A dramatic illustration of a giant mecha towering over soldiers in a battlefield. The mecha is dark, heavily armored, and has a complex, angular design. It is positioned in the center, with its right arm raised. In the foreground, two soldiers in tactical armor are visible. One soldier on the left is holding a rifle, and another on the right is partially visible. The background is filled with smoke and fire, suggesting a battle scene. The overall tone is dark and intense.

**FASTER THAN LIGHT: NOMAD  
SUPPLEMENT #3:**

# **MECHA**



**STELLAGAMA  
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## INTRODUCTION

Armored infantry trooper robots smashing through walls, autocannons and rockets firing as engines scream, and metal meets metal in combat! Flying through space strapped into a high-tech transformable fighter: an infantryman-meets-tank-meets-starfighter, defending humanity from alien invaders. High mobility powered armor augmenting the talents of ace pilots, kicking up huge dust plumes behind them as they race along a desert floor. Massive multi-storey mecha blasting each other with high-energy particle beams, missiles, beam swords, and battle fists, amidst the ruins of a once great civilization, their fusion engines get ever hotter and hotter. Plucky pilots in giant robots defeating horrible Kaiju attacks.

Sometimes, a good science fiction game just needs some mecha to make it a great game!

Mecha—giant robots and powered armor—have been a staple of science fiction for a very long time. Long before Japanese anime mecha staples arrived in North America, we read about mobile infantry in powered armor dropping from space and fighting inhuman aliens in a desperate battle for humanity's survival. Mecha gives the normal fighting human an incredible edge. A mecha pilot is not just vehicle crew. They are knight errant, fighter ace, and infantryman, but transformed into a super-soldier encased in a high-tech humanoid vehicle bristling with weapons. Mecha roleplaying is, at heart, science fiction roleplaying, with all the drama, action, and tragedy that the genre entails. There is a lot of space in science fiction gaming for players and Referees to use mecha to have epic adventures and run compelling campaigns.

There are some adjustments to make for mecha in science fiction gaming. The first is that one must accept that mecha—even the most realistic ones in the genre—are unrealistic for most military applications. Compared to more realistic military vehicles, they are too tall, they are overly complicated, and they are under-armored. Fine, let the naysayers have their moment, as they sit in the luxury of their spaceships with artificial gravity, travelling between worlds at speeds faster than light. Second, putting mecha in a game world forces the Referee to reconsider their notions of scale, and adjust certain things; accordingly, even small-scale mecha and powered armor are military-grade assets that might be inappropriate in many settings. Bringing a 4-meter tall (or taller!) walker armed with



autocannons to a gunfight is usually overkill. Usually. Related to the second problem, is the case when not all the player characters have mecha. How can the Referee integrate everyone into the action if the scales between characters might be so different? Fourthly, having high-tech military gear on hand might overly encourage high-tech military solutions to player character problems. The Referee needs to engage the players in a way that gets them thinking creatively, so that hopping into the cockpits of their mecha is not always the default action when a problem presents itself.

This book will attempt to answer these concerns and help Referees adjust, by addressing them as we discuss rules changes and setting assumptions. This book is divided into three parts. Firstly, we detail how to incorporate mecha into FTL: Nomad science fiction games, using the basic assumptions present in FTL: Nomad-style science fiction. This includes rules for generating mecha pilots, as well as applying various character archetypes and talents to mecha pilots. We expand and apply the vehicle combat rules to mecha. Secondly, we provide detailed rules for constructing mecha in a variety of Tech Ages. The final section of this book provides a few setting and adventure options for mecha-centered FTL: Nomad games.

## **REQUIRED MATERIALS**

Nomad Mecha is intended for use with FTL: Nomad. However, Nomad Mecha is relatively compatible with the majority of Cepheus Engine and 2d6 Sci-Fi OGL rules.

## **STELLAGAMA PUBLISHING**

Stellagama Publishing is an international role-playing game publisher focused on science fiction and sword & sorcery gaming, founded in January 2016. We publish gaming material for the Cepheus Engine, several OSR rulesets, and our own Quantum Engine and Nomad Xd6 Engine rulesets. Our goals are primarily to publish enjoyable and immediately playable supplements, settings, rulesets, and adventures for our fellow players and referees. Our leading setting is *Terra Arisen* a high-action space-opera universe in which Terra only recently gained its freedom from the mighty Reticulan Empire. Our flagship ruleset is *Faster Than Light: Nomad*, a streamlined yet comprehensive Xd6-based science fiction RPG. We

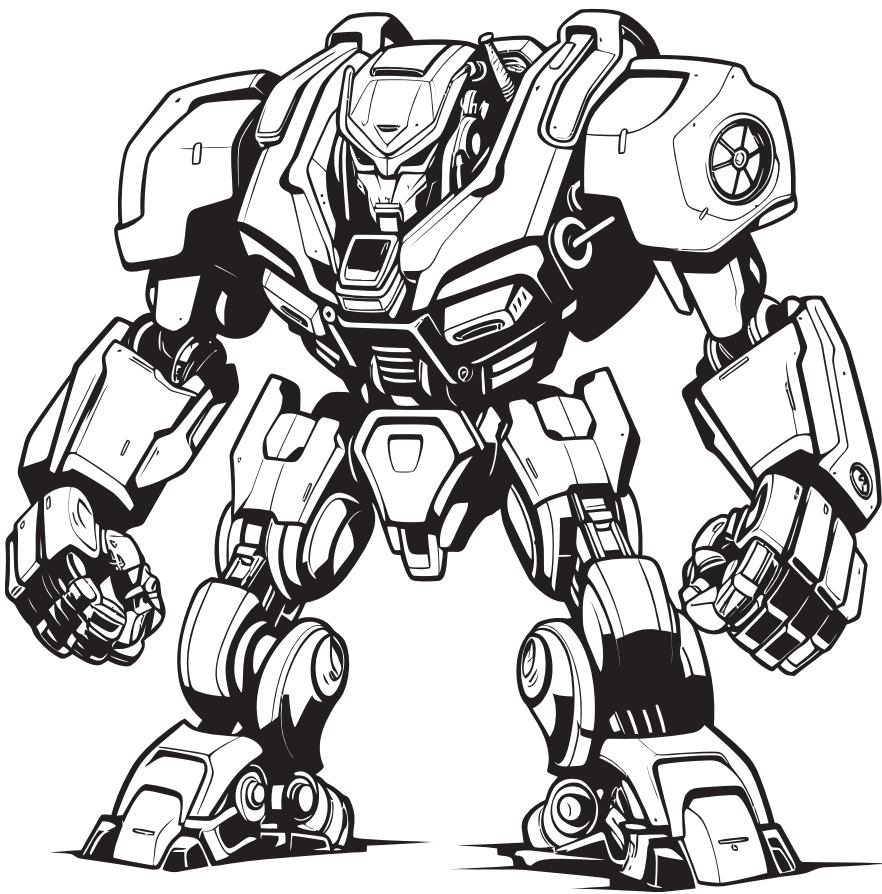


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also published a sword & sorcery 2D6 ruleset, *The Sword of Cepheus*, in 2020, with a second edition published in 2024, and a lighter ruleset under the Quantum SRD, including *Barbaric!* In 2021.

## ABOUT THE AUTHOR

Josh Peters is a high school math and history teacher, an accomplished drummer, and avid tabletop RPG gamer. Josh has a Master's Degree in history, and resides in Montreal, Canada, with his beautiful, patient wife and two deviously adorable children.





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## CHAPTER 1: INCORPORATING MECHA INTO FTL: NOMAD

Using mecha in FTL: Nomad is a relatively straightforward process. At the most basic level, mecha are vehicles, and the vehicle rules are more than sufficient to handle mecha without any radical modifications. However, a few minor modifications to the rules can result in a more interesting mecha setting.

### CHARACTER GENERATION

The rules for character generation do not change for mecha. The important skills for mecha combatants are Combat, Vehicles, and Technology. Unless specifically mentioned in this chapter, all archetypes and talents remain unchanged.

#### FTL: NOMAD ARCHETYPES IN A MECHA GAME

Any *FTL: Nomad* archetype is a valid choice in a mecha game. However, some are more useful or common than others. These include, but are not limited to:

**Agent:** A spy, intelligence officer, or industrial espionage expert focusing on mecha technology.

**Engineer:** The tech-obsessed mecha nerd is a well-established archetype in many mecha stories.

**Mystic:** Depending on the setting, the mystic might be an old soldier who has embraced spirituality, or a psychically-enhanced prodigy pilot.


**Outlaw:** Criminals might be using mecha to smuggle contraband, or they might be smuggling mecha. A pilot might have a shady past, or shadier connections.

**Outsider:** This archetype can be used to represent newly recruited backwater denizens, or salvagers who roam the wastelands in their cobbled-together mecha looking for technology.

**Pilot:** Probably the most straightforward archetype for mecha pilots. If everyone is a mecha pilot, then the character with this archetype is a very gifted pilot. However, since Vehicle skill rolls will be much more central to the action in a mecha game, we recommend the following



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change to the archetype: Outside of combat, the pilot's Vehicle skill roll gains +1D as usual. However, in combat or high action situations (like a mecha race), give the character three tokens that each represent a +1D bonus that can each be applied to different Vehicle rolls as they come up. These three tokens are replenished at the start of a new battle or combat, and do not ever transfer.

**Roughneck:** Another great archetype for support personnel characters. Roughnecks will find their natural ability at performing repairs and operating non-mecha heavy machinery will be very valuable.

**Scout:** This archetype can be used to create mecha pilots who are well-trained in sensor operation, navigation, and moving quickly through wilderness terrain—either on foot, or in mecha.

**Soldier:** Another very common archetype for mecha campaigns. If everyone is a member of a military unit, then a character with the Soldier archetype is a veteran, or highly-trained elite combatant that has the misfortune of being assigned to a squad of regular soldiers. The Soldier's additional Combat Talent will be very useful (see below).

## **FTL: NOMAD TALENTS IN MECHA GAMES**

Most of the Talents found in FTL: Nomad can be used unchanged in a mecha campaign. In fact, the default assumption is that all Talents are transferrable and can be used while piloting mecha. However, some care is required in certain cases to prevent problems. This section lists those Talents found in the main FTL: Nomad rulebook that might need changes for mecha-heavy campaigns. If a Talent is not mentioned here, it is usable as normal.

### **COMBAT TALENTS**

**Artillery:** Most mecha weapons are not considered artillery weapons. Those mecha that do carry artillery weapons can benefit from this talent when attacking with those weapons. Note that all other artillery related tasks (forward observation, counter-battery fire determination) still gain the +1D bonus.



