

MECHA FAST

By Steve Bruns

A mini sourcebook for the FAST RPG

What's Here

First up: a dispatch from the Border Wars, set in the wild, unclaimed space where humans and the buglike alien Thrall fight for territory. Following that are two rules sections: **How 2 Play**, which has all the info you need to run through some trial combats, while the next section—**How 2 Build**—lets you put together an awesome killerbot of your own. Finally, after the rules, you'll find 3 sample mecha: the burly Gorillabot, the sneaky Speedy G and the deadly ZAP.

Night fell, and Lieutenant Solomon Hatcher edged the shoulder of the three-story tall robot out of the warehouse. Sensors quietly swept the empty streets. Hatch watched the results play out on screens that lined the cockpit, deep in the robot's chest. They led a close, shared existence: as the 'bot turned to cast sensors up and down the street, Hatch instinctively twisted his shoulders.

But the streets were empty, except for the dim starlight that fell on Albion 7. Few humans dared to defy the invading alien's curfew.

Hatch scowled at the sensor displays, daring them to flash a warning, but they stayed a calm green.

"Huh. 'magine that." He muttered into his mike.

>Query?<

"Nothin, big guy. I was sure the Thrall's security patrols would be stepped up after our raid on the food warehouse." The Thrall had promised to treat the colonists humanely, but only collaborators went to bed with a full belly. Hatch had been sent by the Colonial Navy to recon Albion 7, to find out why this fringe colony had suddenly gone silent, only to be trapped by an invading wave of the buglike Thrall.

It was sheer luck that he'd happened upon this empty warehouse. And luckier still that he'd been able to gather some intelligence on the invaders. Hatch had discovered that the Thrall relied on a web of broadcast energy to power their troop's weapons and spiderlike mecha. The energy web was the key to freeing Albion 7. But **knowing** about the web was useless unless he could **escape** from it.

Hatch's fingertips drummed across the control panels as he took inventory of the 'bot's systems: locomotion, offensive weapons, sensors, all tagged with an emerald light. "How you feelin' big guy?"

>All systems ready.<

"I didn't ask you that—I asked you how you felt. You're supposed to say, 'I feel lucky,' or 'Colonial



Fleet—hooraw!

Hatch watched the AI indicator lights flicker for a moment before the machine replied,

>Let's go melt some bugs.<

Hatch chuckled and thumbed the controls, bringing the 'bot's reactor on full, "Ok, Big Guy, it's time to disappear--activate stealth mode." The outline of the robot wavered in the moonlight, faded to almost nothing. If a Thrall security camera or stray human happened to look directly at them, they would see no more than the telltale shimmer of heat rising through the air.

Hatch finished the preflight, took the control yoke, and eased the throttle forward. "Step lightly, big guy," he reminded the 'bot.

>Auditory and visual dampers functioning at full capacity.<

Hatch grinned, leaned a little heavier on his drawl as he asked, "Now, is that attitude I'm hearin'?"

>Negative. Merely restating the obvious.<

The Lieutenant allowed himself a small chuckle. Cyberneticists like to talk about "symbiosis" and "harmony of man and machine," but sometimes, it was just a contentious marriage. "Enough sweet talk. Let's find a way out from under the energy web and get this sensor data into human hands."

>Affirmative.<

The warehouse district was empty. Dead silence engulfed the stacks of crates. Circular concrete launch pads sat empty. The Thrall had descended on the planet like a swarm of locusts, quickly seized control, and cut off the human colonists from any off-world traffic or communication. Except for a few rebels in the hills, Lieutenant Hatcher and his 'bot were the sole representatives of the Colonial Space Force. One man and one machine, against hundreds of bugs.

Warning klaxons sudden jolted Hatch out of his thoughts, followed by shockwaves that shook his teeth.

"Situation report!"

>Thrall mechanized units at twelve and six, range one thousand meters. Activating ECM scramble mode... Thrall missiles have lost their lock.<

The tremors stopped, and the dull thud of explosions confirmed that the enemy's fire was going astray.

"We won't fool them for long. Screw the cloak-- activate Jump jets and return fire!"

