

## CHAPTER FOUR

# MECHA

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Mecha

Towering above the landscape like the fabled Titans, mecha are formidable creations that can deal devastating amounts of damage in ways that conventional warriors and vehicles cannot. Given their enormous humanoid forms, they often resemble monsters sent to wreak havoc on civilization. As advanced combat machines, mecha occupy a unique role on the combat landscape; they are as versatile as their pilots, as tough as tanks, and as heavily armed as many starships. This chapter expands upon the mecha rules in Chapter Nine: Mecha of *d20 Future*, providing new options for mecha construction as well as new ways to treat mecha during game play.

## NEW MECHA COMBAT RULES

Standard mecha combat works in much the same way as combat between characters. Just as characters have many options available to them during combat, the pilots of mecha must be equally as versatile if they are to emerge victorious. All mecha pilots can use the following new rules in combat, and certain supplemental rules have been included for the Gamemaster's benefit.

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## Mecha Copilot Actions

Some mecha have a copilot cockpit, allowing another character to ride along inside the mecha and help operate it. Though the basic rules information on page 165 of *d20 Future* detail several potential actions for the copilot, the following section expands upon these. Each action's entry describes rules for use, including activation time.

**Fire Weapons:** As an attack action, the copilot can fire any of the mecha's ranged weapons. This action does not grant the mecha additional attacks. Each ranged weapon can be fired only once (regardless of whether it is fired by the operator or copilot). The copilot can fire only in the direction the weapon is facing when he takes his action, though he can delay his action to act simultaneously with the operator in order to fire in the appropriate direction.

**Operate Sensors:** The copilot can operate the onboard sensor systems (provided the mecha has any installed) as a move action. The copilot can use the sensors to learn any information they normally provide, making a Computer Use check as explained in the description of the sensors.

**Aid Another:** The copilot can use the aid another action to provide a bonus on one of the operator's skill checks. This action functions in exactly the same way as the standard aid another action; the copilot must make at least a DC 10 skill check with the appropriate skill, which provides a +2 bonus on the operator's skill check.

**Emergency Repairs:** The copilot can make emergency repairs to a damaged mecha to keep certain systems running temporarily. Using the Repair skill, the copilot can reroute power, shut down nonessential systems, engage autorepair devices, divert the flow of chemicals and coolants, and perform any number of small but useful actions that temporarily repair damaged systems. Whenever a mecha system or piece of equipment installed in one of the mecha's slots is damaged (either through critical hits or through intentional targeting), the copilot can attempt to return that system to functional status, if only temporarily. The copilot makes a DC 25 Repair check as an attack action; if successful, the damaged or destroyed equipment becomes functional for a number of rounds equal to the copilot's Intelligence modifier (minimum of 1 round).

**Boost Weapon Damage:** By funneling power to mounted weapons and increasing energy efficiency, the copilot can provide a temporary boost to one weapon's damage. As an attack action, the copilot makes a DC 25 Computer Use check; if successful, the copilot increases that weapon's damage dice by one step; d6 becomes d8, d8 becomes d10, d10 becomes d12, and so on. This increase in damage applies only until the next round; if the weapon is not used within 1 round, the bonus disappears and the copilot must once again take this action to boost the weapon's damage. This action can be used only on mounted weaponry and cannot affect carried, held, or thrown weapons.

**Send/Jam Communications:** As a free action, a copilot of a mecha with a comm system can send a transmission in the normal way. Additionally, as a move action the copilot can attempt to jam the communications of another mecha within a range of 1 mile. The copilot makes a Computer Use check to send out jamming static and data noise on all frequencies; to break through that jamming, the operator (or any copilots) of the targeted mecha must make a Computer Use check, with a DC equal to the result of the jamming copilot's original Computer Use check, otherwise no transmissions can be sent.

**Provide Targeting Data:** As a full-round action, any copilot of a mecha with a sensor system can provide targeting data for the operator's attacks, revealing holes in the enemy's defenses or weaknesses in its armor. The copilot makes a DC 15 Computer Use check to provide a +2 equipment bonus on the operator's attack rolls this round.

## Throwing Large Objects

As towering juggernauts that dwarf even buildings, mecha can pick up and hurl large objects as improvised weapons. In urban environments, mecha fling vehicles and even chunks of destroyed buildings at their opponents; in less-developed areas, pieces of earth and stone are equally suitable. Throwing large objects is similar to using any thrown weapon in character combat: The mecha must first pick up the object, and then make a ranged attack against an enemy. The differences in character and mecha combat become evident both in the range of these objects and in the damage they deal.

First, the mecha must be at least one size category larger than the target object to throw it as a ranged weapon, and it must have an empty hand to grasp the object. Though objects that are the same size as the mecha can be picked up, they are too bulky or unwieldy to be thrown effectively in combat. The range increment of the thrown object is determined by the object's size and mass, and a thrown object can target enemies at a maximum of five range increments. The mecha then makes a ranged attack against its target, subtracting 2 from the attack roll for each range increment beyond the first, and if successful the object strikes its target and deals damage. If the object being thrown is two size categories (or more) smaller than the mecha, the mecha's Strength modifier is added to the damage.