**Assault:** This Talent's bonus only applies to heavy anti-armor weapons: guided missile systems, mecha bazooka systems, and mecha hand grenades. Depending on the setting, mecha might be much more powerful than tanks and other armored vehicles, so this Talent does not apply in those cases. In settings where mecha are not the "kings of the battlefield," then this Talent can still apply. Referees should consider making a list of mecha assault weapons in their setting.

**Hunter:** This Talent still applies when in mecha but remember that a group with vehicles applies a -1D penalty to the Surprise roll when beginning combat.

**Martial Artist:** This talent applies when in mecha: the martial artist can make their mecha perform spectacular melee attacks. However, only add +2 to the damage rolls of mecha melee attacks (see p.44 below for the damage ratings of melee attacks in mecha).

**Relentless:** Depending on the campaign style, this Talent can apply to mecha damage. At the end of the combat, roll on the Light Damage Table (p.20) twice, and take the worse result.

**Sneak Attack:** The notion that giant robots can execute sneak attacks may sound ludicrous, but depending on the setting, the specific mecha, and the environment, these things can happen.

**Two-Fisted:** This Talent can apply in mecha, as long as both weapons are one-handed. The second action in the round still cannot be used to make another two attacks. The attack with the second weapon is made at a -1D penalty.

**Weak Point:** This Talent is changed in mecha games, as it is a staple of the genre. To activate it, spend a Hero Point, and throw Knowledge (8+) to gain the benefit.


## CHARACTER TALENTS

**Ambidextrous:** Does not apply in mecha.

**Big Mouth:** This does apply while in mecha, as long as the big-mouthed character has a functioning communication system, or loudspeaker.

**Endurance:** If a character takes a wound while inside a mecha, this Talent applies.

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**Infuriating:** Applies as long as the character has a functioning communication system or loudspeaker.

**Inspiring:** This works while in mecha, as long as the character can communicate with their comrade.

## PROFESSIONAL TALENTS

**Ace Pilot:** This Talent may or may not require any modification. In Chases or any battle with a Position roll, apply this Talent normally. However, some mecha games might not have any battles with Position rolls. In this case, once per battle, the Ace Pilot may either cancel a successful attack against their mecha, like the Evasion Talent (FTL: Nomad, p.19), or elect to turn a missed attack into a successful attack (this would stack with the Evasion Talent). They can only do one of these, once per battle, not both, and only if there is no Position roll in the combat.

**Acrobat:** Apply this Talent if the mecha the character is piloting is agile enough to do acrobatics. This may or may not require special servo modifications.

**Ghost:** This Talent applies in mecha as long as the terrain or obscurement is sufficient to mask mecha.

**Hacker:** This is a useful Talent for electronic warfare specialists. Usually, it is impossible to hack enemy mecha themselves. Usually.

**Rigger:** This is a great Talent for field repairs in the middle of battle. Whether or not the character has to exit their armored cockpit to effect repairs is up to the Referee and the type of damage being fixed.

**Tech Specialist:** This Talent only applies to fixing, maintaining, and designing, not piloting.

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## **FTL: NOMAD CHARACTER SKILLS IN A MECHA GAME**

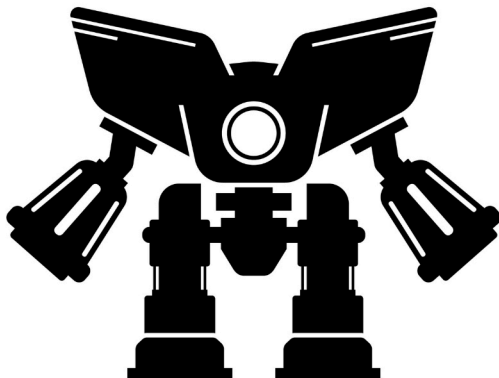
Characters operate mecha using the Vehicles skill. Depending on the Referee and setting, some mecha might be usable by just anyone with a Vehicles skill of 1 or higher. In other settings, properly operating mecha might require a great deal of advanced training before a player character's Vehicle skill can be applied without penalty. In these cases, apply a -1D penalty to all Vehicle rolls using mecha until the character is properly acclimated or trained.

The Combat skill governs the use of any mecha weapon systems. The one exception are any melee weapons, or physical attacks made in mecha. Mecha pilots using melee weapons, be they laser swords, pneumatically powered drills, giant chainsaws, or a mecha's blown off limb picked up off the ground, use the lower of Combat or Vehicles to make the attack. The Combat skill also governs all ranged attacks made with the mecha's weapon systems.

Operating electronics or other specialized systems mounted on a mecha falls under the Technology skill. Use the Technology skill to repair mecha.

### **PSYCHICS AND MECHA**

In games where psychic characters are possible, it is up to the Referee to determine if psychic powers can affect pilots in other mecha: they are not visible targets, after all. Some mecha will have specific systems to optimize psychic powers, depending on the setting. See the mecha construction rules later.



# MECHA COMBAT RULES FOR FTL: NOMAD

## USING RANGE BANDS AND MOVEMENT RULES

Unlike the basic vehicle chase combat rules presented in FTL: Nomad, in Nomad Mecha, we assume that combats generally will follow the FTL: Nomad rules using range bands and movement. Thus, combats in mecha follow the same rules and procedures that normal personal or vehicle combats follow, with a few modifications where necessary.

### 1. SURPRISE

Depending on the situation, it may or may not be appropriate to roll for Surprise in a mecha combat: the sensors mounted on mecha usually have an easy time detecting other vehicles. However, there are times where surprise is appropriate. The Referee should use their judgement.

When rolling to determine Surprise, each group must use the highest Stealth skill (not Vehicles!) to make the roll. The normal results for Surprise apply (FTL: Nomad, p. 36), except that the range is more typically going to be Far (1-5 on 1d6), with a Near result occurring only on a 6. If the encounter occurs in a very built-up area, like urban terrain, a jungle, or indoors, the range of the encounter is automatically at Near range.

Remember to apply a +2D bonus to the Surprise roll for any party that has had ample time to set up an ambush. This may or may not be possible with mecha, depending on their engines, and the terrain. Most importantly, apply a -1D penalty to the Surprise roll for any group that has vehicles or more than ten individuals. This means that most Surprise rolls in Mecha will be made at a -1D penalty, barring any Archetype or Talent bonus.

Encounter Ranges	
1d6	Encounter Range
1-5	Far
6	Near

Situational Modifiers	
Situation	Modifier
Group has Vehicles or more than 10 people	-1D
Time to prepare an Ambush	+2D

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## 2. INITIATIVE

At the start of the combat, each character rolls 2D and adds their Combat skill. The result is the Initiative score. Characters act from highest to lowest Initiative score in each combat round, and their actions take effect before anyone else can act. Initiative scores are kept for the whole combat.

## 3. RANGES

Unlike typical vehicle combats, most mecha combats happen at all sorts of ranges. Close range brawls are one of the features of the genre! Note that we have kept the mecha ranges the same as personal combat ranges, mainly to maintain a rough adaptability between personal and mecha combat. It is possible to spend actions over the span of multiple rounds to change range. However, Referees might wish to use the chase rules (below) if a fight is going to involve rapid or constant maneuvering, especially in the air or space.

**Close:** Melee combat range in mecha. A mecha may move to anywhere within Close range without using any actions in a round.

**Near:** Point blank range in mecha. Usually up to about 50m away. Many mecha carry ranged weapons specifically designed to fight at this range, especially in difficult terrain. A mecha may spend one action to move from its position to any place within Near range.

**Far:** Typical vehicle engagement ranges, in mecha or otherwise, usually over 100 meters away. It takes two actions to move from the mecha's current position to any Far location. This means that if a mecha spends one action in a round to move from where it is towards another mecha, it will be in Near range at the end of its move. In the next round, if a mecha spends another action moving towards its target, it will be at Close range at the end of its move.

**Distant:** This represents the limits of visual range on the ground, or in the air. It takes four actions to move a mecha from its current position to a Distant location. This range change can be spread out over multiple rounds.

**Mecha Movement Action Cost Table**

<b>Mecha Combat Range</b>	<b>Actions</b>
Close	0
Near	1
Far	2
Distant	4

## 4. TIME AND ACTIONS

The basic *FTL: Nomad* action economy remains unchanged in mecha. They are still vehicles, after all. However, we present a slightly more detailed movement and range system in these mecha rules.

**Movement:** In-combat movement is abstracted for purposes of determining ranges to targets. See above.

**Falling prone** requires no Action and may be done freely on the character's turn; getting up from a prone position takes one Action. Mecha are unique vehicles in that they can mimic a wide range of human motions, including going prone.

**Attacking:** Roll the lower of the Combat or Vehicles skills to hit a target with a melee weapon at Close range. Ranged attacks use the Combat skill and are modified by the type of weapon and the range to target. A mecha may use its second action in the round to attack without penalty. Note that mecha pilots do not suffer any inherent penalty for making attacks from their mecha.

**Ranged Attacks Modifier Table**

Weapon	Close	Near	Far	Distant
Close Combat	-	-	-3D	Impossible
Assault	-1D	-	-1D	-3D
Rifle	-2D	-	-	-1D
Melee	-	Impossible	Impossible	Impossible
Heavy Weapon	Impossible	-1D	-	-
Thrown Weapons	-	-1D	Impossible	Impossible

**Aiming:** Functions normally: characters may use one action to aim, and the other to attack, granting +1D to hit. If the aiming character is hurt or distracted before they can attack, the aiming bonus is lost. Any mecha attack can be aimed.

**Attack Modifiers:** See the table below for a few modifiers to the attack roll. Note that a mecha's sensor suite will negate the penalties for attacking in dim light or darkness. Instead of using Combat, characters attacking targets with Vehicle 3 or higher suffer a -1D penalty to hit. As well, automatic fire is drastically changed from the normal *FTL: Nomad* rules. See below.





**Cover:** Mecha are quite capable of using cover. If the mecha is fully humanoid, it can take cover exactly like a person can by going prone, diving behind low (for a mecha) walls, or peeking around corners, to name a few actions. Mecha can also use normal vehicle tactics: by going prone, they are effectively hull-down and can use slopes to minimize the size of the target they present to enemies.

The one thing to note about cover is that most mecha weapons are extremely powerful heavy weapons. This means that they will blast through typical trees, brick walls, and other cover that would present more solid obstruction to lighter weapons. Referees should apply the Prone/Obscured -1D penalty, instead of the full Cover penalty.