The cloak lifted, and before the 'bot's image solidified, it leapt into the sky, carried aloft on jet turbines. Hatch took over fire control, and swore as fresh sensor sweeps picked up contact after contact. The Thrall mechs were everywhere: they were all over the docks, crawling up the side of buildings, skittering across rooftops and pouring out of buildings. The spidery machines had formed up in a tight circle around the human's position: a hangman's noose.

*Hatch swore, then added, "I guess they **did** notice our little raid."*

The Thrall units turned with eerie precision to face the Colonial robot, lighting off a barrage of micromissiles.

Hatch swore again as warning klaxons blared,. "Cut the damn alarms and give me back weapons control!" Hatch studied the landscape, blinking back sweat.

>Action?<

"Wait."

The missiles streaked closer.

>ACTION?<

"Wait."

>Lieutenant?!<

"Found it! Break to 3 o'clock and fire!"

The 'bot twisted down and through the missile barrage, twin indigo beams sizzled from its "hands." They stabbed into an empty building near the ring of alien mechs.

>Miss!<

"No—look again."

The fuel refinery erupted in a mushroom cloud of burning volatile chemicals, blew open a break in the Thrall's noose. "Dive for it!" Hatch ordered, and jets pushed the robot directly towards the column of flame. Hot plasma savaged the 'bot, circuits snapped and overloaded all around the cockpit. They streaked down and through the fire, making a comet in the night sky over the city.

They emerged on the other side. Hatch spotted a remote launch pad, and slammed down. They landed heavily, to the crunch of broken gears and the whine of overworked gyros. Tendrils of smoke writhed across hot metal. Coolant sprayed from a melted hose. In sad shape, but alive. Hatch couldn't believe they'd made it.

"Sitrep?"

The cockpit was filled with an eerie silence, only the faint crackle of metal cooling.

"Situation report? C'mon big guy—don't leave me now."

Hatch reached for the manual controls, and paused as a message appeared on his panel:

>You humans are insane.<

Green indicators lit up again, casting Hatch's grinning teeth in shades of yellow and green. "You may be right--I'll debate you later. Right now, we need to recloak and get outta Dodge."

>Affirmative. Shall I avoid any burning mushroom clouds we encounter?<

"Big affirmative back atcha, big guy. Glad to see you haven't lost your sense of humor." Hatch grabbed the control yoke, and the robot leapt again into the dark, alien sky.

Mecha Combat Rules: How 2 Play

Scale and Movement

Strategy and Tactics 101—if you want to win the battle, you have to be in the right place at the right time. Like all wargames, it's necessary to keep track of the moves of all the 'bots in play. The default unit of measurement for mecha combat is 1 hex on a map (OR 1 inch if you want to play with tabletop miniatures.)

Big 'bots can move in a variety of ways: walking (some of which comes free with every 'bot—see the build rules), flying, wheels, etc. Whatever the means, a unit gets 1 hex of movement per Power Level. Slow mechs travel 12 hexes or less, Average mechs travel in the teens, while Mobility Specialists travel 20+ hexes/turn.

Normally, the only thing tracked in a move is the number of hexes traveled. A 'bot can turn as much as it wants to within its move, twisting its torso and wheeling around to face any direction it wants.

The only facing rule that matters is this: you can't shoot at whatever is directly behind yourself!

Mechs often have more than one kind of movement power. They can use more than one power in a single turn, but each change in locomotion will slow down the mech. Combine them as follows: use half each of two powers (like a Jump Jet and Running), use a third each of three powers (as in the following sequence: "Jump down" from one rooftop, run, "Jump up" onto another rooftop), etc.

Range

Weapons ranges are equal to their base Power Level. The most common modifiers are Extended Range (double range for +2 Points), Short Range (1/2 the normal range for -2 points), and Point Blank Only (1/4 normal range for -3 points.)

Line of Sight

Lasers are great, but they can't shoot through buildings. Unless stated otherwise, all weapons are Line of Sight, meaning that you have to be able to see your target in order to hit them. **Units behind buildings are assumed to be fully covered and out of Line of Sight.**

Some notable exceptions:

Missiles may fire at targets out of LOS, but they have to use the Mech's intelligence, not DEX to hit the target (as it relies on tracking software to hit the target.) They also suffer a -3 penalty for firing indirectly.