Stationary objects, such as pieces of buildings or vehicles without drivers, can be picked up as a move action. If a vehicle or object is moving, the mecha must make a touch attack against that object to attempt to grab it. If the object is inanimate and has no pilot or driver, the mecha successfully grabs the object and can use it as an improvised weapon. If the object is a piloted vehicle, the mecha pilot and the pilot of the vehicle make opposed skill checks (Drive or Pilot, as appropriate for each vehicle); if the mecha pilot is successful, the vehicle has been grabbed and can be thrown, otherwise the vehicle escapes and can continue moving normally.

Consult Table 4-1 for sample objects, range increments, and damage.

**TABLE 4-1: THROWING LARGE OBJECTS**

Object	Size	Increment	Range Damage
Large mecha	Large	30 feet	6d6
Motorcycle	Large	30 feet	4d6
Small car	Large	30 feet	5d6
Stone/concrete fragment	Large	35 feet	5d6
Street lamp	Large	35 feet	4d6
Huge mecha	Huge	60 feet	9d6
Standard car or van	Huge	60 feet	8d6
Stone/concrete chunk	Huge	65 feet	8d6
Telephone pole	Huge	70 feet	8d6
Helicopter or airplane	Gargantuan	130 feet	11d6
Gargantuan mecha	Gargantuan	120 feet	12d6
Tank	Gargantuan	120 feet	12d6
Yacht	Gargantuan	140 feet	10d6



## Sundering Mecha Equipment

When two mecha are engaged in combat, they attempt to destroy the opponent's weapons and equipment to whittle them down to more manageable size. Though damaging mecha equipment in combat can be difficult, the loss of that object's use can be devastating. Similar to striking a held object in character combat, attacking a specific piece of equipment requires targeting a small portion of the opposing mecha's body. The character declares which piece of equipment is being targeted and makes a normal attack roll against that object.

The size of the mecha and that of the targeted equipment determine the object's Defense and hit points. A piece of equipment on a mecha has a base Defense determined by its size and slot; consult Table 4-2 for those values. Objects in the torso or back slots cannot be targeted for sundering, because they are usually tightly integrated into the mecha's main body and an attack against them would be like a normal attack against the mecha. The equipment's final Defense value is equal to:

**Base Defense + mecha's armor bonus to Defense + pilot's Dexterity modifier + pilot's class bonus to Defense + any miscellaneous modifiers to equipment Defense**

Armor bonus to Defense is not calculated into the Defense of any held object, nor in any touch attack. Any combat actions that would add to a pilot's Defense score, such as fighting defensively, also modify this number.

On a successful hit, the attacker rolls damage as normal, subtracting the equipment's hardness (determined by the material of the target mecha's superstructure) before applying the damage. When a piece of equipment reaches half its hit points, it is considered damaged and ceases to function, and when it reaches 0 hit points it is destroyed (see descriptions of damaged and destroyed equipment on page 170 of *d20 Future*). Most pieces of mecha equipment have a number of hit points based on their size; objects carried by Large mecha have an average of 30 hit points, objects carried by Huge mecha have an average of 60 hit points, objects carried by Gargantuan mecha have an average of 90 hit points, while objects carried by Colossal mecha have an average of 120 hit points. More fragile components (such as sensors and computers) might have half as many hit points, while sturdier elements of a mecha might have twice that many hit points. Damage dealt to a piece of mecha equipment does not subtract from the mecha's total hit points.

**TABLE 4-2: MECHA EQUIPMENT BASE DEFENSE**

Slot	Large	Huge	Gargantuan	Colossal
Helmet	11	10	9	8
Visor	12	11	10	9
Cranium	12	11	10	9
Arms	10	9	8	6
Hands	11	10	9	8
Shoulders	10	9	8	6
Belt	12	11	10	9
Legs	10	9	8	6
Boots	11	10	9	8

## Damaging Equipment Slots

When a piece of mecha equipment is destroyed (by reducing it to 0 hit points), that slot on the mecha can be further damaged in order

to render it useless. First, the attacker targets the equipment slot, which must either have a destroyed piece of equipment or have no equipment installed in it. The Defense rating for this slot is the same as for a piece of equipment that would be installed in that slot. If the attack succeeds, roll damage as normal and subtract hardness (determined by the mecha's superstructure). Each slot on a mecha has the equivalent of 10% of the mecha's total maximum hit points (not its current total). Additionally, half of any damage dealt (after subtracting hardness) to a mecha equipment slot is also applied to the mecha's total hit points. Thus, if 40 points of damage are dealt to an equipment slot, the mecha takes 20 points of damage to its total hit points. When that slot reaches half its hit points, the slot is considered damaged; when it reaches 0 hit points, it is destroyed (see descriptions of damaged and destroyed slots on page 170 of *d20 Future*).

## Blowing off Limbs

On occasion, destroying the equipment slots on a mecha will result in limbs being blown off entirely. When this happens, the equipment on those limbs is completely destroyed; new limbs and equipment must be purchased before they will function again. To blow off a limb, all the equipment slots on that limb must be destroyed; this means all hand and arm slots, as well as one shoulder slot, for the arms, and all leg and boot slots, as well as one belt slot, for the legs. Once all the equipment slots are destroyed, the limb is blown off. If a leg is blown off, the mecha falls to the ground and cannot walk or move until a new leg is attached.

