A Fuzion Plug-In
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Introduction

This plug-in will allow Mekton Zeta-style giant robot, fighter, and vehicle combat in Fuzion but is not intended to approach it's parent, Mekton Zeta Plus, in complexity or detail.

There has been much apprehension and debate over how and what changes need to be made to Mekton Zeta in order to use Fuzion. This document is an attempt to provide not just conversion rules, but comprehensive rules native to Fuzion. It can also be used to allow the Mekton Zeta-style combat rules to be used with Fuzion-created characters.

This document wouldn't be possible without the help of Atomic Rocket Games, Tsuneo Tateo, Gary Townsend, and the entire Mekton Zeta and Fuzion Mailing Lists.

Disclaimers

AT Votoms, Bubblegum Crisis:The RPG, Mekton Zeta and Mekton Zeta Plus are trademarks of R. Talsorian Games, Inc. Fuzion is a trademark of Hero Games and R. Talsorian Games, Inc. Fuzion is a copyright 1998 by Hero Games and R. Talsorian Games, Inc. All trademarks and copyrights used without expressed permission. This document is by no means a challenge to any copyright, trademark, or authorship.

I have the utmost respect for the creators of the original Mekton Zeta Plug-in for Fuzion and only wish to improve upon their outstanding work.

Caveat

This is NOT the official Fuzion version of Mekton. This is my personal opinion of what the rules should look like. There are therefore small editorial changes to the rules that are my own. Also, in areas where Mekton and Fuzion provide different rules for the same situation, I have chosen to go with the better/simpler rule. For the purposes of these rules, I have chosen my personal preference of using 3d6 as the die roll. In addition, I have chosen my personal preference of adding a die roll to a reduced difficulty number as suggested in BGC. Should you wish to use a straight difficulty number, simply replace the 3d6 with 10 or 5 if you are using the 1d10 option.

Mecha Construction Plug-Ins

There are several Mecha or Vehicle Construction Plug-Ins available for use with Fuzion. Each has their merits and differences. This rules plug-in is fully compatible with all mecha construction plug-ins.

Please visit the following Web-sites for more information on these plug-ins:

Mecha Plug-Ins:

Mekton Zeta Plug-In by The Fuzion Group:
http://www.europa.com/~conkle/fuzion/mektonz.html

Instant Mekton Zeta by Christian Conkle:
http://www.europa.com/~conkle/fuzion/index.html

MECHA AND VEHICLES PLUS by Gary Townsend and Robert Kwan, et.al.:
http://www.herogames.com/mechaplug.html

Mekton Plug-In Addendum by D.West Robbins:
http://www.geocities.com/Area51/Vault/1158/mekton.html

Vehicle Plug-Ins:

Vehicle Plug-In by Tim Sallune:
http://www.europa.com/~conkle/fuzion/vehicles.html

Super-Vehicles Plug-In by Bob Greenwade:
http://www.klock.com/public/users/bob.greenwade/svpi.pdf

Instant Mekton Vehicles by Christian Conkle:
http://www.europa.com/~conkle/fuzion/index.html

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Switches and Dials

Fuzion provides built-in customizability through the use of several switches and dials. Wherever possible, I try to provide the same level of customizability.

Switch: [ ]Multiple Locations or [ ]Average Kills.

Mecha with Multiple Locations keep separate tracks of damage for each limb, servo, and weapon. Mecha with Average Kills simply the bookkeeping by using the average of all these locations to produce one number.

Switch: Let's Active! [ ] On Or [ ] Off.

Campaigns using Let's Active! Switch use the mech's MP to determine extra actions instead of the standard 1 plus movement. The Maneuver Pool option instead adds the MP to the pilot's Luck score while piloting the mecha.

Maneuver Pool Calculation

Piloting	6	7	8	9	10
Maneuver Pool	1	2	3	4	5

Let's Active! Calculation.

Maneuver Pool	0-1	2-4	5-8	9-12	13-16	17-20	21+
Actions per Round	2	3	4	5	6	7	8

Dial : Reality Level

The Reality level of the campaign in regards to how it treats mecha must be determined by the GM. The reality level determines knockback from damage and burst values of weapons among other things.