**Ranged Attack Roll Modifiers Table**

<b>Situation</b>	<b>Modifier</b>
Aiming	+1D
Target Is Prone or Obscured	-1D
Target is Behind Cover	-2D (does not stack with prone or obscured target penalties)
Automatic Fire	+1D to hit or damage (declare before making the attack roll). Some weapons will provide a higher bonus, reflecting massive rates of fire.
Target is aware, and has Vehicles 3 or higher	-1D (does not stack with cover)
Target is human-sized or smaller	-2D

## **EVASIVE MANEUVERS**

It is possible to spend an action performing evasive maneuvers. All attacks against a mecha making evasive maneuvers are penalized by -1D until the start of the mecha's next turn. It is possible to use an interrupt action to attack a mecha at the moment it stops doing evasive maneuvers. Mecha performing Evasive Maneuvers suffer a -1D penalty if using their next action to attack.

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## **AUTOMATIC WEAPONS**

Automatic weapons have Rate of Fire (ROF) ratings. They function differently in mecha combat than in personal combat, mainly because many of the weapons mecha use are fully automatic and the mecha's targeting system and servos are designed to handle most of the recoil of the weapon's bursts.

An automatic weapon with ROF only attacks once per Action, using 5 bullets per ROF rating. The attack gains a +1D to hit or damage, per ROF rating, which the attacker chooses before the roll is made. This reflects attempts to concentrate the automatic fire to inflict more damage or spreading out the attack to increase the chances of a successful hit. For example, an Autocannon SMG with ROF 2 can use up to two points of ROF to expend ten shells in a single attack. In doing so, it can apply +2D to hit, or +2D to damage, or +1D each to hit and damage.

### **INDIRECT FIRE**

These weapons can arc their fire and attack from overhead. This removes any penalty to hit due to cover. However, indirect fire weapons suffer a -2D penalty to hit. If a spotter is available to correct the indirect fire attacks, each subsequent shot reduces the penalty to hit by -1D.

### **SUPPRESSIVE FIRE**

This tactic functions exactly as normal. Instead of shooting at a target, a character may fire an automatic weapon at a designated area to deter enemy movement in an area. Choose a target area. Any combatants within Close range to it suffer an attack at -1D. Apply other modifiers as well. However, do not apply the shooter's Combat skill to this attack. This continues until the weapon runs out of ammunition or until the shooter's next round. Suppressive fire attacks consume 15 shots' worth of ammunition.

NPCs who are under suppressive fire must make a Morale check. If this forces them to flee, they suffer another suppressive fire attack! Characters may only perform one Suppressive Fire action per round.

## THROWN WEAPONS

Thrown weapons, such as grenades, knives, and axes, may only be used to attack at Close or Near ranges.

**Grenades:** Accurately throwing a grenade requires a Combat roll. If successful, the target and any additional targets within Close range to the target suffer the grenade's effect. Mecha targets may throw Vehicles to reduce the grenade's Damage roll by -1D. On a miss, the grenade will land in Near range to the target, but in a random direction.

### FRENZY!

If a character neutralizes a target in combat, they may move to anywhere within Close range and attack another foe. They may do so a number of times equal to their Combat skill per round. In melee combat, Frenzy incurs no additional penalty to the subsequent attack roll for multiple actions. However, Frenzy can only be performed a number of times equal to the character's Vehicle skill, per battle. For ranged attacks, apply an additional -1D penalty for firing from the hip to each attack. This is also cumulative with any other penalties to the attack.

**Frenzy Modifiers Table**

<b>Situation</b>	<b>Modifier</b>
Additional Melee Attacks	None
Additional Ranged Attacks	-1D for firing from the hip

## MECHA DAMAGE RULES

The Vehicle Damage Rules presented in the FTL: Nomad rulebook are more than sufficient for when a group of players has one vehicle, or when vehicle action is an activity that occurs infrequently at the game table. Mecha rules assume that mecha action will occur very frequently, and thus faster rules with similar damage details for the player characters' mecha are required. Use these rules for player character mecha. For NPCs, it is advisable to stick to the normal Vehicle Damage tables in FTL: Nomad (p.112) or use the Extras Rule, below.

Like all vehicles, when a mecha sustains a hit, roll the weapon's AV damage dice and compare that to the mecha's Light and Critical Armor values. If the AV damage value is greater than the Light Damage value, then the mecha has taken a Light hit. If the value is greater than the Critical Damage value, then the mecha has sustained a Critical hit.

To determine Light or Critical damage, roll on the System Damage Location Table and use the Light Damage or Critical Damage Column, depending on the damage.

### OVERKILL DAMAGE RULE

If the damage roll is more than twice the Critical Armor value of the target vehicle, the vehicle is immediately destroyed. Any crew must roll Physical to bail out in time.

**System Damage Location Table**

1d6	Location	Light Damage	Critical Damage
1	Fire Control	-1D to one weapon	Roll on Fire Control Table
2	Structure	-1 to Light and Critical Armor levels	Roll on Structure Table
3	Crew	Crew Stunned: lose one action next round.	All crew take 4d6 damage. Crew armor applies to this damage.
4	Movement	-1D to all Vehicle rolls.	All movement costs doubled, only move action per round maximum, -1D to all Vehicle rolls.
5	Auxiliary Systems	-1D to rolls with one Auxiliary system.	1d6 auxiliary systems destroyed
6	Roll Twice on This Table: ignore and re-roll additional results of 6.		

## LIGHT DAMAGE RESULTS

**Fire Control:** One randomly determined weapon suffers a -1D penalty to all subsequent attacks.

**Structure:** The attack degrades the mecha's armor, reducing Light and Critical thresholds by one each.

**Crew:** The attack banged up the crew. Each crewmember (usually just one in a mecha) loses one action on their next turn.

**Movement:** The Vehicle's engine or locomotion (wheels, legs) took enough damage to cause all Vehicles rolls to incur a -1D penalty.

**Auxiliary Systems:** When operating one randomly determined auxiliary system, all rolls suffer a -1D penalty. This result usually refers to sensors, communications, or other specialized equipment. See the construction rules later for other examples of auxiliary systems.

**Damage Table: Fire Control**

1d6	Effect
1	One weapon suffers -2D to hit. Determine it randomly.
2	One weapon destroyed. Determine it randomly.
3	-1D to all weapons.
4	All weapons destroyed!
5	Fire Control System Destroyed: -3D to all attacks.
6	Ammunition/Fuel Hit: Ammunition and fuel cook off, vehicle is destroyed. Crew must roll Physical with a -1D penalty to survive this result.

**Damage Table: Structure**

1d6	Effect
1	-1D to Vehicle rolls.
2	All movement costs doubled.
3	-2D to Vehicle rolls.
4	Vehicle Immobilized: All attacks against it gain +1D to hit. Flying mecha crash into the ground and are destroyed unless the pilot can roll Vehicles with a -2D penalty..
5	Catastrophic Crew Compartment Breach: all crew take 4d6 damage. Personal armor is effective against this damage..
6	Complete Structural Failure: vehicle destroyed; crew can survive with a Physical roll at a -1D penalty.

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## REPAIRING MECHA

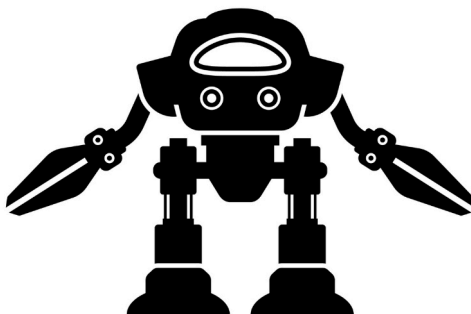
Once combat is over, a character may roll Technology to repair a Light Damage result. This consumes 1d6 units of mechanical or electronic parts (as relevant) and 1d6x10 minutes. Repairing a Critical Damage result requires the same Technology roll, but takes twice as long and requires twice as many parts. The Referee may decide that certain repairs require a workshop or unique parts. Destroyed vehicles are unsalvageable.

During combat, a character may attempt to make quick repairs as an action. Only one such repair action may be attempted per round. Roll Technology. A Light Damage result is fully repaired in one round. A Critical Damage Result that does not involve anything being destroyed is repaired after 1d6 rounds. The repair will fail in 1d6+1 rounds and will require regular post-combat repairs should the vehicle (or mechanic) survive combat.

## EXTRAS AND DAMAGE

For many Referees, tracking the damage for a large number of unnamed enemy mecha is a chore to be dreaded. As an alternative, we present an option to speed up gameplay and maximize enjoyment. Instead of using any Vehicle Damage Table, we suggest applying a -1D penalty to all subsequent rolls whenever an NPC mecha (or vehicle) takes a Light Damage result. This penalty is not cumulative, since it would mean tracking more than one thing on an otherwise nameless NPC!

Using these rules, a Critical Damage result means that the NPC mecha is destroyed, with crew bail-out being optional.



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## MECHA CHASE COMBAT RULES

Many mecha battles can be played out using the adapted personal combat rules described above. However, in some cases, it is more useful to use the chase combat rules found in FTL: Nomad (p.111) to run mecha battles. This is especially true in fights where everyone is flying or engaging in a high speed run-and-gun chase.

### PROCEDURE

Each side throws 1d6 + Vehicles + the mecha's Agility. The mecha with the higher result has better Position for that turn. The Pursuer wins on a tie. A mecha with Position may attack normally, using the Combat skill to operate the vehicle's weapons (melee weapons use the lower of Combat and Vehicles, as per usual). A vehicle without Position can still attack, but all attacks are penalized by -2D. Range modifiers are not tracked, as they fall under the general purview of Position in these rules. A chase lasts until one side is caught or their vehicles are disabled, or 5 turns pass without either being destroyed, at which point the Quarry escapes. In a more open-ended dogfight situation, the combat continues as usual, with no hard cap on the number of turns.

### CHASE RULES AND MECHA

The vehicle maneuvers and other chase rules in FTL: Nomad (p.111) are applicable to mecha, with only a few modifications.

### FORCE AND COLLISION

Performing a Force attack on a mecha is possible, usually meaning a tackle, a collision with another mecha, or a forced collision into a fixed object. Mecha ram damage is explained in the mecha construction chapter.



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## RAMMING FIXED OBJECTS

Mecha are constantly smashing through walls and tend to consider most buildings as fodder or hiding places. Most structures are inconsequential for mecha to smash through—their arms, legs, and shoulders provide the perfect means to break through obstacles with little-to-no damage. This applies when the pilot is in control of the mecha and is smashing through walls purposefully.

