

Mike Pondsmith

MIEKTON II

Science Fiction Roleplaying & Mecha
Combat In the Far Future



R. TALSORIAN
GAMES INC.

MEKTON II

Contents

Character Creation	2-21	Powerplants	60
Character Points	3	Main Body	60
Stats	3	Restrictions	60
Character Sheet & Sheet Diagram	4-5	Components	60-61
Stat Comparison Charts	8-7	Subassemblies	61-67
Skill Information	8	Armor	67
Lifepath	9-12	Transformation	67-68
Careers	14-15	Movement Allowance	68
		Mecha Reflex Stat	68
Skill Lists	16-19	Maneuver Value Table	68
New Skills & Improvement	20-21	Mechariders	68
Outfitting	23-33	Example MEKTON (Rapier MK1)	69
Money & Encumbrance	23	Roleplaying Tech	71-73
Weapons	23-25	The MEKTON Adventure	75-82
Weapon Table	24	The Force of MEKTON (an adventure)	82-83
Armor & Armor Tables	25-26	World of MEKTON!	85-91
Gear Lists	27-28	Appendix #1: Basic roleplaying	92
Computers & Mini Mecha	28-29	Appendix #2: Basic Refereeing	92
Vehicles	30	Afterwards (Why We did it.)	93
Prebuilt Mecha	31-33	Game Maps	94
Man & MEKTON Combat	35-52	MEKTON II™	
Turns	35	<i>Written By: Mike Pondsmith</i>	
Gameboards, Maps, Terms	36-37	<i>Editors: Linda Bryant, Clive Hendricks, Dave Friedland.</i>	
Facing & Attack Arc	37	<i>Cover: Ben Dunn & Shulaf Tam</i>	
Obstacles	37	<i>Main Page Art: Ben Dunn & Scott Ruggles</i>	
Attack, Defense Rolls	37	<i>Other Interior Art: Scott Ruggles, Mike Ebert, Mark Simmons, and John & Jason Waltrip.</i>	
Line of Sight	38	<i>Layout & Type: Max Pagemaker, Mike Pondsmith & Linda Bryant</i>	
Actions	39	<i>Advice & Commentary: Mike Jones</i>	
Move	40	<i>Special Thanks to Eric, Warren, and of course, the RTG Crew.</i>	
Shoot	40-42		
Strike	42-44		
Fight	44		
Defend	44		
Other Actions	44-45		
MEKTON vs. Man	45		
Man vs. Mecha	46		
Armor	46		
Parrying	46		
Damage Results (Men & Mecha)	47-48		
Internal Damage	48		
Powerplant Explosion	48		
Emergency Ejection	49		
Knockback	49		
Special Effects	49		
Falling	49		
Combat Summary	49		
Combat Tables	50-52		
Medical Section	53-55		
Shock & Stun	53		
Natural Healing	53		
Medical Skill	53		
Drugs & Medicines	54		
Regenerator Tanks	54		
Medical Tables	55		
The MEKTON Technical Manual	57-69		
Mecha Concept	57		
Blueprint sheet & Diagrams	58-59		
Tonnage	60		
Construction Points	60		

To Steve & his lizards. Catch me if you can.

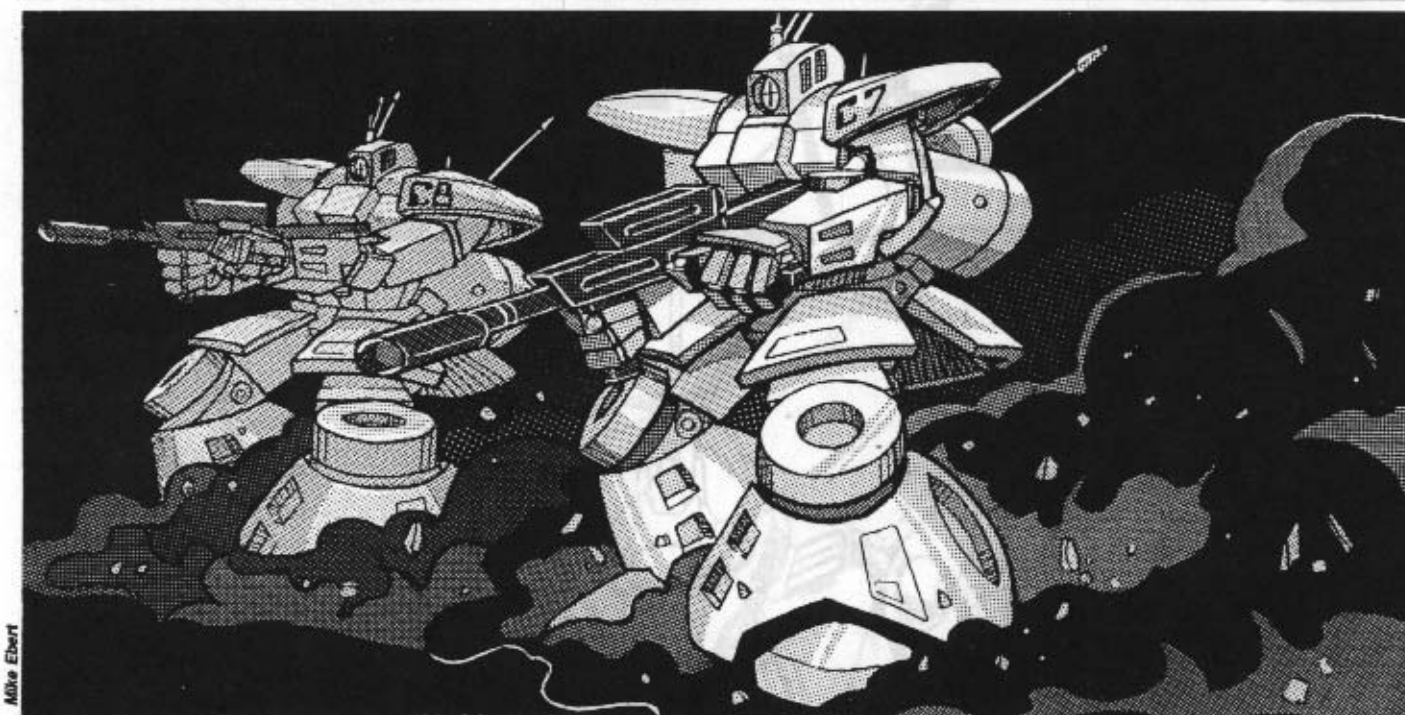
R. TALSORIAN GAMES INC.

Box 2288, Aptos, CA. 95001-2288

Stock #: MK1002

ISBN#: 0-937279-04-8

MEKTON II © Mike Pondsmith, 1987. All rights reserved. MEKTON, MEKTON II & MEK are trademarks of R. Talsorian Games, Inc. Any similarity to characters, situations, etc. (without satiric intent) is strictly coincidental.



Danger! Romance! Giant Robot Combat!

Welcome to the world of MEKTON! In this gamebook, you will enter a new world of science fiction adventure; one where you will not only find the familiar spaceships and fighters of classic science fiction, but also a new type of vehicle; the MEKTON armor suit. The MEKTON (also known as a "mecha" or "MEK"), has gradually evolved into the perfect all-round combat machine. It is fast, able to survive in a wide variety of battle conditions, and can use a staggering array of weapons, sometimes changing these weapons in mid combat, or even using captured enemy weapons.

You will find in our MEKTON World that MEKTONS, although the supreme fighting machine of this world, do not dominate the scene completely. They are instead integrated into the world as one more type of vehicle or tool, and are employed not only as fighting machines, but as transportation, construction vehicles, rescue craft and other things. With these rules and your imagination, your MEKTON World can become anything from a barren wasteland in which giant warmachines fight for domination, to a complex world of Superpowers and Empires, all of them with their own plans and destinies to be fulfilled. The technology of this world is very much like that of our own Earth—in fact, you will probably encounter a number of familiar ideas and places in your journey through this rulebook.

The MEKTON World is also based extensively on the very popular animated cartoons of Japanese television (called *anime*), and like all "anime" adventurers, your MEKTON "character" will have a mysterious past, a supporting cast of family and friends, a few vendettas and an occasional romantic interest as well. One thing you'll discover in MEKTON right off—you'll spend almost as much time in intrigue, adventure and personal trials and tribulations as you will fighting with gigantic mecha suits.

If you are NOT going to be the Referee of your MEKTON game, the first thing you will need to do is create a Character. A Character is a persona that you will adopt in playing the game. All of your actions will be performed through that character, interacting with the Referee of the game (who then tell you the results of your character's actions). MEKTON uses a combination of both tried and true character generation methods (familiar to players of Roleplaying Games everywhere), and a number of new ideas and methods which have been designed specifically to impart the true anime "feeling" to your roleplaying.

If You've Never Roleplayed Before

We don't intend to make all of you long-time, professional roleplayers out there sit through a long

explanation of the art of Roleplaying Games. But if you're a novice at this, we won't leave you hanging either. If you've never played a Roleplaying Game (or RPG) before, turn back to our handy **Appendix 1: Basic Roleplaying**, pg.92 for the hows and wherefores of the genre. Then come on back here when you've finished reading.

If You've Never Refereed a Roleplaying Game Before

You may have already played RPGs before, but this may be your first attempt at actually refereeing (or "running") your own roleplaying game. If you fit into this category, you'll want to read through **Appendix 2: Basic Refereeing**, pg. 92 for ideas on how to not only run a MEKTON game, but how to make it fun and exciting for you and your friends! When you're done, come on back here and we'll get started.

Imagine Yourself

The first step in creating a character is to think about what type of character you want to portray. Will it be male or female? Will it be a military or fighting man, or will it choose a more prosaic career? Roleplaying is acting--pure and simple. In order to create a really fun and exciting character, you'll have to make the character "come alive" with it's individual quirks, interests, likes and dislikes. Your Character will be as fun to play as *you* make it--so the key is to have a good idea in mind of exactly what he (or she --you don't *have* to play the same sex Character as you are) is like.

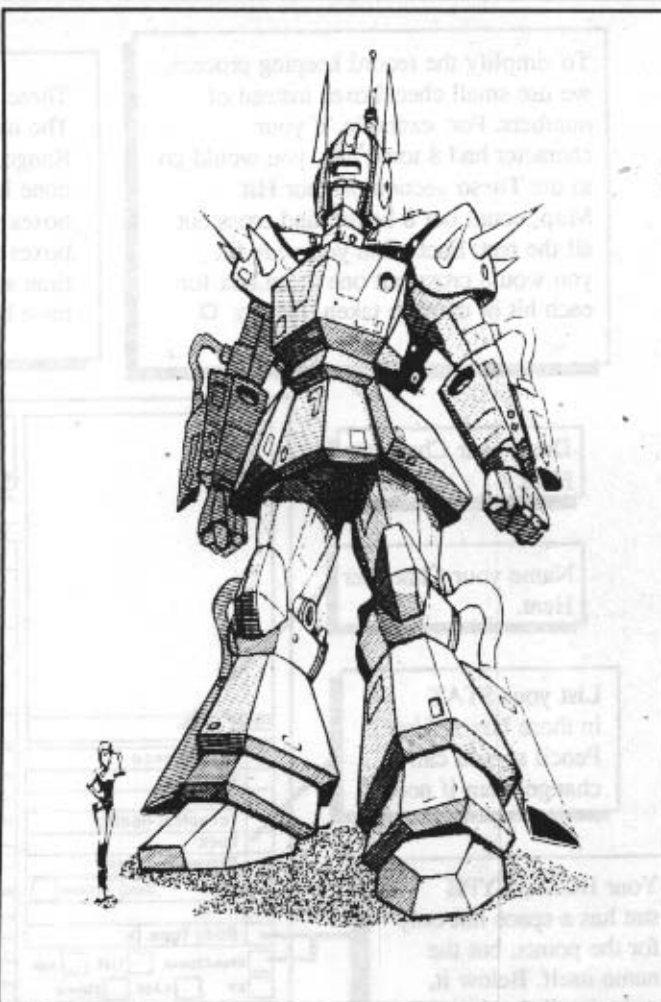
Character Points

Your next step is to generate your **Character Points**. Character Points are the "cash" of character creation. With them, you will be able to "buy" things to develop your Character, such as strong muscles, attractive looks, unshakable cool or money to spend. **To get your Character Points, roll 10 ten-sided dice, adding the total number of points rolled together. You now have this many points with which to create your character.**

Statistical Note For Refs: *Don't* let your players roll one die and multiply the result by 10 (something we have encountered before in our MEKTON gaming). **The chances of a player rolling 10 sequential 10's is one in a billion.** The chances of sequentially rolling 10 of any given number is one in 10 million. You have been Warned. Only You Can Prevent Supercharacters.

Statistics ("Stats")

Once you've established how many Character Points you have, it's time to use them to buy your Character's



Statistics. **Statistics** are values which are used to symbolize abilities or advantages your character was born with. The more Character Points spent on a statistic, the better your character will be at performing tasks related to that particular statistic.

Example: One of your statistics will be Intelligence (a measure of how smart you are). This characteristic would be referred to whenever your character intended to do something requiring planning or thought. A high characteristic (let's say a 10 out of a possible 10) would mean that your character was born as smart as Einstein. A low characteristic (such as a 2 out of 10), would mean that you were born fairly stupid.

Each MEKTON Character has 10 stats. These are:

Intelligence is an index of how smart you are--how good are you at figuring out puzzles, noticing things, or remembering information.

Reflexes is an index of not just how dexterous you are, but also how well you can perform feats of driving, fighting, piloting and athletics.

To simplify the record keeping process, we use small checkboxes instead of numbers. For example, if your character had 8 torso hits, you would go to the **Torso** section of your **Hit Map**, count out 8 boxes, and cross out all the rest. Each time you were hit, you would cross out one more box for each hit of damage taken, like so: ☐

These are your Character's weapons
The listing shows the type, it's accuracy,
Range, and number of Hits damage
done by the weapon. Fill in the Shots
boxes until you have just as many blank
boxes as your weapon has shots. Each
time a shot is fired, fill in a box until all
have been filled.

Draw your Character
Here.

Name your Character Here.

List your STAT
in these boxes. Use
Pencil so you can
change them if needed

Your BODY TYPE stat has a space not only for the points, but the name itself. Below it, write in all the data related to that Body Type.

This is your HIT map. The Armor section lists blanks for each Hit of damage your current armor can stop. When filled in completely, the armor cannot stop any more damage.

Your HIT map also lists hits for each body area. When an area's boxes are fully blacked in, it is destroyed.

This is your Random HIT Table. When you are hit, roll 1D10 and refer to this to determine where you have been hit. Mark the damage off of the boxes under the specific body area.

Use the back of the sheet for listing possessions, history and long notes

[illegible]

© R.Talsorian Games. Photocopying for personal use only

© R.Talsorian Games. Photocopying for personal use only

[illegible]

Name

[illegible]

MA	Run	<input type="checkbox"/>	Leap
----	-----	--------------------------	------

Body Type
1
2
3
4
5
6
7
8
9
10
11
12
13
14
15
16
17
18
19
20
21
22
23
24
25
26
27
28
29
30
31
32
33
34
35
36
37
38
39
40
41
42
43
44
45
46
47
48
49
50
51
52
53
54
55
56
57
58
59
60
61
62
63
64
65
66
67
68
69
70
71
72
73
74
75
76
77
78
79
80
81
82
83
84
85
86
87
88
89
90
91
92
93
94
95
96
97
98
99
100

Age

Throw

1

8-10

3

4

6

L.Leg

Notes

Your **Cool** determines how well you stand up to stress and pressure. It's also an index of how "together" you are, and how charismatic you appear to others.

Some people are just naturally better at fixing or using machines. Your **Technical Ability** is an index of how well you relate to hardware and other technically oriented things (any skill that requires not only intelligence, but an innate dexterity with tools and an understanding of How Things Work).

Luck is that intangible "something" that occasionally throws the balance of events in your favor. Your luck represents a certain number of points you may use each game session to influence the outcome of an event. To use it, you may add any or all of the points of Luck you have in the game to an important die roll. Remember: while Luck replenishes itself at the end of each game session, if you run out during game play, you're---out of luck!

Attractiveness is a measure of how good looking you are. Attractiveness can be used in trying to charm or seduce possible romantic partners, or even to score a job in commercials and TV. All true anime heroes should have a high Attractiveness Stat!

Movement Allowance is an index of how far you can run (in hexes) per turn. All men or mecha move in *hexes* -- the same way chess pieces move along squares or Monopoly pieces move along the board. (To make it easy to visualize, think of a hex as a six sided "square"). For each point of Movement Allowance, your character can move a certain amount of hexes, based generally upon the type of terrain he is trying to cross. Each **man sized** hex is equal to 2 meters. Each **mecha (or MEK) sized** hex is equal to 50 meters.

Your **Body Type** is an index of how strong you are. Your Body Type also relates to how much damage you can take, how well you can survive stunning blows or wound shock, how far you can throw, and how much you can lift or carry.

Education determines how many things you know how to do and how well can you do them. Your Education Stat determines how many points you will be able to devote towards learning **skills**--the more points your character has, the more it knows.

Money & Family determine how much money your character has on hand at the game's start. This money is important for buying tools, weapons and armor. **Family** also determines what level of society he or she comes from--another way of "fleshing" out the character.

Stat Comparison Chart

Each stat must be rated from 2 (the lowest a Stat can be) to 10 (the highest possible). But how *good* is an 8 or 9 in a Stat anyway? The **Stat Comparison Chart** is designed to give you a *narrative* view of what each stat value means to the character-- for instance, a 10 in Attractiveness may be a good score, but only the Comparison Table will tell you that your character is "Handsome".

*Example: I have decided to play Jeff Ayasha, Mecha Hero. Jeff is **Very Cool, Handsome, an Olympic Athlete, extremely Bright, fixes complex machines** (like his mecha), **has average luck**, is a **track star caliber runner**, is **well educated** and comes from a **poor family**. This sort of narrative "stat listing" is a lot more interesting than describing a guy with a **Cool of 9, an Attractiveness of 10, Reflexes of 10, Intelligence of 7, a Technical of 8, Luck of 6, 18 points of Skills, and 80 crowns (¥) in cash.***

When creating your own character, you should use the Stat Comparison Chart to decide exactly what you want your character to be like. Then, "buy" the description of that aspect of your character from your fund of Character Points.

*Example: I begin with 50 Character Points. I decide to make Jeff an **Olympic Athlete**. I put 10 Character Points into Jeff's **Reflexes** Stat, leaving me with 40 points to put into his other areas. Jeff's **Reflexes** Stat is now 10.*

Referee Created Characters: The narrative form of the Stat Comparison Chart also makes it easy for Referees to create characters the players might encounter in the course of an adventure (known as **Referee** or **non-player characters**). Instead of having to "roll up" a set of stats for an encounter, Referees can simply describe the general level of the non-player character, or **NPC**, and use the point value of that stat level only when called upon.

Lifepath

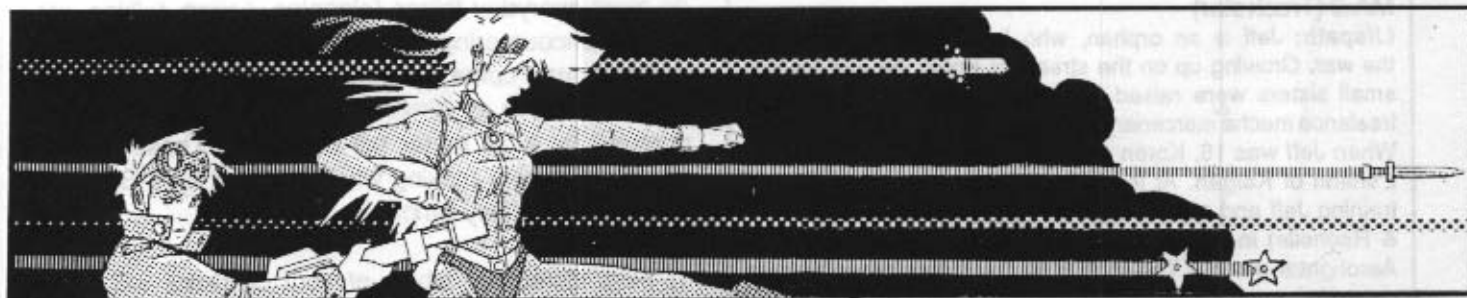
MEKTON is based largely upon Japanese science-fiction adventure cartoons, where many of the plotlines revolve not just around who has the toughest car, jet, spaceship or giant robot, but also upon relationships, vendettas, honor debts and personal desires. All of these things offer a lot to a science fiction campaign, by giving players more to think about than "who's going to blow up the Death Star this week?" To reflect this network of personal history, we have created **LIFEPATH**; a flowchart of "plot complications", so to

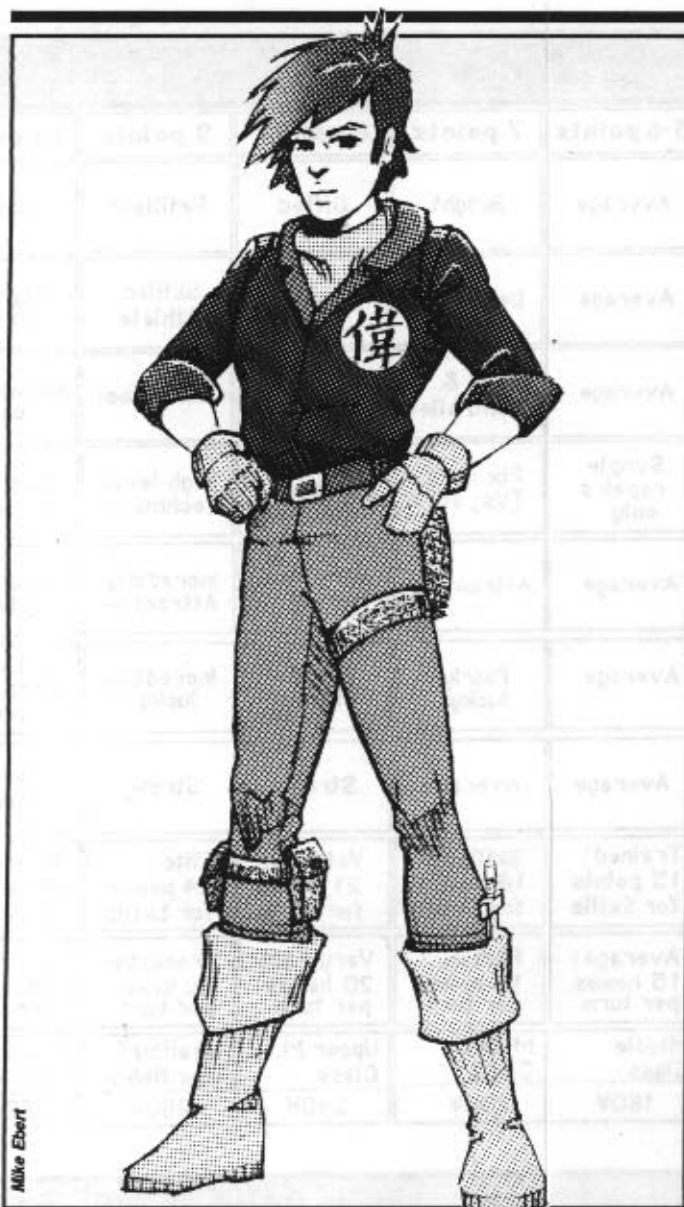
Stat Comparison Chart

Points Spent=	2 points	3 points	4 points	5-6 points	7 points	8 points	9 points	10 points
Intelligence	Stupid	Slow	Dull	Average	Bright	Gifted	Brilliant	Genius
Reflexes	Hopelessly Clumsy	Klutzy	Accident Prone	Average	Dexterous	Athletic	Skilled Athlete	Olympic Athlete
Cool	Bundle of nerves	Easily Rattled	Nervous & Confused	Average	Calm & Controlled	"Together"	Very Cool	Unshakable cool
Technical	Technology is magic	Totally inept	Can use it but not fix it	Simple repairs only	Fix cars, TVs, etc.	Can fix complex machines	High level Technician	Design & Invent
Attractive-ness	Really ugly	Homely	Plain	Average	Attractive	Very good looking	Incredibly Attractive	Beautiful/ Handsome
Luck	The Gods hate you	Unlucky	Rarely lucky	Average	Fairly lucky	Very lucky	Incredibly lucky	The Gods love you
Body Type	Very Weak	Weak	Weak	Average	Average	Strong	Strong	Very Strong
Education	Novice: 6 points for Skills	Unskilled: 9 points for Skills	Self Taught: 12 points for Skills	Trained: 15 points for Skills	Skilled: 18 points for Skills	Veteran: 21 points for Skills	Elite: 24 points for Skills	Master: 26 points for Skills
Movement Allowance	Crawling: 8 hexes per turn	Very Slow: 10 hexes per turn	Slow: 12 hexes per turn	Average: 15 hexes per turn	Fast: 18 hexes per turn	Very Fast: 20 hexes per turn	Trackstar: 22 hexes per turn	Olympiad: 25 hexes per turn
Money & Family	Very Poor 40¥	Poor 80¥	L. Middle Class 120¥	Middle Class 160¥	Middle Class 200¥	Upper M. Class 240¥	Wealthy / Low Noble 280¥	Wealthy / High Noble 320¥

Body Type Table

Body Type	Head Hits	Limb Hits	Torso Hits	Stun/ Shock	Lift/ Drag	Throw Hexes	+Add Dmg.	EV	Suggested Weight Range		Note:
									Male	Female	
Very Weak	1	1	2	4	15 kg	3	0	2	52-56 kg	44-48 kg	To convert kg to pounds, multiply by 2.2. Round all decimals down.
Weak	2	2	4	5	30 kg	6	0	2	60-68 kg	52-56 kg	
Average	3	3	6	6	60 kg	9	0	4	75-85 kg	60-68 kg	
Strong	4	4	8	7	90 kg	12	+1	6	90-100 kg	75-85 kg	
Very Strong	5	5	10	8	120 kg	14	+2	8	110-125 kg	86-95 kg	
1 Kill=10 Hits Lift= How much you can lift or drag in kg. EV=Encumbrance Value + Add= Add this value to to all muscle powered weapons & strikes											





Jeff Ayasha

Int: 7 (Bright)

Reflexes: 7 (Olympic Athlete caliber)

Tech: 8 (Fix complex machines)

Cool: 9 (Very Cool)

Luck: 6 (Average)

Attractiveness: 10 (Handsome)

Skills: 7 (18pts, Skilled level)

Money & Family: 3 (Poor family, 80¥)

Body Type: 8 (Strong)

MA: 9 (Track star)

Lifepath: Jeff is an orphan, who lost both parents during the war. Growing up on the streets of Koriel, he and his two small sisters were raised by an old family friend, a tough freelance mecha mercenary named Koren.

When Jeff was 16, Koren was killed by an old enemy, Duke L'shenn of Kargan. At the time, the wily ex-merc had been training Jeff and a gang of other young volunteers (Bernard & Rachelle) in how to pilot Koren's old Rapier, Scimitar & Aerofighter mecha. The MEKTON Team has sworn to hunt down their mentor's killers and make them pay.

speaking. Lifepath's instructions are written within the text of the path. It's intended mostly as a guide--if you encounter something you don't like about the way your character's developing, feel free to change it as you see fit. Lifepath is divided into 4 sections:

Family History, which tells you where you came from, what your parents are like, and what brothers and sisters you may have as well (always good for a new character should this one be killed. Avenging a dead sibling is one of the classic plots of anime).

Friends & Enemies, which tells you something about your possible allies and enemies in the world, why they like or hate you, and how you might feel about them.

Romantic Life, which gives you some idea of your possible romantic entanglements, tragic love affairs and old flames.

Physical/Personality, which gives you an idea of what you look like, what your personality may be like, and what you care most about in the world.

Skills

Up to now, you probably didn't know enough about your character to decide what he or she would need to know to get through life. But after your **Lifepath** session, you've probably learned a great deal about the problems and challenges in your Character's life. It's time to use this knowledge to get some **Skills**.

Skills are particular abilities related to each of your statistics. They represent things that you have specifically taken time to learn and master (as opposed to your statistics, which only indicate a basic, natural ability at doing something. For example, if you had very good **Reflexes**, you would probably pick up driving a car very easily. But you would not know *how* to drive a car until you had learned the **SKILL** of **Driving**.

How Skills Work

Skills are used to enhance your ability to perform certain actions. Most of the time, your character will be able to do most everyday things (sleeping, eating, talking, etc.) without encountering any difficulties. But occasionally, a problem may come up that isn't covered by everyday situations (such as climbing up a sheer cliff while being pursued by a 24 meter tall war-robot. These types of situations involve making what is known as a **Stat Roll**. The process is fairly simple:

1) First, determine which of your Statistics will be the most appropriate to use in performing the action. For

START HERE

- 1-5** Both of your parents are living (goto B)
- 6-10** Something has happened to one or both of your parents (goto C).

B Roll 1D10 or Choose one:

- 1-4** You get along well with both parents.
- 5-8** You get along well with one, but not the other.
- 9-10** You don't get along with either parent.

Goto D

C Roll 1D10 or Choose one:

- 1** Your parent(s) died in the war.
- 2** Your parent(s) died in an accident.
- 3** Your parent(s) were murdered.
- 4** Your parent(s) have amnesia and don't remember you.
- 5** You never knew your parents.
- 6** Your parent(s) were lost on a secret mission.
- 7** Your parent(s) are in hiding to protect you.
- 8** Your parent(s) defected to the Other Side.
- 9** You were left with relatives for safekeeping.
- 10** You grew up on the streets.

Goto D

Lifepath: Family Background

D Roll 1D10

- 1-6** Family standing is good, even if parents are missing or dead. (Goto G).
- 7-10** Family standing is bad, and you risk losing everything. (Goto E).

E Roll 1D10 or Choose one:

- 1-2** Family lost all titles and lands thru betrayal or bad management.
- 3-4** Family was exiled or sent abroad, and you have returned under an alias.
- 5-6** Family was imprisoned and you alone escaped.
- 7-8** Family vanished. You are the only remaining member.
- 9** Family was murdered and you alone escaped.
- 10** Family lost everything when family fortunes collapsed.

Goto F

F Your Goal in Life is to (Choose or Roll one):

- 1-2** Clear your name
- 3-4** Live it down & forget it.
- 5-6** Hunt down those responsible & "make them pay."
- 7-8** Get what's rightfully yours.
- 9-10** Save, if possible, your remaining family.

Goto G

G

You may have up to 7 brothers and sisters.

Roll 1D10. **1-7** is equal to the number of siblings you have. **8-10** you are an only child. For each sibling, roll 1D10 for (odd=male, even=female), and age relative to yourself (**1-5**=older than you. **6-9**=younger than you. **10**=twin).

Goto H

H

For each brother/sister, choose or roll their feelings about you:

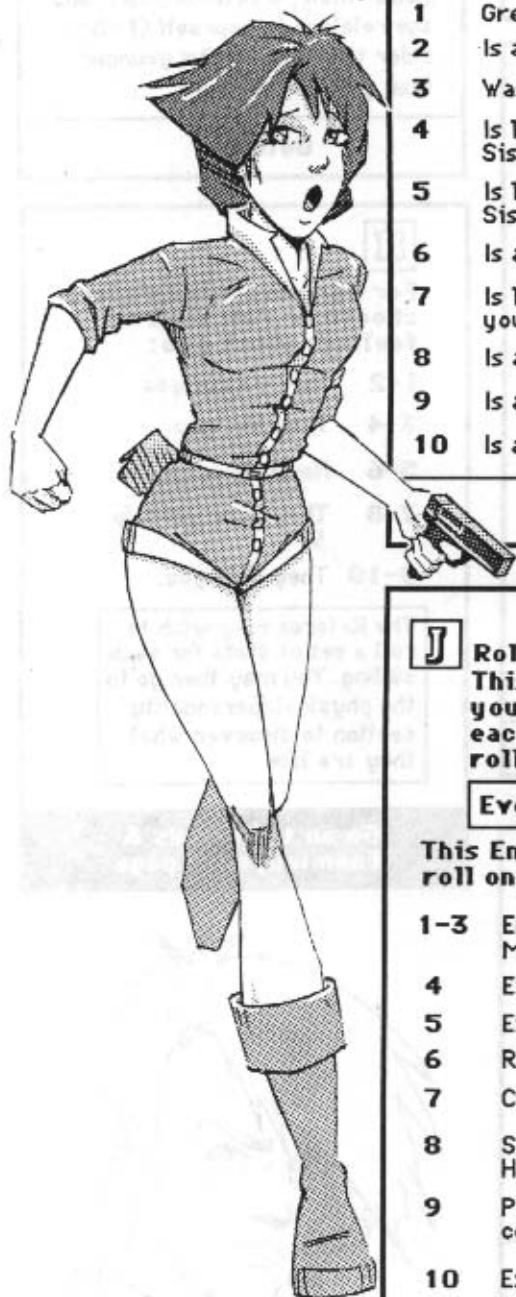
- 1-2** They dislike you
- 3-4** They like you.
- 5-6** Neutral.
- 7-8** They hero worship you.
- 9-10** They hate you.

The Referee may wish to roll a set of stats for each sibling. You may then go to the physical/personality section to discover what they are like.

Go on to Friends & Enemies, next page



Lifepath: Friends & Enemies



I You have as many friends as your current Cool Stat, divided by 2. For each Friend, choose or roll sex on 1D10:

Even= ☐ Odd= ☐

This Friend (choose or roll one):

- 1 Grew up with you.
- 2 Is a Childhood Friend.
- 3 Was an old family friend.
- 4 Is like a Big Brother or Sister to you.
- 5 Is like a Kid Brother or Sister to you.
- 6 Is a Teacher or Mentor.
- 7 Is like a Foster Parent to you.
- 8 Is a Partner or Co-worker.
- 9 Is an old Lover.
- 10 Is an old Enemy.

Goto J

J Roll 1D10 and subtract 2. This is how many enemies you currently have. For each Enemy choose or roll sex on 1D10.

Even= ☐ Odd= ☐

This Enemy is (choose or roll one):

- 1-3 Enemy Agent or MEKTON Warrior.
- 4 Ex-Friend
- 5 Ex-Lover
- 6 Relative
- 7 Childhood Enemy
- 8 Superior Officer or other High Official.
- 9 Person under your command or Lower Official.
- 10 Ex Co-worker or Partner.

Goto K

K This enmity started when one of you (Choose or Roll):

- 1 Caused the other to lose face or status.
- 2 Caused the loss of a lover, friend or relative.
- 3 Caused a major humiliation.
- 4 Accused the other of cowardice or of some personal flaw.
- 5 Caused a physical disability (roll 1D10. 1-2= eye lost. 3-4=lost arm. 5-10=badly scarred).
- 6 Deserted or betrayed the other.
- 7 Turned down other's offer of job or romantic involvement.
- 8 Caused imprisonment or exile of other person.
- 9 Was a romantic rival.
- 10 Foiled a plan of the other's.

Use your best judgement concerning who did what to whom, then goto L

L Choose or roll one:

- 1-4 They hate you
- 5-7 You hate them
- 8-10 The feeling's mutual.

Goto M

M If the two of you were to meet face to face, the injured party would most likely (choose or roll one):

- 1-2 Go into a murderous rage and try to kill the other.
- 3-4 Avoid the other person.
- 5-6 Cause injury in any indirect way possible.
- 7-8 Ignore them.
- 9-10 Verbally attack them

Goto Romantic Life (N)

Lifepath: Romantic Life

N Roll 1D10 or Choose one:

- 1-3 You are currently in a romantic relationship. **Goto P**
- 4-7 You are uninvolved. **Goto O**
- 8-10 You are single and recovering from some kind of "tragic love affair" **Goto Q**

O Roll 1D10 or Choose one:

- 1-2 You date anything that moves.
- 3-4 You're waiting for the "right one".
- 5-6 You're on a personal mission and haven't got time to waste on romance.
- 7-8 You just don't want to get "serious".
- 9-10 Sex? Romance? What's that?

Goto S

Q The reason it "didn't work out" was (choose or roll one):

- 1 They died in the war.
- 2 They were killed in an accident.
- 3 They mysteriously vanished.
- 4 It "just didn't work out".
- 5 A personal mission came between you.
- 6 They were kidnapped or imprisoned.
- 7 They committed suicide or went insane.
- 8 Relatives or social pressures kept you apart.
- 9 They defected to the Other Side.
- 10 A rival cut you out of the action.

Goto R

P Roll 1D10 or Choose one:

- 1 Your lover's friends/relatives hate you.
- 2 Your lover's friends/relatives would get rid of you by any means possible.
- 3 Your friends/relatives hate your lover.
- 4 One of you has a romantic rival.
- 5 You are separated in some way.
- 6 You fight constantly
- 7 One of you is insanely jealous.
- 8 One of you is seeing someone else on the side.
- 9-10 Everything is great between you.

Goto S

R Feelings between you are (choose or roll one):

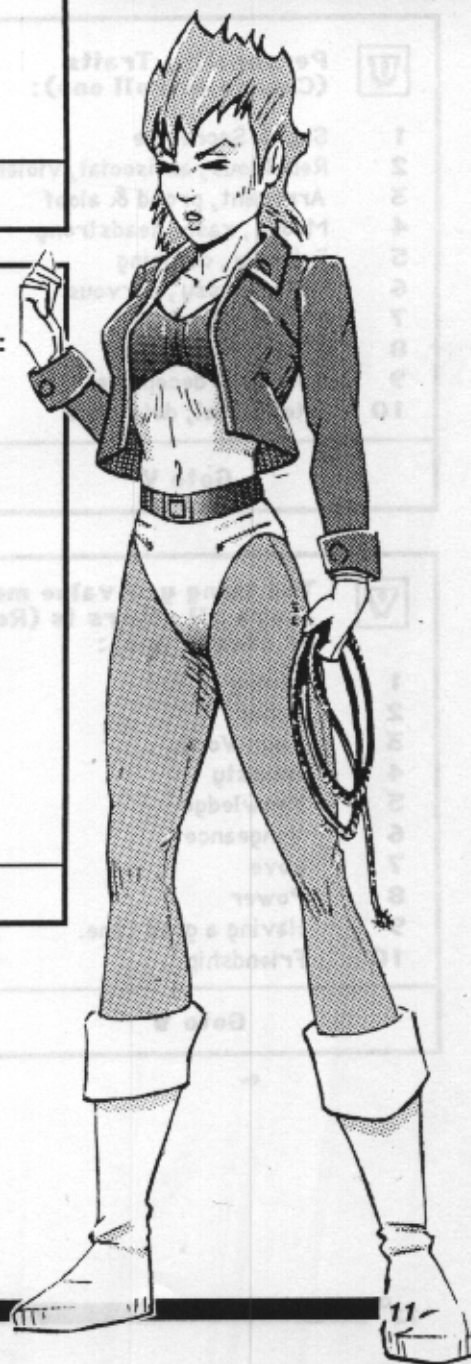
- 1 They still love you.
- 2 You still love them.
- 3 You still love each other.
- 4 You hate them.
- 5 They hate you.
- 6 You hate each other.
- 7 You're good friends.
- 8 No feelings either way.
- 9 You like them, they hate you.
- 10 They like you, you hate them.

Goto S

S

If currently in a relationship, or if your old lover is still around, the Referee may wish to roll a set of Stats for this lover. You may then go to the Physical/Personality section to find out what they're like, then use the section to find out about yourself.

Goto T (next page)



Lifepath: Physical/Personality



Roll 1D10 or choose for each section of the table:

	Hair color	Hairstyle	Eye color
1	Red	Neat	Blue
2	Blue	Long, straight	Green
3	Green	Short, straight	Grey
4	Blonde	Short w/bangs	Silver
5	Black	Swept over one eye	Amber
6	Orange	Long, curly	Brown or black
7	Purple	Long bangs	Gold
8	Silver	Wild all over	Violet
9	White	Frizzy	Always changing
10	Brown	Short, curly	Ruby

Goto U



Personality Traits
(Choose or roll one):

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

Goto V



Your most valued possession is (choose or roll one):

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

Goto X



The thing you value most above all others is (Roll or choose one):

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

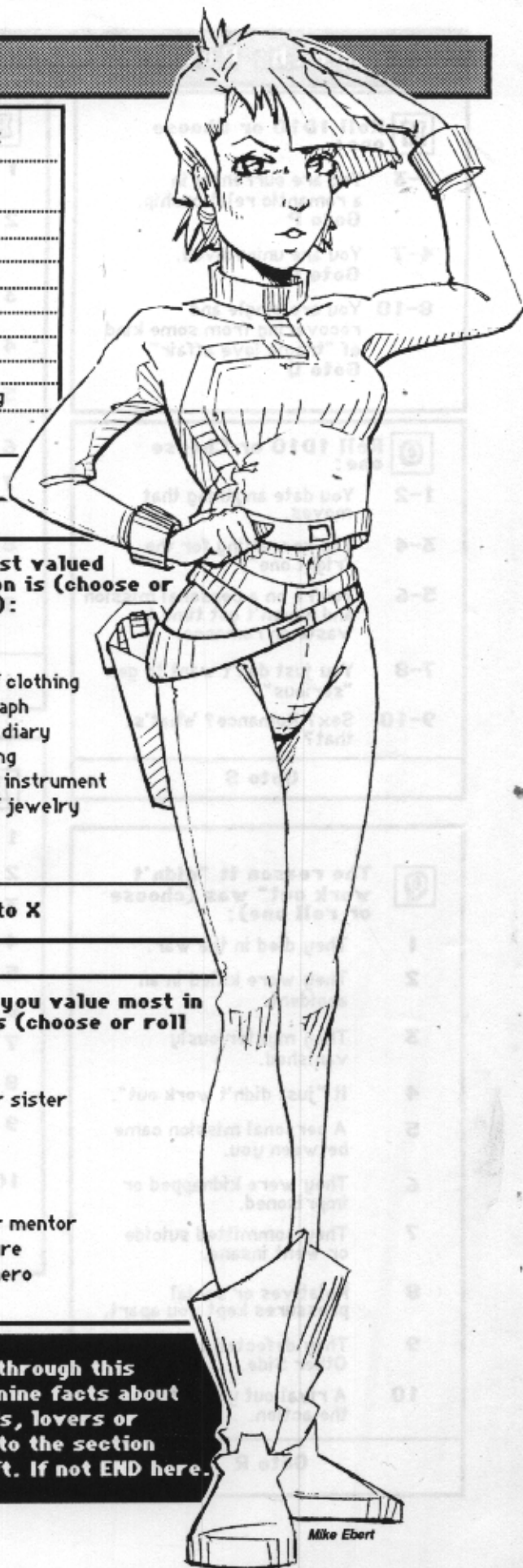
Goto Y



The Person you value most in the world is (choose or roll one):

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

If you are going through this section to determine facts about relatives, friends, lovers or enemies, return to the section you have just left. If not END here.



Mike Ebert

example, if you were planning to stand on your head, your Reflex Stat would be best. If you were trying to figure out a secret code, Intelligence would be the most appropriate. The Referee, of course, is the final arbiter of what Stat fits the situation best.

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

3) Finally, roll 1D10 and add the combined totals of your die roll, your Stat, and your selected Skill.

If you are challenging another player's character, he/she will do exactly as you have done, adding together his/her most appropriate Stat, Skill, and 1D10 roll. Compare each total. The highest total value wins. If the rolls are equal, the **defending** player wins.

Example: Jeff is trying to talk Rachelle into giving him a goodnight kiss. He combines his Charisma Stat, his Skill of "Persuasion", and his 1D10 roll for a total. Meanwhile, Rachelle adds her Intelligence Stat, her Skill of "Resist Lecherous Mecha Jock", and her own 1D10 roll. Rachelle gets a 16, Jeff gets a 14. Jeff gets his face slapped.

Not all of your Stat rolls will be against other players--most of them, in fact, will be against the **Referee**, who will be portraying both people and situations your character encounters. If he is portraying the reactions of another character (called a **Referee** or **Non-player Character**), he will add their most appropriate Stat and Skill together with his die roll. If the challenge is more difficulty related (such as standing on your head or rewiring your MEKTON's sensor suite), he will assign a level of Difficulty from 1 (simple) to 20 (impossible) and add this value into his die roll. The Referee always wins on the highest or a tied roll. In addition, he may also be able to add special **Situational Modifiers** (things like your being under fire at the time, or being wounded while in combat, etc.) to his roll to make your task even harder.

Example: Jeff plans to install a tape deck in his MEKTON. The Referee decides that Jeff's Technical Stat would be most appropriate to the task. Jeff happens to have the Skills of Mecha Tech (+3) and Basic Repair (+2). The Referee rules that installing a tape deck, even in a MEKTON, is not a mecha-related task, because it would be the same type of job whether in the Rapier or a 65' Chevy. Therefore, Jeff must use his Basic Repair Skill.

The Referee also decides that installing the tape deck is



Rachelle Ryalle

Int: 8 (Gifted)

Reflexes: 8 (Athletic)

Tech: 6 (Average)

Cool: 10 (Unshakable Cool)

Luck: 10 (The Gods Love Her)

Attractiveness: 10 (Beautiful)

Skills: 8 (21pts, Veteran level)

Money & Family: 9 (Low Noble family, 280¥)

Body Type: 7 (Average)

MA: 6 (Average)

Lifepath: The daughter of the powerful Ryalle family and 13th in line to the Elaran throne, Rachelle has always lived a pampered and privileged life until recently. Last year, her fiancée Rion was killed during a doomed holding action against Axis forces. She pleaded with Jeff's mentor, Koren, to teach her mecha-fighting skills so that she could join Rion's League companions and avenge him. A rather volatile romance has begun to simmer between Rachelle and Jeff (Jeff spends a lot of time chasing her and she spends almost as much time holding him off), complicated by Rachelle's feelings about her old lover.