Reality Levels

Realistic	Cars, motorcycles (ex: Gunsmith Cats)
Competent	Tanks, airplanes, "realistic" mecha etc. (ex: Patlabor, AT:Votoms, Xabungle, Gasaraki, Dougram, Dunbine, Wares1092)
Heroic	Near-future mecha that are treated semi-realistically (ex: Gundam, Macross, Dragooner, Galliant, Mospeada, Ariel, Nadeshiko)
Incredible	Far future mecha with a passing nod to realism and modesty (ex: Dangaoioh, Evangelion, Gundam-W, G-Gundam, Lumne&40, Transformers, Getter Robo)
Legendary	Superheroes within the bounds of tenous possibility (ex: Ultraman, Mazinger Z, Great Mazinger, Grendizer, Getter Robo, Zieg, Ga-Keen, Combattler-V, Voltes-V, GaoGaiger, Daitarn-3, Zanbot-3)
Superheroic	Throw modesty out the door and hold on (ex: Gunbuster, Ideon, Zeoraimer)

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MECHA CONCEPTS

Although these rules don't deal with the actual process of constructing your own mecha (this may vary from campaign to campaign) all "mechanism" designs involve the same elements:

AP (Armor-Piercing): AP weapons treat any armor they affect as having 1/2 their KD.

APR (Actions Per Round): Used only if the Let's Active! Swich is turned on.

AV (Active Value): The total of a Characteristic and a Skill. Also known as an Attack Value.

Blast: An area effect weapon, with the damage radius listed in meters/yards.

BV (Burst Value): The number of shots a weapon can fire in one phase. For every 1 the attacker's AV beats the defender's DV, one shot hits up to the ROF of the weapon See also **ROF**.

Defense Ability: Shields have WAs like weapons, called DA; usually negative.

DV (Difficulty Value): The number you need to meet or beat in order to succeed at a task. Also known as a Defense Value when comprised of a Characteristic plus a Skill.

ECM Rank: Pending a successful use of Electronic Warfare skill (vs. ECM system's Rank x2 +die roll), ECM can: (1) subtract a value equal to its Rank from others' Perception rolls when using Radar, or (2)subtract 10% per one Rank from others' sensor ranges, or (3) subtract a value equal to its Rank from the Offensive Roll of any missile or group of missiles. ECM can beset to affect a single target or all targets within its listed radius. ECCM Rank: ECCM offsets any and all types of ECM on a 1-to-1 basis; Rank-3ECCM will reduce Rank-7 ECM to Rank-4. It works automatically, without a Skill roll.

EMW: Energized melee weapons treat any armor as having 20KD (or 4 Kills for Kill-rated weapons) less armor protection.

Grapple: These weapons can perform Entangling and other grappling-type attacks.

Hex: A Hex on a sheet of hex paper. One Hex equals 50-meters and is used for determining range and MA.

Hyper: This effect is caused by cutting torches and other such high-powered EMWs; for each point by which the attacker beats the defender, the damage is applied in full to the same spot.

Incendiary: The burning effect does 1/2damage next phase, and 1/4 damage for the next 2 phases beyond that.

Linked: Linked weapons can be fired together in one Action, with one roll. (If you're using hit locations, each shot hits a different randomly-rolled location; Cross-Linked weapons all shots hit the same location.)

MA (Movement Allowance): A special MOVE attribute for large mecha. The mech's MA equals how many 50-meter hexes the mecha can travel in one round. A mecha may never move more than this number, no matter how many actions is may have.

MP (Maneuver Pool): Certain mecha are just considered Lucky. The Maneuver Pool is added to the pilot's luck statistic or used to determine actions per Round if using the Let's Active! option.

MR (Mecha Reflex): The effective Reflexes and Dexterity of the Mecha. This is the sum of the pilot's Reflexes plus the Mech's MV (see below).

MV (Maneuver Value): How responsive the mecha is to its pilot or operator. The MV value is applied to the pilot's MR (& MR for Powered Suits) whenever Actions are taken or Initiative rolled.

Phase: The amount of game-time required to perform one action. This can vary depending on the number of actions allowed in one 12-second Round.

Round: 12-seconds of game time in Fuzion. A Round is interchangeable with Turn.

Shock Effect: Does Killing damage and Stun damage in one attack, but the Stun damage ignores any armor's KD!

Smart: These seeking and/or guided missiles are rated as "Smart". Smart Missiles have a set AV to attack. Defenders must roll their DV higher than the attacking missile's pre-set AV to avoid being hit. Countermeasures such as flares and chaff add 2 to the defender's roll. A missile that misses will continue to attack for 1-3 Rounds.

Missile is:	Dumb	Smart	Brilliant	Genius
AV:	8	12	16	20

Warm-Up: Recharges for the listed number of Rounds between firings.