When a pilot has lost control of their mecha, perhaps as the result of a Force maneuver, they suffer collision damage normally. Roll AV dice according to the structure being hit by the mecha. Usually anything below 3d6 AV Dice damage is inconsequential to mecha. See the FTL: Nomad rules (p.114) for more details.

## STUNTS

Mecha are perfect stunt vehicles. The rules for stunts in the FTL: Nomad rules (p.115) can be used without any changes.

### A NOTE ON FLYING MECHA

These rules are written under the assumption that mecha will generally be walking, running and jumping through terrain. However, both the chase rules and normal vehicle combat rules can be used for mecha that fly: either in space, or in an atmosphere. In the case of flying mecha, it is easiest just to use the chase rules, but not absolutely necessary. Since the movement rates and ranges are abstract, it is a simple thing to track relative positions using the Close/Near/Far increments. In this case, it is helpful to use tokens to denote the mecha, and a simple circular piece of paper with the mecha token in the center. Anything touching the token is in Close range. Anything in the circle is at Near range, and anything outside the circle is at Far range.

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## CHAPTER 2: MECHA CONSTRUCTION RULES

With the basic rules for mecha action in *FTL: Nomad* now in place, we turn our attention to the part of any mecha roleplaying game rules that is at the heart of mecha gaming: the mecha design rules. The assumptions these rules make are that the Referee and players are primarily interested in building mecha quickly and with minimal fuss, so that they can get playing. The basic construction rules presented here can handle the various technological ages as setting baselines, but these rules assume the standard pricing of the *FTL: Nomad* rules as a starting point.

### MECHA CONSTRUCTION CHECKLIST

1. Envision the mecha and its role in the game world.
2. Determine how many Steps are available to allocate to the design. This will depend on the sort of game the Referee is running, and what the basic assumptions are baked into the setting.
3. Start at the Default row in each column of the Mecha Design Table and allocate Steps to columns as desired.
4. Allocate systems and weapons depending on how many Equipment Slots are available.

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## 1. THE ROLE OF MECHA IN THE GAME WORLD

The first step in designing mecha is to determine what mecha actually do in the game world. In some settings, mecha are the ultimate war machines; they pack more firepower than a company of tanks, and their pilots akin to knights of old. In other settings, mecha are just one piece of technology in a highly advanced combined arms military. Their pilots are often near-disposable. In other settings, mecha are a niche technology that are rarely encountered. In a standard *FTL: Nomad* game, useful mecha make their appearance in the Early Space Tech Age and exit the scene as a technology by the end of the Early Interstellar Tech Age. After that, gravitic technology is advanced and small enough that it eliminates the need for humanoid mecha in all but the most specialized of situations. The Referee is responsible for figuring out just why mecha make an appearance in the setting. “Mecha are cool” is often more than sufficient, but for the purposes of verisimilitude, here are six options to work from when inspiration is lacking.

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### The Role of Mecha in the Game World

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1d6	Role
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|---|--|
| 1 | Mecha are armored soldiers that fit a role in a combined arms military between infantry and heavy armor: they are two-legged infantry fighting vehicles. They also have a variety of civilian uses and are cheap and ubiquitous enough for civilian ownership. |
| 2 | Mecha are the weapon of choice for a given society's highly-trained elite warrior caste. These pilots are often owner-operators of their mecha, which can even be family heirlooms. Losing such a piece of tech spells doom for their place in society.        |
| 3 | Mecha are niche weapons of war designed for specific environments or military contexts: space combat, warfare in rough terrain, or as a response to a specific weapon system or technology.  |
| 4 | The people who use mecha have a cultural attachment to the humanoid form: melee combat in mecha might be idealized, or perhaps mecha evolved out of civilian power-loader exosuits, and combatants use them without a second thought.                          |
| 5 | Mecha are viable because of an advanced technology (direct cybernetic control, for example) or energy source that allow them to perform in ways that normal military vehicles cannot.  |
| 6 | Mecha are created because they are a response to a specific threat: murderous alien invaders, powerful ubiquitous combat synthoids, a rogue AI cyborg revolt.  |
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Once you know what mecha do in the game world, it's now down to the designer to determine what sort of mecha they would like to create. In *FTL: Nomad*, mecha are designed along typical military roles: recon/scout, trooper, fire support, artillery, and strike mecha are all standard. However, a military outlook is not necessarily required when designing mecha: labor, exploration, and racing mecha are but a few viable options. The Referee might wish to design a sampling of different mecha options and allow players to customize their personal vehicles to taste.

## 2. THE MECHA CONSTRUCTION TABLE

Use the table below to design mecha. Each mecha characteristic begins at the Default row, and it is a simple matter to increase the performance characteristics of the mecha by moving down a row to better performance. Each increase costs a "step," of which there are a finite number.

Mecha Construction Step Table			
Step	Armor	Agility	Modules
Default	6/8	-2	0
1	9/12	-1	1
2	12/16	0	2
3	16/20	+1	3
4	20/24	+2	4
5	24/28	+3	5

### HOW MANY STEPS?

Depending on the setting, the Tech Era, the role of the mecha, and Referee preference, mecha can have differing numbers of steps available to spend. The sample mecha listed later will show how many steps were used to construct the mecha. If a Referee is allowing players to design their own mecha, we recommend anywhere from 5 to 6 steps for each mecha: this will produce a vehicle with roughly average characteristics across the board (two steps in each characteristic).

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## THE CHARACTERISTICS

The characteristics used for mecha are the same used for vehicles in *FTL: Nomad*.

**Armor:** This is presented as per the *FTL: Nomad* rules. The number to the left of the slash is the amount of vehicle damage required to inflict a Light Damage result. The number to the right of the slash is the amount of damage necessary to inflict a Critical Damage result.

**Agility:** This characteristic reflects the mecha's maneuverability, and overall handling. It modifies Position rolls when the chase rules are used, as well as all Vehicles skill rolls when attempting difficult maneuvers and stunts in the mecha.

**Modules:** These are the distinctive abilities and systems the mecha possesses. Modules are added as part of the design process. Even with no additional modules, most mecha will have a basic electronics and vision package, as well as a few other features. These are detailed below.

## MECHA BASIC SYSTEMS

Each mecha chassis comes equipped with a few standard systems and abilities at no additional cost. These may be setting-dependent and might need to be adjusted for Tech Age or other considerations. These adjustments will mostly center around how the mecha is powered and controlled by the pilot: how advanced the mecha's computers are, if the power plant is fusion, fission, or even internal combustion, and what the pilot interface is.

## COSTS

Mecha have a baseline cost of 100,000 Credits, plus 25,000 Credits for each step used in their construction. Some of the mecha features have additional costs that must be computed. Any cost listed as a percentage of the mecha's value refers to the baseline and step cost together. For example, a mecha has six steps (costing 250,000 Credits baseline), so a feature that has a cost of 5% of the mecha's baseline value would cost 12,500 Credits to add to the mecha.

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## **ELECTRONICS AND CONTROLS**

Each mecha is equipped with a standard communications system, as well as basic sensors like radar. Night vision and other visual enhancements are typically included as well. Fire control systems are as advanced as required to allow effective use of the mecha's weapons.

Mecha are usually controlled in a manner similar to that of an advanced aircraft: joysticks, a central computer that converts the pilot's inputs into actions, electronics, touchscreens, toggles, and any number of gadgets. Voice activation is also an option for high-tech settings. However, this need not be the case: mecha could be run by mechanical gyros and crude controls, by wearing an armature, or by wearing a helmet that reads the pilot's brain for input.

### **FORCE**

Mecha have a Force rating equal to their Agility rating. Certain modules and features will increase the mecha's Force rating.

### **HUMANOID FORM**

Mecha come in a roughly humanoid form. They will have a pair of legs, a torso, a pilot's compartment in the torso or head (depending on their size). Arms are not automatically included, but they are a common Module choice that vastly improves a mecha's versatility and capabilities. Mecha without arms are often called pods.

### **MOBILITY**

All mecha come equipped with two legs as standard. More legs are modules that can be added for specific capabilities. As well, secondary movement systems, such as jump-jets, wheels or treads in the mecha's feet, or flight capabilities, are all modules that can be added later.

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## PHYSICAL ATTACK DAMAGE

Take the higher number of steps devoted to Armor or Agility: the damage inflicted with any unarmed melee attack is equal to that number of steps. For example, a mecha with 2 steps in Armor and 3 in Agility would inflict 3d6 AV damage with physical attacks. For physical attacks against personnel, double the damage dice, and use that as the personal damage rating of the attack. Thus, the same 3d6 AV damage punch would inflict 6d6 damage against a human-sized target.

## POWERPLANT

The means of powering the mecha are left entirely to the Referee and their setting. Typically, mecha in the Late Space and Early Interstellar Ages benefit from miniaturized fusion reaction technology, but this is not a requirement. Anything that can provide electrical power for servos, hydraulics, and electronics will suffice. Depending on the setting, each mecha could have an internal combustion engine backpack, or a series of high-density batteries, or even a steam engine to generate power.

## TRAVEL SPEED

The cruising travel speed of most walking mecha is 60km/h, modified down by 5km/h for every step of armor the mecha has above default. For example, a mecha with armor of 9/12 (one step) will have a travel speed of 55km/h. Travel speed is usually done at a jog. A mecha's travel speed might be further modified by other modules and features.

A note on the design process and goals: These mecha design rules leave much to the imagination and fiat of the Referee, their setting, and the designer's budget. The goal here is to get mecha built and played in games as quickly as possible. The specifics of how the mecha work are left to the Referee. We encourage Referees and Players to collaborate to determine the details they need for their mecha games as they come up in gameplay.

**Once the basic chassis of the mecha has been built, it's time to add on things to the mecha for its intended role. These fall into two main categories: Modules, and Features**



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### 3. MECHA MODULES

Modules include things like arms, jump jets, additional movement systems, and abilities that make a given mecha unique. Modules are often special abilities, but they also represent basic functions that establish a mecha in a given role. Mecha modules do not add any additional cost to the mecha, beyond the cost of the steps used to gain them.

The following are a basic list of modules available for most mecha at the Early Interstellar Age. Each counts as one module choice. Most of these modules can be considered Auxiliary Systems for purposes of determining damage.

#### BASIC MODULES

**ARMS, BATTLE:** These are a pair of tough arms intended to mount and point weapons for aiming. They do not include manipulators (hands). Battle arms add a great deal of versatility to a mecha. Whichever weapons are mounted on the battle arms are reinforced and protected, allowing the pilot to use the battle arms as melee weapons if necessary. Battle arms do standard physical damage (see p. 44) and can each carry any fixed one-handed ranged weapon at no extra cost. Using ranged weapons as clubs is usually not advisable. It is possible to mount a shield on a battle arm.