Replacing a limb requires a Wealth check with a purchase DC equal to one-half the mecha's total purchase DC. Attaching the replacement limb requires 24 hours of work and a DC 35 Craft (mechanical) check. The limb comes with functional slots just like those on the original limb, though any replacement equipment must be purchased and installed separately.

## Disabled/Destroyed Mecha

When a mecha reaches the end of its bonus hit points, it ceases to function. What happens to the mecha at that point depends on a number of factors. In all cases, the mecha is immediately disabled. The pilot can no longer use any of its systems, cannot move the mecha as normal, and cannot make attacks in the mecha until it is repaired. The pilot can still eject (if using an escape pod) or simply leave the cockpit and fight normally.

However, certain situations make disabled mecha considerably more dangerous to the pilot (and copilot, if there is one). Once a mecha reaches the end of its bonus hit points, the danger to the pilot increases. Not only does the pilot no longer have the cache of hit points to rely on, but also internal hazards can wreak havoc on the pilot as he tries to escape. There is a 10% chance of toxic fumes and gases venting from damaged systems into the cockpit, and a 20% chance of cockpit fires. Use the standard rules for toxic gases (using cyanogen gas from Table 2-5: Poisons in the *d20 MODERN Roleplaying Game*) and fires to adjudicate such situations.

On occasion, a totally destroyed mecha ruptures and explodes, dealing massive damage to both the pilot and any adjacent characters and mecha. Unstable power cores are particularly susceptible to this problem, though even the safest and most efficiently designed mecha sometimes explode. If a mecha reaches the end of its bonus hit points as the result of an attack that deals 50 or more points of damage (after subtracting hardness), the mecha explodes 1d4 rounds later, dealing 12d6 points of damage to the

pilot and any copilots or passengers. Additionally, any characters, vehicles, or objects within 60 feet of the mecha take 10d6 points of damage (Reflex DC 15 half). Certain types of power cores deal more damage when exploding and at greater range, as described in each power core entry.

## MECHA AS WALKING TANKS

The *d20 Future* game assumes that mecha are giant suits of powered armor that, though piloted, depend heavily on the pilot to determine their statistics. This view is more in line with the Japanese take on mecha, wherein the machine is inextricably linked to the pilot and acts as more of a protective shell than as a vehicle. Another way to look at mecha is not as suits of powered armor, but rather giant, walking tanks. This approach does not base the mecha's statistics on the pilot's abilities but rather assumes that the mecha is an independent machine. If this view of mecha fits your game better, the base mecha rules can be modified to better suit this style of play.

Treating mecha as walking tanks alters only the derivation of their statistics. The mecha functions in combat as normal and uses the character combat system as its basis. A mecha of this type has statistics similar to those of characters, but derived differently.

Creating a mecha as a walking tank uses the same methods as applying bonuses under the existing system, but rather than using the pilot's statistics, these bonuses are determined by the mecha's size. In essence, the mecha has its own Strength score, its

own base hit points, and its own Defense. Some statistics, such as attack rolls and Defense, are still based on the pilot character, just like the statistics for vehicles and starships. Use the following methods for deriving mecha statistics:

**Size:** The mecha's size remains unchanged.

**Superstructure:** The mecha's superstructure remains unchanged.

**Armor:** The mecha's armor remains unchanged.

**Armor Penalty:** The mecha's armor penalty remains unchanged.

**Strength:** Consult Table 4-3: Mecha as Vehicles to determine the mecha's base Strength, and then apply the mecha's Strength bonus (based on its size and other equipment) to derive the final value.

