

ONE-ROLL ENGINE MECHA

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“O.R.E. Mecha” adapts the One-Roll Engine of *Wild Talents: Superhero Roleplaying in a World Gone Mad* to the giant robot action of manga and anime. You can create any style of mecha game with all the speed and ease of the *Wild Talents* rules, or incorporate mecha easily into a superhero game.

Mecha Characters

Creating a character in “O.R.E. Mecha” is actually the creation of two separate characters: the pilot and the mecha itself.

Pilots

While some pilots do have remarkable abilities of their own, ranging from superhuman reflexes to incredible magical powers, the pilot of a mecha is normally just a regular man or woman (or boy or girl, depending on your campaign’s setup). The only thing all pilots have in common is the possession through one means or another of a giant robot, and the skills necessary to control it in action. Pilots are built on a set number of points, based on the Pilot Power Level of the campaign.

Mecha

Mecha are a collection of miracles and extras that enhance the native abilities of their pilots. Pilots, of course, can’t access any of their mecha’s abilities unless they are actually at its controls (or riding its shoulders, or wielding its Command Staff), and most mecha are just immobile lumps of alloy without their pilots. Each mecha is built on a certain number of points, determined by the Mecha Power Level of the campaign.

Mecha Campaigns

Before a pilot and mecha can be created, the basics of the campaign have to be established. The basic world and technology level need to be established, such as near-future earthbound military, super-mecha in the far future, or magical mecha in the modern day. This determines what sort of mecha are best for players to create, since a military mecha that transforms into a space fighter won’t exactly fit into a fantasy epic with castles and wizards.

Once the parameters of the campaign are set, the Pilot Power

Level and the Mecha Power Level need to be set. Any combination of Pilot Power Level and Mecha Power Level can be selected. A hardcore, realistic military mecha campaign, like *Armored Trooper Votoms*, would likely have gritty pilots with mass-produced mecha (or maybe prototype mecha for aces), while inexperienced pilots in control of massively powerful mecha, like *Gunbuster* or *Mazinger Z*, would have gritty or cinematic pilots with super mecha. A campaign with incredibly powerful pilots in even more powerful mecha, like *Five Star Stories*, would naturally have kaiju pilots in super mecha.

Pilot Power Level

The Pilot Power Level determines what skills, stats, and miracles a pilot can purchase, as well as the pool of points pilots have for these purchases.

Gritty

This is a realistic, low-powered type of mecha campaign, probably focused on a squad of military mecha. For pilots, hyperstats should be rare, and miracles practically nonexistent—pilots are just normal joes who only have their mecha and each other to rely on if they want to survive the harsh realities of warfare. No dice options are used in a gritty campaign. Think *Band of Brothers* with mecha, or *08th MS Team*. Gritty pilots are built with about 100 points.

Cinematic

In a cinematic campaign, heroic deeds and daring actions are more commonplace, but combat is still a brutal and often-lethal affair. One or two hyperstars are common among lead characters, and miracles are a little more common. It’s common to use expert dice instead of hard dice for skills (see the sidebar on page 10 of *Wild Talents*). Most action anime that make at least an attempt at realism, such as *Gundam 0083* or *Vision of Escaflowne*, are at this level. Cinematic pilots are built with 150 to 200 points.

Kaiju

In a kaiju campaign, almost anything goes. Pilots are often extremely powerful beings even outside their mecha, and the mecha

themselves are usually capable of taking on entire armies of conventional tanks, or battling hordes of mile-long enemy starships. Any level of stat, skill, or miracle is allowed, subject only to the GM's specific campaign restrictions. This level of power is best suited to emulate the superheros of *Five Star Stories*, *Magic Knights Rayearth*, or even *Mighty Morphin Power Rangers*. Kaiju pilots are built with 300 to 500 points.

Mecha Power Level

Not every mecha is created equal. Some are unique powerhouses, while others are cheaply run off by the thousands. While mecha level is often directly related to the experience and skill of the pilot (newbies are usually given the cheapest equipment, after all), that's not always the case; anime is replete with utterly inexperienced pilots suddenly finding themselves thrust into combat at the controls of powerful giant robots built by their scientist fathers. Depending on the campaign, the points can then be used to custom-build a mecha, or to select a mecha pre-built by the GM.

Mass-Produced

There's absolutely nothing special about your mecha. As the name indicates, mass-produced mecha come off assembly lines by the shipload: cheap to make, simple to operate, and as disposable as beer cans. Mass-produced mecha are built with 150 to 250 points.

Prototype

Highly advanced, mostly unique, and often quirky, prototype mecha are much more powerful than the mass-produced models they are developed from, and are usually piloted by aces and other accomplished types. Prototype mecha are built with 250 to 400 points.