ROF (Rate of Fire): The number of shots a weapon can fire in one Phase. Some weapons are capable of firing several shots with one pull of the trigger, or of quick firing several shots within one 12-second Round. Some energy weapons can fire a constant beam, equivalent to an infinite ROF, functioning like an infinite-length energy sword. Very dangerous. For every 1 the attacker's AV beats the defender's DV, one shot hits up to the ROF of the weapon. See also **BV**.

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Mecha Combat

The Basics

Combat occurs in 12-second Rounds. Each Round is divided up into phases. Each character gets one action per Phase. When every character has acted, the current Phase ends and a new Phase begins. When every character has performed their maximum allowable Actions in a round (see Let's Active!), the current round ends and a new Round begins.

Each Round, each character must roll Initiative (MR + 3d6). Each character goes in order of highest to lowest Initiative until every character has acted. In the case of multiple actions, each character gets one action in turn, then each character with an extra action goes in turn until all actions have been resolved.

Actions

Abort: Interrupt opponent's turn to use a Defense (Dodge, Block, Dive for Cover), at cost of your next action.

Aim: Each phase taken Aiming adds +1 AV, up to +3; no other Action possible.

Attack: Attacks count as one Action. The DV for attacks equals the target's MR + Mecha Piloting + 3d6. If an attack roll exceeds an opponent's DV by 10 or more, the attack ignores any armor KD when determining damage. Autofire attacks can be spread between several targets, -1 AV per 10 rounds fired. The targets are hit by as many bullets as the difference between the attacker's AV and the defender's DV. If an autofire attack roll exceeds an opponent's DV by 10 or more, the target is hit by as many bullets as the difference between the attacker's AV and the defender's DV+10.

Mecha Hand-to-Hand Attack Options

Punch, Claw, Elbow Smash, Backhand, or use Arm-mounted Melee weapon: +0 AV. Called shot to the Head, Arms, or Torso only.
Melee Charge: Moving into a target, weapon first, adding damage to the melee attack. -3 AV. +1K damage for every 3 MA moved before striking the target. The attack is performed simultaneous with a movement action and counts as two actions.
Melee Swing: Swinging a Melee Weapon or EMW in a wide arc to hit all opponents in melee range in one action. -1 AV per target. Only one attack roll is made.
Jab: -2 AV. Called shot to the Sensors.

Kick, Knee, Stomp, or use Leg-mounted Melee weapon: +0 AV, +1 Kill. Called shot to the Legs.
Wheel Kick: -1 AV, +2 Kills. Called shot to the Torso.
Crescent Kick: -2 AV, +3 Kills. Called shot to the Head or Arms only. A successful attack will cause the target's arm to drop whatever it was holding.
Thrust Kick: -3 AV, +4 Kills. Called shot to the Torso.
Spin Kick: -4 AV, +5 Kills. Called shot to the Head.

Bear hug: -1 AV. Immobilize opponent while standing until he can make a Escape or is released. All arm-mounted weapons or arm-based attacks are impossible.
Bite, Head butt or use Head-mounted Melee weapon: +1 AV.
Dismember: -2 AV. Rip a servo from the target's torso. Damage equals Difference in Kills between attacker's servo vs. defender's servos. For example: if the attacking mecha has 7K arms and dismembers another mecha with 5K arms, the target mecha takes (7K - 5K) 2K damage. Next Round, the attacking mecha tries again and the target mecha takes (7K - 3K) 4K damage, ripping the arm from its socket.
Grab: -1 AV. Take away a handheld weapon.
Move By: Full Move and sideswipe ramming attack during movement with a -2 penalty to MR. Damage done equal to a ram. You will also take one third of that damage yourself.
Move Thru: Full Move and deflecting ramming attack at end of move with a -1 penalty for every hex moved and a MR penalty of -3 total. Damage done equal to a ram; you will also take one half of that damage yourself.
Pin or Entangle: +0 AV. Immobilize opponent on the ground until he can make a Escape or is released. All arm-mounted weapons or arm-based attacks are impossible.
Ram: +0 AV. Full-on ram. Each unit takes full collision damage.
Slam: -2 AV per 10 tons weight difference if target is heavier. Target takes collision damage.
Sweep/Trip: -1 AV. Knocks target down. Target takes no damage.
Tackle: +1 AV. Knocks opponent into the next hex. Neither unit takes damage, but the victim loses one action this or next Round.
Throw: -1 AV per 10 tons weight difference if target is heavier. Target is thrown into an adjacent hex but takes no damage.