**Speed:** The mecha's speed remains unchanged.

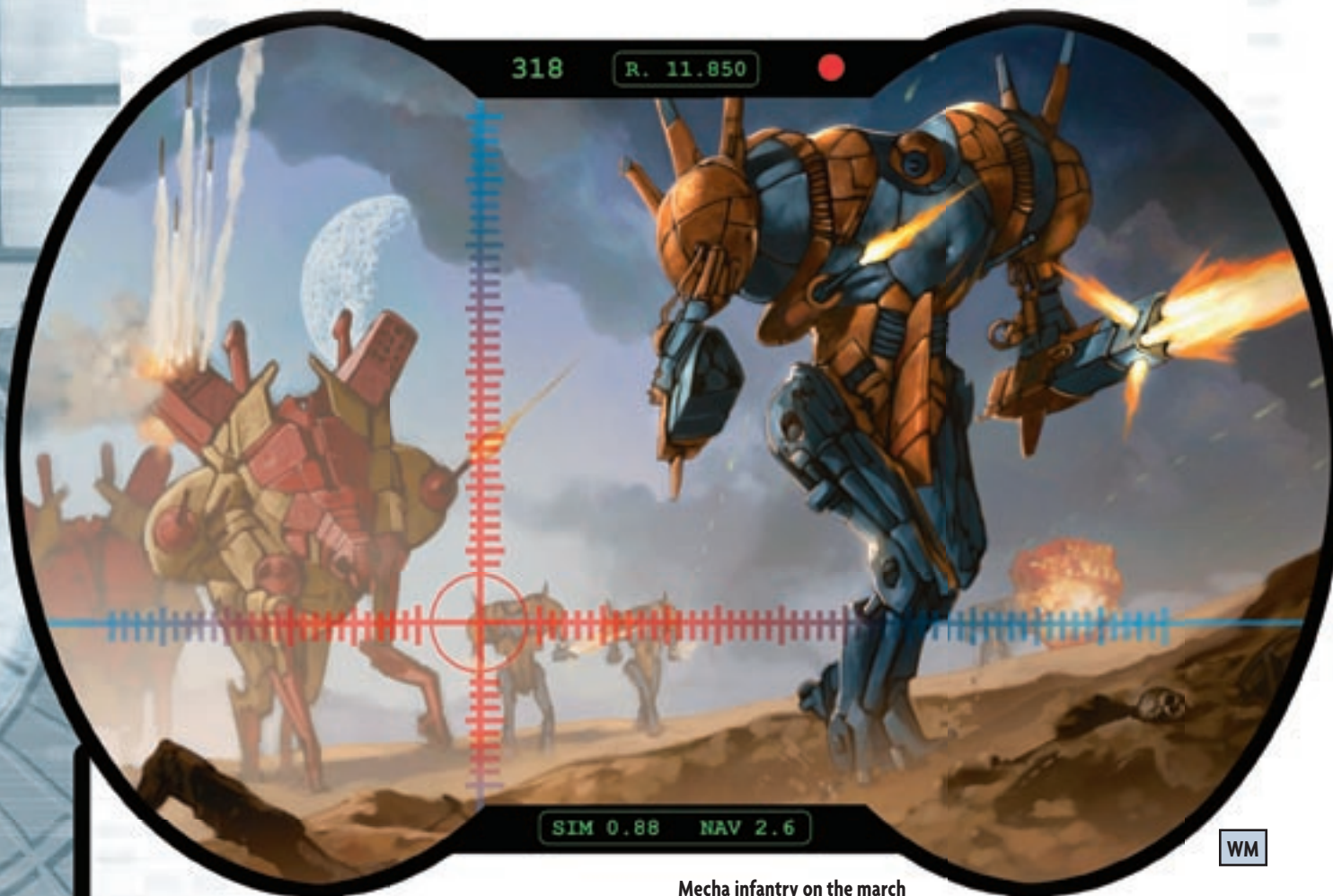
**Hit Points:** Consult Table 4-3 to determine the mecha's base hit points, then apply the mecha's bonus hit points (based on its size and other equipment) to derive the mecha's total hit points.

**Hardness:** The mecha's hardness remains unchanged.

**Defense:** Consult Table 4-3 to determine the mecha's base Defense. Add the mecha's armor bonus to Defense. Add the pilot's Dexterity modifier and class Defense bonus to determine the mecha's total Defense.

**Reach:** The mecha's reach remains unchanged.

**Dexterity:** Consult Table 4-3 to determine the mecha's base Dexterity. Add the pilot's Dexterity bonus to determine the mecha's final Dexterity score.



Mecha infantry on the march



**Initiative:** Use the Dexterity penalty of the mecha, based on the mecha's base Dexterity score. The pilot's Initiative modifier also applies.

**Attacks:** Use the Strength and Dexterity modifiers of the mecha, and apply the pilot's base attack bonus and Dexterity bonus (ranged attacks only). Apply any other attack rolls modifiers from mecha equipment.

**Fighting Space:** The mecha's fighting space and reach remain unchanged.

**Saves:** The mecha has a Fortitude save bonus equal to its Strength bonus, and uses the pilot's Reflex and Will saves (the former of which is modified by the mecha's Dexterity).

**Ability Scores:** The mecha uses its own Strength and Dexterity as detailed above, has a Constitution equal to its Strength, and uses the pilot's Intelligence, Wisdom, and Charisma scores.

TABLE 4-3: MECHA AS VEHICLES

Mecha Size	Base Str	Base Dex	Defense	Hit Points
Colossal	36	2	2	240
Gargantuan	30	6	6	120
Huge	24	10	8	40
Large	18	10	9	20

The final statistics block for a mecha created in this fashion should look as follows. Assume the pilot has a base attack bonus of +2, a class Defense bonus of +4, a base Reflex save of +3, and a base Will save of +1, and the following ability scores: Str 10, Dex 12, Con 11, Int 14, Wis 12, Cha 13.

**Tempest (PL 7):** Gargantuan-sized mecha; HP 570; Init -1; Spd 50 ft, fly 150 ft (average); Defense 23, touch 9, flat-footed 21; BAB +2; Grap +24; Atk +27 melee (2d8+22, slam or 6d10+22, XJ-A Python electrowhip) or +4 ranged (12d6, Tsumai 480 plasma cannon or 15d6, M-87 Talon missiles or by weapon); FS 20 ft. by 20 ft.; Reach 15 ft.; SV Fort +22, Ref +2, Will +2; AP 14; Str 54, Dex 6, Con 54, Int 14 Wis 12 Cha 13

**Standard Equipment Package:** Pilot's cockpit (torso and belt), Mark III Oracle targeting system (visor), Class IV sensor system (cranium), jet-assist wings (back), Tsunami 480 plasma cannon (left hand, left shoulder, and helmet), Bulwark tactical shield (left arm), M-87 Talon missile launcher (right shoulder), 4-pack of M-87 Talon missiles (right arm), XJ-A Python electrowhip (right hand), HV-5 Haven escape pod (torso), life support system (left leg), thruster boots (boots), 50-hp structural enhancement (1 slot equivalent), comm system (no slots).