Super

Your mecha has few equals, and even fewer can stand against it toe to toe. Be grateful for that, because as a one-of-a-kind creation, your mecha almost certainly has to face its foes alone. Super mecha are built with 400 to 1000 points.

Mecha in *Wild Talents*

While most "O.R.E. Mecha" campaigns will probably focus solely on the giant robot action, superhero comics have no shortage of giant robot characters, such as the Tony Stark-built Red Ronin. If "O.R.E. Mecha" rules are used with *Wild Talents* characters, the mecha character can be compared to (and thus balanced with) Talent characters by simply adding together the Pilot Power Level and Mecha Power Level point values.

Mecha, Battlesuit or Vehicle?

Wild Talents describes the Focus flaw for miracles (page 72). So why aren't mecha built using it? Well, they certainly can be, but mecha in the source material are more than just equipment for the characters to use. They're often characters in their own right.

Plus, the entire genre is named after them, and in most anime where they appear, they get top billing in the name of the show itself (*Gundam*, *Gunbuster*, *Escaflowne*, *Rayearth*, *Macross*, *Mospeada*, *Evangelion*, *RahXephon*, *Giant Robo*, *Patlabor* . . . the list goes on and on). Given this, it seemed fitting that mecha in O.R.E. Mecha should be built more like characters than simple tools or vehicles.

Of course, there's still a place for foci and vehicles from the *Wild Talents* rulebook in "O.R.E. Mecha." Foci straight out of the book are excellently suited to model the armored battlesuit type of mecha, as opposed to the giant cockpit-driven robots the mecha construction rules create. If you want to play in a campaign where all the characters are armored-suit-wearing vigilantes, a la *Bubblegum Crisis*, build their suits using the Focus rules (an excellent example of a battlesuit can be found on p. 97 of *Wild Talents*). Vehicles, from p. 74 of *Wild Talents*, are best used for the disposable transports for mecha, such as the high-speed sleds used by mobile suits in the various *Gundam* anime.

Mecha Basics

Mecha are, at their core, simply giant humanoid vehicles for their pilots to ride in. The first step to building a mecha is to create its basic frame, on which everything else is hung. Then determine its size and what it can do.

Frame

For the frame, select a mecha archetype. This determines what kind of mecha your pilot controls, which affects the mecha's abilities and qualities. The mecha archetypes—biomechanical, high-tech, magic and steampunk—are described below.

Size

Next, choose the mecha's Size level. Size costs 15 points per level. A mecha with one or more Size levels does width in Shock and Killing with unarmed attacks, regardless of its Body stat.

For each Size level the mecha gains a damage bonus of +1 Shock and Killing to all melee attacks—the bigger the mecha, the harder it hits.

In addition, for each Size level the mecha automatically gains one Heavy Armor level.

If no Size level is purchased, the mecha is roughly human sized (about 100 kg and two meters tall, presumably an armored suit of some kind).

Each Size level doubles the mass of the previous level, so a mecha with Size 1 is 200 kg, one with Size 2 is 400 kg and so on.

Size represents an approximation, to show scale, and is exponential because in anime mecha are usually human sized, building sized, mile sized, or planet sized, with little variation in between. Not every Size 3 mecha is exactly 800 kg; it could be anywhere from 500 kg to 1,500 kg. The exact size doesn't matter as much as the fact that a Size 3 mecha is much bigger than a Size 2 mecha, while being much smaller than a Size 4 mecha.

If you have a specific size in mind for your mecha, simply purchase the Size level that is closest to height and weight you want.

Size Mass and Approximate Height

0	100 kg (human)
1	200 kg
2	400 kg
3	800 kg
4	1,600 kg (car, 1.6 tons)
5	3,200 kg (humvee, 3.2 tons)
6	6,400 kg (large truck, 6.4 tons)
7	12.8 tons (small mecha, 6–7 meters) <i>Example: VF-1 Valkyrie</i>
8	25 tons
9	50 tons (medium mecha, 10–20 meters) <i>Example: RX-78 Gundam</i>
10	100 tons
11	200 tons (large mecha, 25–40 meters) <i>Example: Evangelion Unit 01</i>
12	400 tons
13	800 tons (small naval vessel, 55–100 meters)
14	1,600 tons
15	3,200 tons
16	6,400 tons (armored cruiser, 100–200 meters)

Stats

Next purchase the mecha's stats. Mecha have only three stats: Body, Coordination, and Sense (unless the Independent Operation Quality is purchased, see below).

The mecha's **Body** stat represents the basic strength and resilience of its construction. Mecha with high Body are larger and stronger than mecha with low Body.

