

# Instant Mekton Vehicle Plug-In

## A Fuzion Plug-In by Christian Conkle



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### Introduction

The Mekton Plug-In for Fuzion is widely regarded as hastily presented. I have designed an alternative that, although simple, is perfectly aligned with existing Mekton Zeta material. This plug-in will design simple Roadstriker-scale Vehicles and is not intended to approach it's parent, Mekton Zeta Plus, in complexity or detail.

There has been much debate over how mecha should be purchased due to a misprint in the original plug-in. To avoid confusion, I have not used terms such as Power Points or Option Points and have instead decided to stick with Mekton Zeta's Construction Points. All mecha costs listed here are in Construction Points. How much a Construction Point is worth in Fuzion depends on your campaign. They could be worth 1 PP, 1 OP, or something else entirely.

This system is consistent and compatible with Mekton Zeta, Mekton Zeta Plus, AT Votoms and Bubblegum Crisis. It is not compatible with the Superpowers Plug-In or even the original Mekton Plug-In from Champions:TNM.

Please also note that SDP is given in terms of Fuzion SDP. To determine Mekton Zeta SDP, simply divide the

current number in half. In every other respect, I have tried to provide both Mekton Zeta and Fuzion statistics for comparison.

Also note that the vehicle's weight is based on pure Mekton Zeta Plus scaling notes. If you feel the result is too low, simply multiply the weight by 10 but retain all the game statistics. The actual weight is for role-playing purposes only and is not based on any realistic vehicle weight.

### Disclaimers

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

### Step One: Choose a Frame

The first step in designing a Vehicle is to choose what class the vehicle is. A Larger class does not necessarily imply larger size, only damage capacity. Many small vehicles are capable of withstanding great punishment while large ones can be relatively fragile. The SDP of the wheels are divided among the total number of wheels desired. The default number is 4, but 6, 8, or even 10 wheels are possible.

Once a vehicle frame and body have been chosen armor can be added. Armor is optional but adds Killing Defense to the vehicle's body. Armor can only be purchased up to the class of the vehicle. Therefore, a Medium Striker vehicle can only have Medium Striker armor or less. Armor adds weight to the vehicle but takes no spaces. Armor protects only the Body SDP, wheels may not be armored.

#### Vehicles

Vehicle Class	Body SDP	Wheels SDP	each	CP	Weight	Spaces	MA	MV
Superlight	20	10	2.5	1	150kg	.4	12	-3
Lightweight	40	20	5	2	300kg	.8	12	-4
Striker	60 (1.2K)	30	7.5	3	450kg	1.2	11	-6
Medium Striker	80 (1.6K)	40	10	4	600 kg	1.6	10	-7
Heavy Striker	100 (2 K)	50 (1K)	12.5	5	750 kg	2.0	9	-9
Mediumweight	120 (2.2K)	60 (1.2K)	15	6	900 kg	2.4	9	-10
Light Heavy	140 (2.8K)	70 (1.4K)	17.5	7	1050 kg	2.8	9	-11
Medium Heavy	160 (3.2K)	80 (1.6K)	20	8	1200 kg	3.2	9	-11
Armored Heavy	180 (3.8K)	90 (1.8K)	22.5	9	1350 kg	3.6	9	-11
Superheavy	200 (4 K)	100 (2K)	25	10	1500 kg	4.0	9	-11
Megaheavy	220 (4.2K)	110 (2.2K)	27.5	11	1650 kg	4.4	9	-11

#### Automobile Armor

Armor Class	KD	Weight	CP
Superlight	10	50kg	.3
Lightweight	20	100 kg	.6
Striker	30	150 kg	.9
Medium Striker	40	200 kg	1.2
Heavy Striker	50 (1K)	250 kg	1.5
Mediumweight	60 (1.2K)	300 kg	1.8
Light Heavy	70 (1.4K)	350 kg	2.1
Medium Heavy	80 (1.6K)	400 kg	2.4
Armored Heavy	90 (1.8K)	450 kg	2.7
Superheavy	100 (2K)	500 kg	3.0
Megaheavy	110 (2.2K)	550kg	3.3

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## Step Two: Choose Subassemblies

Each Subassembly must be placed within a servo (head, arms, torso, etc.). Each Subassembly requires a certain amount of Space from the Body. The Body can only mount as many spaces worth of Subassemblies as listed

in the chart above. If the Subassembly you want doesn't fit, the number of spaces it requires can be reduced for 0.05 CP per 0.1 Space added to the cost of the Subassembly.

