +100%, and the weight by +50%. For Double the amount of spaces the costs rises by +150%, and the weight of the servo increases by +75%. For Triple the amount of spaces the cost rises +300% (At least! The AM can increase this if he wishes but this should be the minimum) and the weight of the servo by +100%

Increased Spaces	Cost Increase of Servo in Yen	Weight Increase Of Servo
+50 % Spaces	+100 %	+50 %
+100 % Spaces	+150 %	+75 %
+200 % Spaces	+300 %	+100%

Extra Mecha Hurt Points: Servo's and Weapons

This Upper allows you to increase the amount of Mecha Hurt Points that a servo has, allowing it to withstand more damage. This also counts for when you wish to increase the MHP of a weapon. (Exactly the same rules can be used)

This Upper has a limitation based upon the size of the actual servo. (The one that MHP is being increased) You can only increase the amount of Mecha Hurt Points to the level shown in the following formula, basically, the Base Mecha Hurt Points of the servo times by The Level of Function of the Servo times by the Reality Level of the Campaign. (For the Level Of Function of Servo's please see Advanced Materials Upper)

Maximum MHP = Base MHP of Servo x (1 + Level Of Function of Servo)

Increasing the amount of Hurt points of the servo also increases the amount that that servo weighs, and also adds a certain extra cost.

1 Mecha Hurt Point costs (In Yen) 6% of the servo, and adds 7% in weight to that servo

Advanced Materials Upper reduces each cost above by 1% per FL extra per point of MHP. Note: The cost cannot go below 1%!

For example, a RL3 Superlight body with a base standard MHP of 12 points, Advanced materials (Equal to LF 4) can be increased to a maximum of 60 Mecha Hurt Points. The creator wants 10 extra points which would work out to +50% cost in Yen, (6%- Advanced Materials -1% x 10 MHP), and 60% in weight (7 - Advanced Materials -1% x 10 MHP)

Extra Actions

This Upper allows your mecha to be more fluid and agile and can allow it to do more actions/ attacks in the 5 second combat round.

Several different things must be figured out first, first of all the mecha's powerplant must be higher than the minimum required to power it, if the mecha has only the base minimum powerplant no more actions can be bought.

(The mecha has a base amount of actions/ attacks equal to that of it's pilot or the average of all members of its crew - in the case of a multi piloted mecha.)

You can buy extra actions up to a total amount of the Excess Power plant rating times by the Functionality level of the materials used in the mecha. (Advanced / Low Tech Materials Upper)

The Excess Power plant Rating is computed by subtracting the Power plant Size Needed for your mecha from the Actual powerplant Size.

Each Extra Action costs 15000 ¥, to a max of Excess Power plant Rating PLUS FL of Mecha.

Armour

Armour is counted towards the soak roll of mecha combat (The Armour Value / AV of a mecha). Each point of AV is counted as a dice that counteracts the damage roll of the opponent.

You buy each point of AV singly, for each servo separately. Each space in a servo must be covered as well. (This includes the Upper for Servo's: Increased Spaces.)

Armour weight and cost is also modified by the campaign base technological level, which is generally specified by the Anime Master. Everything here is cast as a standard RL 1, any deviation from this can modify both weight and cost, but it usually only matters if the Advance or Low Technology modifiers are actually bought. (Advanced Materials / Low Tech Materials Uppers and Downers respectively)

Armour Value per point weighs 30 Kilograms and costs 2500 ¥. (As of RL 1 with no Advanced / Low Tech modifiers)

Example: A mecha with an Average arm servo has 4 Spaces and weighs 100 kilo. The maker of the mecha wants 6 points of AV / Soak. It will cost him 15000 ¥ (1.75 cp) and will increase the weight of the Arm servo up to a total of 280 Kilograms.

Regenerating Armour

This special form of armour weighs the same amount as normal armour, but it has several different factors that make up it. This armour could be part 'nanotech' or it could have partially organic links, allowing it to regenerate any damage done to it.

Technically the armour (according to our rules) does not take any damage, it only 'soaks' damage, (unless it is ablative – see the following Downer), and so it in effect is actually regenerating the Mecha servos Mecha Hurt Points. (But this is only being technical and pedantic, so just take it as it is... ^_^)

As per usual there are six function Levels of Regenerating armour, with 0 being no regeneration, and 6 as the absolute best.

Function Level	Amount Regenerated	Weight + (%)	Cost + (%)	Power plant Excess Needed
One	1 MHP per minute (1 per 12 rounds)	5%	+25%	Zero (0)
Two	1 MHP per 30 Secs (1 per 6 rounds)	10%	+50%	One (1)
Three	1 MHP per 15 secs (1 per 3 rounds)	20%	+100%	One (1)
Four	1 MHP per round	40%	+150%	Two (2)
Five	1 MHP per 3 Actions (1 per ½ round)	80%	+300%	Three (3)
Six	1 MHP per action (1 per ¼ round)	100%	+500%	Four (4)

Weapon Armour

Armour can also be bought for a mecha's weapons, this allows them to withstand damage from either blast radius attacks, from attacks specially aimed for them, or even allow certain weapons to parry damaging attacks.

Weapon Armour is not very different from that of normal armour, as with normal armour you must buy enough armour to cover all the spaces of the weapon. This means that a weapon that takes up 4 spaces must have armour for that amount of equivalent spaces.

When buying Armour for shields you use this 'Weapon Armour' rule, not standard armour.

Weapon Armour Value per point weighs 15 kilograms and costs 3000 ¥(As of RL 1 with no Advanced / Low Tech modifiers)

(The cost for weapon armour is so high due to the fact that more expensive materials must be used to armour them and not increase the weight of the weapon so much.)

Psionically Resistant Armour

This Upper enhancement allows your mecha to be resistant to the affects of mental or magical attacks against it and the pilot inside. Any mental attack against the mecha is reduced much the same as 'Psi Shielding' (See Psychic Dreams psionic sourcebook). Any physical attack, such as Psychokinesis or Pyro / Cryokinesis has a penalty equal to half of the equivalent mental attack. So the Armour protects mainly against invasive Telepathic attacks and the like more than the physical ones.

Basically each Function Level of Psionically Resistant armour gives 1dice of protection against mental psionic attack. When against physical mental attacks it provides only 1 dice of protection for every **two** Function Levels.

Function Level	Amount of Protection (dice) Mental / Physical	Increase in Cost ¥	Increase in Space	Increase in Weight
One	1 / 1	+20%	+5%	+5%
Two	2 / 1	+40%	+5%	+5%
Three	3 / 2	+60%	+10%	+10%
Four	4 / 2	+80%	+10%	+10%
Five	5 / 3	+100%	+20%	+20%
Six	6 / 3	+125%	+30%	+30%

Magically Resistant Armour

This upper for Armour works, in essence, almost exactly the same as the previous upper 'Psionically Resistant', except that it only works against Magical attacks against the mecha and pilot.

As with Psionically Resistant Armour, Magically Resistant also has differing amounts of protection between physical and mental attacks against the pilot of the mecha.

The costs and everything are exactly the same as described in the table for it as well. One concession is made though, if the campaign does not have a lot of magic in it, or the AM deems that there is a lot of Magic he can

increase the cost in ¥ by up to 25 – 50 % positively or negatively.

Upper: Specially Hardened

This Armour Upper is a direct attempt to counter the Weapon special upper: Armour Piercing attack (See in Weapons, and Weapons Upper sections).

It works much like the many of the other uppers in this book, as in direct opposition to its opposite affect. The weapon Upper: Armour piercing Attack lowers its opponent's armour by its Function Level in dice. When the Specially Hardened armour comes up against this form of attack it defends with its Function Level in dice as well, basically deducting the amount of its FL from the Armour Piercing attack.

Of course if the Specially Hardened armour is STRONGER than the FL of the Armour Piercing attack, the armour then gets a bonus amount to soak equal to the positive amount.

The Cost and Weight increased is applied to the TOTAL amount of AV when bought, over each section of the mecha's body that has it applied. (Don't go and bother trying to do each point of AV)

For Example a weapon with AP of 4 dice goes up against Specially Hardened Armour of FL 3, then the soak dice of the armour is reduced by 1. (AP 4 – SH 3 = 1 dice penalty to the armour.) If the numbers were the other way around the armour would GAIN a bonus of 1 dice to soak against the Armour Piercing attack.

Function Level	Cost Increase ¥	Armour Weight Increased by
One	+25%	+2%
Two	+45%	+5%
Three	+75%	+10%
Four	+100%	+15%
Five	+120%	+25%
Six	+150%	+50%

Forcefield Package

This upper allows your mecha to have its own forcefield. This forcefield can, and usually does, come in lots of varied forms. Some of the different forms of forcefields are listed below; these are basically just a sample from those seen in lots of anime Mecha shows.

A forcefield is really no different from normal armour, it has an Armour Value (AV), but it adds to that of any armour that the mecha already has. For example a mecha with an AV of 4 on the body, plus a Forcefield AV of 3 will soak attacks against the mecha with a total combined AV of 7.

Some will say what is the need for a Forcefield? Why not just chock up the armour on the mecha itself?

Well one of the answers can be, why not get a force field? If you want a generally light mecha, you don't want it to cost a lot, and are willing to not take a lot of bulky armour in the first place, then a force field seems an ideal option. (Plus it makes your opponent think you're an easy fight, until they shoot and notice the shimmering force screen.... ^ ^)

Forcefield 'armour' is bought exactly the same way as normal armour, as it must be bought for either every single part of the body, or just one part. (Note you can also put a forcefield on a Shield and solely use that to block attacks against you)

For a forcefield to work the Power plant of the mecha must be at least ONE level higher than the minimum needed. At a standard level the forcefield, can be turned on and run almost indefinitely as long as the power plant has fuel. (And only if the previous 1 level above minimum Power plant rating is followed.) There are downers that can modify the running time of the forcefield.

For rules sake, on a standard mecha that is basically humanoid, there are Six different locations that must be covered. The positions are, The Body, The Head, Each Arm and Each Leg.

Each point Of Armour Value for a forcefield weighs (in components) 5 Kilograms, takes up .3 of a Space and costs 3500 ¥

To place 1 point of AV on a Humaniform Mecha, and cover it entirely, it would add 30 kilograms, take up 2 Spaces (1.8 rounded up) and cost 21000 ¥

Sample ForceField Types:

Full Shield, No modifiers, everything as standard.

Pin Point Barrier System. Total Weight is reduced by 15%, both Total space and Yen cost by 10%. When a PPB

equipped mecha is being attacked, a Successful Defense roll against the attackers To Hit roll adds the Pin Point Barrier Systems AV to the Soak roll against damage.

ForceField Uppers:

Specially Hardened: Resistant to Armour Piercing Attacks:

This works the same as the Upper for Armour, Specially Hardened. Every level of AV of the ForceField counteracts ONE level of Armour Piercing on the attacking weapon.

Total weight and space taken up by the Forcefield is not increased, but the cost is increased by 25%. (That is for 1 point of Forcefield AV with the Specially Hardened Upper attached to it would cost 4375 ¥)

Rotating Frequency Shield:

This shield is primarily used to block Out Of Phaze attacks. When this Upper is 'on' all Out Of Phaze attacks are blocked at full AV. If it isn't on, the Out Of Phaze attacks go straight through and do normal damage

This form of Upper is also good against certain types of Beam Weapons, if the AM deems it so. (Watch Star Trek if you don't believe me... ^_^), but since they are normally counted as defended against by the Forcefield anyway, it doesn't really matter.

Total Weight and Space taken up by this enhancement to the forcefield is not increased, but the total cost is increased by 20%. (For a single point of Forcefield AV with Rotating Frequency attached to it would cost 4200 ¥)

Forcefield Downers:

Limited Use:

This downer makes the Forcefield only available to run for a certain amount of time. This limitation could be from many different factors or reasons. It is up to the Anime Master and Mecha Creator if there is a 'cool down' time or not, or if the Forcefield can be turned back on again almost instantly.

For example the forcefield may take up a lot of energy from the powerplant and can only be run for short periods of time, or the forcefield may interfere with weapons or sensors and must be turned off to shoot or communicate.

Level Of Downer	Running Duration	Decreased Cost	Decreased Weight	Decreased Space
One	10 minutes	- 5%	-0%	-0%
Two	5 minutes	-10%	-5%	-0%
Three	2 minutes	-25%	-5%	-5%
Four	1 minute	-40%	-5%	-5%
Five	½ minute (6 rounds)	-60%	-10%	-5%
Six	2 rounds	-80%	-15%	-5%

Ablative:

This form of forcefield is different in the way that it stops attacks. Whenever an attack hits it the forcefield loses a certain amount of 'strength' or focus, reducing on the next attack just how much damage can be absorbed. Depending upon the strength of the forcefield this can be 1 dice of Soak ability or even more. The other good thing about this is that the forcefield regenerates the dice back after a certain amount of time.

Base Ablative Forcefield: Each attack reduces Strength of Field by 1, Regenerates Field by 1 each combat round.