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Block: Stops any one attack with a successful Mecha Piloting roll vs the Attacker's Attack roll. You attack first next phase.

Dive for Cover: Avoid an area attack. Defender makes MR + Pilot's Mecha Pilot skill roll vs 8 to avoid 1K blast, +1 difficulty per each Kill.

Dodge: Makes you harder to hit against all attacks this phase. Adds +3 DV, but you cannot attack

Draw & Attack: Draw weapon and attack in one Action. -3 AV.

Escape: Escape from Grabs, Pins, or Entangles, using Mech's STR+Pilot's Mecha Pilot skill vs opponent Mech's STR+Pilot's Mecha Pilot skill.

Get Up: Get up from being prone.

Move: Move up to half your MA and perform one other action (including moving again).

Missile Priming: Programs salvo-fired missiles to home in on a pre-designated location on any and all targets. -3 AV to the missile attack. Missile Priming requires one action of preparation. All missiles in the first salvo will hit the same target location. Each additional salvo will hit the next consecutive adjacent target location on the chart.

Other Action: Any single action not otherwise specified, such as reloading, mounting a vehicle, using ECM or ECCM, changing weapons, etc.

Parry: Stops any one attack with a successful Mecha Piloting roll plus weapon WA vs. the Attacker's Attack roll. If successful, the parrying weapon's damage acts as armor SP. Any damage that exceeds the weapon's SP does damage directly to the weapon. If the parrying weapon is destroyed, any remaining damage is done to the target.

Recover: -5 DV, pilot gets Recovery back in Stun.

Throw: Throw one object (-4 AV if not made for throwing).

Wait: Wait for a chance to take your action or hold an action until later.

1. Move into Range
A mecha can move up to half its MA and perform an action in a single phase but may move no more than its MA in a single round. Mecha have a maximum MA acceleration of 12 per round. Checking the range of your weapons to target, you first move into striking distance. Difficult maneuvers or terrain may require a Piloting Roll:

Mecha's Mecha Reflexes + Pilot's Mecha Piloting + 3d6 vs. Difficulty 10 + Modifiers + 3d6

Modifiers
Wet Road	+2
Terrain obscured (smoke, snow, fog)	+2
Very tight turn	+2
Pilot wounded	+2
Oil, ice, other slick surface	+3
Under attack (attacked this or last Round)	+3
Lost control previous Round	+5
Performing a jump	+5
Hydroslick	+5

Mecha Turn Radius
At higher speeds, mecha must travel a minimum distance between each turn.

MA	8-16	17-24	25-32	33-40	41-48	49+
Hexes	1	2	3	4	5	6

Piloting Roll Failures
1-3	Minor Skid	Vehicle or Mecha stalls out, lose one action
4-5	Major Skid	Vehicle or Mecha ends up stalled and one hex (50m) diagonal to the direction of travel; lose one action; treat any collision as a ram
6-7	Spin	Roll 1d6 twice. Each number represents a hex side - first roll represents hex vehicle or mecha ends up in, second represents facing of vechicle or mecha. Lose one action and treat any collision as a ram
8+	Roll Vehicle or Mecha	Roll 1d6 twice. Each number represents a hex side - first roll represents hex vehicle ends up in, second represents facing of vehicle or mecha, which is now upside down. Take damage as if from a ram, lose one action, and treat any collision as another ram.

2. Make Your Attack roll

Ranged Attacks
Attacking Mech's MR + Pilot's Mecha Gunnery + 3d6 vs. Defending Mech's MR + Pilot's Mecha Piloting + 3d6

If the attacker wins, proceed to #3 to determine hit location. If the defender wins, the shot misses and the shot continues until it either hits something or falls to the ground at the extent of its combat range.

<u>Modifiers</u>

		Throwing Distance Modifiers	
Beyond Combat Range	-4	**Weight (round up)**	**Mod**
Vs. Next scale up	+3	1/4 ton	+2 Hexes
Vs. Next scale down	-3	1/2 ton	+1 Hex
MA 8-16	-0	1 ton	+0 Hexes
MA 17-24	-1	2 tons	-1 Hex
MA 25-32	-2	4 tons	-2 Hexes
MA 33-40	-3	8 tons	-3 Hexes
MA 41-48	-4		
MA 49+	-5		
Called Shot: Servo	-3		
Called Shot: Weapon	-4		
Called Shot: Thrusters	-4		
Called Shot: Sensors	-5		
Called Shot: Cinematic or Special Hit Location	-6		
Called Shot: Other	-5		
Flank	+2		
Rear	+4		
No Sensors	-6		
Sensors not in Head	-3		

Melee and Hand-to-hand Attacks
Attacking Mech's MR +Pilot's Mecha Piloting + 3d6 vs. Defending Mech's MR + Pilot's Mecha Piloting + 3d6

The attacker must declare the location before rolling. If the attack misses, no damage is done.