**ARMS, MANIPULATOR:** A pair of complete humanoid arms ending in strong, versatile hands capable of roughly mimicking human motions. Manipulator arms can punch and do standard physical damage (see p.44 above). Most importantly, with manipulator arms, it is possible for a mecha to use any kind of one-handed or two-handed weapon or equipment at no extra cost.

**ARM, TOOL:** This module represents any number of utility arms that could be mounted on a mecha: construction cranes, earthmovers, cargo loaders, welding arms, stabilizers, forestry-grade chainsaws, and target designator arms are just a few examples. They can mount any equipment at no additional cost, aside from the equipment itself. Tool arms can be used as improvised melee weapons with a -1D penalty to hit, doing damage as a club.



**JUMP JETS:** These allow a mecha to leap to any Far location in one move action (normally requiring as two Move actions). Jumping allows a mecha to ignore difficult or completely impassable terrain. Flying mecha do not gain any benefit from this module, unless they are not flying at the time.

**SECONDARY MOVEMENT SYSTEM:** Some mecha mount a second means of propulsion beyond walking. This module is usually a set of wheels or treads mounted in the feet, but it can also represent ground-effect hover propulsion or even sub-aquatic propulsion. The secondary movement system allows for 50% faster travel speeds on optimal surfaces: mecha with wheeled secondary movement systems gain this bonus on roads, for example. In combat, the secondary movement system allows for an extra Move action across open terrain: the mecha can quickly skate across open ground or roads, but any rough terrain will slow the mecha down considerably. Roll Vehicles at -1D to avoid crashing when encountering rough patches.

## OFFENSIVE MODULES

**CONCUSSION CHARGE:** This close-in weapons system does most of its damage as a concussive blast: roll to hit normally. If successful, 1d3 Close enemies takes 3d6+2AV damage (6d6 normal damage to personnel) and are pushed to Near range.

**FRAG MINES:** Use a single Action to plant a mine. On a subsequent turn, as an Action, deal 3d6+2AV (6d6 to personnel) damage to all enemies within close range of the mine. The mine is then destroyed.

**GRAPPLERS:** The mecha has rocket-propelled grappling lines that can be used to draw an enemy in close. Make a standard attack. If you succeed, deal 1d6AV damage to a Near enemy, and pull them into Close range.

**LETHAL TARGETING:** The mecha has advanced targeting systems, but they require much focus to use. Spend a Hero Point. You may add your Combat skill level to the damage for a single attack this turn.

**MISSILE BARRAGE:** The mecha has built-in short range missile systems. To make an attack, designate up to three different targets up to Far range. Make a single attack roll. If successful, you may divide 6d6AV damage dice among the three targets as you choose. After the attack, roll 1d6: on a 1 or 2, the missile racks are out of ammunition.





**TARGETING ARRAY:** The mecha's targeting system is bolstered by an enhanced AI. As an action, make a Technology check. If you succeed, gain advantage on your next attack against an enemy.

**WEAPON STABILIZERS:** The mecha is enhanced with additional stabilizers for greater weapon accuracy and damage. As an Action, you can engage stabilizers. Add +1D to all ranged attacks, and +1D to ranged attack damage, but take -1D on all Vehicles skill rolls, and are unable to move. It requires an action to disengage stabilizers.

## DEFENSIVE MODULES

**COUNTER BATTERY MODULE:** This set of sensors and self-guided rapid-fire cannons or rockets can be used to great effect when facing multiple fast-moving enemies. When you are dealt damage by a ranged attack, you can choose to deal 3d6AV damage (4d6 personnel) to that enemy. Roll 1d6: on a 1 or 2, the counter-battery module is out of ammunition.

**DEPLOYABLE SHIELD:** As an Action, your mecha can create an area of cover big enough for 2 mecha. The shield is made of extending beams and self-printing ceramic composites. It is not movable once deployed. The barrier lasts until you dismiss it or use this module to create a new one. After each use, roll 1d6: on a 1, the shield's store of supplies is drained.

**HAYWIRE CHAFF:** Your mecha is equipped with short range EM dischargers and chaff grenades. As an action, roll Vehicles. If you succeed, you may deal 2d6AV damage to two enemies in Close range and become hidden. After use, roll 1d6: you may not use the Haywire Chaff again until you roll a 5 or 6.

**HULL DOWN MODE:** The mecha has specifically designed joints that reduce its profile when behind cover. As an action, roll Vehicles. If successful, you may enter Hull Down Mode. Attacks against you are made at -2D, but you take a -1D penalty to Vehicle tests, and you cannot move until you use an action to exit hull down mode.

**REACTIVE ARMOR:** The mecha has explosive reactive armor installed. When hit by a melee attack, you may inflict 3d6AV damage to any enemy in Close range. Roll 1d6: on a 6, the reactive armor is depleted.

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## UTILITY MODULES

**ADVANCED SENSORS:** The mecha has advanced sensors that give a +1D bonus to all Technology rolls to detect hidden units or other anomalies.

**ELECTRONIC COUNTERMEASURES:** The mecha has integral ECM jammers which allow it to mask itself and its friends. When enemies use sensors, any Technology rolls to detect the unit and up to 4 Close and Near allied are penalized by -2D. Furthermore, any target designators or other target locks on the unit and its allies are broken. Enemies attempting to communicate with their allies must roll Technology with a -2D penalty to break through the jamming. Any mecha using ECM has announced its presence on the battlefield, even if it can't be located on sensors.

**ELECTRONIC COUNTER-COUNTER MEASURES:** This mecha has been fitted with highly specialized electronic equipment to clear ECM jamming. Roll Technology to negate ECM effects at no penalty. Using ECCM lets everyone on the battlefield know that someone has very advanced electronics.

**EXTRA LEGS:** This module transforms the mecha into a quadrupedal walker—typically more akin to an insect than a four-legged animal, but either option is available. Quadrupeds are more stable, and gain +1D on any Vehicles roll to traverse tough terrain, remain standing after taking colossal damage, or any other situation where an extra pair of legs might be useful. Moreover, a quadrupedal mecha can ignore the first Movement Systems damage result (Light or Critical) that it suffers.

**SELF-REPAIR:** The mecha is furnished with integral auto-repair functions: micro-drones, nanites, or smart materials can automatically repair damaged armor and systems. Use an action to immediately repair a single light damage result. After the first light damage result, roll Technology to use this module again, each time penalizing the roll by -1D.

**SENTRY TURRET:** As an action, the mecha can drop an immobile turret. The turret will remain inactive until the mecha pilot spends another action at a later time to activate it. When activated, it will open fire at any designated enemies with a Combat skill of 2. The turret's guns do 3d6+2AV damage with ROF of 2. The turret will attack as many enemies as possible and can the Suppressive Fire



action. At the end of each round, roll 1d6: on a 1 or a 2, the turret has expended its ammunition.

**STEALTH SYSTEMS:** The mecha is equipped with a whole range of stealth equipment to minimize detection: it is nearly invisible on sensors, has radar-absorbing components, and is even capable of walking relatively quietly. In Combat, as an Action the mecha can activate its stealth systems and become hidden if it has enough cover to break line of sight. Outside of combat, the stealth system can be used to sneak while in the mecha, albeit at a -1D penalty: the vibration of heavy feet are still noticeable. Finally, when making a Surprise roll, this mecha gains a +1D, thereby cancelling out the -1D penalty most mecha have when rolling for Surprise.

**TARGET DESIGNATOR:** This module is usually mounted on a hardpoint or arm. When activated, roll to attack a target as normal. If the attack is successful, the target painted by the designator can be attacked with advantage by guided weapons.

**TRANSFORMATION:** This module allows the mecha to transform into another vehicle and act as that vehicle type. Typically, this means transforming into a jet or spacecraft, but mecha transforming into tanks or other more standard military vehicles are possible as well. The mecha gains all the benefits of the other mode: a mecha that transformed into a jet would be able to fly at supersonic speeds, while one that transformed into a boat would be able to float and travel at normal speeds in water. Transformation from mode to mode typically takes one Action.


## 4. MECHA FEATURES

The following are important add-ons that can be fitted to any mecha, or perks to the mecha design that can be included in the design. They have a listed cost in Credits which refers to the baseline cost of the mecha with all its steps accounted for. Many of these features are central to mecha but are not so large as to be modules. Referees can always develop more features. The main guideline that differentiates between a feature and a module is that a feature is something that does not fundamentally alter the chassis or provide the mecha with a distinct power or ability in combat.

There is no limit to the number of features that can be added to a mecha. Referees and players should exercise some common sense



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or have a spending limit. However, the Design Flaws rules (below) can also be used as a healthy deterrent to overloading mecha with too many features.

The following is a short list of some suggestions for features for mecha. They can be included as standard in a design or added later as a custom upgrade.

**AIRDROPPABLE (Cost: 10%):** The mecha has been fitted with parachutes, airbrakes, and retro-rockets. This allows it to be dropped from any aircraft and hit the ground ready for combat. There is very little chance of damage from the paratroop. Roll Vehicles: failure means the mecha has sustained a Light Damage result.

**CHASSIS SPIKES (Cost: 5%):** The mecha has reinforced spikes in places for enhanced close combat damage. All damage rolls for melee attacks gain +1D.

**EASY TO MODIFY (Cost: 15%):** The Mecha has been designed or upgraded to be a technician's dream: apply a +1D bonus to all repair rolls. This applies to any spot repairs made during a battle. Moreover, any custom upgrades added to the mecha later are less likely to produce unforeseen bugs or flaws. Apply -1D to the bug roll (see below) when adding custom features or modules.

**EXTRA TORQUE (Cost: 10%):** Gain +1D to all Vehicles rolls where the mecha's strength is a factor, like towing or grappling. Gain a +1D to damage rolls for kicks.

**EXTRA SPEED (Cost: 5%):** The mecha's engine and legs are designed for more speed over long distances. The mecha's travel speed is increased by 10km/h.