Weight – 20%, Cost –15%, Space –20%

To increase the field Regeneration per combat round by 1 extra increases the weight, Cost and Space reductions by 5%, the same goes for 3 per combat round regenerated. (EG 2 per combat round = Weight–15%, Cost –10%, Space –15%, 3 per combat round = Weight–10%, Cost –5%, Space –10%) Anything more than 4 per round cannot be done without it starting to cost Extra Space , Weight and Yen..

Chameleon Surface for Armour

This add on to any form of armour allows the mecha to take on a different colouring or camouflage pattern. The mecha's computer can also sense its surroundings and attempt to make the surface of the mecha blend in with whatever is around it. This system only works if a powerplant is active with an Excess Powerplant Rating greater than 1

With proper programming the mecha's computers can also simulate markings and other sorts of insignias very easily with this upper.

When this Upper is bought for a mecha, the increased cost modifies each AV point of Armour

Each Function Level of Chameleon Surface modifies any standard sensor rolls by half (rounded up) its level in dice. Anime Master Note: This Upper is also cumulative with the Stealth Systems listed in the All Servo section. The only system that Chameleon Surface would not work with is Cloak— As cloak is basically invisibility anyway. This Upper doesn't work particularly well against infrared sensors or even Gravity Scanners, it is solely as visual defense.

	Standard Sensor Rolls Modified by	Increased Cost to Armour
One	One dice	+25%
Two	One dice	+45%
Three	Two dice	+65%
Four	Two dice	+100%
Five	Three dice	+125%
Six	Three dice	+150%

Anti Missile Defenses

Missiles are a very important part of ranged combat and mecha, and so there must also be a way to defend against the threat of missile attack. In most cases when a volley of missiles is fired against a mecha the pilot simply attempts to shoot those missiles down with one of his mecha's own weapon systems or by firing off defensively some missiles that it carries. While this is a fairly good defense against missile attack, they don't always work, and so designers have attempted to come up with other strategies to defend against missiles.

The two systems described following are merely just a sample, and if they fail you may still use the last ditch effort of shooting them down yourself!

Anti Missile Micro Missile Defense System

This form of anti missile defense is also known as the AMMMDS. This form of anti missile defense utilizes its own very short range micro missile system that fire off in the direction of the incoming missiles (Targeted by an enhanced computer of course, but uses up 1 pilot action) in volleys of 5, that then explode either nearby or upon contact with the incoming missiles and spread flak everywhere.

Each volley of 5 micro-missiles does 3d6 MDP damage to the incoming missile /s. This is the amount of dice that you roll to see whether the incoming missile / volley of missiles have been successfully defeated. (See in Combat section: - Shooting Down Missiles)

The AMMMDS comes in a 'package' that contains 25 micro missiles, and they take up a minimum of 2 spaces in the mecha. You can also use the Upper Increased Damage on the AMMMDS to increase the chance of the Anti Missile system defeating the incoming missile volleys. The adding of this upper to the AMMMDS is exactly the same as with any other form of weapon.

Note: The AMMMDS cannot be used offensively, the missile volleys barely do enough damage to stop any incoming attack, although the AMMMDS may be used to harm Squishies in some form or another doing a maximum of 7d6 HP damage over a 3 meter square area.

Function Level	Cost ¥	Weight	Range	M Brain Needed	Spaces
One	20000	40 k	20 meters	One	Three
Two	18000	35 k	40 meters	One	Three
Three	16000	30 k	80 meters	Two	Two
Four	14000	25 k	120 meters	Two	Two
Five	12000	20 k	250 meters	Three	Two
Six	10000	20 k	500 meters	Three	Two

Anti Missile Laser System

This system consists of a small group of relatively low powered lasers that are powered by the Mecha's powerplant, and are used to fire at incoming missiles in an attempt to 'scramble' or 'fry' the missiles control systems.

This laser system is entirely controlled by the mecha's enhanced internal computer, and the pilot has no say in what missile may be shot at. The only thing is that the pilot must have at least ONE action left for the mecha to be able to defend against offensive missile attacks.

As with the AMMMDS, this system cannot be used offensively in any way.

More than one laser system may be installed in a mecha, if it has sufficient space, that is. Each AM Laser System takes up a minimum of 2 Spaces, and does a base of 2 dice damage. Each additional AM Laser System adds an extra dice to the damage done. (2 systems do 3 dice damage, 3 systems do 4 dice damage and soon)

As with the AMMMDS anti missile system described above, you can also add the Upper: Increased Damage to this Laser system. You must buy it separately for each group of lasers though.

This dice amount is what you roll to see whether the incoming missile / volley of missiles have been successfully defeated. (See in Combat section: - Shooting Down missiles)

Function Level	Cost ¥	Weight	Range	M Brain Needed	Spaces	MHP Of AM Laser
One	10000	30 k	30 meters	One	Three	One
Two	10000	30 k	45 meters	One	Three	Two
Three	8000	25 k	60 meters	Two	Three	Two
Four	8000	25 k	75 meters	Two	Two	Three
Five	7000	20 k	90 meters	Two	Two	Three
Six	6000	15 k	120 meters	Three	Two	Four

Movement Rate Equivalents in meters per second and Kilometers per hour

Basically as a rule of thumb, you can get the speed in kilometers an hour by multiplying the Mecha Hexes per round by 3.6. For example 46 Mecha hexes per round (or 230 metres every 5 seconds) is equal to 165.6 kilometers per hour. Remember One 'Mecha Hex' is equivalent to 5 meters. This can be shown on hex sheets or whatever. It just basically means that for every point of MH that a mecha has it moves 5 meters.

Mecha Hexes per 5 second round	Standard metres per second	Kilometers per hour
1	1	3.6
2	2	7.2
3	3	10.8
4	4	14.4
5	5	18
10	10	36
15	15	54
20	20	72
50	50	180
100	100	360
200	200	720
298	298	1072 (Mach One)
400	400	1400
500	500	1800

Mecha Movement:

Ground Speed: Walking = Excess Power plant Rating+ (Fuel Type +5) in Mecha Hexes per round.

Ground Speed: Running =Walking Speed x (Excess Power plant Rating) in Mecha Hexes per round

(If both speeds are exactly the same then add ONE more Mecha Metre per round at least to show that the mecha can move faster than a walk)

Pilots Cockpit

This is yet another of the important things that must be bought for a mecha. A cockpit must be bought for all mecha that are to have a pilot to control them. The only Servo sizes that are removed from this necessity are the

Body Servo Sizes Super Light through to Light Heavy. These servos have it naturally part of them, as the pilot is literal part of that servo; his limbs protrude into the arms and legs, and any other external servos.

A cockpit can also have a Function Level, each one better in technology, size requirements, and life support, than the previous.

These cockpit statistics listed don't include extra spaces, extra compartments and so on; these are separate Uppers that must be added later. Although with the higher FL Cockpits (four and above— Six gets 1 free space – no penalty) smaller passengers may be squeezed in, but this may reduce the pilot's skill dice and so by at least 1 dice.

Function Level	Size (Spaces used)	Weight	Cost in Yen	Powerplant Excess Needed
One	Two	300	30000	1
Two	Two	250	25000	1
Three	Two	200	25000	1
Four	One	200	20000	1
Five	One	200	25000	2
Six	One (1 extra passenger)	150	30000	2

Special Options:

Escape Pod – Encloses the pilots cockpit in an airtight safety shell and propels him and the cockpit to a safe distance from the mecha.

Cost +15000 Yen, Weight +75 Kg, Range 500 meters. Can treble range at double the cost

Ejection Seat– The pilots seat gets fired out from the cockpit of the vehicle. The Ejectionseat has a built in detection system that turns the seat so that it faces upwards even if fired from upside down. A parachute fires within seconds of the ejection system being used.

Cost+2500 Yen, Weight+20kg

Internal Entertainment Station – This enhancement allows the pilot to play music, movies and all sorts of things on a small built in entertainment unit. It can have a small portable computer with enhancements allowing it to play music, movies and other sorts of electronic games. The sound system can also pump out a fair bit of wattage.

Cost+5000 Yen, Weight +10 kg, Noise Factor Quiet to Semi Deafening.

Need to be done:- Extreme Sound Proofing

Bonded Mecha

This Pilot Compartment Upper should be limited to campaigns that are Reality Level 3 and higher, as it is a very unrealistic upper except for a very flashy campaign. If the Anime Master wishes it to be available in a lower RL campaign the cost (CP as well as Yen) should be +100% per each RL lower than 3.

Basically this upper makes the mecha and the pilot mentally/ psychically/ symbiotically linked. It doesn't mean that the mecha gets the Thought Control ability or anything, it just means that the mecha mysteriously (or mystically) appears when needed (or perhaps when called). The mecha appears from some sort of extra dimensional pocket, or either teleports from its storage space. Each Function level has a listing for just how far the transportation of the mecha can actually go.

If the mecha cannot physically fit into the space or area that you are in, then it will appear as near as possible and transport you inside. If the AM allows it then the mecha can form around you expelling anything that is currently holding you or transporting you away to the closest, clearest spot that the mecha can form.

Anime Masters:

We suggest (For campaign balance) that if a player gets this Upper for his mecha, that player should also be made to buy an advantage for his character, Bonded Mecha costing 5 character points and note down on the character sheet all the specific details, Time to appear, range of teleportation and so on. If the mecha is not used a lot or of little true importance to the campaign then the cost is halved (rounded up) to 3 Character Points.

At Reality Level 4 the Teleport range is DOUBLED of that of Reality Level 3.

The base amount of time for the mecha to form/appear is equal to 3 actions minus one for every 2 Function Levels of this Upper.

	Cost in Yen	Weight	Size (Spaces Taken)	Powerplant Excess Needed	Range (teleportation)
First Level	30000	20 kg	2	3	25 km
Second Level	35000	20 kg	2	3	50 km
Third Level	40000	15 kg	2	2	75 km
Fourth Level	50000	15 kg	1	2	150 km
Fifth Level	75000	10 kg	1	1	300 km
Sixth Level	100000	5 kg	1	0	1000 km

For +35% to the cost of Bonded Mecha the Time to Appear can be reduced by 1 Action. For +75% the cost can be reduced by yet another action. No matter what, the time to appear will always be one action.

Flight

Flight is one of the most important things for some mecha, and although the following rules are basically simple, they can make quite a difference for a mecha capable of flight. It can mean the difference, in some cases, between life and death.

Whatever form of flight that is bought for the mecha in question it follows generally the same rules as defined below.

1: To have efficient flight the mecha must have an Excess Power plant Rating of Greater than 0

2: Although not entirely necessary, the mecha should have some form of Aerodynamic Streamlining (Hereafter known simply as Streamlining), but Mechamorphosis and other things can also affect this.

(If there is no Streamlining then the only problem is that the mecha will not fly as fast as one that does have it. See later – this is basically a Function Level of Zero in Streamlining)

3: For any form of flight with Streamlining to work properly then Wings must be bought for the mecha. If the mecha has more than one form, namely via Mechamorphosis, then the Wings must be available in the form that needs it the most.

There may be many different types of Flight available that can be built into a mecha, with the following ones being just a small sample of the type possible. If a player comes up with a new type or form of flight then the Anime Master should guesstimate based upon the types shown to just what advantages (Or disadvantages) that the new type actually has.

Sample types of flight systems:

Thrusters – These are simply jet engines proving thrust propelling the vehicle forwards. This form of flight can be used in an atmosphere as well as in space or under water.

Anti-Gravity - This form simply counteracts gravity. This form generally has smaller thrusters to propel it along. (But since we aren't being extremely picky we just call it Antigravity ^_^) This form of flight has no limitations according to whatever environment it is in. (Unless the AM wills it of course)

Magic – This form of flight can be either from lots of Levitation or Dragon Flight spells, or some sort of built in magic device drawing energy from its surroundings (Or even from its magic powerplant for example) This form of flight has no hindrance or penalties according to the environment unless the Anime Master or player actually defines it that way.

Fanjets – This type of flight utilizes fans to propel the vehicle. This form of flight requires some sort of atmosphere to work, and as such may not be used in outer space. (But may possibly be able to work in a liquid environment, although this, as usual, is up to the AM's discretion)

No matter what the actual form of Flight used, the actual mechanics of it, rules-wise, are exactly the same. First you buy the mecha the ability to fly, the cost and other bonuses and penalties, whatever are shown in the following table.

If you want your mecha to go faster (and who doesn't? ^_^), you just buy more levels of flight. (This works pretty much the same way as buying the Flight power for a character in the main KwaiTana Rules with a few slight

changes.) Each level of flight modifies your mecha's speed by a modifier of 3. For example if you buy base flight and then get an additional 4 levels of it, then your mecha would move Base Speed x 12.

If your mecha also has the benefits of aerodynamic Streamlining (see later) this will also add to the speed of your mecha. Transforming into different forms, via the Mechamorphosis Option can also increase or decrease the speed of your mecha in flight.

The base Flight Speed of a mecha is equal to

(Excess Power plant Rating x 2) + (Fuel Type +4) x 3 in Mecha Hexes per round.