Basic Difficulty Levels

Simple Task	10
Requires Training	15
Difficult	20
Very Difficult	25
Impossible	30

Modifiers (add to basic Difficulty Levels as applicable):

Complex Repair	+2
Very Complex Repair	+4
It's "Never Been Done Before."	+6
Don't have the right parts	+2
Don't have the right tools	+3
Unfamiliar tools, weapon or vehicle	+4
Under attack or stress	+3
Wounded	+2
Drunk, Drugged or Tired	+4
In a Hostile Environment	+4
Lack of instructions for task	+2
All the other players are "kibbitzing" while you're trying to do task.	+3
Has never performed this task before	+1
Difficult Acrobatics Involved	+3
Impossible Acrobatics Involved	+5
Information hidden, secret or obscure	+3
Well hidden clue, secret door, panel, etc.	+3
In Zero-Gee	+1
Complex Program	+3
Very Complex Program	+5
Complex Lock	+3
Very Complex Lock	+5
Victim or target on guard; alerted.	+3
Trying to perform secretive task while under close observation	+4

a fairly simple task; about a level 10 Difficulty. He rolls 1D10 and adds the result to this value. Jeff easily beats the Referee's total. After a couple hours of hanging upside down in cramped spaces with a soldering iron and electrical tape, Jeff can now go into battle with "I Love Rock-n-Roll" blasting in 170 watt, quadrasonic sound.

One specialized type of Stat Roll is an **Attack or Defense Roll**. In general, when making these rolls, you will act as in any other Stat Roll situation--however, you will also add special **Weapon Accuracy Modifiers** to an Attack Roll. Defenders have their own Modifiers as well. For a more detailed explanation of the combat process, check the **Combat Section, pg.35**.

How Many Skills Can You Start With?

Your starting number of skills is determined by your level of Education. Cross index your **Education Stat** value with the Education section of the **Stat Comparison Chart**. You have this many points with which to purchase your starting Skills. You may choose to divide this amount up between a lot of skills, perhaps placing one or two points in each, or concentrating your points in a very few skills (making them very powerful). **You may not place more than 10 points into any single Skill.**

In general, we strongly suggest you diversify your skills as much as possible--otherwise you may discover a lot of times when a Handgun Skill of +10 will be useless in writing a computer program or getting a date!

Example: Jeff has 18 Education Points. He puts 1 point into the following Skills: Mecha Pilot, Handgun, Mecha Fighting, Dodge/Escapes, Beam Weapons, Projectile Weapons, Blade, General Knowledge, Streetwise, Persuasion, Programming and Notice. He decides to put three extra points into Mecha Pilot (1+3=4), two extra points into Beam Weapons (1+2=3), and three points into a new skill, Steal Someone Else's Mecha Suit. As Jeff gets into more trouble and gets more experience, he plans to add points to all of his skills, improving them as he thinks they need it most.

Careers

Your character will need to do something for a living, obviously. Not everyone in the MEKTON world is a "mecha jock"---there have to be a few dentists and shopkeepers too, you know. Take a moment out to decide exactly what your character does with his/her time. There are literally hundreds of possible careers in MEKTON-- you can be anything from a rock star who battles mecha-terrorists at night all the way to a grocery store clerk in the local convenience store. To make this a little simpler, we've compiled a list of some common career choices and the skills required to portray them. Notice that many of these skills overlap, allowing the clever and strategic player to combine more than one career path (and you thought we were kidding about the rock star!) Look over our examples, then go select your Character's Skills.

Career List

Mecha Pilot/ Warrior

Handgun
Blades
Hand To Hand
Athletics
Dodge
Mecha Fighting
Awareness
Piloting
Beam Weapons
Missile Weapons
Melee Combat
General Knowledge

Military Intelligence

Interrogation
Persuasion
Infiltration
Charm
Hand To Hand
Handgun
Blades
Streetwise
Lie
Athletics
Intimidate
Avoid Pursuit

Mecha Technician

Mechanical
Electronics
Mecha Tech
Mecha Design
Gen Knowledge
Programming
Awareness
Invent
Research Information
Write
Teach
Handgun

Musician/Singer Dancer

Sing
Dance
Compose
Social
Intimidate
Give Interview
Wardrobe
Personal Grooming
Fasttalk
Awareness
Persuasion
Play Instrument

Scientist

Mechanical
Electronics
Specific Knowledge
Lecture
General Knowledge
Programming
Awareness
Invent

Politician/ Businessman

Lie
Give Interview
Command
General Knowledge
Persuasion
Intimidate
Make Deal
Fasttalk/Orate
Social

Doctor

Medical
Surgery
Diagnose
General Knowledge
Bedside Manner

Space Construction Worker

Aeroshuttle Pilot
Space Navigation
Zero-G Maneuvering
Awareness
Jury Rig
Programming
Handgun
Blades
Athletics
Dodge
Command
Gamble

Adventurer

Handgun
Blades
Hand To Hand
Athletics
Dodge
Awareness
Jury Rig
Programming
Streetwise
Lie
Intimidate
Avoid Pursuit

Writer or Reporter

Write
Fasttalk
Awareness
Persuasion
Interview
Streetwise
Social
Intimidate
Spot Hot Story
Programming
Photography
General Knowledge

Crime Lord

Handgun
Blades
Hand To Hand
Athletics
Dodge
Gamble
Awareness
Streetwise
Lie
Intimidate
Avoid Pursuit
Infiltration

Law Enforcement Officer

Handgun
Blades
Hand To Hand
Athletics
Dodge
Awareness
Streetwise
Intimidate
Interrogation
Persuasion
Infiltration
Shadowing

Game Designer

Handgun
Blades
Hand To Hand
Athletics
Dodge
Streetwise
Lie
Make Deadline
Write Rules
Argue with Editors



Reflex based Skills for Personal Combat

Handgun: You must have this skill to effectively use handguns & needlers. At +2, you can use a handgun effectively on a target range, though combat will still rattle you. At +5, you are as skilled as most military officers or policemen. At +7, you can do the sort of fancy shooting you see on TV, and have begun to get a reputation of being "good with a gun". At +8, you are a recognized gunslinger with a "rep". The very sound of your name makes some people back down in fear. At +10, you are a legendary gunslinger, feared by all except the stupid young punks who keep trying to "take" you in innumerable gunfight challenges.

Rifle: You must have this skill to use rifles effectively (see Handguns for limitations and modifiers).

Automatic Weapon: You must have this skill to use man sized submachine guns effectively (see Handguns for limitations and modifiers).

Knife: This is the skill required for close-in knife fighting, axes, and broken bottles. This skill is not usable with swords, which require the skill Fencing (see Handguns for limitations and modifiers).

Fencing: The required mastery of swords, rapiers and energy blades. A fencing Skill of +3 allows you to be competent with a blade. A Skill of +5 makes you fairly skilled. A Fencing Skill of +6 might win you the National Fencing Competitions. A Skill of +8 will get you a reputation for being a true swordsman of duellist caliber. People like D'Artagnan or Miyamoto Musashi have Skills of +10. They are legendary masters of the blade; the mention of whom will cause all but the stupidest young bravo to run for cover.

Dodge & Escape: This skill is required to dodge attacks and escape grapples and holds. If an attack is made without your knowledge, you may not apply this skill to your Defense roll.

Driving: This skill allows you to pilot all ground vehicles like cars, trucks, tanks and hovercraft. This skill is not useable for piloting mecha. A skill of +3 is equal to that of a very good non-professional driver. A skill of +6 allows you to drive with the skill of a moderately skilled race

driver. An driver with a skill of +8 or greater will be nationally known as a racer, regularly win championship races, and possibly have access to the most advanced ground vehicles available (as long as he makes an endorsement).

Athletics: This skill is required for accurate throwing, climbing, and balancing. It combines the basic elements of any high school level sports program. At +3 and above, you are the equivalent of a real highschool "jock". At +5 and above, you can perform in college level competitions. At +8 and above, you are of Olympic or Professional caliber.

Swimming: This skill is required to know how to swim (see Athletics for details).

Hand To Hand: The skill of fighting man to man with fist, feet and other martial arts moves. Note: By combining certain groups of attacks, it is possible to specialize somewhat in certain styles of Hand To Hand Combat. For example, a player who consistently used attacks such as *Karate Chop*, *Spinning Kick*, *Thrust Kick*, *Lock/Pin* and *Judo Throw* could opt to call this grouping of attacks a Martial Art Skill. A player using attacks such as *Bearhug*, *Body Slam*, *Tackle* and *Drop* might classify this grouping as his Wrestling Skill.

Aircraft/Aeroshuttle Piloting: The required skill needed to pilot spacecraft such as the aeroshuttles and deep space explorers common in the MEKTON World, as well as jets and other fixed wing aircraft. This skill cannot be used to pilot mecha or ground vehicles. A piloting Skill of 1 allows you to take off and land safely in good weather conditions. A piloting Skill of 3 or more makes you a trained pilot, able to engage in most combat situations or bad weather. Pilots with a Skill of 6 or greater are veteran pilots, able to handle themselves in almost any situation, including aerobatic maneuvers. Pilots with a Skill of 9 or greater are so good, they have a rep as pilots, and are widely known among the piloting fraternity for having the "right stuff".

Zero-Gee Maneuvering: You must have this skill in order to use a spacesuit properly or maneuver in low or zero gravity (a condition encountered when your MEKTON is in deep space or on a space station). At a Skill +2 or lower, you

will be at -2 in any reflex based action in Zero-gee. At +3 and above, you can effectively get around in Zero-gee without loss of physical skill. At +6 and above, you are used to Zero-gee and don't even think twice about which side is the floor and which is the ceiling. At +8, you move in Zero-gee like you've been there your whole life--in fact, you can add +1 to any Hand-to-Hand or Athletics actions when in Zero-gee.

Dance: The specific skill needed to become a professional dancer. A trained dancer +4 or greater can successfully dance for payment in small clubs or dance troupes. Dancers +6 or greater will be considered to be of professional caliber, and regularly give performances and have fans. Dancers +9 or greater are of "star" caliber, have a large number of fans, and may be recognized on the street.

Reflex-based Skills for Mecha Combat

Mecha Piloting: You must have this skill in order to pilot MEKTONS and other small vehicles, although it will not cover automobiles or spaceships. Also can be used for detailed maneuvers, like getting into tight places, evading asteroids, or picking up small objects with MEK hands. A piloting Skill of 1 allows you to get a mecha safely from place to place (like to the far end of the hangar or airbase). A piloting Skill of 3 or more makes you a trained pilot, able to engage in most combat situations. Pilots with a Skill of 6 or greater are veteran pilots, able to handle themselves in almost any situation, including aerobatic maneuvers. Pilots with a Skill of 9 or greater are so good, they have an established reputation as pilots, and are known far and wide to all other "mecha jocks".

Beam Weapons: You must have this skill in order to use Beam type weapons. Players with this skill are familiar with the nuances of these energy weapons as employed on both MEKs and Spacecraft. At +2, you can usually hose your target down with fire and hit something. At +6, you can aim well enough to plug a sensor eye at close range. At +9 or better, you can knock a can of beer out of your opponent's hand at 1,000 meters, using a 200mm plasma cannon during a hurricane.

Missile Weapons: You must have this skill in order to use projectile firing weapons and missiles, as well as energy stars and thrown weapons (see Beam Weapons for limitations and modifiers).

Mecha Melee Weapons: You must have this skill in order to use melee combat weapons (swords, axes, clubs, energy melee weapons, etc.) See Beam Weapons for limitations and modifiers.

Mecha Fighting: This is a specific skill used only when you are using a mecha in hand to hand combat. Other Hand to Hand Skills may not be applied to this type of attack (there's a big difference between kicking someone yourself and manipulating a set of controls to make a giant robot suit kick something). In order to perform the same Hand-to-Hand action both as a man and a mecha pilot, you will need to learn the appropriate Skill for each.

Intelligence-based Skills

Awareness/Notice: This skill is the equivalent of a "trained observer" skill, allowing characters to notice or be aware of clues, shadowers and other events. With an Awareness of +2 you will usually spot small pieces of paper with notes on them, doors left ajar, and obvious expressions of lying or dislike. An awareness of +5 or better allows you to spot fairly well hidden clues, notice small changes in expression, and fairly sophisticated attempts to "shadow" you. With an Awareness of +8 or greater, you routinely perform the sorts of deductive reasoning seen in the average TV cop show ("The murderer was left handed because this knife has a specialized handle"). Sherlock Holmes has a +10 Awareness. Players without this skill may only use their Intelligence Stat.

General Knowledge: This skill is the equivalent of a basic high school education, allowing you to know how to read, write, use basic math, and know enough history to get by. General Knowledge of +1 is a basic grade school education. A Knowledge Skill of +2 is equal to a highschool equivalency. A Knowledge Skill of +3 is equal to a college education--+4 or higher is equal to a Masters or Doctorate. At +7, you are an extremely well-educated person, and are asked to play Trivial Pursuit a lot. At +9 and above, you are one of those people who knows a lot about everything (and hopefully has the good sense to keep his mouth shut).

Specific Knowledge: You may use this skill to be an expert on one specific subject, such as rare postage stamps, obscure weapons, a foreign language, etc. At +3, you are the local expert. At +6, you know enough to publish a few books on the subject. At +8 or better, your books are recognized as major texts on the subject, and you could do the talk-show circuit if you wanted to.

Know Language: The knowledge of a foreign tongue. At +2, you can "get by" with speaking the language. At +3, you can actually read a written form of it. At +6 and above, you are fairly fluent, although no native will be fooled by your ability. At +8 and above, you speak and read the language like a native. Each language known requires a separate Know Language Skill.

Programming: The required skill to program, re-program, protect and break



into computer systems. This skill does not allow players to actually do repairs on a computer. With a Programming Skill of +1, you can do simple BASIC programs. A Programming Skill of +3 or better allows you to know some higher level languages and be able to write reasonably complex programs (including video games). Players with a Programming Skill +6 or better are considered to be professionals, who can build operating software, design mainframe systems, and hold down a steady job at your average Silicon Valley firm. With a Programming Skill of +9 or better, other programmers speak your name with reverence ("You invented D-Base? Wow!"), young hackers set out to crack your systems, and any computer software you design instantly gets used

by every business application in the world.

Teaching: The skill of imparting knowledge to someone else (if you don't think this is a skill, you ought try it sometimes). Players may not teach any skill unless they have a higher skill level than the student. The referee is the final arbiter of how long it takes to teach a skill. At a Teaching Skill of +3 or better, you can professionally teach students up to High School. At +6, you know enough to be a college professor (if you wanted). At +9 or greater, you are recognized by others in the field as good enough to guest lecture at MIT or Cal Tech; your texts on the subject are quoted as the major references, and you might have a TV show on the MEKTON World equivalent of the PBS channel ("The MEKTON Connection").

Infiltration: The skill of hiding in shadows, moving silently, evading guards, etc. An Infiltration Skill of +1 is about the level of a very sneaky 10 year old stealing cookies. At +3, you are able to get past most guards or your parents if you've been grounded. At +6, you are good enough to slip smoothly from shadow to shadow and not make any noise. At +8, you are the equal of most Ninja warriors. At +10, you move as silently as a shadow, making the Ninja sound like elephants.

Disguise: The skill of disguising your character to resemble someone else, whether real or fictitious. This skill incorporates elements of both makeup and acting, although it is not the same as the ability to actually be an actor.

Shadowing/Avoid Pursuit: The skills of shadowing and following people. This skill is primarily used in urban or inhabited areas rather than in wilderness (where the skill of Survival incorporates tracking game in the wilds). Knowledge of Shadowing/Avoid Pursuit Skills gives your character an added advantage in avoiding pursuers.

Survival: The required skill for knowing how to survive in the wilds. Knowledge includes how to set traps, forage for food, track game, build shelters, make fires. The average Boy Scout has a Survival of +3. A Special Forces Green Beret has a Survival of +6 or above. Grizzly Adams: Mountain Man of the Wilderness, would have a +9 or +10 Survival Skill.



James Bond at roulette and stand a good chance of breaking the bank.

Technical Skills

Mecha Design: The required knowledge of designing mecha devices. This is a fusion of electrical, hydraulic, computer and mechanical engineering, as applied specifically to mecha. Your character must have this skill in order to design mecha. Mecha Design skills +3 or higher are considered to be capable of designing a mecha suit from the ground up. Mecha Design Skills of +7 or better have a reputation among other designers for producing good, innovative designs. Players with Mecha Design of +9 or better are known as legendary designers--the Calvin Kleins or Ed Lears of mecha creation ("Wow! You bought a Doc Nagano design?").

Basic Repair: The required skills for building or repairing simple mechanical and electrical devices, such as car engines, television sets, etc. With a Basic Repair Skill of +3 or better, you can fix minor car problems, repair basic wiring, etc. A Basic Repair Skill of +6 or better can repair stereos and TVs, rebuild an engine, etc. A basic Repair Skill of +9 or better can build a computer from scratch, put together a race car engine, and maintain most industrial machinery. However, they still do not know enough specialized knowledge to apply it to mecha (just like Mr. Goodwrench doesn't know how to build and service an F-16).

Mecha Technician: The required skill of knowing how to build, repair and maintain mecha. Your character must have this skill in order to successfully do any type of mecha technical work--otherwise, he's in the position of the average man on the street trying to build a B-52 bomber from a tech manual. Mecha Tech skills +4 or higher are considered to be capable of building a mecha suit from the ground up (but not very well). Mecha Tech Skills of +7 or better are known within a limited circle of techs as being really good mechanics. Players with Mecha Techs of +9 or better are so skilled, they are often consulted by other lesser technicians.

Medical: The skill of fixing injuries, diagnosing diseases, and administering medications. Medical Skills +4 or higher are considered Doctor Level, allowing

expert diagnosis and minor surgical skills. Medical Skill +6 and above is considered Surgeon Level, allowing major surgery to be performed. At +10, you can save the Horta, replace Spock's brain, and even cure a rainy day.

Jury Rig: A quick repair skill, Jury Rig is the knack of knowing how to repair and keep machinery together with "bubblegum and a coupla rubber bands." Jury rig is what *Star Trek's* "Scotty" uses to pull the *Enterprise* out of certain disaster week after week, episode after episode. With a Jury Rig Skill of +3 or better, you can fix missing springs, splice wires, etc. A Jury Rig Skill of +6 or better can patch together minor damage, fix wires, make simple hookups, etc. A basic Jury Rig Skill of +9 or better can rig a mecha powerplant to function with half of the important components missing.

Play Musical Instrument: The skill of knowing how to play a musical instrument. You must take this skill separately for each type of instrument played. A skill of +4 or higher will qualify your character to play professional "gigs". A Skill of +8 and above will gain the musician some professional acclaim, possibly with recording contracts and command performances. At +10, you are widely acclaimed, have lots of Grammys, and regularly jam with Eddie Van Halen.

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

Photography & Film: The skill of producing professional caliber photographs or motion pictures. A skill of +2 allows you to make decent home movies. A skill of +4 or better creates work capable of winning amateur contests. A skill of +6 or better will produce work of the level of the average Playboy cover or rock video. A photographer or cinematographer with a skill of +8 or better will be nationally known and probably famous.

Sing: The skill of vocal training. A trained singer +4 or greater can successfully sing for payment at

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

Interview: The skill of eliciting interesting information from an interview subject. This information will be of a more non-specific and personal nature rather than informational (distinguishing this skill from the skill of **Interrogation**, where the user is trying to extract specific information. Example: Barbara Walters interviews. Mike Wallace interrogates). At +3 or better, the subject will usually tell you only information relating to what he/she is well known for. At +6 or better, the subject will tell you anecdotes about the past, pontificate about favorite interests and philosophies, etc. At +9 or better, he/she tells you everything--including personal information about their illegitimate son, the time they stole a cookie at age 4, and the fact that no one ever loved them.

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

weddings or small clubs. Singers +6 or greater will be considered to be of professional caliber, and may have recording contracts and fans. Singers +9 or greater are of "star" caliber, have a large number of fans, and may be recognized on the street.

Pick Lock: The skill required to pick locks and break into sealed containers and doors. At +3, you can jimmy most simple locks. At +6, you can crack safes and electronic locks. At +9 or better, you have a rep as a master cracksman, and are known to police all over the MEKTON World.

Pickpocket: The required skill for picking pockets without being noticed, as well as "shoplifting" small objects. For ideas on levels of ability, see Pick Lock, above.

Cool-Based Skills

Relationships: The skill of forming and maintaining friendships and romantic relationships (this includes seductions). This skill may be used to determine whether or not players can form relationships with other non-player characters and the intensity of these relationships. In certain cases, Referees may want to average this skill with a player's Attractiveness to get a more realistic outcome.

Persuasion & Fast Talk: The ability to talk others into doing what you want. This may be used individually or on large groups. At +3, you can win most debates or convince your girlfriend that the blonde you were with was your sister. At +5, you are a smooth talker of professional caliber. Ronald Reagan has a Persuasion of +7. Hitler had a Persuasion of +9.

Interrogation: The required skill of drawing information from other people and to force secrets out into the open. An Interrogation of +2 or better will allow you to infallibly find out if your boyfriend is lying to you. At +5, you are a professional level interrogator--equivalent to a skilled detective grilling a suspect. Mike Wallace of *60 Minutes* has an Interrogation of +9, allowing him to make even the most powerful people squirm.

Streetwise: The knowledge of the "seamy" side of life--where to get illegal and contraband things, how to talk to the criminal element, avoiding bad

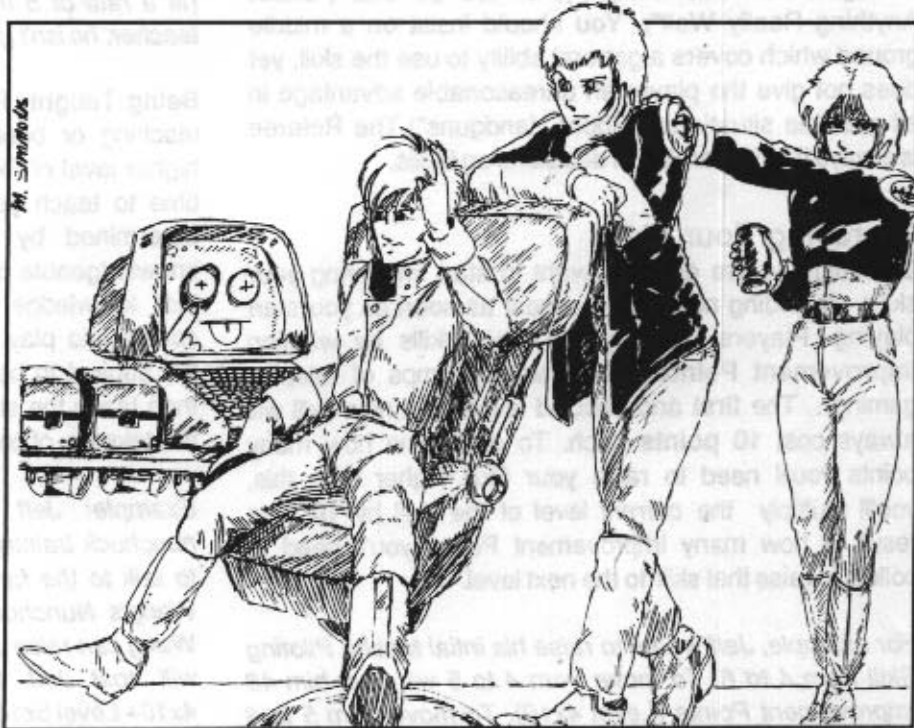
situations in bad neighborhoods. With a Streetwise of +2 or better, you can get "hot" items, score drugs, etc. A Streetwise of +5 would allow you to arrange a murder contract, know a few mobsters who might owe you favors, and be able to call on muscle when you need it. At +8 or better, you could become a major crimelord yourself and skip the middlemen.

Social Skill: The ability to deal with "social situations, like knowing the right fork to use or when not to tell the joke about the farmer's daughter and the travelling MEKTON salesman. A social Skill of +2 or better will allow you to get by at any fine restaurant or social function. At +5, you can lunch with the President with aplomb. No social situation will faze you, no matter what. At +8 or above, you can lecture Emily Post on what's proper.

or better can lead a small band of troops into battle and not get backshot. A leader with a skill of +7 or better can lead the entire Gamelon Empire into battle and look good doing it. James Kirk of *Star Trek* has a Leadership of +11, but you never will.

Attractiveness-based Skills

Wardrobe & Style: The skill of knowing the right clothes to wear, when to wear them, and how to look "cool" even in a spacesuit. Any anime hero worthy of the genre knows how to pick the right cape for the right effect. With a Wardrobe of +2 or better, you are good at choosing clothes off the rack. At +6, your friends ask you for wardrobe tips, and you never buy *anything* off the rack. At +8 or better, you are one of those rare people whose personal style



Intimidate: The skill of getting people to do what you want by force of personality or physical coercion. At +3, you can frighten almost any typical citizen, politician or low-level thug. At +6, you can intimidate Sylvester Stallone or any moderate "tough guy". At +9, you could intimidate Arnold Schwarzenegger.

Leadership: The skill of leading and convincing people to follow you. A leader with a skill of +2 can manage a small office successfully and be respected for it. A leader with a skill of +4

influences major fashion trends.

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

New Skills

You can also invent new skills to cover new needs, should you want to do so. All it takes is determining what the skill allows you to do, what Stat it is related to, and convincing the Referee of your game to let you have that skill. You and the Referee should work together to determine:

- 1) Exactly what does this skill allow you to do?
- 2) How (according to your Character Conception) did you acquire this skill?
- 3) What are the specific limits of this particular Skill (what can't I do with it?).
- 4) What specific Stat is this skill connected to and why?

Referees should be careful to make sure that player skills are neither too specific ("Shoot .45 Caliber Handgun with Laser Sight"), or too general ("Shoot Anything Really Well"). You should insist on a middle ground which covers a general ability to use the skill, yet does not give the player an unreasonable advantage in all possible situations ("Shoot Handguns"). The Referee is always the final arbiter of decisions on Skills.

Improving Your Skills

Obviously, you're going to want to start improving your skills (or adding new ones) almost as soon as you start playing. Players can improve their Skills by winning **Improvement Points** (the trading stamps of roleplay gaming). The **first** and **second** levels of a new skill will always cost **10 points** each. To determine how many points you'll need to raise your Skill higher than this, you'll multiply the *current* level of the skill by **10**. The result is how many Improvement Points you'll need to collect to raise that skill to the next level.

For example, Jeff wants to raise his initial Mecha Piloting Skill from 4 to 6. To move from 4 to 5 will cost him 40 Improvement Points (Level 4x10). To move from 5 to 6 will cost him 50 points (Level 5x10).

There are three ways to collect Improvement Points (also known as IP's): **Study & Practice**, **Being Taught**, and **Direct Experience**. In all three cases, the amount of improvement is determined by the Referee of your game.

Study & Practice: In its simplest form, you get a "how-to" book and begin practicing. Study is pretty tough—you have no idea of where to begin, and no one to correct your mistakes. The biggest limit to this type of learning is that you can only improve your Skill from a level of 0 to a level of 2.

Example: Elly's player decides she wants Elly to learn a little about Computer Programming. She tells the Referee that Elly is going to the Library to take out lots of books on computers, and devote the next two weeks to cramming. The Referee thinks about this. Obviously, Elly is not going to learn how to become a master video game designer out of a book. He rules that for every week that Elly studies, she will earn 5 IP in Programming. However, he also rules that she will never be able to improve her Programming Skill to more than 2 levels (or 20 IP).

Meanwhile, Jeff decides (after watching Enter the Mecha-Dragon on TV), that he wants to learn how to use nunchucks (a type of kung fu weapon). He goes down to the Hangar Bay and practices diligently every day for three hours. After a month of clobbering himself in the back of the head with the 'chucks, the Referee rules that Jeff now has the Skill of "Use Nunchucks", +2 (at a rate of 5 IP per week). However, until he finds a teacher, he isn't going to get any better than that.

Being Taught: Finding a teacher is far superior to self-teaching or book learning. The teacher must have a higher level of Skill than the student, and must have the time to teach you (how long this takes, of course, is determined by the Referee). But even the most knowledgeable of teachers may not be able to transfer that knowledge. That's where the Skill of **Teaching** comes into play. The teacher must average his Skill in the subject to be taught with his teaching skill. He may then teach the student **up** to that level of Skill. How long this takes is, of course, up to the Referee.

Example: Jeff decides to get serious about his nunchuck training. He goes to the local Kung Fu school to talk to the famous martial artist Wang Ho Eye Hop. Wang's Nunchuck skill is +8. His Teaching Skill is 4. Wang can raise Jeff's Nunchuck Skill to a level of 6. This will cost Jeff 140 IP (Level 2x10+Level 3x10+Level 4x10+Level 5x10), and take a pretty long time.

Meanwhile, Elly talks to her friend Marty, a computer programmer with a Skill of 8. While very skilled, Marty doesn't know anything about Teaching (Teaching Skill =0). When averaged (0+8, divided by 2), Marty can raise (in a fumbling sort of way that takes a loooong time), Elly's Programming to a level of 4.

Experience: Still the best teacher (everyone says so, right?). Whenever you do something well, the Referee rewards you with some Improvement Points right on the spot. The problem is that these points will be applied to the Skill you were using when you got the reward. Therefore, if you want to get better in a particular Skill,

it's important to *use* that Skill every chance you get!

Example: After a month of book learning (up to Level 2), Elly gets a gofer job at Didgitdyne Programming. Two weeks pass, with Elly spending each day making coffee, filing invoices, and answering the phone. Her Programming Skill doesn't improve at all, because she isn't using it. Finally, the Boss comes in, muttering about a program he needs that afternoon but doesn't have anyone to do it for him. "Let me!" yells Elly. After applying herself to the program for a grueling hour or so, she finally makes her Skill Roll. The Referee rewards her with 4 IP for all the failed tries, and an additional 6 IP for her successful programming job. Ten more IP and Elly will have improved her Programming Skill to Level 3!

IP Award Table	
Amount	Based on:
1	Used Skills in this area often, even if not effectively
2	Used Skills in this area a lot and effectively
3	Frequent and effective use of Skill
4	Did something out of the ordinary with this Skill
5	Very clever or effective use of this Skill
6	Extremely clever or effective use of Skill
7	Skill use was critical to player in this adventure
8	Skill use was critical to entire group in this adventure
9	Did something really incredible with this Skill

Note: Referee's can award IP as a lump sum to a particular area (for example, a lot of combat could result in awarding a player 8 or 9 points to be distributed over all of his or her Reflex-based skill).

She begins to pester the Boss for more little programming jobs.

Referees should use an even hand when rewarding Improvement Points. One way to do this is to refer to the **Improvement Rating Table** above. The Table is designed to not only reward players for doing things well, but also for demonstrating both roleplaying ability and teamwork.

Reputation: A Great Optional Roleplaying Rule

Reputation is a measurement of things your character may do so well (or badly), that he has actually become well known for them. A reputation for something is



always established by a character's actions, and is then awarded by the Referee. Whenever a character encounters new people in new situations, his reputation may actually influence how they react to him. Sometimes this can be very good. Other times, it can be very bad...

Example: While Bernard fancies himself a great lover, in reality most girls avoid him like the Sassuriger Plague. After a few abortive attempts to ask young ladies out with lines like "Hey, you're real cute for a girl with pimples," the Referee decides that Bernard has gotten a reputation for "being a real dweeb that no girl would ever want to date". He gives Bernard 1 point of Reputation in this. Any girl who meets Bernard for the first time, must make a roll (on 1D10) higher than 1 to not know that he's a drip. If Bernard keeps up his inept romancing, his Reputation will continue to rise, until eventually a new girlfriend will have to roll higher than 10 to not know how awful he is (an impossible task).

Reputation	
Level	Based on:
1	Anyone who was there at the time knows.
2	Stories have gotten around to immediate friends
3	All your co-workers & casual acquaintances know.
4	Stories are all over your local area.
5	Your name is recognized by others beyond your local area.
6	You are known on sight by others beyond your local area.
7	A news story or two has been written about your exploits.
8	Your exploits routinely make the headlines.
9	Your exploits always make the papers and TV.
10	You're (in)famous worldwide.



"Comon' Jeff," pleaded Bernard as they slogged through the crowded shopping Mall. "Five crowns! That's all I need."

Jeff paused to look up through the heavily shielded skylights of the second Mall level. Overhead, he could barely see the twin contrails of Defense Force patrol mecha streaking over the city. "Hmmp." he said finally. "Five crowns, hmmm? What about the ten you borrowed last week?"

"I'll pay it all back at the end of this week. Honest! "

"Hmmm." Jeff rummaged through his ballistic cloth flight jacket for his wallet. "All right," he relented. "Five crowns..." He handed the coins over to Bernard, who clutched at them like a drowning man. "Thanks!" the younger pilot enthused. His bare feet made a slapping noise as he fled down the Mall, cash in hand.

Jeff grunted; shook his head. This time, Bernard had better really buy shoes.

Outfitting Yourself

Money

Your last major step in creating your MEKTON character is to outfit him or her with the tools and weapons of adventure. This, of course, means you're going to need money. Turn back again to the **Stat Comparison Chart**, pg. 7, and cross index your **Family and Money Stats**. Your Character currently has the value of cash as listed on the table. **Note:** The major monetary unit of the MEKTON World is the Crown (or Cr.) worth about 1 U.S. dollar, and usually expressed by the symbols **Cr.** or **¥**.

Encumbrance

In MEKTON, things not only cost money—they also have weight. The more you carry, the more loaded down you are; and in turn, the slower you move. Turn to the **Body Type Table**, pg.7, once again. Each Body Type has an **Encumbrance Value (EV)**. Divide the total weight of all you are carrying by this value, then subtract the result (rounded down) from your character's MA. We have listed the weights of all armor, weapons and gear in their closest kilogram values.

Weapons

The world of MEKTON is dangerous--filled with nasty, snaggle-toothed creatures itching to take a chunk out of your newly created MEKTON character's hide. And those are just the people. The first thing you're going to want to do with your money is buy some armor and weapons. Following are descriptions of the possible

weapons, armor and gadgets of the MEKTON universe, as well as **Fast Reference Tables** for prices and availabilities.

Handguns: The most common type of weapon in the MEKTON universe is the **chemical slugthrower**, commonly known as the "gun". The popularity of the gun stems from the long list of advantages common to all slugthrowers; they are cheap, easy to maintain, and a 12mm chunk of high carbon steel moving at twice the speed of sound will usually knock a 200 lb man off of his feet with one shot. MEKTON World handguns differ from earlier models in that they are often made of high density plastics instead of metal, and utilize advanced chemical propellants that move a bullet at incredible velocities. These bullets are usually packed as "caseless" ammunition, requiring no brass shells, and have loads of depleted uranium or collapsed molecular steel. The guns themselves are vented and shock-damped to reduce the effects of recoil, and come in a wide variety of bore sizes. Reloads cost 10¥ per clip.

Gyrojet: Gyrojet or "rocket" pistols were developed by the Kargan military as a type of low-recoil weapon for space assault. The pistol fires a self-propelled load which is spring ejected from the barrel, then ignites its own propellant once clear. While not entirely recoilless, rocket pistols can be used effectively both in space and planetside. Ammunition, however, is expensive (25¥

per clip) and extremely hard to come by, making it primarily a military weapon.

Needlers: A compressed air powered weapon that is cheap and easy to maintain, **needlers** fire tiny metal needles at speeds high enough to pierce armor. The needles are too small to cause more than minor damage, but are often coated with poison or sleep inducing drugs, making them an excellent weapon for assassins and the non-violent alike. Reloads cost 10¥ per clip.

Energy Guns: Also called **Power Guns**, these are weapons designed primarily for space and anti-mecha combat. They can be dialed from 1 Hit of damage up to 10 Hits (1 Kill), taking this energy from a 50Hit powerpack worn on the belt (*Example: you have 50 shots of charge in your Energygun. You dial it up to 8Hits and fire. You now have 42 points of charge left*).

Energyguns have the advantage of being powerful enough to hurt mecha. However, they are rare (a 2 in 10 chance of availability at any given time), incredibly expensive, and recharge at the rate of 10 points per hour.

Rifles: Most MEKTON handguns have larger rifle versions in similar calibers. Rifles have the advantage of increased accuracy over long ranges; they also have the disadvantage of greater weight and size. In general, rifle rounds are longer, more powerful, and not usable in handguns, even of the same caliber. Most reloads cost 10¥ per clip, with the exception of Gyorifles (25¥ per).

Automatic Weapons: Submachineguns are automatic weapons which normally fire handgun type rounds. All machineguns can be fired in two ways: single shot or burst. The mechanics of using autofire weapons are more fully explained in the **Combat Section** of this rulebook. Certain rifles are also capable of automatic fire, using rifle rounds rather than smaller handgun loads. Reloads cost 20¥ per clip.

Shotguns: Shotguns scatter lots of small pellets over a wide area. They come with either one or two barrels, and may be "sawed off" to a barrel length no less than 18 inches. Single barrel shotguns fire into one hex at a time, but with a double barrel shotgun, you can fire into two adjacent hexes as one attack, or into one hex twice. Reloads cost 2¥ per shell.

Personal Weapons

Projectile Weapons	Damage	SH	BV	WA	WT	Cost	RNG
EDF 9mm Automatic	1D6+1	12	NA	+1	.8kg	75cr.	24H
Kargan Gyrojet Pistol	1D6+3	10	NA	-1	1.3kg	150cr.	32H
ADF 7.65 Automatic	1D6	12	NA	+0	.7kg	100cr.	22H
EDF Submachinegun	1D6per hit	30	5	-2	2.7kg	300cr.	50H
MA-4 Needler	Sleepdart	12	NA	-1	.9kg	100cr.	20H
EDF A-13 Standard Rifle	1D6+2	9	3	+0	4.1kg	200cr.	100H
Kargan AZ-1184 Gyorifle	1D6+3	10	NA	+1	6.1kg	250cr.	200H
MA-9 Two-barrel Shotgun	1pt. per hit	5	NA	+2	3.0kg	250cr.	20H
Weapon Type	Damage	SH	BV	WA	WT	Cost	RNG
Tech 21-11 Energygun	1-10 variable	10	NA	+2	5.0kg	600cr.	200H
Tech 21-Y3B Plasmablade	1D10	10*	NA	+1	3.0kg	600cr	1H
Dagger	1D6/2	NA	NA	+1	.2kg	10cr.	1H
Rapier	1D6	NA	NA	+1	.8kg	20cr.	1H
Broadsword	1D6+2	NA	NA	-1	2.8kg	50cr.	2H
Axe	1D6+1	NA	NA	-1	1.3kg	40cr.	1H
Polearm	1D6+1	NA	NA	+0	1.2kg	20cr.	4H
Bow	1D6	12**	NA	+0	.6kg	40cr.	40H
Compound Bow	1D6+2	12**	NA	+0	.8kg	60cr.	100H
F-93A Tech Crossbow	1D6+1	10**	NA	+1	1.1kg	120cr.	50H
Frag Grenade	1D10	1	NA	+0	.9kg	50cr.	Throwing
Sleep Grenade	Sleep	1	NA	+0	.9kg	60cr.	Throwing
Nunchaku	1D6	NA	NA	+1	.5kg	15cr.	1H
Sai	1D6	NA	NA	+1	.4kg	20cr.	1H
Tonfa	1D6	NA	NA	+1	.4kg	15cr.	1H
Shiriken	1D6/2 group	1	10/2	-1	.1kg	10cr.	Throwing

**Per quiver. *May be activated for up to 10 turns SH= number of shots in clip RNG=Range WT=Weight
BV=Burst value (number of shots per attack) WA=Weapon Accuracy

Blades: With hand to hand combat in space becoming more commonplace in the MEKTON World, the need was recognized for a good, all purpose weapon that wouldn't punch a hole in a pressure hull, just an opponent. It didn't take long for some student of ancient Algolian military technology to convince a machinist friend to turn out a few light, serviceable **swords** and **rapiers**. In the MEKTON universe, swords are commonly worn and used, and fencing has become a highly developed art. In low-gee, the rapier is the most effective blade weapon, with the **fighting knife** or **dagger** close behind. **Axes**, **broadwords** and other blade weapons are all less common in space, as these all require some kind of stable foothold for a good swing. However, blade weapons are become more common planetside as well, as MEKTON spacers get used to carrying and using their lethal anachronisms.

Plasma swords: Plasma swords are actually superpowered flamethrowers—projecting a narrow jet of superheated plasma about 3 feet long, held in check by a magnetic bottle so powerful it can even make solid contact against another plasma blade (the only thing that can stop it, in fact). The plasma jet comes from a cannister of incredibly volatile fuel under tremendous pressure, carried in a belt pack. The flame can reach temperatures of over 10,000 degrees; enough to instantly vaporize metal or flesh. Fuel cannisters cost 50¥, last 10 consecutive turns.

Archaic Weapons: In certain areas of the MEKTON World, the lack of parts and ammunition has limited the use of handguns and other high tech weapons. Among these so called "archaic weapons" are **Polearms** (usually poles about 6 feet long, tipped with some type of blade or axe-head), **Bows** (plastic or wood versions much like those used by Robin Hood), **Compound Bows** (high-tech fiberglass versions of regular bows, which use a system of pulleys and cables to vastly increase the power and accuracy of the bow) and **Tech Crossbows** (riflelike weapons with high-tensile steel "bows" capable of firing repeating clips of "bolts" as fast as you can cock them. Reloads cost 10¥.

Martial Arts Weapons: No Japanese animation-based game would be complete without a few martial arts type weapons. The original colonists of the MEKTON World integrated several types of "kung fu" type weapons (as well as the fighting arts themselves) to Algol. With the exception of Shiriken, these are all hand held weapons, which can be used for parrying as well as attacks. Included are **Nunchaku** (two steel or wooden rods connected by rope or cable to create a deadly clubbing tool), **Sal** (two steel spikes, one for each hand, used to stab or catch other weapons), and **Tonfa** (two metal or wood L shaped sticks, designed for clubbing or

blocking). **Shiriken** are small, pointed throwing "stars", often tipped with poison. They are always considered to be thrown in "handfuls" (no actual number need be specified. Just keep track of how many handfuls you have).

Grenades: Grenades are particularly nasty explosive devices with a variety of effects. MEKTON World grenades are designed with small digital timers (10 seconds to 60 minutes), and magnetic or double sided tape strips to affix them to doors, walls, or nearby mecha. When a grenade explodes, it affects everything in the immediately adjacent hexes, out to a distance of 2 man-scaled hexes out from the center, causing whatever damage or effect is specified by the grenade type (see the combat section on **Grenades**, pg.42).

Mesh & Combat Armors

F4 Ballistic Mesh (Syntactics Design Inc.)

Description: Depending on level of armor, Ballistic mesh may be tailored to resemble regular clothing, military fatigues, etc. Comes in 4 levels, from 3 to 6 Stopping Power.

At 3 points SP: resembles regular cloth, slightly thicker, in a variety of textures and colors.

At 4 points SP: resembles heavy wool or khaki in most colors.

At 5 points SP: resembles padded or quilted fabric in most colors.

At 6 points SP: resembles very heavy quilted fabric and only comes in red, blue, green or khaki.

To use: determine number of points of SP will cover each body area. Ballistic mesh may be formed into headgear as well as clothing. Add together costs for each area covered.

SP	3	4	5	6
Cost	5¥	10¥	15¥	20¥
Wt.	.1kg	.2kg	.3kg	.4kg

Millitex Inc. Multipolymer Combat Armor

Description: Resembles white, silver or grey plastic plate armor. Designed to withstand abrasion, impact and penetration of up to 50 cal shells. An outer refractive layer reflects laser and plasma bolts. **To use:** determine how many points of SP will cover each body area. Combat Armor comes as **torso protectors**, **leg covers**, and **arm covers**. **Helmets** must be purchased separately.

SP	5	6	7
Cost	30¥	40¥	50¥
Wt.	.5kg	.8kg	1kg

Armor

Weapons in MEKTON cause serious amounts of damage. A single shot at close range with a heavy caliber handgun will probably kill an unprotected man instantly. Our MEKTON personal weapons are extremely deadly because they are largely based upon existing weapons of today, allowing you to translate the effects of real handguns and rifles into a game system. That's the bad news. The good news is that the MEKTON World also offers a number of sophisticated types of protection to allow your character to survive longer than his first firefight. **Each type of armor has two characteristics: Stopping Power and Staged Penetration.**

Stopping Power: Each level of armor has its own **Stopping Power (SP)**. When you are hit, subtract the current SP value from the amount of damage. The remaining damage (if any) will then be subtracted from the hit area.

Staged Penetration: MEKTON armor works on the idea of Staged Penetration. Each time the armor of an area is hit by a **single attack**, it loses one point of its Stopping Power. When it reaches 0, the armor will no longer stop damage.

Example: Elly is in the middle of a serious firefight, in which she takes a solid 6 hit slug in the torso. Luckily, she is wearing armor with a Stopping power of 5. Elly would subtract this 5 from the 6 Hits of bullet damage. 1 Hit would continue through to damage her torso, leaving a messy but minor flesh wound. On the next attack, her torso armor would only stop 4 Hits of damage.

ARMOR TYPES

Ballistic Mesh: The most common type of protection in the world of MEKTON is Ballistic Mesh--a woven plastic with a dense metal fiber intermeshed. Ballistic Mesh can easily be integrated into jackets, pants, hats and even formalwear. You may place **up to 6 Stopping Power Points** of mesh on any one location as part of your clothing. Up to 3 points, the mesh resembles everyday cloth to most observers (it even comes in a variety of colors and textures). At 5 points, the mesh is prone to make clothing bulky and "combat fatiguelike".

Combat Armor: Incorporating impact plastics in a rigid plate-form, Combat Armor may be anywhere from **5 to 7 points** on each location. You may buy a complete suit, or sections (leg, torso and arm protectors).