Indiriect Fire
Projectile Weapons, Missiles, and Thrown Weapons can be lobbed at an unseen target hex using indirect fire.

Attacking Mech's MR + Pilot's Mecha Gunnery + 3d6 vs. Distance to Target

If the shot misses, the impact deviates in a random direction from the target hex by 1 hex for every 3 the difficulty was missed by. If the target hex is not in sight but is in view of a spotter or forward observer, the difficulty is increased by 5. If the target hex is entirely hidden from view, the difficulty is increased by 10.

If the shot hits, any mecha in the target hex makes a dodge roll vs. the indirect fire attack roll as normal.

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3. Determine Hit Location
Melee Weapons and called shots hit locations are determined by the firer. Otherwise, determine a random hit location using the methods below.

There are three ways to determine where the Mecha is damaged. The first is the Mekton Zeta option, which allows for multiple locations and flashy side-effects. The second is a more basic option without side-effects, but it can be used with either averaged Kills or multiple locations. The third option allows for flashy side-effects using average Kills.

Option 1 (Mekton Zeta Option)
Roll 1d10 and consult the Mecha Random Hit Chart.

Mecha Random Hit Chart

1d10	Location	Result
1	Head	The Head takes damage after armor protection
2-3	Torso	The Torso takes damage after armor protection
4	Pod (or Torso if no Pod)	The Pod takes damage after armor protection
5-6	Right Side Limb	A Right Limb takes damage after armor protection
7-8	Left Side Limb	A Left Limb takes damage after armor protection
9	Other (Wing, Tail, etc.)	The Servo takes damage after armor protection
10	Roll on the **Special Hit Chart**	

Special Hit Chart

1d10	Location	Result
1-2	Weapon hit	A random weapon takes damage after armor protection.
3	Sensors	The main sensors take damage after armor protection.
4	Flight System	The flight system takes damage after armor protection.
5	Shield Mount	A shield is severed or deactivated and receives no armor protection.
6	Other	A random system or subassembly is damaged after armor protection and the servo housing it takes 1/2 damage.
7	Cockpit	The pilot takes damage after armor protection.
8-9	Roll on the **Cinematic Hit Chart**	
10	Powerplant	The powerplant is hit after armor protection. The torso takes 1/2 damage. Roll a 1d10 vs. the mech's Explosion Save (XS). If the result is less than the XS, the mecha explodes. If the result is greater, the mech's XS increases by +1.

Cinematic Hit Chart

1d10	Location	Result
1	Hydraulics hit.	Random limb takes 1/2 damage and ceases to function.
2	Blunt Hit.	Mecha suffers double damage for purposes of knockback, takes 1/2 damage to Torso.
3	Sensor Overload	Sensors suffer malfunction and the mecha is blinded for 1d6 turns. The housing servo takes 1/2 damage.
4	Flight systems	The flight system cuts out for 1d6 turns and the torso takes 1/2 damage.
5	Thruster malfunction	The mecha must travel at full flight MA straight ahead for one Round. The torso takes 1/2 damage.
6	Ammo explosion	All missiles or projectile weapons stored in a random servo explode and destroy the housing servo.
7	Weapon malfunciton	A random weapon malfunctions for 1d6 turns. The servo housing the weapon takes 1/2 damage.
8	Control jam	All actions are at -2 until repaired (Basic repair roll vs. 10+3d6). The torso takes 1/2 damage.
9	Systems shutdown	The mecha is useless for the next round. The torso takes 1/2 damage.
10	Powerplant overload.	The mecha shuts down until repaired (Basic repair roll vs. 20+3d6).

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Option 2 (Champions:TNM Option)

Use a 3d6 to determine the location of any successful attack that was not an aimed shot.