The **Coordination** stat of a mecha determines its maneuverability. The higher a mecha's Coordination, the faster the mecha is, whether it's covered with magnetic joint coating, liberally sprinkled with vernier motors, or simply endowed with lightning-fast actuator cams. A high-Coordination mecha can literally fly rings around a mecha with low Coordination. Mecha with the Direct Link mecha quality (see below) don't need to purchase Coordination, as they use the Coordination stat of their pilot.

Finally, the mecha's **Sense** stat represents its sensors—how it perceives the world around it and translates that information to the pilot sitting in its cockpit. A mecha with a high Sense has an advanced sensor suite, probably with some form of holographic linear cockpit, while a low-Sense mecha forces the pilot to sit in a dark enclosed chamber with only a small, narrow periscope to see outside. Mecha with the Exposed Cockpit mecha quality don't need to purchase Sense, as they use the Sense stat of their pilot.

When the pilot is at the controls of the mecha, these stats replace the pilot's own equivalent stats, and can only be used by the pilot when at the controls of the mecha, and so are purchased at –2/4/8.

Any level of stat desired can be purchased for a mecha, including hyperstats, hard dice, and wiggle dice.

Wound Boxes

Mecha also have their own wound boxes and hit location diagram. Unless altered by mecha qualities that say otherwise, all mecha have the same hit location diagram and number of wound boxes, which is the same one used for standard characters, found on page 25 of *Wild Talents*.

Cockpit

Next, select the mecha's cockpit boxes. Choose four boxes from any hit location on the mecha's hit location diagram. All boxes must be located in the same hit location—you can't select two boxes in each arm, for instance. These represent the cockpit, control harness, remote control receiver box, or whatever else is the main nerve center of the mecha.

Energy

Mecha, being (for the most part) unliving machines, do not have Base Will or Willpower scores. Instead they have Energy. Energy acts just like Willpower in terms of activating and using miracles. Energy costs one Mecha Point per point of Energy.

Since mecha do not have a Base Will, they must take the No Base Will intrinsic meta-quality, and any tests or attacks that affect Base Will instead affect the mecha's pilot unless the mecha has the Independent Operation mecha quality.

Abilities

Now you can add miracles to your mecha. For technological mecha, each miracle is actually some form of discrete piece of equipment; levels of Invisibility, for instance, are a mecha's stealth field generator, while levels of Harm could be a massdriver cannon or quantum particle rifle. Depending on the campaign's power level and the restrictions laid down by the GM, these can range from obvious abilities like Heavy Armor and Harm all the way up to Teleportation, Invisibility, and Time Fugue.

However, while it's certainly possible for mecha to have almost any conceivable power, especially for super and/or magic mecha (anime producers often have very vivid imaginations), in practice certain miracles are more appropriate and common for mecha than others. See Mecha and Miracles, below.

Mecha Archetypes

These archetypes define the basic core of your mecha's construction, and thus determine how your mecha operates. It is the source of most innate mecha powers, and cannot be altered without changing the very nature of the mecha itself. As with superpower source meta-qualities, all internal abilities of mecha are considered to be "contained" within the mecha archetype: a hi-tech mecha gets all its nifty abilities from the advanced technology built into it, while a magic mecha is granted all its abilities from whatever magical entity it draws its powers from. Each mecha has one and only one mecha archetype, but it costs no points.

Biomechanical

Your mecha isn't built, it's grown. Whether it has a human brain as a computer, contains a living organism wrapped in an armored shell, is composed of linked nanobots on an alloy framework, or is just a giant insect of some sort with a saddle and reins for a rider, your mecha is somehow alive. While this can be a benefit when it comes to things like maintenance (no need for repairs when your mecha can heal), just watch out when your giant robot comes down with a cold.

Biomechanical mecha can purchase the Independent Operation mecha quality for only 1 or 3 points per level, depending on the degree of control (see the Independent Operation quality below), and the Regeneration miracle at $-1/2/4$ points, but must take a Susceptibility quality to at least an uncommon substance.

Hi-tech

This is your standard, default, generic, run-of-the-mill giant robot, forged through the miracles of superscience. Built in a lab, assembled in a factory, or even cobbled together by a hobbyist, a hi-tech mecha is purely an artificial technological construct.

Hi-tech mecha cannot take Regeneration or Healing powers, and must take the intrinsic quality of Irreparable, but can take Heavy Armor at $-2/4/8$ points.

Magic

Mecha of this type are more akin to summonable servants or monsters than they are to other types of mecha. Generally the tool of last resort of the more violent type of Magical Girl, magic mecha can also be ancient golems, summoned idols, or anything large, armored, and interdimensional.

Being, well, magical, magic mecha have no innate limitations when it comes to miracles, though they must have either the Remote Control or Susceptibility mecha quality.