Flight Helmet: When piloting your mecha, you may also want to wear a **Flight Helmet (SP of 8)**. These helmets are made of the same high impact plastics as

Combat Armor. They have adjustable faceplates (full to half-face adjustment) with anti-dazzle stepdown lenses, radios, and plug-ins for MEKTON "red-eye" systems and controls.

Light Spacesuit: Lightly constructed, these suits are designed to be worn while piloting mecha in space, or on short trips into vacuum. They have a 3 hour air supply, and are equipped with a maneuver pack powerful enough for simple movements in zero-g. Spacesuits automatically have an **SP of 6**, based on the weave and structure of the suit's design. All spacesuits are automatically self sealing, and can seal off up to 6 Hits of puncture damage.

Military Spacesuit: Heavy duty versions (**SP of 10**) of the light suit, these designs incorporate armor plates and meshes, as well as heavier helmets (**SP of 12**). They have a 6 hour air supply, as well as food and water. They may be equipped with maneuver packs, allowing greater maneuverability in zero-g conditions. These suits are also self sealing, up to 10 hits in damage.

Spacesuits & Helmets

Aerodesign 8100 Light Spacesuit

Description: a basic EVA and flight suit, designed for short excursions in space (3 hour air supply). **Cost: 250¥. SP: 6, all areas except head. WT: 2kg. Helmet must be bought separately.**

Aerodesign Industries M-44 Military Spacesuit

Description: an extremely rugged combat and spacesuit with a 6 hour air supply, food/water for 2 days. Standard "grunt" suit of all MEKTON world forces. **Cost: 400¥. SP: 10 body, 12 helmet. WT: 8kg.**

Tech 21-ADF Flight Helmet

Standard flight & combat helmet for mecha pilots, with radio, telemetry and "red-eye" hookups. **Cost: 50¥. SP: 8 WT: 1kg.**

Gadgets & Gear

These are things the well dressed MEKTON adventurer might want to carry along on a mission. Like weapons and armor, these too have Encumbrance values. The projected technology level of the MEKTON World is somewhat similar or higher than that of 20th century Earth--in general, if it exists on Earth today, MEKTON characters will probably be able to find an equivalent in their universe. We suggest the enterprising Referee might do well to pick up a Sears and Roebuck Catalog (Sears has everything) for general things, and a Sharper Image type catalog for the really exotic goodies (like the radio that lets you sing in the shower or the electric footwear for your pet).

Adventurer's Gear

Airmask (Wt=.5kg Cost=10cr): Attached airbottle lasts for 1 hour. Not for diving. Replacement bottles cost 3cr.

Spacesuit Patches (Wt=0 Cost=1Cr for 5): Each patch can seal up to 4 hits of damage.

Goggles (Wt=.01kg Cost=2cr) Protection from dust, light, smoke.

Amplified Goggles (Wt=.2kg Cost=20cr): These goggles have a built-in light amplifier to penetrate smoke, dust and darkness. You must have at least dim starlight present in order to see with them.

Gunsight (Wt=.2kg Cost=50cr): Mounted on any handgun or rifle, this increases your WA by 1.

Laser Gunsight (Wt=.2kg Cost=100cr): As a regular gunsight, using a low-power laser to project a small red dot onto target up to 16 hexes, increasing WA by 2.

Cutting Torch (Wt=1kg Cost=15cr): Small oxy-acetylene torch which can cut through 1 inch of metal at a rate of 1 meter per turn. Gas will last for 20 turns. Refills cost 1cr. each.

Recording, Communications & Sensors

Tape Recorder (Wt=.5kg Cost=30cr): Small micro recorder with mini-compact discs that record up to 2 hours of information. Directional mike can pick up sounds up to 8 hexes away.

Compact Laser Disks (Wt=0kg Cost=5cr): The standard recording media of the MEKTON World. CD's can be used to record both sight and sound images. Each CD holds up to 2 hours of information.

Binoglasses (Wt=.7kg Cost=30cr): High tech binoculars with special attachments that allow you to read distance from viewed object. You can view a mansized object clearly at 10 miles, and read print at 50 hexes (2500 meters). More expensive versions have filters and IR scanners to allow you to see through smoke or darkness. The most expensive binoglasses have built in minicameras to photograph images.

Communicator (Wt=.1kg Cost=20cr): Small handheld radio with 6 separate bands. Band 1 is usually military; you may purchase specialized crystals to "customize" the other 5 bands. Communicators may also be designed into small head-sets, earrings, jewelry or into Flight helmets.

Microcam (Wt=1kg Cost=300cr): Small hand held video camera. Output is recorded on a small "CD" laser disk.

Minicam (Wt=.2kg Cost=50cr): Tiny camera for spywork, with built in flash. There are two types of film; a 2cr., instant developing type, and a 1cr. must be processed type. Both have 20 exposures.

TTL (Tracers, Trackers & Listening) Devices: These are all devices used for surveillance work. They are about the size of a dime and can send signals up to 3km. Trackers send their signals to any adapted Logcompass, which then prints out the path of the tracked unit. Listening devices send their signals to any adapted communicator or radio. Tracers placed on phone line allow you to locate the origin of any calls going through that phone line. This information is then read out into any adapted Logcompass, which gives the coordinates of the caller. (Wt=0kg Cost= 10-20cr)

TTL Jammer (Wt=.2kg Cost=50cr): A small electronic device that locates and jams TTL devices in a circle 3 hexes around itself.

Personal Electronics Logcompass (Wt=.2kg Cost=20cr): Small electronic compass that records both direction and distance travelled, using a gravity reading sensor. A small screen in the bottom allows you to "replay" a sequence of directions, such as "travel west 4 miles, go due north 5 miles, etc..."

Techscanner (Wt=.5kg Cost=200cr): A small handheld computer which can be connected to diagnostic inputs in most mecha and complex machinery. Techscanners can run diagnosis programs, identify damaged components (Successful identification is 1-6 on the roll of 1D10), and display schematics of internal systems on a small, built in screen.

Medscanners (Wt=.5kg Cost=200cr): Medscanners are small handheld computers with a library of almost every known injury or disease. A diagnostic program will read data entered into the scanner and identify the most probable disease/injury, prognosis, and recommended treatment (Successful identification is 1-6 on the roll of 1D10). In addition to the readout screen on the top of the medscanner, there is a cable & sensor attachment which, when placed on the body, will monitor heartbeat, temperature, respiration, blood sugar, and brain wave functions.

Bioscanners (Wt=.5kg Cost=200cr): Minicomputers much like a medscanner. The library program holds data on almost all known animal, vegetable and mineral forms present on Algol. A keypad allows the user to enter data on animal and vegetable life and compare it to the library program (Successful identification is 1-6 on the roll of 1D10). A small laser spectrogram allows the user to vaporize mineral samples, read the spectrum of the vapor, and identify the material from the library memory.

Camping & Expedition Gear Carryall (Wt=.1kg Cost=10cr): A small nylon bag with adjustable straps to form a pack or handbag.

100ft (16 hexes) Rope: Lightweight, high-grade climbing rope, with a tensile strength of 500 kg. (Wt=1kg Cost=20cr)

Flashlight (Wt=.2kg Cost=2cr): Small handheld beam, illuminates a line up to 20 adjacent hexes (40 meters) Battery lasts indefinitely.

Torchlantern (Wt=.5kg Cost=10cr): Larger, camp type lantern, mounted on a pole or tripod. Lights a circle 6 hexes (12 meters) out from the center of placement.

Sleeping Bag (Wt=1kg Cost=25cr): One person bag, good to temperatures down to -60 degrees,F.

Inflatable Tent (Wt=1kg Cost=50cr): Sizes vary. Will keep internal temperature constant at 70 degrees for up to 20 hrs., using a portable, built in heating/cooling unit

(which also doubles as the inflator).

Canteen (Wt=.5kg full Cost=5cr):
Water for one person, one day.

Waterjug (Wt=1.5kg, when full Cost=10cr): Water for 1 person, 4 days.

Dried Food (Wt=1kg Cost=20cr):
Food for 1 person, 1 week.

Campkit (Wt=1kg Cost=20cr):
Includes 1) gas stove with fuel for 10 hrs.
2) mess kit. 3) shovel.

Diving Gear (Wt=9kg Cost=150cr)

Includes 1) recycling full face mask and gill. 2) swim fins. 3) spear.

Specialized Toolkits

Tech Toolkit (Wt=1kg Cost=100cr): High impact plastic toolchest contains: 1) 3 adjustable combination wrenches to fit all sizes of nuts and bolts. 2) Universal adjustable socket wrench. 3) Full set of pliers, screwdrivers. 4) Mini-tools for working on small devices. 5) Combination hammer & prybar. 6) Electrical tape. 7) 40 meters of wire. 8) Spray lubricant. 9) Spray plastic insulation. 10) Plastic filler putty. 11) Visegrips. 12) Assorted nuts, bolts, screws, fasteners.

Medkit (Wt=1kg Cost=100cr):
High impact plastic "doctor's bag" contains: 1) Local Anesthetic. 2) Sythe-flesh spray for covering wounds & burns. 3) Antiseptic spray. 4) Micro Surgical kit (scalpels, forceps, etc.). 5) Pan spectrum antibiotic. 6) Truth Drug. 7) Stun-Stim. 8) Poison Neutralizer. 9) Sleep Drug. 10) Speed Booster. For details on the effects of these drugs, check the **Medical Section, pg.54.**

Micro Tools (Wt=.2kg Cost=10 cr): Set of small tools for picking locks, working on micro circuits, etc. Comes in a small black bag with circuit jumper cables, wirecutter/wrench tool.

M11-5 Man Portable Plasmagun

Description: Man carried version of the MEKTON weapon, operating off of a 3 shot charge pack.

Range: 2 MEK scaled hexes (75 man scaled), **WA=0.**

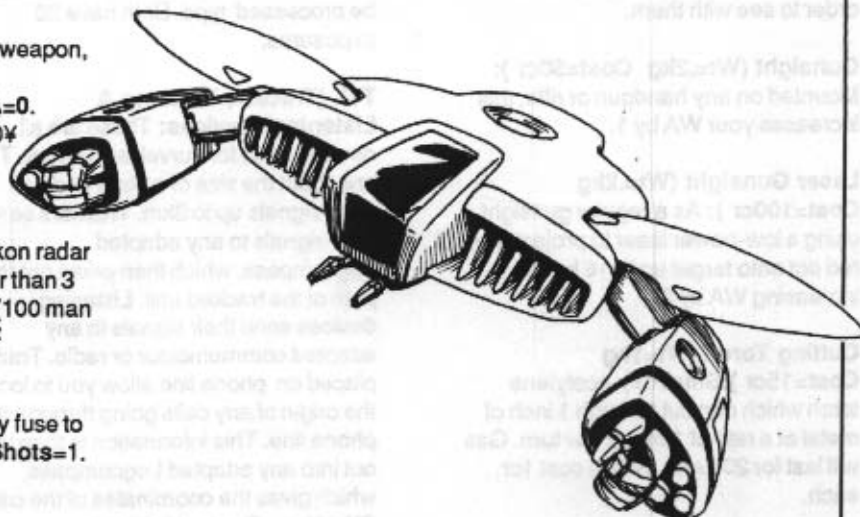
Damage=3K. Cost=2000¥. Recharge packs=200¥

EDFA Man Portable Missile Launcher

Description: Man carried missile tube. A simple lockon radar allows user to target any mecha-sized object (larger than 3 meters by 3 meters). **Range:** 4 MEK scaled hexes (100 man scaled). **WA=1. Damage=2K. Shots=1. Cost=200¥**

PKT Industries Anti Mecha Mine

Description: Can be buried with magnetic proximity fuse to detonate when a large metal mass passes over it. **Shots=1. Cost=120¥. Damage=6K**



Computers & Mini-Mecha

Recent advances in MEKTON World technology have produced a number of fairly advanced computers. These exist both as pocket and mini-computers, as well as extremely simple robots or **mini-mecha**. When using computers in MEKTON, you will have to consider two aspects of the computer: **memory** and **programs**.

Memory in MEKTON World computers is represented by what we call the **page** system. In this extremely simple system, the player merely writes what the computer has recorded on a series of 8 1/2 by 11 notebook sheets. A computer with a 10 page memory, for example, would "remember" whatever you could cram onto both sides of 5 sheets of notebook paper. To change information, you merely erase what has been written. This information can be facts, dates, names, music, pictures, word processing data or conversations. Remember that if you are not particularly exact in your writing of the information, the Referee is under no

obligation to tell you what you've forgotten. A simple sentence like "Know the secret password" could be disastrous when the Referee demands that you produce the actual word!

Programs are actual things the computer knows how to do. They will always be simple, "**one sentence**" programs, such as "Run random numbers to break a code sequence." or "Play chess". Programs will not be complex instructions like "Break into computer system and read all the data therein into memory." A computer may only run one program at a time (which, while not entirely *realistic*, helps preserve game balance). You must write your programs on one of your memory sheets.

Referees should be very careful when allowing players to create programs. Like Skills, programs should be very specific and limited in interpretation (for instance, a

program like "Break into Codes" is far too general, because it doesn't take into account things like the complexity of the code and the skill of the programmer. "Run random numbers to break a code sequence." is far better). If a program seems to be getting out of hand, Referees should not hesitate to eliminate it from the player's arsenal, perhaps by making it "crash" the computer when it is run, or by making it so large that it uses up all the available programming space. One should always take into account both the complexity of the program and the skill of the programmer when calculating the chances of a successful Programming Roll.

MEKTON World computers use laser disks for information storage. Each laser disk is the equivalent of one half-side of a "page" of information. You can purchase extra disks at anytime to store large amounts of information, such as your "great MEKTON Novel" or your "little black book"...

The following computers are available in the MEKTON World:

Pocket Computer (Wt=.2kg. Cost=300cr):

Minicomputer about the size of a hand calculator. You may store up to 1 "page" of memory (i.e.; things the player has written down on up to 1 page of paper which are considered the computer's "memory"). In addition, a pocket computer can hold up to 3 sentences of programs.

Micro Computer (Wt=.8kg.Cost=600cr): Laptop computer about the size of a notebook. Micros may hold up to 2 "pages" of memory, and up to 6 "sentences" of programs.

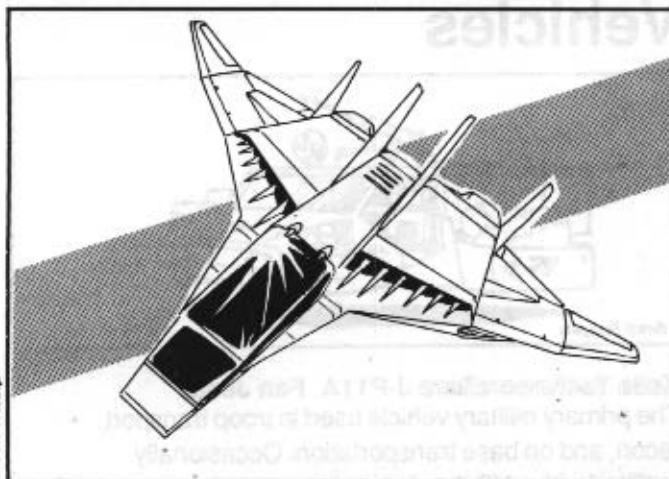
Desk/Mini Computer (Wt=2kg. Cost=1000cr):

Usually used in offices and tech stations, or by writers at home. Mini's can hold up to 4 "pages" of memory, and up to 9 "sentences" of programming. Each type of mecha automatically has an onboard Mini-computer.

Minimecha

Mini-mecha are extremely limited robots common in the MEKTON World. They are usually based on a small, boxlike body mounted on rollers or wheels, with one camera "eye" and a small claw "hand". Mini-mecha have no memory, and only the most rudimentary programming (we're not talking *Star Wars* here). The most common types of mini-mecha are:

Housecleaners: These mini-MEKs are programmed to do 3 things: 1) Pick up objects on the carpet. 2) Put



objects in tray in kitchen. 3) Do not pick up children, pets, or furniture.

Watchboxes: These mini-MEKs are programmed to

1) Memorize faces shown to watchbox by owner, when owner presses in secret combination. 2) Roam around house randomly, looking for movement. 3) Use built in cellular phone to call police if watchbox observes someone not in memory entering house. 4) Ignore other watchboxes, small animals, and persons not actually in the house.

Vending Mecha: These mini-mecha are programmed to:

1) Patrol a specific area, stopping only if a human says, "Stop!" 2) Recite a commercial jingle in a mindlessly cheerful voice to the human who said "Stop!" 3) Dispense drink once paid for, and say thank you in the same mindlessly cheerful voice. 4) Radio into the shop when they run out of something.

Loaders: These mini-MEKs are programmed to:

1) Memorize up to 10 objects and the names identifying them. 2) Memorize up to 4 locations and the names identifying them. 3) Understand commands phrased in the following sequence: "Workbench. Screwdriver. Garage." 4) Go to the first place, get the object, and bring it back to the second place. 5) If told to "Repeat", the loader will repeat the sequence until it runs out of screwdrivers, or the workbench or garage are moved. Loaders usually know things like "Warehouse. Yellow Boxes. Loading dock." Bright, they're not.

Vehicles

This section lists 3 types of Fan car (basic, military and sportster), one type of fan bike, one type of light personal aircraft, and a basic fan truck. Most of these are common, everyday vehicles which your character may want to use in situations where a mecha unit is a little too noticeable. Like the drive-in lane of the local fast food emporium, for example.

Vehicles

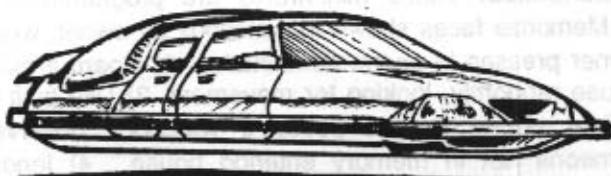


Scott Ruggels

Kalla Technocrafters J-P11A Fan Jeep

The primary military vehicle used in troop transport, recon, and on base transportation. Occasionally outfitted with a YB-1 autocannon.

Cost=2,000¥. MA=6 MEK-hexes. Hits=40



Scott Ruggels

Cryslar Fanmaster 4 (Cryslar Automotive)

A common type of family and fleet fan sedan, equivalent to a 20 century Terran Ford. Cost=4,000¥. MA=6

MEK-hexes. Hits=35

Scott Ruggels

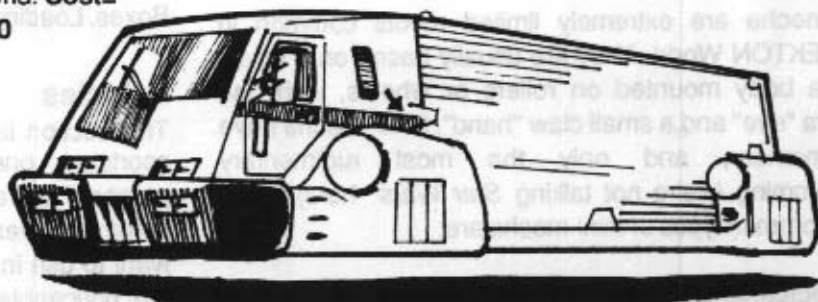


Aerostar "Ninja" Fanbike (Aerostar Industries)

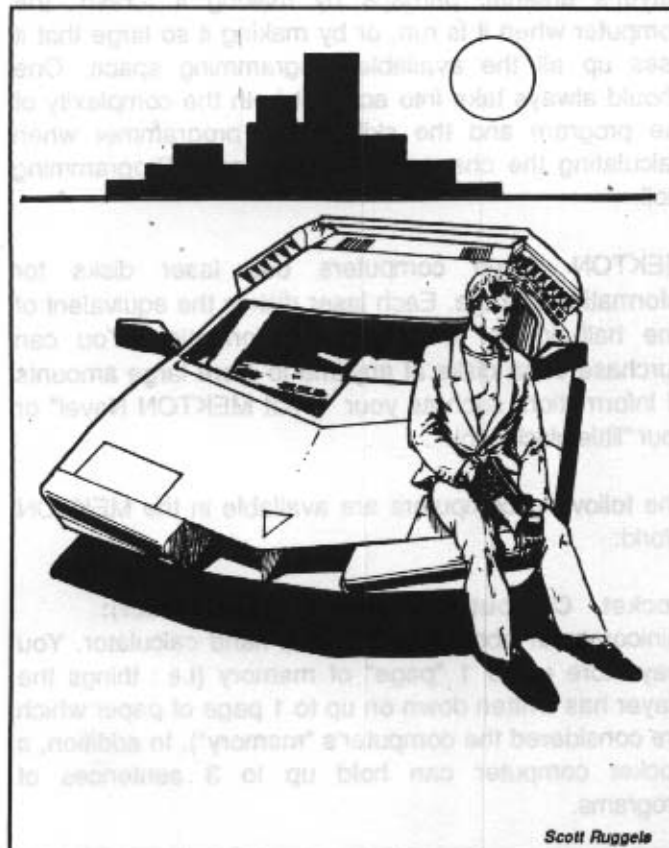
The hottest fanbike ever to come off the line. A must for Mechajocks everywhere. Cost=1,000¥. MA=8 MEK-hexes. Hits=20

Cryslar Fancarrier 8 (Cryslar Automotive)

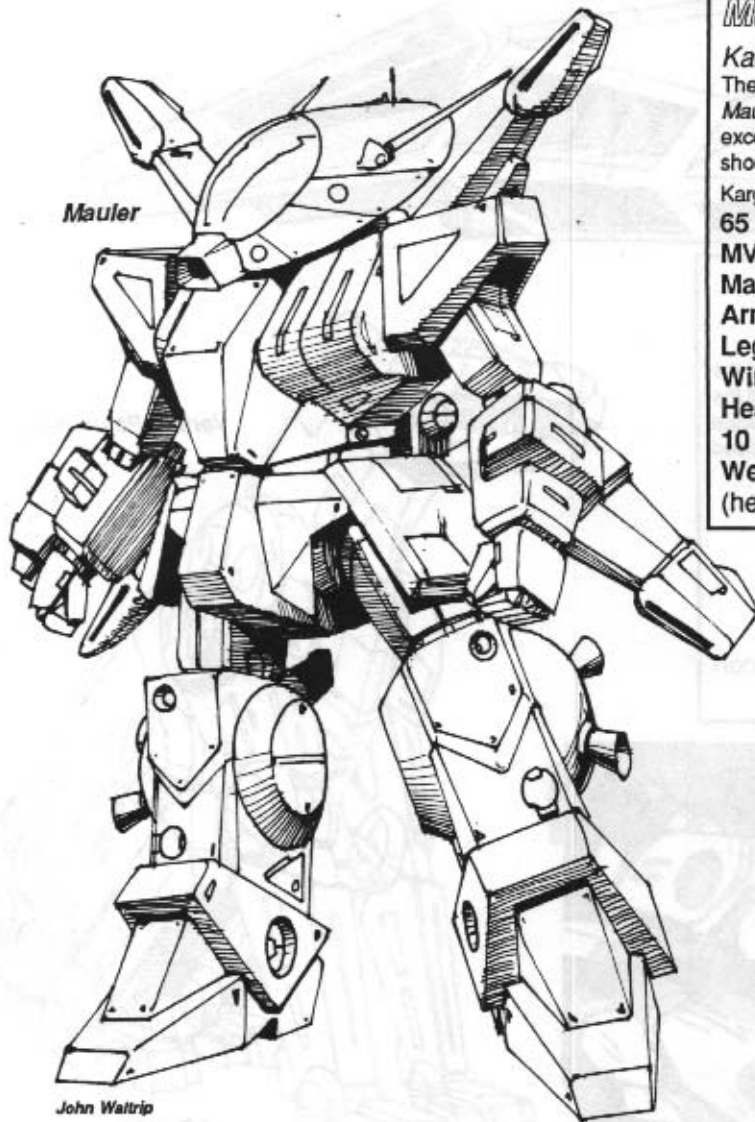
The basic "truck" of the MEKTON World. Cost=5,000¥. MA=4 MEK-hexes. Hits=60



Scott Ruggels



Scott Ruggels



Mauler

John Waltrip

Mauler

Kargan Military Armor craft

The most ubiquitous of the many designs from KMA, the P-1121 Mauler was designed as an all-weather interdiction fighter with exceptional versatility. The P-1124 and P-1125 series also mount shoulder 300mm cannon and/or two handed energy blades. Used by Kargan and Kargan-client states worldwide.

65 tons (130 cp). Ground MA:6 Flight MA:10

MV:-6 Powerplant: Mediumweight

Main Body: Mediumweight (Mediumweight armor)

Arms (2): Heavy Striker with Mediumwt. armor, claws

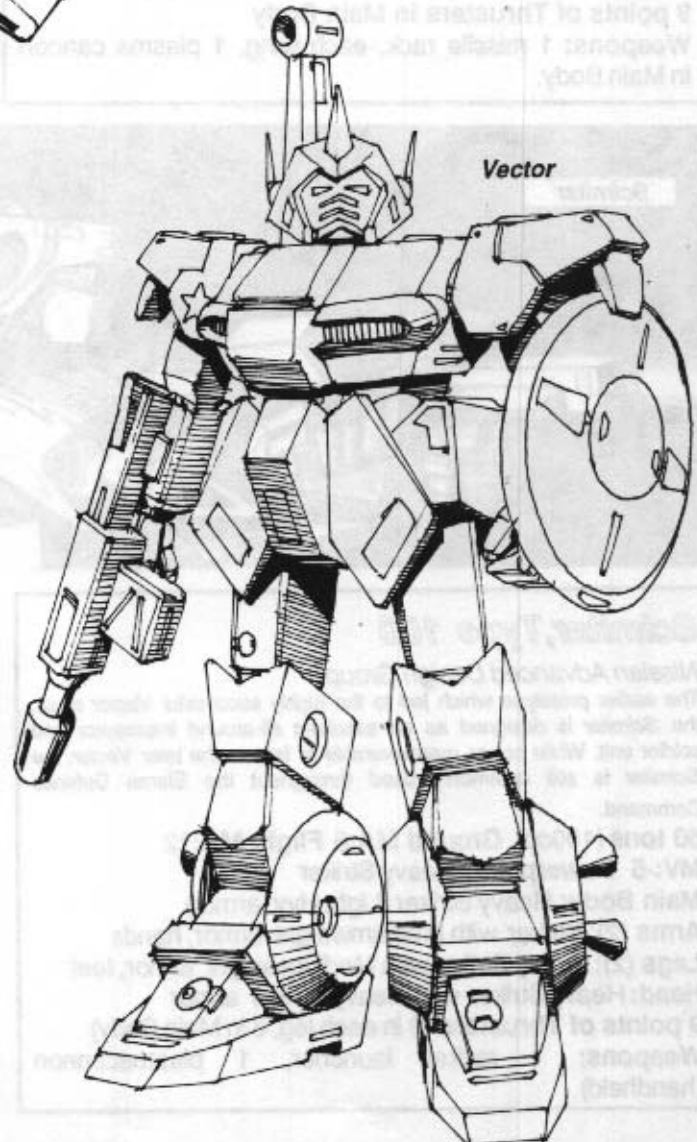
Legs (2): Mediumweight with Mediumwt. armor, feet

Wing pods (2): Medium Striker with Striker armor

Head: Medium Striker with Striker armor

10 points of Fans (2 in each wing pod)

Weapons: 2 autocannon (main body), 1 lasergun (head), one 150mm cannon (handheld).



Vector

John Waltrip

Vector MK-II

Nissian Advanced Design Group

Developed as a counter to KMA's Mauler Class MEKTON, the Vector design incorporates elements of the earlier Scimitar 100 designs on a stronger chassis. The Vector is primarily designed to surpass the Mauler in airspeed and maneuverability, as well as mounting a more impressive array of weaponry.

57 tons (114cp). Ground MA:6 Flight MA:14

MV:-5 Powerplant: Heavy Striker

Main Body: Mediumweight (Light Hvy. armor)

Arms (2): Heavy Striker with Mediumwt. armor, hands

Legs (2): Mediumweight with Mediumwt. armor, feet

Head: Heavy Striker with Heavy Striker armor

12 points of Thrusters (6 each leg, 3 in Main Body)

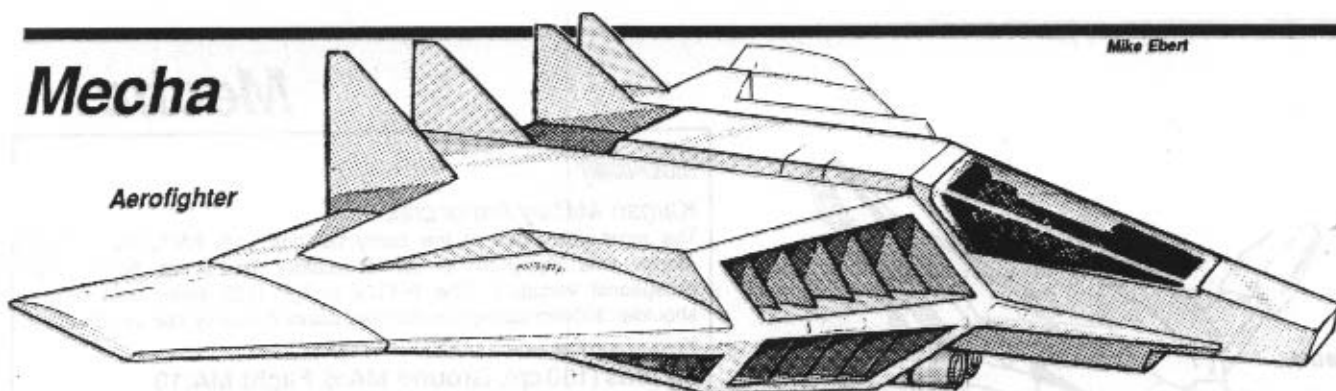
Ejection Pod

Weapons: 2 rocket launchers & 1 machinecannon (main body), 1 lasergun (head), 1 Energy Melee Weapon, one 150mm cannon (handheld).

Mecha

Mike Ebert

Aerofighter



F-17Y Aerofighter

Nissian Advanced Design Group

In response to the need for a fast, all weather interceptor to patrol the vast coastline of the Federated Kingdoms, Nissian ADG developed the F-17Y Aerofighter design. Armed with light but effective long range weapons, the Aerofighter is most effective in making highspeed strafing runs on slow moving MEKTONS.

25 tons (50cp). Ground MA:0 Flight MA:18

MV:-4 Powerplant: Striker

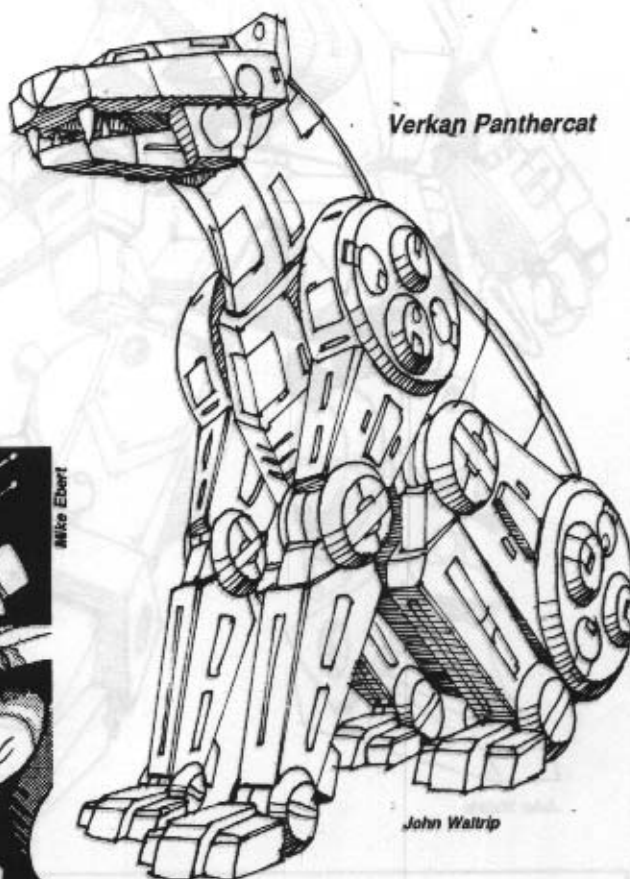
Main Body: Med. Striker (Striker armor)

Wings (2): Med. Striker with Lightweight armor)

9 points of Thrusters in Main Body

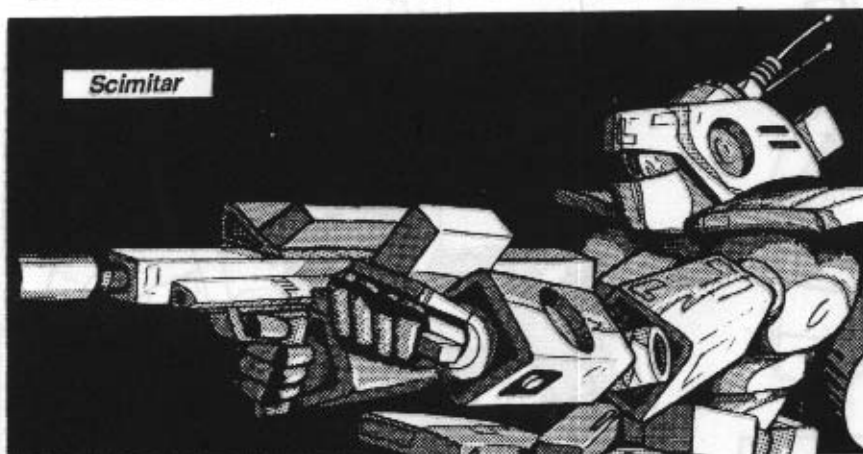
Weapons: 1 missile rack, each wing, 1 plasma cannon in Main Body.

Verkan Panthercat



John Waltrip

Scimitar



Mike Ebert

Scimitar, Type 100

Nissian Advanced Design Group

The earlier prototype which led to the highly successful Vector class, the Scimitar is designed as an excellent all-around interceptor and soldier unit. While not as maneuverable or fast as the later Vector, the Scimitar is still commonly used throughout the Elaran Defense Command.

50 tons (100cp). Ground MA:6 Flight MA:12

MV:-5 Powerplant: Heavy Striker

Main Body: Heavy Striker (Light Hvy. armor)

Arms (2): Striker with Mediumweight armor, hands

Legs (2): Heavy Striker with Mediumweight armor, feet

Head: Heavy Striker with Heavy Striker armor

9 points of Thrusters (3 in each leg, 3 in Main Body)

Weapons: 1 rocket launcher, 1 plasmacannon (handheld).

Verkan Panthercat

Lyrashenn Mechadesign

Another in a long series of beastmecha from Lyrashenn, the Verkan exhibits excellent ground combat capability, as well as an astounding toughness in all types of weather. The Verkan is often used by "monster-hunters" of the Frontier (who depend on it's aniform shape and fighting characteristics in combatting Algol's larger wildlife). The Verkan 351-B incorporates transformable capacities, allowing it to go from humanoid, panther and aerofighter forms at will.

62 tons (124cp). Ground MA:6 Flight MA:0

MV:-4 Powerplant: Mediumweight

Main Body: Hvy. Striker (Hvy. Striker armor)

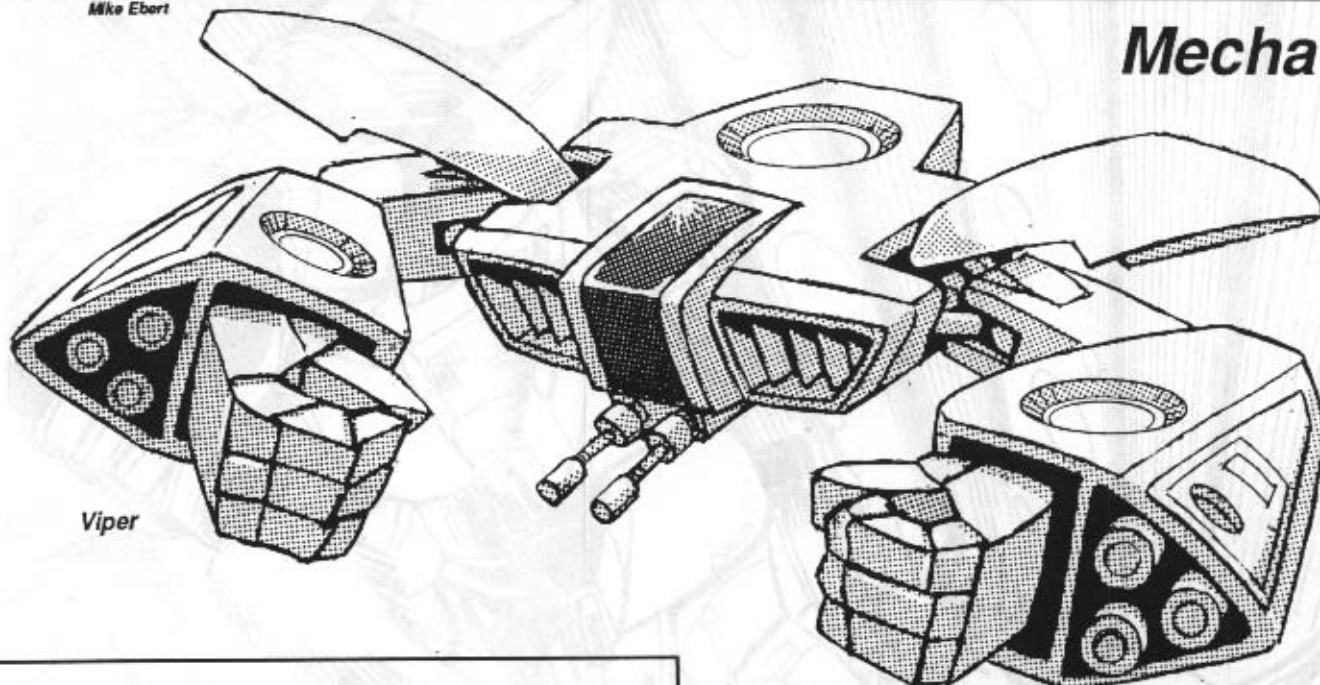
Arms (2): Hvy. Striker with talons & Med. Striker armor)

9 points of Thrusters in Main Body

Escape Pod

Weapons: Fangs, 2 laserguns in head, 150mm cannon, 4 rocket launchers in Main Body.

Mecha



Viper

Viper A-1300

Kalian Technocraft

Based off the original *Constructor* and *Doriand I* designs common among the Ettarran Traders, the *Viper* is a high speed, supermaneuverable interceptor. A favorite among the Axis for its availability and ease of repair, the *Viper* is also used by other forces for in-city defense patrols.

36 tons (72cp). Ground MA:0 Flight MA:13

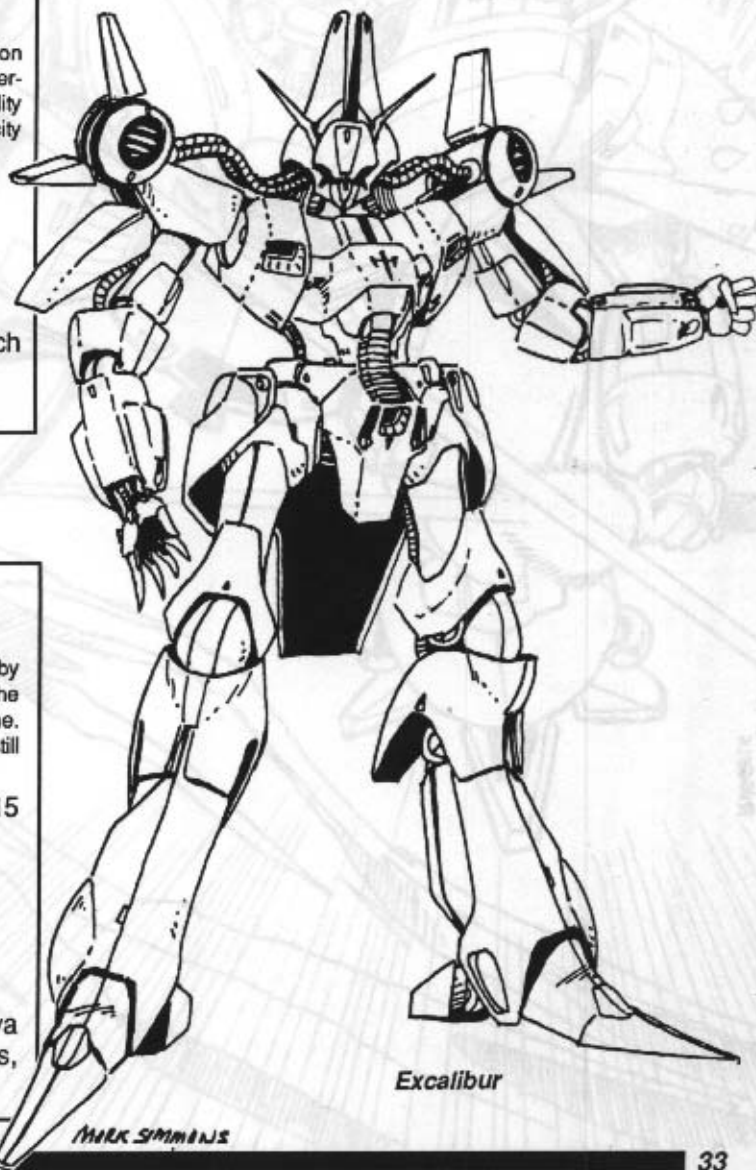
MV:-1 Powerplant: Hvy. Striker

Main Body: Hvy. Striker (Hvy. Striker armor)

Arms (2): Hvy. Striker with talons & Med. Striker armor)

9 points of Thrusters in Main Body

Weapons: 1 Rocket launcher, 1 machine cannon each arm, 300mm cannon in Main Body.



Excalibur

Excalibur

Designer Unknown

One of the original mecha brought to Algol some 2,000 years ago by Old Galactic colonists, and resurrected by the Murian Knights, the *Excalibur* represents the highest in Imperial technology of the time. Huge (30 meters), slow, and carrying few weapons, the *Excalibur* is still a formidable opponent for today's modern mecha.

113 tons (226cp). Ground MA:4 Flight MA:15

MV:-9 Powerplant: Megaheavy

Main Body: Megaheavy (Megaheavy armor)

Arms (2): Superheavy with Superheavy armor, claws

Legs (2): Superheavy with Superheavy armor, feet

Head: Armored Heavy with Superheavy armor

30 points of Thrusters (6 each leg, 18 Main Body)

Weapons: 2 arm-mounted plasma cannon, 2 nova beam sabers, 2 two-handed Energy Melee Weapons, Shield.



BEN DUNN
SCOTT RUGGELS

"WHAM!"

As the first of the plasma bolts slammed into the Scimitar's armored side, Bernard spun the 40 ton mecha around on it's heel. The lone Mauler lurched into the matched targeting circles as the Scimitar's Beam Cannon came to bear. The air crackled with thunder and a dazzling blue flash split the sky as his multi-megawatt laser went off.

Running though the haze of ozone towards the hidden Rapier, Jeff cursed a blue streak. Stuck on the ground without a suit, he dodged ratlike between the huge, pounding metal feet, pausing momentarily to squeeze off a quick submachinegun burst towards the Kargan Stormtrooper in front of him...

So much for their secret meeting with the League rebels!

Man & Mekton Combat

Theoretically, there should be quite a lot of difference between fighting it out hand-to-hand in a dark alley and hammering it out with two 50 ton warmachines. But in the world of anime, it ain't necessarily so. Gigantic war robots and humans seem to be equally adept at performing spinning kicks, sword parries, and snap-shots from the hip (assuming the mecha involved have hips). For this reason, we have designed the Combat System of MEKTON to work for not only man-scaled combat, but also for the clash of robotic titans as well. Once you have mastered the complexities of a simple bar fight, you should easily be able to move into massed MEKTON warfare on the grand scale.

Basic Game Information

Turns

Like any other type of game (such as chess, Monopoly or Go), MEKTON is played in a series of turns, with each player taking his or her part of the turn to make moves, attacks or do other things in the game. In MEKTON, a turn represents a period of about ten seconds, with all player action of the turn happening in roughly about the same time period.

All players act during the turn in order of highest to lowest **Reflex** stat. If players are piloting mecha, they will use their **Mecha Reflex** stat (described on pg.68) instead. Tied reflex stats will roll 1D10 each, with the highest roll going first between them.

Ambushes

You may attempt take your turn ahead of another player if you can prepare an ambush. To set up an ambush, your character or mecha must already be, at the start of

the turn, in a position absolutely hidden from the person you plan to go before (see **Line of Sight** for details). Next, each of you must roll to see if the ambush was successful, using the formula:

<p style="text-align: center;">Your Intelligence Stat+3+1D10 vs Opponent's Intelligence Stat+his Notice Stat+1D10</p>

If your total is higher than your opponent's, you may go ahead of him. If your opponent's total is equal to yours or higher, you may not go ahead of him. You may only ambush one other player at a time.

Delaying Turns

To delay your turn, you must (when your turn comes up), state that you are going to delay. You must then declare who in the turn order you intend to go *after*. When this person has taken their turn, you will then be free to take yours. They, of course, may also choose to delay; however, you may **not** change your turn order a *second* time during that turn.

Example: Jeff is facing both Mara and Gerion in combat. Normal turn order would be Jeff, Gerion, then Mara. Jeff decides to delay his turn, hoping for a better shot. He says "I'll go third this time". Turn order is now Gerion, Mara, then Jeff.

However, Mara also decides to delay. She states "I'll go fourth this time." Turn order would now be Gerion, Jeff, then Mara. Jeff can't change or delay his turn again so he's stuck with this order for the remainder of the turn.

Gameboard

While MEKTON is primarily designed as a roleplaying game, and thus requires no movement board, we have designed board-game elements into it to allow you to stage war-game style battles as well as keep track of the movements of characters in the game.