Subassembly	Cost	Weight	Space	Notes
Driver's Seat	0.45 CP	0.0kg	.1	Required for Automobiles
Passenger	1.45 CP per person	0.0kg	.1	
Storage	0.4 CP per 100kg	0.0kg	.1	100kg of storage
Security system	0.1 CP	0.0kg	0	
Sensors (optional)	1.25 CP	10kg	0.1	
Music System	0.1 CP	0.0kg	0	
Headlights	0.1 CP	0.0kg	0	
Slick Spray	1.1 CP	0.0kg	.1	Slick behind vehicle for 10m, other drivers must make control roll
Bogg Spray	1.1 CP	0.0kg	.1	Bogg behind vehicle for 10m, other vehicles -4 MA
Damage Control Package	0.4 CP	0.0kg	.1	Fire retardant foam for 40m
Silent Running	0.3 CP per level	0.0kg	0	-1 to opponent's awareness rolls to detect vehicle
Ejection Seat	0.3 CP	0.0t	0	In case of driver hit!
Weapon Linkage	0.3 CP each	0.0t	0	Fires two weapons simultaneously.

### Force Fields

Force Fields will absorb all damage below it's KD before it reaches the vehicle's armor. However, if struck by more damage than it's KD, the force field will shut down for 2 turns while it recharges. If the Force Field you want doesn't fit, the number of spaces it requires can be reduced for 0.05 CP per 0.1 Space added to the cost of the Subassembly.

	KD	Weight	CP	Spaces
Superlight	50 (1K)	250kg	5	5
Lightweight	60 (1.2K)	300 kg	6	6
Striker	70 (1.4K)	350 kg	7	7
Medium Striker	80 (1.6K)	400 kg	8	8
Heavy Striker	90 (1.8K)	450 kg	9	9
Mediumweight	100 (2K)	500 kg	10	10
Light Heavy	110 (2.2K)	550 kg	11	11
Medium Heavy	120 (2.4K)	600 kg	12	12
Armored Heavy	130 (2.6K)	650 kg	13	13
Superheavy	140 (2.8K)	700 kg	14	14
Megaheavy	150 (3K)	750kg	15	15

## Sample Vehicle Bodies

### Minicar, 2-seat

Class	Body	Wheels	Spaces	Weight	Cost
Lightweight	40	5 each	0.8	300kg	2 CP
<b>Subassemblies</b>					
Driver's Seat (0.45 CP, 0kg, 0.1 spaces)					
1 Passenger Seat(1.45 CP, 0kg, 0.1 spaces)					
200kg Trunk (1.4 CP, 0.4 spaces)					
Headlights (0.1 CP)					
<b>total weight = 300kg (660 lbs)</b>					
<b>total CP cost = 5.4 CP free spaces = 0.2</b>					
<b>MV= -4 MA= 12 MOVE= 60</b>					

### Sedan, 4-seat

Class	Body	Wheels	Spaces	Weight	Cost
Striker	60	7.5 each	1.2	450kg	3 CP
<b>Subassemblies</b>					
Driver's Seat (0.45CP, 0kg, 0.1 spaces)					
3 Passenger Seats (1.45 CP each, 0kg, 0.1 spaces each)					
200kg trunk (1.4 CP, 0.4 spaces)					
Headlights (0.1 CP)					
Music System (0.1 CP)					
<b>total weight = 450kg (990lbs)</b>					
<b>total CP cost = 9.4 CP free spaces = 0.4</b>					
<b>MV=-6 MA= 11 MOVE= 55</b>					

### Sportscar 2-seat

Class	Body	Wheels	Spaces	Weight	Cost
Striker	60	7.5 each	1.2	450kg	3 CP
<b>Subassemblies</b>					
Driver's Seat (0.45 CP, 0kg, 0.1 spaces)					
1 Passenger Seat(1.45 CP, 0kg, 0.1 spaces)					
100kg Trunk (1.1 CP, 0.1 spaces)					
Headlights (0.1 CP)					
Music System (0.1 CP)					
<b>total weight = 450kg (990 lbs)</b>					
<b>total CP cost = 4.1 CP free spaces = 0.9</b>					
<b>MV=-6 MA= 11 MOVE= 55</b>					