## NEW MECHA BASE MODELS

One base model exists for each size category of mecha, each representing the standard mecha of that size. However, entrepreneurial engineers often deviate from the standard design practices and create mecha of drastically different designs. Though the four bodies detailed in *d20 Future* are sufficient for almost all mecha, the following new bodies can be used instead to create unique mecha of alternative configurations.

## Large Scout Walker Mecha

Designed to traverse hazardous terrain and travel long distances quickly, the scout walker mecha body is a stripped-down version of the large mecha, designed to be lightweight and durable. The scout walker forgoes arms and resembles a squat body and head mounted on long, spindly legs. Most scout walker mecha bear light weaponry and have solid defense capabilities, allowing them to dart quickly behind enemy lines, survey the landscape, and report back with their findings. Variations on the scout walker mecha begin appearing early in PL 6 and become increasingly effective, as well as more maneuverable, in later PLs.

**Combat Statistics:** A Large scout walker mecha adds a +8 equipment bonus to a character's Strength score. It imposes a -1 size penalty on attack rolls and to Defense. Depending on the material used, a Large scout walker mecha has 80 bonus hit points, which are added to the character's total and subtracted first when the character takes damage. It takes a -4 penalty on Hide checks.

A Large scout walker mecha has a single slam attack that deals 1d8 points of damage (plus the character's increased Strength modifier). Its base speed is 40 feet, and its reach is 10 feet.

**Base Purchase DC:** 44.

**Equipment Slots:** A Large scout walker mecha has 9 equipment slots available. These slots are located as follows.

Helmet: 1 slot	Left leg: 1 slot
Back: 2 slots	Right leg: 1 slot
Shoulders: 1 slot	Boots: 1 slot
Torso: 2 slots	

## Large Heavy Assault Mecha

Appearing on battlefields near the end of PL 6, the Large heavy assault mecha packs an extreme amount of firepower in a relatively small package. These mecha come outfitted with many more slots in prime locations for mounting weaponry and defense systems, often sacrificing important onboard systems to increase the overall payload. Instead of expensive advanced computer systems or elaborate defense technology, the Large heavy assault mecha bristles with weaponry. Many military units replace their tanks and other artillery vehicles with heavy assault mecha, sending them plunging into battle where their slower predecessors once dominated the battlefield.

**Combat Statistics:** A Large heavy assault mecha adds a +8 equipment bonus to a character's Strength score. It imposes a -1 size penalty on attack rolls and to Defense. Depending on the material used, a Large heavy assault mecha has 100 bonus hit points, which are added to the character's total and subtracted first when the character takes damage. It takes a -4 penalty on Hide checks.

A Large heavy assault mecha has a single slam attack that deals 1d8 points of damage (plus the character's increased Strength modifier). Its base movement is 30 feet, and its reach is 10 feet.

**Base Purchase DC:** 44.

**Equipment Slots:** A Large heavy assault mecha has 9 equipment slots available. These slots are located as follows.

Helmet: 1 slot	Right hand: 1 slot
Back: 1 slot	Shoulders: 1 slot
Left arm: 1 slot	Torso: 1 slot
Left hand: 1 slot	Boots: 1 slot
Right arm: 1 slot	

## Huge Command Mecha

In much the same way that battlefield commanders issue orders from the safety and privacy of a central command post, they use Huge command mecha not only as powerful combat machines but also as the personal mecha of commanders, general, admirals, and other military leaders. Originally conceived as mobile command posts, these mecha boast impressive communications arrays and targeting systems that relay combat data to other mecha units to more efficiently coordinate a battle plan. Most command mecha have at least one copilot or passenger station, usually reserved for a tactical officer or lieutenant who works as the commander's personal aide.

**Combat Statistics:** A Huge command mecha adds a +16 equipment bonus to a character's Strength score. It imposes a -2 size penalty on attack rolls and to Defense. Depending on the material used, a Huge command mecha has 200 bonus hit points, which are added to the character's total and subtracted first when the character takes damage. It takes a -8 penalty on Hide checks.

A Huge command mecha has a single slam attack that deals 2d6 points of damage (plus the character's increased Strength modifier). Its base speed is 40 feet, and its reach is 10 feet.

**Base Purchase DC:** 46.

**Equipment Slots:** A Huge command mecha has 13 equipment slots available. These slots are located as follows.

Helmet: 2 slots	Right hand: 1 slot
Visor: 1 slot	Shoulders: 1 slot
Back: 1 slot	Torso: 2 slots
Left arm: 1 slot	Belt: 1 slot
Left hand: 1 slot	Boots: 1 slot
Right arm: 1 slot	

## Huge Infantry Mecha

The counterpart to the command mecha and the elite combat unit of the PL 6 battlefields, the Huge infantry mecha is both an all-purpose warrior mecha and a support unit for front-line ground troops. These infantry mecha spare no expense in arms and armor and are frequently called upon to travel the length of the battlefield to get to the area they are needed most. Huge infantry mecha are the most mobile mecha of their size, allowing them to be versatile yet pack a significant punch. Most Huge infantry mecha are outfitted with weapons and defense systems, leaving the communications and sensor suites to their command mecha.