Humanoid/Animorphic Mecha Hit Table [Roll 3D6]

3D6	Location	Hit Effect (after armor)*	Hit Modifiers
3-5	head	double damage	-6
6	hands/forepaws**	1/2 damage	-4
7-8	arms/forelimb**	1/2 damage	-3
9-11	Torso	1x damage	-1
12	Weapon	1/2 damage	-5
13	Powerplant	2x damage	-6
14	Pilot***	Damage to pilot only	-3
15-16	legs/hindlimb**	1/2 damage	-4
17-18	feet/hindpaws**	1/2 damage	-4

* use only if using Average Kills instead of Multiple Locations.
** if it isn't obvious, roll 1die: even=right, odd=left. If location not there, roll again.
*** if shot penetrates armor.

Option 3 (AT:Votoms Option)

Roll 1D10, apply effects based on Success Margin (SM, or difference by which the attacker beat the defender's roll).
Success margin = D10 chance of secondary damage.

1d10	Effect
1	Pilot Stunned: Can take no action for 1 Phase x SM.
2	High Impact: Knockback increased by +1 Unit x SM.
3	Sensor Malfunction: -1 to all Was & -1 Perc x SM.
4	Movement System damaged: -3 MOVE x SM.
5	Limb Shutdown: One random limb cannot move for 1 Phase x SM.
6	Ammo Explosion: 10% chance of explosion x SM.
7	Weapon Malfunction: One weapon suffers -1WA x SM.
8	Controls Damaged: Pilot suffers -1 Piloting x SM.
9	Engine Shutdown: Mecha will not operate for 1 Phase x SM.
10	Hydraulics leakage: -1D6 hand-to-hand damage and -1 STR x SM.

Table 2A

SM 5+: Roll on first table or roll below. Location not present, re-roll

2D6	Location*	Effect
2	Pilot:	If the unit's armor is penetrated, any remaining damage goes on to hit the pilot (this usually occurs with a hit to the head or a lucky shot to the main body). The pilot gets the protection of any armor he's wearing, but this is definitely going to hurt…
3	Sensors:	If the unit's armor is penetrated, any remaining damage goes on to hit the sensor system, which has a mere 10 SDP. If the sensors are destroyed, the pilot suffers-4 to all rolls with the Unit (unless he opens the hatch, in which case the penalty drops to -2).
4~5	Weapon:	A randomly-selected weapon used by the target is hit. If the weapon is hand-held or externally mounted, it is destroyed automatically. If the weapon is internally mounted, it is destroyed only if armor is penetrated first. Don't forget to include Hands, Arm Punches, and Iron Claws among the weapons that can be hit and destroyed! (Hands, Arm Punches, and claws are considered to be protected by armor.) If a hand is destroyed, then any weapons which require two hands to wield now suffer a -2 penalty to hit, because they must now be wielded one-handed. If both hands are destroyed, no hand-held weapons may be used.
6	Right Arm:	If the unit's armor is penetrated, any remaining damage goes on to hit the right arm, which has half as much SDP as the unit's main body. If the arm is destroyed, then any weapons built into or onto that arm (including Hands, Arm Punches, and Iron Claws) are also lost, and any weapons which require two hands to wield now suffer a -2 penalty to hit, because they must now be wielded one-handed. If both arms are destroyed, no hand-held weapons may be used.
7	Left Arm:	If the unit's armor is penetrated, any remaining damage goes on to hit the left arm, which has half as much SDP as the unit's main body. If the arm is destroyed, then any weapons built into or onto that arm (including Hands, Arm Punches, and Iron Claws) are also lost, and any weapons which require two hands to wield now suffer a -2 penalty to hit, because they must now be wielded one-handed. If both arms are destroyed, no hand-held weapons may be used.
8	Right Leg:	If the unit's armor is penetrated, any remaining damage goes on to hit the right leg, which has half as much SDP as the unit's main body. If the leg is destroyed, then any movement system built into or onto that leg (such as a Gliding Wheels or fans) is also lost. In this case, the unit may not use that movement system at all, nor may it walk: it must crawl or drag itself along the ground (1/4

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		Move),although when not moving it may prop itself up against something in order to stand. If both legs are destroyed, the unit cannot stand.
9	Left Leg:	If the unit's armor is penetrated, any remaining damage goes on to hit the left leg, which has half as much SDP as the unit's main body. If the leg is destroyed, then any movement system built into or onto that leg (such as a Gliding Wheels or fans) is also lost. In this case, the unit may not use that movement system at all, nor may it walk: it must crawl or drag itself along the ground (1/4 Move), although when not moving it may prop itself up against something in order to stand. If both legs are destroyed, the unit cannot stand.
10	Pack / Subsystem:	If the unit's armor is penetrated, any remaining damage goes on to hit its backpack, destroying it. Any extra fuel Tanks,, extra ammo or any other supplies stored here are lost.
11	Movement System:	If the unit's armor is penetrated, any remaining damage goes on to hit its movement system, such as a Gliding Wheel, tread or fan system) In most cases, such movement systems are split between each leg, but only one hit is sufficient to render the entire movement system useless. The unit may still walk and run, but it cannot use its movement system.
12	Fuel Tank:	If the unit's armor is penetrated, any remaining damage goes on to hit its fuel tank. There is a base 50% chance that the unit will be destroyed immediately—if the tank doesn't cook off, the odds of an explosion increase by 10% the next time this hit result is rolled! (This +10% function is cumulative.)