Level Of Flight	Cost in Yen ¥ (Cumulative)	Speed Modified by (Not cumulative)
Base Level	15000	Base Speed
One	+5000	Base Speed x 3
Two	+8000	Base Speed x 6
Three	+10000	Base Speed x 9
Four	+12000	Base Speed x 12
Five	+15000	Base Speed x 15
Six	+18000	Base Speed x 18
Seven	+21000	Base Speed x 21
And so on	+3000 per every extra level	An extra multiple of 3 per level

Example, Kwai makes up a mecha that has an Excess Power plant rating of 4 and a Cold Fusion powerplant. He wants it to go pretty fast, so he buys base level flight and extra three levels. This in all costs him in Yen (¥) the base 15000, and the 23000 for the next three levels. His mecha's base Flight move is then $((4 \times 2) + (3+4) \times 3)$, or 45 mecha meters per round (45 meters a second / 162 Kilometers an hour). With the Three extra levels of Flight that base speed gets modified to 405 meters a sec / 1458 k an hour!

Of course this above example doesn't take into account the amount of Streamlining that Kwai's mecha actually has. If it has no streamlining then the speed will definitely drop!

Hovering / Jumpjets

This is a slightly different form of transport for a mecha, it is when a mecha designer cannot afford to put in a full flight system, or does not wish to. This form of transport system can also be used for the extra large mecha (Usually 30 + ton).

Basically this system allows the mecha to make small spurts of semi flight and 'jump' through the air over a certain distance, without actually flying. The amount of Thrust points actually changes the speed that your mecha can move per round. Instead of just having your mecha run or walk you could use the jumpjets and bounce from place to place using the jumpjets.

Mechamorphosis should not affect the use of a mecha Jumpjet system in any way, unless it has been designed to work in only one of the forms, but this is totally up to the Anime Master and the designer of the mecha.

This system, rules wise works the following way. For each point of Thrust in jumpjets, your mecha, power armour, whatever may be propelled up and forward 1 Mecha Hex (5 meters).

If you have 4 points in Jumpjets, for example, you will be propelled to a total maximum of 20 meters (4 Mecha Hexes), either 5 meters up and 3 meters forwards, whatever.

Streamlining of your mecha does not modify the distance allowed for Jump Jet Thrust.

Each level of Jumpjet Thrust is different, all depending upon the maximum weight or your mecha, and the Function Level that you bought it at.

Every Function Level modifies the cost, weight and spaces taken by this system by -5%.

Total Weight Of Mecha	Weight Increase per point	Spaces per point of Thrust	Yen Cost per point	MHP of Each Thruster
Under 1 Ton	+1 %	.15	2500	1
1 Ton	+1 %	.15	3500	1
2 Ton	+2 %	.15	3500	2
3 Ton	+2 %	.20	4000	2
4 Ton	+3 %	.20	4000	2
5 Ton	+3 %	.20	4500	3
6 Ton	+4 %	.25	4500	3
7 Ton	+4 %	.25	5000	3
8 Ton	+5 %	.25	5000	4
9 Ton	+5 %	.33	5500	4
10 Ton	+6 %	.33	5500	4
11 Ton	+6 %	.33	6000	5
12 Ton	+7 %	.50	6000	5
13 Ton	+7 %	.50	6500	6
	+1 % every 2 levels	1 every point	+ 500 every 2 levels	+1 every 2 levels

Streamlining: Aerodynamics for your Mecha

A mecha that has Flight really should have some form of streamlining. This gives the mecha a much sleeker shape, and increases its aerodynamic capabilities.

There are Six different Function Levels of Streamlining, with each successive level adding more cost to the mecha, but also allowing more speed to the mecha in flight.

Streamlining increases the cost of your entire exterior mecha. That is, each body part that has the Streamlining on it is increased by the listed amount. You just total up the amount of servos that are to be streamlined and add the extra cost to them.

Anime Master Note: A mecha with arms or legs cant have Streamlining better than Fair unless it has some form of Mechamorphosis

Level Of Streamlining (Function Level)	Added Cost to Mecha ¥	Speed Modifier
None (0)	+ 0%	X 0
Average (1)	+ 25%	X 1.5
Fair (2)	+ 50%	X 2
Good (3)	+ 125%	X 4
Very Good (4)	+ 200 %	X 8
Extremely Good (5)	+ 300%	X 10
Fantastic (6)	+ 400%	X 12

AM Optional Rule: Time To Full Speed

One Final thing, which can be entirely Optional, as it is up to the Anime Master if he wishes this little added complication in his game, is the rate of time needed to get to Full Speed.

The time to get to full Speed is rated on just how much Excess Power plant the player mecha actually has. Of course Cruising Speed, only takes half as long to reach.

The different factors that affect Full Speed are as follows.

You use the Inverse of the Excess Power plant as the base time. An Excess Power plant of 1 takes a base of 4

Excess Power plant Rating	Time to ¼ Full Speed (Base)
One	Four Rounds (20 seconds)
Two	Three Rounds (15 seconds)
Three	Two Rounds (10 seconds)
Four	One round (5 seconds)

rounds, while at the extreme other end, an Excess Power plant of 4 only has a base time of 1 Round.

When you get the base time to Full Speed you then multiply it by the actual amount of levels of Flight bought for the mecha times by THREE. (With no extra levels bought classed as 1) The actual Fuel type of the

Power plant then divides this amount. (So basically, the better the fuel, the quicker you'll get there.)

This is then the amount of time for that mecha to reach ONE Quarter of its Full Speed, and conversely the amount of

time for it to slow down from One Quarter its Full Speed to nothing (That doesn't include actually hitting something... ^_^)

Base Time to 1/4 Full Speed x (Levels of Flight x3) divided by Power plant Fuel Type Modifier in rounds

So a mecha with an Excess Power plant Rating of 3, a Cold Fusion Reactor (+3 modifier) and 5 levels of Flight would take $(2 \times 15 / 3)$ 10 rounds or 50 seconds to reach one quarter of its Full Speed, and 200 seconds or 40 rounds to reach Absolute Full Speed.

Transformation / Mechamorphosis

This add-on to a standard mecha allows it to change or transform into a different form. This ability allows your mecha to change into one or many different configurations, making it able to access different abilities of each of those forms.

To make mecha creation simpler it is recommended that your mecha's base form should be that of a humanoid, or the one form that has the limbs and other extremities. The main reason for this is basically that is easier, in both lack of stress (And all the math and computing involved ^_^) for both the player and Anime Master in creating the Transforming Mecha.

There are several different forms that a Transformed / Mechamorphosed mecha can take, and the following one that are described are generally just a sample.

Each form is worked out as an extra cost after the mecha is fully made. There is a small cost in weight for the actual parts and mechanisms that allow the transformation, but the main cost is in actual monetary value. Each extra form adds a certain amount of weight. After the mecha is created and the total costs for all immediate options are added, then you just apply the Transformation costs on top.

During Transformation some or maybe all weapons may not be available in some or all the forms, it is up to either the player or the Anime Master to agree on just what abilities are available in each form, and this should be noted down in the mecha creation sheet.

Aerofighter / Jet Form:

This form is basically much like the jets of today, most will have wings, but those that don't still work remarkably well (Although they may not be as fast as ones that do have wings— reduce any bonuses by 25% if wings are not part of this form)

Any weapons that are held in the mecha's humanoid hands cannot be used in this form

Flight speed is multiplied by x 1.5 (1.2 if there are no wings.), Yen Cost is increased 35%

Aquatic Form:

This form is perfectly suited to movement and piloting in a liquid environment. Movement underwater is equal to Running Land Movement. Propulsion underwater can be of any type, Fins, Propellers, or even water Jet propelled can be possible.

In this form you cannot use arms, legs or any manipulative extremities, or even hand held weapons.

Underwater speed is Equal to Running Land Speed, Yen Cost is increased by 25%

Beast Form:

This allows your mecha to transform into some sort of animal like form, making it land bound, but allowing it all the abilities of that type of form.

Any types of leaps and pounces, even thruster assisted are more powerful (Around 20% more powerful), and maneuverability is increased, allowing Ground speed (running) to be increased by 25%. The one disadvantage is that Hand Held weapons or manipulative servos cannot be used in this form.

Ground Speed (Running and Walking) is multiplied by 1.25, Yen cost is increased by 30%

Hybrid Form:

This form is either a halfway transformation between two other forms or it is just a combination of two types. This form generally allows most of the advantages of one form while cutting back on the disadvantages of another.

In most cases this form of transformation is used as a halfway mark between Fighter / Jet Form and standard Humanoid form, but there is no reason that a Hybrid Beast / Humanoid form could not be also used. (Possibly even a Hybrid Humanoid / Vehicle form too)

Any actual abilities and disadvantages of the Hybrid form are up to the Anime Master, any and all abilities depending upon which two forms are hybridized. Generally, both advantages and disadvantages are halved, and Hand Held Weapons and manipulative servos may be used in this form.

Hybrid Jet / Humanoid Form: Flight Speed is multiplied by (The lowest of the two forms) 1.25, the Ground Speed is multiplied by .80, and Yen Cost is increased by 40%

Hybrid Vehicle / Humanoid Form: Ground speed is multiplied by (The lowest of the two forms) 1.25, and the Yen Cost is increased by 40%

Vehicle Form:

This form allows your mecha to transform into that of a vehicle, whether it is a tank, a hovercraft, or whatever. Land speed is increased, and this form may need wheels or some other means of transportation.

Once again, in this form Hand Held weapons and arm and leg Servos cannot be used. Any weapons that are to be used in this form must be specialized and described in the actual transformation sequence.

Extra Ground Speed can be bought in exactly the same way as flight. Any extra speed bought in this way must be especially noted. One major difference is that instead of the extra levels of Ground Speed bought being multiplied by Three as in Flight, they are multiplied by TWO instead.

Wheels can be armoured in the same way as any other part of a mecha. Wheels and other types of ground based motive systems have their own table, right after the table for Head / Wings / External Pods.

Wheeled Vehicle: Land Speed is multiplied by (Running Speed that is.) 1.5. Yen cost is increased by 30%

Hover Vehicle: Land speed is multiplied by (Running speed again) 1.7. Yen Cost is increased by 30%

Extra Weight of each successive Transformation configuration :

One Extra Configuration: Weight +20% Two Extra Configurations: Weight +40%
Three Extra Configurations: Weight +60%

For Example: Kwai's mecha has got two forms, standard Humanoid and jet fighter mode, this means that after everything is totaled the weight of the mecha should be increased by 20%.

Time to Mechamorphose into new configuration:

Transforming your mecha into different forms is not instantaneous, although it does take a fairly small amount of time for each new configuration to be assumed.

The amount of time to transform into another form takes the following formula, it is equal to the inverse of your mecha's Excess Power plant Rating. This is the amount of time for each step taken.

If your mecha has three modes, for example, the base Humanoid mode, a Hybrid Humanoid / Jet Fighter mode, and a Jet fighter mode, it counts as two steps to get to fighter mode.

If a player has more actions in his mecha in one round than those stipulated below just go off of the listed amount of Actions needed to change one step. (This is just going off of a base of 4 Actions per round, Some mecha – probably most mecha – will be a lot faster than this, and so have more Actions available to them)

During actual transformation all Attacks and Defenses are made at a penalty of –2 dice until the actual transformation has finished.

Excess Power plant Rating	Time to move one Transform Step
None	3 rounds – 12 Actions (15 seconds)
One	2 rounds – 8 Actions (10 seconds)
Two	1 1/4 rounds – 6 Actions (7 seconds)
Three	3/4 Round – 4 Actions (4 seconds)
Four	1/2 round – 2 Actions (2 seconds)

Sensor Systems

The sensor systems of a mecha are basically the eyes and ears of the mecha, they are what allows the pilot and computer to discern which opponent is foe (And of course which isn't!), and basically what has been shot at them.

As standard the Sensor systems are roughly equivalent to that of a human beings, the only difference is the clarity and greater distance and range of view. Other enhancements can be built into the Sensor and Communication's systems to increase the quality and performance of these areas. (See below for Special Enhancements)

For general ease of rules and basic simplicity, when you buy sensors for your mecha, you are also getting a Communications package as well. The Sensor System also includes a basic form of communication. (Most likely Radio)

A mecha without any operative sensor systems must rely upon the pilot's own vision and other forms of senses, this is very dangerous and any form of attack or defense is made at -3 dice MINIMUM. (The penalty would more likely be in the -5 or -6 dice range)

Not only does the sensor system allow the pilot to see outside his mecha, they also allow him to communicate with the outside world. They are also the communication system of the mecha.

There are two type of sensor system, The Main System and the Backup system. Generally the main system is put in a place of the mecha where nothing can interfere with it, but if it is damaged then the backup system can be engaged.

The Main Sensor system always has longer range and more damage taking capability than that of the Backup system, and the backup is usually just a cheap and unwieldy system only for emergencies.

The usual places that sensor systems are placed in are the Body for the Backup Sensors, and the Head for the Main. These may seem like strange places for the sensors to be but, the head has the clearest viewable position, and the body is the most defensible.

Sensor systems can also be upgraded in many different ways, some of them described in the following uppers and downers; these are only just a sample.