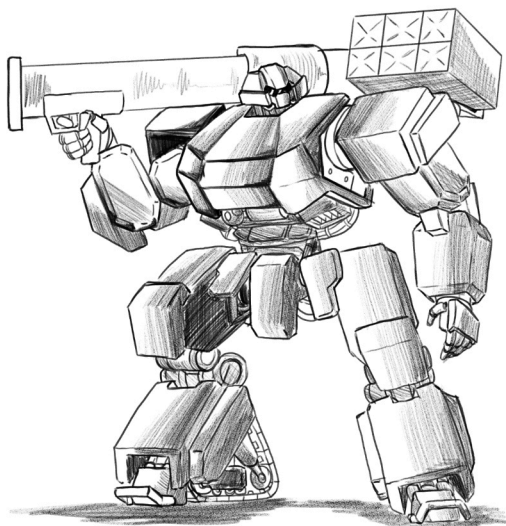
**HARDPOINT (Cost: 2%):** This feature allows mecha to mount weapons on their chassis, instead of just their arms. Each purchase of this feature allows for one additional weapon. The weapon can be used hands-free, and is mounted on a shoulder, a combined hand-shoulder system (two hardpoints), or hip, or on the torso. Equipment can also be mounted for hands free use by means of a hardpoint.



**RAM PLATE (Cost: 2%):** The mecha has additional shoulder or knee shielding installed to make the ramming attacks it makes less likely to inflict damage to itself. It gains a +1 to Force. As well, apply a -1D penalty to any ramming damage the mecha receives when performing or receiving a ram attack from another mecha or vehicle. This shielding only applies when giving or receiving rams from the arc of attack where the shield is placed.

**REDUNDANT SYSTEMS (Cost: 8% each):** The mecha has built in redundant systems, extra armor, or is otherwise designed with battle damage in mind. Pick one of the five results on the System Damage Location Table: Fire Control, Structure, Crew, Movement, or Auxiliary Systems. When the chosen system is hit, ignore the first Light Damage result, or reduce the first Critical Damage result to a Light Damage result. The redundancies are then used up and will need repair after the combat. This feature can be taken multiple times, each providing redundancies for different systems.

**STORAGE MOUNT (Cost: 1%):** This feature allows the mecha to carry additional weapons, ammunition, or equipment on its chassis without restricting movement. This usually consists of cargo netting, or mag-clamps on armor. This feature is very useful for mecha with manipulator arms. The equipment or weapons can be accessed by expending one action. Only count the storage mounts towards Lemon Dice rolls if a mecha has more than five.





## 5. MECHA FLAWS: OPTIONAL RULE

Some mecha are bleeding edge technologies lovingly designed by visionaries, hand-crafted and assembled by AI guided, cybernetically enhanced, mecha-smiths. Other mecha are assembled by the lowest bidder or were designed to be cheaply produced at high volumes for conscript armies. Either way, unforeseen flaws can emerge with any mecha design.

**Production Type Table**

Production Type	Description	Design Flaw Dice	Lemon Dice
Prototype	A brand-new machine with new technology	8	2
Early Production	A newly released design	3	3
Mass Production	Produced in the thousands	2	3
Limited Production	An exclusively produced masterpiece	1	2
Hand-built	Lovingly built patchwork made in a garage	None	10

**Rolling Design Flaw Dice:** Once the mecha is designed, total the number of Modules and Features it has, and divide by four, rounding down. Add the result to the number of Design Flaw Dice, given the production type above. Each result of 6 indicates the presence of a Design Flaw. Roll on the Defect table below.

**Rolling Lemon Dice:** Whenever an individual mecha makes its way into the hands of a Player Character, the player in question should total the number of built-in perks and features it has, and divide by four, rounding down. Add that result to the listed number of Lemon Dice and roll them. Each result of 6 indicates an individual flaw in that specific mecha. Roll on the Defect table below.

It is possible to remove Lemon flaws, as they represent errors made in the manufacturing of that individual mecha. They may be repaired like normal damage, but each take twice as long to remove. Failure on the Technology skill roll means the vehicle is stuck with the flaw.

It is impossible to remove Design Flaws from a specific mecha design. Back to the drawing board!



## Defect Table

2d6	Flaw
2	<b>RANDOM SHUTDOWN:</b> If you fail any Vehicles, or Technology rolls in your mecha test, roll 1d6: on a 1, your mecha has shut down. It will require a Technology test and 1d6 rounds to restart. If the Vehicle was moving, it crashes and takes crash damage.
3	<b>SENSOR</b> or <b>COMMS GLITCH</b> (pick one): Roll 1d6: on 1-3, that Sensor-related Technology roll suffer a -1D penalty.
4	<b>STRUCTURAL FLAW:</b> Reduce Light Damage threshold by 1.
5	<b>ENGINE GLITCH:</b> When performing a second Move action in a round, roll Vehicles. On a failure, the Move action does not occur.
6	<b>ANNOYANCE:</b> funny smells, poor ergonomics, small cockpit, etc. These are truly wondrous in their variety.
7	<b>LARGE SENSOR PROFILE:</b> Any attempts to detect the mecha gain a +1D bonus.
8	<b>DEFECTIVE FIRE CONTROL:</b> When making an attack, roll 1d6: on a 1-3, apply a -1D penalty to the attack roll.
9	<b>WEAK FACING (ARC):</b> The listed arc (front, left/right side, rear) has less armor coverage: reduce Light and Critical damage thresholds by 1d3. This is a permanent penalty.
10	<b>SENSOR DEPENDANT:</b> If the mecha's sensors are destroyed, the mecha is completely blind. All enemies gain a +1D to hit the mecha.
11	<b>UNMANEUVERABLE:</b> Reduce Agility by 1.
12	<b>OVERHEATING:</b> Whenever the mecha takes two actions in the same round, roll Vehicles. On a failure, apply -1D to all subsequent rolls. This penalty is cumulative. The excess heat can only be dispelled by taking an action to roll Technology to dissipate -1D's worth of heat, or by doing nothing for an entire round, also reducing the heat penalty by -1D.

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## MECHA WEAPONS

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The weapons here include some of the weapons from the *FTL: Nomad* rulebook, as well as some additional weapons that are commonly used by mecha. We separate ranged weapons into Light and Heavy varieties for ease of reference.

**Damage:** The listed damage is the Anti-Vehicle (AV) damage, which is immediately useful for mecha battles. Some weapons will have their personal damage listed under Aspects.

**Range:** Note that some of the ranges for the weapons listed here will be different than in the *FTL: Nomad* rulebook. This is to simulate the ranges that mecha engagements take place at, and the different uses weapons will have when mounted on mecha.

**Rate of Fire (ROF):** This functions as per the rules listed in this book (p.17).

**Hardpoints:** The number of hardpoints required to use the weapon. An arm counts as one hardpoint, thus a mecha with two manipulator arms can carry a weapon that requires two hardpoints. A manipulator-carried weapon can be stowed on a number of storage mounts equal to the number of hardpoints required for use, and can be accessed by expending an action.

**Aspects:** The weapons here use the standard Weapon Aspects from the *FTL: Nomad* rulebook (p.68) and are repeated below for convenience.

## LIGHT RANGED WEAPONS

These weapons are often carried in manipulators or mounted on hardpoints as backup weapons.

Light Ranged Weapons							
Weapon	AV Dice	Range	Mag	Cost	Ammo Cost	Hardpt	Weapon Aspects
Autocannon, SMG	3d6	Assault	40	5000	500	1	ROF: 2
Bazooka, Light	4d6+2	Assault	10	20000	200	1	Blast
Flamethrower	2d6	Close Cbt.	5	1000	25	1	ROF: 2, Fire, Anti-Personnel (3d6)
Grenade Launcher	4d6	Assault	15	12000	200	1	ROF: 2, Blast
Laser, Light	3d6+2	Rifle	20	10000	100	1	ROF: 1, Zero-G
Machinegun	2d6+1	Rifle	100	2000	200	1	ROF: 3, Anti-Personnel (4d6)
Panzerfaust	4d6+2	Close Cbt.	1	1000	-	1	Blast
Pistol	3d6	Close Cbt.	6	5000	100	1	-
Rifle, Light	3d6+1	Rifle	20	10000	200	1	-
Rocket Pack, Light	4d6	Assault	16	12000	300	1	ROF: 3, Blast
Shotgun	3d6+2	Close Cbt.	12	10000	100	1	Scattergun

**Autocannon, SMG:** A hand-held autocannon that is a common mecha general purpose weapon. It can lay down a withering amount of fire.

**Bazooka, Light:** A powerful anti-armor weapon usually assigned to mecha that expect to fight heavy armor or that are going to assault fixed positions.

**Flamethrower:** This terrifying weapon is useful against infantry but is not very effective against armored targets.

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**Grenade Launcher:** A short-barrelled multi-shot automatic grenade launcher capable of enormous, if short-lived, firepower.

**Laser, Light:** A hand-held mecha-sized laser rifle, with some automatic fire capabilities. This weapon tends to be rare, since it is too expensive for mass deployment in most circumstances.

**Machinegun:** A useful anti-personnel weapon capable of sustained high rates of fire.

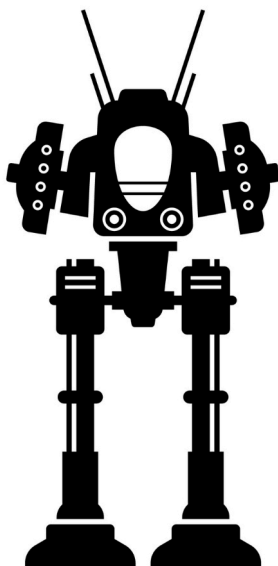
**Panzerfaust:** A single-shot, close range, disposable anti-armor rocket. These can be carried on storage mounts until needed.

**Pistol:** This is an oversized pistol often used by mecha as a weapon of last resort.

**Rifle, Light:** A single-shot light cannon that is a common hand-held weapon among many mecha.

**Rocket Pack, Light:** This is a high-firepower, low accuracy weapon that is typically mounted on a shoulder hardpoint. Rocket packs suffer a -1D penalty to hit. Rocket packs are also capable of indirect fire.

**Shotgun:** A short-barrelled mecha assault weapon that is extremely useful in close quarters combat.



## HEAVY RANGED WEAPONS

These weapons are commonly mounted on shoulder or backpack hardpoints. Only the smallest can be carried in a mecha's manipulators. They are very destructive weapons.