Steampunk

Steampunk mecha are essentially like hi-tech mecha, but built from a much lower technology base. Instead of servomotors and fly-by-wire controls, a steampunk mecha works on a system of control levers and mechanical pulleys. Despite the name, a steampunk mecha isn't necessarily run on steam; it can be powered by such diverse sources as coal, the spirit energy of the pilot, or the crystalline hearts of dragons. Whatever the power source, however, Steampunk mecha are still more machine than magic.

Like hi-tech mecha, steampunk mecha can't take Regeneration or Healing and must take the Irreparable intrinsic quality, but can take Extra Tough for only 4 points per level to represent their tough, low-tech, rivets-and-iron construction.

Mecha Qualities

Mecha qualities are innate characteristics of a particular mecha or model of mecha, providing some benefit or drawback not covered by miracles. Qualities can be used to customize the abilities of your mecha, making it stand out from all the other giant robots

out there. They can also be used to gain a few extra points to build your mecha, though usually not without a serious drawback.

Mecha can use almost any intrinsic meta-quality from page 51 of *Wild Talents* (any quality that affects Willpower for Talents affects Energy instead for mecha). Below are a few that are specific to mecha.

Custom Hit Locations [8 points]

Most mecha are humanoid in basic shape, but your mecha is different. Perhaps it's in the shape of a giant mechanical lion, or a huge living dragonfly. You can arrange your mecha's wound boxes and hit locations any way you like, to reflect your mecha's unique form.

- You have 34 wound boxes to spread among 10 hit locations. All ten hit locations must be assigned. If your mecha is in the shape of a giant robosnake, with just one big torso, that torso is all ten hit locations and has all 34 wound boxes.
- Defensive powers cost the same as usual, no matter how many or how few hit locations you have.
- Your mecha can't have more than ten hit locations. Split the numbers between extremities as needed. If your mecha has more than ten limbs, split the hit locations only among the largest and most important.
- Three hit location numbers must be assigned as the "core" hit locations of your mecha, just as 7-9 is the "core" on a humanoid mecha—the torso.
- Four wound boxes must be the cockpit boxes. They can be in any location, but they must all be in the same location. You can't assign more than four of the 34 wound boxes to the cockpit. If your mecha has the Extra Tough miracle, it increases the cockpit wound boxes along with each hit location.

Direct Link [-10 points]

Your pilot is directly linked with his mecha, whether using a neural hookup, a mystic blood bond, or simply merging his very soul into it. This allows him to use his own Coordination stat for the mecha when piloting it, instead of having to purchase a Coordination stat for the mecha during construction. This naturally makes mecha a lot cheaper to build, in addition to often making it more maneuverable and effective in combat, but it does come with a rather hefty price: The pilot takes damage whenever the mecha takes damage. If the mecha takes three shock damage to its left arm, the pilot takes three shock damage to his own left arm.

Exposed Cockpit [-2 points per level of exposure]

Your mecha's cockpit leaves the pilot unprotected, such as a cage harness or completely external controls. For each level of Exposed Cockpit, reduce by one the amount of damage required for a direct hit on the pilot (see Mecha and Combat, below).

For example, if your mecha has four cockpit wound boxes and two levels of Exposed Cockpit, any hit that does two or more damage to the cockpit is a direct hit on the pilot.

A mecha with Exposed Cockpit also has no Sense stat of its own; the pilot has only his own senses to rely on when piloting.

Independent Operation [2 or 5 points per level]

Whether it has A.I. computer control or its own living will and innate intelligence, your mecha is capable of piloting itself. For each level you purchase, your mecha has its own Brains and Cool stats at 1d and 1 Base Will (i.e., two levels of Independent Operation gives your mecha Brains 2d, Cool 2d, and a Base Will of 2), which allows it to take action and enter combat even when you aren't at the controls or are otherwise incapacitated. At 2 points a level, the GM controls your mecha's actions when you aren't directly piloting it. At 5 points per level, you control its actions.

Merging [15 points]

Your mecha is part of a team of similar mecha, all with the ability to merge together into a single larger, more powerful mecha. Each of the sub-mecha that merge must take this quality. Add up all the Mecha Points of all the sub-mecha that can merge into one mecha, and use those points to build a single, powerful mecha. The merged mecha can have any stats, qualities or miracles that its pilots decide upon, though it must be of the same mecha archetype as the sub-mecha. Merged mecha also often have the Crew focus flaw.

Remote Controlled [10 points]

Unlike most pilots, you don't ride in or on your mecha. Instead you control it from a (hopefully) safe distance through some form of remote control. This can be anything from a magical rod of power to a briefcase containing a set of radio controls (if your control device is not easily portable, this only costs 5 points). While this doesn't change your mecha's cockpit wound boxes, it does mean that if they're all filled with Shock or Killing damage you aren't harmed in any way.