Guns may shoot howitzer-style up and over obstructions, using INT+skill, but also at a -3 indirect fire penalty.

For these kinds of indirect attacks, if the same target is immobile and attacked again and again, the chance of hitting improves by +1 each turn, up to +3. If the unit can move (running back and forth behind a large building, for example,) there is no such bonus.

How is this Different from Standard FAST Rules?:

Combat between mechanized units is carried out using the normal FAST combat rules with a few additions:

- Hit Location rolls
- Breakdown checks
- Rolls to see if your weapons magazine has exploded. (Ouch!)

Damage is also tracked somewhat differently, and is marked against a mecha's systems (guns, computers, and the like) rather than Hit Points.

Finally, in keeping with the wargame-like nature of the subject, the scale of the combat map, movement and ranges are more specific than the looser, more freeform style used in "FAST RPG mode."



Optional Rules: Turning/Reverse

For players who want a little more realism in their game, use these rules keep track of turns and facing.

A mech always faces one hexside, and turning it "burns" a hex of movement for each hexside (or 60 degrees) of facing change.

Reverse movement costs twice the normal rates (this includes reverse turns—where a 'bot backs up and changes facing.)

Fire Control (Who's manning the guns?)

A mecha may bristle with lasers, missiles and guns, but there has to be an intelligence aiming them and pulling the trigger. The easiest way to play big 'bot combat is in autopilot mode, where no pilot is involved—you simply use the mech's skills and stats.

Each limb can only take one action or attack one target per turn. In other words, the same arm can't pick up a car and shoot at an enemy in the same turn.

Hit Locations in Combat

Got Pods? Robots carrying external pods of weapons, sensors and the like (typically unarmored and exposed to fire) check first to see if these were hit. Each pod is evenly assigned a number on a d6. A mech with two pods, for example, would have the first hit on a roll of 1, the second on a roll of 2, or a normal hit location roll if a 3-6 is rolled.

Standard Hit Location Procedures. Roll a d6:

1=Splash Damage: Nearby hit sprays shrapnel across the exterior of the mech. For every 5 points of damage, reduce armor by 1. Otherwise, no further damage.

2=Leg

3=Torso

4=Arm

5=Head

6=Critical Hit! Roll again, and apply damage directly (no armor allowed)

Subsystems

An arm can carry many different pieces of hardware: a laser, some DEX, a radar array, etc. So the question is: what got hit? Each system is evenly assigned numbers on a d6. For example, the laser might get hit on a 1 or 2, the DEX on 3 or 4, and the radar on 5 or 6.

Apply Damage

First subtract armor from damage. Anything left over is applied to the Power Levels or points of Attributes that represent that system. (For example, a radar array costs 5 CCP and can take up to 5 hits before it is destroyed.) A system functions at full capacity until it suffers a "breakdown" or is destroyed.

Breakdown

When Hit Locations take enough damage, there's a chance that the systems inside will suffer a Breakdown and quit working (even if there's hit points left). The first Breakdown roll is made when a system is reduced by half its original score: roll a d6, and if a 1 comes up, the system quits. Another roll is made on every additional hit that scores damage (regardless of how trivial or severe.)

Ordinarily, a Breakdown simply means the system quits working (your computer crashes.) But a "Magazine Weapon" carries an explosive charge or warhead that just *might* explode. Follow the standard Breakdown rules, with the following addition: roll a d6. Even=normal Breakdown, Odd= Magazine explodes, inflicting additional hits equal to half the Power Level of the weapon.

Excess Damage

If a system is totally destroyed, the excess damage exits the other side of the mecha and is lost. Sorry, them's the breaks.

Optional Rule: Pilots and Gunners

You can play "No Pilots," "Simple Pilots," or "Full Pilots."

Simple Pilots

Less than a full character, more like a system, they just get a DEX rating and a Skill. "

Full Pilots

These are complete characters, usually built with 40 CCP's. When using pilots (either simple or full), the number of Weapons fired in a turn is as follows:

- 1 weapon system fired using the Mech's skills and stats
- 1 weapon fired by the pilot (and/or gunner) using his skills and stats
- 1 defense roll using the Pilot's skill and the mech's stats. Use this combination for piloting, stealth, etc. For example: a pilot wanting to attempt a tricky move would use his skill and the mech's DEX.