Heavy Ranged Weapons

Weapon	AV Dice	Range	Mag	Cost	Ammo Cost	Hardpt	Weapon Aspects
Anti-Aircraft Missile Launcher	2d6	Heavy Wpn	4	30000	1000	2	AV 3d6 vs aircraft
Autocannon, Heavy	3d6+2	Assault	20	15000	800	1	ROF: 1
Bazooka, Heavy	6d6	Assault	8	25000	300	2	Blast
Cannon, Assault	6d6	Close Cbt.	5	15000	500	2	Blast
Cannon, Light	5d6	Rifle	5	15000	300	2	Blast
Cannon, Heavy	6d6	Rifle	4	30000	400	3	Blast
Field Mortar	6d6	Heavy Wpn	3	25000	200	3	Greater Blast
Guided Anti-Tank Missile	5d6	Heavy Wpn	4	25000	1000	2	Blast
Laser Cannon	5d6+2	Heavy Wpn	20	15000	200	2	Laser, Zero-G
Rifle, Heavy	3d6+2	Rifle	10	12000	500	1	-
Rocket Pack, Heavy	5d6	Rifle	8	18000	500	2	ROF: 2, Blast

**Anti-Aircraft Missile Launcher:** This is a shoulder-mounted anti-aircraft missile system that shoots down targets with self-guided rockets. It is not particularly effective against ground targets.

**Autocannon, Heavy:** A much larger and more powerful version of mecha autocannon. It is capable of low rates of automatic fire.

**Bazooka, Heavy:** A powerful anti-armor weapon usually mounted on a combo shoulder-arm hardpoint system. The heavy bazooka is a terrifying weapon.

**Cannon, Assault:** A close-range cannon intended to kill heavily armored targets or reinforced structures.



**Cannon, Light:** A light, long-range cannon typically used for artillery or tank cannons. It can be arm-carried as a mecha weapon. This weapon can be used for indirect fire.

**Cannon, Heavy:** A large cannon, typically mounted on tanks, or field emplacements, or on elaborate backpack systems for mecha. This cannon can be used for indirect fire.

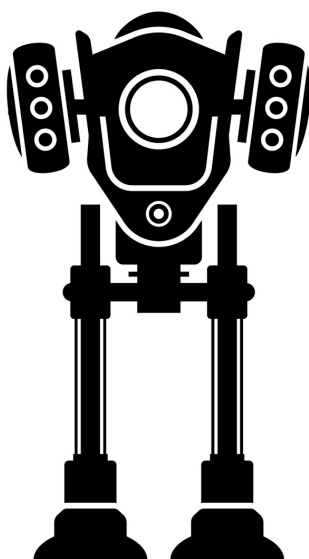
**Field Mortar:** A very destructive indirect fire artillery weapon. The field mortar can be mounted on a mecha's back.

**Guided Anti-Tank Missile:** This system fires self-guided high-tech missiles at enemy targets. It can be fired indirectly at only a -1D penalty.

**Laser Cannon:** A heavy energy weapon that packs a considerable punch.

**Rifle, Heavy:** A single-shot cannon that provides a heavier punch than a normal rifle.

**Rocket Pack, Heavy:** This is a high-firepower, low accuracy weapon that is typically mounted on a shoulder or back hardpoint. Rocket packs suffer a -1D penalty to hit. Rocket packs are also capable of indirect fire.



## MECHA MELEE WEAPONS

These include all manner of advanced and primitive melee weapons. This table also includes grenades. When not in use, these weapons can be attached on a storage mount, rather than a hardpoint.

**Mecha Melee Weapons**

Weapon	AV Dice	Range	Cost	Hardpts	Weapon Aspects
Beam Sword	5d6	Melee	10000	1	-
Club/Hatchet/Vibroblade	3d6	Melee	2000	1	-
Great Sword/Great Axe	4d6+2	Melee	3000	2	Two-Handed
Grenade	4d6	Thrown	500	1	Blast, Thrown
Grenade, Haywire	4d6	Thrown	1000	1	Blast, Thrown, EMP
Halberd	3d6+2	Close Cbt.	5000	2	Two-Handed
Spike Gun	4d6+1	Thrown	2000	1	-
Vibro-Claws	3d6+1	Melee	4000	1	-

**Beam Sword:** A highly destructive energy sword capable of slicing through all but the thickest armor. This weapon first makes an appearance during the Early Interstellar Tech Age.

**Club/Hatchet/Vibroblade:** The standard mecha melee weapon is a one-handed weapon like a short sword, or other enhanced weapon. However, a large enough club, or dismembered mecha arm, will have similar game characteristics.

**Great Sword/Great Axe:** These massive melee weapons are very intimidating and damaging. They require two functioning mecha manipulators to use.

**Grenade:** A highly effective weapon for close quarters mecha battles. See the rules for grenade attacks on p.18.

**Grenade, Haywire:** This anti-mecha grenade is a highly specialized weapon. Make a normal grenade attack. If the haywire grenade does enough damage to defeat the target's armor, it does two Light Damage results. The haywire grenade cannot cause a Critical Damage result.



**Halberd:** This mecha polearm is unique in that it can attack enemies at Near range. Despite it having the Close Combat range, a halberd cannot attack at Far range.

**Spike Gun:** A brutal close-in anti-armor melee weapon derived from construction equipment. As per its range classification, the Spike Gun can be fired out to Near range. A spike gun typically has six spikes loaded.

**Vibro-Claws:** These retractable weapons are usually mounted on the mecha's forearms, though knee- or heel-claws are also possible. When vibroclaws are extended, it is impossible to use the manipulator arm to carry any equipment.

## MECHA EQUIPMENT

This is a brief list of some possible equipment that mecha may carry in the field. These each require a storage mount to carry. It takes one action in combat to use equipment.

Consumables		
Item	Cost	Notes
One-Shot Module	20000	You recreate the effects of any one offensive, defensive, or utility module of your choice that requires an action. You or the GM must choose the module when you acquire this item.
Repair Kit	1000	Use an action to deploy this auto-repair system on your mecha or another Close mecha. If the mecha is still operational, the Repair Kit will reduce a Critical Damage to Light, or completely remove a Light Damage result. The Repair Kit is consumed after one use.
Scouting Drone	2000	As an action, deploy a scouting drone. It lasts for 1 minute and is automatically destroyed if attacked. You can perceive through it for the duration and use actions to move it on your turn.
Sensor Jammer	500	As an action, you and 1 other close or near mecha become hidden to enemy sensors. The effect lasts for 1d3 rounds.
Shield, Forearm	1000	This allows the mecha to add 2 to its Light and Critical armor ratings, for one attack. After which, the shield is expended.

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## WEAPON ASPECT DESCRIPTIONS

**Blast:** The weapon inflicts damage to all targets within Close range of its impact point.

**Blast, Greater:** This weapon inflicts damage to all targets within Near range of its impact point.

**Fire:** This weapon's attacks cause Fire damage and may ignite the target, as per the Environmental Hazards chapter

**Laser:** At the Referee's discretion, laser weapon attacks through difficult atmospheric conditions, such as thick smoke, incur a -1D penalty to attack rolls.

**Scattergun:** Each attack fills the air with a hail of small projectiles, either flechettes or shot. Scatterguns enjoy a +1D to hit at Near or Close Ranges. Furthermore, scatterguns attack anyone standing within Close range of the target. Roll to hit for each eligible target. Armor ratings are doubled against scattergun attacks.

**Stun:** These weapons deal non-lethal damage and will incapacitate a living target instead of killing it. If the target suffers a Wound from this weapon, no actual wound is inflicted. Instead, the target falls unconscious.

**Throwable:** These weapons may be thrown out to Near range.

**Two-Handed:** This weapon requires both hands to wield, precluding the use of a shield. All weapons that require two hardpoints may be wielded two-handed.

**Zero-G:** The weapon does not suffer a penalty for firing a weapon in zero-g conditions. Other weapons suffer -1D in such conditions due to recoil. Lasers automatically have the Zero-G Aspect.

## MECHA CONSTRUCTION EXAMPLE

Josh would like to make a simple mecha for his campaign on Agrona (see below). He decides to build a generic sort of urban combat mecha used by the scavengers and low-grade independent mercenaries on the planet: the Scrapper.

Josh decides that six steps on the Construction Table will be sufficient: he picks 2 in Armor, 3 in Agility, and 1 in Modules. This puts the baseline cost of the machine at 250,000 credits.



Selecting a module is easy: Manipulator arms. This is free, because it is included as one of the basic construction steps.

Features are simple enough: four hardpoints (8% base cost) and four storage mounts (4% base cost) for extra scrap, for a total cost of 12% of base, or 30,000 Credits. Then Josh decides that this sort of machine in the during-the-apocalypse setting on Agrona requires a bit of character: the Scrapper will have a reputation as being a highly reliable, customizable machine, and so the last Feature will be Easy to Modify. This costs 15% of the baseline value, so an additional 37,500 credits. So far, the Scrapper costs 250,000 + 30,000 + 37,500 = 317,000 credits.

Weapons and equipment will be sparse, and barely standard: a Heavy Autocannon, a panzerfaust, two haywire grenades, and a vibroblade for melee combat. The total cost for weapons is 20,000 credits. The grand total is 337,000 credits for the Scrapper.

The Scrapper is a Mass Production machine, and thus will have 2 Design Flaw dice, plus 1 additional die for the Modules and Features (the Storage Mounts only matter if there are more than five). He rolls 3, 3, 1, for no design defects. Each individual Scrapper mecha will have four Lemon Dice.

Scrapper			
<b>Steps:</b> 6	<b>Armor:</b> 2	<b>Agility:</b> 3	<b>Modules:</b> 1
<b>Agility:</b> +1	<b>Armor:</b> 12/16	<b>Lemon Dice:</b> 4	<b>Cost:</b> 301,000
		Mass Production	Credits
<b>Modules:</b>	Manipulator Arms (3d6 AV damage)		
<b>Features:</b>	Easy to Modify, Hardpoints x4, Storage Mounts x4		
<b>Flaws:</b>	None		
<b>Weapons:</b>	2x Haywire Grenades, Heavy Autocannon (carried), Panzerfaust x1, 1x Vibroblade		
<b>Notes:</b>	This is a common combat Machine on Agrona, based on agricultural and labor mecha that were quickly pressed into military service. It has a reputation for reliability, ease of maintenance, and customization: despite the chassis' ubiquity, no two Scrappers are quite alike.		

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## CHAPTER 3: MECHA SETTINGS

It will not do to simply build mecha and run brutal fights between them, would it? Well, maybe for a little while, but whenever that gets old, we have included six outlines of settings to get Referees and Players interested in longer-term mecha roleplaying in a variety of contexts.

### THE FORGOTTEN WAR FTL: NOMAD SETTING

The tidally locked world of Agrona was considered suboptimal for mass colonization, which why the Sol Hegemony unceremoniously dumped tens of millions of desperate and dissatisfied colonists there during the first wave of colonization. After many years of simmering discontent, the corporate oligarchs and their mercenary armies have lost control of the situation on Agrona: a brutal civil war has broken out. Millions are imperilled, as law and order have broken down. Chaos and unrest sweep the districts across the planet. Mercenaries have become petty tyrants as they use high tech mecha to cobble together enclaves and raid their neighbors. The violence has been ongoing for a decade, with no end in sight.