Susceptibility [-variable points per level]

Your mecha is extra vulnerable to something, or has some innate weakness. This can be anything you like, but whatever it is, it does one point of Shock or Killing damage per level of Susceptibility to whatever part of the mecha is exposed to the substance for each combat round it is exposed.

Susceptibility	Shock/Killing
Common (air, water, people)	-4/8
Frequent (sunlight, cold, pollution)	-3/6
Uncommon (electricity, electromagnetic radiation, human diseases)	-2/4
Rare (magic, alien ore, black holes)	-1/2

Volatile [-2 points per reduced wound box]

Your mecha is more fragile than most in combat. Even a relatively weak hit can cause devastating damage. This is definitely dangerous for the pilot, and is common on mass-produced mecha. For each level of Volatile, one wound box somewhere on the mecha is automatically and permanently filled with killing damage, making it that much easier for an opponent to fill the rest.

Mecha and Miracles

Not every miracle is appropriate for every mecha. While any miracle can be purchased for a mecha depending on the requirements and restrictions of an individual campaign, some miracles are more common for mecha than others. Below is a listing of cafeteria-style miracles from the *Wild Talents* core book, describing some options for ways each miracle may be used in an "O.R.E. Mecha" campaign.

All mecha miracles automatically get a -1/2/4 discount, since the mecha is essentially a giant focus.

As a focus, mecha also commonly have the additional focus flaws Hard to Replace, Immutable, and Operational Skill (requiring the pilot to have the skill Pilot: Mecha). Really large mecha may also have the Crew focus flaw, and very unique and special mecha may have the Irreplaceable focus flaw. Whatever focus flaws are taken for a mecha should apply to most, if not all, of the miracles purchased for the mecha.

Almost any other extra or flaw can be taken.

Absorption

Absorption of almost any type suits most forms of mecha. At lower levels (and with the Defends power quality and maybe focus extras) it can represent the energy-blast-absorbing force field commonly used by hi-tech military mecha. At higher levels it can represent a biomechanical or magic mecha's innate ability to absorb attacks and reflect them back at the attacker.

Aces

While sentient mecha (magic, biomechanical, and/or those with the Independent Operation mecha quality) might have miracle, it's probably not appropriate for mecha,

Alternate Form

If there's anything that equals giant robots for ubiquity in anime in the minds of many people, it's giant robots that transform into something else. Alternate Form, especially with the Hurt Means Hurt flaw, can be used for the classic "robot that transforms into a jet" or some of the more exotic abilities of magic and biomechanical mecha.

Bind

Bind is a useful nonlethal attack for mecha to have, and can be used for everything from the restraining nets fired by hi-tech police mecha to tentacles sprouting from biomechanical mecha.

Block

With the Defends power quality and focus extras, this can represent a large handheld armored shield wielded by the mecha, commonly used by lower-tech hi-tech military mecha, though this can also be used for sword-wielding steampunk mecha. Most other types of mecha rely on other methods of protection.

Containment

This miracle, representing force fields of one type or another, is the favored defensive mechanism of magic, biomechanical, and the more space opera-influenced brands of hi-tech mecha. It's very rare for anything other than a magic mecha (or extremely hi-tech mecha) to use the Attacks variant of this miracle, however.

Control

Control is an ability almost never possessed by mecha, with a few rare magic mecha exceptions.

Cosmic Power/Spellcasting

This ability is also almost never possessed by any type of mecha.

Create

Certain applications of this ability may suit the mO.R.E. Mechanical types of mecha, such as Create [Light] or Create [Electricity], but it's really only appropriate for magic mecha when it comes to creating more esoteric substances.

Dead Ringer

Mecha of all types are usually huge, purpose-built vehicles, making it extremely unlikely for any of them to even be able to make use of an ability like Dead Ringer.

Detect

Mecha, especially military hi-tech mecha, are sure to have a considerable level of Detect. Hi-tech mecha will be able to detect such technologically-oriented things as electromagnetism, radiation, electricity, and the like. Biomechanical mecha may have some sort of lifeform sensing ability, in addition to the above. Magic mecha will probably Detect magic (of course), but may even have more focused abilities, depending on how and why the mecha was created.

Elasticity

Rare for standard, constructed mecha types, Elasticity may be used to represent the malleable form of a nanotech biomechanical mecha, or the shapeshifting nature of a magic mecha.

Extra Tough

It's a rare mecha of any type that doesn't have this ability. Mecha are usually built very large, very strong, and very tough, after all.

Flight

Another ability common to mecha of all types, whether the mecha surfs ether waves, rides the air currents, floats on spirit energy, or uses good old-fashioned rocket boosters.

Gadgeteering/Enchantment

Considering that mecha are gadgets or enchanted artifacts themselves, there's little reason or need for them to have this ability.