Damage to Pilots

It takes a lot to kill a pilot. In general, they're safe as long as the Life Support is working properly. When their Life Support first suffers a Breakdown, Pilots take damage equal to half the original damage total. On further hits, they take full damage.

Killing Shots:

Losing all your BODY
Losing all your DEX
Losing your CPU
Killing your pilot
Having a leg destroyed

How 2 Build

Think of a 'bot as a big, cuddly character built with Character Construction Points, with stats, skills, etc., just like any other character. They're just really BIG. 100 CCP's will yield a good, average-sized battlefield unit, but they can be built with more. Also, because mechs are essentially big characters, they could have Flaws (like "Hunted by the Thrall Hive") or Traits (like distinctive logos or designs, a squeaky wrist joint, etc.) Flaws and Traits add character, but they also give you more CCP's to build with. Will they be allowed in your game? Make sure everyone agrees on the ground rules up front.

Systems

A "System" on a Mecha is any kind of mechanical, electrical or hydraulic machinery that makes the mech go, shoot, act, jump or blast things. Examples of systems (and the Power used) are:

- Computers (represented by CCP's spent to buy INT, WIL and Skills)
- Jump Jets (Leaping)
- Short Range Missiles (Strike)

Systems MUST be assigned to specific Hit Locations, like an arm, leg, etc. Where you place it must make some kind of logical sense: Extra Running would go in the legs, not the head (unless your 'bot was a breakdancer, of course.)

Most systems CAN be split between locations (and in fact, some systems like DEXterity MUST be divided up). For example, 10 Points worth of Jump Jets could be split between the two legs (5 in each.) Or, another way would be to put 4 points in the Torso, and 3 in each leg. Splitting up systems like this makes good sense, since it decreases the chance of being "one-punched" and taken out in a single strike by your opponent.

Carrying Capacity

So, just how much stuff can you load into one Hit Location? The Carrying Capacity of each area is figured as follows:

Head: 1/2 BODY Score
Torso: BODY X 1.5
Right Arm: BODY
Left Arm: BODY
Right Leg: BODY
Left Leg: BODY

Note that only the base Power Levels or points of Attribute are used, and any Power Modifiers (like Area Effect) are ignored when figuring Carrying Capacity.



Carrying Capacity and Nonstandard Mech Designs

Carrying Capacity is equal to six times your Body score, regardless of the shape of your 'bot. Nonstandard shapes (spiderbots, for example) can be made, simply divide the Carrying Capacity up and make a hit location chart to match.

These systems are assumed to be inside the mech, and protected by any external armor. The following systems use up Carrying Capacity: BODY, DEX, Weapons. These systems DO NOT take up Carrying Capacity: Growth, Armor.

DEX and Carrying Capacity

A mech's DEXterity represents mechanical/hydraulic systems that allow it to move. DEX is a system that can—like any other system—take damage in combat. A 'bot "carries" its DEX throughout its chassis, so it must be divided up as equally as possible between the Torso, both Arms and Both Legs. *Example: The Killerbot's DEX is 10. It must assign 2 points of DEX to each of the following areas: Torso, both Arms, and both Legs. Note that the Killerbot acts with the sum of all the DEX points or 10 DEX. It doesn't walk with 2 DEX and punch with 2 DEX.* When a 'bot loses all its DEX, it is rendered immobile.

BODY and Carrying Capacity

The BODY score represents generators and other equipment that provide the mech with power, mobility and "life." Like DEX, BODY is a system that can take damage. When it's gone, the lights go out. (Optionally, during role-playing, a gm might allow magazine weapons to fire, but only at the end of the turn.)

CPU

The main computer is made up of the INT and WIL scores, plus any skill levels that the mech has AND points invested in the Battle-ready Benefit (if you purchased it, of course.).

The size of the CPU (and thus the Carrying Capacity needed) varies widely, depending on the level of technological development of the campaign:

Steampunk: Each Point of CPU takes up one Hit Point of Carrying Capacity

1950's: 1/2 CPU's total points

Modern Era: 1/5th the CPU's total points

Futuristic Era: 1/10th the CPU's total points (this is the assumed default)

Distant Future: CPU doesn't need any Carrying Capacity to support it.