As standard with all these mecha rules, Sensor Systems have Function Levels. Each Function Level is better than the last, with increasing sensor and communications range.

Function Level	Sensor Range M / B	Communication s Range M / B	Cost: Main Sensors	Cost: Backup Sensors	Weight: M / B	Spaces Used M / B	MHP M / B
One	25 K / 10 K	300 K / 50 K	2000 ¥	500 ¥	10 K / 20 K	1 / 2	3 / 4
Two	45 K / 25 K	500 K / 75 K	3000 ¥	1000 ¥	15 K / 25 K	1 / 2	3 / 4
Three	75 K / 50 K	750 K / 125 K	4000 ¥	1500 ¥	20 K / 30 K	2 / 3	4 / 5
Four	150 K / 100 K	1200 K / 200 K	5000 ¥	2000 ¥	25 K / 35 K	2 / 3	4 / 5
Five	300 K / 150 K	3000 K / 300 K	6000 ¥	2500 ¥	30 K / 40 K	3 / 3	5 / 6
Six	600 K / 200 K	5000 K / 500 K	7000 ¥	3000 ¥	35 K / 50 K	3 / 4	5 / 6

Upper: Increased Range

This upper has the usual 6 Function Level aspect to it, but it must be bought for either Sensors or Communications, separately. Each Function Level of this upper multiplies the stated range of either the sensor or communications listed range by its own amount.

For example, a sensor system (Main one) with a Function Level of Four has the upper, Increased Sensor Range of FL 3. This means when sensing incoming foes using the mecha's main sensors the pilot can pick them up from 450 Kilometers away. (Base of 150 kilometers x Increased Range x3.)

Function Level	Increased Range	Increased Cost ¥	Increased Weight
One	X 1.5	+10 %	+5%
Two	X 2	+20%	+10%
Three	X 3	+30%	+15%
Four	X 4	+40%	+20%
Five	X 5	+50%	+25%
Six	X 6	+60%	+30%

Downer: Decreased Range

This downer is the opposite of the previous Sensor Upper: Increased Range. It works in much the same

way, as the upper (Except in an opposite direction, of course. ^_^) Each Function Level of this Downer modifies the range of either the Sensors or Communications systems of the mecha.

Function Level	Decreased Range	Decreased Cost	Decreased Weight
One	X 0.9	-10%	-5%
Two	X 0.75	-20%	-5%
Three	X 0.6	-30%	-10%
Four	X 0.5	-40%	-10%
Five	X 0.3	-50%	-20%
Six	X 0.25	-60%	-30%

Upper: Ergonomically Enhanced Sensors

This upper modifies the amount of space that the mecha's Sensor systems actually take up. Each Function Level of Ergonomically Enhanced Sensor Systems modifies the amount of space taken downwards by 10%. Any loose fractions are rounded UPWARDS to the nearest full number. (Basically, only the larger Sensor systems will be affected by Ergonomic Enhancement)

A Sensor System cannot be reduced to below 1 Space. This is the minimum amount it can be modified down to.

Function Level	Space Reduced By	Increased Cost
One	-5%	+25%
Two	-10%	+45%
Three	-20%	+75%
Four	-30%	+100%
Five	-40%	+135%
Six	-50%	+175%

Other Enhancements for Sensor and Communications Systems:

These are only examples of the extra enhancements that can be built into the Sensor Systems. These enhancements take on the form of different ways to communicate, increased security, and more advanced ways of sensing.

Infrared Scanners

This enhancement to the standard sensor system allows the pilot to sense a target's emitted radiation, usually heat. This system doesn't utilize light, so it can see through darkness, smoke and dust clouds without any penalty. Although they are short range (About half of standard sensor range) they are extremely useful as they won't reveal the users location as there is no recognizable way to detect this scanning system when being used.

Increased Space: +0%, Increased Weight +5%, Increased Cost +15%

Lowlight Vision

This enhancement allows the pilot to see in dark night surroundings. This system enhances any available light and displays it with computer enhancement. Although this system is useless in pitch black or smokey environments, it is much better than no sensing ability. Any penalties for darkness are halved when this system is in use.

Increased Space: +5%, Increased Weight +5%, Increased Cost +15%

Gravity Scanners

This sensor enhancement allows the mecha to detect large amounts of mass or nearby Gravitic anomalies caused by objects such as Gravity weapons or Anti-grav devices. They are basically passive mass detectors. They have a generally short range (Equal to 30% of standard sensing range), but they can detect targets out of line of sight, underwater, or even through buildings.

Increased Space: +10%, Increased Weight +10%, Increased Cost +25%

Unjammable

This add-on to the sensor systems makes it harder for others to jam any communications from this mecha. Normally a Jamming System would modify any kind of communications Roll by a penalty of its level (in Dice) This Upper Unjammable counteracts that. Each Function Level of Unjammable counteracts Communications Jamming in a positive vs. negative way. For example another mecha is trying to jam Communications of an Unjammable FL 4 Mecha with a Jam Communications of 5. The penalty to any sensing or Communications roll for the jammed mecha would then be 1 dice.

In rules terms this Jamming / Unjamming conflict kind of works in the same way as Armour Piercing Attacks / Specially Hardened Armour.

	Counteracts Jamming	Increased Cost
One	1 dice	+25%
Two	2 dice	+35%
Three	3 dice	+45%
Four	4 dice	+55%
Five	5 dice	+65%
Six	6 dice	+75%

FTL / Subspace Communications

This communications Upper allows your mecha to be able to transmit any of its messages via the medium of subspace or by using Faster Than Light message travel. This form of communication in planetary distances is pretty much unblockable (Although the Anime Master may change his mind on this point if he wishes to control it a little bit more), and basically instantaneous. In actual fact it is pretty much useless unless it is to be used in interplanetary or greater distances.

Each Function Level of this Upper modifies the actual speed and distance of the communications used by the mecha.

AM Note: A message sent 20 light years with a FL 6 Subspace system will take 3 1/3 years to get there. This system Upper probably should only be used for High Space Opera campaigns or such, and should be pretty strongly controlled anyway. (You don't see all that much long range super high fast transmissions in anime anyway... ^_^ I just put it in here for the sake of it, and just for the possibility of it.)

	Distance	Speed of Light	Increased Cost	Increased Weight
One	½ Light Year	X 1	+75%	+20%
Two	One Light Year	X 2	+100%	+30%
Three	Two Light Years	X 3	+150%	+45%
Four	Five Light Years	X 4	+200%	+60%
Five	10 Light Years	X 5	+250%	+75%
Six	20 Light Years	X 6	+300%	+100%

Thought Control System

This is a highly advanced system which basically links the mecha, its advanced computer and the pilot together in a form of semi symbiosis, as almost a single thing. When the pilot responds to something, the mecha responds as if it is part of the pilots body. Mecha with more than one pilot (Or co pilot) cannot have a Thought control system, unless the co pilot does things manually.

Just how the mecha and the pilot are linked can be up to the anime master or the campaign. Several different forms can be, a cybernetic link (Cyber jack/ neural interface), Tele-mechanics (The mecha and the pilot respond to each other psionically), a web interface (The pilot goes into the mecha naked and sensors in a life pod read every single move from the pilot and responds the same way). Each of these different ways work pretty much the same way according to the rules.

The thought control system, due to how advanced and powerful it is also makes a mecha much more faster and deadlier in combat. There is one modification to normal rules when a mecha has an operating Thought control system (Each one is different, see tables for the difference. Mainly modified by type and FL of the system)

A thought control mecha when fighting gets to add the pilots Agility in dice not points all depending upon the function level and type of the thought control system.

For example when a pilot with an Agility of 3 is in a mecha with a reaction speed of 4 and a mecha piloting skill of 3 is in melee combat he will (Its advanced enough to give him full agility dice) roll 10 dice to attack, and the same amount to defend, if the pilot didn't have Thought control he would normally roll 7 dice and add 3 points instead.

There are two different versions of the thought control system, and they are basically to do with how the mecha's computer shows reality and responds to the pilots commands.

Thought Control + Virtual

The first form of Thought Control mecha system is a direct mental linkage with any information relayed to the pilot as a 'virtual scene'. (much like cyberpunk 'jacking' into the net) The pilot 'leaves his body and reality is replaced by a simulation of what the computer receives as its surroundings. Any bonuses that the mecha gives are cumulative when increased to a higher Function Level. An FL of 4 gets the +1 action bonus, an FL of 6 has +2 extra actions per round.

To have this system the mecha must have an advanced computer with the following ratings

Mbrains of 3, FL 2+, an Expert System Program

Function Level	Cost in Yen	Weight	Spaces Taken	Bonuses
One	25000	+40 kg	2	None
Two	35000	+40 kg	2	None
Three	50000	+35 kg	2	+1 Attack/ Action per round
Four	65000	+30 kg	1	
Five	80000	+25 kg	1	
Six	120000	+20 kg	Negligible	+1 Attack / Action per round

Thought Control + Reflex

This type of Thought Control system is a little bit more advanced than the previous one, as it makes the mecha and the pilot almost one single being, an almost total synthesis between man and machine, a symbiosis.

The mecha responds at exactly the same time as the pilot with this Thought Control system, and is so much faster than the previously described version.

The pilot sees everything from outside the mecha as if it was him, if the sensors go out he is effectively blinded, unless some sort of extra precaution is taken. A sensor blinded pilot is at, minimum, -2 dice to attack or defend.

As with the previous Thought Control System, TC+Reflex bonuses are cumulative, a FL 3 TC+Reflex system has one extra attack, while a FL 6 one has 3 bonus attacks per round.

Although this downer does not have to be taken, 'Pilot feels pain when mecha is damaged' is usually a very well known part of the drawbacks to this system.

Function Level	Cost in Yen	Weight	Spaces Taken	Bonuses
One	40000	+35 kg	2	None
Two	50000	+30 kg	2	+1 Attack / Action per round
Three	75000	+25 kg	1	
Four	100000	+20 kg	1	+1 Attack / Action per round
Five	125000	+15 kg	1	
Six	150000	+10 kg	1	+1 Attack / Action per round

Downers:

Pilot feels pain when mecha is damaged: Cost -5%, Whenever this mecha takes any damage the pilot feels the pain as if it was he himself that took the damage. This works exactly the same as with no rmal combat, and any advantages such as Pain or Un-Pain Resistant count in these cases.

Enhanced Computer System

It is obvious to absolutely anybody that a computer system is the most important thing, apart from its weapons and armour of course, to do with a mecha. Every mecha (that is the technological based mecha anyway) has some form of computer system. If some form of Enhanced Computer system isn't bought then the mecha will be running on a basic system.

A basic system is as follows, and its cost is added in later after basic mecha creation.

Mbrains of 0, no programs of note, just enough to make all the systems run properly, including life support, controlling communications and sensors in a basic form, and allowing communication between the cockpit of the mecha and its subsystems. Cost 3000 ¥

An Enhanced computer system can be described in many different ways, all depending upon the technology level of the campaign, but they all work, essentially, the same way. For example a Dwarven steam powered mecha could be run by a computer that is made out of valves and steam powered wheels, bells and whistles, while a cyber-gothic mecha could have a cyborg's brain plugged in controlling everything.

Every Enhanced computer system is basically the same, the only thing that makes each one different from the rest is the amount of programs in them (Each having a Level – roughly equivalent to a skill level for characters) and also the amount of Mecha Brains (Mbrains) that the mecha has.

Rolling for skill tests when computer programs are part of the equation, is the same as with standard characters, you add together (when applicable, exact tests will be described in the program listings themselves) the Mbrains of the mecha and the Skill Level of the program, and roll the amount of dice trying to beat an Anime Master defined Difficulty level.

An Enhanced computer can only run a Skill Level amount of programs equal to its (Mbrains + the Function Level of the computer) x the Reality Level of the campaign.

Also one more major note, the computer cannot run any programs that are higher in Skill Level than the actual computers Function Level.

EG. A Mbrains of 4 computer in a FL4 housing in a RL3 campaign would be able to run up to 24 skill levels of programs, and none higher than level 4.

Mbrains:

Basically shows the 'intelligence' of the computer

FL of computer:

Shows the computers strength, speed, damage taking capability, and just how advanced it is. If something needs to be 'saved' against the FL of the enhanced Computer is what will be used.

Mbrains	Cost in Yen ¥	Base Minimum FL needed
1	2500	1
2	3500	1
3	5000	2
4	7000	2
5	9000	3
6	12000	4

Function Level (FL)	Cost in Yen	Mecha Hurt Points (MHP)
One	2500	2
Two	5000	2
Three	8000	3
Four	12000	3
Five	15000	4
Six	20000	5

Computer Programs

Targeting

The Computer Targeting program allows the computer to make a 'Weapons Lock' on one foe during a round of combat. The program simply aids the pilot in attacking the foe in the best possible way.

The Targeting program generally only aids in ranged combat and has no effect on hand-to-hand or melee combat.

A Weapons Lock roll must be made at the beginning of the round, and each successive round that the Targeting system is to be used. The pilot of the attacking mecha must roll his Agility plus his Driving Mecha skill and attempt to beat his foe's Agility plus Mecha Driving and Mecha Reaction Speed.