Ghost

More useful for pilots than mecha, Ghost can (with the Robust power quality and and the Physical flaw) be used to emulate a probe launched by the mecha and controlled directly by the pilot.

Go First

Fast, maneuverable mecha, of any type, commonly have one or more levels of this ability.

Harm

The standard attack ability. With the right flaws and extras, it can be used to represent anything from a Nova Particle Cannon to a Hyperbazooka to a giant mecha-scale scimitar.

Healing

With this ability, your mecha can heal others. Only biomechanical and magic mecha may have this ability, though it's more common for magic mecha.

Heavy Armor

Another ability no self-respecting giant robot, of any type, should be without.

Immunity

While this ability is common to mecha of all types, it is especially useful for military hi-tech mecha. It's a rare military mecha that isn't Immune to one type of environment or another.

Indomitable Willpower

Pilots sometimes have this ability, but their mecha (even sentient ones) rarely do.

Insubstantiality

This ability is rare among mecha, but can be used to model such special abilities as "quantum phasing" for hi-tech mecha or various mystic powers possessed by magic mecha.

Invisibility

Stealth-oriented mecha of all types may make good use out of Invisibility. Whether it's alchemical Stealth Mantles, high-tech ECM, psychic Mind Clouding, or mystic shadowing, all of these are represented by various permutations of Invisibility.

Jinx

Like Aces, this ability is unlikely to be possessed by mecha.

Metamorph

Mecha of types other than magic are not likely to have this ability, though it can be used quite effectively by magic mecha.

Multitask

This is another ability that is more common among pilots than mecha, though it could be used to represent extremely large mecha where each crewmember operates a separate part or function.

Nullify

Magic mecha may use this to represent broad-based magical effects, but mecha of other types can make good use of narrow applications of Nullify. A biomechanical mecha with the ability to Nullify the otherwise-impervious force fields of the alien attackers it was designed to fight is one example, as is a hi-tech mecha with a special armor-dissolving acid rifle.

Perceive

Like Detect, this is a very common power for all kinds of mecha, whether it's to Perceive the infrared spectrum of light, to Perceive heat patterns, or something else entirely.

Power Mimic

Most mecha are purpose-built, meaning that whatever abilities they are constructed with, they are likely to stick with them exclusively. Some mecha may have this ability anyway, though usually it's tied to the mecha's very nature, like a bestial biomechanical mecha that devours defeated enemies to absorb their powers, or a magic mecha that has the mystical ability to mimic any opponent it faces.

Precognition

Mecha, being mostly nonsentient, are not likely to be Precognitive, though their pilots certainly may.

Projected Hallucination

A hi-tech mecha with holographic projectors can use this ability to confuse foes in combat, a magic mecha may use innate spells, a biomechanical mecha may use mind powers, but a steampunk mecha isn't likely to have this ability at all.

Psychic Artifact

While this ability is not likely to be possessed by any mecha, it could be used by any type of mecha to represent something esoteric, like a built-in mental amplifier that allows the pilot to manifest handheld weapons for his mecha.

Puppet

Like Psychic Artifact, this ability is not likely to be possessed by any mecha other than the most esoteric, like a demon-mecha that allows the pilot to infect and then control opponents with tendrils of dark energy, or a nanotech-based mecha that uses tendrils of nanites to the same thing, or some other similar justification.

Regeneration

Your mecha can heal itself. Extremely common among biomechanical mecha, rare among magic mecha, and utterly unusable by any other mecha.

Second Chance

This is not really a "mecha ability" so much as a genre-emulation ability. Any mecha or pilot can have Second Chance, especially in cinematic or kaiju campaigns, where the good guys tend to miraculously survive even the most horrific assaults.

Sidekick

Whether your biomechanical mecha divides like a giant cell, your hi-tech mecha separates into two independent smaller mecha, or something else, your mecha can create, somehow, a subordinate mecha that follows your orders.

Size Shift

Generally possessed only by supernatural- or superscience-type mecha. While any mecha could conceivably have this ability, it's not well suited to campaigns that make even a token effort to be realistic.

Telekinesis

This ability is more likely to be taken by pilots than mecha, but it can be used to represent some form of built-in mental amplifier that allows the pilot to use Telekinesis while at the controls of his mecha.

Telepathy

Like Telekinesis, it's more common for pilots to possess than mecha, but it can represent some form of built-in mental amplifier that allows the pilot to use Telepathy while at the controls of his mecha.

Teleportation

This ability isn't limited to any type of mecha, as it can represent anything from boson jumping for hi-tech mecha to mystic portals from place to place that a magic mecha can step through. As with Size Shift, however, the more realistic the campaign, the less likely mecha are to have this ability.

Time Fugue

What goes for Teleportation also goes for this ability.