Weapon Pods

Sometimes, you just can't find a spot for everything inside the mech, so systems can be carried on the outside of the Mech in pods, but they're prime targets for taking damage. Mechs with external pods need TWO hit location rolls: First, check to see if a pod was hit. Assign each pod a number on a d6. Roll it. If the number shows up, the pod is hit. *Example: your mech has 2 pods, a missile rack located on a "backpack", and a radar array above its head. When this mech is hit in combat, a roll of 1 on a d6 hits the missiles, a 2 hits the radar, and 3-6 misses the pods--roll a normal Hit Location*

The Carrying Capacity of external pods is limited to the value of the mech's BODY score

Growth

Almost all mechs will have some levels in Growth. Remember, CCP's for Growth DO NOT fill up your mech's Carrying Capacity (and so it isn't something that takes damage in combat.) However, the Extra BOD that comes with it DOES take up CC, just like any other attribute.

For your convenience, here's the chart:

Power Level	New Height	Extra Bod	Extra HP	Extra Armor	React/Def/Stealth Penalty
5	10 feet	+4	+12	+1	-1
10	15 feet	+7	+21	+3	-3
15	25 feet	+11	+33	+4	-4
20	40 feet	+14	+42	+6	-6
25	65 feet	+18	+54	+7	-7
30	100 feet	+21	+63	+9	-9

Locomotion

Walking: Why a walking tank? Well, they are very efficient over rough terrain...and damn intimidating to civilians. Walking mechs can also take advantage of terrain as cover. (Nothing like hiding behind a skyscraper...) A walking robot also gets free hexes of movement equal to its DEX score. To increase its speed, buy Fast Run.

Jump Jets: This is actually a low-level flying ability, made possible by jets or rockets. Buy Leap, and assign charges, if necessary.

Flyers: Buy Flying. Mecha in the air are assumed to be at Line of Sight with no cover. (Another good reason to walk.)

Treads/Wheels: Fast Run, with the Limitation: 1/2 movement on rough terrain (-2)

Hovercraft: If the craft can truly fly, buy Flying. But if it's a ground-effect-vehicle give it a Limitation: Restricted Altitude (-2)

Cockpit, Life Support and the Carbon-Based Units that Drive Mechs:

The Cockpit is normally the location of Life Support hardware and the pilot. For 5 Points of Life Support, the Mech can carry up to 3 passengers, although most walking tanks carry just a pilot. For 10 Points, the Mech can carry a squad of up to two dozen men, for 15 points 50 men, and for 20 points it can carry hundreds of soldiers.

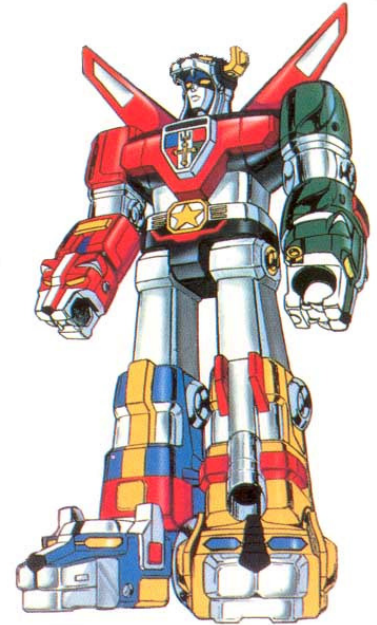
The cockpit is often assigned to a Head or Torso Location, and can suffer damage when hit. If a Breakdown results in an area that carries passengers, pilots take damage equal to half the original damage total. On further hits, they take full damage.

Unused Carrying Capacity

So, you built your 'bot, placed all the systems where you want them to go, and you have leftover Carrying Capacity. What's it used for? **Padding**.

Having excess Carrying Capacity (noted as Extra Structure, or ETC. on record sheets) is a *good* thing because it gets preference when rolling hit locations: give every other system in that location one number only, and give the extra structure all other numbers. *Example: A mech's arm has the following items: a laser, some DEX, a radar array, and leftover Carrying Capacity. When this arm is hit, the roll for which system takes the damage goes like this:*

- 1=laser,
- 2=DEX
- 3=radar
- 4-6=Excess Carrying Capacity.