If a Weapons Lock is successful the attacking pilot may get a pool of potential 'Re-roll' dice when attacking the 'Locked' foe equal to the Program Skill Level of Targeting. Every attack against this foe automatically drops the Re-Roll Pool of dice by one dice, until the Pool is empty. The pool disappears at the end of the round until a new weapons lock is made.

Each attempt at a dodge by the foe can also lose one dice from this Re-roll dice pool. If a foe dodges an attack by the attacker that has attempted to use his computer's Targeting System, another dice is lost from the pool.

For Example. A pilot with a Mecha Gunnery skill of 4 and a Reaction Speed of 4, with his computer having a Targeting skill of 3 attempts to attack a Weapons Locked foe. He rolls his 8 dice to attack, and finds that he can replace 3 of his lowest rolling dice from the Targeting Program dice. He drops the three lowest and rolls the replacements. The dice pool then drops by one, only leaving him 2 Re-rolls on the next attack against the Weapons Locked foe.

Min FL: 2, Min Mbrains: 2, Cost in Yen 25000 +1500 per Skill Level of Program

Expert Systems

This program allows the computer to have knowledge, in a general database form, of one area or skill that can be retrieved and utilized. No new information is gained from the use of this System, it cannot bring new insights, but can answer what if types of questions. It is up to the Anime Master to judge just how difficult a certain question is for the computer, and to roll the Mbrains plus the Skill level of the Expert System program in an attempt to beat the difficulty.

Each different area of an Expert System is classed as a different version of the program.

Any kind of professional or scientific type of skill may be part of one area of an Expert System.

Min FL: 2, Min Mbrains 2, Cost in Yen 10000 + 1000 per Skill Level of Program.

Artificial Intelligence

Self Control:

This program allows the mecha to 'run' itself, make basic decisions, and basically defend itself when necessary. (A good example is like when the pilot is rendered insensible). It uses defenses at equal to its Mbrains level, and any skill use is equal to half of the Enhanced computer's Self Control Program Level. Artificial Intelligence already has this function built into it.

If the mecha's sensor systems become inoperable the mecha is blinded and cannot defend at all.

Min FL: 3, Min Mbrains 2, Cost in Yen 15000 +2000 per Skill Level of Program

Computer Uppers:

Specially Hardened:

This computer system is setup inside the mecha, in the most defensible position to defend against attacks. It can also have a small power backup in case the mecha's power system goes down, and can also be protected to some small degree against attacks especially meant to damage computer systems, e.g. EMP bursts and so on.

Each Function Level of this upper gives the computer system an effective dice to soak (Just like armour) against attacks used or sent against it.

Each Function Level costs 1500¥, and takes up one space per 3 Function Levels.

Options

All Servos

Extra Mecha Hurt Points: Including those for Weapons

Increased Body Spaces

Flight / (Thrusters/ Antigrav), Jumpjet / Hover Package

Streamlining

Transformation / MechaMorphosis

Advanced Materials (Bought version Of Access to Shit Hot Tech™)

Low Tech Materials

Stealth Systems: Silent Running, Heat / Noise Dampeners, Invisibility, Combat Cloak, Full Cloak.

Body

Extra Actions

Psionic Mecha

Psionic Enhancer

Arm Servo

Increased Mecha Brawns

Leg Servo

Head

Downer: Sensors in Head

Power plant

Upper: Exotically Powered: (Magic, special type of power, Protoculture, Antimatter etc)

Upper: Resistant to Damage/ Less Prone to Explosions

Downer: Runs Off of a Battery, Limited Duration of Energy

Pilot Cockpit

Bonded Mecha

Thought Controlled (TC + Virtual, TC + Reflex)

Enhanced Computer System: *Artificially Intelligent*, Expert Systems, Targeting Proficient, Self Control

Extra Space / Compartment

Armour

Regenerating Downer: Ablative. ,Regenerating Ablative.

Downer: Less Effective vs. Physical or Energy

Upper: Psionically Resistant, Magically Resistant

Specially Hardened: Good vs. Armour piercing attacks

Forcefield Package: (Different types. Full shield AV, Pin Point Barrier AV)

Upper: Resistant to A P Attacks / Specially Hardened, Rotating Frequency Shield (Blocks Out Of Phase)

Downer: Duration Of Use, Ablative Field

Chameleon Surface

Armoured Weapons

Anti Missile Defenses

Sensor

Upper: Increased Range

Downer: Decreased Range

Upper: Ergonomically Enhanced (Takes less spaces)

Special Enhancements: FTL /Subspace Communications, Unjammable, Infrared, Lowlight Vision, Gravity Scanners.

Weapons

Upper: Increased Damage

Downer: Decreased Damage

Upper: Increased Range

Downer: Decreased Range

Upper: Area Affect: (More area for Explosive, or adding area affect to normal weapon.)

Upper: Linked Weapons

Upper: More Ammunition Efficient (more ammo in the ammo area)

Upper: Armour Piercing

Upper: Continuing Damage

Upper: Increased Rate of Fire

Downer: Takes longer to Fire (Needs energy buildup)

Automatic Attack Bits

Psionic Mecha

This Upper allows you to use any of your characters innate psionic powers through the mecha that you happen to be piloting. It doesn't enhance those powers, it only allows you to use or class your mecha as 'part of you' for the use of those powers.

For example if you have a psychic power with the limitation of touch, then that power can be used at the touch of your mecha. If you have something like Telemechanics, then you can use the power without having to worry about the hindrance of the mecha surrounding you.

Of course it is up to the decision of the AM if any power can be used in the surrounds of a mecha.

There are only two levels of this power, the first signifying that it only allows one of your powers to be used in your mecha, the second, any of your powers can be used.

The only limitation for this Upper is that your Mecha must have the Advanced Materials upper bought for it, and the body servo must be at least Function Level 3.

This upper can also be bad, in the case that if another psionic tries to affect you with his own offensive powers, he will be able to do so simply through your mecha!

(The cost and weight modifiers are only for the Body servo, when placed in the body, it affects the whole mecha's systems)

	Space Cost	Yen Cost	Weight Increased by
First Level	+10%	+50%	+5%
Second Level	+15%	+150%	+10%

Psionic Enhancer

Adding this component to your mecha can only be done if the previous enhancement is also included. So this Upper requires all the previous Uppers abilities and disabilities as well.

This Upper makes your mecha even more a part of you than usual. In essence it not only makes it part of your body, but it increases some or all of your powers as well. It also enhances your mental fatigue, the part of you that shows how long you can use your psychic powers. This Upper does not make the mecha work better in account of Reflexes and dodging and such; it only means that it is part of you in regard to your powers.

As you need Psionic Mecha for this Upper to work, it also follows just what you have chosen for that Upper as well. If you have only the first level of Psionic Mecha, then this Upper will only affect one of all your available powers. (Whichever one it is must be chosen at creation time) If you have bought the second level of Psionic Mecha then this upper will enhance all of your available powers.

As per usual this Upper is bought in Function Levels, with each increasing Function Level much more stronger than the last. This upper also follows the limitations that, you cannot increase the level of this Upper past the Maximum function Level of your mecha (See Advanced Materials Upper for more information)

Although this Upper enhances your characters powers inside the mecha it also has a few limitations, more than the ones listed for the Psionic Mecha Upper.

First of all, the more that your power is enhanced the harder and more strenuous it will be to continually use it. This is shown in the following table by the raised difficulties to use your power and the Increased energy cost.

Secondly, when someone attacks you mentally, if you don't have any form of strong Will, or any form of Mental defense enhanced by this Upper in your mecha then you will defend at 1level (5 points) lower. This shows that your brain is being unnaturally enhanced, leaving other 'passages' of your mind a lot less defended, making it all the easier for attacking psi's to strike.

Thirdly, when someone physically attacks your mecha you have a higher chance of being shocked or stunned by the damage done to your mecha. (Since it is enhanced and feels like it is part of you)

If you have the Pain Resistant advantage, then you are basically immune to this extra 'stun', but if you don't have this, then your penalties due to shock are increased by one. If you have Un Pain Resistant, all penalties are doubled!

Fourthly and finally, whenever you leave your mecha you are mentally and physically drained by the experience, as your senses and powers were enhanced above and beyond their maximums and have now been drained back to normal limits. Due to this you will be at -1dice per Two Function Levels of your Mecha's Psionic

Enhancer to all skill rolls and tests for an amount of time equal to 2 dice– your character Toughness in hours.
(Suggested minimum of 2 hours)

To fully understand the Increased Exhaustion rules and any kind of psionic powers please see the KwaiTana Sourcebook for psionic powers: KT Psychic Dreams

Function Level Of Psi Enhancer	Increased Mental Fatigue (Stun Points)	Increased Power Level	Increased Exhaustion (Stun Points)	Increased Difficulty	Increased Cost (Yen / Space / Weight)
One	+33% (1/3 extra)	Raised by Two Levels	+1 point per use	+ 0 levels	+50% / +15% / +5%
Two	+75% (3/4 extra)	Raised by Four Levels	+2 points per use	+1 point	+75% / +20% / +5%
Three	+100 % (Doubled)	Raised by Six Levels	+4 points per use	+1 level (5 points)	+100%/ +25% / +5%
Four	+200%	Raised by Eight Levels	+ 8 points per use	+2 levels (10 points)	+150%/ +30% / +5%
Five	+300%	Raised by Ten Levels	+10 points per use	+3 levels (15 points)	+250%/ +35% / +5%
Six	+500%	Raised by Twelve Levels	+12 points per use	+4 levels (20 points)	+400 % / +40% / +5%

When using your powers to affect your mecha, namely in the cases of Telekinesis, Teleportation , Flight (They go off of same chart), Invisibility and Regeneration, the following tables and charts should be used.

Telekinesis / Teleportation / Flight

The base distance moved / flown equal to base mass is 5 meters a sec, every level above what is needed doubles the speed / distance.

When a mecha's weight is not 'rounded' or equal to that listed on one of the charts below take the nearest equivalent weightage listed (Usually rounded up)

Example: Psiker Bob (Campaign RL 2) has Telekinesis and Teleport powers at 6 each and a Psionic Enhancer of FL 3 (Adds 6 levels) , his mecha weighs 5250 kgs (5 ¼ ton) this means he can Fly at a speed of 20 meters a sec (74 k an hour) , and can teleport the same distance (20 meters) every action. In a RL 3 campaign that would transfer to 25 m a sec (90 k an hr) / 25 m teleported

Power Level	Mass Able to be Moved		
	RL 2	RL 3	RL 4
4	2400 kg	2800 kg	3200 kg
5	3000 kg	3500 kg	4000 kg
6	3600 kg	4200 kg	4800 kg
7	4200 kg	4900 kg	5600 kg
8	4800 kg	5600 kg	6400 kg
9	5400 kg	6300 kg	7200 kg
Every multiple of	+ 600 kg	+ 700 kg	+ 800 kg
Modifies each power level			

Invisibility

Invisibility works the same way as described in the main Kwaitana Rulesbook.. The only thing of any importance is that you need a minimum power level of 4 to 'cover' a mecha. Power level 3 and lower can affect Body Servo sizes of Light Heavy and lower. Basically, to affect each size of Body servo you

need a roughly equivalent level of power. (Average = power level 4, Ultra Heavy = power level 12)

Regeneration

This power allows your mecha to heal at half the rate that your character normally does (rounded Down).

For example, if your character has power level 5 in Regeneration and can heal 5 Hurt Points of damage every minute then your mecha will heal 2 Mecha Hurt Points every minute.

Increased Mecha Brawns

This Upper allows you to modify and expand the strength of your Arm servos. The following costs are for both arm servos, but for half price you can make it for only one of them.

When you increase the Mecha Brawns of your arms servos you must follow the limitations listed under the Min / Max table in the Arm servos section. You cannot go above this Maximum.

Increasing the Mecha Brawns of your arm servo raise the amount of stuff that your mecha can lift and most importantly increases melee damage capability.

Basically you can only increase your Arm servos Mecha Brawns by two or three levels, (Depending on which Servo Arm size is taken) for example the super light arm servo from 1 to 3.