Unconventional Move

This is another common mecha ability. It can be used to represent the swimming abilities of amphibious mecha, the tunneling abilities of underground mecha, the treads of a tanklike mecha, or any other movement style that differs from the standard walking on two legs or flying methods.

Willpower Battery

This is Energy Battery for mecha, but otherwise is identical to the same power for Talents. Any mecha may take this, and can represent anything from plug-in battery packs to huge extension cords for the mecha.

Mecha and Combat

Mecha operate in combat just like Talents do. There are two important factors to bear in mind: Cockpit damage and mecha size.

Cockpit Damage

If a mecha's cockpit boxes are filled with Shock damage, its controls are battered and knocked offline. The mecha is disabled until it can be given minor repairs by the pilot (or by a technician if one has time to scramble up to the cockpit or, say, guide repair-bots from a remote location).

Minor repairs require a Brains + Electronics skill check at a difficulty equal to the amount of Killing damage taken by the cockpit. The check takes 5 – width rounds, or five rounds for a failed attempt. If it succeeds, it erases width in Shock damage to the cockpit.

If a mecha's cockpit boxes are all filled with Killing damage, its controls are smashed and its remote control box (if the mecha has the Remote Control quality) is destroyed. Even if the pilot somehow survives, the mecha is out of combat until it receives major repairs, which require extensive time and major equipment outside combat.

Pilot Damage

When the cockpit takes a hit, sparks, flame and shrapnel can hurt or even maim the pilot. Any damage to the cockpit wound boxes triggers an Area attack on the pilot. The pilot automatically takes two Shock to each hit location. For each point of Shock damage to the cockpit boxes, roll one Area die inflicting Shock damage on the pilot. For each point of Killing damage to the cockpit, roll one Area die inflicting Killing damage on the pilot.

However, if a single attack does four or more Killing damage to the cockpit boxes, the pilot takes a direct hit and suffers all the Shock and Killing damage to a single hit location. Roll one die to determine location of the direct hit.

Pilots operating mecha with Direct Link, of course, always take whatever damage their mecha takes to their own wound boxes. See the Direct Link mecha quality, above.

Example: A mecha with five cockpit wound boxes is hit in the cockpit and takes three points of Shock and Killing damage past its armor. The pilot takes two Shock to every hit location, and rolls three Area dice for Shock damage and three Area dice for Killing damage. The first roll's results are 3, 3 and 6, so the pilot takes two Shock to the right arm and one Shock to the left arm. The second roll's results are 1, 1 and 2, so the pilot also takes two Killing to the right leg and one Killing to the left leg.

The mecha's player fills in its wound boxes—it now has three boxes filled with Killing and two filled with Shock. The mecha is disabled while the wounded pilot struggles to get its controls back online.

Unfortunately, the next round the mecha takes a cockpit hit for five Shock and Killing past its armor. Since this is equal

to its total wound boxes, it's a direct hit to the pilot.

The pilot rolls a single die for location and it comes up 3, so the pilot takes five Shock and five Killing to the right arm. The pilot also takes 2 Shock to every hit location from the Area impact. The cockpit itself is destroyed and the pilot is maimed and dying in the wreckage.

Mecha Size

Size matters most when a larger mecha and a smaller mecha (or Talent, main battle tank, etc.) square off.

Let's say a Size 4 mecha punches a Size 10 mecha with a die result of 3x6. With Size 4 it does a total of 7 (width 3 + 4 Size) Shock and Killing damage to the left arm of the larger mecha. But the larger mecha has an additional 10 points of Heavy Armor, so no damage gets through.

If the Size 10 mecha punches back for a roll of 4x3, it does 14 (width 4 + 10 Size) damage to the smaller mecha's right arm. The Size 4 mecha has 4 additional points of Heavy Armor, so it takes 10 Shock and Killing damage. Unless it has a lot of extra armor plating, the smaller mecha is in big trouble.

In addition, facing a much larger opponent makes it easy to hit where you're aiming. After all, if the enemy's arm is the size of a tanker truck, a called shot to the arm isn't going to be much of a challenge. If the target is two or more Size levels larger than the attacker, the attacker can attempt a called shot without a 1d penalty.

Sample Mecha

These two examples show the vast differences in power between mecha of different scales. The XT-03A "Fear Maker," about the size of a jet fighter but much more heavily armed and armored, can tear through a squadron of modern tanks but is helpless as a bug against the immense Biobeast Gamaliel.

XT-03A Pabayatsa Stelat (Fear Maker) (300 points)

This is the first attack mecha mass-produced by the military of the EuroRussian Union, reverse-engineered from captured Asian Federation units. It is cheaply constructed, and still lacks many of the features and technology used in the latest Asian Federation mecha, but gives the Union a fighting chance against the forces of the Federation. Pilots of the XT-03, however, are less than impressed with the fragile mecha, and have given it their own nickname: Bez Perevoda, the Widowmaker.