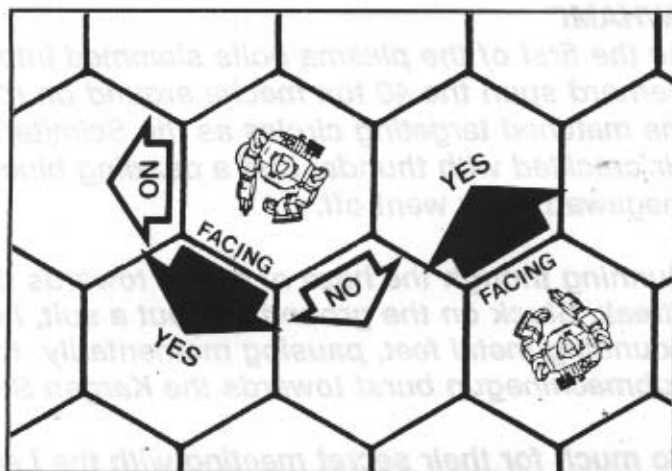
The board in this game is marked in hexes. A hex is much like the squares of a chess or Monopoly board—you move along them one move at a time. Whereas a chessboard has squares, our hexes have six sides, allowing you to move your gamepiece (if you have one) in any one of six directions.

There are two types of hexes in MEKTON. Those in which mecha move (called **Mecha-scaled** or **MEK-hexes**), represent an area 50 meters across. Smaller **Man-scaled** hexes, each representing an area 2 meters across, are assumed to fit within the larger mecha scaled hexes. You may only place one mecha or mecha-sized unit in a single mecha-scaled hex. You may only place one man or man sized figure in any one man-scaled hex (see diagrams).

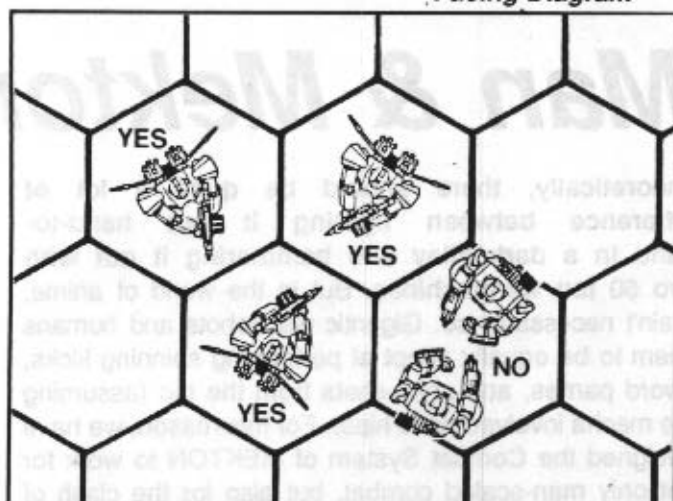
In addition to horizontal movement in hexes, the gameboard also extends into the **vertical**. Each level of altitude is equal to one hex (see diagram).

A Designer's Note: Man to man combat is easy to measure. Men tend to fight in close quarters—a hand to hand attack occurs within a few feet—a ranged weapon attack within a few yards (60 feet is considered by most combat experts to be the extreme range of combat handgun accuracy. After all, real life isn't like a target range).

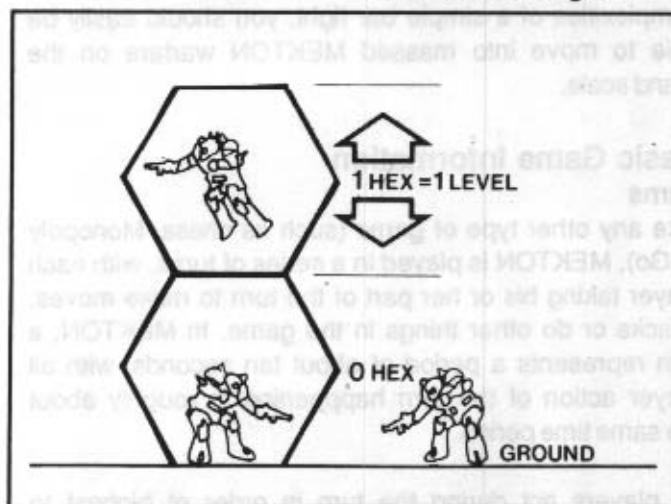
Not so with MEKTONS. Here we find giant robotic warriors fighting with tank sized weapons—weapons with ranges of literally hundreds of miles! To show such battles even using a tiny scale such as 300mm (the traditional microarmor wargame scale) would require hex maps twenty or thirty feet long! On top of this, a scale designer also has to deal lots and lots of small humans running around underfoot. In order to even *see* these participants, one is required to contract the scale of operations even smaller, once again conflicting with the realistic ranges of modern missile and beam weapons. The challenge is to provide a common meeting ground between man-sized combat action and horizon-spanning mecha weapons. Our compromise was to design a scale in which, while the ranges of weapon attacks are not realistic (at least in terms of the capacities of modern weapons today), the *proportions* of speed and distance closely match those of the real things (If you're interested in the real data, and just happen to



Facing Diagram



Man in Hex Diagram



Altitude Diagram

have a spare football field handy, write us and we'll be happy to give you the real values).

Gameboard Maps

We've included a blank map sheet in your MEKTON Game, which is designed to be photocopied (allowing you to create battlefields as large and as varied as you like). The sheet is in 1/300th scale (the scale most often

used in micro armor combat). This scale is compatible with all of our **MEKTON: Arms & Armors™** lead figures, produced by **Dark Horse Miniatures**. The combat statistics for many of these units appear elsewhere in this rulebook.

Each hex on this sheet represents an area 50 meters across (making the map viewpoint a MEKTON-sized one). Each individual hex can hold one MEKTON or mecha sized unit at a time.

Closeup Map: Your mapsheets may also be used for making **Closeup Maps**; maps of the area within a single 50 meter hex. Each hex in a Closeup view is equal to 2 meters, and may hold one person or man-sized object at a time. A Closeup Map is particularly useful in battles between humans and vehicles who are all small enough to occupy the same hex on a Battle Scale map.

Moving on the Gameboard

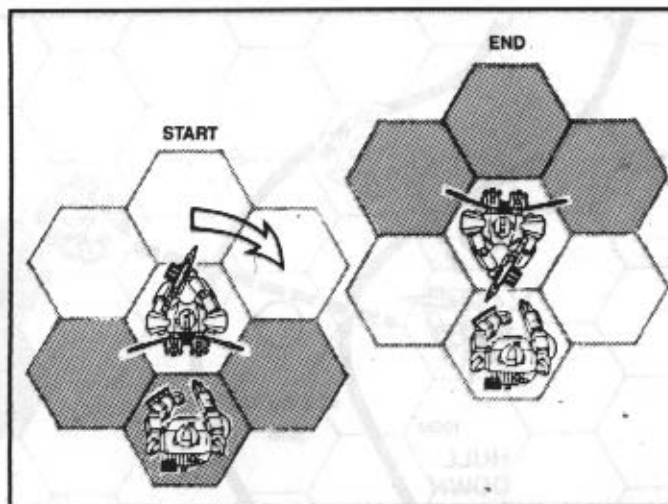
Like a chesspiece, your mecha or character moves from hex to hex on the gameboard. Your character or mecha pays for these hexes by spending points of what is called its **Movement Allowance (MA)**. Your Movement Allowance is normally generated in the process of creating your character or mecha (pregenerated mecha have their MA's written in their descriptions).

To enter certain hexes will cost more than others (see **Actions** for details), requiring you to spend more of your Movement Allowance. If your remaining Movement Allowance is insufficient to pay *completely* for the cost of the new hex you are entering, you may *not* enter that hex.

Not all of your MA will be spent on actual movement. In addition, you may spend MA to turn around (see **Facing** below), or to go uphill or downhill. The details of these actions are described in the **Actions** section, pg.39.

Facing & Attack Arc

When you decide to move your character or mecha from hex to hex, it must always enter the next hex in the direction of its **facing**. Facing is defined as the side of the hex towards which your character or mecha is pointed. Facing must be along one of the six sides of the hex, but not at any of the corners (see diagram). Men or mecha may attack any target in the facing hex side, plus targets along the two hexsides 60 degrees to either side (see diagram). This is known as their **Attack Arc**. They must turn (or "change facing") in order to attack targets in hexes in the arc 180 degrees behind



Facing & Firing Arc Diagram

them (seediagram above for a visual representation).

Combat Terms and Definitions

These are common terms and definitions you will encounter in the course of combat. Most of these apply to both characters and mecha, unless otherwise stated. Abbreviations of these terms are shown in parenthesis.

Attack & Defense Rolls

When attempting to attack someone in combat, you will make what is known as an **Attack Roll**. This will be the total of your:

Reflex Stat + Skill (in the weapon or attack used) + Modifiers + 1D10

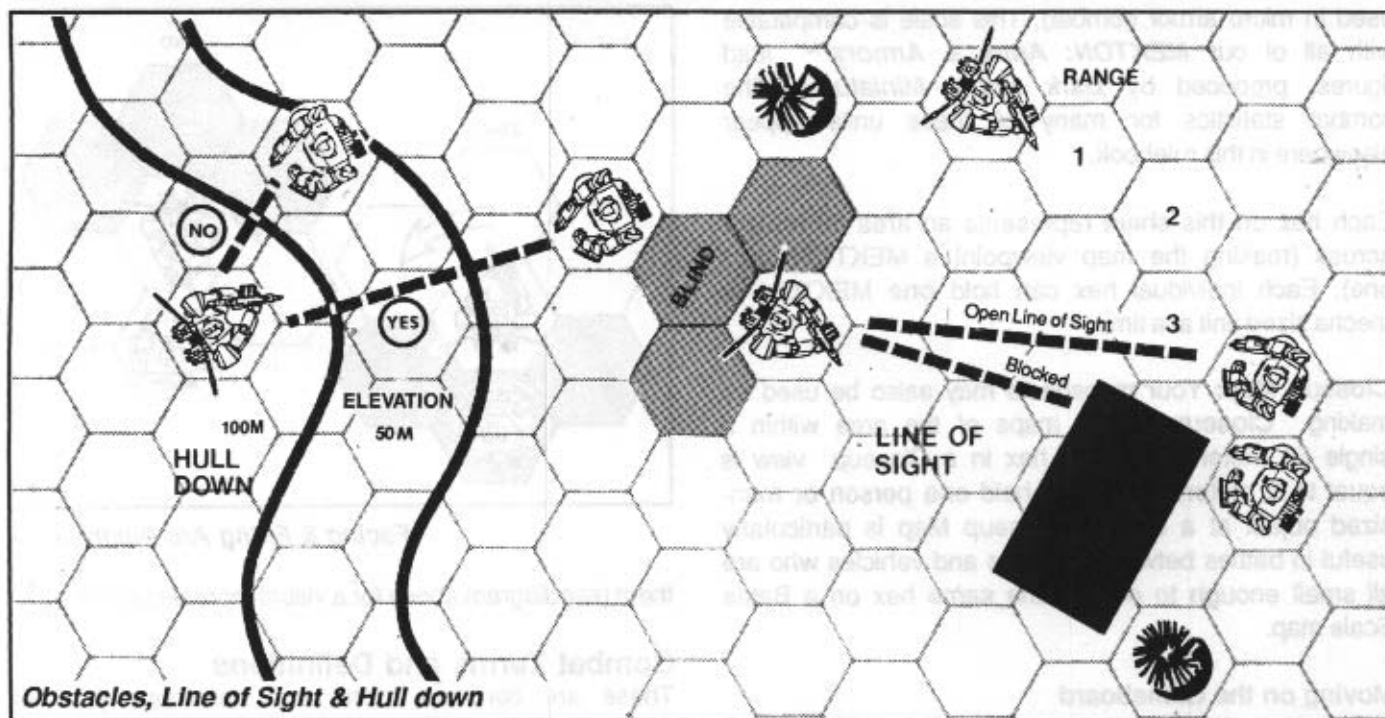
Your opponent (also known as the Defender) will make what is called a **Defense Roll**, totalling his or her:

Reflex Stat + Skill (Piloting for mecha, Dodge for men) + Modifiers +1D10

If the total of your roll is higher than your opponent, you will hit. If his or her roll is equal to or higher than yours, you will miss.

Obstacles

Obstacles are things which block movement and a clear field of fire. In MEKTON, Obstacles are defined as **Low Walls, High Walls, Rocks, Houses & Trees, Apartments & Small Office Blocks, Hotels & Large Office Blocks, Theatres & Parking Structures, Skyscrapers & Shopping Malls**. These obstacles may cover one or more Battle Scale hexes. When drawing out a combat area on your mapsheets, you should always define which category your obstacles fall into.



Characters may run through groups of Trees or Buildings, acting as if running through Rough Movement Conditions. Mecha, however, must either blast/ram through these obstacles, or go around them. If Characters choose to climb into Buildings or Trees to snipe at targets, they will treat this movement as Going up/down one or more level of the obstacle. In a building, each floor is equal to 2 mansized hexes high (4 meters).

Line of Sight (LOS)

Line of Sight is defined as a straight, unobstructed line between attacker and defender. If an obstacle is taller than either attacker or defender and is within this line, attacks may not be made (see diagram). Objects obscure line of sight. Smoke or fire will not.

If there is an Obstacle between you and your target, you may not have a clear line of sight. If there is a question of line of sight, place a straight edge between the center of the target's hex and the center of the attacker's hex. If the edge intersects an obstacle, line of sight is probably blocked. In addition:

Characters can see over low walls, rocks, and cars. They may not see or fire over mecha, houses, trees or buildings (although they may fire out of any of these). **Vehicle-formed, Animal-formed and Humanoid-formed Mecha (49 tons or less)** can see over all walls, rocks and cars but not over trees or houses. They may not see over elevations such as hills.

Humanoid formed Mecha 50 tons or greater can see over all walls, rocks, cars, trees, houses and small apartment/office blocks. They may not see over

other mecha of fifty tons or greater, nor over hotels & Large Office Blocks, Theatres & Parking Structures, Skyscrapers & Shopping Malls. They may not see over elevations such as hills.

If you are using a purely roleplaying system without maps or figures, all determinations of line of sight will be decided by the Referee of the game.

"Hull down": When one unit is on *top* of a hill or other elevation, it may be "hull down" or obscured from attack by units at the *base* of the hill. As MEKTON is primarily a roleplaying game, many LOS questions of this sort may be adjudicated by the Referee. In general, for every 1 hex the higher unit is placed back from the hill's edge, the lower unit must correspondingly be placed 1 hex back from the *bottom* of the hill.

Range (RNG)

Range is defined as the distance in hexes, following the most direct pathway between attacker and defender (see diagram). All weapons have a set range. **Half-range** is defined as the set range divided by 2. **Quarter-range** is defined as the set range divided by 4. **Point blank range** is defined as having the weapon's barrel placed directly in contact with the target. See *Range Table*, pg.51, for simple definitions of these ranges from 0 to 12 hexes.

Modifier (MOD)

Modifiers are defined as a value you will add to either the attacker's die roll or the defender's die roll, depending on weapons, terrain, conditions, etc. A list of Modifiers

appears in the **Combat Tables** section of this rulebook, pgs. 50-52.

Weapon Accuracy (WA)

Weapon Accuracy is defined as a modifier added to or subtracted from the attacker's die roll, as based on the type of weapon. Accuracies are listed in the **Weapon Reference Tables**, pg. 50.

Damage (DMG)

In any game, you need a scoring system to tell you who's winning. In mecha combat, we use a type of scorepoint called **Kills**. Kills are designed to simulate damage by very large weapons to very large structures. When we are dealing with smaller things (like people), we use a smaller increment of damage called **Hits**. Ten Hits are equal to one Kill.

Damage is defined as the number of points to be subtracted from a target location's Hits or Kills, depending on the weapon or attack used. Mecha-type attacks have **set damages**, listed in the **Weapon Reference Tables**, pg. 50. Man-type weapons have **variable damages**, usually based on the throw of 1D6 with a modifier, and also listed in the **Weapon Reference Tables**.

Doing Things in Combat Actions

Actions are what characters or mecha do during their part of the combat turn. Each character or mecha unit can only perform a limited number of actions in a single turn, based upon their Reflex or Mecha Reflex scores.

Actions Per Turn (APT) Table

Man Reflex	Mecha Reflex	No. Actions
2 to 4	-9 to -3	1
5 to 7	-2 to 3	2
8 to 10	4 to 9	3

When a character or mecha's turn comes up, they may choose among any of six possible action choices: Shoot, Strike, Fight, Move, Defend & Other.

How Much Can You Do In An Action?

Although pressing a single button may allow a mecha to launch a hail of rockets, both characters and mecha do have definite limits as to how much they can do as a single action. We have listed these limits based on the action choice and the various subcategories of that choice:

MOVE

Use up to 1/2 of their total Movement Allowance as one action. If their MA is an odd number, the "leftover" MA point may be applied to any movement action within the turn, but may *not* be "saved" or held over for another turn. They may not move *more* than their total MA in a single turn!

SHOOT

Missiles: up to 6 missiles at once as a single action. These need not be from the same rack.
Rockets: any or all rockets on the mecha.
Rifles, flamers, lasers, plasmaguns, guns, autocannon, machine guns & cannon, shotguns, bows, shoulder launchers: once per action. You may also fire any group of "linked" weapons as one action.
Throw: once per action.

STRIKE

Swords, daggers, energy and non energy melee weapons, clubs, polearms: once per action.
Claw, bite, punch: twice per action.
Kick: Once per action

FIGHT

Knockdown, Grapple, full body blow: once per action.

DEFEND

Parry: 1 action cover 1 whole turn.
Dodge: 1 action covers 1 whole turn.
Escape: once per action.

OTHER

Get up: once per action.
Transform: one form change per action.
Ball out/get into vehicle: once per action.
Put away, change or reload weapon: once per action.
Lift or Carry: once per action.

Basic Combat Rules

The MEKTON Combat System is designed to work with almost any type of combat situation, whether involving characters, mecha, or a combination of both. A full understanding of these basic rules of Combat will enable players and Referees to hold all types of encounters, from simple dustups in the back alleys, to major wars that span continents.

Action Choices

Each action choice category (**Move, Shoot, Strike, Fight, Defend & Other**) has various weapons, attacks or actions associated with it. In addition to listing these Action Choices and their associated subjects, we have given you the steps for using the weapon, attack or action, as well as notes on the abilities, limits and advantages of certain weapon types.

MOVE

Run: 1) As one action, may move up to 1/2 of full MA. 2) pay price for terrain type of each hex entered. *Example: Move three hexes through rough (x2). You would count "1MA-2MA" for first hex, "3MA, 4MA" for second hex, and "5MA, 6MA" for the third hex. Total cost=6MA.*

<p>Terrain Costs: Open ground=x1 Rough=x2 Mud, Snow, Water=x3</p>
--

(A Note on Terrain: We have made some suggestions on types of terrain symbols which may be used in MEKTON combat mapping. However, we've discovered that most Referees seem to prefer creating their own maps and symbols rather than being limited to predrawn geomorphic maps).

Change Facing: Cost of 1 per any change of facing, through 180 degrees.

Get up: 1) Uses 1 action. Avoids modifier penalties for attacking from ground.

Go up or Downhill: 1) As with Running. 2) Cost is an additional +1 for every hex level gone up or down. *Example: Unit A climbs a hill 2 hexes high. The hill is covered in Rough Terrain (x2). For each hex travelled, the unit will pay 2MA for the terrain plus 2 more MA for the climb (total=4 MA)*

Fly: 1) As with running, but pay cost for both rising, falling and moving horizontally. Flying units move in a "so many up (or down), so many over" arrangement. 2) Flying costs x1 in good weather, x2 in bad weather, x3 in foul weather (weather conditions, of course, can be determined by the Referee or by mutual agreement).

Example: Jeff wants to fly up to reach a nearby Mauler. He rises four hex-levels (paying 1 MA each), then moves horizontally 3 hexes (paying 1 MA each).

Some of your MEKTON action will take place in **space**. In this rules set, space movement is exactly as any other type of flight. Note: it takes 10 turns moving at an MA of

14 to reach orbit from Algol. Mecha *must* have a minimum MA of 12 to make escape velocity.

Hovering: 1) Hovering costs x1. Hovering units are stationary, neither rising or falling. Only MEKTONS (in humanoid form) and MEKTON Armors may hover.

Swimming: 1) as with flying, paying costs of horizontal and vertical movement. 2) Swimming costs x3 & includes underwater movement. 3) Mecha may only swim in water 2 MEK-hexes deep or deeper. Men may swim in any water 2 Man-hexes deep or deeper.

Wading: 1) As with Running. 2) Cost is x4. Men or mecha may not wade in water deeper than 1 hex.

Crawling: 1) As with Running. 2) Cost is x4. Men or mecha must crawl if they have lost all legs on one side of their torso or main body (assuming they have no fans or thrusters).

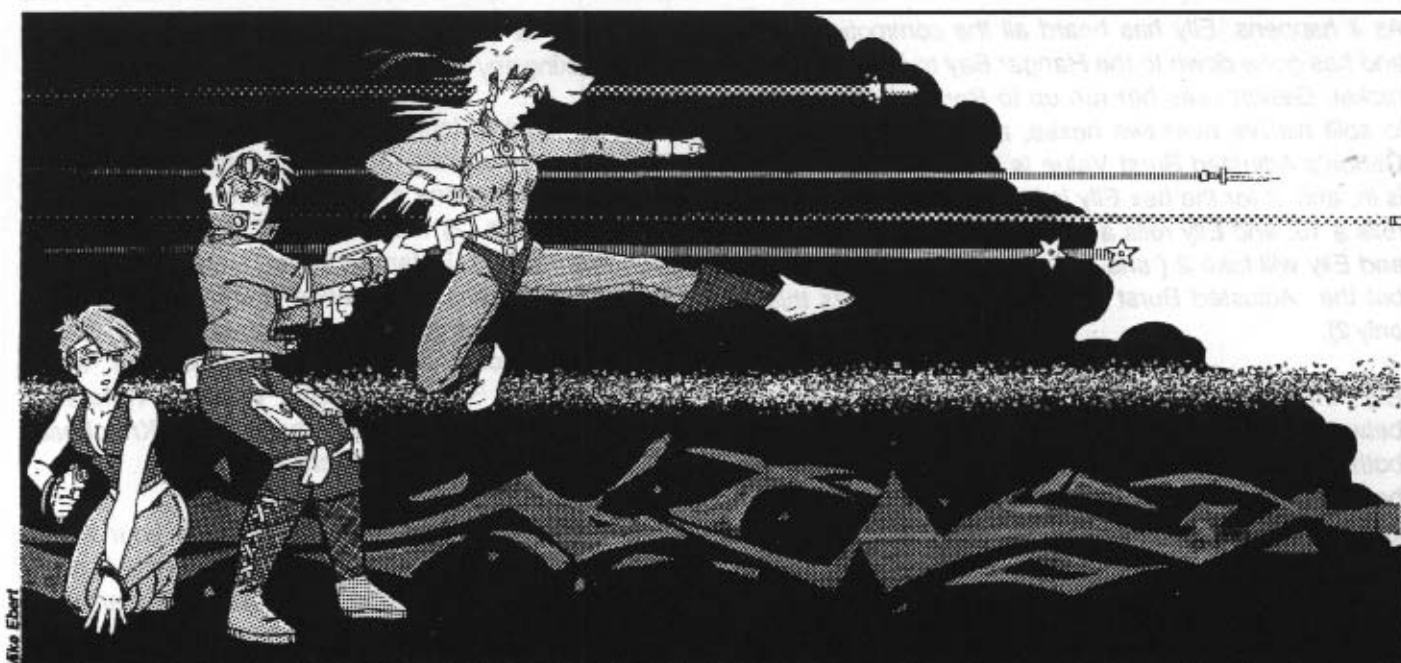
Leap: 1) Mecha or man may leap up to 1/4 of total MA at cost of x2 per hex. Useful mostly when traversing terrain with costs greater than this.

Drag: 1) As with Running. 2) Cost is x5. Mecha may only drag tonnages equal to or lighter than themselves. Men may drag two times as much as they can lift, as on the **Body Type Table, pg. 7**. Two units may drag a third, adding their combined tonnages and comparing this value to the tonnage of the weight to be dragged. All units move at x5.

SHOOT

Beams, Guns, Cannon, Bows: These are attacks made by guns, rifles, energy beamers, missiles or bows. These are all weapon types which can be used over long distances, making one attack at a time, called a **single shot attack**. To make a single shot attack: 1) Determine if defender is in your Attack Arc and within range. 2) Make Attack Roll, taking WA and Mods into account. Defender make Defense Roll. If attack was **aimed**, remember to add appropriate modifiers to Defense or Attack Rolls. If attack was *not* aimed, consult the most appropriate **Random Hit Table, pg.51**, to determine where the target was hit. 3) Check proper **Weapon Reference (pg.50)** for Damage. 4) Check for **Knockback (pg.52)** and other **Special Effects (pg.50)**.

Missiles: There are two types of missile weapons in MEKTON; missile racks (which fire small numbers of large and more accurate missiles) and strike missiles (very large hunter killer missiles designed to knock out bases, cities and other non-moving targets). To use



these weapons: 1) Determine if defender is in your Attack Arc and within range. 2) Make Attack Roll, taking WA and Mods into account. Each missile must be rolled for separately. Defender Make Defense Roll. Note: you may only fire 6 missiles at a time, and each *must be aimed* individually (you may not use the *Random Hit Tables*). You may only fire 1 Strike Missile at a time, and these may only be aimed at immobile targets. 3) See appropriate *Weapon Reference* (pg.50) for Damage. 4) Check for *Knockback* (pg.52) and other *Special Effects* (pg. 52).

Machineguns & Machinecannon: Whether using a 9mm Mini-Uzi or a mecha-sized 50mm Machine cannon, all machineguns can be fired in two ways: single shot or burst. Single shots are resolved as with other single shot ranged weapons; the main advantage to this type of attack is the ability to "call" your shots. To fire single shot, you will: 1) Determine if defender is in your Attack Arc and within range. 2) Make Attack Roll, taking WA and Mods into account. Defender Make Defense Roll.

Burst Firing: Each machinegun type weapon has a **Burst Value**. This value represents the number of rounds the weapon is capable of firing per turn. If firing a burst, for every point higher than defender's roll, the Defender is hit once, up to the Burst Value (listed in the *Weapon References*, pg.50) of the weapon. Unlike single shots, bursts *cannot* be aimed--each hit location must be rolled separately on the appropriate *Random Hit Table*, pg.51.

Example: Gerion whips out his Mini-Uzi and fires at Bernard. The Uzi's Burst Value is 5, meaning up to 5

bullets may be fired at a time. Gerion rolls an attack of 14. Bernard rolls a defense of 10. Four bullets ($14-10=4$) hit Bernard. Their actual hit location is resolved by using the *Random Hit Table*. In our example, Bernard takes the slugs to the torso.

Outside the hangar bay, Jeff has noticed Mara's Mauler moving into machinecannon range. He thumbs his gun over to Burst, and hammers away. The machine cannon's Burst Value is 6. Jeff rolls a 16; Mara rolls a 12. Four shells hammer into the Mauler. The *Random Hit Table* roll places these shots into the Mauler's heavily armored Main Body.

"The heck with this!" mutters Jeff under his breath. In his next turn, he flips the machine cannon to Single Shot, aims at the Mauler's lightly armored head (a called shot with a -2 die modifier), and fires. The Mauler takes a shot through the cockpit.

Adjusted Burst Value: Machineguns and Machinecannon may be fired into more than one hex in a burst. The hexes must be adjacent to each other. Divide evenly the total number of shots in the weapon's Burst Value between the hexes to be attacked. "Leftover" shots automatically go to the first hex fired upon. The number of shots designated to each hex is the weapon's **Adjusted Burst Value**. To hit targets in each hex, you will roll your Attack Roll once, while all defenders roll their own Defense Rolls. For every point higher than the defenders' roll, one shot has hit, up to the Adjusted Burst Value in each hex. 3) Check proper *Weapon Reference* (pg.50) for Damage. 4) Check for *Knockback* (pg.52) and other *Special Effects* (pg.50).

As it happens, Elly has heard all the commotion below and has gone down to the Hangar Bay to investigate the racket. Gerion sees her run up to Bernard and decides to split his fire over two hexes, attacking Bernard first. Gerion's Adjusted Burst Value is 3 for the hex Bernard is in, and 2 for the hex Elly is in. He rolls a 15, Bernard rolls a 13, and Elly rolls a 10. Bernard will take 2 shots, and Elly will take 2 (she is 5 points below Gerion's roll, but the Adjusted Burst Value for her hex limits this to only 2).

Elly throws herself to one side, widening the distance between her and Bernard by 2 hexes. In order to hit both in one burst, Gerion must fire over not only the two hexes they are in, but also the two adjacent hexes which join them (4 in all). The Adjusted Burst Value for each hex (except Bernard's) is 1. Bernard's hex takes 2. Gerion rolls a 10; Bernard and Elly roll a 10 and a 9 respectively. Bernard dodges the speeding bullets; Elly takes one in the leg.

Autocannon: Autocannons differ from machineguns in that they have rotating barrels revolving around a central axis. These rotating barrels give the autocannon greater stability and a tighter "spread" than that of a machinegun. Autocannons are always mecha weapons. 1) Determine if defender is in your Attack Arc and within range. Autocannons may only be fired in bursts. You may split this burst attack between any two adjacent hexes, assigning damage evenly between these hexes ("leftover" shots go to the first hex fired into). 2) Make Attack Roll, taking WA and Mods into account. Defender Make Defense Roll. 3) Locate damage. Because of the autocannon's tighter burst pattern, all damage hits one location of the target, which is determined on a *Random Hit Table*. 4) See appropriate *Weapon Reference* (pg.50) for Damage. 5) Check for *Knockback* (pg.52) and other *Special Effects* (pg. 52).

Shotguns: Shotguns may have one or two barrels. If firing a single barrel shotgun, you will roll as below, distributing damage to one location. If firing a double-barrel shotgun, you must repeat the process for the second barrel. With a double barrel shotgun, you can either fire into two adjacent hexes as one attack, or into one hex twice. Shotguns are always a man-scaled weapon. To attack: 1) Determine if defender is in your Attack Arc and within range. 2) Make Attack Roll, taking WA and Mods into account. Defender Make Defense Roll. 3) For every point higher than defender's roll, the defender is hit once, up to 10 hits. Roll damage location once, using 1D10 : (1-2=Left arm & Torso. 3-4=Head & Torso. 5-6=Right leg & Left leg. 7-8=Right arm & Torso.

9-10=Torso & Torso), and divide evenly, with first location taking any "leftover" shots.

Rockets: Rocket launchers fire enormous salvos of small, not very accurate rockets. To make rocket attacks, you will: 1) Determine if defender is in your Attack Arc and within range. 2) Make Attack Roll, taking WA and Mods into account. Defender Make Defense Roll. 3) For every point higher than defender's roll, defender is hit once, up to 10 hits per rocket launcher fired. 4) Check *Rocket Hit Location Table*, pg.51 to see where rockets hit. 5) See appropriate *Weapon Reference* (pg.50) for Damage. 6) Check for *Knockback* (pg.52) and other *Special Effects* (pg. 52).

Throwing: 1) Determine if defender is in your Attack Arc and within range. Range of mecha throwing is equal to 1/2 the number of Kills in arm (not counting armor or weapons), minus the number of kills in the thrown object (including armor if present). Example: An 8 kill arm can throw a 1 Kill weapon 3 hexes. Men may throw as far as allowed by Body Type. 2) Make Attack Roll, taking WA and Mods into account. Defender Make Defense Roll. If attack was aimed, remember to add appropriate modifiers to Defense or Attack Rolls. If attack was not aimed, consult the most appropriate *Random Hit Table*, pg.51, to determine where the target was hit. 3) See appropriate *Weapon Reference* (pg.50) for Damage. 4) Check for *Knockback* (pg.52) and other *Special Effects* (pg. 52).

Grenades are a special type of thrown weapons. When throwing grenades, you will make a throwing attack as usual. A missed throw means the grenade has fallen short, long, or to one side; in this cases, roll 1D6 and consult the *Grenade Throw Table*, pg.51, to determine where it has landed. Grenades have a radius effect over the landing hex plus the 6 adjacent man-scaled hexes.

STRIKE

Melee Weapons: Melee weapon attacks cover any sort of attack where the force of the body (or the mecha's servos) is employed. This includes attacks with swords, clubs, gun butts, axes or, in the case of mecha in combat-- swords, energy swords, tails, building girders, or your opponent's arm (which you ripped off in an earlier turn). To make these types of attacks: 1) Determine if defender is in your Attack Arc and within range. 2) Make Attack Roll, taking WA and Mods into account. Defender Make Defense Roll. If attack was aimed, remember to add appropriate modifiers to Defense or Attack Rolls. If attack was not aimed, consult the most appropriate *Random Hit Table*, pg.51, to determine where the target was hit. 3) Check proper

Weapon Reference (pg.50) for Damage. Melee weapons get bonuses for strength of attacker. 4) Check for **Knockback (pg.52)** and other **Special Effects (pg.50)**.

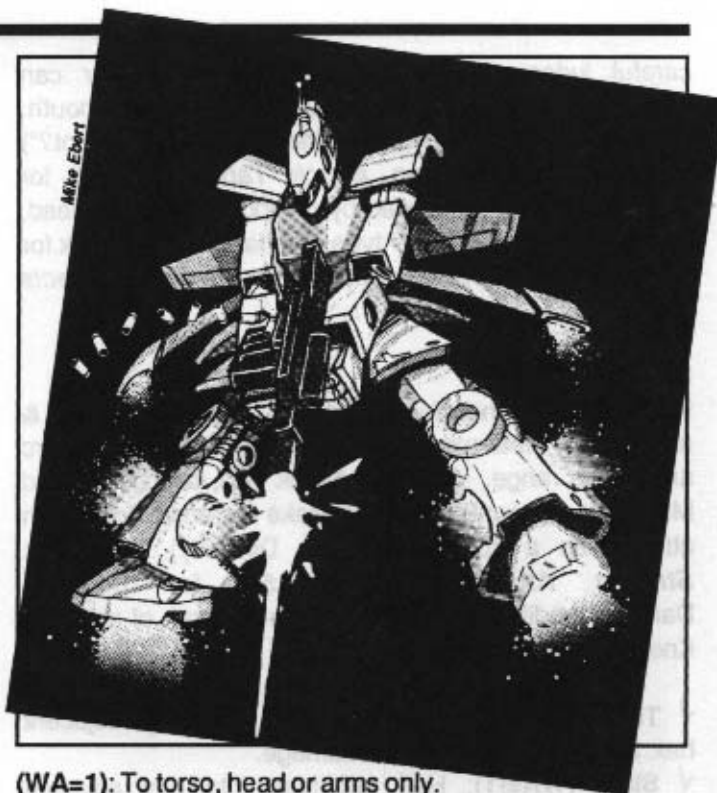
Knockout Attacks: Characters may convert any strike with a melee weapon (including rifle butts and handgun barrels) into a stunning or "knockout" attack. The modifier for this is a -3 to your Attack Roll. For more details on knockout attacks, see the section on **Stun/Shock Rolls, pg.47**.

Energy Melee Weapons: These weapons use superheated plasma blades for cutting. To make these attacks: 1) Determine if defender is in your Attack Arc and within range. 2) Make Attack Roll, taking WA and Mods into account. Defender Make Defense Roll. If attack was **aimed**, remember to add appropriate modifiers to Defense or Attack Rolls. If attack was **not** aimed, consult the most appropriate **Random Hit Table, pg.50**, to determine where the target was hit. 3) Check proper **Weapon Reference (pg.50)** for Damage. Energy Melee weapons have no bonus for attacker strength, but in general do more damage than regular melee weapons. 4) Energy Melee Weapons have no Knockback, but may have other **Special Effects (pg.50)**, such as heat.

Drills & Saws: Unlike other melee type weapons, drills and saws are designed specifically to cut through mecha armor. Therefore, when computing damage, you will reduce the Stopping Power of the armor by 4 points. Example: In a normal attack, Jeff's torso armor has an SP of 8. However, against a drill or saw attack, this SP is reduced to 4 (8 - 4=4). To hit with these attacks, you will: 1) Determine if defender is in your Attack Arc and within range. 2) Make Attack Roll, taking WA and Mods into account. Defender Make Defense Roll. Drill & saw attacks **must** be aimed. 3) Check proper **Weapon Reference (pg.50)** for Damage, making sure to reduce armor SP by 4. 4) Drills & saws have no knockback.

Punch: This attack includes **punches, claws, chops, elbow strikes, jabs & backhands**. 1) Determine if defender is in your Attack Arc and within range. 2) Make Attack Roll, taking WA and Mods into account. Defender Make Defense Roll. Each attack has a specific WA (or Difficulty) All these attacks must be **aimed**, but suffer no modifier penalties for doing so. 3) Check **Striking Attack Table (pg.52)** for Damage. 4) Check for **Knockback (pg.52)** and other **Special Effects (pg.50)**. Punches include:

✓ **Punches, claws, elbow strikes & backhands**



(WA=1): To torso, head or arms only.

✓ **Jab (WA=-2):** To eyes or sensors only.

✓ **Chops (WA=-2):** Stunning attack, usable by men only. To Head--Defender must make stun/shock roll or be knocked out. To Arm--defender must make stun/shock roll or drop weapon in hand. May not chop any other area.

Kick: This attack includes **wheel, crescent, thrust & spin kicks**. 1) Determine if defender is in your Attack Arc and within range. 2) Make Attack Roll, taking WA and Mods into account. Defender Make Defense Roll. Each attack has a specific WA (or Difficulty). All these attacks must be **aimed**, but suffer no modifier penalties for doing so. 3) Check **Striking Attack Table (pg.52)** for Damage. 4) Check for **Knockback (pg.52)** and other **Special Effects (pg.50)**. Kicks include:

✓ **Kick (WA=0):** To legs only

✓ **Wheel (WA=0):** To torso only

✓ **Spin (WA=-4):** To head only. Hard to do, big damage producer.

✓ **Thrust (WA=-3):** Torso only. Knocks opponent back 1 hex.

✓ **Crescent (WA=-2):** To head or to knock weapons out of hands only.

Bite (WA=1): 1) Only Beastmecha or living creatures can perform this attack. First, determine if defender is in your Attack Arc and within range. 2) Make Attack Roll, taking WA and Mods into account. Defender Make Defense Roll. This attack must be **aimed**, but suffers no modifier penalties for doing so. Referees should use

careful judgement as to whether the Attacker can actually reach the area of the Defender with his mouth. ("Comon! Your'e on my back, and you just bit my foot?") 3) Check the **Striking Attack Table** (pg.52) for Damage. Damage modified by component level of head, fangs (if present) or body type of attacker. 4) Check for **Knockback** (pg.52) and other **Special Effects** (pg.50).

FIGHT

Knockdown: Includes **throws, slams, trips & sweeps**. 1) Determine if defender is in your Attack Arc and within range. 2) Make Attack Roll, taking WA and Mods into account. Defender Make Defense Roll. Each attack has a specific WA (or Difficulty). 3) Check **Striking Attack Table** (pg.52) for Damage. Damage modified by type of attack+ strength of attacker. Knockdowns include:

- ✓ **Throw (WA=0):** Hurl opponent into any adjacent hex. Loses 1 action, takes no damage.
- ✓ **Slam (WA=-1):** Hurl opponent into any adjacent hex. Lose 1 action, plus take damage.
- ✓ **Trip or sweep (WA=1):** Knock opponent down. Loses 1 action, takes no damage.

Grapple: Includes **grabs, pins, bearhugs, entanglements and dismemberings**. 1) Determine if defender is in your Attack Arc and within range. 2) Make Attack Roll, taking WA and Mods into account. Defender Make Defense Roll. Each attack has a specific WA (or Difficulty). 3) Check **Attack Description** below for Damage, if any. Damage modified by type of attack+ strength of attacker. Grapples include:

- ✓ **Grab (WA=1):** Take one object from opponent. This can be also be used to grab up humans as well with an additional -5 modifier.
- ✓ **Pin (WA=0):** Pin one arm or leg with any arm of your own.
- ✓ **Bearhug (WA=-1):** Pin opponent's arms to sides with one or more pairs of your arms.
- ✓ **Dismember (WA=-2):** Mecha type attack only. Rip any arm, leg, wing, tail or head component off. Damage based on toughness of servo vs. toughness of your paired arms, as on **Dismember Table**, pg.52.

Feint (WA=0): The tactic of making a "false move" to throw your enemy off balance. 1) Roll as if making an attack, taking WA and Mods into account. Defender rolls 1D10, plus Notice Skills & Intelligence. A successful feint will add +1 to any Attack Roll you perform *directly after* the feint.

Full Body Blows: Includes **ramming, tackles,**

stomps & drops. 1) Determine if defender is in your Attack Arc and within range. 2) Make Attack Roll, taking WA and Mods into account. Defender Make Defense Roll. Each attack has a specific WA (or Difficulty). 3) Check proper **Attack Description** for Damage. Damage may be modified by type of attack +strength of attacker.

✓ **Tackle (WA=1):** Knock opponent into next hex. Defender loses 1 action. Neither unit takes damage. Attacker must have arms.

✓ **Ram (WA=0):** A mecha attack only, in which mecha slams into opponent's torso. Each unit takes damage based on their attacker's mass (see **Ram Table**, pg. 52), + 1 for every 2 hexes between. Largest unit occupies hex at end. Other units displaced 1 hex opposite to direction of ram, or bounced back out of the hex. All involved lose 1 action.

✓ **Drop (WA=-2):** Running leap ending with both feet slamming into Defender's torso. A drop is performed exactly like a ram. Must have legs. Drops may be made from above as well as from sides, but all damage still goes to torso.

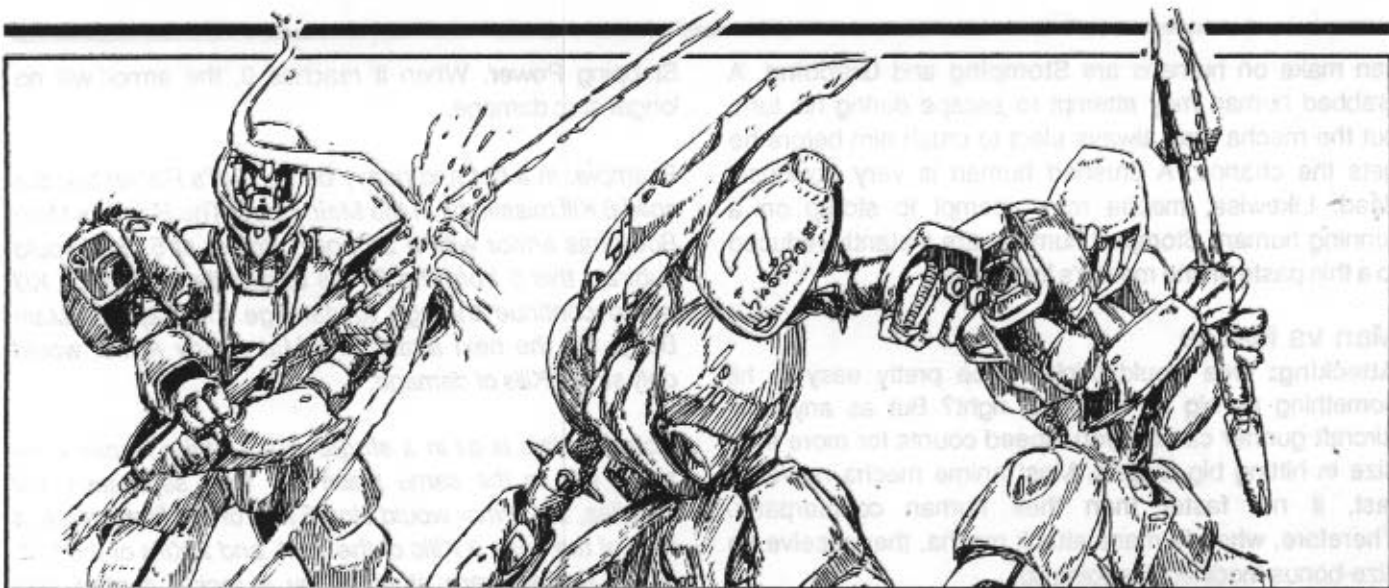
✓ **Stomp (WA=-5):** This move may only be used by mecha to run down humans and small vehicles.

DEFEND

Parry: 1) Announce that you intend to parry at the beginning of the turn. Spend 1 action. All damage is then taken off object used for parrying. May use any type of object to parry beams, cannon, guns, thrown objects, melee weapons and energy melee weapons. Must have a shield to parry missiles, rockets, kicks & punches and automatic weapons fire. May *not* parry knockdowns, entangle-ments, grapples & full body blows.

Dodge: 1) Announce that you intend to dodge at the beginning of the turn. Spend 1 action, add +2 to all your defenses this turn. May dodge beams, cannon, guns, thrown objects, melee weapons, energy melee weapons, kicks & punches. Dodge is reduced to +1 when dodging missiles, rockets and automatic weapons fire. May dodge knockdowns, entanglements, grapples & full body blows.

Escape: 1) Used to escape grapples, entanglements only. 2) Takes 1 action. To make a successful escape, you must roll as if making an Defense Roll against your opponent. You will use your Reflex (or Mecha Reflex) Stat+Dodge (or Piloting) Skills+1D10. Your opponent will use his Reflex (or Mecha Reflex) Stat+Grapple or Whip Skill +1D10. On a tied or higher roll, you have escaped. Humans may also attempt to escape if they have been grabbed by mecha.



OTHER ACTION

Transform: 1) Uses 1 action. Allows unit to change to one other form.

Ball out: 1) Also counts for getting into vehicle as well. 2) Uses 1 action.

Put away, Change or Reload: 1) Uses 1 action. May replace clips, change any on-body weapon and put previous weapon away.

Lift and/or Carry: Mecha may lift and carry anything up to one half their tonnage. They may lift (but not carry) tonnages equal to or less than their own. Men may lift as much weight as rated in the Dead Lift section of the *Body Type Table*, pg.7. They may lift and carry as much weight as specified in the section on *Encumbrance*, pg.23.