	Space Cost	Yen Cost	Weight	MHP for that arm
First Level	-0	+50%	+25%	+10%
Second Level	-1	+80%	+45%	+25%
Third Level	-1	+120%	+70%	+40%

Weapons List: (For Mecha)

Weapon	CP	Space	¥	Weigh	Range SML	Damage	Amm	Ammo Space	MHP of Weapon	Area Affect	RO F	R L
Hard Knucks		0	500	N/A	N/A	MB +2	N/A	N/A	Part of Hand	N/A	N/A	1+
Electro Fist		0	3000	20 K	N/A	MB +4	10	50 / 1	Part of Hand	N/A	N/A	1+
Claws		0	750	5 K	N/A	MB+1D6	N/A	N/A	¼ of Arm	N/A	N/A	1+ *1
Talons		0	2000	10 K	N/A	MB+2D6	N/A	N/A	1/3 of Arm	N/A	N/A	1+ *1
Cutting Jaws		1	2000	15 K	N/A	MB+2D6	N/A	N/A	½ of Head	N/A	N/A	1+
Axe		2	2000	20 K	N/A	MB+2D6	N/A	N/A	10	N/A	N/A	1+
VibroBlade		1	4500	20 K	N/A	MB+2D6	N/A		7	N/A	N/A	1+ *2
Energy Knife		1	6000	18 K	N/A	MB+2D6	N/A		N/A	N/A	N/A	2+ *2
Energy Sword		2	9000	20 K	N/A	MB+3D6	N/A		N/A	N/A	N/A	2+ *2
Light Shield		1	2500	20 K	N/A	MB+1D6	N/A	N/A	10	N/A	N/A	1+
Large Shield		2	4500	40 K	N/A	MB+2D6	N/A	N/A	15	N/A	N/A	1+
<u>Projectiles</u>												
Light		1	2000	20 K	50/100/300	2D6	10	40 /1	7	N/A	1	1+
Medium		2	3000	40 K	75/200/500	3D6	10	25 /1	9	N/A	1	1+
Heavy		3	5500	60 K	100/300/700	4D6	10	20 /1	10	N/A	1	1+
Automatic		2	6000	50 K	50/100/300	2D6	10	25 /1	9	N/A	3	1+
Rifle		2	8000	70 K	100/300/1KM	3D6	20	25 /1	12	N/A	1 - 3	1+
Ultra Heavy		4	15000	90 K	160/300/1KM	6D6	15	15 /1	15	N/A	1	2+
<u>Beam</u>												
Light		1	3000	15 k	60/120/350	2D6	15	50 /1	7	N/A	2	1+
Medium		2	4500	35 k	75/150/500	3D6	15	40 /1	7	N/A	2	1+
Heavy		2	6500	50 k	100/250/500	4D6	15	40 /1	9	N/A	2	1+
Rifle		2	8500	60 k	150/300/750	3D6	25	40 /1	10	N/A	2	1+
Ultra Heavy		3	15000	80 k	200/400/1200	6D6	20	30 /1	13	N/A	2	2+
<u>Particle</u>												
Light		1	3500	20 k	40/80/250	2D6	15	40 /1	7	N/A	1	1+
Medium		2	4500	40 k	60/100/300	3D6	15	40 /1	9	N/A	1	1+
Heavy		3	8500	60 k	75/150/500	4D6	10	30 /1	10	N/A	1	1+
Ultra Heavy		4	15500	75 k	80/200/700	6D6	10	25 /1	15	N/A	1	2+
<u>Plasma</u>												
Light		1	3500	25 k	25/50/120	2D6	15	30 /1	7	1 m	1	1+
Medium		2	4500	45 k	40/75/150	3D6	15	30 / 1	9	1 m	1	1+
Heavy		3	6500	60 k	60/100/200	4D6	15	25 /1	12	2 m	1	1+
Ultra Heavy		3	15000	75 k	75/120/300	6D6	10	20 /1	15	3 m	1	2+
<u>Missiles</u>												
Micro		1 / 4	3500	5 k	// 1KM	2D6	N/A	N/A	4	2 m	1,2,4	1+
Short Range		1	6000	40 k	// 10 KM	3D6	N/A	N/A	7	4 m	1,2,4	1+
Med Range		2	8000	100 k	// 30 KM	4D6	N/A	N/A	10	6 m	1,2,4	1+
Long Rnge		4	15000	250 k	// 100 KM	5D6	N/A	N/A	15	10 m	1,2,4	1+

<u>Weapon</u>	<u>Applicable Uppers</u>	<u>Applicable Downers</u>
<u>Melee Weapons</u>		
Hard Knucks	Increased Damage, Armour Piercing Continuing Damage	Decreased Damage
ElectroFist	Increased Damage, Armour Piercing Continuing Damage	Decreased Damage
Claws	Increased Damage, Armour Piercing Continuing Damage, Extra MHP, Armour	Decreased Damage
Talons	Increased Damage, Armour Piercing Continuing Damage, Extra MHP, Armour	Decreased Damage
Cutting Jaws	Increased Damage, Armour Piercing Continuing Damage, Extra MHP, Armour	Decreased Damage
Axe	Increased Damage, Armour Piercing Continuing Damage, Extra MHP, Armour	Decreased Damage
Vibroblade	Increased Damage, Armour Piercing Continuing Damage, Extra MHP, Armour	Decreased Damage
Energy Knife	Increased Damage, Armour Piercing Continuing Damage	Decreased Damage
Energy Sword	Increased Damage, Armour Piercing Continuing Damage	Decreased Damage
Light Shield	Armour Uppers, Extra MHP, Increased Damage, Armour Piercing, Continuing Damage	Decreased Damage, Armour Downers
Large Shield	Armour Uppers, Extra MHP, Increased Damage, Armour Piercing, Continuing Damage	Decreased Damage, Armour Downers
<u>Projectile Weapons</u>		
	Extra MHP, Armour, All Weapon Uppers	All Weapon Downers
<u>Beam Weapons</u>		
	Extra MHP, Armour, All Weapon Uppers	All Weapon Downers
<u>Particle Weapons</u>		
	Extra MHP, Armour, All Weapon Uppers	All Weapon Downers
<u>Plasma</u>		
	Extra MHP, Armour, All Weapon Uppers	All Weapon Downers
<u>Missiles</u>		
	Extra MHP, Armour, All Weapon Uppers	All Weapon Downers Except Takes Longer to Fire

Special Notes For Weapons

Rate of Fire is the amount of shots per each mecha attack / action

* Beam Weapons may have a Rate of Fire of 2 per action, but if they hit they are classed as two separate soaks.

***1** - Claw cost is +50% if they are retractable. This is the cost per hand! If the claws aren't retractable, weapon use for the hand is at -1 skill dice. Talons cost +75% extra for them to be retractable, if they don't retract then they receive the same penalty to weapon use as claws. Standard Above cost and weight etc is for non-retractable claws and talons.

***2** - Both the Vibroblade, the Energy Knife and Energy Sword have extra armour penetrating abilities. The Vibroblade counters 1 level of AV when attacking and the Energy Knife/ Sword 2. This doesn't count towards armour that is especially good versus armour piercing attacks or energy. Both the Vibroblade and the Energy Blade can be run off the mecha's normal powerplant, but only for short bursts of up to 1 or 2 Rounds at a time, and the power plant must be higher than Standard for the Mecha's body. (At least 2 levels higher)

***3** - All of the Particle Weapons have a standard advantage at their creation; they have good Armour Penetrating properties. At base level they remove 1 level (1d equivalent) of the opponents AV. This can be bought to higher levels with the Armour Piercing Upper. (And of Course countered by the Armour upper Hardened Armour) Heavy

Particle deducts 2 levels of AV as standard from the opponent.

***4** - The Plasma weapons all do continuing damage. The continue doing damage for an extra round after the first attack. On the next attack they do half damage and then finish. Each continuing round gets a soak roll for the defendant. If any more Continuing Damage is bought for the weapon then use the rules described in Upper: Continuing Damage instead. This described here is mainly a simple explanation

Note: Any of the Ultra Heavy Weapons have attacking problems at anyth ing-near point blank range. If a foe is within 1/10th (10%) of the attackers short range then the attacker is at the same penalty to hit as if it was classed as medium range.

Weapons list: Anti Mecha Weapons (Squishy Guns!)								
Weapon	Cost ¥	Weight	Range S/M/L	Damage HP/ MHP	Ammo	Ammo Cost ¥	Rate Of Fire	Reality Level
Anti Mecha Pistol	500	8	10/30/50	5d6 / 1d6	4	50 each	1	1+
Anti Mecha Tanglegun	4000	15	5/10/15	See Notes	2	150 each	1 every 3 actions	1+
AM Missile Launcher **	4000	25	150/300/1KM	9d6 / 2d6	3	250 each	1	1+
AM Mine	1000	40	15	4d6 x3 / 3d6	1	-----	1	1+

Anti Mecha Tangle Gun: This rifle-sized weapon is solely created to hinder a mecha's movements; it can be glue, threads or even a Gravity device (At high enough FL and RL). Each shot has a Mecha Brawns equivalent of 2 (Normal Brawns rating of 8), and each shot is cumulative. To break out of the Tangle the victim mecha must win a contest of Brawns between it and the tangle. The mecha does damage equal to its Mbrawn to the Tangle, and the Tangle can take damage equal to its Mbrawn. For example if 5 shots were fired at a mecha then the mecha would have to compete against a Mecha Brawn of 10!

**** Note:** If the Anime Master wishes, the Anti Mecha Missile Launcher may also be upgraded in the same way as mecha weapons, with some of the uppers listed further below in the standard Weapon Uppers list.

The Anti Mecha Pistol can also be upgraded in the same way, with Increased Damage (But increases only in Normal Hurt point not Mecha Dice damage), Increased Range, and Armour Piercing (At double cost /weight and counters Mecha soak dice not hurt point level soak dice), More Ammunition Efficient.

The Anti Mecha mine can be enhanced with Continuing Damage, Armour Piercing, and Increased Area Affect.

Special Notes about combining Weapon Uppers and Downers:

When you get Uppers and Downers for your weapons, the total effects and costs of the modifiers are all cumulative.

If you get, for example, two levels of one upper, and another 2 levels of a different one, plus a single level of a downer you add all the Upper percentage costs together and subtract the Downer ones and that is the final added percentage cost of the modified Weapon.

Note that no matter what, no weapon can be taken below negative cost. You CANNOT get money or extra spaces for getting a really pathetic weapon put into a mecha.

Upper: Increased Damage

This Upper allows you to build up one weapons rate of damage. The cost in weight, size and yen can be enormous, but these costs tend to work out as fairly low in the long run compared to the availability of the extra damage.

Each level of Increased Damage adds 1d of damage to the chosen weapon, and the weapon can only be increased up to Function Level 6.

For example a Reality level 3 Mecha creator wants to 'Up' a Medium Beam Weapon that is in his mecha's arms. It normally does 3d6 damage, the Mecha creator can only take it up to a maximum of Base damage + 6 dice, for a total of 9d6 damage.

	Space Cost	Yen Cost	Weight
First Level	+15%	+50%	+20%
Second Level	+25% (round down)	+75%	+25%
Third Level	+50% (round up)	+100%	+30%
Fourth Level	+75% (round up)	+150%	+40%
Fifth Level	+100% (round up)	+200%	+50%
Sixth Level	+150% (round up)	+250%	+75%

Downer: Decreased Damage

This downer is the entire opposite of the Upper, Increased Damage. As for Increased Damage the weight, cost and size are modified, but in this case it would be opposite.

As with Increased Damage each level of this Downer modifies damage with the chosen weapon by 1 dice, taking it even below the Mecha damaging level down into the 'Squishy' level of damage.

Each level of this Downer that would take the modify the damage of the weapon below 1 Mecha damage dice goes as following, the first level of this downer is equal to 3 dice Hurt point damage, the second is equal to 2 Hurt Dice damage, the third is equal to 1 Hurt Dice, and lastly the fourth is equal to 2 Hurt points (That is 2 Hurt Points, not HP dice!)

	Space Cost	Yen Cost	Weight
First Level	-0	-10%	-5%
Second Level	-5%	-20%	-10%
Third Level	-10%	-30%	-15%
Fourth Level	-15%	-40%	-20%
Fifth Level	-20%	-50%	-25%
Sixth Level	-25%	-60%	-30%

Upper: Increased Range

This upper as the name says allows for a weapon to have an increased range. All threelistsings, Small, Medium and Long get this bonus.

As a suggestion, you should probably once again limit the buying of this bonus a certain amount, to say perhaps either RL in Function Levels or if you are willing to allow longer ranges perhaps anything upto the RL of the mecha times by 2.

As with all the uppers this modifies the weight of the weapon, how many spaces it may take, and most definitely the cost of the weapon.

As with all Uppers and Downers you CANNOT have both, say the Upper: Increased Range and the downer Decreased Range. You can only have one of each type of modifier on each weapon.

There are 6 levels of this upper, each one stronger than the rest.

	Range Increased	Space Cost	Weight Cost	Yen Cost
First Level	+30%	+10%	+10%	+40%
Second Level	+60%	+20%	+15%	+60%
Third Level	+100%	+40%	+25%	+85%
Fourth Level	+150%	+75%	+50%	+125%
Fifth Level	+200%	+100%	+75%	+250%
Sixth Level	+250%	+150%	+100%	+350%

Downer: Decreased Range:

This downer is, of course, the opposite of the Upper: Increased Range and so can't be mixed with it. Each level of this downer modifies each weapon range bought with it down a certain amount of range, all depending upon the actual Function level 'bought' for the weapon

There are the usual Six levels of this Downer that can be taken, slowly taking the range of the weapon down to an almost miniscule amount.

	Range Decreased to	Space Cost	Weight Cost	Yen Cost
First Level	80%	-5%	-5%	-10%
Second Level	60%	-15%	-15%	-20%
Third Level	40%	-25%	-25%	-35%
Fourth Level	20%	-40%	-40%	-45%
Fifth Level	10%	-60%	-60%	-60%
Sixth Level	5%	-75%	-75%	-75%

Upper: Area Affect

This upper allows you to enhance a weapon so that when hitting it does damage to a certain area. This can either take the form of 'splashing' plasma, conical particle beam attack, or even explosive shells.