### Van/RV, 6-seat

Class	Body	Wheels	Spaces	Weight	Cost
Striker	60	7.5 each	1.2	300kg	2 CP
<b>Subassemblies</b>					
Driver's Seat (0.45CP, 0kg, 0.1 spaces)					
5 Passenger Seats (1.45 CP each, 0kg, 0.1 spaces each)					
500kg trunk (2.15 CP, .2 spaces)					
Headlights (0.1 CP)					
Music System (0.1 CP)					
<b>total weight = 300kg (660lbs)</b>					
<b>total CP cost = 12.05 CP free spaces = 0.4</b>					
<b>MV=-4 MA= 12 MOVE= 60</b>					

### Truck, 2-seat

Class	Body	Wheels	Spaces	Weight	Cost
Med.Striker	80	10 each	1.6	300kg	2 CP
<b>Subassemblies</b>					
Driver's Seat (0.45CP, 0kg, 0.1 spaces)					
1 Passenger Seats (1.45 CP, 0kg, 0.1 spaces)					
2000kg bed (6.1 CP, 0.4 spaces)					
Headlights (0.1 CP)					
Music System (0.1 CP)					
<b>total weight = 450kg (990lbs)</b>					
<b>total CP cost = 11.9 CP free spaces = 1.0</b>					
<b>MV=-6 MA= 11 MOVE= 55</b>					

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## Step Three: Choose Weapons

Each Weapon must be placed on the Body of the vehicle. Each weapon requires a certain amount of Space from the Body. The Body can only mount as many spaces worth of weapons as listed in the chart above. If the weapon you want doesn't fit, the number of spaces it

requires can be reduced for 0.05 CP per 0.1 Space added to the cost of the weapon.

Weapon damage is expressed in both Mekton Zeta Hits and Fuzion DC.

Beam Weapons	Range	WA	Damage	DC	BV	Shots	Weight	Spaces	CP Cost
Minilaser	3	+0	15	9DC	-	inf.	200kg	.3	1.3
Light Laser	5	+1	30	17DC	-	inf.	300kg	1	2.9
Medium Laser	6	+1	40	23DC	-	inf.	400kg	1.5	3.7
Heavy Laser	6	+1	50	29DC	-	inf.	500kg	2.1	4.5
Megalaser	8	+2	75	43DC	-	*	800kg	2.7	11.1

\*This weapons may be fired once every other turn

Projectile Weapons	Range	WA	Damage	DC	BV	Shots	Weight	Spaces	CP Cost
Slug Gun	4	+0	35	20DC	-	10	0.4	1.2	2.0
Heavy Gun	4	+0	45	26DC	-	10	0.5	1.8	2.4
Howitzer	5	+1	60	34DC	-	10	0.6	3.0	5.1
Machinegun	3	-1	25	14DC	6	10 bursts	0.3	1.5	4.4
Autocannon	4	-1	40	23DC	4	10 bursts	0.4	2.4	4.6

Reloads cost 10% of the weapon's cost for a 10 shot magazine.

Missiles	Range	WA	Damage	DC	Shots	Weight	Spaces	CP Cost
Micromissiles	4	-1	20	11DC	15	200kg	1.2	1.7
Minimissiles	5	+0	40	23DC	6	200kg	1	1.3
Armor Missile	7	+1	80	45DC	1	100kg	0.45	0.6

Missiles can be fired singly or as a salvo.

## Step Four: Booster Packs

Booster Packs provide a pool of MA or MOVE points that can be spent in times where extreme speeds are required. Mad Max using his nitro-booster or the Knight Saber's Highway Star are good examples of Booster Packs. Booster Packs are added externally to the car and thus do not increase it's weight for purposes of determining MA, MOVE, or MV. They do, however, incur a Balance Modifier, which is subtracted from the MA, MOVE, and MV of the final car. Balance Modifiers are cumulative, so multiple Boosterpacks will accumulate a total Balance Modifier which is applied to the entire vehicle. Booster packs add weight only for purposes of determining knockback and ramming damage. Booster Packs may be jettisoned at any time, thereby eliminating the associated Balance Modifier.

Normally, Booster Packs may only add up to 5 MA(25 MOVE) per turn. This value can be changed, however, by modifying the Max Boost by the table below.