MEKTON vs Man

Shooting: You must always use the -5 modifier to your Attack Roll when attacking humans (the lil' suckers are hard to hit!). You may not use rockets or missiles on human targets, as they are too small to register any sizable lock-on signature.

On the other hand, you can use any type of firing or shooting weapon, such as lasers, plasmas, guns, machinecannon and autocannons to attack humans. Attacks Rolls are made as usual, using the mecha pilot's Reflex Stat + Weapon Skill+ Applicable Mods+ Die roll, minus the -5 Modifier for attacking human sized targets.

All mecha vs human attacks hit the human's torso (the only place *big* enough to be hit by a foot wide laser beam. If firing auto or machine cannon, ignore all rules about designating hit locations--the only place you could have hit with a three foot long shell was the torso, and you were lucky to do that). Direct hits of 1Kill are computed as if they are 10 hit attacks to the human's

torso. A direct hit of more than 2Kills will instantly vaporize the human.

Near Misses: Mecha aren't usually bothered by all the antlike humans underfoot--one good stomp and they're history. One reason mecha jocks are so cocky is that their weapons are so awful that they don't even have to directly hit the little blighters. If your attack roll is equal to or within one point of your target's Defense roll, you will have scored a *near miss* rather than a miss. A near miss always falls into the man-hex adjacent to the hex in which the target is standing. To determine where the near-miss hex will be, roll 1D6. Working from the front facing of the target's hex, place the near miss hex in one of the following configurations: 1=Directly in Front center. 2=To left front. 3=To right front. 4=Directly behind. 5=To rear right. 6=To rear left.

Whatever is in the hex where a near miss has fallen takes the full damage of the attack (which, if over 1K, instantly reduces it to vapor). Your target, on the other hand, will only take half damage from the near miss (a 1K attack is reduced to 5hits in the torso; a 2K attack is reduced to 10 torso hits. Anything greater than this will still instantly vaporize a human target, even if it has not been directly hit.

Striking: You may not use melee weapons to attack humans, as humans are too small to clobber with a twenty foot long sword (sort of like stabbing at a running mouse with a broadsword). You may, however, attempt to kick, bite or punch at a human (you can forget fancy moves like jabs, claws, wheel, thrust, spin and crescent kicks!) These strikes are made as with other types of attacks, making sure to apply the -5 Modifier for mecha attacking humans.

Fighting: The only applicable "fighting" attacks mecha

can make on humans are **Stomping** and **Grabbing**. A grabbed human may attempt to escape during his turn, but the mecha may always elect to crush him before he gets the chance. A crushed human is very obviously dead. Likewise, mecha may attempt to stomp on a running human. Stomped humans are instantly reduced to a thin paste on the mecha's footplates.

Man vs Mecha

Attacking: One would think it'd be pretty easy to hit something as big as a house, right? But as any anti-aircraft gunner can tell you, speed counts for more than size in hitting big targets. Most anime mecha move as fast, if not faster than their human counterparts. Therefore, when humans attack mecha, they receive no size-bonus modifiers for doing so.

Damage: An enterprising MEKTON character might well think "Hey, if I shoot my 5 Hit handgun at a MEKTON long enough, the damage I do will eventually add up to one Kill. If I shoot at this thing for 100 turns (or get 100 friends to shoot at it), I might knock this thing down! (an effect known to most MEKTON warriors as a *Delusion of MEKTONhood*)." The problem with this is that it's equivalent to hitting a tank with your bare fists—no matter how many times you hit it, the tank will be untouched (and your fists reduced to hamburger).

In order to damage a mecha-scaled object (something with Kills, not Hits), you must do damage equivalent to 1 Kill in a *single* attack. Even if you gather together 1,000 ground troops with handguns together and have them shoot all day long at the tank, the worst they will do (maybe) is to scratch the paint.

Parrying & Deflecting Damage

ARMOR

Combat in MEKTON would be very short and very fatal without ARMOR. Armor, whether of the heavy plates of metal alloys used to cover mecha components, or of lighter ballistic meshes of character armor, protects the wearer from taking the full amount of the damage aimed at him. There are two important things to remember about MEKTON World Armor:

Stopping Power: Each level of armor has its own **Stopping Power (SP)**. When you are hit, subtract the current SP value from the amount of damage. The remaining damage (if any) will then be subtracted from the hit area.

Staged Penetration: MEKTON armor works on the idea of Staged Penetration. Each time the armor of an area is hit by a *single* attack, it loses one point of its

Stopping Power. When it reaches 0, the armor will no longer stop damage.

Example: In a hot and heavy battle, Jeff's Rapier takes a solid 6 Kill missile hit in the Main Body. The Rapier's Main Body has armor with a Stopping Power of 5. Jeff would subtract this 5 from the 6 Kills of missile damage. 1 Kill would continue through to damage the Rapier's Main Body. On the next attack, the Main Body Armor would only stop 4 Kills of damage.

*Note that this is all in a **single** attack. If the Rapier were to be hit in the same place by **four** separate 6 Kill missiles, the armor would stop 5 kills of the first missile, 4 Kills of the next, 3 Kills of the next, and 2 Kills of the last. If the Rapier were attacked by a rocket spread, you would first add up all of the damage to each area by all the rockets striking that area (let's say 2 rockets in the head, 3 in the Main Body, and 2 in the left leg). The armor on each area would stop all of these attack groups as one attack--then it would be reduced by one point. To reduce it further would require another spread of rockets.*

PARRYING

Shields: Shields are like moveable armor—they can be used to take the damage of an attack instead of the intended part. To use a shield, the mecha must have an arm to hold it. When not being used to parry damage, this shield must be clamped or slung on this arm. The shield automatically protects the carrying arm at all times, taking any damage targeted to that arm until destroyed.

If not parrying, you may use the shield arm to attack or fire weapons. However, you may not parry *and* attack with the shield arm during the same turn.

Should the damage taken by the shield be greater than its stopping power, the remaining damage will, of course, continue through to damage the mecha. If the attack was *aimed*, the damage will strike the area aimed at (where it will be reduced in turn by that area's own armor). If the attack was not aimed, a hit area should be selected using the *Random Hit Table*, pg.51.

Other Objects: These include melee weapons, scrap lying around, and your own arms. Each parries damage exactly as shields do; however, unless they are armored objects (such as a mecha limb), they will not have the Staged Penetration abilities of armor. **Note:** You may only use your arms to parry damage to the head or torso (main body). If the attack is an *unaimed* attack, you may *not* use your arms to parry. You may not use tails, wings or legs to parry damage.

Energy Melee Weapons: These weapons have no

material substance to absorb attacks, as the blade consists of a magnetic bottle and a plasma core. Instead, Energy Melee Weapons parry damage by *deflecting* the attack. For this reason, they may deflect as many attacks as required without being destroyed or worn away. However, because they are so much smaller than shields or other material parrying objects, they may not be used to parry rocket or automatic weapon attacks.

Human Damage Results

Head: At 0 Hits, humans are automatically unconscious. They may take no actions except to lie on the floor until they heal or are regenerated enough to be higher than 0 Hits (whereupon they come out of the coma again). At -1, humans are dead and may not be regenerated. At -2, the head is severed or crushed.

Arms: At 0, the arm is broken and useless. It may not be used to attack or carry. However, it can be regenerated. At -1, the arm is severed (1-5 on 1D10) or shredded to rags (6-10). It can be regenerated, but at a rate four times slower than normal. At -5, the arm may not be regenerated.

Legs: At 0, the leg is broken and useless. It may not be used to attack or walk. Men with one leg remaining may hop (same as crawling). Men with both legs missing must drag themselves with their arms. They will need both arms to do this. At -1, the leg is severed or shredded to rags (see **arms** for details). It can be regenerated, but at a rate five times slower than normal. At -5, the arm may not be regenerated.

Torso: At 0, the torso has taken massive internal damage and the character has passed out (see head). However, it can be regenerated at this point. At -1, the character is dead and may not be regenerated. At -2, the torso is severed or shredded apart.

Stun/Shock Rolls

Certain conditions or attacks may force a character to make a **Stun/Shock** roll to remain conscious. In these cases, he must roll a value on 1D10 equal to or lower than his **Stun/Shock Value**. He will remain unconscious, rolling once at the *beginning* of each turn until he has passed the roll and recovered. Certain attacks and weapons may reduce this Stun/Shock Value. You may be forced to make a Stun/Shock Roll in these cases:

One Half Damage: If you take over one half of the total points of an area in *one* attack, you must make a Stun/Shock roll against the pain and shock of the damage.



Example: Jeff gets a clear shot at Gerion and shoots him in the torso (doing 6 points). Gerion's torso can take a total of 10 points. As the damage is over half of this, he makes a Stun/Shock roll for a Strong Body Type (7 or less). He fails the roll and falls over in a heap.

Needlers or Sleep Gas: Needle pistols are compressed air handguns which fire drug-laced needles. They are a specialized attack used only by men against other men, fired as any other single shot ranged attack. However, needles do not cause damage. Instead, needled victims must make a Stun/Shock Roll to remain conscious. If the roll is failed, the victim falls into a deep, dreamless sleep for 1 hour. For each additional needle taken, they must reduce their base Stun/Shock by 1 and roll again.

Example: Jeff is hit by Mara's needler attack. His base Stun/Shock roll is 6. He makes it easily. In the next attack, he takes two more needles, reducing his Stun Shock to 4 (His base 6 - 1x 2 needles). This time, he isn't so lucky, and falls into a deep sleep for 1 hour.

Sleep gas operates in much the same way as needler drugs. If you are in the effect range of a Sleep Grenade, you must make a Stun/Shock Roll -2 to stay conscious. If you fail, you will pass into a deep, dreamless sleep for one hour.

Knockout Attacks: Karate chops are an attack specifically designed to knock characters out. When struck, the defender must make a Stun/Shock Roll to stay conscious. In addition, any blow with a club or hand weapon may be converted to a "knockout" blow if the Attacker has paid the additional modifiers for making a **Knockout Attack**.

Mecha Damage Results

Arms: At 0 kills, the arm is considered destroyed. Attacks cannot be made with it, and it cannot be used to parry. Note: Hands, claws, talons & pincers do not have separate Kill values and are destroyed when the arm is.

Legs: At 0 Kills, the leg is considered destroyed. Attacks cannot be made with it, and it cannot be walked on. All flight systems inside of the leg are also destroyed. If a mecha has lost all of its legs on one side, it is forced to crawl or fly.

Heads: At 0 Kills, the head is completely destroyed. Attacks cannot be made with it. If sensors are present, they are also destroyed, rendering the mecha effectively blind (-4 to Attack & Defense rolls). Pilots within the head must make an **Emergency Eject Roll** or be killed automatically.

Wings: At 0 Kills, the wing is completely destroyed. Mecha loses all advantages of MA based on having wings, whether other pairs exist or not. Weapons may not be fired from the wing.

Tails: At 0 Kills, the tail is completely destroyed. Attacks cannot be made with it. Crew located in the tail (as gunners) must make an **Emergency Eject Roll** or be killed automatically.

Main Body: At 0 Kills, the Main Body is completely destroyed. Attacks cannot be made with it. In addition, all attached components (legs, arms, heads, wings, tails, etc.) are automatically inoperative, although not necessarily destroyed. If sensors are present, they are destroyed. Pilots within the Main Body must make an **Emergency Eject Roll** or be killed automatically. Powerplants are automatically destroyed and must make a saving throw against **Powerplant Explosion**.

Sensors: At 0 Kills, the mecha is effectively blind, having lost all targeting scopes and screens, and being forced to rely on backup periscopes and manual optics. The mecha is now -4 in all Attack and Defense Rolls.

Flight Systems: At 0 Kills, a Flight system package (thrusters or fans) is effectively destroyed. If the total amount of Flight System Points is less than that required to lift the mecha, it will fall (see *Falling*, pg. 49, for details).

Tread or Wheel Platforms: At 0 Kills, the mecha may no longer move. It is unable to crawl and must resort to flight or remain immobile.

Weapons: When reduced to 0, the weapon may no

longer be used. Both spacemounted and handcarried weapons may be attacked, whether in use or not.

Internal Damage

Not all damage takes place in the components. Some damage is caused by indirect means inside of the mecha, such as overheating and overloaded systems, random shrapnel, and pilot injuries from being tossed about like a pea in a tin can. This damage is called Internal Damage, and affects these areas only:

Hydraulics: The circulatory system of the mecha. At 0 Kills, the mecha becomes inoperative.

Powerplant: At 0 Kills, the mecha becomes inoperative, with a 3 in 10 chance of detonating in a massive explosion. Pilots in the mecha must make an **Emergency Eject Roll** or be killed automatically.

Pilot: Pilots take damage as they would in Man-to-man combat.

To determine the possibility of Internal Damage, you will, at the end of each turn in which your mecha takes damage, roll your mecha's **Internal Damage Save**. This is a value equal to the mecha's current number of Main Body Kills. You must roll lower than this value on 1D10 (obviously, if your mecha's current number of Main Body Kills is greater than 10, you need not roll). You will make an Internal Damage Save roll only if the damage taken actually penetrated the mecha's armor. If you have failed your Save, roll 1D10 and consult the *Internal Damage Table*, pg. 52) for the result.

Powerplant Explosion

MEKTON World powerplants are basically controlled nuclear explosions, held in check by a powerful magnetic bottle "forcefield". But when a powerplant is reduced to 0, there is a 30% chance (3 in 10--roll 1D10 and pick the three you don't want) that the magnetic containment bottle of the plant will make a "crash" shutdown, creating the equivalent of a small fusion bomb. Should your powerplant go critical, do the following:

- 1) Multiply the original number of Kills the powerplant had by 2.
- 2) Each hex adjacent to the one in which the mecha is standing will take this much damage in Kills. The 7 hexes will be reduced to a glowing crater about 20 feet deep.
- 3) If other mecha are standing in the adjacent hexes, divide this damage by the number of components in the

mecha (each arm, leg, head, tail, wing, main body, track/wheel platform). Round decimals down, then distribute damage to each component specified. Any characters standing within the radius of the blast will instantly be reduced to ash.

Self Destruct: You may, of course, choose at any time to detonate your own powerplant from your cockpit (a classically anime thing to do). If you're really lucky, the damage caused may create a second powerplant explosion--this time your opponent's...

Emergency Ejection Roll

Players with the foresight to have purchased the Ejection Option for their vehicles can always choose to "punch out" before the going gets rough. It's only when ejecting is a life and death matter that a simple ejection requires a success roll.

An **Emergency Ejection** roll is just that--a fast punchout before the "suit" goes up in a fireball. Sometimes you make it. Sometimes you don't. When making an Emergency Ejection roll, roll 1D10, add your character's Reflex stat and compare the total to the values on the **Last Chance Ejection Table**, pg. 51 to see the manner in which you bought the farm.

Ejecting will always place you 4 adjacent MEK-hexes from the location of your mecha. To determine the direction of the landing hex, roll 1D6. Working from the front facing of the your mecha's hex, place your landing in one of the following configurations: 1=Directly in Front center. 2=To left front. 3=To right front. 4=Directly behind. 5=To rear right. 6=To rear left.

Knockback

Maybe the 8K missile attack *didn't* hammer through your shield and armor. But when guns the size of small automobiles are commonly used, you can expect some pretty flashy side effects as well as damage. The flashiest of these is Knockback, where the power of the strike or blow sends the defending MEK staggering back through the nearest unoffending office building. For this reason, we've included a special table for **Knockback Effects** on pg. 52 of this rulebook. Merely crossreference the amount of damage with the result, then move up or down the table depending on your tonnage.

Mecha aren't the only ones staggering from high velocity impacts. Even a 9mm bullet can produce a respectable collision with a character's bulletproof jacket or combat armor. Although no damage may be taken in the attack, the force of a blow may knock a small human right off of his or her feet. For this reason, we've

included a **Human Knockback Table** as well.

Special Effects

Not all the action in a mecha combat is direct. Often, there are special effect byproducts, such as nearby buildings getting pulverized by near misses or by mecha charging through or firing at them. Another side effect of using gigawatt lasers is a tremendous heat backlash. Both of these effects are covered in two **Special Effects Tables** on pg.50.

Falling (mecha)

One major factor in flying mecha combat is falling. Falling occurs whenever you no longer have enough thrusters to keep your unit airborne. All mecha fall at a rate of 5 hexes per turn. To compute falling damage, you will:

- 1) Take weight of Mecha & compare it to the **Ram Table**, pg.52. This is your Base Damage taken.
- 2) Add +1 Kill for every hex fallen. Designate total damage to your unit's Main Body.
- 3) Throw 1D10 to see how you land (1-2 upright, 3-7 on back, 8-10 on front. Your new facing will be the same as when you began your fall. Falling humans see pg.55.

A Quick Summary Of Combat

At Start of Combat:

- 1) Set up BattleMaps and establish terrain. Build your mecha, setting limits for tonnages and/or weapons, if you have not already.
- 2) Determine Conditions of Weather & Terrain.
- 3) Determine Turn Order for all participants in the Battle.
- 4) Set up all players (men & mecha) on board as agreed.

At Start of Each Turn:

- 1) Players planning to dodge or parry announce their intentions.
- 2) Players setting up ambushes must be in position. They may now make their Ambush Rolls.

During Your Part of the Turn:

- 1) State whether you are taking your turn now or delaying, and if so, when you intend to go. You may not delay a second time.
- 2) If you have failed a Stun/Shock Roll in the previous turn, make one now to recover.
- 3) Choose as many actions as allowed by your Reflex or Mecha Reflex Stat. You may Move, Shoot, Strike, Defend, Fight or Other.
- 4) If making attacks, make Attack Rolls against your target's Defense Rolls. Formula is:

Attacker: Reflex Stat+ Weapon Skill+ Mods+ Die Roll
vs
Defender: Reflex Stat+ Dodge or Piloting Skill+ Mods+ Die Roll

Damage takes place immediately. Attacker checks off shot boxes used. Defender checks damage boxes taken. All players who took damage in the turn should make Internal Damage Saves if their Main Body Areas are below 10. Apply Internal Damage (if any) at this time.

Mecha Weapon Reference Table

Type	Range	VA	Damage
Lasergun	8	1	1K
Lascannon	8	1	2K
Plasmagun	8	1	3K
Plasmacannon	8	1	4K
150mm	6	0	4K
300mm	6	0	6K
Machinecannon	3	-1	1K per hit
Autocannon	4	-1	1K per hit
Flamer	4	0	2K, 1, 1
Rocket Launcher	7	0	2K
Missile Rack	7	0	5K
Strike Missile	8	-2	10K
Throwing Weapon	varies	1	2K+
Melee Weapon	1	1	2K+
2H Melee Weapon	1	1	4K+
Energy Melee Weapon	1	1	4K
2H Energy Melee Weapon	1	1	6K
Nova Beam Saber	1	0	12K
Whip	1	1	1K+
Drill, Saw	1	0	4K
Fangs, Beaks	1	1	4K
Shield	1	1	2K+

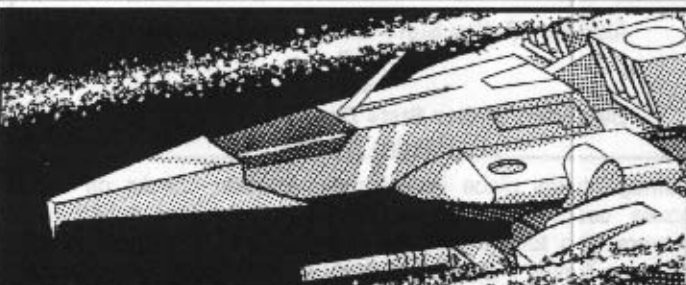
Man Anti-Mecha Weapon	Rng	VA	Damage
M11-5 Portable Plasma Gun	2	0	3K
EDFA Portable Missile Launcher	4	+1	2K
Anti Mecha Mine	0	NA	6K

Range is in mecha-scaled hexes

SFX Table 1: Obstacle Impacts

Kills Done	Damage to Structure
1-3	All windows shatter
4-5	Cracks in walls
6-7	Gaping holes slammed thru walls
8-9	Wall collapses into rubble
10	Entire structure collapses
11	Structure explodes, collapses
12+	Structure vaporized

Obstacle Type	Modified Effect
Walls, Rocks, Houses, trees	move down table 3 levels
Apartments & Small Offices	move down table 2 levels
Hotels & Lg. Offices	move down table 1 level
Theatres & Parking	do not move on table
Skyscrapers & Malls	move up table 1 level



Personal Weapon Reference Table

Weapon	Range	VA	Damage
EDF 9mm Automatic	24	+1	1D6+1
Kargan Gyrojet	32	-1	1D6+3
7.65mm Automatic	22	0	1D6
Submachinegun	50	-2	1D6 per hit Burst Value=5
Needler	20	-1	Sleep
Rifle	100	0	1D6+2
Gyorifle	200	-1	1D6+3
Shotgun	20	+2	1pt. per hit
Energygun	200	+2	1-10 Variable
Plasmablade	1	+1	1D10
Dagger	1	+1	1D6/2
Rapier	1	+1	1D6
Broadsword	2	0	1D6+2
Axe	1	0	1D6+1
Polearm	4	0	1D6+1
Bow	40	0	1D6
Compound Bow	100	0	1D6+2
Crossbow	50	+1	1D6+1
Nunchaku	1	+1	1D6
Sai	1	+1	1D6
Tonfa	1	+1	1D6
Shiriken	1	-1	1D6/2 per group
Frag Grenade	Throw	-1	1D10 distributed as shotgun hits
Sleep Grenade	Throw	-1	Sleep

SFX Table 2: Energy Weapon FX

Kills of Weapon	Heat Effects
1-3	No effect
4-5	Unarmored characters take minor burn damage.
6	Paper, wood smoulder. Take major burn damage.
7	Paper, wood burst into flames. Take severe burn damage.
8	Cement, concrete crack from heat. Take critical burn damage.
9	Metal too hot to touch.
10+	Metal becomes molten.

Area of effect is 1 mecha-hex adjacent to path of beam or within hex where energy melee weapon is used.

Arm Servo Averaging Chart

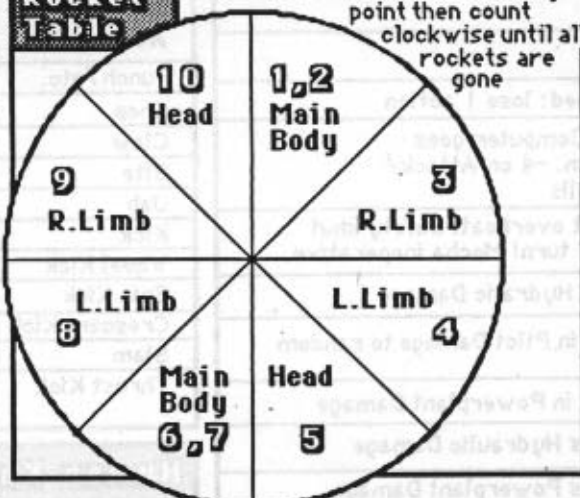
	SL	LW	ST	MS	HS	MW	LH	MH	AH	SH	MHV
SL	SL	SL	LW	LW	ST	ST	MS	MS	HS	HS	MW
LW	SL	LW	LW	ST	ST	MS	MS	HS	HS	MW	MW
ST	LW	LW	ST	ST	MS	MS	HS	HS	MW	MW	LH
MS	LW	ST	ST	MS	MS	HS	HS	MW	MW	LH	LH
HS	ST	ST	MS	MS	HS	HS	MW	MW	LH	LH	MH
MW	ST	MS	MS	HS	HS	MW	MW	LH	LH	MH	MH
LH	MS	MS	HS	HS	MW	MW	LH	LH	MH	MH	AH
MH	MS	HS	HS	MW	MW	LH	LH	MH	MH	AH	AH
AH	HS	HS	MW	MW	LH	LH	MH	MH	AH	AH	SH
SH	HS	MW	MW	LH	LH	MH	MH	AH	AH	SH	MHV
MHV	MW	MW	LH	LH	MH	MH	AH	AH	SH	SH	MHV

Last Chance Ejection Table

Total Roll	Result
1-5	You never knew what hit you
6	You have enough time to scream
7	You have enough time for a Flashback
8	You have enough time to make a short, heroic speech.
9	You have enough time for a long dying speech & a meaningful flashback.
10	You escape with Critical Wounds (1D6 to all areas).
11	You escape with Minor Wounds (1D6/2 to all areas).
12+	You escape unharmed.

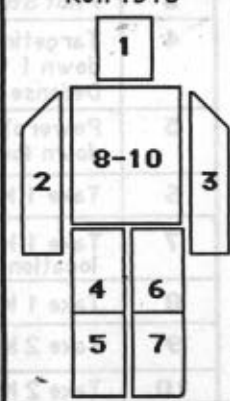
Rocket Table

Roll 1D10 to determine starting point then count clockwise until all rockets are gone



Man Random Hit Table

Roll 1D10



Mecha Random Hit or Snapshot Table

Roll	MEK ARMOR	MEKTON	M. FIGHTER	BEASTMECHA
1	Head	Head	Main Body	Head
2	Torso	Torso	Main Body	Torso
3	Torso	Torso	Main Body	Torso
4	Rt. Side Limb ✓	Rt. Arm	L.Side Wing	Torso
5	Rt. Side Limb ✓	L.Arm	L.Side Wing	Rt. Side Limb ✓
6	Lft. Side Limb ✓	R.Leg	Rt. Side Wing	Lft. Side Limb ✓
7	Lft. Side Limb ✓	L.Leg	Rt. Side Wing	Tail
8	Weapon ✓	Weapon ✓	Weapon ✓	Weapon ✓
9	Sensor ✓	Sensor ✓	Sensor ✓	Sensor ✓
0	Thruster ✓	Thruster ✓	Thruster ✓	Thruster ✓

✓ Attacker Chooses Location **Multiforms:** use most appropriate table when changing forms. **Wheels, treads =** Limb Hit

Attack Roll Modifiers

Situation	Modifier
Half Range	+1
Quarter Range	+2
Target in Partial Cover	-5
Defender Immobile	-1
Mecha attacking Man	-5
Using 2 Handed weapon 1 Handed	-2
Target in flight	-1
Attacker Prone	+1
Attacker Braced	+1
Defender Dodging	-2
Head, limb, wing tail	-2
Weapon	-3
Sensor or Eye	-3
Main Body or Torso	-1
Thruster/Fan	-4
Knockout Attack	-3

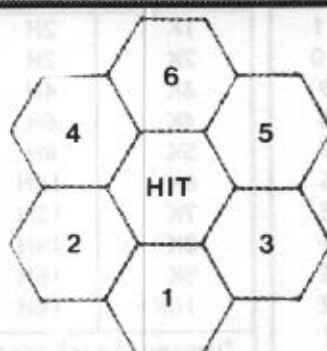
Mecha Weapon Range Table

Full Range	1/2 Range	1/4 Range
12	6	3
11	5	2
10	5	2
9	4	2
8	4	2
7	3	1
6	3	1
5	2	1
4	2	1
3	1	NA
2	1	NA
1	NA	NA

Reflex/ Action Table

Man Reflex	Mecha Reflex	Actions per Turn
2 to 4	-9 to 3	1
5 to 7	-2 to 3	2
8 to 10	4 to 9	3

Grenade Throw



Terrain Table

	Rough 2x per hex		Open Ground 1x per hex
	Mud 3x per hex		Uphill/downhill elevation marks Add +1 per level
	Water Swimming: 3x per hex Wading: 4x per hex		

Internal Damage Table

Roll	Result
1-2	No Effect
3	Pilot Stunned: lose 1 action
4	Targeting Computer goes down 1 turn. -4 on Attack/Defense Rolls
5	Powerplant overheat! Safety shut down for 1 turn! Mecha inoperative.
6	Take 1 Kill Hydraulic Damage
7	Take 1 Hit in Pilot Damage to random location.
8	Take 1 Kill in Powerplant Damage
9	Take 2 Kills Hydraulic Damage
10	Take 2 Kills Powerplant Damage

Striking Attack Table

Attack	VA	Damage	
		Men	Mecha
Punch/etc.	1	1+	1K+
Chop	-2	Stun	NA
Claw	1	1+	2K+
Bite	1	1+	4K+
Jab	-3	3+	3K+
Kick	0	3+	3K+
Wheel Kick	0	3+	3K+
Spin Kick	-4	6+	6K+
Crescent Kick	-2	4+	4K+
Slam	-1	1+	1K+
Thrust Kick	-3	5+	5K+

Ram Table

Rammer Tonnage	Target Damage
10-29	1K
30-49	2K
50-69	3K
70-79	4K
80-89	5K
90-99	6K
100+	7K

Add +1K for every 2 hexes between.
Lighter mecha will bounce out of collision hex.

Mecha Knockback Table

Kills Done	Result
1-4	No Effect
5-6	Stunned by force of attack; lose 1 action
7-8	Stagger in place; lost 2 actions
9-10	Knocked back 1 hex; lose 2 actions
11-12	Knocked back 2 hexes; lose 2 actions
13-14	Knocked down in hex. Lose 1 action
15	Knocked back 1 hex, fall over. Lose 1 action
16+	Knocked back 2 hexes, fall over. Lose 2 actions
Tonnage	Modifier
10-19	Move down table 2 points
20-39	Move down table 1 points
40-69	Do not move on table
70-89	Move up table 1 points
90+	Move up table 2 points

Human Knockback Table

Hits Done	Result
1-2	No Effect
3-4	Lose 1 action from impact. Stagger on feet
5-6	Lose 2 actions. Reeling from shock of attack
7	Knocked clear off feet. Lose 2 actions
8	Knocked back 1 hex, fall down. Lose 3 actions.
9	Knocked back 2 hexes, fall down. Lose all actions this turn.
10+	Knocked back 2 hexes, fall down. Lose all actions this turn; make Stun/Shock roll
B. Type	Modifier
V.Weak	Move down table 2 points
Weak	Move down table 1 points
Average	Do not move on table
Strong	Move up table 1 points
V.Strong	Move up table 2 points

Ranges



Dismember Table

Attacker	SL	LV	ST	MS	HS	MV	LH	MH	AH	SH	MHV
SL	1	2	3	4	5	6	7	8	9	10	11
LV	0	1	2	3	4	5	6	7	8	9	10
ST	0	0	1	2	3	4	5	6	7	8	9
MS	0	0	1	2	2	3	4	5	6	7	8
HS	0	0	0	1	2	3	4	5	6	7	7
MV	0	0	0	0	1	2	3	4	5	6	6
LH	0	0	0	0	0	1	2	3	4	5	5
MH	0	0	0	0	0	0	1	2	3	4	4
AH	0	0	0	0	0	0	0	1	2	3	3
SH	0	0	0	0	0	0	0	0	1	2	2
MHV	0	0	0	0	0	0	0	0	0	0	1

Mecha vs Man Damage

Damage	Full	Near Miss
1K	2H	1H
2K	2H	1H
3K	4H	2H
4K	6H	3H
5K	8H	4H
6K	10H	5H
7K	12H	6H
8K	14H	7H
9K	16H	8H
10K+	18H	9H

Damage to each area of character

Jeff slowly picked himself off the floor of the shattered cockpit, wincing as a knife-edged glass shard ripped across his ruined hand. Teeth gritted, he used his right arm-- the left was broken in three places-- to lever open the cockpit blast doors. Slipping greasily in a pool of blood from his right leg (boy, that 50 mm shrap hurt!), he lurched out into the watery haze of the battlefield and the waiting arms of the Recovery Team.

Medical Section

Sooner or later, your MEKTON character is going to get hurt--seriously hurt, without even taking the easy and dignified way of "checking out" in a blazing fireball. At times like this, you're going to need to know something about basic Medicine and how to get him/her put back together again.

How Hurt Is Hurt?

For some people (the more squeamish among us), it's enough to know their character has lost "6 Hits to his left leg and 2 more in the head". But if you're really going to get into *roleplaying* a character, you're going to want to know exactly what happened? Did you break a leg? Get toasted with high voltage? Are your innards hanging out? For this reason, we have created the **Realistic Damage Table**; a simple way to find out just what happened to you by the end of the combat-- and what pieces are left.

So You Didn't Get Shot...

But maybe you fell fifty meters, or dropped the hairdryer in the bathtub while you were bathing...Or were hit by a fan car at 120 kph. and trampled by a rogue elephant for good measure. These types of injury are known as **Non-Combat Injuries**, and have their own tables for determining damage (pg. 55).

Shock & Stun

As any paramedic will tell you, combatting the side effects of pain and bloodloss is half the battle in keeping a patient alive. Whenever your character takes more than one half of his Hits in any location, he must make a roll on 1D10 lower than or equal to his Stun /Shock Value. A failed roll will result in his passing out. He will remain unconscious each succeeding turn that he does not pass his Stun /Shock check. When any limb area of your character reaches 1, he must again make a Stun / Shock roll, this time halved (round values down). If the limb is healed above 1, the Stun/Shock value will return to normal.

Example: While in combat, Jeff takes a 50 caliber shell in

his right leg, reducing it below half. He makes a Stun/Shock Roll and fails. He passes out for one turn. The next turn, he tries again, and fails. Finally, on the third turn, he makes the roll and comes to again-- just in time to be hit again in the right leg, which is reduced to 1. His Stun/Shock value is halved. Again, he fails the roll, this time for the next ten turns. He eventually wakes up in the Base Hospital.

Natural Healing

Natural healing is just that--healing without the aid of antiseptics, dressings or other wonders of the physician's art. It's not the fastest way to heal--in fact, some people will actually lose Hits without medical attention, based on Body Type. To determine how many Hits you can recover per day, cross reference your Body Type on the **Recovery Table** with the type and location of injury.

Medical Skill

Natural healing may be all right for some people, but when you've got a 20 ton mecha suit bearing down on you, you don't have time to sit around healing slowly! And if you're the sort who only gets worse without medical attention...

To perform basic First Aid (i.e., bandaging minor wounds 1 or 2 hits in extent), you need no medical Skill. However, to properly tourniquet a severed limb or bind a major (5-10 hits) wound, you must have at least 1 level of Medical Skill. All other medical operations are rolled as a function of the severity of the injury against your Medical Skill.

Example: On a lonely battlefield, Bernard finds himself having to remove Rachelle's appendix. Bernard's Medical Skill is 6 (Surgeon Level). The difficulty of this type of surgery is 15+ a 1D10 roll. Bernard rolls a total of 22. The operation roll is a total of 18. Bernard successfully removes the appendix and stitches Rachelle up so neatly, she doesn't even have a scar.

The successful use of Medical Skill automatically brings the patient's Natural Recovery Rate up to the level listed in the Medical section of the **Recovery Table**. Simply stating "I use Medical Skill" isn't enough-- the physician must state what medical attention was performed; whether an operation, wound tending, or diagnosing a disease. That's why we call this *roleplaying*.

Drugs & Medicines

A number of sophisticated drugs exist in the MEKTON World, designed to cover all types of emergency and medical situations. The listing to follow is only a sample; Referees should feel free to invent new and different medications for use in their adventures.

Pain Killer

A powerful anesthetic, which can be applied locally (via spray) or generally (through injection). **Dosage Note:** 1 dose lasts @ two hours.

Synthe-flesh Spray

Used to cover burns and shallow wounds, the spray foam hardens to a rubbery consistency in moments. **Dosage Note:** Synthe-flesh will not seal amputations, opened arteries, or any other high-pressure wound. It also will not hold your insides in if you have a gaping belly wound (i.e.; torso wounds greater than one half your total torso Hits). These type of injuries require surgery and/or bandaging. Sprayed wounds will add +1 to their daily Hit recovery rate.

Speed Heal

Boosts healing at an accelerated rate (2 times natural healing). **Dosage Note:** May be used once per 24 hour period. During this 24 hour dosage period, the patient will be in a drugged, comatose state (Reflexes & Intelligence reduced to 1) as the accelerated healing process draws energy from all of his/her bodily reserves.

Sleepdrug

A single dose of this drug will cause a deep, dreamless sleep for a set amount of time, based on Body Type: Very Weak=10 hrs. Weak=8 hrs. Average=6 hrs. Strong=4 hrs. Very Strong=2hrs. **Dosage Note:** You should never increase the basic Sleepdrug dose, as an overdose may cause death, based on patient Body Type and number of doses given consecutively: Very Weak=5 in 10 chance per extra dose. Weak=4 in 10 chance per extra dose. Average=3 in 10 chance per extra dose. Strong=2 in 10 chance per extra dose. Very Strong=1 in 10 chance per extra dose.

Stun-Stim

Can be used to neutralize 1 dose of Sleepdrug, or promote wide awake activity for a set amount of time based on Body Type: Very Weak=1hr. Weak=2 hrs. Average= 3hrs. Strong=4hrs. Very Strong= 5hrs. Stim also has another byproduct--it increases the subject's Stun/Shock Roll by +2 for every dose taken. **Dosage Note:** Stimdrug has one nasty side effect-- it literally eats the body alive in order to maintain the subject's high levels of activity. For every consecutive dose taken after the first one, the patient will lose 2 Hits from each body area, passing into unconsciousness when the Head area is at 1.

General Antiseptic Spray

Increases healing rate by 1 hit per day. **Dosage Note:** Applicable once per 24 hr period.

Pan Spectrum Antibiotic

Will arrest almost all fevers and rots. It will not neutralize poisons or restore Hits. **Dosage Note:** Applicable once per 24 hr period.

Truth Drug

Truth drug will cause subject to truthfully answer all questions posed to him for a 10 turn time period. The subject may attempt to resist the drug, making a roll combining his/her Cool + Die Roll + Any Resist Interrogation or Resist Brainwashing Skills against the drug's Die Roll + 8 for every level of dosage used. **Dosage Note:** Overdosages of Truth drug may cause a fatal reaction, based on the Body Type of the subject: Very Weak=7 in 10 chance per extra dose. Weak=6 in 10 chance per extra dose. Average=5 in 10 chance per extra dose. Strong=4 in 10 chance per extra dose. Very Strong=3 in 10 chance per extra dose.

Poison Neutralizer

This drug will neutralize the effects of most known poisons and similar alkaloid complexes. It will not neutralize hallucinogens, depressants and mood elevators. It will not replace Hits lost through poison damage.

Brain Booster

This drug increases Intelligence Stats by 5 points for a period based on Body Type: Very Weak= 10 turns Weak=8 turns. Average= 6 turns. Strong=4 turns. Very Strong= 2 turns. **Dosage Note:** An overdose of Brain Booster (more than 1 dose in a week) automatically causes convulsions and death within 2 turns.

Speed Booster

Increases reaction times and Reflexes by 5 points for a period based on Body Type: Very Weak= 1 turn Weak=2 turns. Average= 3 turns. Strong=4 turns. Very Strong= 5 turns. **Dosage Note:** Like Stun-Stim, Speed Booster enhances Reflexes and Reactions by "burning" the body's resources at an incredible rate. For every consecutive dose taken after the first one, the patient will lose 3 Hits from each body area, passing into unconsciousness when the Head area is at 1. Note: Patients with very low Body Types may slip over the "1 Head Hit" line with one overdose, falling into convulsions and death within 2 turns after taking the overdose.

Regenerator Tanks

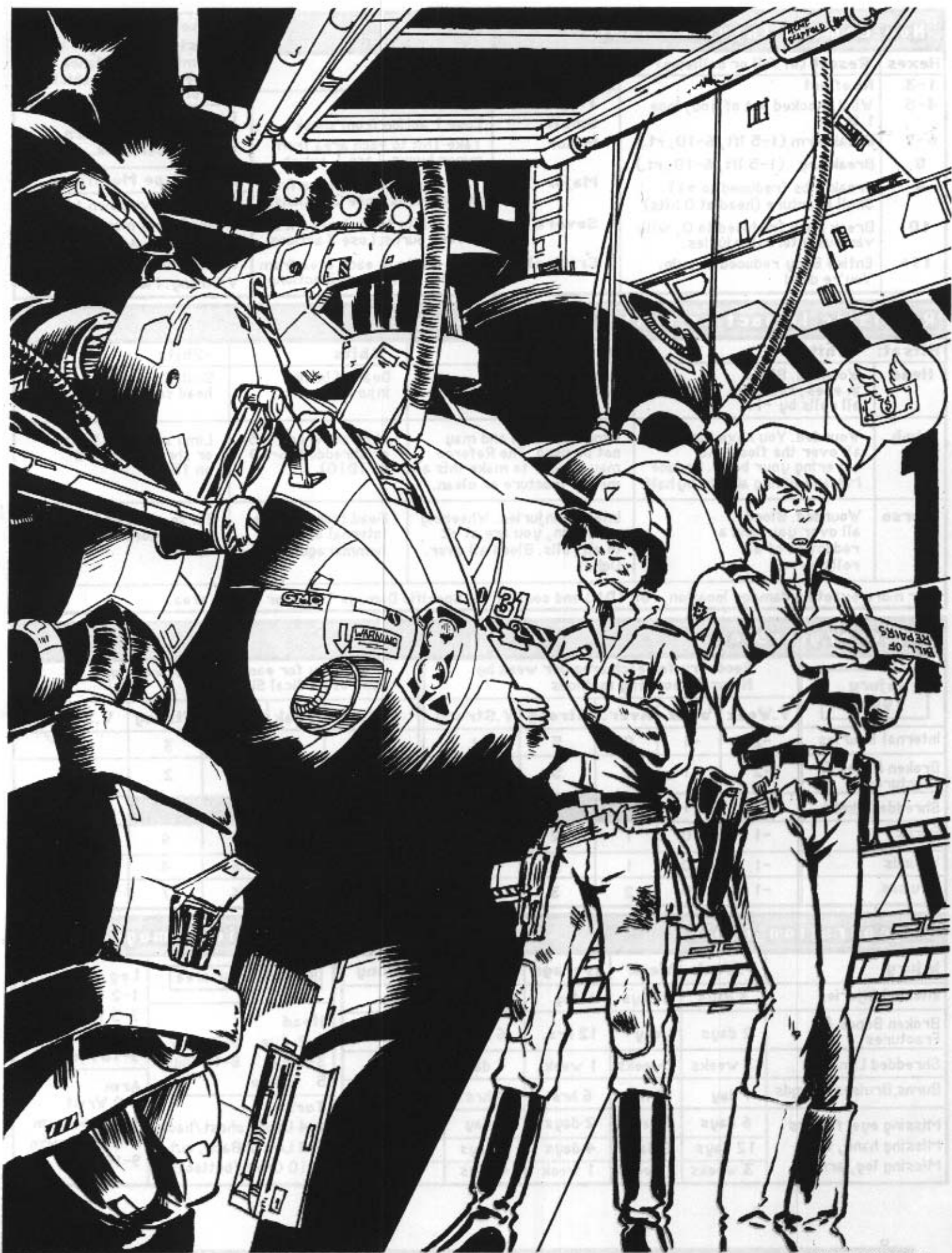
The Regenerator Tank is a recent MEKTON World invention designed to repair critical physical injuries, such as destroyed organs or missing limbs (not counting heads). The unconscious patient is immersed in a transparent tube filled with a viscous blue chemical substance. The regenerator chemicals are then electrically charged, stimulating cell growth in the injured areas. Regeneration is an extremely tedious process, but is the only way to regenerate missing limbs or severely damage organs. To determine your patient's regeneration times, cross reference the injury against the **Regeneration Table**.

Non Combat Injuries Table				To use this table: Collision/Falling Determine hex distance between victim & vehicle, or # of hexes fallen
Hexes	Result (of fall or collision)	Type of Burn or Shock	Results	Fire or Electricity Determine type of burn or electrical shock.
1-3	No effect	Tiny Small Minor Major Severe Critical	No Effect	Body Type Modifiers V.Weak: move down 1 level Weak: Do not move on table Average: Do not move Strong: Move up 1 level V.Strong: Move up 2 levels
4-5	Wind knocked out of you; lose 1 action		Lose 1 action from shock	
6-7	Break Arm (1-5 lft, 6-10, rt.)		Take 1 hit to each area from minor burns. Lose 1 action.	
8	Break Leg (1-5 lft, 6-10, rt.)		Take 2 hits to each area from major burns. Lose 2 actions.	
9	Break Ribs (reduced to +1) Skull Fracture (head at 0 hits)		Take 3 hits to each area from severe burns. Lose 3 actions.	
10	Break Back (reduced to 0, with various Internal Injuries.		Take 4 hits to each area from critical burns. Lose 3 actions.	
11+	Entire Body reduced to pulp. You're dead			

Realistic Impact or Cutting Damage Table				
Hits at:	+1 hits	0 hits	-1 hits	-2 hits
Head	Wounded. Blood in eyes, reducing all rolls by -1.	Concussion. You pass out from shock.	Dead of brain injuries	Skull Crushed or head severed
Limb	Wounded. You have blood all over the floor and covering your body. Reduce MA and lifting ability by half.	Limb is broken and may not be used. The Referee may choose to make this a messy fracture or clean.	Limb severed (1-5) or shredded (6-10 on 1D10)	Limb severed (1-5) or shredded (6-10 on 1D10)
Torso	Wounded. Blood all over you, and a reduction of all rolls by -1.	Internal Injuries. Wheezing with pain, you are at -2 to all rolls. Blood all over. Ugh.	Dead from severe internal injuries, hemorrhages, etc.	Torso severed (1-4) or shredded (5-10 on 1D10)
For more exacting damage location, roll 1D10 and consult the Specific Damage Table for the hit area.				