As per usual the Anime Master should put a limit on this upper, a good suggestion is perhaps Reality Level limit in levels. Each level of Area Affect adds 1 Mecha distance (5 metres) of damage affecting to the weapon. This can enhance a weapon that already affects more than just a single area, or can just boost one that doesn't. No matter what the distance can be enhanced past the maximum Function Level limit of the mecha (See Advanced Materials) (Or an extra 30 meters!)

	Space Cost	Weight Cost	Yen Cost
First Level	+20%	+5%	+15%
Second Level	+30%	+10%	+30%
Third Level	+50%	+25%	+50%
Fourth Level	+75%	+50%	+100%
Fifth Level	+100%	+75%	+150%
Sixth Level	+150%	+100%	+200%

Upper: Linked Weapons

With this bit of technology you can join or link together two or more weapons to fire at the same time, basically doing a paired attack, this doesn't allow them to fire more than their normal rate of fire, or continue firing without ammunition or anything stupid like that, it only allows them to fire simultaneously at the same locked target. This is counted as a single attack of the pilot or whoever may be firing the mecha's weapons. When this Upper is used it is usually confined to weapons of the same type, for example two particle beam weapon arms or a pair of missile pods or something, it is very rare if not impossible to link together two totally different weapons.

For each weapon linked together there is a cost (Add together the cost of both or all weapons to be in linkage) multiplier of +30% to the Total Yen cost. No spaces are used of any significant amount, but the mecha's powerplant must be above minimum for the weight of the mecha for this linkage to work properly.

Also for this Weapons link to work properly the computer system of the mecha must be upgraded to suit.

Each different weapon in link: Yen cost +30%, Cost to computer linkage bonus +20% cost.

Upper: More Ammunition Efficient

This upper modifies the actual ammunition that the weapon uses. In the case of projectiles it lowers the projectile size without lowering the yield, in the case of beam weapons the actually magazine or ammunition device can store more energy. This upper increases the Ammo per Space listing on the weapons table.

This Upper can't be used on things like claws or missiles, but can be used on energy requiring Melee weapons if needed. (If the powerplant rating isn't high enough to run the melee weapon that is)

As for every other upper in the weapons section there is a maximum limit on just how high this Upper can be taken, it is limited to the Function Level of the mecha. (See Advanced Materials Upper previously)

	Increases Ammo	Yen Cost	Weight
First Level	+15%	+25%	+10%
Second Level	+30%	+50%	+25%
Third Level	+40%	+75%	+50%
Fourth Level	+50%	+100%	+75%
Fifth Level	+60%	+150%	+100%
Sixth Level	+75%	+200%	+150%

Upper: Armour Piercing

This upper either enhances an already Armour piercing attack to higher levels or can make a weapon that isn't normally armour piercing to become so.

When this weapon actually does damage it lowers the Armour Value (The soaking ability) of the opponents armour. This works for every type of armour, including forcefields except for those that have the Upper for Armour: Specially Hardened that especially counteracts this upper. When two counteracting Uppers come in contact just subtract one from the other to get the results. If the armour is higher in value than the attacking weapons Armour Piercing then it gets that extra difference as extra soak!

There are six levels of Armour Piercing, (As usual rated for the FL of the mecha) and they can't be taken above this except in the case that the weapon already has some amount of armour piercing attack, for example Vibro-blades and Particle Beams.

For example if a weapon that has Armour Piercing of 3 levels goes up against an armour of Specially Hardened of 2, then the AV of the armour is lowered by 1 dice for that attack.

	AP Value	Cost in Yen	Weight increased	Space Increased
First Level	(1d)	+30%	+0%	+5%
Second Level	(2d)	+60%	+5%	+10%
Third Level	(3d)	+80%	+10%	+20%
Fourth Level	(4d)	+120%	+20%	+40%
Fifth Level	(5d)	+150%	+45%	+60%

Upper: Continuing Damage

This upper allows one of two things, it can allow a weapon that doesn't already have the Effect: continuing Damage to gain that ability, or it can increase a weapon that already has that ability.

Each Function Level of Continuing Damage allows the damage to continue for an extra round, dropping by one dice for each round that it is continued.

In the case of the Plasma Weapons, as they already have one free level of Continuing Damage, they can effectively get a Phantom Function Level of 7, with this upper.

If a weapon has a higher Function Level in Continuing Damage than in damage dice, the excess Continuing Damage is lost.

For Example a 5 dice plasma Weapon with a FL of 5 would continue to do damage for 6 actions after its first attack, but since it only does Five dice initially, it only actually does damage until the Fifth Round. I.E Initial attack full five dice damage, 2 action immediately afterwards the attacks continues with Four dice, the third action after that then does Three dice, the Fourth one Two dice, the Fifth action One Dice, and lastly on the sixth no damage is done.

Alternatively, although this is entirely up to the Anime Master, you can pool all the extra damage from Continuing Damage into one big damage dice roll and roll it all at once, although the defender also gets to pool all the consecutive soaks into one big dice pool as well.

	Amount Continued	Cost In Yen	Weight Increased	Space Increased
First Level	1 action	+25%	+0%	+5%
Second Level	2 actions	+45%	+5%	+5%
Third Level	3 actions	+65%	+10%	+10%
Fourth Level	4 actions	+85%	+15%	+15%
Fifth Level	5 actions	+100%	+20%	+20%
Sixth Level	6 actions	+125%	+30%	+30%

Upper: Increased Rate Of Fire

This upper increases the amount of shots that can be fired from the weapon in one action. The function level of this upper modifies the weapons BASE Rate Of Fire, as listed in the weapons chart, by a multiple of 2.

This upper DOES NOT increase the amount of ammunition available in the weapon that it is chosen for, it just allows that weapon to fire off more of that ammunition in a much shorter amount of time. If the weapon has a modified ROF of, for example, 18, and the weapon on has an ammunition maximum of 20, then the weapon will be left with only two shots after a single burst.

If you first off enhance a weapon of ROF 3 up to a function level of 3 (Total ROF = 18), and then a year later you increase it to function level 4, the increased ROF would then be 24. (Base ROF = 3 x 8 = 24)

For a full explanation of Increased ROF and Bursts and sprays please read the combat section.

	Rate of Increase	Cost In Yen	Weight Increase	Space Increase
First Level	X 2	+25%	+2%	+5%
Second Level	X 4	+50%	+5%	+5%
Third Level	X 6	+100%	+10%	+10%
Fourth Level	X 8	+150%	+15%	+15%
Fifth Level	X 10	+200%	+20%	+20%
Sixth Level	X 12	+250%	+25%	+25%

Downer: Takes Longer to Fire (Needs Energy Buildup)

Automatic Attack Bits

These are external weapon pods linked to your mecha's central computer, they 'fly' around your mecha whether it is in flight or on the ground and they attack at the same time as you do, usually with your mecha's main weapon.

AAB's are not equipped with thrusters, but they have an advanced form of Anti-Grav, or a similar device that allows them to keep up with your mecha. Unless your mecha has a really fast speed and does not 'call' the AAB's back they will be lost.

There are three different types of AAB's, each varying in size and complexity, not to mention weapon capability. AAB's can also be expanded upon, with weapon modifications, and the like, but they cannot take advantage of Increased spaces or ergonomic design as they already have that technology built into them to be able to work properly with mecha. When not in use the Automatic attack bits generally reside somewhere upon the mecha, and thus take up space on that mecha.

AAB's are usually used in groups of either 4 to 6, but 5 being the average.

Please note the listing below is for a basic AAB system, it does not have weaponry or any other defenses, these must be bought separately. These weapons can have all the same range of uppers and downers built into them that a standard mecha weapon can.

AAB	Space Taken	CP	¥	Space Available	Attacks per round	MHP	Base AV
Type I	1 per 5	3	20000	2	2	6	3
Type II	2 per 5	5	40000	3	3	8	4
Type III	2 per 4	9	75000	4	4	10	5

***Note:** Attacks can be bought up with the Extra Actions Upper, and the AV and Mecha Hurt Points can be boosted as well with the appropriate Uppers. The limit for MHP and AV should be no more than x4. The amount of actions per round of the Automatic Attack Bit weapon system is not changed by the type of weapon that is being used, this

is all that the inboard computers can handle.

Damaging a Power plant

When a powerplant gets hit they usually tend to explode, and in a BIG way ! To find out the actual amount of damage you go off the following table, basically rolling the amount of dice equal to the size of the powerplant and modify that damage by the type of fuel that the powerplant uses.

Note, anyone in Point Blank range, usually within 250 metres or so, (or possibly more depending on the actual size of the powerplant and fuel) **CANNOT** get a soak from this exploding powerplant. Anyone that is 2 times as far out can soak at one third the AV, Twice out as far again the AV rises to one half, and once again Twice as far gets full soak. This damage is in Mecha Damage, if a squishy is in the blast radius of this explosion, then be sure to modify the damage accordingly. (Multiply by 4, and remember that a Squishy soak dice is only a quarter of a Mecha one.)

Powerplant Fuel Type:

Wood Burning	X .025	Magic	X 1.3
Coal / Steam	X 0.7	Fusion	X 20
Petroleum	X 1.75	Antimatter	X 30
Nuclear Fission	X 15	Cosmic Matter	X 15
		Caged Singularity	X 60

Mecha Combat

Despite the differences in sizes between Man-to-Man combat and Mecha to Mecha Combat, there is basically no difference between the two rules or dice wise. Just about anything you can do out of mecha, you can do inside one, and in some cases, not only can you do more in a mecha, but you can do it a lot better!

When mecha attack in melee combat, the pilots Agility statistic is added to the dice roll, as points not dice, in defense the same occurs, the Agility is added as points not dice.

The only difference to this rule is in the case of battle suits and powersuits (Anything with a Body Servo size of Light Heavy or less). Battlesuits and other mini-mecha of this sort get to add the pilots Agility in full dice to their hand to hand combat and defence rolls. Thought Control systems also modify dice rolls in the exact sameway.

Reaction Speed:

This is just how fast the pilot of a Mecha can react according to how strong the Power plant of the mecha is, and just how much the mecha actually weighs. The type of power plant also modifies the Reaction Speed. A mecha's Reaction Speed can be computed using the following Formula: -

$$\text{Reaction Speed} = \text{Excess Power-plant Modifier} + \text{Power plant Fuel Type Modifier}$$

Punch

This maneuver is no different than the standard punch. The damage that is done is equal to the Mecha's Mbrawns (Mecha Brawn) statistic in d6's. (Normal Hurt Point damage is ¼ of that of a mecha)

You roll the Reaction Speed + Agility in points (not dice) of the Pilot plus Mecha piloting skill of pilot (Or Martial Arts skill of pilot if he has any), any roll higher than the defenders Defense skill succeeds.

Kick

This maneuver is essentially the same as punch. The damage done is the same, but you also add the Bonus Kick Damage to the amount. Once again you need to roll the Reaction Speed + Agility in points (not dice) of Pilot plus Mecha piloting skill of pilot (Or Martial Arts skill of pilot if he has any), any roll higher than the defenders Defense skill succeeds.

Block

This form of defense uses either a portion of the mecha's body, a weapon of extra large size, a shield or even a partial forcefield to negate an attack against them. An Agility (in points not dice) + Reaction Speed + the Defence skill of the Pilot equalling or exceeding the attackers roll successfully defends against the strike.

Dodge

By judging where an attacking is coming from, a character may get out of the way of an attack heading their way. An Agility (in points not dice) + Reaction Speed of the Mecha plus the Pilots Defence roll equalling or exceeding the attackers roll successfully dodges the strike.

Dodging (Or Escaping) An Attack while in Flight

When trying to evade an attack by another foe while in flight you use the same type of attack / Defence rolls as described before but with one major difference. You compare the differences in speed of the two participants of the fight, the one with the lowest speed gets the difference (Highest - Lowest speed divided by 100 rounded up to nearest full point) as a penalty to either their defence or attacking manoeuvres against that attack / defence until out of range.

(Basically the faster you are going, the harder you are to hit.)

Parry

By using an object (usually a weapon) a character can parry a strike or a weapon to negate the attack. Agility (in points not dice) + Reaction Speed + Weapon skill roll equalling or exceeding the attackers roll successfully parries the strike.

Ranged Attack

Many mecha weapons may be used over a certain distance. The weapons effective range is determined by the type of weapon used, and any form of Uppers and Downers applied to it. The base Range for each weapon, for each of the three different range scales is listed in the Mecha Weapons Table.

One clarification needs to be made; Point Blank range is equal to up to $\frac{3}{4}$'s of Short Range.

The inclusion of an Enhanced Computer System DOES NOT modify these ranges in any way. The Enhanced Computer System only increases the potential to hit a target.

Point Blank grants +1D to hit

Short Range in unmodified

Medium Range has a -1D to hit

Long Range has a -2D to hit

Automatic Fire Ranged Attack

This form of attack is only available to those weapons that have a ROF greater than 1.