**Combat Statistics:** A Huge infantry mecha adds a +16 equipment bonus to a character's Strength score. It imposes a -2 size penalty on attack rolls and to Defense. Depending on the material used, a Huge infantry mecha has 250 bonus hit points, which are added to the character's total and subtracted first when the character takes damage. It takes a -8 penalty on Hide checks.

A Huge infantry mecha has a single slam attack that deals 2d6 points of damage (plus the character's increased Strength modifier). Its base movement is 50 feet, and its reach is 15 feet.

**Base Purchase DC:** 48.

**Equipment Slots:** A Huge infantry mecha has 15 equipment slots available. These slots are located as follows.

Helmet: 1 slot	Right hand: 1 slot
Visor: 1 slot	Shoulders: 2 slots
Back: 2 slots	Torso: 1 slot
Left arm: 2 slots	Belt: 1 slot
Left hand: 1 slot	Boots: 1 slot
Right arm: 2 slots	

## Gargantuan Deep Space Mecha

As humanity expands into the stars, the need increases for mecha that can operate on other worlds. In fact, many battlefields stretch over hostile planets and across entire solar systems. Most Gargantuan deep space mecha are equipped to fight not only in the frigid depths of space, but also on remote worlds with environments that are inhospitable to human life. These mecha often act as scouts and perform intelligence gathering in areas that are too dangerous for lighter scout walkers.

**Combat Statistics:** A Gargantuan deep space mecha adds a +24 equipment bonus to a character's Strength score and a -2 penalty to Dexterity. It imposes a -4 size penalty on attack rolls and to Defense. Depending on the material used, a Gargantuan deep space mecha has 500 bonus hit points, which are added to the character's total and subtracted first when the character takes damage. It takes a -12 penalty on Hide checks.

A Gargantuan deep space mecha has a single slam attack that deals 2d8 points of damage (plus the character's increased Strength modifier). Its base speed is 50 feet, and its reach is 15 feet.

**Base Purchase DC:** 54.

**Equipment Slots:** A Gargantuan deep space mecha has 20 equipment slots available. These slots are located as follows.

Helmet: 2 slots	Right hand: 1 slot
Visor: 1 slot	Shoulders: 2 slots
Cranium: 1 slot	Torso: 4 slots
Back: 2 slots	Belt: 1 slot
Left arm: 1 slot	Left leg: 1 slot
Left hand: 1 slot	Right leg: 1 slot
Right arm: 1 slot	Boots: 1 slot

## Gargantuan Siege Mecha

Designed to take on everything from entrenched fortresses to small starships, the Gargantuan siege mecha functions as the main muscle in any invasion force. In addition to providing great strength of arms, these massive battle platforms act as one-mecha armies. Gargantuan siege mecha lay waste to large swaths of enemy forces and devastate enemy mecha. Many of these mecha are outfitted with a configuration of weapons and sensor systems specifically for use against other mecha; these "mecha-hunters" are the bane of mecha pilots and can take down opposing mecha quickly.

**Combat Statistics:** A Gargantuan siege mecha adds a +24 equipment bonus to a character's Strength score and a -2 penalty to Dexterity. It imposes a -4 size penalty on attack rolls and to Defense. Depending on the material used, a Gargantuan siege mecha has 400 bonus hit points, which are added to the character's total and subtracted first when the character takes damage. It takes a -12 penalty on Hide checks.



A Gargantuan siege mecha has a single slam attack that deals 2d8 points of damage (plus the character's increased Strength modifier). Its base speed is 50 feet, and its reach is 15 feet.

**Base Purchase DC:** 54.

**Equipment Slots:** A Colossal mecha has 21 equipment slots available. These slots are located as follows.

Helmet: 1 slot	Right hand: 1 slot
Visor: 1 slot	Shoulders: 2 slots
Cranium: 1 slot	Torso: 2 slots
Back: 2 slots	Belt: 1 slot
Left arm: 2 slots	Left leg: 2 slots
Left hand: 1 slot	Right leg: 2 slots
Right arm: 2 slots	Boots: 1 slot

## Colossal Sentinel Mecha

One of the most common mecha body types used for defense purposes, the Colossal sentinel mecha looms over the landscape like a vigilant god, waiting to impose its will on any who would dare attack its terrain. Pairs of these Colossal sentinel mecha flank the heavily guarded entrances to enormous city-states, while others roam the landscape in search of enemy forces. Colossal sentinel mecha are primarily defense in nature, able to take a significant beating and still hold their ground. Many Colossal sentinel mecha support conventional troops, and though the battlefield is a significantly different place in PL 7 and 8 when these enormous machines become commonplace, they still fill a role as walls against which waves of enemies break.

**Combat Statistics:** A Colossal sentinel mecha adds a +32 equipment bonus to a character's Strength score and a -4 penalty to Dexterity. It imposes a -8 size penalty on attack rolls and to Defense. Depending on the material used, a Colossal sentinel mecha has 1,000 bonus hit points, which are added to the character's total and subtracted first when the character takes damage. It takes a -16 penalty on Hide checks.

A Colossal sentinel mecha has a single slam attack that deals 4d6 points of damage (plus the character's increased Strength modifier). Its base speed is 60 feet, and its reach is 15 feet.