Recovery Table										
Injury Type	Recovery for each area per week by Natural Recovery methods					Recovery for each area per week with Use of Medical Skills				
	V.Weak	Weak	Aver.	Strong	V.Strong	V.Weak	Weak	Aver.	Strong	V.Strong
Internal Injuries	-2	-1	0	.5	1	1	1	2	3	3
Broken Bones & Fractures	-2	-1	0	.5	1	.5	.5	1	2	2
Shredded Limbs	-2	-1	No Recovery Possible							.1
Burns	-1	0	1	2	2	2	2	3	4	4
Wounds	-1	0	1	2	2	2	2	3	4	4
Bruises	-1	0	2	3	4	3	3	6	7	8

Regeneration Table						Specific Damage Table	
Injury	V.Weak	Weak	Average	Strong	V.Strong	Roll 1D10 for area	Leg
Internal Injuries	3 days	2 days	1 day	12 hrs.	6 hrs.	Head 1-2 Eye 6-7 Jaw 3-4 Ear 8-10 Skull 5 Nose	1-2 Ankle 3-5 Thigh 6-8 Calf 9-10 Foot
Broken Bones & Fractures	2 days	1 day	12 hrs.	6 hrs.	3 hrs.		Arm 1-2 Wrist 3-5 Upper arm 6-8 Lower arm 9-10 Hand
Shredded Limbs	3 weeks	2 weeks	1 week	4 days	2 days		
Burns, Bruises, Wounds	1 day	12 hrs	6 hrs.	3 hrs.	1 hour		
Missing eye, fingers	6 days	4 days	2 days	1 day	12 hrs.	Torso 1-4 Upper chest/back 5-8 Lower Back, gut 9-10 Groin/buttocks	
Missing hand, foot	12 days	8 days	4 days	2 days	1 day		
Missing leg, arm	3 weeks	2 weeks	1 week	4 days	2 days		



For the hundredth time that week, Elly wearily crawled out onto the catwalk of the Hangarbay. Above her loomed the massive chest of the Rapier, festooned with a garland of wet seaweed and smelling of saltwater. Damn Jeff and his stupid crash landings, she thought, pulling dead fish out of a huge airscoop. Working her way over to the powerplant access hatches, she punched the entry codes, pulled her techscanner out of her greasy coveralls, and began to work...

So much for her weekend.

The MEKTON Technical Manual

MEKTON is a science fiction roleplaying system which includes construction and combat rules for fighter craft, ground vehicles, spacecraft, as well as the ever popular humanoid robot suit of Japanese animation. In MEKTON, you will encounter all of these things, in a realistic, easy to use system that allows you to not only build giant robot suits, but space fighters, MEKTON armors, and other fantastic vehicles.

In short, we like to think of it as a science fiction roleplaying system that allows you to build giant robots.

What are "Mecha"?

This is a term you'll encounter time and again in this rulebook. In the language of the Japanese animated science fiction epics from which MEKTON is derived, **mecha** (also occasionally called **MEKs**) are any complex mechanical device, usually in the form of some type of combat or fighting vehicle. Mecha may be large or small, man piloted or self-aware. In all aspects, mecha represent the ultimate fusion of high technology and robotics in a way which enhances the abilities of both man and machine.

Mecha Concept

Your first step will be to determine what your mecha looks like. In the MEKTON World, there are four basic categories of mecha. Your unit should fit somewhere within these classes:

MEKTONS: The classic, humanoid robot suit. MEKTONS are the most common type of mecha in the MEKTON World because of their versatility. They can carry and use hand weapons, engage in close combat,

work on combat engineering projects such as bridges and fortifications, and even, in a pinch, carry troops from place to place (using huge suitcaselike "transporter-carriers". The disadvantage of MEKTONS is that they are expensive, hard to maintain, and sacrifice weapons and armor to incorporate arms and legs. MEKTONS always consist of: 1) Main Body, Head, Two arms, Two legs. Occasionally wings.

Beastmecha: These are similar to MEKTONS (in fact, they are actually a type of MEKTON), but are designed in animal-like forms. The shorter, more solid construction of Beastmecha makes them more powerful in close combat (add +2K to all strike damage), even though they cannot use hand weapons. Beastmecha always consist of 1) Main Body & head, with four, six or eight legs. Occasionally wings and/or tails. 2) Snake formed BeastMEKS have modified "belly treads", which cost and operate as regular Movement Platforms. The rest of the snake consists of a Main Body, Head and a Tail.

MEKTON Armors: These are the second most common type of mecha, mostly used in construction, trade missions, and as heavy specific firepower units for the military (the MEKTON equivalent of a tank) MEKTON armors may be constructed in the following arrangements: 1) Main Body mounted on Platform. May have heads, arms and wings in any combination, but not legs. 2) Main Body with arms and/or wings. Occasionally has a head, but not legs. 3) Main Body with legs and/or wings. May occasionally have a head, but not arms.

Fill in this area with your Maneuver Value (MV), Mecha Reflex (MR), your Actions Per Turn (APT), your Ground MA, Flight MA and Damage Adds for striking w/Arms, Legs.

Your Construction Points are Equal to the Tonnage of your mecha x 2. All of your costs must come from this CP value

Each time your Hydraulics or Main Sensors take damage, fill in one of these boxes. When the boxes are all gone, so are these systems.

Fill these areas with the Body Part you are buying (Arms, legs, wings, tails, tracks, wheels, etc.).

List your Costs in
the Lefthand boxes

These sections are for listing your thruster locations. You may place 3 CP of thrusters in any one space. Subtract damage from the small boxes on the left, where the CP is listed.

List the costs for each Transformation your mecha has paid for here.

Add all your +’s together
for your Total CP cost.

[illegible]

5	LEFT ARM	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
8	RT. LEG	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
		<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

Here's a closeup view of a Parts Listing. Each small box represents 1 Kill in the part or servo. Fill in all the boxes until you have just as many empty blanks as that area has Kills. When the area takes damage, fill in 1 box for each Kill lost. When all the boxes are filled in, the area is destroyed.

Your Weapons, Sensor, Etc. Spaces are just like your Parts Listings. Write what is where. WA= Weapon accuracy. RN=range. DM=Damage caused by the weapon. K=Kills the section has. Fill your "Shots" boxes in just like you would any other box area--marking off one box for every shot you have taken.

[illegible]

Mechafighters: These are mecha designed without arms, heads or legs, sacrificing versatility for greater speed. Mechafighters are essentially any jet/rocket plane. They have the advantage of being extremely fast, easy to build and cheap to maintain. However, they are not able to engage in melee combat or hold battlefields.

1) Main Body without wings (a lifting body shape) 2) Main Body, and one or more pairs of wings.

Tonnage

The second step in constructing a mecha vehicle is to determine just how BIG your creation is going to be. This rating, known as **Tonnage**, gives you not only an idea of how big your vehicle will be in relation to other vehicles, but will also determine the amount of **points** you will have to buy the rest of your parts (see **Construction Points**, below). A small mecha suit or fighter will usually weigh in at about 10-15 tons (a modern jet fighter plane of comparable size would weigh about 20-25 tons). This would be classed in the *Superlight* Category of MEKTON World technology; the bottom of an eleven level classification system culminating in the dreaded *Megaheavy* category (100+ tons). When constructing vehicles for a game, the Referee or players involved should set a Tonnage ceiling for all vehicles to be used in a particular combat.

Construction Points

Once you have determined Tonnage, multiply this value by 2 to determine how many **Construction Points (CP)** you will have to spend on your unit. Construction Points are the "cash" of mecha construction—each part has a price, depending on its size and toughness. When you require a part, you'll buy it out of this pool of Construction Points (CP).

Example: Jeff has decided to build a 42 ton MEKTON (about the size of a large modern day fighter bomber). His total number of CP will be 84 (42 x 2=84).

Powerplants

The first part you'll need to buy for your vehicle is the nucleonic fusion powerplant to run it. To determine this, check the **Mass to Powerplant Table**, pg.65 and subtract the Base Cost for the powerplant from your Construction Point pool. Your powerplant provides the "juice" to run your weapons, sensors and other components. **You must have a powerplant equal to your mass rating. Powerplants are always mounted in the Main Body.**

Bigger Powerplants: By placing a larger powerplant in your unit, you can use the excess power to make it move faster. For every level (2 CP) of powerplant higher

than the level required, the mecha adds +1 to its **Maneuver Value** (pg.68). You may increase your unit's powerplant up to four CP points (two levels higher) above its required powerplant rating. In addition, mecha which have larger power plants may be able perform one additional action for every level of powerplant higher than required. For more details on both of these subjects, read the sections on **Turns** and **Actions** (pgs. 35 and 39 of the **Combat Section**).

Main Body

The next part you'll purchase will be the unit's Main Body area. The Main Body (or torso), is the section to which all your other body parts (or **Components**) will be attached. It is also where you will place your Powerplant. The Main Body also has the Hydraulic System (much like the circulatory system of the mecha) built into its framework.

Every mecha must have a Main body. You may only have one Main Body per vehicle. Each Main Body has a **cost** (in Construction Points), an amount of **damage** it can take (called Kills), and a set number of **spaces** built into it which can be used for placing weapons, cockpits, flight systems or sensors.

Restrictions

Your Main Body may have up to 12 components attached to it at any one time. The components placed on your Main Body may not be more than 1 level higher or more than 2 levels lower than that of your Main Body.

Components are **arms, legs, heads, wings, tails and movement platforms**. Each component has a **cost** (in Construction Points), an amount of **damage** it can take (usually equal to the cost of the component), and a number of **spaces** built into it which can be used for placing weapons, cockpits, flight systems or sensors (as listed for each component type). This component data is filed in the **Component Tables**, pgs.65-66.

COMPONENTS

Heads: Heads may be humanoid looking or even somewhat turretlike. Heads have spaces for carrying missiles, rockets, beam weapons, autocannons & machine cannons. These spaces may also be used for carrying pilot cockpits or sensors.

Arms: These are components designed for striking and holding, not walking. Arms do not come with manipulators such as **hands, claws, talons or pincers**. The price for adding these to your arms must be added to the cost of the arm. Arms also have spaces in which missiles, rockets, beam weapons, autocannon, machinecannon, 300 & 150 mm guns, and melee &

energy melee weapons can be mounted.

Legs: Legs are used for walking, clawing (if unit is a Beastmecha) or for kicking. They must be purchased in pairs (2,4,6,8). Each pair must have the same level of component, armor and weapons, although different pairs need not be matched between them. Legs cannot be used to carry hand weapons. They may however, have missiles or rockets mounted within. Legs normally come with feet attached. For an additional cost, you may replace these feet with **talons** or **claws**, gaining better attack abilities and causing greater damage.

Wings: These must be in matching pairs, like legs. They may not be used for striking. They may carry missiles, rockets, beam weapons, autocannons & machine cannons.

Tails: These may be used for striking or (if equipped with a whip at the the end) entangling. Tails may carry missiles, rockets, beam weapons, autocannons & machine cannons and 150mm cannon mounted in them, but may not use hand-held weapons. Extra cockpit spaces can be mounted in tails as well, although the mecha may not be controlled from these.

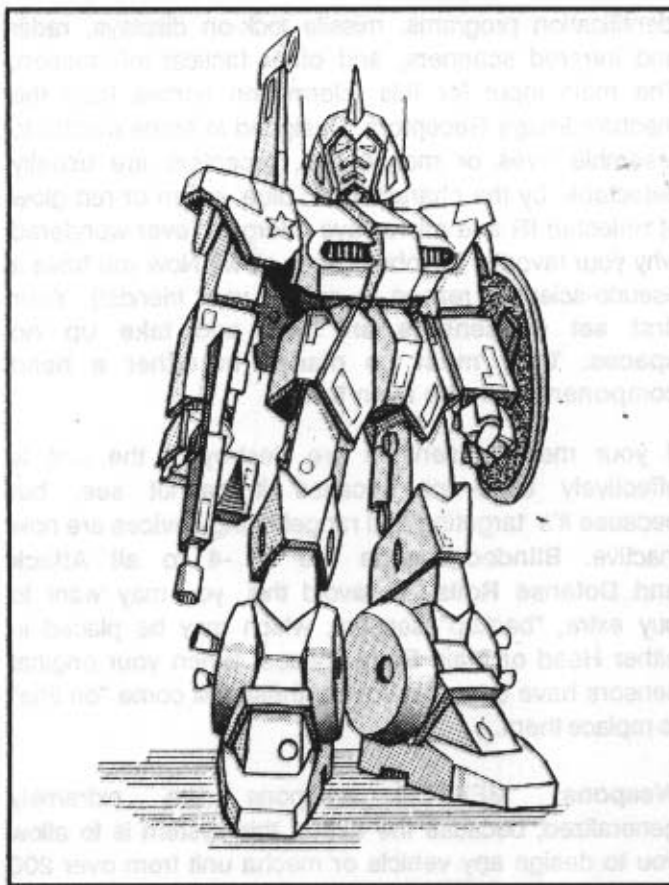
Movement Platforms: These are heavily constructed platforms equipped with spaces to carry thrusters, fans, weapons or auxiliary pilot spaces. There are two types of Movement Platforms: **Wheeled** types and **Tread** Types. Wheels are cheaper, faster and have less Kills. Treads are more expensive and tougher to destroy. Both are stronger and less easy to destroy than comparably priced legs, although much slower moving.

Subassemblies

These are systems which fit within or are used by the various components of the mecha. They include **Sensors, Weapons, Pilot Cockpits, Fan or Thruster Units** and various **Options**. These subassemblies are unique in that many of them must be placed in **spaces** built throughout the various components of the mecha (much like having secret drawers and closets built into your arms, legs, and chest)

Spaces

A space is a structural "closet" built into the frame of each MEK component. Note that you may only place one weapon, sensor, or cockpit in each space. It is assumed that spaces are all the same size, and that weapon sizes do not effect the basic mounting area required (for example, a 300mm gun *mounts* in the same number of spaces as a 150mm gun, but the barrel sticks out further).



Placement Note: 300mm and 150mm guns mounted in an arm must either jut from the end of an arm where the hand would normally be, or be mounted on the *side* of the arm. 300mm and 150mm guns mounted in the Main Body will always be mounted on one or both shoulders. For this reason, you may never carry more than one 300mm or 150mm gun per arm, or more than two of these types per Main Body (one per shoulder).

All other rocket launchers, missile racks, beam or plasma weapons, etc, are considered to be mounted "flush" to the surface of the vehicle, with small access hatches covering the hidden weapon.

Extra Spaces: By sacrificing weight and integrity in a component, a designer can occasionally squeeze extra mounting spaces into his mecha. To do this, you will pay the cost of the component as listed, but reduce the *Kills* of the component by 2 for every extra space installed, up to 2 extra spaces per component.

Types of Subassemblies

Sensors: These include the various feedback sensors that let you know when your mecha's legs are touching the ground or hands are properly gripped around a weapon. Sensors also include visual cameras and screens, targeting displays and rangefinders, enemy

identification programs, missile lock-on displays, radar and infrared scanners, and other tactical information. The main input for this information comes from the mecha's Image Receptors. Designed in some mecha to resemble eyes or monoculares, receptors are usually detectable by the characteristic blue, green or red glow of reflected IR and microwave energies (ever wondered why your favorite TV robot's eyes glow? Now you have a pseudo-scientific reason to amaze your friends!). **Your first set of sensors are, free and take up no spaces. They must be placed in either a head component or in the Main Body.**

If your mecha's sensors are destroyed, the unit is effectively blind--not because it cannot see, but because its targeting and rangefinding devices are now inactive. **Blinded mecha are at -4 to all Attack and Defense Rolls.** To avoid this, you may want to buy extra, "backup" sensors, which may be placed in either Head or Main Body spaces. When your original sensors have been destroyed, these will come "on line" to replace them.

Weapons: MEKTON weapons are extremely generalized, because the aim of this system is to allow you to design any vehicle or mecha unit from over 200 different TV shows. Weapons may (depending on type) be mounted inside vehicle body parts, or hand carried. Rather than designing individual weapons from each show, we have divided all types into 5 categories of basic design.

✓ **Beam weapons** are usually concentrated light energy or plasma based "ray" guns. They have the advantages of long range and high accuracy, although they are not as powerful as some other weapons.

✓ **Projectile weapons** are high explosive slugthrowers (using magnetic railgun technology), in 150mm, 300mm, and 50mm "machine-and-auto-cannon" forms. Projectile weapons have moderate range and accuracy, but are limited by the number of "shots" they may fire (reloads are available).

✓ **Missiles** are self-propelled rockets that use computer technology to home in on their targets. You must "lock-on" each of your missiles individually, but this weakness is compensated for by higher accuracy and damage power.

✓ **Rockets** use heatseeking technology to pick their own targets. You can fire huge amounts of rockets with the touch of a button; however, they have lower overall accuracy and damage than Missiles and cannot be aimed at particular areas of your target.

✓ **Melee weapons** are gigantic metal axes and swords (which are cheaper because they are not powered). Strong mecha have advantages when using melee weapons, as they can add strength bonuses in combat.

✓ **Energy Melee weapons** are powered, energy-using versions of melee weapons. While they have no strength bonuses, they usually do greater base damage.

✓ **Special Effect Weapons** are things like saws, drills, flamers and throwing weapons. Each of these has its own special way of attacking or causing damage, as detailed in their individual descriptions in the **Combat Section, pgs.35 thru 49.**

Cockpit Space: All vehicles automatically have one Cockpit (with space for 1 pilot). This cockpit is free, and must be placed in either the Main Body of the mecha or in the head. Your cockpit section actually consists of a pilot's seat, controls, a 360 degree holographic visual screen or glass canopy, a built in Mini Computer (see pg.29), and a form of integrated targeting/radar system called a **Heads Up Display** (for an in-depth look at the cockpit, see *In the Cockpit, pg.63*). There is enough room for one other person to sit in the pilot's lap (making the pilot -1 to Attack or Defend, but possibly very, very happy despite the disadvantages...)

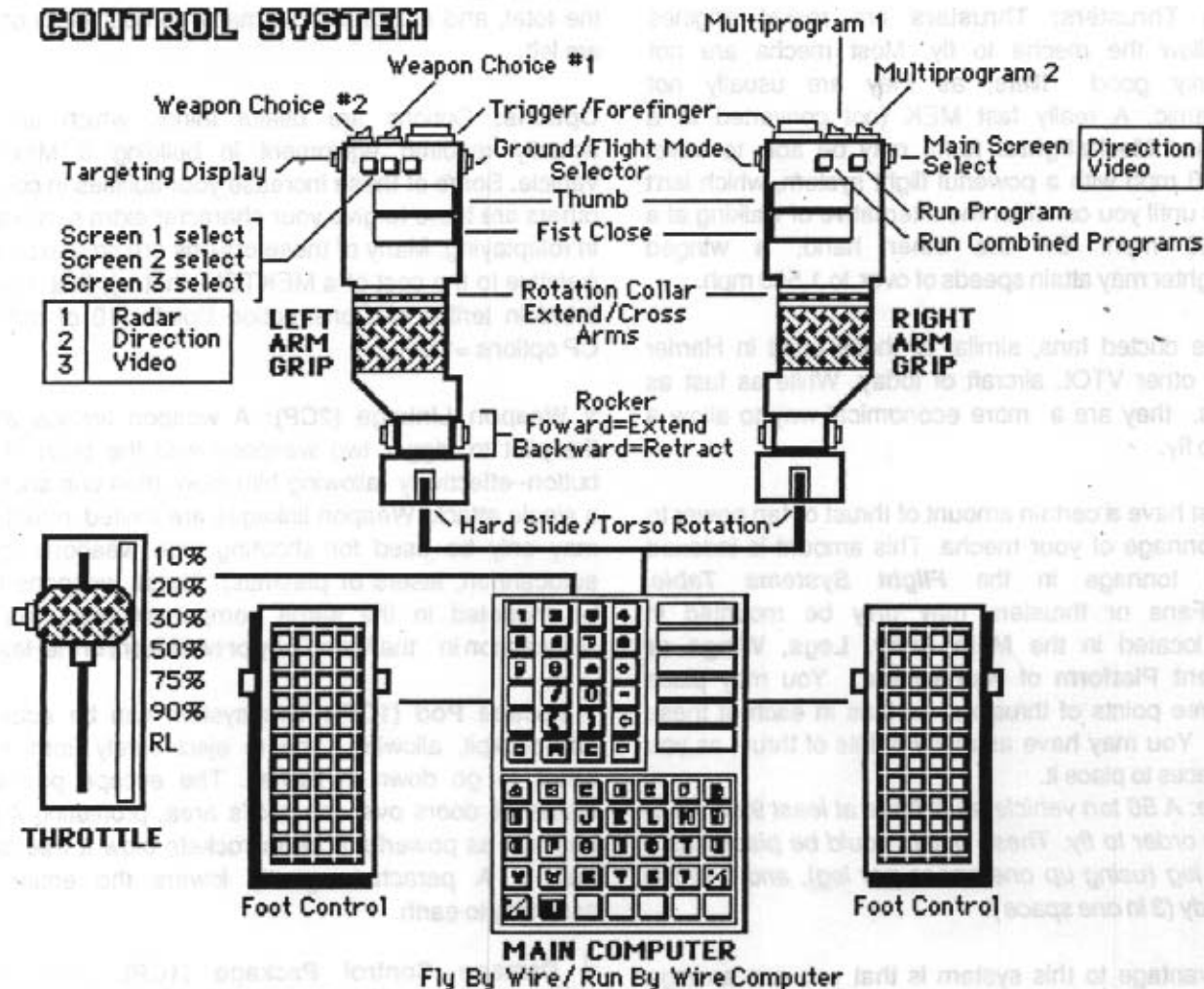
If you would like to fit more passengers or crew into a cockpit area, you must buy and use spaces to extend the cockpit area. Each additional cockpit extension will have a cost of 1CP and take up 1 component space.

Example: Jeff decides he wants to be able to fly with all of his friends at once. He buys two more cockpit spaces, designates them in the chest (where his original cockpit is located), and describes them as being one large cockpit with three seats. With a little cozy squeezing, he can now cram up to 6 people in his enlarged cockpit. Elly brings some chips and soda and they hold an impromptu party.

There are two types of cockpit--closed and open. Both are (at least in game terms), the same. **Closed cockpits** are built into the inner frame of the mecha, behind massively armored blast-doors. The other option (which appears in certain TV shows, particularly those with aircraft-like mecha), is an **open cockpit**. This cockpit is covered with a heavily armored, blast-proof glass canopy. Special polarization filters make these canopies laser-proof.

Both types of cockpit depend heavily upon their

CONTROL SYSTEM



In the Cockpit

sensors--the complex network of visual cameras and targeting screens that tell the pilot what is going on around him. Should a unit lose its sensors, it will be effectively blind (-4 on all attacks and defenses) not because the pilot is unable to *see* (We assume in MEKTON that he will have various backup cameras, periscopes, or even be able to look out of an open cockpit) but because he has lost the use of the all important targeting systems and Heads Up Displays that help him aim his weapons and lock onto his opponents.

Gunner Cockpits: You may also create additional cockpits (2CP) which may be located in a tail or extra head of your mecha. These cockpits may **not** be used to control or pilot the mecha, but may be used as "gunner" spaces to control specific built-in weapons (you must state which). In these configurations, the gunner may make as many attacks as he is permitted by his personal Reflex Stat.

Example: The Lightning Mark 5 may take up to 2 actions

per turn. Normally, at least one of these would be taken up by movement, reducing its attack ability to 1 action. However, with the addition of a gunner (*Reflex Stat of 6*) in its tail, it may now add 3 more actions to its total.

Fans & Thrusters: Thrusters are rocket engines which allow the mecha to fly. Most mecha are not particularly good fliers, as they are usually not aerodynamic. A really fast MEK (not converted to a streamlined **Mechafighter** form) may be able to travel up to 500 mph with a powerful flight system, which isn't fantastic until you consider the alternative of walking at a mere 60 mph. On the other hand, a winged Mechafighter may attain speeds of over to 1,500 mph.

Fans are ducted fans, similar to those used in Harrier jets and other VTOL aircraft of today. While as fast as thrusters, they are a more economical way to allow a mecha to fly.

You must have a certain amount of thrust or fan power to lift the tonnage of your mecha. This amount is indexed to total tonnage in the *Flight Systems Table*, pg.66. Fans or thrusters may only be mounted in spaces located in the **Main Body, Legs, Wings or Movement Platform** of your vehicle. You may place up to three points of thrusters or fans in each of these spaces. You may have as many points of thrust as you have spaces to place it.

Example: A 50 ton vehicle must have at least 9 points of thrust in order to fly. These points could be placed as 3 in each leg (using up one space per leg), and 3 in the Main Body (3 in one space).

One advantage to this system is that you can arrange your points to maximize your ability to survive in combat. For example, if your unit required 6 points of thrust, you could put 3 points in each leg, and a backup 3 points in your main body. You could now lose one leg and still stay airborne.

✓ **Extra Thrust Points & Speed:** The values listed in the Thruster Table are the *minumum* points of thrust required to lift that particular tonnage in one gee. But let's say you want to place more thrust in a unit. Not only will this increase your survivability (as described in *Damage; Flight Systems*, pg.48), but the additional thrust points will also increase your speed, at a rate of 1 Movement Allowance point for every 3 additional points of thrust added.

✓ **Fuel:** While there are no provisions for fuel in this Basic Rules Set (see the supplement **MEKTON EMPIRE** for extensive rules on fuel and thruster arrangements), players interested in limiting MEKTON

flight should consider the average mecha to have enough fuel to fly for **6 hours**. At 360 turns an hour, this is about 2,160 turns. If using fuel in combat, merely determine how many hours (or turns) the mecha has been flying previous to the combat, subtract this from the total, and establish how many combat turns of fuel are left.

Options: Options are useful things which are not actually required equipment in building a MEKTON vehicle. Some of these increase your abilities in combat; others are there to give your character extra survivability in roleplaying. Many of these options are so inexpensive (relative to the cost of a MEKTON, that is), that they are listed in tenths of Construction Points (10 of these .1 CP options = 1 CP).

✓ **Weapon Linkage (2CP):** A weapon linkage allows the pilot to trigger two weapons with the push of one button--effectively allowing him more than one shot with a single attack. Weapon linkages are limited in that they may only be used for shooting type weapons (guns, autocannon, lasers or plasmas). These weapons must be mounted in the same component (such as two autocannon in the Main Body or two lasers in the Head).

✓ **Escape Pod (1CP):** This system can be added to any cockpit, allowing you to eject safely from a unit about to go down in flames. The escape pod locks clamshell doors over the pilot's area, protecting it from damage as powerful booster rockets blow it free of the mecha. A parachute gently lowers the entire pod assembly to earth.

✓ **Damage Control Package (1CP):** This is an option package for emergency situations, such as bailouts, forest fires, etc. Fire retardant foam will put out fires up to four mecha-scaled hexes in size. Glue bombs will cover an area 2 mecha-scaled hexes wide, sealing areas in space environments that may have been breached to vacuum. Flares can be seen up to 10 miles away. The liferaft holds 4 people, and contains food, water and medical supplies for 1 week. The bubble raft is a space-going version of a liferaft, resembling a giant plastic bubble with mylar suncreens at top and bottom. Inflated from the inside, it holds 4 people, and contains air, food, water and medical supplies for 4 days. All of these goodies are crammed into a package that takes up only 1 space of your mecha.

✓ **Tape Deck (.1CP):** Useful for going into battle with the proper theme music. The tapedeck can also be linked to the P.A. External Address system of the vehicle to allow you to let the world know you're loud and you're proud. Takes no spaces.

Flight Systems			Armor		Mecharider Table			
Tonnage	Pts. Lift needed		Level	Cost & SP	Mecha's Tonnage	Mecharider Level	Cost/Kills	Spaces
10-19	3		Superlight	1	10-19	Superlight	6	0
20-29	3		Lightweight	2	20-29	Lightweight	8	0
30-39	6		Striker	3	30-39	Striker	10	1
40-49	6		Medium Striker	4	40-49	Medium Striker	12	1
50-59	9		Heavy Striker	5	50-59	Heavy Striker	14	1
60-69	9		Mediumweight	6	60-69	Mediumweight	16	2
70-79	12		Light Heavy	7	70-79	Light Heavy	18	2
80-89	12		Medium Heavy	8	80-89	Medium Heavy	20	3
90-99	15		Armored Heavy	9	90-99	Armored Heavy	22	3
100-109	18		Superheavy	10	100-109	Superheavy	24	4
110+	24		Megaheavy	11	110+	Megaheavy	26	4
Thrusters cost 1CP for every 1 pt. of thrust.								
Fans cost 1CP for every 2 pts of fans.								
Subassemblies			Movement Platform Table					
Subassembly	Cost	Kills	Tonnage	Level	Cost	Kills of Wheels	Kills of Treads	Spaces
Sensors	2	5	10-19	Superlight	2	6	8	2
Cockpit Space	1	NA	20-29	Lightweight	3	8	10	2
Gunner Cockpit	2	NA	30-39	Striker	4	10	12	2
Linkage	2	NA	40-49	Medium Striker	5	12	14	2
Escape Pod	1	NA	50-59	Heavy Striker	6	14	16	3
Damage Control	1	NA	60-69	Mediumweight	7	16	18	3
Storage	1	NA	70-79	Light Heavy	8	18	20	3
Lock	.2	NA	80-89	Medium Heavy	9	20	22	3
Liftwire	.2	NA	90-99	Armored Heavy	10	22	24	4
Micromanip.	1	NA	100-109	Superheavy	11	24	26	4
Spotlights	.2	NA	110+	Megaheavy	12	26	28	4
Weapons Table						(R)=Reloadable, costs 1CP each SP=Stopping Power +=Add damage based on strength		
Type	Range	VA	Damage	Cost	Kills	*Shots	Notes	
Lasergun	8	1	1K	1	1K	Unlimited	Long Range, high accuracy. Lower Damage overall	
Lasercannon	8	1	2K	2	2K	Unlimited		
Plasmagun	8	1	3K	3	3K	Unlimited		
Plasmacannon	8	1	4K	4	4K	Unlimited		
150mm	6	0	4K	2	4K	10(R)	Good range, damage Burst value =6 Burst value =6 Damage over 3 turns	
300mm	6	0	6K	4	6K	10(R)		
Machinecannon	3	-1	1K per hit	3	2K	18(R)		
Autocannon	4	-1	1K per hit	4	2K	3 bursts(R)		
Flamer	4	0	2K,1,1	1	1K	10(R)		
Rocket Launcher	7	0	2K	2	2K	4 salvoes	10 rockets per salvo 6 per attack 1 per attack	
Missile Rack	7	0	5K	3	2K	12		
Strike Missile	8	-2	10K	4	4K	3		
Throwing Weapon	varies	1	2K+	1	1K	Recoverable	Add Damage for Strength 2 handed weapon	
Melee Weapon	1	1	2K+	1	4K	Unlimited		
2H Melee Weapon	1	1	4K+	2	6K	Unlimited		
Energy Melee Weapon	1	1	4K	2	1K	Unlimited	2 handed weapon	
2H Energy Melee Weapon	1	1	6K	3	1K	Unlimited		
Nova Beam Saber	1	0	12K	8	2K	3		
Whip	1	1	1K+	1	2K	Unlimited	Can entangle Good vs armor Bite attack Works like armor	
Drill, Saw	1	0	4K	2	3K	Unlimited		
Fangs, Beaks	1	1	4K	2	3K	Unlimited		
Shield	1	1	2K+	2	SP=4	Unlimited		

(R)=Reloadable, costs 1CP each
SP=Stopping Power
+=Add damage based on strength

Arms	Base Cost & Kills	Spaces	Base Throw	Damage Add
Superlight	2	1	1	0
Lightweight	3	1	1	0
Striker	4	1	2	0
Medium Striker	5	2	2	1
Heavy Striker	6	2	3	1
Mediumweight	7	2	3	1
Light Heavy	8	3	4	2
Medium Heavy	9	3	4	2
Armored Heavy	10	3	5	3
Superheavy	11	4	5	3
Megaheavy	12	4	6	3

TYPE	ADD TO BASE ARM COST	DMG.	HAND WEAPONS?
Hands	1	1	YES
Talons	2	2	NO
Pincers	3	3	NO
Claws	3	2	YES

May use spaces for 150mm guns, side or center mounted 300mm guns or strike missiles, missiles, rockets, machine & auto cannon, lasers, plasmas, flamers, 1H melee & EM Weapons, drills, saws whips

Legs	Base Cost & Kills	Spaces	Damage Add
Superlight	2	1	0
Lightweight	3	1	0
Striker	4	1	1
Medium Striker	5	1	1
Heavy Striker	6	1	2
Mediumweight	7	1	2
Light Heavy	8	2	3
Medium Heavy	9	2	3
Armored Heavy	10	2	4
Superheavy	11	2	4
Megaheavy	12	2	5

TYPE	ADD TO COST	DMG.	REDUCE MA?
Talons	1	2	-2
Claws	2	2	-1
Feet	0	1	0

Use Spaces for Missiles & Rockets only.

Mass to Powerplant Table

Tonnage	Required Power Plant	Base Cost & Kills
10-19	Superlight	2
20-29	Lightweight	4
30-39	Striker	6
40-49	Medium Striker	8
50-59	Heavy Striker	10
60-69	Mediumweight	12
70-79	Light Heavy	14
80-89	Medium Heavy	16
90-99	Armored Heavy	18
100-109	Superheavy	20
110+	Megaheavy	22

No Power Plant more than 2 levels higher than rated.

Head	Base Cost & Kills	Spaces
Superlight	1	2
Lightweight	2	2
Striker	3	2
Medium Striker	4	2
Heavy Striker	5	3
Mediumweight	6	3
Light Heavy	7	3
Medium Heavy	8	3
Armored Heavy	9	4
Superheavy	10	4
Megaheavy	11	4

May use spaces for cockpits, sensors, missiles, rockets, machinecannon, autocannon, flamers, 150mm guns, lasers & plasmas, fangs.

Main Body	Base Cost & Kills	Spaces
Superlight	2	3
Lightweight	4	3
Striker	6	3
Medium Striker	8	4
Heavy Striker	10	4
Mediumweight	12	4
Light Heavy	14	5
Medium Heavy	16	5
Armored Heavy	18	5
Superheavy	20	6
Megaheavy	22	6

May use spaces for: 150mm guns, shoulder-mounted 300mms and strike missiles, missiles, rockets, cockpits, sensors, lasers, plasmas, machine & auto cannons, flamers

Wings, Tails	Base Cost & Kills	Spaces
Superlight	1	1
Lightweight	2	1
Striker	3	1
Medium Striker	4	1
Heavy Striker	5	1
Mediumweight	6	2
Light Heavy	7	2
Medium Heavy	8	2
Armored Heavy	9	2
Superheavy	10	2
Megaheavy	11	3

Wings: May use spaces for missiles, rockets, lasers, plasmas, machine & auto cannon, flamers

Tails: May use spaces for missiles, rockets, lasers, plasmas, machine & auto cannon, flamers 150mm guns, drills, saws, 1H melee weapons

✓ **Storage Module (1CP):** Can hold up to 1,000 pounds of assorted things, taking up one space. Storage modules are useful for carrying all the weapons and gear you can't stash in the cockpit of your mecha. These may even be used to carry 1 Roadstriker mechabike up to Striker level (see the supplement *Roadstriker* for details).

✓ **Antitheft Code Lock (.2CP):** A program which can be run on your mecha's Main Computer. You can designate any numeric code or word as the key, tapping it into a keypad located in some easy-to-reach location on the outside of the vehicle. In its normal mode, this program will only keep the hatch from being opened. However, it can be hooked to a Hatch Entry Alarm (silent pager in your pocket, siren, or both) for an additional .2 Construction Points.

✓ **Spotlights (.2CP):** These lights allow you to illuminate an area up to 1 mecha-scaled hex per light. They may be mounted anywhere on your unit.

✓ **Lift-Wire (.3CP):** A heavy cable with a footloop at the bottom and a small electric winch at the top. Used to get into the cockpit of a large MEKTON when you're too short or too wounded to make an anime leap.

✓ **Micromanipulator unit (1CP):** Small set of tool tipped manipulator arms for making repairs, opening hatchways, or doing other work too small for a normal mecha-sized hand. Micromanipulators must be mounted in an arm space.

Armor

The next step in constructing your mecha, armor is a honeycomb of alloys and plastics (although if you're planning to build one of the more bizarre vehicles from Japanese animation, armor may be made up of almost anything you want). The armor is laid out in overlapping plates to cover the various parts, like a suit of armor protects the knight within.

Each level of armor has a **cost**, and a **Stopping Power** (how many points of damage the armor will stop before the component below is affected). You may choose to armor any or all of the following areas: **Heads, Main Bodies, Wings, Legs, Movement Platforms, Arms or Tails.** You may not armor any other parts. You must armor each of these components separately (for example, placing armor on your legs will not cover your arms—you must also put armor on those arms if you wish to protect them). You may not cover a part with an armor more than 2 classification levels higher than the part being armored.

MEKTON armor works on the idea of **staged penetration**. Each time damage strikes your unit, you will subtract the **Stopping Power** of the armor on the struck area from the number of kills caused by the weapon. The remainder will continue through and be subtracted from the kills of the part underneath the armor. For more information on this subject, read the section on **Armor** in the *Parrying & Deflecting Damage Section, pg.46.*

Transformation

A recent development in the MEKTON World has been the invention of transformable MEKTONS; mecha which can go from their basic humanoid form to another form, allowing them to take advantage of either form's strengths. There are four types of transformations: **Beastmecha Form, Mechafighter Form, Walker Form, and Submersible Form.** Each one involves a basic redesign to the mecha's basic structure, and thus raises the overall cost of construction by a certain amount. This is one reason why transforming mecha are relatively rare.

To build a transforming mecha, you must first construct a humanoid MEKTON. This will be what is known as the **Base Form** of your transformable unit. Next, you will select one or more of the possible Transformation Forms possible. Each Form has its own advantages and disadvantages, as well as a **Transformation Cost**. This cost is determined by multiplying the CP cost of the Base Form by the **Cost Multiplier** for that form, then adding this value to the original Base Form Cost.

Beastmecha: When in this form, you will add +2K to all strikes with your limbs (your arms will, in fact, re-configure into legs). Your mecha's **Manuever Value (MV)** will decrease by 2 (i.e.; an MV of 6 would become an MV of 4). In this form, you may not use handweapons, but may use any built in weapon. All other restrictions on Beastmecha will apply when in this form. **Cost Multiplier =.30**

Mechafighter: When in this form, you will receive the +2 MA bonus for aeroforms. Your unit's MV will increase by +2 (airfoiled units have a harder time making 360 degree turns). You may not use arms, legs, or hand weapons. You may use any Main Body or Head mounted weapon. Mechafighters are normally assumed to have a lifting body-like shape without wings; if wings are added, you may increase your speed by an additional +2 MA. **Cost Multiplier =.30**

Walkermecha: A transitional form of MEKTON Armor between Mechafighters and MEKTON. Walkermecha may use hands and legs in combat. They may use any or

all hand weapons at a -2 to hit. They may use any or all space-mounted weapons at no reduction of accuracy. In addition, in this form, your unit also gets the +2 MA bonus for Aeroforms, but not the corresponding change in MV. **Cost Multiplier= .40**

Aquamecha: A submersible form with increased speed in water (+4 MA on surface, +6 MA submerged). In this form, you may not use arms or legs, or any hand weapons. You may use any weapons mounted in the Main Body area. **Cost Multiplier= .20**

Example: Jeff decides to build a variable form Rapier. His Base Form Cost is 60 CP. He decides to purchase two transformations: Mechafighter (.30) and Walkermecha (.40) He uses the formula:

$$(60 \text{ CP} \times .30) + (60 \text{ CP} \times .40) + 60 \text{ Base Cost} = 102 \text{ total CP.}$$

The additional cost of your transformations does not actually increase the Tonnage of your mecha-- it is assumed that you are merely increasing the complexity of the systems employed.

Movement Allowance

Movement Allowance is an index of how fast your mecha unit moves in a turn. All Characters and mechanicals have a movement Allowance (MA), which is used to "buy" hexes of movement in the game. There are two types of Movement Allowance: **Ground MA** and **Flight MA**.

Ground Movement: Check the *Ground Movement Allowance Table* below for your mecha's **Base Movement Allowance**. Then apply the modifiers for each individual case to determine a final Ground MA. *For example, Jeff's Rapier weighs 50 tons. It's Base MA is 6. If Jeff were to increase the size of it's powerplant by 2 points, it would also increase it's MA by 2, raising it to 8.*

Ground MA Table	
MA	Tonnage
8	10-33
6	34-66
4	67-100+
Wheels & Treads: subtract -2MA from tonnage based MA Increase Powerplant by 2 pts.=+2 Ground MA Increase Powerplant by 4 pts.=+4 Ground MA	

Flying Movement: The Base Flying Movement Allowance for a Thruster-equipped unit is 12. The Base Flying Movement Allowance for a Fan Equipped unit is 8. Apply the modifiers above to determine your mecha's final Flight MA.

Flight MA Table

Fan Base MA=8MA
Thruster Base MA= 12MA
 For every 3pts extra thrusters or fans, add +1
Mechafighters, add +2
Wings, add +2

Mecha Reflex Stat

Your Mecha Reflex Stat is much like your Character's Reflex Stat--it's a measurement of how fast the unit can react to combat situations. In this case, however, this stat is modified by the Reflex Stat of the Character currently flying the unit--a really hot pilot will always react faster and better than a less skilled one. To determine your unit's Mecha Reflex Stat, you will subtract the unit's Maneuver Value (based on it's tonnage as listed in the *Maneuver Value Table*), from the Reflex Stat of the pilot of the unit. *Example: Jeff has a Reflex Stat of 10. The Rapier weighs 50 tons, giving it a Maneuver Value of -5. 10-5=5, which means that the Rapier will take it's turn after anyone with a Reflex Stat higher than 5, and before anyone with a Reflex Stat lower than 5.*

Maneuver Value

Subtract this value from Reflex of current pilot to determine when your turn is.

Value	Tonnage
-1	10-19
-2	20-29
-3	30-39
-4	40-49
-5	50-59
-6	60-69
-7	70-79
-8	80-89
-9	90-99
-10	110+

Mechafighters
add 2 to MV

Beast mecha
subtract 2 from
MV

Mechariders

Although movement platforms are usually designed to be attached to the bottom of a mecha unit, you may opt to construct a separate platform (known as a **Mecharider**), which acts something like a gigantic mecha-skateboard. The Mecharider platform does not have wheels, but instead uses fans or thrusters for movement. This huge amount of thrust allows the Mecharider to generate sufficient lift to carry not only it's own tonnage, but a mecha unit rider as well. This is a particularly good option when you have several normally flightless mecha which need to get somewhere in a hurry.

This is the Rapier's Manuever Value. As the Rapier is a 50 ton mecha, it's MV would be -5, but Jeff has raised it's powerplant by 2, making it's MV = -4. With Jeff's Reflexes of 10, the Rapier has a MR of 6 and an APT of 4 (as described in the Combat section.

Jeff's mecha is a 50 ton unit, giving him 100 construction points.

Jeff armors the Rapier with 5 points of Main Body Armor, 3 points on each arm, 3 points on each leg, and 2 on the head. His total armor cost is 19.

Jeff only needs a Heavy Striker powerplant to run the 50 ton Rapier, but he buys 2 levels higher for the advantage of greater speed and MV

Jeff's Rapier is built on a Mediumweight Main Body (12), with two Heavy Striker arms (12), two Light Heavy legs (16), and a Heavy Striker Head (5). With the cost of 2 hand (1 each), his total component cost is 47.

As a 50 ton unit, the Rapier needs at least 9 points of thrusters to fly. Jeff plans to put 6 in each leg (12). His extra 3 pts. will increase the Rapier's flying MA by 1 point, bringing it to 13

Jeff doesn't intend to add any transformation abilities to the Rapier: too expensive!

Jeff quickly adds up all of his weapon, sensors, thruster and component costs for his total.

Weapons: 8
Powerplant: 14
Components: 47
Armor: 19
Thrusters: 12
Total: 100CP

Note that Jeff has filled in all the Kill boxes he *doesn't* have

Rapier MK 1

Jeff plans to install one head laser (1), 1 rocket launcher in his Main Body (2), 1 set of backup sensors in the Main Body (2), carry one energy melee weapon (1) and a 150mm gun (2). His total Weapons & Options costs are 8.

Now, armed with our enhanced knowledge of mecha construction, let's build one of the vehicles we were introduced to in our opening chapter. We'll use a sample **MEKTON Blueprint Sheet** for this example, so that we can see exactly how to fill it out.

Jeff's Rapier

Jeff's Mecha Conception is for an extremely fast and manueverable MEKTON type. Armed with long range weapons and it's high number of attacks per turn, the nimble *Rapier* will be able to easily tackle both fast strike missions and heavy combat. The *Rapier* will weigh 50 tons, giving Jeff **100 Construction Points** to work with. As a MEKTON, it will have two arms, two legs, a Main Body and a head.

[illegible]

Elly stared at the blueprints for a long time. Finally, she said, "Let me get this straight. Six arms?"

Jeff looked at her smugly. "I got a great deal on a half dozen energy swords," he grinned.

Elly picked up a wrench and hit him.

Roleplaying Tech

Beyond The Combat Game

The MEKTON Construction System is designed to be a fast and easy way to design any one of a hundred types of mecha from almost as many animation and science fiction sources. As a source for creating units with which to play massed mechanized battles, it will give any enterprising wargamer hours of fun, designing and fighting with his favorite fighting machine.

If you are simply planning to use MEKTON as a mechanized combat game, you will probably want to skip this part of the rules. But if you're planning to use MEKTON as the basis for roleplaying adventures (which we hope you will), you'll definitely want to read these sections on **Mecha Design & Mecha Construction**.

Mecha Design

Theoretically, anyone should be able to design a mecha unit. After all, you just did it back on page 69, putting together the best possible balance of components, weapons and armor for your particular needs. No problem, right?

Here, however, is where game realism catches up to the unwary MEKTON player. Suppose you wanted to build a modern-day jet interceptor; say, an F-16? Obviously, it wouldn't be as easy as sitting down with a rulebook, would it? No, you'd need to know about aeronautics, engineering, weapons technology, materials science--dozens of specialized fields which all go into the design of a highly advanced piece of machinery. Likewise, your MEKTON character has also had to learn a lot of new skills in order to know exactly how to construct his complex vehicle. We've integrated this huge body of knowledge into the skill of **Mecha Design**.