There are two forms of Automatic Fire Ranged Attacks. The two forms are a Standard Burst (At a single Target), and a Wild Spray Over an Area.

A Standard Burst is where you try to hit a single target with hail of bullets. A Wild Spray is the type of attack where you attempt to hose a group of opponents with as many of your shots as possible.

Both of the forms of attack follow the same basic rules, as shown following. Wild Spray attacks follow the same rules basically as Standard Bursts with some slight modifications. (See Below)

For every 2 points of success that is rolled above the needed Difficulty (Or higher than the opponents Defense roll) is classed as an extra hit by that weapon, up to the maximum total of its Rate Of Fire (ROF). In no way can the amount of 'hits' go above the weapons maximum ROF.

When defending against a Standard Burst, a successful dodge dodges against the entire burst.

A Standard Burst has a base -2 dice penalty to hit.

For Example: Some shoots a ROF 6 Projectile Weapon and rolls 8 points above the opponents Defense roll, this means that 4 shots of the burst actually hit.

For simplicities sake the damage of the Burst attack is equal to the base damage dice multiplied by the amount of shots that actually hit.. Any special weapon modifiers (Armour Piercing Continuing Damage and so on) are figured in now.

The defenders soak roll is equal to its Base Standard soak multiplied by the amount of shots that actually hit.

Burst Damage = Base Damage x Amount of Shots that hit

Defender Soak = Base Soak x Amount of Shots that hit.

For Example: A Weapon of 4 dice damage with one level of Armour Piercing, and Increased ROF of 4, hits with all four shots against a 5 dice Soak Armour. Damage is rolled, getting a 12. This is then modified by the amount of hitting shots totaling 48 points of damage. The Defender tries to soak (5 dice minus the 1 dice of Armour Piercing used against it) and rolls 4 dice getting 11, this is then modified by the amount of hitting shots getting 44. The Defenders mecha takes 4 points of damage.

Criticals and Automatic Fire:

Critical damage modifiers only count towards Standard Bursts (Against a Single Opponent); Wild Sprays do not get modified if a Critical occurs.

Wild Spray attacks:

For every 2 points of success that exceeds the average of the opponents defense rolls one extra shot can be 'put' upon an opponent within a 90 to 180 degree arc. As with the Standard Burst rules described above, the amount of shots cannot go above the weapons maximum ROF.

A Wild Spray that is used against multiple opponents is -1 dice to hit per every extra opponent up to a maximum penalty of -4 dice to Hit.

The soak rolls for the defending mecha that are struck are just standard rolls.

Shooting at Specific Parts Of a Mecha

As with normal man-to-man offensive behavior, Mecha combat can also allow you to strike specific parts of another's mecha.

There is a base penalty for each servo or body part that is targeted, but it can also be modified by the size of the targeted mecha.

Targeted Servo		Size of Servo	
Body Servo:	No penalty to Hit	Small	+1 Level (5 points)
Arm Servo:	+1 level (5 points)	Medium	No penalty or bonus
Leg Servo:	+1 Level (5 points)	Large	-1 level (5 points easier)
Head Servo:	+2 levels (10 points)	Giant	-2 levels (10 points easier)
Hand Servo:	+3 levels (15 points)		
Weapons:	+1 to +3 Levels (5 to 15 points) depending upon size		
Feet Motive Systems:	+1 to +3 levels (5 to 15 points) Depending upon size		

A small sized servo is equal to something the size of a Battlesuit or small mecha's hand, while a Giant Servo is equivalent to an arm servo of an Ultra Heavy Mega Mecha.

For Example, to hit the Head servo of a Ultra Heavy Mecha would be equal to a 0 dice penalty (+2 levels +−2 levels = 0 levels), while trying to hit a vibroblade in the hands of a Light Battlesuit would be equivalent to a−2 to −3 dice penalty to hit.

Missile Combat

Missiles are a very deadly form of ranged combat, and they come in several different types, generally based around the amount of range that they have, or what size they actually are. Each missile also has an Area Affect amount. If you are in the center of this are affect you take full damage, if you are more than half of the Area Affect range out from the center of the blast you take half damage.

Firing a volley of missiles, whether it is 2 missiles or a dozen only counts as one attack, but the volley can only be fired at one target, to hit several targets multiple volley's and separate actions must be taken. To hit with a single missile or a volley of missiles you must roll exactly the same type of dice as normal ranged combat, with one exception, if you have an Enhanced Computer with Targeting Abilities, the computer may add bonuses to hit. The pilots Agility DOES NOT count towards the chance of a missile hitting an opponent.

Reaction Speed + Mecha Gunnery Skill of Pilot+ Enhanced Computer Targeting modifiers (If any)
Versus
Reaction Speed + Agility (in points not dice) of Pilot plus Defense skill of pilot

Any kind of Defence against a missile attack is fairly rare and hard to do. Basically all that someone can do when faced with a volley of missiles is attempt to dodge one or two of them and take the damage from the rest or attempt to shoot them down. Dodging missiles ALWAYS takes an attack / action no matter what Reality Level the campaign is, due to the fact that missiles are pernicious things and you have to actively attempt to get out of their way.

Anti Missile Defence (Shooting Down Missiles)

As described in the combat section for Missile combat there is basically only two ways of defending against a missile volley heading towards you. You can either attempt to dodge as many of them as you can, or you can try to shoot them down, hopefully starting a chain reaction.

This is a rather hard defensive tactic, but if done can mean the difference between life and death of a character and his mecha.

There are many types of weapons that can be used to destroy a missile volley, plus there are also some purpose built defensive systems that can also be used. (See AMMDS and Anti Missile Laser system)

Basically if your weapon does enough damage to destroy one or more of the attacking missiles you have a chance to set the whole volley off in a chain reaction.

There is a difficulty number for both the type of attacking missile, and just how many in the volley. The Anime Master tallies up the totals from both tables, and then he gets the actual weapon damage dice and rolls to see

whether the volley of missiles chain-reacts.

A successful roll of the weapon /defenses damage dice against the figured difficulty rating means a successful defence.

Chance of Missile Chain Reaction =

Missile Type + Amount of Missiles in Volley VS (must be beaten by) the damage dice of the attacking Anti missile Defense / Weapon

Missile Type	Difficulty Number (Base)
Micro Missile	10 (Average)
Short Range Missile	15 (Fair)
Medium Range Missile	20 (Good)
Long Range Missile	25 (Hard)

Number in a Volley	Modifier to Base Difficulty
1 to 5 missiles	+0 Levels / Points
6 to 10 missiles	+1 level / +5 points
11 to 20 missiles	+2 levels / +10 points
20 plus missiles	+3 levels / + 15 points

Basic Mecha Shells

Sample Mecha

Civil Defense Powersuit

This powersuit is fairly small, but can enhance its pilot's reactions and boosts his strength several times over. It is generally used to quell civil disputes such as riots and terrorist actions. It has a mix of defensive and rather effective offensive weaponry, and can be used in a pinch for other needs, such as fire fighting and small-scale police or other resource rescues.

RL Designed for: 2 Weight of Mecha: 1073 Kg (fully loaded) Cost: 113250 Y
Reaction Speed: 3 Move: Walk 8 MH (28.8 k/ hr) Mbrawn: 3
 Run 9 MH (32.4 k/hr) Mbrains: 0
 Flight -----

(MH stands for Mecha Hexes not for Miles an hour.)

<u>Servo</u>	<u>Servo Size</u>	<u>Spaces used</u>	<u>Spaces Free</u>	<u>MHP of Servo</u>	<u>Armour Value</u>
Body	Light	0 (Cockpit Free)	2	10	3
Arms (2)	Light Heavy	0 (Depending on weapon)	2	12	3
Legs (2)	Light Heavy	0	2	12	3
Head (1)	Light	1 (Sensors)	1	10	3

Armour: 3 dice soak on all servos, Two Levels of Specially Hardened armour on all servos (2 dice protection versus Armour piercing attacks)

Special Options: Advanced Materials FL 2

Powerplant: Type III (3) Fusion, Powerplant Excess 1, Fuel Type Modifier +2

Flight: None

Extra Actions: 2 (Including the base amount of the pilot)

Sensor System: Main (In Head), no backups

Computer: Basic Standard Computer system

Sensor Range 25 Km, Comm Range 300 km MHP 3

Cockpit: Standard Powersuit

Special Options: Infrared Scanners, Lowlight Vision

Mechamorphosis ?: None

Weapons:

Weapon	Damage	Range	Spc Used	Ammo	RoF	Area Affect	MHP	AV	Loc Stored	Loc Used
Hard Knucks	Mb +2	Personal	0	0	0	0	Hand	0	Hand	Hand
Kick	MBrawns	Personal	0	0	0	0	Foot	3	-----	-----
Axe	Mb+2d6	Personal	2	0	0	0	10	0	Back	Right Arm
Light Beam Gun	4d6	45/90/250 metres	1	75	2	0	7	0	Back	Right Arm
Tangle Gun	None	10/20/30 metres	1	4	1 every 3	3 metres	2	0	Back	Right Arm

Axe Has Armour Piercing of +1 Light Beam Gun is connected to powerplant and so cannot be used away from powersuit. (and so also has larger amount of ammo)

Air Forces Ground To Air Mecha

This mecha, although generally rather small in size compared to many other combat mecha, is still fairly good in short range and close hand to hand combat, mainly to its speed, and of course it's transforming abilities. The transforming abilities make it capable of both relatively good air and ground combat.

RL Designed For: 3 Weight Of Mecha: 3367.1 K (Loaded) Cost: 684127.50 Yen
 Reaction Speed: 7 Move: Walk 12 MH (43.2 k/hr) Mbrawn: 6
 Run 48 MH (172.8 k/hr) Mbrains: 3
 Flight 270 MH (972 k/hr) Cruise Speed: 135 MH (270 k/hr)
 (MH stands for Mecha Hexes not for Miles an hour.)

<u>Servo</u>	<u>Servo Size</u>	<u>Spaces used</u>	<u>Spaces Free</u>	<u>MHP of Servo</u>	<u>Armour Value</u>
Body	Average Med	4	1	24	5
Arms (2)	Average Heavy	1 left arm, 5 Right arm	5 Left Arm, 1 Right Arm	27	5
Legs (2)	Average Medium	3	2	24	5
Head (1)	Average	2 (Sensors)	2	21	5
Wings (2)	Average	0	4	21	5

Armour: 5 dice soak on all servos, Two Levels of Specially Hardened armour on all servos (2 dice protection versus Armour piercing attacks)

Light Shield (Carried on left arm and slung underneath in Jet Mode) with 5 dice soak and Two levels of Specially Hardened armour.

Powerplant: Type VIII (8) Cold Fusion, Powerplant Excess 4, Fuel Type Modifier +3

<u>Sensor System:</u> Main (In Head),	Backup (In Body Servo)
Sensor Range 75 Km, Comms Range 750 km	Sensor Range: 25km, Comms Range 75km
MHP 4	MHP 4
Special Options: None	Special Options: None

<u>Flight:</u>	<u>Extra Actions:</u> None (Equal to Base pilot amount)
Type: Thrusters	Streamlining: Good
	Time To ¼ Full Speed: 5 seconds (1 round)
	Time to Full Speed: 20 seconds (4 rounds)

Computer:
 Type: Enhanced #Skill Levels: 15 Spare: 13 Mbrains: 3 FL: 2
 Programs: Skill Level Notes:
 Targeting 2 With weapon lock gets 2 dice Re-Roll Pool

Cockpit:
 Type: Standard Crew: One Special Options? None

Mechamorphosis:

<u>Configuration</u>	<u>Manipulative digits?</u>	<u>Time to Transform</u>	<u>Useable Weapons</u>
Jet / Aero fighter	None	2 Actions	Micromissiles (legs), Particle Beam Gun (Underneath)

Weapons:

Weapon	Damage	Range	Spc Used	Ammo	RoF	Area Affect	MHP	AV	Loc Stored	Loc Used
Punch	MBrawns	Personal	0	0	0	0	Hand	5	-----	-----

Kick	Mbrawns+ 2d	Personal	0	0	0	0	Foot	5	-----	-----
Light Shield	Mb +1d6	Personal	1	0	0	0	10	5	L Arm	L Arm
Micro Missiles	4d6	// 1 km	3	12 per leg	1,2, 4	2m	4	0	L / R Leg	L / R Leg
Medium Particle Beam Rifle	5d6	120 /200 / 600 m	2	52 shot mag (3 mags in R arm)	2	0	9	0	Right Arm	Right Arm

The Micro missiles are stored in the legs and can be used in either mecha morphosed form; they have increased damage capabilities as well.

The Particle Beam Rifle has increased Range, Increased Armour piercing effects (2 dice armour piercing instead of one), Extra Range, and is more efficient with its ammunition. It also has 3 extra energy clips for the weapon stored in its Right Arm.

Army Ground Forces Grunt Power Armour

Special Forces Recon Mecha

Ground Forces Heavy Duty Goliath Artillery Mecha