Questions

How do you overcome heavy armor?

So your opponent built an unstoppable juggernaut with layers and layers of armor. How do you stop it?

Tactic 1: Corrosive Attacks. Employ weapons that erode armor with every successful hit (actually, the ratio is -1 Armor for every 5 hits of damage.)

Tactic 2: Shot to the Vitals. Aim for vulnerable spots on a mech, areas not covered by armor (although you will take a -6 penalty on your attack roll.)

Tactic 3: Grapple. Choose an attacker that has manipulating limbs (hands, opposable thumbs) that can grapple and pin your opponent.

WAITAMINIT!! What Happened to Hit Points!?

The basic idea that the amount of damage you can take depends on your Body score is still there, but it's **systems** that take the actual damage, not Hit Points. (Don't add Hit Points back in unless you *really* want to drag out combat!!!)

Weapon Systems

Listed below are common, "off the shelf" weapons systems. Unless stated otherwise, the base Power for each of is Strike. Players *can* create/use other powers (like the invisibility cloak mentioned in the short fiction piece), with GM approval (or group consensus.) Mechs could use Tunneling to travel underground, or Blind to attack enemy sensors. They just aren't very common.

Magazine Weapons (Missiles, Machine Guns and Cannons)

Magazines full of gunpowder or rocket fuel have a tendency to not react well when hit in combat. Any hit to a location that carries a magazine weapon requires a check to see if the magazine explodes. Follow the standard Breakdown rules, with the following addition: if a Failure is the result, roll a d6. Even=normal Breakdown, Odd= Magazine explodes, inflicting additional hits equal to half the Power Level of the weapon.

"Can Openers:" Excellent short-range weapons that throw out thousands of slugs per minute. Limited Range: Point Blank Only (1/4 normal range) (-3), Explosive Magazine (-3), Corrosive Attack (every 5 hits of damage also lowers the victim's armor by 1) (+2), +2 to Anti-missile fire (+1).

Total purchase modifiers: -3

Chain Gun: Heavy machine gun, smaller than a cannon, but more precise than a Can Opener. +2 to Anti-missile fire (+1), Short Range (1/2 normal) (-2), Explosive Magazine (-3).

Total purchase modifiers: -4

Cannons: Heavy rounds, slow to aim, but able to penetrate thick armor. Piercing Attack (+2), -2 accuracy unless a turn is taken to aim (-1), Explosive Magazine (-3), Normal Range.

Total purchase modifiers: -1

Missile Weapons. Good for delivering explosives at range. Missiles can be shot down, although it is difficult: the intended victim must have a suitable weapon (Beam, Machine Guns or Anti-missile missiles), they must shoot at the missile and exceed the original attack roll by 2, and they must have enough time...

Short Range Missiles: Only "Can Openers" can be used for antimissile fire against SRM's, which launch and strike in the same round. Explosive Magazine (-3), Area Effect: 1 hex per 5 PL or +1 to attack roll against a single target per 5 PL of Strike (+3), Short Range (1/2 normal) (-2).

Total purchase modifiers: -2

Medium Range Missiles: Medium Range Missiles Launch one turn, and strike at the end of the next turn. Explosive Magazine (-3), Short Delayed Effect (-1), Normal Range.

Total purchase modifiers: -4

Long Range Missiles: LRM's launch, fly for two turns, and strike at the end of the second turn. Explosive Magazine (-3), Long Delayed Effect (-2), Extended Range (double normal range) (+2).

Total purchase modifiers: -3

Beam Weapons (Lasers, PuGs and HEAT).

These are two-part weapons: first, a generator produces a large quantity of energy. Second, the energy is sent to an emitter that creates coherent light beams (lasers), high-energy explosive particles (PuG's), etc. The generator and emitter don't have to be installed in the same part of the mech.

Lasers: Standard, mass-produced weapon. Use the Strike Power, with no modifiers. Can be bought with any or no range penalties/enhancements.

PuGs: The high-energy particles produced by this gun live short, violently explosive lives. Piercing Attack (+2), Point Blank Only (1/4 normal range) (-3).