Whenever a roleplaying character intends to design a

mecha unit, he must first sit down at the drawing board and actually go through the process of designing the thing. Here's the process:

1) Go ahead and design your intended unit, using the rules for **Construction, pgs 57 thru 69** of this rulebook. Once you've done all the designing, it's time for your character to go to work.

2) For every **25 (or less) Construction Points** involved in the design, your MEKTON designer character will spend **1 day** in the process of actually designing the unit. At the end of this period, he must make a die roll (plus his current Mecha Design Skill + Intelligence) **higher than 15**. A successful roll means he staggers away from his computer-aided-design terminal with a completed set of blueprints. A failed roll means he must add **1 additional day** of design work, then roll again at the end of that day. This process continues until he finally makes a successful Mecha Design roll and lurches off into the night to find someone to work from his revised blueprints.

The Design process offers the enterprising MEKTON Referee or player infinite possibilities for roleplaying fun. Characters can become design specialists, hiring themselves out to the highest bidders. Players can have plans stolen, or steal plans themselves. Budding entrepreneurs can go into business with their own mecha factories, engaging in industrial espionage or other corporate skullduggery. Remember: MEKTON is a roleplaying game. So why not use these opportunities to add more depth and substance to your adventures?

Mecha Construction

Your MEKTON character has just rushed into the hangar bay, his blueprints in his sweaty little mitts. But who's going to build the thing for him? This is where the skill of **Mecha Tech** comes into play.

Mecha Tech is the knowledge of how to bring together the complex amalgamations of electronics, fusion power, hydraulics and weapons technology that goes into a modern fighting machine. As any fighter jock can tell you, it's the Crew Chief down in the Shop who makes sure the his fighter gets airborne. A MEKTON Technician is more than just a mechanic--he or she is a gifted artist who takes a mere blueprint and makes it work. Here's how he does it:

Every mecha will have some or all of these systems: **Armor, Weapons, Sensors, Powerplant, Thrust/Fan Systems and Hydraulics.** For each system present, the Tech constructing the vehicle will roll once on the appropriate **Tech Construction Table, pg.** for that system, adding his or her Tech Stat & Mecha Tech Skill into the roll. Depending on the outcome, each system of your mecha may or may not have little "hidden flaws" in it's construction--flaws that will only show up in use (usually at some embarrassing or potentially deadly time). For this reason, it's always advisable to get someone to shake down your new unit *before* taking it into combat (creating an entirely new career class, the **Heroic & Suicidal Test Pilot**).

The Tech Construction Tables are designed to enhance the roleplaying aspects of your MEKTON adventures, rather than to be used in a combat game situation. For this to work, it's important that the players actually *act* as though their characters don't know that their vehicles may have flaws. One way to do this is to have the Tech player make the rolls while the Referee reads the Tables. The Referee then makes a photocopy of the MEKTON Blueprint Sheet, and annotates this with the required changes. As each little problem comes up, he then tells the player piloting the mecha to make these changes on his original Blueprint.

How Long Will It Take?

In general, it will take **4 days** of construction time for every 50 or less Construction Points used in your mecha. This is because in most cases, you will be building a one-of-a-kind unit. Any subsequent units of the same type will take **half** as long. If you are able to set up an assembly line, such as in a factory, any subsequent models of the prototype will take **1 day** for every 50 Construction Points.

Referees may want to extend or contract this time frame as the needs of their game demand. This construction formula also does not take into account breaks for lunch, needing new parts or tools, aliens invading the city, rival MEKTON warriors assaulting your stronghold, or any of the hundreds of other distractions possible in a good roleplaying adventure.

What's This Going To Cost?

In earlier editions of MEKTON, we had a little problem. There you had fighting machines the size of jet aircraft, owned by people other than national governments. At a price tag of some sixteen million dollars, not all that many people can actually afford to buy an F-15 Eagle. In these earlier editions, we tried to arrange a price structure for mecha that would, on one hand, be somewhat realistic, yet on the other be affordable to the average science-fiction hero.

Finally, we gave up. Although it's thoroughly unrealistic, we have priced most mecha in the range of a modest two or three bedroom house-- somewhere between \$75,000.00 and \$200,000.00 U.S. dollars. This meant that eventually, somehow, a really determined player could scrape up enough money to buy himself a robot. Prices were low enough that it was even possible to find wrecked battlefield units or used civilian models. Affordable prices also brought up the prospect of bank-financed mecha loans, with possibilities for mecha-repo men and skip tracers. Or even--underworld financed loan sharking! All of these variations offer a wealth of roleplaying experiences in what otherwise might degenerate into an endless round of robot-bashing.

The most expensive part of a mecha unit is the main body, which integrates a basic skeletal arrangement, much like a car chassis, onto which all other components are bolted. Main bodies can occasionally be located in junkyards, deserted battlefields, and old abandoned work sites. Judicious use of a Tech's **Mecha Tech Skill** can usually modify an old main body into something workable--if not, you may be forced to actually buy one at new prices. The actual new cost is determined by the formula:

$$(\text{Construction Pt. Cost} \times \$10,000) - (\text{Buyer's "Deal" Skill} \times \$100)$$

Prices for servo components, armor, weapons, sensors, cockpits, etc. can be determined using the **Component Tables, pg.67-8**, as modified by the condition of the part being bought.

Parts Unknown™

To make the Tech's role even more interesting, and to offer a new realm of adventuring, we have created the **Parts Unknown Catalog™** (named after a famous MEKTON-World parts chain). These are all small, reasonably affordable parts that have absolutely *nothing* to do with the Combat Game aspect of a mecha unit--they have no Kill values and no official Construction Point Costs. However, they have the ability to create new Plot Complications for MEKTON players, and thus, many new adventures hinging on the replacement, jury

rigging, or even downright theft of an important widget. To use the **Parts Unknown Catalog™**, roll 1D10 four times, comparing each roll with the appropriate column of the table. One of the nice things about the **Parts Unknown Catalog™** is that each roll also

generates the price of the part: write down each value in the order rolled and place your decimal point in the second place from the right (Example: You roll a 9, a 2, a 4 and a 4. Your part costs 92.44¥).

Tech Construction Tables

Roll	Weapons: Roll 1 time	Sensors: Roll 1 time	Powerplant: Roll 1 time
1-11	All energy beams lose power: range and damage reduced by 2	Sensors cut out for 1 turn after 1D6 turns use.	Powerplant overheats: Shuts down automatically after 1D10 turns.
12	All machine/autocannons jam after 1D6 turns of use.	Sensor array flawed; all ranged weapons ranges halved	Powerplant flux. All space mounted beam weapons fire at half range & damage.
13	All energy beams overheat; shut down for 1D6 turns	Sensor targeting array misaligned; all ranged weapons at -3 to hit.	Powerplant shows false "critical overheat" alarms after 1D6 turns operation.
14	All missiles jam after 1D6 turns of use.	Sensors badly shielded: you get random radio, TV signals for 1D10 turns	Take 1 Kill in Powerplant damage from overheating.
15	All rocket heatseekers faulty; rockets at -4 to hit.	Sensors cut out permanently after 1D6 turns use.	Take 2 Kills in Powerplant damage from critical overheating.
16+	No effect	No effect	No effect

Roll	Armor: Roll 1 time	Flight System: Roll 1 time	Hydraulics: Roll 1 time
1-11	Main Body Armor placed wrong: -1 from it's SP	Flight System cuts out after 1D10 turns use!	Hydraulics leak! Mecha will become inoperative in 1D10 turns
12	Armor placement wrong: Roll on Random Hit table to get placement: -1 from it's SP	Flight System misaligned; move at -1 MA	Hydraulic fluid is burning! Cockpit fills with dense smoke, reducing all rolls by -2.
13	Cheap armor from contractor: Value is 1/2 of specified SP!	Flight System misaligned; move at -2 MA	Hydraulic pump leak! Lose use of one component (roll randomly on Random Hit Table)!
14	Refractive coating flawed: armor will not stop lasers	Flight System misaligned; move at -3 MA	Hydraulic pump leak! Lose use of two components!
15	All armor has density flaw; guns add +1K to all attacks against it!	Flight System throttle flawed. Move at 1/2 MA	Hydraulic pump leak! Lose use of three components!
16+	No effect	No effect	No effect

Parts Unknown Catalog ③

Roll 3 Times	1st Roll	2nd Roll	3rd Roll	4th Roll
1	Hydraulic	holographic	processor	(price)
2	parallel	sequence	sender	
3	Heat sensitive	pressurized	reciever	
4	dielectric	aerosol	sensor	
5	auto	bimetal	shaft	
6	fiberoptic	servo	display	
7	integrated	wire	water	
8	mini	fluid	feeder	
9	micro	lubricant	linkage	
10	(nothing)	(nothing)	separator	





Danger--

--As Jeff fell back from Kara's knife thrust, his foot slammed upwards in a blinding arc. Crack!--the edge of his combat boot connected with the slender Axis terrorist's jaw. Her knife spun glittering in the air, to land at his feet...

Romance--

-- "You're pretty sure of yourself", Rachelle grinned, leaning over his position at the techstation. "I mean, for being just another mecha-jock and all." Jeff leaned back into the console chair and stared up at her, grey eyes meeting violet. He lazily reached up one hand to brush back the blue-black wave of her hair. He grinned back. "We could sit around here and talk about you and me....", he said finally.

"Or?" There was a laugh behind her eyes as she regarded him.

"Or we could do something about it--" he finished. Jeff's hands slid around her neck and he went for the kiss...

Giant Robot Combat!

--The Rapier screamed over in a tight arc, head autocannon hammering. Against the blurred backdrop of clouds, the Mauler's thrusters boomed and flared, lurching it back and clear. The massive Beam Cannon swung up, the five foot muzzle filling Jeff's entire viewscreen. Not enough time! Not enough--"WHAM!" The Mauler slammed to the left, its armor aflame, as the passing AeroFighter's lasers burned deeply. As Jeff sat gaping, Rachelle streaked beneath his MEKTON, one thumb held aloft in victory. "You owe me one, flyboy," she grinned, as the AeroFighter hurtled off in search of new prey.

The MEKTON Adventure

Welcome to *The MEKTON Adventure* --a special section on how to Referee a MEKTON roleplaying game. If you're just planning to run a few MEKTON slug-outs, you won't need to read this section, although you may want to skim through it to add color to your combat games. If you're planning to run a few roleplaying sessions with these rules, you'll want to read through this section a little more carefully for ideas on setting up your short term "run". But if you're the sort who's been running home every afternoon to watch your favorite mecha show on the T.V., or the hardcore fan who has penpals in Japan who send you tapes--or even a serious roleplayer who wants to really "get into" the robotic genre, this section is for you.

We wrote MEKTON with the intention of allowing you to create the true "feel" of a mecha adventure show. This means that we've loaded this section chock full of comments, hints, history and concepts of the genre.

But all the background in the world isn't going to help if you, the prospective MEKTON Referee, can't transfer that exciting "anime" feel to your own MEKTON adventures. So we're going to step aside from all the "how to build 'em & fight 'em" stuff for a second and tell you the secret of how to make a giant-robot game come alive.

All of the concepts you'll encounter in the next few pages are things we use ourselves. Our own MEKTON World of Algol incorporates elements like the Series, the Premise, Supporting Characters and Sets. So whether you plan to use our world or create your own, these concepts will help you make your MEKTON game better, easier to run, and more fun to be a part of.

The Series

The first idea you'll need to master to run your MEKTON

adventure is the concept of the **series**. The series is a continuing sequence of games, linked together by a number of characters and events. We call this kind of campaign a *series* because it closely resembles the format of a real anime show. And like the producers of a real TV show, we'll start with the **Series Premise**.

The Series Premise

This is the backbone of the series--a basic idea around which the entire series is built. Each week, the main plotline of the game will somehow revolve around the premise of the series. For example, the series premise of the TV show *Maccross* assumes that aliens are trying to invade Earth. Each week, the brave defenders heroically kick the Invaders off-planet again. The Invaders, of course, always have a new and more Evil plan for the next week... There are a number of "stock" premises to anime fiction, some of which we have outlined below. Some of our Japanese examples may be unfamiliar to anime newcomers (having never been imported to the U.S.), but if you listen around at the local comic and game shops, you'll probably be able to score a few video tapes of these shows (marked with a ✓ for easy recognition).

Invasion Earth: A group of aliens is bent on the conquest and subjugation of the Earth. In most cases, they have superior weapons and technology, forcing the hapless defenders of the planets to fight against impossible odds. One useful variation of this premise is to make the invaders human or humanoid, offering lots of possibilities for interstellar romance, undercover infiltration, and the eventual discovery that "they" are actually just like "us". An excellent example of this type of premise is the show *Macross* (known as *Robotech* in the U.S.).

Evil Secret Organization: Hidden from the eyes of the world, a group of evil bad guys are planning to take over the world, using their superior technology and ruthless armies. Each week, the heroes thwart one more plot that is certain to reduce Mankind to cringing slaves of the insidious plotters. Good examples of this premise are ✓*Goshogun*, ✓*Super Attack Speed Galvion*, or *GI Joe*.

Explorers Beyond Time and Space: As the crewmembers of an interstellar exploration group, your valiant mecha-heroes set out each week to "seek out new worlds...etc". Along the way, they will encounter monsters, alien civilizations, cosmic dictators, sexy humanoid lifeforms, and other staples of the Space Opera. Two good examples of this type of premise are *Star Trek* and *Dairugger 15* (known as *Voltron* in the U.S.).

Wandering Good Guys: Travelling the world with their advanced technology and mighty mecha, your heroes confront evil and misfortune week after week. One week, they may save Tokyo from earthquake; the next week, they may wipe out a pack of evil Gerwalk Bikers threatening Lodi. A good example of this premise might be *Thunderbirds 2086* or *The Equalizer*.

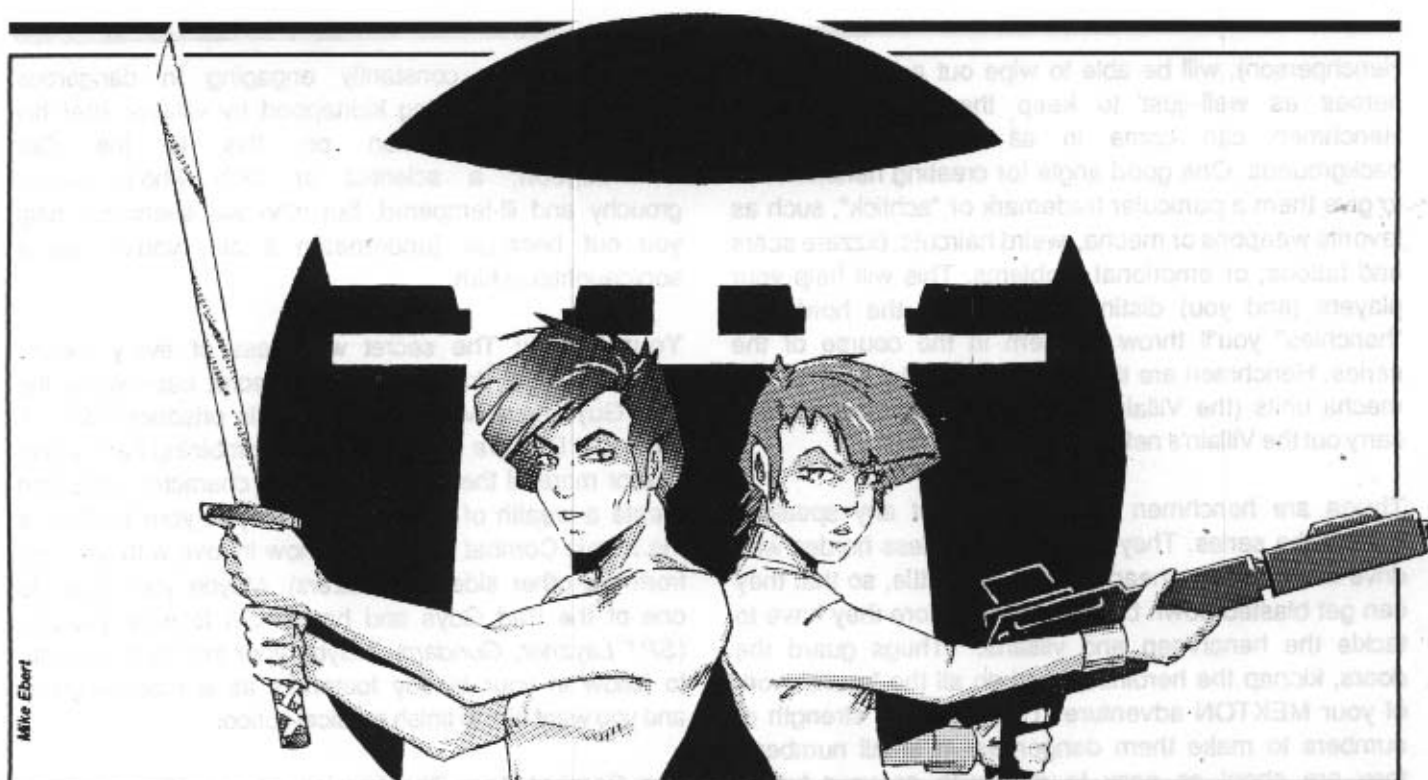
Regain the Throne/Overthrow the Empire: Your heroes are a brave band of Freedom Fighters out to overthrow the Evil dictatorship. They have lost friends, family and homes--all in their valiant struggle to win liberty for all. Examples of this premise are *Star Wars* and ✓*Mobile Suit Gundam*. One variant of this is the old "You killed my father the King and now you're going to pay" premise. Two good examples of this are ✓*Panzer World Galient* and *Hamlet* (yes, the Shakespeare play. Have you ever considered the idea of combining Shakespeare and mecha? If so, you may enjoy watching ✓*Aura Battler Dunbine*).

Overthrow the Aliens: Assuming your *Invasion Earth* premise stomps your players, consider the option of overthrowing the aliens instead. Your players can come back as their own sons and daughters, manning stolen mecha against the now entrenched alien menace. Some perfect examples of this are ✓*SPT Layzner*, *Mospeada* (known as *Robotech: the New Generation* in the U.S.), and even *Amerika* and *Red Dawn* (if you consider the Russians an alien species).

Toughest Mercenaries In the Universe: In this premise, your heroes are usually members of the toughest crack "merc" unit ever assembled. Armed with their superior firepower and steely nerve, they'll take any job, anywhere--for the right price. Each week is another war and another battlefield. Good examples of this premise are ✓*Armored Trooper Votoms*, *Hammer's Slammers*, or Joe Haldeman's *Forever War*. In a lighter vein, you may want to check out ✓*Crusher Joe*, about a group of techno-mercs in the 34th century.

Warrior Clans In Opposition: Your heroes are members of one of the great warring Families in some far future Empire. Or even rival clans of Ninja who've discovered the ultimate Japanese weapon--the mecha suit. Each week, your rivals use treachery, cunning, kidnapping, assassination, and lots of mechanized force to overthrow your Family. The best version of this, bar none, is Frank Herbert's *Dune*, although a mecha suit version of *The Godfather* could be a real mindbender.

Monster and Mutant Fighters: The world has gone to a radioactive Hades. All that's between death at the hands of the encroaching monsters and mutants is



your brave crew of warriors. A post holocaust world offers endless possibilities for warfare, monsters, and small towns that badly need defending from roving packs of mutant Gerwalk Bikers. Good examples are *Mad Max*, *The Roadwarrior*, *√Fist of the North Star* and *Metalstorm*.

Casting Your Epic Adventure

Once you've decided the basic premise of your series, the next step is to populate it with some **cast and crew**. Your players, of course, will be your **Good Guys**--even if they happen to be playing the Slime Of The Earth, they are still the Good Guys by the virtue that they are the stars of the Series. The most important cast players you will have to create will be your **Villains**.

Villains

Every anime show has at least one villain--a guy who exists for the sole purpose of making the heroes' lives miserable. Anime villains are, however, a more interesting life form than the average TV baddie. In most cases, they are almost mirrors of the heroes--intelligent, good looking, and even quite witty. A good villain can provide possible love interests for your players, change allegiances at crucial times, and even turn out to be a good guy in disguise.

A classic anime villain is the redoubtable *Char Aznable* of the Japanese TV series *Mobile Suit Gundam*. When we first meet Char, he is a tall, blonde neo-Nazi type who is the head mecha-honcho of the evil Jion Empire. Suave, sophisticated and attractive, he goes through

episode after episode mowing down the hapless good guy forces with his superior firepower and skill. It is only later in the series that we discover that 1) He really joined the Jions to avenge his murdered father. 2) Once he gets in good with the Jions, he plans to "get rid" of them in creative and novel ways. 3) His long lost sister is on the other side and wants him to come over to Good. By the time the sequel, *Gundam Zeta* was released, Char had been totally rehabilitated into a heroic Good Guy--but not for long. You know those villains!

Every Villain has a Goal: This goal can be anything from a simple quest for World Domination (a favorite), all the way to Just Having A Good Time. Your Villain should also have a Goal, whether it's *Get the Girl*, *Settle A Personal Vendetta*, *Fame & Power*, *Get the Big Bucks*, *Boredom* or *Avenge His Murdered Father, the King*.

You should never kill your Villain until the last possible moment. Villains are always making miraculous escapes and sending in "exact duplicates" to take the flack from the hero's guns. A good Referee should always take advantage of these options to give a villain a properly long and villainous life. After all, when *he's* dead, what are the heroes going to do on Saturday nights?

Every villain should have a few good Henchmen. Each Henchman should have enough skill and ability to give your heroes a good stiff fight and possibly survive several episodes of battles before your heroes take him or her down. There should, of course, always be a chance that your Henchman (or

Henchperson), will be able to wipe out a couple of your heroes as well--just to keep them on their toes. Henchmen can come in all sizes, shapes and backgrounds. One good angle for creating henchmen is to give them a particular trademark or "schtick", such as favorite weapons or mecha, weird haircuts, bizarre scars and tattoos, or emotional problems. This will help your players (and you) distinguish between the hordes of "henchies" you'll throw at them in the course of the series. Henchmen are the guys who get the next to best mecha units (the Villain gets the best, of course), and carry out the Villain's nefarious plans.

Thugs are henchmen who couldn't get any speaking lines in the series. They are all the faceless hordes who drive innumerable cheap mecha into battle, so that they can get blasted down by the heroes before they have to tackle the henchmen and villains. Thugs guard the doors, kidnap the heroines, and do all the "grunt" work of your MEKTON adventure. Thugs rely on strength of numbers to make them dangerous--in small numbers, they are about as easy to deal with as your typical Science Fiction stormtrooper.

Supporting Characters

Supporting characters are all the people who exist around the heroes, giving the plot new twists, providing romantic elements, and getting themselves killed or threatened by the Villains and Henchmen. You should always provide a fairly extensive cast of supporting characters in your series, as they are one of the best ways of moving the plot along. Some classic supporting characters are:

The Girlfriend/Boyfriend: Each week, the girl/boyfriend provides the Villains with someone to kidnap, torment, or just plain hassle. The girl/boyfriend is also prone to breaking off the relationship at weird moments, investigating things they have no business investigating, and even getting involved romantically with the Villain or Henchman (thus creating a real grudge match between the player and the Bad Guy).

The Buddy: Everyone needs one good friend who will back you up no matter what. The Buddy is usually someone who can't help falling into the wrong place at the wrong time, going after the same girl/guy you want to date, gives you a hard time when you screw up, etc. But the Buddy is always there when you need him/her, and will always be willing to lay his/her life down when the chips hit the fan.

The Brilliant Scientist: In most adventures, this is the guy who designed the mighty technology you now have at your command. Usually brilliant but eccentric,

the scientist is constantly engaging in dangerous experiments, or being kidnapped by villains after his secrets. One variation on this is the **Old Curmudgeon**; a scientist or tech who's always grouchy and ill-tempered, but who will eventually help you out because (underneath it all), you're like a son/daughter to him.

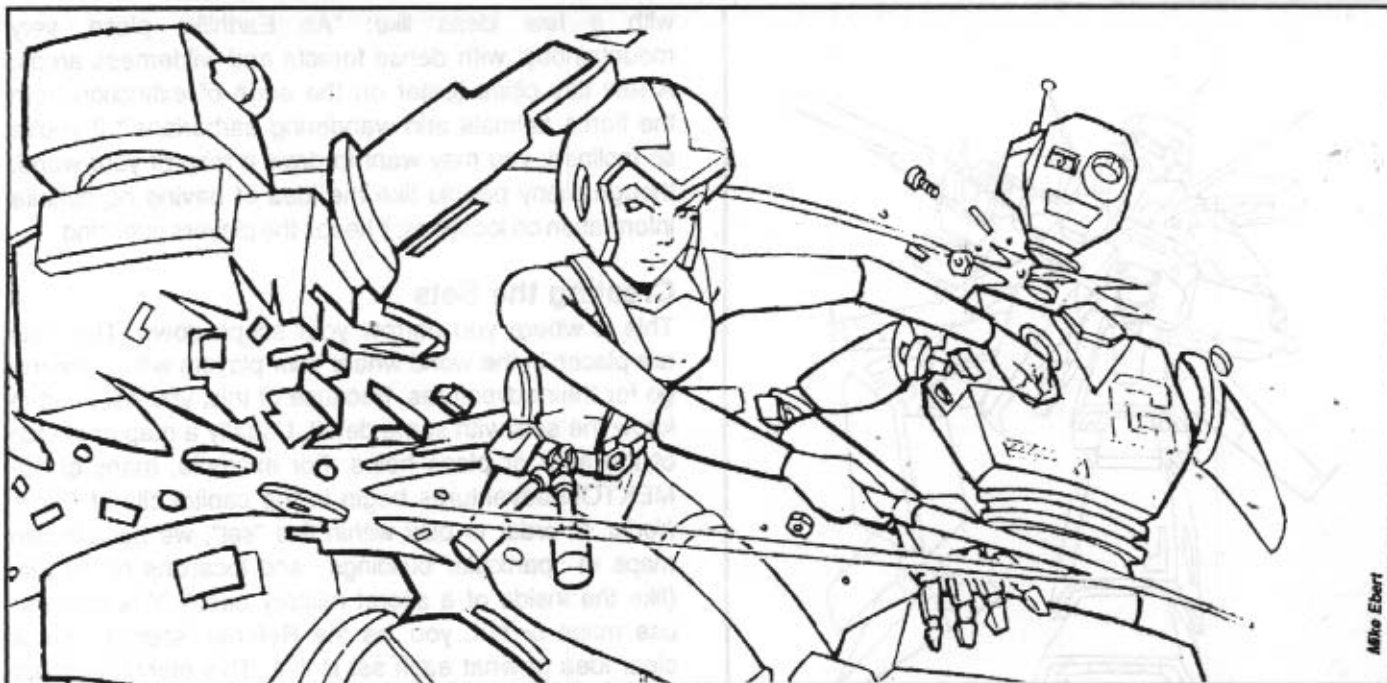
Your Family: The secret weakness of every mecha suit hero. How do you level the secret base when the Bad Guys have Mom, Dad and Sis prisoner? What if Mom and Dad are the Bad Guys? Combining Family with one or more of the other supporting character types can create a wealth of possibilities. Maybe your brother is the heroic Combat Ace who's now in love with an alien from the other side (*Starblazers*). Maybe your sister is one of the Bad Guys and has sworn to wipe you out (*SPT Layzner, Gundam*). Maybe your kid brother wants to follow in your bloody footprints as a mecha-fighter; and you want him to finish medical school.

The Combat Ace: The heroic guy you all look up to, the Combat Ace trained you, and gives you brotherly or fatherly advice when you really need it. He's the one who backs you up when the 10,000 alien mecha-raiders surround your battlefortress. Traditionally, the Combat Ace always seems to buy it about halfway through the series. Probably a plot to make sure the young hero gets a chance to become a Combat Ace himself.

The Heroic Leader: A variation of the Combat Ace, the Heroic Leader doesn't have to fly a mecha to command your respect. With his or her steely gaze and visionary ideals, you know this is the person to follow. The Heroic Leader is the one who always gives your Team the Big Mission that Only You Can Do. You always take it--because this person's worth following to Hades and back.

The Exotic Love Interest: Something more than your average, run of the mill boy/girlfriend, the Exotic Love Interest is the person your character can't resist. They are always incredibly sexy, wise, loving....and usually 1) one of the Villain's Henchpeople. 2) an Alien from the Invader side. 3) The Villain's sister or girlfriend. 4) Doomed with a terrible curse like telepathy or brain cancer.

Bad-Guy gone Good: A great source for plot complexity. This character may know inside information, have his own hidden plans, and may be driven by needs or desires the players may never unravel. In addition, a Bad Guy gone Good is always meeting up with the people he's wronged, or being torn by divided loyalties. None of his new friends entirely trust him, and many of



the Good Guys actually hate him for his past Evil Deeds.

The Mecha Itself: A giant combat robot is more than just a way to knock down buildings. In the hands of the right Referee, it can become the center of hundreds of adventure and plot complications. Believe it or not, there are major problems with having a 55 ton warmachine parked in your backyard. For starters, finding a place to keep it is always difficult. For a small suit, you may only need a parking space. But for a larger MEKTON, you may require an aircraft hangar or abandoned football stadium. Keeping it out of the rain isn't enough--you're going to need places to store spare parts, use hoists and machine tools, etc. A smart operator can make a bundle in warehouse speculation.

There's another reason why a MEKTON jockey spends a lot of time looking for a place to stash his "suit". Thieves. Mecha are expensive, specialized pieces of machinery. A "hot" suit can net a mecha-rustler literally millions of dollars on the black market. Terrorist groups also do a fair amount of mecha stealing, both for their own operations as well as to raise money for other projects.

If this wasn't enough of a problem, there's always the Government to contend with. Vehicles with improper Licences or Permits can be confiscated with impunity--some of the more corrupt governments specialize in tracking down offenders, impounding thier mecha, and "ransoming" them back to their owners at exorbitant fees. At higher levels of Classification, the Military takes a hand. Fighting mecha without bonding are often suspect as looters or terrorists. Military Unlimited Class

units are automatically forbidden to anyone but military officers. In both cases, the armed forces tend to shoot first, talk later--with confiscation and a heavy prison term thrown in at the end of the chat.

And we haven't even begun to discuss the possibilities of *sentient* mecha...

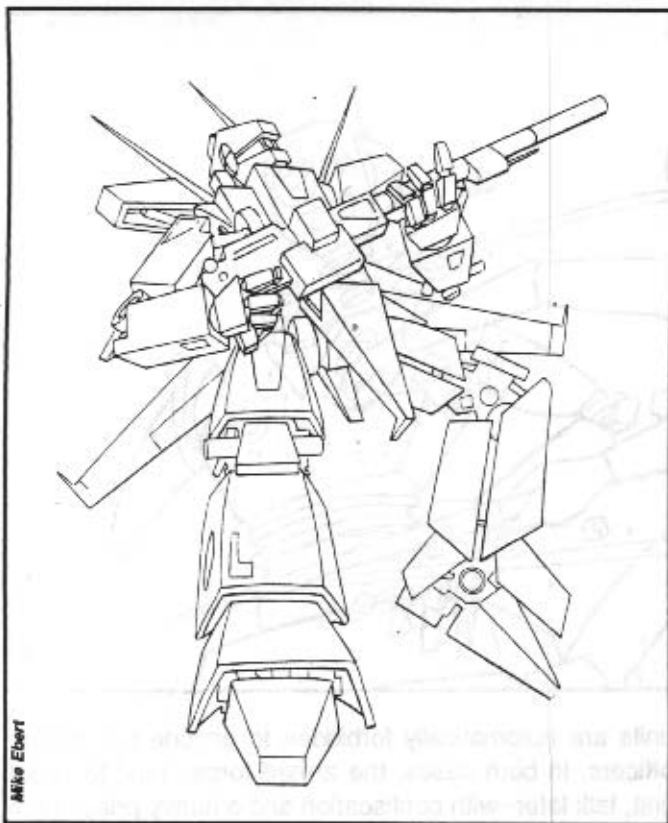
Using the Supporting Characters

Bring your supporting Characters into the game slowly, a couple at a time. This gives your players enough time to form attachments and real relationships with them. Working with a player's Lifepath is an excellent way to create new supporting characters; the average Lifepath run will generate at least five or six people directly related to the player--people the player will tend to embroider and expand in the process of building his own character.

You should be prepared to kill off at least one or two of your supporting characters in the course of a series; that's what they're there for--to move the plot along. You can even destroy the Heroic Mecha Suit! Nothing motivates a hero more than having someone or something he cares about getting dusted by the Bad Guys. It'll also serve notice to your players that you aren't kidding--your game is dangerous, and they'd better take it seriously or else.

On Location

Before you can start playing, you're going to need a place to play in--what we call the **Location**. Our Location is the world of **Algol**, a distant planet in another galaxy. No matter where *your* game is set, the



Location will essentially be the game-world you, as the Referee, will create for the series to exist in. This "world" doesn't have to be huge or in depth--it just needs to be big enough to stage your game events in. A city or state may be enough--or you may require an entire Galaxy in which to unfold the panopoly of events.

We generally suggest you start out small with a city or small country. This location need not be in detail--you should only need the most basic facts to begin your game, such as:

Where is this Location? Many anime shows take place on Earthlike places on distant "colony" planets. Others take place in deep space onboard gigantic battlecruisers and space stations. Give some thought to where you plan to place your location. Remember; even Algol has a lot of cities to start with.

Is this the Past, Present or Future? Most anime adventures take place in the Future; a convenient place to have giant robot suits running around. However, you may want to create a parallel Earth in which the Romans created power-armor. Use your imagination.

What's this place generally like? Is this a place of deserts? Huge mega cities? Hundred mile an hour winds? Nothing but ocean? You will need a general idea of what your world is like and it's conditions. This won't require a major thesis on planetology--you can get away

with a few ideas like: "An Earthlike place, very mountainous, with dense forests and wilderness areas. A few tiny cities teeter on the edge of extinction from the fierce animals and wandering barbarians." If you're so inclined, you may want to draw a map of your world, though many people like the idea of having no definite information on locations; it keeps the players guessing.

Creating the Sets

This is where you narrow your scope down. The Sets are places in the world where your players will *commonly* go for their adventures. Because of this, you will need to know the sets with some detail. Usually a map or sketch of the area or place helps. For example, many of our MEKTON adventures begin in the capitol city of Elara, Koriel. In order to play within this "set", we have drawn maps of particular buildings and locations of the city (like the inside of a secret military base). Whether you use maps or not, you, as the Referee, should have a clear idea of what each set is like. This mental concept should include smells, colors, sounds and possible Referee-played characters who might inhabit that set. You should have more than a couple of sets in mind, so that your players can easily travel from place to place in the course of their adventures. Here's an example:

"You're striding down the main street of the ruined city of Tandar. It's about midnight, and a cold wind whistles off the marshes to the east. Except for a few scuttling rats of both the human and non-human kind), no one is on the street. At the crossroads of the deserted street, you hear a strange rustling noise. A vague rotting, unwashed smell pervades the air around you, as a huge thug in greasy leathers lurches out of an alleyway. The knife in his hand flashes in the bright light of the twin moons! Your hand dives to your own knife--"

Other Things

Music: One of the more interesting elements in anime is music. A huge industry exists in Japan, dedicated to creating and selling music for animated shows. No self-respecting mecha hero ever goes into battle without a theme song, and no anime villain would be caught dead without his battle music. When creating your own MEKTON adventure, you shouldn't pass up the chance to use music as a key element, whether in the background or to highlight battles and other scenes. We usually suggest that you start off your game with **Opening Music** of some sort. Don't sing it yourself (unless you happen to be a pop singer with a band)--pick a rock song or soundtrack that seems to fit the theme of your series (we, for example, are partial to *Danger Zone*, the Kenny Loggins hit from *Top Gun*. But your musical tastes may vary). Make sure it's something you and your players can live with for a while. When it

gets too old, change it in "midseason", just like the real anime shows do!

The Cast Picture: Another way to get players into the ambiance of a realistic "mecha" show is to have them draw pictures of their characters. Not only does this give everyone in the game an idea of what they all look like, but it re-enforces that "anime" feel as well. Eventually, you may want to draw some sketches of your villains to complete the collection!

Creating the Episode

Because a MEKTON game is meant to resemble a Japanese Giant-robot series (like the ones you may already be watching on TV), we call each individual game session an **episode**. Each episode should be a *complete* mini-adventure, where the players do everything important in one game session. There are two major advantages to episodic games. First, you don't have to have all your players in the same place and the same time to play each week--some weeks a player might not be part of the cast. This allows a Referee more flexibility. Second, an episodic system allows you to carry over parts of the basic premise into the next week's game. Characters from Episode #4 may reappear months later in Episode #44. Old baddies may get resurrected; love affairs and misunderstandings may take months of episodes to resolve. All of which gets your players even more involved.

This means, of course, that you're going to need to know how to actually write your adventure or episode. The first step to this is to create a **Script**.

Let's Start with the "Situation"

Each episode of a MEKTON series begins with a basic situation or problem which motivates the characters and gives them something to do. This problem should in some way relate to the basic premise of the "show", and yet offer some "hooks" that can be continued into succeeding episodes.

For example, let's say we are creating the brand new anime series *Alpha Battler Z*. The premise is that in the near future, aliens from Alpha Centauri invade Earth. It's the first episode of our series (or campaign, as a series of continuing games is also known). What's our situation?

Well, our heroes are going to have to get their superscientific combat suits to defeat the Invaders, right? So, in our first episode, our situation is this: An alien Transport crashes during the invasion. Inside is the supermecha *Alpha Z*. Our heroes, all young military

cadets from the Earth Defense Force, spot the crashed ship. Eager to confront the Invaders, they leap into their combat cars and set off towards the wreck...

The characters have a fairly straightforward task here--get into the wrecked transport, wipe out the Invaders, and discover *Alpha Z*. How they do this is up to them (and the meat of the episode). Next episode, the players must discover how to operate *Alpha Z* in time to stop the Invaders when they raid the Earth Defense Forces Base to get their mecha back.

Our example gives us 1) a basic situation that is linked to the series premise, and 2), a "hook" that will mean that next week's episode will already have a situation brewing in the background. You can bet that the players will spend a lot of time between games plotting and planning their next moves.

Next: Cast, Crew and Props

Like all good TV shows, your MEKTON episode has a **cast** (the players), **supporting cast** (all the Referee played characters), **villains** and **props** (all the gadgets and mecha that will appear in the episode, plus any special objects, like *Alpha Z*). As the Referee of the episode, you'll have to figure out all of these characters and components. In our *Alpha Z* episode, we're going to need all the tools and weapons your players will have on their persons, a vehicle to get them to the transport, and, of course, *Alpha Z*. We've also decided that we'll save our Main Villain for a few shows down the line--meanwhile, we'll create a suitably evil alien Henchman and a host of Thugs under his command. This will give our heroes something to tackle as they go after the transport.

Sets

You're going to have to have some place for all this exciting action to take place, right? The Sets in our adventure will be the **Earth Defense Base** (you probably won't need all of it, just the Garage where the combat cars are kept and maybe the Barracks where our heroes are hanging out) and the **Alien Transport**. Using one of your photocopied Game Boards, you should sketch out some fairly legible maps of each set, mostly to help you keep distances, locations, and where everyone is in mind. Make sure to include all traps, doorways, secret passages, and guard locations.

Plotting the Scenes

The next thing to do in plotting your episode is to get the scenes down. A **scene** is a small sub-segment of the adventure, in which the players attempt to accomplish one thing. The thing they accomplish is the **Scene Goal**. It's not important *how* they do it, only

that they do it.

Warning: You're going to find out right off that no matter how carefully you script a scene, the players are not going to follow that script. Instead of beating your players over the head to force them to follow your script, you're going to have to be a little more clever about it (especially if the players are all bigger than you are). This is *why* you have a Scene Goal--so that no matter what they do in the scene, they at least will accomplish the one thing they have to do to get to the next scene. Anything else they do is immaterial. For this reason, you should make your Scene Goal as simple as possible. That way, if they miss the entire point, you can always have a supporting cast character discover and point out what the players missed. For example, in our first scene, our players have to notice the crashed transport and go out to investigate. That's the Scene Goal: **notice the crashed transport and go out to investigate.**

What if your players are all devout cowards and refuse to go, or want to steal someone else's mecha and run off hunting Invaders somewhere else? There are a lot of options open to the clever Referee. You could have a commanding officer order them to go. You could have a

Referee-character in their outfit go. Perhaps one of the players has an Intrepid Reporter girlfriend who heads out to the crash site pursuing a scoop. The point is; keep your Scene Goals simple and you'll be able to move your players from scene to scene without *forcing* them there.

Scene Writing Tips

When creating scenes, we suggest you get your Goal lined up first, then fit in your props and cast accordingly. Once you know that your players have to do something, it's a lot easier to decide how to get them there--or how to fake it when they start out on a new tangent (which they invariably will). Once you know what you're going to do, it's easier to decide the little things, like what the inside of the transport looks like (a Set), how many Thugs are guarding Alpha Z (Casting), and what the opposition is armed with (Props).

These are the basics of creating your own MEKTON Adventures. But just in case you're not ready to tackle screenwriting yourself, or aren't really up to the process, we're going to help you out. Stay tuned as we introduce you to our own anime world--Algol, in the adventure *The Force of MEKTON!*

The Force of MEKTON

The Situation: Kalia, a Japan-sized island in the Archipelago, is a major trade point in the vast Central Sea of Algol. Besides its military importance, it is also a "halfway" point for many refugees fleeing the oppressive regime of the Kargan Empire. Of course, the Empire doesn't take this lightly--on occasions when the refugee is of importance, special agents will be dispatched to capture or kill him.

Scene #1: Kidnapped!

On a hot summer evening in the main city of Kalia, your players (a group of Freelance mecha jocks with three Vector MK2 units between them--see *Mecha* section for Stats) are headed for the nearest watering hole, when they hear a commotion around the corner. As they enter the scene, they see two black fan limos at the curb. As the first car pulls away, they can clearly see an older gentleman struggling with several thuglike men in the backseat--an obvious kidnapping. While there's very little they can do about the vanishing fan limo, they can do something about the two goons who are in the process of dragging a young woman towards the second car.

Assuming the players defeat the Secret Police thugs,

they will learn that the young woman is Shariah, a daughter of ace mecha designer Dr. H.R. Narano. Having recently defected from the Empire, they were on their way to a safe house when the Imperial Police caught them. Even now, Dr. Narano is being taken back to the Embassy, after which he will be shipped back to the Empire to face treason charges.

Scene Goal: To involve the players in the situation and have them rescue the girl.

Set: Any streetcorner

Props: Two black fan limos.

Cast: Dr. Narano (I=8, R=5, C=5 T=10, L=3, A=5)

B.Type: Average. **MA:** Slow. **Skills:** Dodge +3, Hand to Hand +1, Mecha Design +10

Shariah Narano (I=8, R=5, C=5 T=6, L=4, A=8)

B.Type: Average. **MA:** Average. **Skills:** Dodge +5, Hand to Hand +1, Mecha Design +6, Persuasion +6.

Kargan Thugs & Guards (I=4, R=7, C=6,

T=3, L=4 **B.Type:** Strong. **MA:** Average. **Skills:**

Dodge +3, Hand to Hand +4, Automatic Weapon +4

Scene #2: Embassy Rescue!

Your players *know* who kidnapped the designer and

even have an idea of where he is held (the Embassy). What they don't know is what's behind the massive Embassy walls or what they'll be up against once they get inside. Attempts to recon the Embassy will only tell them that there are a "lot of guards" (the exact number is impossible to determine at a distance), three mecha, and some alarm systems (any player trying to climb the wall must make an Infiltration Roll against a Difficulty of 18 or set off the alarm, bringing a hail of submachinegun fire down on him/her). About midnight, a Kargan VTOL aircraft will land on the grounds--it looks as if the doctor will be moved soon.

The Embassy is a large office block structure--any attacks of more than 9 Kills will cause the structure to collapse, killing all inside. Players are strongly advised to fight on the more open grounds beyond the Embassy, using their mecha to draw the Kargans out, while another team goes in on foot. At G marked areas within the grounds and Embassy, players will encounter Guards. The Designer is located in the room marked D (a back bedroom).

Scene Goal: our heroes rescue the trapped mecha designer from the Kargan Embassy.

Props: One *Mauler* Class MEKTON piloted by Harknon. One *Viper* Class MEK-Armor piloted by Crystal Niall.

Set: The grounds of the Kargan Embassy.