*can be aimed at with a -4 to-hit penalty (including -1 to hit torso)

SM 10+: Roll on either table 1 or 2, but ignore Armor.

Special Damage Rules For Mecha
Staged Penetration
In combat, attacks on mecha will always be subtracted from armor, then from the mecha's SDP. However, even the heaviest armored machines will become vulnerable after a long fight. To represent this, Kill-rated (i.e., mecha) armor uses the idea of Staged Penetration. Each time any area of Armor is penetrated by an attack of one Kill or greater, that area loses armor protection.

Chinks in the Armor
Almost every kind of mecha has a weak spot somewhere, and in combat, it's possible for you to hit that weak spot. When making at attack roll, if you beat your target number by more than10, your attack ignores the KD (or Kills)of the mech's armor. In the case of autofire attacks, only those hits which beat the target number by 10 or more will ignore armor.

Structural Integrity
Whenever a hit penetrates mecha armor, roll 1D10: If the result is greater than the number of fractional kills remaining, the mecha (or the location taking the hit) is destroyed! For example: An 11K blast gets through a battle robot's 6K armor, subtracting 5K from its 10K torso—since it has only 5K remaining, on a roll of 6+on 1D10 it's scrapped.

Area Effect Damage
Area effect damage is applied to multiple locations on a single mecha. Use the following table to determine how many times to roll on the Hit Location Table. If the mecha uses Averaged Kills, simply apply damage and roll hit location the number of times indicated.

Area Effect Damage Table

	Damage to Locations			
Kills	1	2	3	4
1	1			
2	2			
3	3			
4	4			
5	5			
6	5	1		
7	5	2		
8	5	3		
9	5	4		
10	5	5		
11	5	5	1	
12	5	5	2	
13	5	5	3	
14	5	5	4	
15	5	5	5	
16	5	5	5	1
17	5	5	5	2
18	5	5	5	3
19	5	5	5	4
20	5	5	5	5

by Christian Conkle

4. Check Damage

Based on the damage of your weapon or attack, determine how many points have been lost from where you hit. If a servo loses more hits than it is capable of taking, it is destroyed along with all subassemblies and systems in that servo.

5. Check Special Effects and Other Factors

Check for knockback, ejection rolls, and other special effects.

Knockback

There are two options available for determining how far a hit mecha is bounced around by incoming fire.

Option 1: (Mekton Zeta Option)

Kills	Effect
1-3	No effect.
4-6	Roll under Constitution or lose 1 action from force of attack.
7-8	Lose 1 action.
9-10	Knocked down, lose 1 action.
11-12	Knocked down and back 1 hex, lose 1 action.
13-14	Knocked down and back 1 hex, lose 2 actions.
15+	Knocked down and back 2 hexes, lose 2 actions

Weight Adjustments for Defender

1-19 tons:	Move down table 2 levels.
20-39 tons:	Move down table 1 level.
40-69 tons:	Do not adjust table.
70-89 tons:	Move up table 1 level.
90+ tons:	Move up table 2 levels.

Option 2: (Fuzion Option)

Such mighty blows are delivered in some types of combat (especially between superheroes, giant robots, and kung-fu action heroes), that the combatants are often knocked all over the battlefield.

This phenomenon is known as Knockback (in its realistic form, it becomes Knockdown).

To determine the amount of knockback taken, subtract the average Kills characteristic of the targeted mecha plus 1D6 from the total Kills of the attack. For every Kill remaining, the mecha is knocked back one knockback "unit." The unit of measurement is determined by the style of campaign, then applied by moving the mecha that far straight back from the impact.

Campaign Style	Knockback Unit in Hexes
Everyday [realistic]	Just Knocked Down
Competent [Dougram]	1/2
Heroic [Gundam, Macross]	1
Incredible [Dangaioh]	2
Legendary [Power Rangers]	3
Superheroic [Eva, Gunbuster]	4

In the event that something's in the way, move on to Collisions and see how badly you were hurt.