Total purchase modifiers: -1

HEAT: "Don't cross the streams!" High-energy plasma streams heat things up quickly. Corrosive Attack (every 5 hits of damage also lowers the victim's armor by 1) (+2), -2 Accuracy (-1), Short Range (1/2 normal range) (-2).

Total purchase modifiers: -1

Character Name: Gorillabot
Mecha Type: Brick

The Brick Mecha relies on brute strength and a tough exterior to deflect damage.

Character Creation Pts: 100

Primary/Secondary Attributes

DEX = 10	React (D+I)/2 = 6	Total Move = 12 hexes
BOD = 20	HP (B*3) = 75	Total Defensive Modifier = -5
INT = 10/5**	MP (W*3) = 15	Total Protection=20 Armor
WIL = 5	Fate Points =	

**INT=10 for combat-related purposes (perception rolls, etc.) Otherwise, INT=5.

Skills/Level

Hand-to-Hand = 5

Ranged Weapons = 3

Soldier = 2

Benefits/Level

Enhancement: Battle-Ready = 5: +1 React (already figured in above), +1 Defense, +1 vs. Surprise, +2 Courage

Powers/Level

Armor = 14

Buzzsaw gauntlet (Strike) = 10: adds to HTH attacks. Note that the Gorillabot DOES have fully humanlike hands-- the buzzsaw blades are mounted flat to the backside of its hands."

Medium Range Missiles: "The Atomic Coconuts" (Strike) = 15: Range = 10 hexes
Modifiers = -7: Explosive Magazine (-3), Short Delayed Effect (-1), Normal Range, 3 Charges (-3).

Life Support = 5

Enhanced Senses = 5: Radar

Fast Run = 2

Superleap = 1

Growth = 20: 40 ft Tall, +14 BODY, +6 Armor, -6 React/Def/Stealth (adjusted above)

Plot Hooks/Pts

Animal Intelligence = 5

2. Head

1. Life Support = 5

2-6. Extra Structure = 5

3. Arm

1. Dex = 2

2. Buzzsaw = 5

3. Medium Range Missiles "Atomic Coconuts" = 8

4-6. Extra Structure = 5

5. Torso

1. Dex = 2

2. Body = 8

3. CPU = 3

4. Radar = 5

5-6. Extra Structure = 12

3. Arm

1. Dex = 2

2. Buzzsaw = 5

3. Medium Range Missiles "Atomic Coconuts" = 8

4-6. Extra Structure = 5

4. Leg

1. Dex = 2

2. Body = 6

3. Fast Run = 1

4. Superleap = 1

5-6. Extra Structure = 10

4. Leg

1. Dex = 2

2. Body = 6

3. Fast Run = 1

4. Superleap = 1

5-6. Extra Structure = 10

Armor = 20

GORILLABOT

Character Name: Speedy G
Mecha Type: Mobility Specialist

Run and rip, that's what this mech does best. Quickly get in, wear an opponent down, and leave 'em vulnerable to long-range attacks. For defense it has a powerful (if limited) ability to cloak.

Character Creation Pts: 100

Primary Attributes

DEX = 15	React (D+I)/2 = 11.5	Total Move=20 hexes
BOD = 15	HP (B*3) = 45	Total Defensive Modifier = -2
INT = 10/5**	MP (W*3) = 15	Total Protection=10 Armor
WIL = 5	Fate Points =	

**INT=10 for combat-related purposes (perception rolls, etc.) Otherwise, INT=5.

Skills/Level

Ranged Weapons = 3

Hand to Hand = 3

Soldier = 3

Benefits/Level

Enhancement: Battle-Ready = 5: +1 React(already figured in above), +1 Defense, +1 vs. Surprise, +2 Courage

Powers/Level

Armor=8

Invisibility = 10: -6 vs. normal vision, radar/energy
Modifiers = -5: 3 Charges (-3), can't use powers while inviz. (-2)"

Can Opener (Strike) = 12, Range = 3 Hexes
Modifiers = -3: Limited Range: Point Blank Only (1/4 normal range) (3), Explosive Magazine (3),
Corrosive Attack (every 5 hits of damage also lowers the victim's armor by 1) (+2), +2 to Anti missile fire (+1).