**Base Purchase DC:** 60.

**Equipment Slots:** A Colossal mecha has 23 equipment slots available. These slots are located as follows.

Helmet: 2 slots	Right hand: 1 slot
Visor: 1 slot	Shoulders: 2 slots
Cranium: 1 slot	Torso: 4 slots
Back: 2 slots	Belt: 2 slots
Left arm: 1 slot	Left leg: 2 slots
Left hand: 1 slot	Right leg: 2 slots
Right arm: 1 slot	Boots: 1 slot

## Colossal Walking Fortress Mecha

The most advanced and dangerous mecha have Colossal walking fortress mecha bodies. Focusing almost entirely on offensive power, the Colossal walking fortress mecha are the battleships of the mecha world. They often have more weapons than they can wield at any one time, contain a versatile array of armaments capable of punching through any defenses, and display an unwavering ability to devastate almost any enemy military force. A clash between two Colossal walking fortress mecha leaves a huge radius of destruction in its wake, and when one mecha emerges victorious from such a terrific conflict, the other is usually in no condition to keep fighting. When militaries field entire regiments of Colossal walking fortress mecha, only a barren wasteland remains after the battle.

**Combat Statistics:** A Colossal walking fortress mecha adds a +32 equipment bonus to a character's Strength score and a -4 penalty to Dexterity. It imposes a -8 size penalty on attack rolls and to Defense. Depending on the material used, a Colossal walking fortress mecha has 800 bonus hit points, which are added to the character's total and subtracted first when the character takes damage. It takes a -16 penalty on Hide checks.

A Colossal walking fortress mecha has a single slam attack that deals 4d6 points of damage (plus the character's increased Strength modifier). Its base speed is 60 feet, and its reach is 15 feet.

**Base Purchase DC:** 64.

**Equipment Slots:** A Colossal mecha has 30 equipment slots available. These slots are located as follows.

Helmet: 2 slots	Right arm: 2 slots
Visor: 1 slot	Shoulders: 4 slots
Cranium: 1 slot	Torso: 4 slots
Back: 3 slots	Belt: 2 slots
Left arm: 2 slots	Left leg: 2 slots
Left hand: 2 slots	Right leg: 2 slots
Right hand: 2 slots	Boots: 1 slot

## MECHA MODIFICATIONS

Not all mecha are created equally, a fact that is apparent by looking at the work produced by any mecha manufacturer or chop shop. Some modifications drastically change the way the mecha functions, while others simply modify the body in a way that it differs significantly from the standard. The following mecha modifications can be applied to any mecha.

### Adding New Equipment Slots

Though most base models come with a number of equipment slots that determine the base cost of the mecha, it is possible to modify a mecha to have more than its standard number of slots.

**TABLE 4-4: ADDING EQUIPMENT SLOTS**

Original Slots	New Slots	Craft Check DC	Time Taken	Raw Materials Purchase DC
1	2	25	12 hours	20
2	3	30	24 hours	22
3	4	35	36 hours	26
4	5	40	48 hours	30
5	6	45	72 hours	34
6	7	50	96 hours	40

No body part of any mecha can have more than one additional slot, though each body part can have an increased number of slots. Each additional slot increases the purchase DC of the mecha by 1. Use this method when calculating the overall cost of a mecha being purchased already built.

If a character wishes to modify an existing mecha to include more equipment slots or to build a mecha from scratch, the process is more complicated. First, the character must purchase the base model at its normal purchase DC, then select the body parts to have extra slots. The character must also purchase raw materials and spare parts used in the modification. The character then makes a Craft (mechanical) check against a DC determined by the original number of slots for the body part being added to. The time taken to perform this modification is also based on the number of slots originally possessed by that body part; see Table 4-4: Adding Equipment Slots for the Craft check DC, time taken, and raw materials cost.

## Transforming Mecha

Some mecha can reconfigure themselves to take on entirely different forms with entirely different weapons and equipment. In essence, these mecha are two separate machines that share the same basic superstructure. These transforming mecha can have drastically different forms, even turning into other vehicles and starships, while still maintaining the same operator and basic computer systems. Mecha of any given size can transform only into mecha and vehicles of that same size; thus, Gargantuan mecha can transform only into other Gargantuan mecha or Gargantuan starships. The operator of the mecha triggers the transformation, which requires a full-round action to complete. Transforming mecha can only be purchased or built from the ground up; the transforming option cannot be added to an existing mecha that does not already have that option.

Mecha that transform into other mecha have two distinct bodies. These two mecha bodies need not have the same weapons or equipment, though often they do for ease of operation and logistics. The only restriction in the two forms of a mecha is that their superstructure must use the same material. Choose two mecha forms; the more expensive of the two provides the base purchase DC, with a +4 modifier for the transformation ability.

Mecha can also have a vehicular or starship alternate form. This alternate form must be of the same size category as the mecha, but behaves in exactly the same way as a mecha alternate form. Again, the base purchase DC is determined by the more expensive of the two forms, with a +4 modifier for the transformation ability.