Ejections

Pilot's Reflexes + 1d10	Result
1-6	You are vaporized without knowing what hit you.
7	You get to scream and feel some pain before you die.
8	You get to yell the name of a loved one before you die.
9	You get a small flashback to the happiest moment of your life before you die.
10	You get to make a short, heroic speech before you die.
11	You have time for a long heroic speech and a flashback before you die.
12	You escape with serious wounds (2d6).
13	You escape with minor wounds (1d6).
14+	You escape unharmed.

Modifiers to the Chart

Cockpit in the Head	+2
Escape a Self-Destruct	+4
Escape a Powerplant Hit	-2
Escape a Cockpit Hit	-4
No Escape Pod/Ejection Seat	-6

by Christian Conkle

Collisions (Ramming and Falling).

Mecha take 1 Kill of damage for every 2 MA traveled per phase, rounding decimal values down. In addition, they will also exchange 1K for every ten tons of weight. When mecha or vehicles collide with large stationary objects like the ground or mountainsides, use the weight of an equivalent volume of material to determine damage. For example, a giant-robot-sized chunk of mountain-side might weigh 500 tons, whereas a giant-robot-sized area of soft dirt might only weigh 75 tons.

Example 1: A giant 30-ton robot travelling at 6 MA slams into a 5-tons of equivalently sized concrete wall. Both the robot and the wall take 3 Kills of damage (6÷2=3). However, since the robot weighs 30 tons, the wall takes an additional 3 Kills (30÷10=3), for a total of 6 Kills of damage. The robot takes an additional 0.5 Kills (5÷10=0.5) of damage from the relatively weak wall. The result is a robot busting through a wall and possibly through another.

Example 2: A larger 65-ton giant robot flying at 18 MA slams into a 500 tons of equivalently sized mountain-side. Both the mecha and the mountain-side takes 9 Kills of damage (18÷2=9). However, since the robot weighs 65 tons, the mountain-side takes an additional 6 Kills (65÷10=6), for a total of 15 Kills of damage, leaving a large crater. The robot, however, also takes 9 Kills of damage, but it takes an additional 50 Kills (500÷10=50), reducing the giant robot to scrap.

Ramming

Ramming is like any other collision, but since the objects are moving, their relative wieghts and velocities will influence the final outcome. Here's what to do:

* If the ram is head on, add the MA of both objects together, then treat the results as above. The result is the damage done to both.

* If the collision is a side ram or swipe, treat as a regular collision (above). If the collision is a "rear end", subtract the MA of the object in front from the speed of the trailing object, then treat as a head on ram.

Objects with Hits/SDP Ramming Objects with Kills (and Vice Versa) As before, add the MA and weights of both objects together. However compute the weights for each by converting the total weight of the objects

* Pounds/kg into tons: Divide weight by 2,000lbs or 1,000kg, rounding down, then add to tons of other object.

Example: A giant robot (weight 30 tons) travelling at 6 MA slams head on into a small car (weight 1,000 lbs/454kg) also moving at 6 MA. The giant robot converts the car's weight to tons and gets .5 tons, for a total of 30.5 tons. The car converts the robot's 30 tons into 60,000lbs, for a grand total of 61,000lbs. The total MA is 12. The result:

* The mecha takes 6.05 Kills (MA 12÷2= 6 Kills, plus .05 additional Kills for the total weight of the car (.5 tons÷10)).

* The car takes 9 Kills (MA 12÷2=6 Kills, plus 3 more Kills for the total weight of the (30.5 tons÷10)) and is completely demolished!

M/yds to MA? MA to Move?

Since you're more likely to describe a situation as "You fall 20 yards (or meters) to your death!", here's a handy conversion. To convert distance in m/yds to MA, divide by 50, rounding decimal values down. To convert MA to Character-scale MOVE, simply divide MA by 5. 5 MOVE equal 1 MA.

Getting Terminal

Terminal velocity (the speed where a falling body cannot accelerate any faster) is roughly equal to a MOVE of 60 or MA of 12, and will normally be reached (on Earth) in 2 phases (falling objects accelerate at around 30 MOVE or 6 MA per phase). Once you reach terminal velocity, you cannot increase your damage unless you are travelling in a power-dive towards gravity.

King Kong vs Bambi

If you want to save yourself a lot of mathematical grief, just generally assume that any-time there is a disparity of over 10 tons between two objects, the smaller one is just obliterated.