Enhanced Senses: Radar = 5

Superleap = 9

Fast Run = 5

Life Support = 5

Growth = 10: 15 ft Tall, +7 BODY, +3 Armor, -3 React (adjusted above) /Def/Stealth

Plot Hooks/Pts

Animal Intelligence = 5

Pod 1
Radar = 5

2. Head
1. Life Support = 5
2-6. Extra Structure = 3

Pod 2
Invisibility Cloak = 10

3. Arm
1. Dex = 3
2. Can Opener = 6
3-6. Extra Structure = 6

5. Torso
1. Dex = 3
2. Body = 15
3. CPU = 3
4-6. Extra Structure = 2

3. Arm
1. Dex = 3
2. Can Opener = 6
3-6. Extra Structure = 6

Armor = 10

4. Leg
1. Dex = 3
2. Fast Run = 3
3. Superleap = 5
4-6. Extra Structure = 4

4. Leg
1. Dex = 3
2. Fast Run = 3
3. Superleap = 5
4-6. Extra Structure = 4

Speedy-G

Character Name: Zone Armored Patrol (ZAP)
Mecha Type: Energy Projector

A very simple "shooter" mech, designed to take an enemy down at range.

Character Creation Pts: 100

Primary/Secondary Attributes

DEX = 15	React (D+I)/2 = 10.5	Total Move = 15 hexes
BOD = 15	HP (B*3) = 45	Total Defensive Modifier = -3
INT = 10/5**	MP (W*3) = 15	Total Protection=15 Armor
WIL = 5	Fate Points =	

**INT=10 for combat-related purposes (perception rolls, etc.) Otherwise, INT=5.

Skills/Level

Ranged Weapons = 4

Hand to Hand = 1

Soldier = 2

Benefits/Level

Enhancement: Battle-Ready = 5: +1 React (already figured in above), +1 Defense, +1 vs. Surprise" +2 Courage

Powers/Level

Armor = 11

Standard Long-range Lasers (Strike) = 15: Range = 30 hexes
Modifiers: Double normal range (+2)

Micromissile Battery (Strike) = 10: Range = 5 hexes
Modifiers: 3 Charges (-3), 1/2 normal range (-2)

Enhanced Senses: Radar, IR, Telescopic (+2 vs. Ranged) = 15

Life Support = 5

Growth = 15: 25 ft Tall, +11 BODY, +4 Armor, -4 React (adjusted above)/Def/Stealth

Plot Hooks/Pts

Animal Intelligence 5

Physical Limitation: "No Hands, Just Big Guns!" 5

Pod 1
Radar = 5

2. Head
1. Life Support = 5
2-6. Extra Structure = 3

Pod 2
1-3. IR = 5
4-6. Tele = 5

3. Arm
1. Dex = 3
2. Long Range Lasers = 5
3-6. Extra Structure = 7

5. Torso
1. Dex = 3
2. Long Range Lasers = 5
3. Micromissile Battery = 10
4-6. Extra Structure = 5

3. Arm
1. Dex = 3
2. Long Range Lasers = 5
3-6. Extra Structure = 7

Armor
= 15

ZAP

4. Leg
1. Dex = 3
2. Body = 8
3-6. Extra Structure = 4

4. Leg
1. Dex = 3
2. Body = 8
3-6. Extra Structure = 4

Mecha Fast Cheat Sheet

Mecha Combat Damage Sequence

When a Mecha is hit by an attack,

1st. Got Pods? Roll to see if external weapon pods were hit. If not, roll hit location.

2nd. Hit Location

1 = Splash Damage: (Every 5 points of damage reduces armor by 1)

2 = Head

3 = Torso

4 = Arm

5 = Leg

6=Critical Hit! (Roll again, and apply damage directly—no armor allowed)

3rd. Roll to see which system in that location was affected

4th. Apply Damage

Subtract Armor, apply damage to Power Levels of affected system.

5th. Check for Breakdown

Has the damaged system been reduced by 50%?

Breakdown chance= 1 in 6

Checks are made with each additional Hit (2 in 6, then 3 in 6, etc.)

Magazine weapons that Breakdown have a 50% chance of Exploding, inflicting half remaining Hits

Excess damage is lost.

Killing Shots:

Losing all your BODY

Losing all your DEX

Losing your CPU

Killing your pilot

Having a leg destroyed