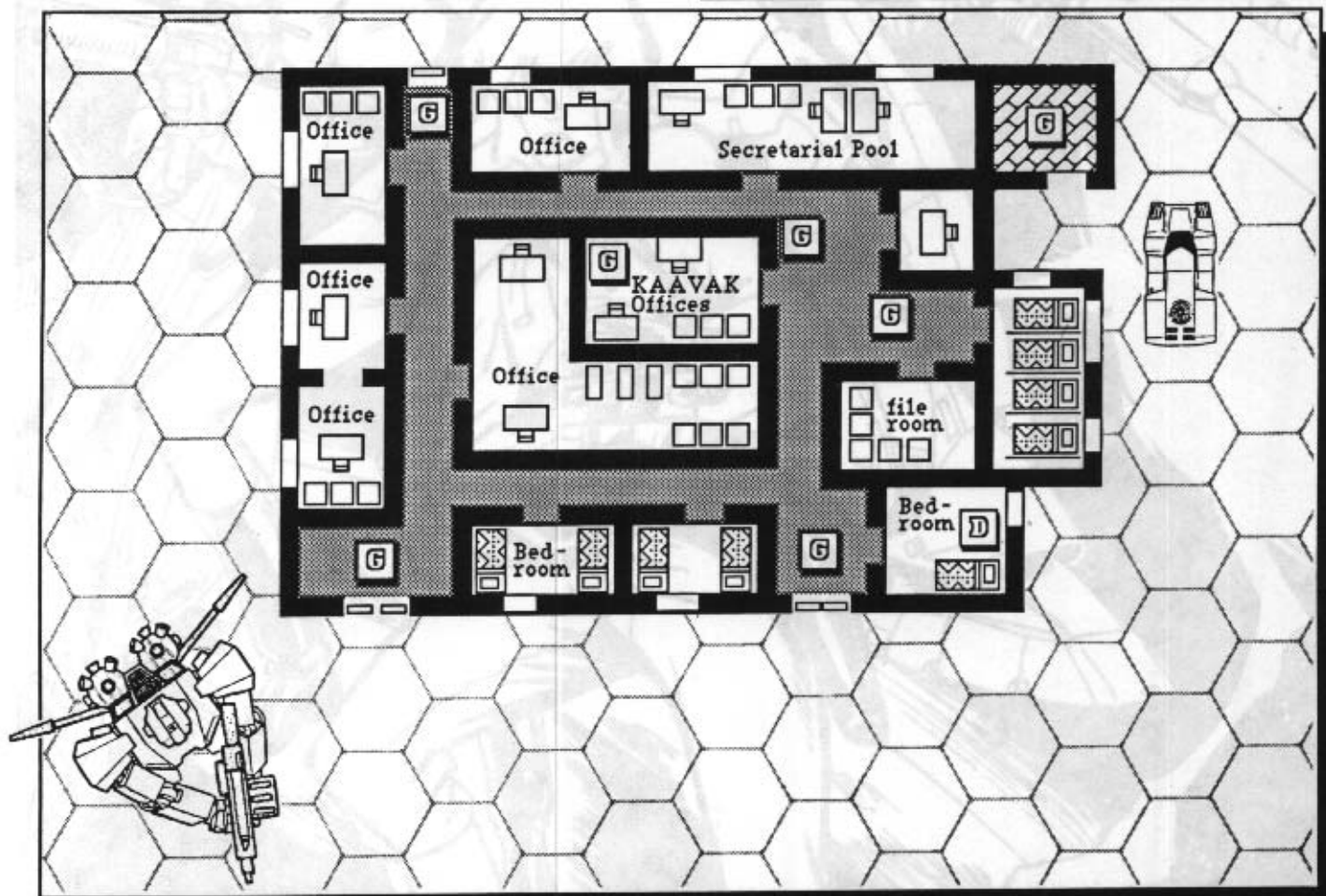
Guest Stars & Villains;

Terce Harknon (I=8, R=8, C=6, T=4, L=8
B.Type: Strong. MA=V.Fast. **Skills:** Dodge +5, Hand to Hand +6, Handgun +7, Blade +6, All Mecha Combat Skills +8, Awareness +7, Intimidate +7, Relationships +6, Interrogate +8.

Agent Harknon is Embassy Liason, Imperial Secret Police. Smooth, urbane, with ice blonde hair and cold blue eyes; a shark in the Intelligence underworld, dealing out death and destruction as it suits him.

Crystal Niall (I=8, R=8, C=9, T=5, L=7, A=9
B.Type: Strong. MA=V.Fast. **Skills:** Dodge +5, Hand to Hand +6, Handgun +6, Blade +10, All Mecha Combat Skills +5, Awareness +5, Intimidate +4, Relationships +3.

Warrior Niall is the right hand henchperson of the suave and deadly Harknon. Tall, imposing, with blue-green hair and silver eyes, she is a master not only of the rapier, but also a feared MEKTON warrior as well.





Just a little further, thought Jeff. Somewhere just over the horizon was the city of Kerrissia--a Kargan city, sure--but right now even a Kargan prison looked better than starvation in this endless desert. "How're you doin'?" he rasped out over his shoulder.

Behind him, Rachelle pulled herself erect on the butt of her rifle. "I've been better," she groaned. There were huge rents and tears all through her skinsuit, mostly from the crash that had totalled both the Fighter and the Rapier. Jeff figured he didn't look any healthier.

Suddenly, a dozen hooded figures rose as if by magic from the dusty ground. The air rang hollow with the sound of automatic weapon bolts being pulled back. Shafiri raiding party, thought Jeff. His hand went to his gun--

World of MEKTON!

Premise: "Brave Warriors against the forces of Anarchy and Empire." Time: Somewhere in the Far Future.

Over 2,000 years ago, a group of human colonists from the now long-lost Bendar Galactic Empire crashlanded on the world now known as Algol. The colonists were fleeing the battlefleets of the fearsome Aggendi, a race of bioengineered lizard warriors, when their malfunctioning stardrive propelled them into the quaternary star system. A year after making planetfall, the colony was discovered and decimated by the pursuing Aggendi mecha. The survivors fled into the mountains of the Murian continent, where they swiftly fell into a thousand years of savagery.

Eventually, two civilizations arose; the warlike Kargans to the South and the relatively peaceful Elarans to the North. After one hundred and ten years of fighting, a virtual stalemate existed on Muria. Then, in Algol Year (AY) 1111, the scholar Attikan led a party of explorers to the long forgotten site of the First Colony. There, in the Black Tower (the burned out shell of the original colony ship) she discovered remnants of the advanced technology and psionics of the Empire. With these, she founded the Brotherhood of Kallicar, a priesthood devoted to deciphering these long lost secrets.

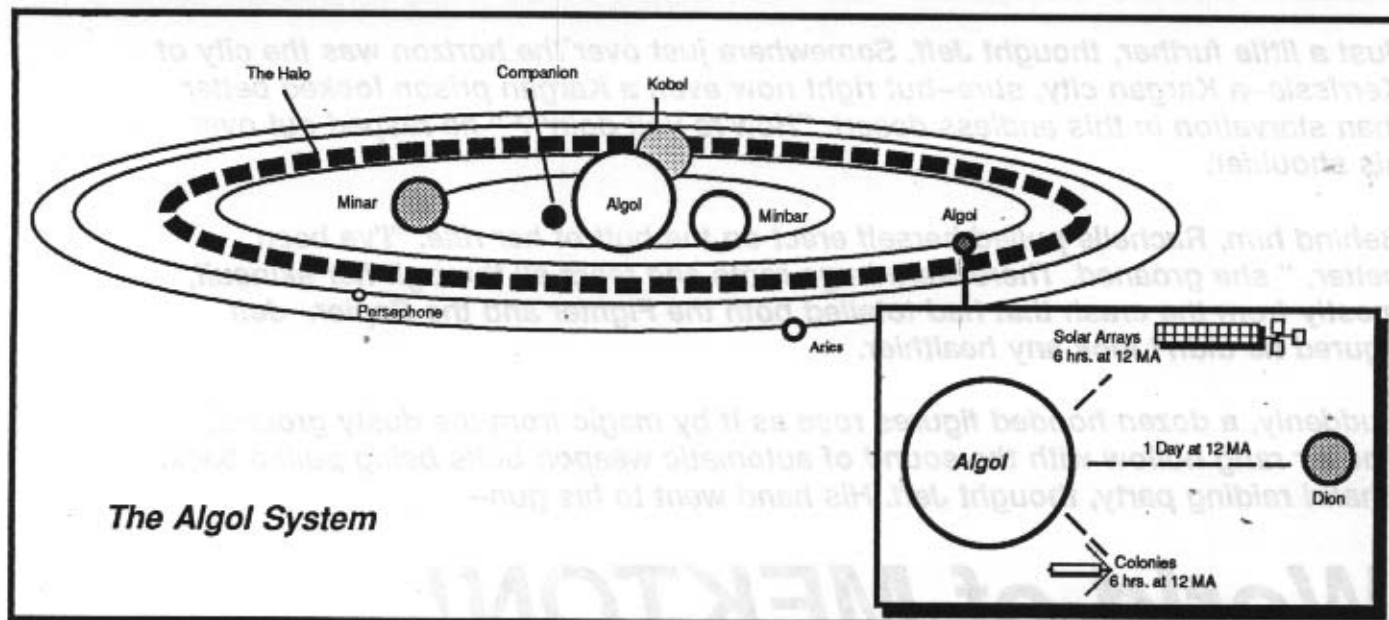
For many years, the wars raged on. Eventually, many of the Kargans emigrated to the large continent straddling the South pole; the Elarans settled on the Northern continent in turn. In AY 1232, the Brotherhood, using advanced technology gleaned from the wrecked starship, drove the remaining warring factions off of

Muria and erected an impenetrable field of force around the continent. This was the beginning of a two hundred and twenty year exile for the people who were to be later known as the "Mages of Muria".

In AY 1325, both Kargan and Elaran scientists began to realize that the planet was in the process of entering a massive Ice Age; an ice age that would render most of Algol uninhabitable. During this time, the Kargans mounted a major expedition of conquest, finally subjugating the Elarans in AY 1457. The occupation of Elara and the Archipelago lasted until the Elaran Revolt of AY1491. Over the next ten years, both nations began to war for possession of the safer, warmer Archipelago regions.

In AY1501, Arkon Verian, a renegade mage from the Brotherhood, joined forces with Kargan Emperor Torrian Korax, unifying the splintered Karg states, and launching a new offensive against Elara. To counter the threat of the Empire and its new nucleonic missiles, the Murians sent the mage Talliar Alexander to Elara. With "Dr. Tal's" help, the Elarans were able to turn back the new Kargan threat.

However, in AY 1502, the inventive Kargans counterattacked with their first prototype MEKTONS. These designs were based largely upon Murian knowledge of ancient Imperial mecha--indeed, nearly a dozen Bendar Imperial mecha had survived the Aggendi assault and had been uncovered in the ruins of the abandoned starship. To Arkon Verian, it was a simple matter to adapt this well known (to the Murians, at least) technology to his own evil devices.



The Algol System

Within a year, Elaran agents had uncovered the secrets of mecha technology, and the **"MEKTON Wars"** were in full force. For nearly fifteen years, the mighty war machines hammered back and forth across the battlefields of Algol. Finally, in AY1518, the Murian Brotherhood broke its self-imposed isolation. Coming out from behind their forcefield, they announced a solution to the coming Ice Age crisis. The Murians would share part of the vast knowledge taken from the Ancient Imperial Books, and help both nations establish beachheads on the other worlds of the Algolian system. With the increased raw materials and living space, all humanity would be assured a chance for survival. In addition to establishing space stations and colonies, all the nations of the planet would band together to build massive orbiting solar arrays to raise the planetary temperature and thus slow the encroaching ice. The result of this compromise was the truce known as the **Murian Peace**, which has survived relatively intact for the last ten years.

Since the time of the Murian Peace, there have been major changes in the MEKTON world. Already, large space stations orbit in the "Nielsen Points" (the Algolian equivalent of La Grange Points) between the moons and Algol. These stations monitor vast arrays of solar panels and mirrors, which beam concentrated microwaves into the icepack, slowing its growth. There are now mining colonies on the moon Dion, supplying raw materials for the construction of new microwave heating arrays. At the time at which our series begins, the following political situation exists:

On Algol: The MEKTON World is now divided into four major national blocks: **The Elaran Federation, The Murian Theocracy, The Kargan Empire** and the

Archipelagan Alliance (see map). Currently, a cold war exists between the Federation and the Empire, with the Theocracy and the Alliance uneasily looking on. There has not been a major groundside battle in ten years, but both sides continually engage in skirmishes both in unallied nations and among the Colonies.

The Colonies: In addition to their planetary boundaries, each of the superpowers maintains several space station colonies at the Nielsen Points between Algol and its Moons. In the same areas as these superpower colonies are a few unallied colonies, each with its own government, defense forces, and delegates to the Grand Council (a sort of Algolian United Nations set up by the Murians).

Dion: The dry, Marslike fourth moon of Algol, Dion is important for providing raw materials to build both military hardware and new solar panel arrays for heating the planet below. Each superpower currently has one mining colony-city on the surface, with a jointly controlled mass catapult used to launch raw ores into space. The tensions over the military uses of Dion have been escalating steadily over the last year. Knowing how vulnerable their fragile domed cities are to enemy attacks, the Dionians are planning to declare their independence (using the mass driver as a threat to enforce their demands).

Location: The Star System of Algol

The star system of Algol consists of four suns orbiting a common center; one blue giant (Algol), one yellow star (Minbar), one red dwarf (Kobol) and one dark star (the Dark Companion). There are four planets and one asteroid belt (called the Halo) in the system. The inner most world (Minbar) is a boiling gas giant much like

Jupiter. Algol is the second world out from the quaternary. Further outsystem, within the tumbling asteroid belt of the Halo, is the moonsized asteroid Cerebus, which is large enough to possess an atmosphere. The third planet, Persephone, is a frigid waterworld with a few ice-covered landmasses. The fourth planet is Aries, a rocky dustball.

Algol itself is a temperate, Earthlike waterworld, currently passing through an Ice Age. Although there are a number of larger continents, there is very little arable land on Algol, and what exists may soon be covered by huge sheets of glacier ice. By the middle of the Ice Age, the only areas of Algol suitable for civilized habitation will be the broad Archipelago of islands girdling the equator of the planet (see map). Already, the winters grow longer and colder on the main continents, while the equatorial region becomes more temperate.

Much like the animals of Earth's own Ice Age, the creatures of Algol are extremely large and dangerous. Creatures such as *foghunters* (warmblooded aquatic dinosaurs), *Kregor Dragons* (dragonlike reptiles with tentacles) and *floaters* (flating gasbags with electrified tendrils) roam the open seas. On land, the predators range from the huge tigerlike *icecats*, to packs of ferocious, dire-wolflike *greylhunts*. This deadly combination of wildlife has seriously impeded exploration and colonization until recently.

The civilization of Algol is much like that of late 20th century Earth. The two biggest differences are in the fields of transportation and housing. The invention of nucleonic fusion made it possible to power vehicles with high efficiency fans or thrusters, requiring very few paved roads or highways. The standard Algolian ducted "fan car" is capable of speeds of well over 250kph, and can hover at an altitude of three or four meters off the ground. In concert with the sophisticated technology of *mechascience* and advanced transport aircraft, travel on Algol is usually rapid, safe and efficient.

There are very few small towns on Algol. Most construction is at the city or mega-city level, for better defensibility and protection. Algolian cities differ from 20th century Earth cities in that they are always massive undertakings. Rather than a series of dispersed city blocks, they are actually huge living complexes, complete with residential areas, parks, shopping districts and governmental centers. These huge *arcologies* (resembling gigantic shopping malls), are usually built into extremely defensible, fortress like arrangements. Some are constructed into natural formations, like cliffs or extinct volcanoes. Others are built into the faces of dams (such as the city of *Arcadia*, in Elara), or vast bowls

cut into the earth, ringed with protective walls. At this time, close to 80% of the population lives in the arcology mega-cities, safe in their huge fortresses, while above, electronic eyes and laser cannon search the skies for the next assault.

Nations & Organizations

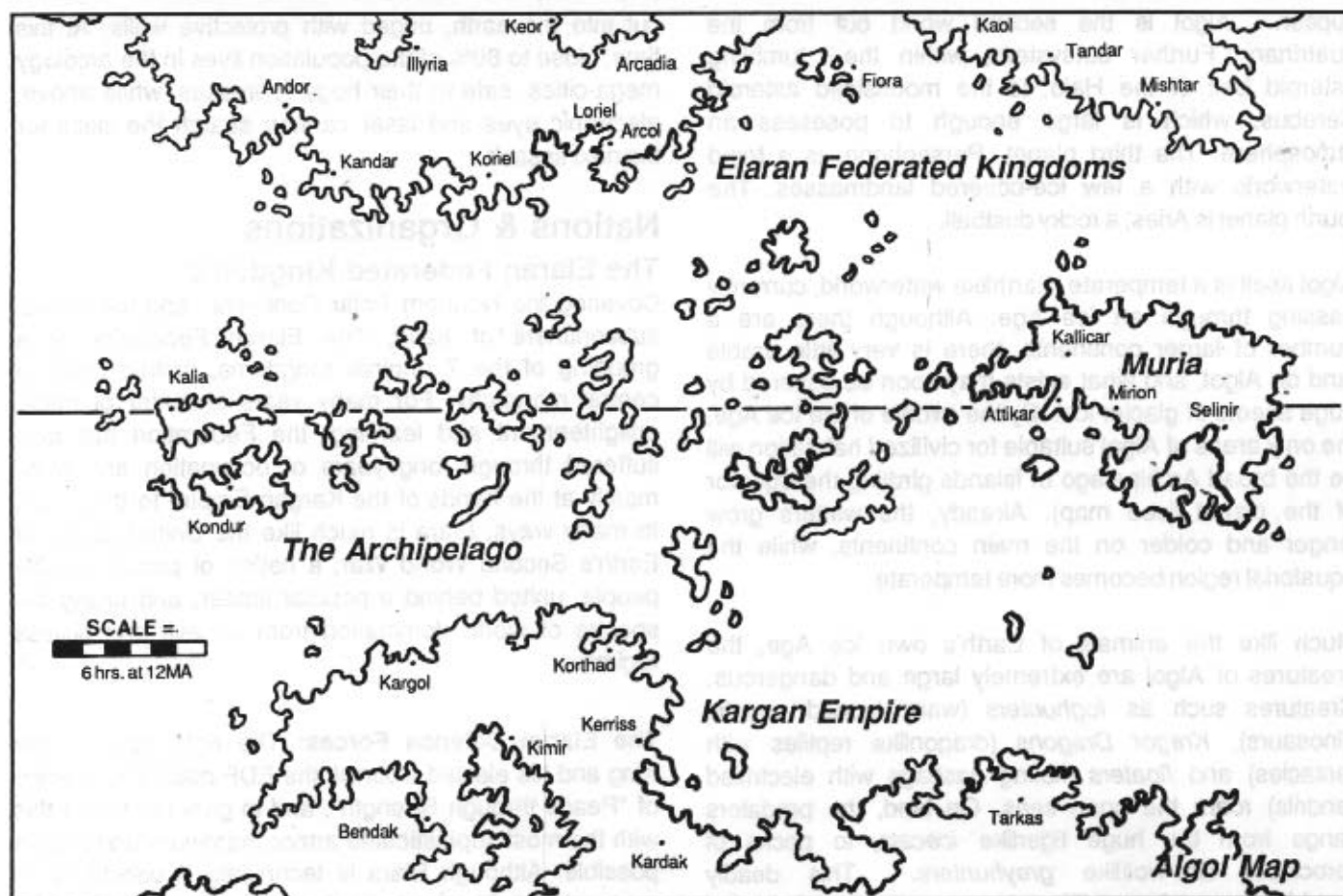
The Elaran Federated Kingdoms

Covering the Northern Polar Continent and the Island-subcontinent of Kalia, The Elaran Federation is a grouping of the 7 original Kingdoms, unified under a central monarchy. For many years a center of trade, enlightenment and learning, the Federation has also suffered through long years of occupation and war—mostly at the hands of the Kargan Empire to the south. In many ways, Elara is much like the United States of Earth's Second World War; a nation of proud, friendly people, united behind a popular leader, and facing the spectre of world domination from an evil and pitiless regime.

The Elaran Defense Forces: The right hand of the King and his elected Council, the EDF maintains a policy of "Peace through Strength", and in general, backs this with the most sophisticated armor, hardware and mecha possible. Although Elara is technically a constitutional monarchy (with each major city electing it's own Councilor to represent it's citizens), the Council's more or less republican sentiments tend to create a great deal of internal shuffling and squabbling, which is reflected in the EDF's tendency at times towards indecision. A powerful Councilor may occasionally use his position to influence a military or political decision, much to the detriment of overall strategy. Factions, influenced by Council bickering, also tend to weaken the Elaran defense against the Kargan Empire.

The current Elaran strategy is to fight a strong holding action against the Empire, supporting Elara's Archipelagan neighbors through advisors and military aid. The Council's overall plan includes gradually building and moving the population to orbital colonies in the N-5 points. Certain factions (**The Council of Generals**, for one) feel that an all out strike against the Kargans is only a matter of time, but in the main, a defensive posture is the EDF's main strategy.

The Peace Faction: The Peace Faction of Elara is a recently developed political movement calling for a non-military solution to the current cold war. Led by powerful members of the Council, the Faction has proposed a unilateral disarmament treaty with the Empire, with a negotiated division of the Archipelago between the two powers. A subgroup of this faction has



proposed moving the majority of the Elaran population into orbiting colonies and ceding the unallied and Kargan held islands on the Equator to the Empire. More vociferous members of the EDF argue that the Kargans will simply take the war into space after they have subjugated the Archipelago, and that the Peace Faction has no right to barter away the Archipelagan's homelands for them.

The Kargan Empire

A vast martial Empire of treacherous Noble Families and oppressed serfs, all crushed under the heavy jackboots of an all powerful Emperor, the Kargan Empire has been compared alternately with Stalin's Russia, Hitler's Germany, and Caligula's Rome. It's borders encompass the entire Southern Polar continent, and a number of "client states" scattered throughout the Archipelago. While rich in minerals, timber and advanced technical science, the main export of the Empire is war, pure and simple.

The Imperium: A monolithic web of deceit and bureaucracy, The Kargan Imperium is the ruling body of the Kargan Empire. It is controlled absolutely by the Emperor himself, supported by his elite military units and the dreaded **KAAVAAK** Secret Police. Assassination, imprisonment, torture, exile and suppression are it's

weapons; total rule is it's policy. The current Emperor, **Korax I**, murdered his predecessor with his own war knife, and Kargan politics show no sign of improvement, with powerful Noble Families constantly struggling for advantage and control of the vast Imperial warmachine.

Recently, the Imperium has adopted a policy of "Diplomacy through Force", as coined by it's Chancellor of State. This policy usually consists of using Kargan forces to support pro-Kargan insurrectionists throughout the Archipelago, or of intimidating smaller nations with extreme displays of force euphemistically called "training maneuvers". Face to face clashes with the opposing Elarans are rare--and when these occur, both sides quickly settle the "brushfire war" over the disputed territory without major weapon exchanges. The hapless territory gets gobbled up and "peace" is maintained once more.

The Steel Brotherhood: An extreme faction of Imperial policy is the Steel Brotherhood, a band of noble houses and warriors favoring direct strikes on the Elaran Federation. The membership, being drawn from warrior families, emphasizes combat and honorable confrontation. Unlike the Axis, which uses terror tactics to provoke open warfare, the Brotherhood uses it's power to influence Court Policy, the selection of Battle

Leaders, and the buildup of military force. Because the Brotherhood is more of a comradeship of "old boy" network, the Imperium tends to ignore all but the most excessive and treasonable actions of its powerful members.

The Shafirin: The Shafirin live in the high mountain deserts and plateau areas of the central Kargan Empire. A constant thorn in the side of the Imperial forces (who have spent millions of crowns and hundreds of manhours trying to root them out), the hardy nomads use looted military hardware and stolen mecha to fight their long term guerilla war for the Kerrissian Plateau region. They are honest, fierce fighters, with strong family and clan ties and a fondness for fine weapons. Preferably just taken off the body of a dead Kargan Stormtrooper.

The Axis

The Axis is a splinter group from the main Kargan political movements. Its leaders believe in a "total war" philosophy, in opposition to the current Imperium policy of "Diplomacy through Force". To this end, the Axis wages a war of terrorism on civilian and military targets, hoping to provoke interglobal conflict. Most often these acts of terrorism are against Elaran and Archipelagan targets, but the Axis is not above striking the Kargans, particularly to remove Court nobles who oppose its policies of terror. As a rule, the Axis is left strictly alone by the Kargan government, who fear a showdown might provoke a major rift in an already dangerously unstable political situation. Axis members have access to advanced ground and air weapons, mecha, and safe-bases. Their main weapons, however, are usually those which cause mass terror and destruction, such as bombings, hijackings, assassinations and sabotage.

The Archipelagan Alliance

Spanning the belt of islands across the planetary equator, the **Archipelagan Alliance** is in the unenviable position of governing the real estate everyone else wants. Much like the "Third World" of Earth, the Archipelagans are constantly in the position of having their governments undermined, their economies subverted, their raw materials taken, and their land co-opted by the superpowers in the name of "national defense". Based on Kalia, the Alliance is a fairly recent attempt at self protection--an attempt probably doomed to failure if not for the aid of the powerful and determined Halo League. More of a United Nations than a governing body, the Alliance is extremely vulnerable to internal squabbling and overthrow.

The Ettarra: The economic backbone of the Archipelagan Alliance are the Ettarran Trading Families.

Travelling on huge fan-carriers, dubbed "fan cities", these techno-gypsies move from island to island, trading goods and supplies, as well as providing limited communications and military support. Well armed and possessing extremely sophisticated technology, an Ettarran carrier can easily hold off most mecha attacks, even those mounted by such organizations as the Axis.

Each "fan city" is crewed by one or more family clans under a central Clan Leader and a Council of Elders. Because of this family structure, the Ettarrans are able to maintain a network of continuity and mutual strength that is almost impossible for the superpowers to break (although feuds between families are not unknown).

The Halo League

The Halo League is a combination political and fighting force based throughout Algol. In general, it takes its membership from a central core of ex-MEKTON Warriors and political leaders fighting for the unallied governments of the Archipelago, most of which have neither the training or hardware to resist the superpowers. The League has a policy of never striking civilian targets, and only raiding major military ones when pushed to the wall. However, with their more advanced mecha (the League has a very strong core of researchers and scientists), they are deadly opponents to any invasion force in the Archipelago.

The League also maintains an on-going war with the Axis, whose terrorist policies it opposes. This not-so-secret war takes place on everything from man-to-man to mass MEKTON scale battles. The League has secret supporters in both the Elaran and Kargan governments, mostly because of this opposition to the Axis. Also, as they are the main military support of the Archipelagan Alliance, they maintain a number of strong and well-defended bases on the subcontinents of Kalia and Kondur.

The eventual goal of the League is to establish the independancy of the orbital and lunar colonies, allowing a generation of Algolians to live in relative peace from the superpower struggle. As a result, they have secretly constructed several space cruisers, and have concentrated many of their agents in space-connected organizations and companies.

The Techno-Theocracy of Muria

Easily the most advanced nation on the planet, the Murian Theocracy developed from the original Brotherhood of Kallicar, established some 2,100 years ago by the "mage-scholar" Attikan. Once walled off from the rest of the world behind a 15 mile high force

field, the Murians have recently decided to take a hand once again in the future of Algol.

A center of learning and knowledge, the Theocracy is somewhat like the idealized Athens of long ago Earth. While the influence of the Brotherhood is present in all areas of Murian life, this influence is a philosophical, rather than governmental. The many proverbs and lessons taught by Attikan act as guideline and example to the Murian population; as a result, most know what is expected of them by society and their place within that context. What little ruling that is required is carried out by the Council of Mages, a seven member body of the eldest and wisest masters of each of the Seven Ways of Attikan (Physics, Bioscience, Psionics, History, Psychology, Philosophy and Arts).

The Templar Knights: Although the Murians are a relatively peaceful society, it would be a serious mistake to consider them unarmed against the world. Besides having access to the formidable weapons technology of the long lost Empire, the Theocracy also maintains a standing army of it's own mecha; units which were discovered in the deepest holds of the wrecked starship known as the Black Tower. Designed using the incredibly advanced knowledge of the Old Imperials, these ancient metal warriors are truly titans, standing twice the size of any current Kargan or Elaran mecha, and mounting weapons equal to that of most space battleships! These mighty machines are piloted by the mysterious Templar Knights of the Brotherhood---warrior priests who, at birth, are consecrated to the Theocracy and trained to be it's defenders.

In recent years since the Murian Peace, Templars have been spotted all over the planet. Their mission is unknown, but it is rumored that they act as observers for the Theocracy, and serve to enforce the peace they have carved out of the chaos of the MEKTON Wars. It is well-known that while Templars will never take sides in a dispute between the Kargans and Elarans, they will occasionally defend a besieged city or nation because "their cause is right." Another theory holds that the Templars have been created not as a defense arm of the Theocracy, but instead stand ready to repulse some future invasion by the ancient Aggendi Warriors.

The Nearside Federation

The Nearside Federation is a small secret league of the four lunar cities. Realizing that a major attack could easily devastate any of their glass domed, underground environments, the Nearsiders are planning to take the option of removing themselves entirely from the conflict by declaring their independence. While the Nearside

Federation maintains a tiny, secret army of reconstructed Kargan and Elaran mecha, their main defense comes from the tacit aid of the Halo League, and their willingness to destroy the important Lunar cities rather than let them be taken.

The Freelancer's Guild

Culled from the planet's finest fighting men, the Freelancer's Guild is a company of mecha-jocks for hire. The Guild sets contracts, arranges troops, and plans overall strategy. In turn, they provide salaries, bonuses, health care, survivor's benefits and mecha repair at their own Base shops. The Guild is absolutely neutral. They will fight for anyone who offers the best offer, though never against another Guild unit. They will never break a contract once agreed upon, or unless the contractee attempts to doublecross them. *Nobody* messes with the Guild; the Kargans, the Elarans, the Axis---nobody. The last time the Kargans tried, the Guild levelled two bases to the ground. Many of the Halo League's members are ex-Freelancers who couldn't stand the neutrality and finally chose a side.

Cast & Characters

Kamir Kadann

Organization: 24th Light Mechanized Guard

Home: Arcadia in Emmiris Province, The Elaran Federated Kingdoms

Age: 21 **Rank:** Battle Leader

Ref: 8 **Int:** 7 **Cool:** 10 **Tech:** 6 **Luck:** 6 **Att:** 7

MA: Fast **Body:** Strong

Mecha: *Scimitar*

A legendary military commander, Kamir is the leader of the famous unit which defeated Kargan units at the Battle of Kardak. Faced with 100-to-1 odds, the fearless 24th Guard held the Kargans off for ten bloody days until reinforcements could arrive. Now Battle Leader, Kadann is responsible for the defense of the southwestern coast of Elara.

Gerion Mirai

Organization: 123rd Kargan Mechanized Force (The Titans)

Home: Kardak City, Kardak Province, Kargan Empire

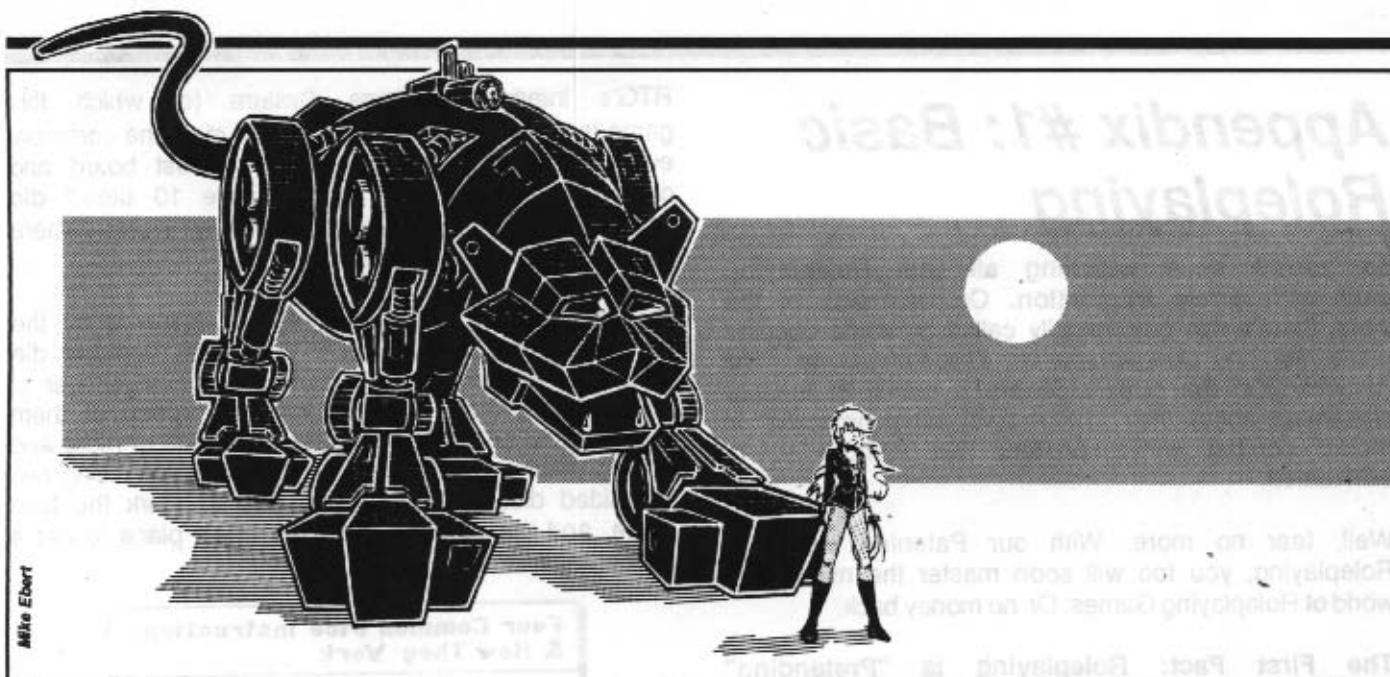
Age: 23 **Rank:** Attack Commander

Ref: 7 **Int:** 6 **Cool:** 5 **Tech:** 3 **Luck:** 4 **Att:** 7

MA: Average **Body:** Very Strong

Mecha: *Mauler*

A hotheaded young noble, Gerion joined the military on his father's orders. Once there, he found he enjoyed the thrill of combat and the taste of blood. His search for personal glory and combat has earned him a reputation for savage cunning. His habit of ignoring orders has earned him a somewhat less favorable reputation with the Kargan High Command.



Kara Chan

Organization: The Axis

Home: None

Age: 22 **Occupation:** Mecha Terrorist

Ref: 8 **Int:** 7 **Cool:** 6 **Tech:** 4 **Luck:** 4 **Att:** 10

MA: Fast **Body:** Weak

Mecha: *Viper*

The beautiful and willfull daughter of an Old Guard Kargan Noble, Kara originally joined the Axis as an act of rebellion. When her lover and terrorist cell-leader Damion was killed in a Halo League raid, she changed from spoiled noble to vengeance-obsessed demon. Fearless in combat, she is also known for a viciousness notable even among her barbaric comrades.

Kerion Aziray

Organization: The Halo League

Home: Kalia City, The Kalian Isles, The Archipelago

Age: 25 **Rank:** Lieutenant Commander and Strike Leader

Ref: 10 **Int:** 8 **Cool:** 10 **Tech:** 5 **Luck:** 8 **Att:** 8

MA: Very Fast **Body:** Strong

Mecha: *Rapier*

Once Prince and heir to the Kalian Throne, Kerion's entire family was wiped out in a Kargan-backed insurrection. A MEKTON warrior of legendary skill, he has devoted his life to defending the helpless nations of the Archipelago.

Roland Duel

Organization: The Templar Knights of the Order of Kallicar

Home: The Temple of Attikan, Murian Theocracy

Age: 31 **Rank:** Knight of the First Temple

Ref: 10 **Int:** 9 **Cool:** 7 **Tech:** 6 **Luck:** 10 **Att:** 7

MA: Very Fast **Body:** Very Strong

Mecha: *Excaliber*

Trained by the Priests of the Temple, Roland is a master of both mecha combat and of the powerful mental disciplines of the Murians. A dark, leatherclad man piloting a huge, Ancient Empire mecha, Roland travels Algol on a personal quest, seeking out injustice and righting wrong.

Asrial Kimiri

Organization: Nearside Federation Home Defense

Home: Crater City, Dion, Nearside Federation

Age: 20 **Occupation:** Technician, Mother, Defense Guard Leader

Ref: 6 **Int:** 8 **Cool:** 6 **Tech:** 4 **Luck:** 8 **Att:** 8

MA: Average **Body:** Average

Mecha: *Aerofighter*

Her husband wounded while defending Crater City from an Axis attack, Asrial left her tech job and two children behind and took up her husband's position in the Home Defense Group. In the process, she discovered a previously unknown skill and tactical ability that has won her the respect of her tough ex-miner companions.

Miri Fiona

Organization: *The Black Wolves*, a Freelance Company

Home: Kondur, Island of Kondur, Archipelago

Age: 24 **Rank:** Pack Leader

Ref: 10 **Int:** 8 **Cool:** 9 **Tech:** 3 **Luck:** 4 **Att:** 10

MA: Trackstar **Body:** Average

Mecha: *Verkan Panthercat*

Daughter of the leader of the Wolves, Miri was born to combat. With her exceptional skills and training, she has established a reputation for herself among the Freelance companies, particularly in the recent Kalian campaigns.

Appendix #1: Basic Roleplaying

So you've been watching all this Roleplaying stuff with grave trepidation. On one side of the table, there's this guy, usually called by some obscure name like *The Dungeonmaster*, *The Referee*, or *The Almighty*. On the other side are a bunch of lunatics screaming about their "120th level Whatchamacallit" in mortal combat with monsters. No wonder you're intimidated.

Well, fear no more. With our Patented Guide to Roleplaying, you too will soon master the mysterious world of Roleplaying Games. Or no money back.

The First Fact: Roleplaying is "Pretending" with rules.

Not that long ago, as a small child, you acted out various roles for yourself--brave knight, tough cowboy, fairy princess, Indian Chief, etc. Just like any small kid, you knew exactly how a tough cowpoke would act, right? You'd talk out of the side of your mouth, hunch around like you'd just gotten off a horse, and be ready to whip out your shootin' iron at the very mention of trouble. Roleplaying is exactly like that--you act out the part of another person. The truth is, the only reason that roleplayers sit at tables and use pencils instead of cap guns is that shooting cap guns at 3 a.m. can get you thrown out of your apartment really fast.

Where the Rules Come In

When you pointed your cap gun at the other kid and said "Bang! You're dead!", about half the time the kid would fall down with a lot of yelling, screaming and bad acting. But the other half of the time, he'd yell back "Am not!" and keep playing. To avoid this sort of argument, Roleplaying games have rules. Most of the rules involve rolling dice of various types and trying to get a roll higher (or lower) than some specified number. Depending on the game, this number could be another player's roll or a value predetermined by the rules.

Dice

While Roleplaying rules all differ (this is why we have all these companies making the darned things), the thing they all usually have in common are dice. There are several types of dice in use for roleplaying; some with 4, 6, 8, 10, 12, 20, 30 and even 100 sides. In



RTG's Interlock™ Game System (of which this game is a part), we use two types of dice: the common, everyday **six sided dice** found in most board and craps games, and the more elusive **10 sided die** which can be found in most hobby stores where Roleplaying Games are sold.

Dice are usually referred to as "D" followed by the number of sides of the dice. A normal 6 sided die would be known as a "D6". There are a number of ways to use dice, such as rolling a group of them together and adding the results, rolling one or more and adding another value, called a **modifier**, or rolling two ten sided dice together, using one to mark the tens place, and the other to mark the one's place to get a **percentage** value.

Four Common Dice Instructions & How They Work

"Roll (1, 2 or 3) D6"

$$\begin{array}{|c|c|} \hline \cdot\cdot & \cdot\cdot \\ \hline \end{array} + \begin{array}{|c|c|} \hline \cdot\cdot & \cdot\cdot \\ \hline \end{array} = 8$$

"Roll 1D6/2"

$$\begin{array}{|c|c|} \hline \cdot\cdot & \cdot\cdot \\ \hline \end{array} / 2 = 2$$

"Roll 1D6 + 1"

$$\begin{array}{|c|c|} \hline \cdot\cdot & \cdot\cdot \\ \hline \end{array} + 1 = 3$$

"Roll 1D6-1"

$$\begin{array}{|c|c|} \hline \cdot\cdot & \cdot\cdot \\ \hline \end{array} - 1 = 1$$

Division & Other Complex Calculations

In the Interlock™ System, if you are asked to **divide** something and come up with a decimal value, you will automatically round the value **down** to the nearest whole number (such as 2.35928 becoming 2). If a modified value (such as "1D6-4") comes out *below* zero, it automatically **rounds up** to 1.

Appendix #2: Basic Refereeing

If the player is the person *acting* in the adventure, the Referee is the *Director* of the whole thing. For, from **your** imagination will come the plotlines, story elements and supporting characters of your roleplaying game. You'll play all the characters the players might encounter, describe to them (from your imagination) what their characters see and hear, and the reaction of your "world" to their actions.

As Referee, you'll be the one who sets up the game ("Hey, Wally! I got this rad new game! Wanna play?"), creates the situations that the other players find themselves in ("Okay... So this week, you find that Alien Stormtroopers from Mars have taken over the city. You're the last bastion of hope for the Free World. What are you going to do about it--besides hide under the bed?"), and arbitrate the rules so that everyone has a good time.

Read The Rules! As Referee, you're going to have to know what's going on—because you're the one who acts as the player's eyes and ears. If you don't know what the rules are, your players will probably get the drop on you and your game will fall apart.

And Lastly—Be Fair! Nothing is more frustrating than playing a character really hard and then finding the Referee is unfairly interpreting the rules. While every

Referee will encounter things not covered in the written rules, it's important that you use a modicum of even-handedness and fair play in interpretation. In this game, we've taken special pains to tell you how to Referee—we've even included some sections on how to write adventures and give them the authentic feel of the genre you're working with. So grab your dice, gather up your friends, and get ready to jump back to Page 1 of the Gamebook!

Afterwards

Why did we do it? Why did we take the best roleplaying simulation of the Japanimation robot genre and rewrite all over it? It's simple: we wanted to make it even better.

In this edition of MEKTON, you'll find even more roleplaying to work with. Men and MEKTONS are now integrated into one seamless combat system that allows you to shoot down a 50 ton MEK, land in a blaze of jets, leap out of the cockpit and draw down on the enemy pilot—all in one combat sequence. We've included even more background information, a section on how to run and write Japanimation-style adventures, and a lot of nifty new artwork by such anime-style pros as Ben (Mangazine, *Dynamo Joe & Scout*) Dunn, Mike Ebert (Animag), and John & Jason Waltrip (MEKTON, *Roadstriker*).

One thing you won't find in MEKTON II is an incompatibility with MEKTON I. Although MEKTON II is the first game in our Interlock multiple game system (in which you'll be able to take characters from any of our games and transfer them to another genre), we've taken pains to make sure that both editions are fully compatible. In addition, following editions of *Roadstriker* & *The Advanced Combat System* will contain errata sheets (which can also be picked up free from us by simply sending a SASE to our address).

Converting MEKTON, Edition 1 Characters to Edition 2

Converting Your Character

1) Average your **Mecha Combat & Personal Combat** together (Add both, then divide by 2, rounding values up). This new value is your **Reflexes**.

2) Divide all of your Characteristics by 10. Round values .5 and above up to the next highest whole number. Round values .4 and below down to the next lowest number. *Example: You have a Technical Skill of 44. 44 divided by 10 equals 4.4. Because the decimal value is below .5, round your converted Characteristic down to 4.*

3) Average your Leaping, Throwing, and Climbing Skills together, rounding up. The new value is your **Athletics Skill**.

4) If you would like to convert your entire character Skill base, here's how to do it. First, go through Step 2 to convert your Characteristics to D10 based numbers. Subtract the original Characteristic Base number from the point value of the Skills in that category. The remainder will give you the number of points you applied to each skill. Do this for all Skills in all categories. Add all of these points together. Divide by 10, using rounding rules in Step 2. You now have this many points to apply to your new Skills.

5) Transfer your weapons, armor and other gear into the closest MEKTON II approximations.

Converting Your MEKTON

1) In general, all basic Construction rules, parts and weapons remain the same. All we have done is reverse the order in which you *construct* your unit. Where Tonnage was calculated *last* (from a basic Weight of all parts except Pilot, Hydraulics, Sensors, Tracks and Flight Systems, divided by 2), now it is decided on *first*, and multiplied by 2 to get Construction Points. Pilot, Sensors, Hydraulics are not counted as every MEK has them. The only major change is the shift from single Flight systems to the ability to place Thruster Points (3 per space) into areas, allowing you to better split your Flight Systems between locations, and to allow you faster air movement. A few minor changes involve the ability to place more than one sensor or Pilot chair in a MEK, some better definitions of what weapons can be placed in which spaces, and a few rules clarifications.

All in all, we think you'll find MEKTON II a much improved and more exciting edition of our already popular MEKTON line. We hope you'll enjoy it as much as we enjoyed writing it!

Now go on out there and stomp suit!



The Hammer Falls!

Seconds before the missile barrage hit, Jeff skidded the Rapier on it's heel, the massive cannon coming to bear. The targeting circles seemed to crawl across his viewscreen as the thirty- meter humanoid form thundered towards him. Then the world blew up in a blazing shatter of screaming shrap and flame, hurling the 50 ton Rapier back into the rubble of a deserted parking garage.

"Sonovagun!" swore Jeff, struggling to clear his numbed brain. One hand swept shaggy hair out of his sweating face-- and came away bloody. Indicators and warning lights screamed at him as he thrust the control yoke forward, bringing the wounded mecha to it's feet. Above and ahead of him, he could see the 65 ton Mauler looming out of the smoke. Jeff locked his gaze to the screen--the redeye pickups aligned on the targeting scope. His thumb punched down on the firing stud, and the sky exploded as the 150mm guns hurled death at the enemy's face--

MEKTON II. The complete system for science fiction & giant mecha adventure. Streamlined construction for fighting vehicles, spacefighters and robots. Fast, detailed combat on both the man and battlemachine levels. And an exciting roleplaying system that lets you become the hero of your own mecha-science fiction adventures.

Now, join a new generation of courageous men and women as they face incredible danger, impossible odds, and the challenge of the ultimate warmachine -- MEKTON II.

Compatible with MEKTON, Edition 1,
Roadstriker, Advanced Combat and
all Interlock™ System Games

**R. TALSORIAN
GAMES INC.**

Box 2288, Aptos, CA 95001-2288



An Interlock™ System Game
Stock #: MK1002
ISBN#: 0-937279-04-8