Frame

Hi-tech.

Power Level

Mass-produced.

Abilities [38 points]

(Each includes the automatic -2/4/8 discount.)

Body 7d, Coordination 3d, Sense 2d, 10 points of Energy.

Size [105 points]

7 (6.3 meters tall, 15 tons, +7 HAR, +7 Shock and Killing in melee).

Mecha Qualities [-20 points]

Irreparable [-8], No Base Will [-10], Volatile 6 [-12; one wound box from each arm and leg and two from the torso are automatically and permanently filled with Killing damage].

Miracles [187 points]

(Each includes the automatic -1/2/4 discount.)

Turbojet Thrusters [Flight 4d] (D, R, U; Extra: Booster 5 (speed, 512 mph), +16 points; Flaw: Go Last, -2/4/8; 28 points.)

105mm Automatic Cannon [Harm 6d] (A, R; Extras: Deadly 12 (+4 Shock and Killing), +24 points; Penetration 5, +15 points; Spray 1, +6 points; Flaws: Obvious, -1/2/4; Focus with Accessible and Easily Replaced, -1/2/4; 45 points.)

Attack summary: width + 4 in Shock and Killing, Penetration 5, Spray 1.

30mm High Explosive Missile Pack [Harm 8d] (A, R; Extras: Deadly 9 (+3 Shock and Killing damage), +18 points; Area 2, +12 points; Penetration 8, +24 points; Locked On, +4/8/16; Flaws: Obvious, -1/2/4; Depleted (must be reloaded at base, takes at least a day), -4/8/16; Focus with Accessible and Easily Replaced, -1/2/4; 62 points.)

Attack summary: width + 3 in Shock and Killing, Area 2, Penetration 8.

Mecha Bayonet (Deadly 6 (+3 Killing damage) and for hand-to-hand attack only; 12 points.)

Attack summary: width + 7 in Shock and width + 10 in Killing damage.

Light-Enhancing Camera [Perceive Very Low Light Levels 4d] (U, R; Sensitive, -1/2/4; 8 points.)

Titanium-Ceramic Interlaced Armor Weave [Heavy Armor 5] (D, R, U; Hi-tech, -2/4/8; Flaw: Ablative, -2/4/8; 10 points.)
Total HAR 12 with 5 ablative.

Reinforced Frame [Extra Tough 5] (D, R, U; 20 points.)

Biobeast Gamaliel (400 points)

Cloned from the gigantic creature found inside a wrecked alien starship, and enshrouded in armor plating to help keep the beast under control, this mecha could be as dangerous to the Earth

Army as the Earth Army hopes it will be to the alien invaders who have come looking for their crashed property.

Frame

Biomechanical.

Power Level

Super.

Abilities [42 points]

(Each includes the automatic -2/4/8 discount.)

Body 9d, Coordination 0 (uses pilot's), Sense 5d, 22 Energy.

Size [165 points]

11 (30 meters tall, 200 tons, +11 HAR, +11 Shock and Killing in melee).

Mecha Qualities [-17 points]

Direct Link [-10], Independent Operation 5 (under GM control) [5], Susceptibility (gamma radiation, does Killing) 3 [-12].

Miracles [240 points]

(Each includes the automatic -1/2/4 discount.)

Reflection Field [Block 5d] (D, R; Extra: Reflexive, +3/6/12; 25 points.)

Lifeform Sensors [Detect Living Creatures 2hd] (R, U; 8 points.)

Massdriver Rifle [Harm 6d] (A, R; Extras: Penetration 10, +30 points; Spray 1, +6 points; Obvious, -1/2/4 points; 48 points.)
Attack summary: width in Shock and Killing, Penetration 10, Spray 1.

Molecular Slicer [Harm 3wd] (A, R; Extra: Non-Physical, x2; Flaws: Expensive, -1/2/4; Obvious, -1/2/4; 48 points.)
Attack summary: width in Shock and Killing, ignores armor.

Vibroknife (Deadly 3 (+1 Shock and Killing) and Penetration 4 with melee attacks; 18 points.)
Attack summary: width + 12 in Shock and Killing, Penetration 4.

Armor Bindings [Heavy Armor 3] (D, R, U; 18 points.)
Total HAR 14.

Alien Musculature [Extra Tough 7] (D, R, U; 28 points.)

Bio-Regeneration [Regeneration 2] (D, R, U; Biomechanical, -1/2/4; +1 Shock, +4 points; Extra: Affects either the pilot or the mecha, x2; for 2 Energy the mecha or pilot recovers 2 Shock and 1 Killing; 20 points.)