### Booster Packs

MA Pool	Move	Cost	SDP	Weight	B-Mod
10	50	.3	10	50 kg	0.05
20	100	.6	20	100 kg	0.1
30	150	.9	30	150 kg	0.15
40	200	1.2	40	200 kg	0.2
50	250	1.5	50	250 kg	0.25
70	350	2.1	70	350 kg	0.35
100	500	3.0	100	500 kg	0.5
200	1000	3.6	120	600 kg	0.6
500	2500	4.5	150	750 kg	0.75
1000	5000	6.0	200	1000 kg	1.0

### Max Boost

MA	Move	B-Mod and Cost
+1/5	+5	x0.6
+2/10	+10	x0.7
+3/15	+15	x0.8
+4/20	+20	x0.9
+5/25	+25	x1.0
+6/30	+30	x1.1
+8/40	+40	x1.3
+10/50	+50	x1.6
+20/100	+100	x2.0
+50/250	+250	x2.2
+100/500	+500	x2.5

## Step Five: Figure Total Weight

Add together all of the weights of your mecha to determine a Total Weight. This weight will be used to figure its Ground MOVE and Maneuver Value.

If the vehicle is too heavy, it's weight can be reduced at a cost of 1CP per 166kg or 0.06CP per 10kg. This cost is added at the end of the construction process, AFTER multiplier systems are purchased.



## Step Six: Figure Base CP Cost

Add together all of the CP costs of all of its components so far: Frame, Subassemblies, Weapons, and Propulsion. This is the mecha's Base CP cost or Sub-Total. This cost will be used to determine the cost of its Multiplier Systems.

Do NOT add any CP costs for reducing weight (see Step Five), they are added after multiplier systems are purchased.

## Step Seven: Purchase Multiplier Systems (if any)

Multiplier Systems affect the entire mecha and, with the exception of Maneuver Verniers, do not require spaces in a servo to place. As such, Multiplier Systems do not have a set cost. Instead, their cost varies depending on the

Base CP Cost of the mecha. To determine the cost of a Multiplier System, multiply the Base CP cost of the mecha by the system's Multiplier cost.

Multiplier System	Cost Multiplier	Effect
Manual Control (required)	-x0.05	
Synchro Systems	x0.5	for +2 to Pilot's REF & DEX, +1 to all WA's .
Automation Systems	x0.1 for each level	of INT, REF, DEX +5 skills at +5 each.
Undercharged	-x0.15	-1MV, -1MA, -5 MOVE
Overcharged	x0.15	+1MV, +1MA, +5 MOVE
Supercharged	x0.3	+2MV, +2MA, +10 MOVE
Arctic Protection	x0.05	
Desert Protection	x0.05	
Underwater Protection	x0.05	
Turbo-charger*	x0.75	see below
	x1.25	see below
	x2.0	see below
Maneuverability	x0.1 per +1MV	up to max of 0. Each +1 requires 5 spaces.
Stealth or Cloaking Field	x0.3	Heroic task to target. Cannot attack while on.
Style	x0.01	for each +1 bonus to Pilot's PRE, to a max of +3 .
Holo-projector	x0.05 per image	

\* While the Turbocharger is in effect, the following bonuses apply:

- All beam weapons increase their damage and range by 50%
- The vehicle gains +1 MV
- Force Fields increase their damage capacity by 50%
- +1 Action
- MA is doubled

In addition, once the Turbocharger has run it's course, the following penalties apply:

- All beam weapons decrease their damage and range by 50%
- The vehicle suffers -1 MV
- Force Fields lose 50% of their damage capacity
- -1 Action
- MA is halved

## Step Eight: Figure Characteristics (Ground Move and Maneuver Value)

Add up the weight of all the parts of your vehicle to determine it's total weight. Then check below to determine its MOVE and its Maneuver Value (i.e., how maneuverable it is-MV reduces your REF, and thus your piloting/driving skills).

Example: Our 7650kg Mach 9 has a MOVE of 50 and an MV of -8.

### Vehicle Statistics

Weight	MA*	MOVE	MPH	KPH	MV
100-190kg	13	65	233	374	-2 to REF
200-290kg	12	60	188	302	-3 to REF
300-390kg	12	60	188	302	-4 to REF
400-490kg	11	55	147	236	-5 to REF
500-590kg	11	55	147	236	-6 to REF
600-690kg	10	50	112	180	-7 to REF
700-790kg	10	50	112	180	-8 to REF
800-890kg	9	45	100	162	-9 to REF
900-990kg	9	45	100	162	-10 to REF
1000kg +	8	40	89	144	-11 to REF

\*Mekton Zeta Movement Allowance

## Step Nine: Figure Total CP Cost

Add together all of the CP costs including Frame cost, Subassembly cost, Weapon cost, Multiplier costs, and Weight Reduction costs. The final result is the Total CP cost of the mecha.