### COLOSSAL TRANSFORMING MECHA

From a logistics standpoint, all mecha of Colossal size have a much greater array of vehicles and starships to choose from for their alternate forms. However, Gamemasters should make sure the alternate form is of similar size and mass to the mecha form before allowing that form to be chosen. Current physics dictate that an object has a fixed mass, and though the transformation module can account for small variations in size, at a certain point these alternate forms begin to stretch credulity. Typically, starships larger than the Light subtype are unsuitable for alternate forms.





## Metabots

Some mecha have the capability to come together and form larger mecha. Known as metabots, these combined, larger mecha function as any other mecha would, but have several copilots who work in tandem to produce more potent effects. A metabot is more than simply the sum of its parts; the smaller mecha combine to create a powerful new form that is devastating to smaller targets.

Only mecha created or purchased at the same time can combine to create a metabot, whose form is chosen at that time. All mecha combining to form a metabot must be of the same size and must have the metabot link equipment (see page 77). Additionally, all the metabots must be present and able to form the metabot for the process to work; if any are destroyed or missing, the metabot cannot be formed.

The metabot is essentially a completely new mecha, and while it need not have the same equipment or weapons as its component mecha, it often does for simplicity's sake. The metabot form, chosen at the time of purchase or construction, is built exactly as a standard mecha, with one exception. The metabot gains a number of copilot cockpits equal to one less than the number of component mecha for free; so, a metabot composed of five component mecha gains four free copilot cockpits. However, additional copilot cockpits and passenger cockpits must be installed in equipment slots as normal, and there must be enough to handle copilots and passengers from the component mecha. All remaining equipment slots can be filled as normal.

Forming a metabot is a full-round action and must be initiated by all the operators of the mecha forming the metabot in the same round. When the metabot is formed, one operator is chosen as the new metabot's operator; the remaining operators become copilots. If any of the mecha have copilots or passengers of their own, they become copilots or passengers aboard the metabot. If any of the mecha have taken damage prior to forming the metabot, that damage is also subtracted from the metabot's hit point total. Similarly, if the metabot takes damage and then breaks down into its component mecha, that damage is divided evenly among the smaller mecha upon separation. Likewise, if any equipment slots have been damaged or destroyed, those damaged slots are distributed among the component mecha. The metabot can be disassembled into its component mecha as a full-round action, and does so whenever any one of the component mecha operators wishes.

In combat, the single operator of the metabot (determined either at the time of creation or purchase, or when the metabot is formed) controls the metabot's movement and melee attacks. The operators of all the component mecha become copilots and can perform any of the normal copilot actions for the metabot. If the metabot's bonus hit points are depleted, the operator of the metabot takes all remaining damage as normal. If a metabot is reduced to 0 bonus hit points, it breaks down into its component mecha and distributes the damage evenly among them.

## MECHA GEAR

The technology behind mecha is as varied and limitless as the technology that powers any other weapon of war. New weapons, armors, defense systems, and sensor arrays are constantly being invented that provide new options for outfitting mecha with the latest and greatest equipment. The following new gear options are available for all mecha.

## Mecha Superstructure

The following new type of superstructure is available for mecha construction.

### Cerametal (PL 7)

The same ceramic compound used in some starships, cerametal superstructures provide toughness and durability at a fraction of the weight of other materials. Though not quite as tough as some metals, cerametal's reduced weight makes the sacrifice in hardness a solid trade. Most mecha have some cerametal parts in nonessential sections, but the cerametal superstructure is more rare.

**Hardness:** 30.

**Base Purchase DC Modifier:** +8.

## Mecha Armor

The following new types of armor are available for mecha construction.

### Belenus Heat-Diffusing Armor (PL 6)

Designed for use in areas of extreme high temperatures, Belenus armor deflects heat and keeps the armor cool. Many mecha operating on planets close to their suns or on worlds with high volcanic activity have Belenus armor installed to protect them from the intense ambient heat. In combat, the Belenus armor system provides a +8 bonus on all saves against fire or heat.

**Equipment Bonus:** +6.

**Armor Penalty:** -5.

**Speed Penalty:** None.

**Purchase DC:** 10 + one-half the mecha's base purchase DC.

### Darkstar Stealth Armor (PL 6)

Darkstar stealth armor plating is based on the stealth materials used in PL 5 aircraft. Using sensor-deflecting metals and a signal-scrambling polymer coating, stealth armor not only provides protection against incoming attacks, but also imposes a -5 penalty on all Computer Use checks to use sensors to scan or detect the mecha.

**Equipment Bonus:** +5.

**Armor Penalty:** -4.

**Speed Penalty:** None.

**Purchase DC:** 8 + one-half the mecha's base purchase DC.

### Ion-Diffusing Armor (PL 6)

Ion damage can completely incapacitate a mecha. To counter this effect, engineers created special armor that grounds the mecha and prevents ion damage from harming its internal systems. Ion-diffusing armor provides ion resistance 10, automatically reducing all ion damage sustained by the mecha.

**Equipment Bonus:** +8.

**Armor Penalty:** -6.

**Speed Penalty:** -5 feet.

**Purchase DC:** 10 + one-half the mecha's base purchase DC.

### Chromatic Antilaser Armor (PL 7)

The advent of energy weapons prompted mecha engineers to construct special armor plating that dilutes the damage inflicted by laser weapons. Chromatic antilaser armor coats the entire armor surface with high-density crystal fragments that intercept incoming laser beams and diffuse their energy. Chromatic antilaser