From time-to-time, off-world factions have been known to send retrieval/strike teams down to Agrona whenever something of value is discovered there. These off-worlders must face increasingly dangerous and desperate locals who are looking for the same treasures: if it's worth taking off the planet, it must be useful to the locals too. Other factions are desperately trying to restore order, and they work together to quietly build alliances and remove the most egregiously violent warlords. Meanwhile, other factions on Agrona see no end to the violence and are willing to do whatever it takes to get off-world, or at least carve out a place for themselves amid the wreckage.

**Taglines:** Overpopulated world engulfed in war; corporate and mercenary warlords vying for control of resources; desperate civilians looking for a way out; mecha pilots fighting in bleeding-edge military tech on a mud-soaked overpopulated twilight world.

## Quick Missions: Agrona

### 1d6 Mission

- 1 A high value high-tech item has been located. Get it and sell it to the highest bidder before it's stolen off-world.
- 2 Fight a one-on-one mecha duel over a district's only food warehouse.
- 3 Defend a warlord against a palace coup, and then investigate who organized it. Hunt them down in your mecha.
- 4 Liberate a farming enclave from a corporate mercenary unit, and then harvest the crops to feed your enclave.
- 5 A group of refugees is fleeing a war zone. Can you and your team protect them?  
Escape Agrona on a shuttle. Fight off warlord armies as you fix up the shuttle. Do you bring your mecha with you, or do you load up the shuttle with refugees and supplies and flee?

## AGRONA SAMPLE MECHA

In addition to the Scrapper (see the example earlier), the following are common mecha on Agrona:

Gunner			
<b>Steps:</b> 7	<b>Armor:</b> 3	<b>Agility:</b> 2	<b>Modules:</b> 2
<b>Agility:</b> 0	<b>Armor:</b> 16/20	<b>Lemon Dice:</b> 3	<b>Cost:</b> 371,000
		Mass Production	Credits
<b>Modules:</b>	Manipulator Arms, Missile Barrage		
<b>Features:</b>	Extra Torque, Hardpoint x3, Storage Mount x4		
<b>Flaws:</b>	Annoyance: Cramped Cockpit		
<b>Weapons:</b>	Light Rocket Pack x2 (shoulders), Assault Cannon (hands), Vibro-hatchet		
<b>Notes:</b>	A dedicated close-in fire support and assault mecha, the Gunner has a reputation for being slow, ungainly, and very dangerous at close ranges. On Agrona, the Gunner is a welcome sight among assault troops, but anyone trying to keep a mecha unit supplied with ammunition will be less enthusiastic towards a Gunner.		



### Angel of Death

<b>Steps:</b> 8	<b>Armor:</b> 2	<b>Agility:</b> 3	<b>Modules:</b> 3
<b>Agility:</b> +1	<b>Armor:</b> 12/16	<b>Lemon Dice:</b> 4	<b>Cost:</b> 474,000
		Mass Production	Credits
<b>Modules:</b>	Manipulator Arms, Jump Jets, Targeting Array		
<b>Features:</b>	Airdroppable, Chassis Spikes, Hardpoints x4, Storage Mounts x4, Redundant Systems (Crew, Movement)		
<b>Flaws:</b>	None		
<b>Weapons:</b>	Laser Cannon (hands), Guided Anti-Tank Missile, Beam Sword		
<b>Notes:</b>	An advanced model of mecha designed for high-end mercenary companies and corporate strike teams. The Angel of Death is capable of orbital insertion onto Agrona and is often used for search and destroy missions or other situations where firepower, mobility, and accuracy are crucial.		

## WORLD WAR 2M

In the waning years of the Spanish Civil War, the Nazi Condor Legion fields a new weapon of war: a 3m tall mecha of welded plates and hydraulics called the Panzertruppen 1. It seems that the Weimar Republic had developed the first mecha to get around the restrictions of the Treaty of Versailles. By 1940, the PzTruppen II would be instrumental in conquering France and the Low Countries alongside the Panzers in the assault divisions of the Wehrmacht. But the head start Germany had in mecha design was not to last.

In Britain, captured Panzertruppen were reverse engineered, and then improved upon by the best minds in the British Isles. The USA employed the genius of none other than Nikolai Tesla to develop new weapons and new mecha. Refugee scientists from Europe eagerly contributed their expertise, and in record time the Allies would field the Armored Soldier by 1942. These mecha would be instrumental in turning the tide in North Africa, and even the Soviets got a few... The Second World War would be fought by mechanized armies of armored infantry mecha, tanks, aircraft, and countless “wonder-weapons” as all the belligerents scrambled to out do each other technologically.



This is the Second World War, but with dieselpunk: all the technology of the Late Mechanical Tech Age is tweaked to incorporate some of the scientific advancements of later science fiction tech eras. The ideas and prototypes of Tesla, Christie, and others can all get their moment as the players fight in the most destructive war in human history.

**Taglines:** Superscience covered in grime and mud; single-pilot mecha powered by gasoline engines, controlled by armatures and Tesla-designed electric gyroscopes, carrying giant M1 Thompsons, panzerfausts and shoulder-mounted bazookas; Nazi rocket mecha troops are terrifying when they drop from zeppelins; mecha on D-Day, at El Alamein, at Monte Cassino, and at Stalingrad; American mecha fighting in China with shark-teeth paintjobs.

### Quick Missions: WW2M

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#### 1d6 Mission

- |   |  |
|---|--|
| 1 | Parachute behind enemy lines and infiltrate a Nazi mecha design lab. You'll have to escape with the Nazi prototype, and its plans.   |
| 2 | Mecha commandos must attack an ammunition depot, or artillery position. It is heavily defended.  |
| 3 | After an amphibious assault on a tiny island in the South Pacific, US Marine mecha fight the Japanese in the jungle. A Japanese mecha pilot hunts the Marines, and his mecha has a giant katana. |
| 4 | The mountains of the Italian peninsula are perfect terrain for the mecha of the 1st Canadian Armoured Soldier battalion to patrol as they encounter determined dug-in German forces.             |
| 5 | The Desert Rats in North Africa are raiding yet another Italian airfield—will the Desert Rats finally capture an Italian mecha?  |
| 6 | A team of grim Soviet veterans must hunt down a lone Nazi Panzerscharfschütze: an elite sniper mecha equipped with a lethal 50mm heavy armor piercing cannon.                                    |
-

## SAMPLE MECHA

### PanzerTrupp IIB

<b>Steps:</b> 6	<b>Armor:</b> 2	<b>Agility:</b> 2	<b>Modules:</b> 2
<b>Agility:</b> 0	<b>Armor:</b> 16/20	<b>Lemon Dice:</b> 3 Mass Production	<b>Cost:</b> 326,500 <i>Reichsmarks</i>
<b>Modules:</b>	Manipulator Arms, Secondary Movement System (halftrack)		
<b>Features:</b>	Extra Speed x2, 3x Hardpoints, 3x Storage Mounts, Redundant Fire Control		
<b>Flaws:</b>	None		
<b>Weapons:</b>	SMG Autocannon (hands), 2x Panzerfaust, 1x Vibroblade,		
<b>Notes:</b>	A successful German mecha design intended for the early war Blitzkrieg operations the Wehrmacht was so successful at. The PanzerTrupp IIB is the standard “infantry” model. Other variants sport heavier weapons to handle enemy armor, or to serve as fire support platforms. By 1943 the IIB was already surpassed by other German designs and most Allied designs.		

### M22 “Buford” Armored Soldier

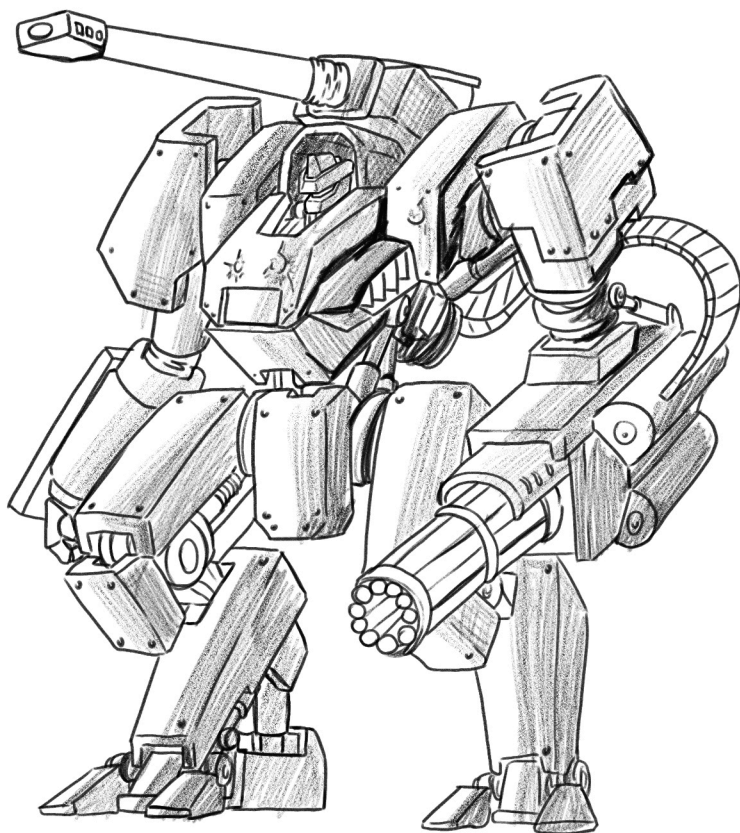
<b>Steps:</b> 5	<b>Armor:</b> 2	<b>Agility:</b> 1	<b>Modules:</b> 1
<b>Agility:</b> 0	<b>Armor:</b> 16/20	<b>Lemon Dice:</b> 4 Early Production	<b>Cost:</b> \$262,750
<b>Modules:</b>	Manipulator Arms		
<b>Features:</b>	Hardpoints x2, Storage Mounts x3		
<b>Flaws:</b>	Large Sensor Profile		
<b>Weapons:</b>	Light Rifle, Light Rocket Pack		
<b>Notes:</b>	An early American production mecha, the Buford is considered a bit of a flawed design, but it does one thing very correctly: the Buford is small enough that a full squad of six will fit into a landing craft. This means the Buford will soon see action in North Africa and the Pacific.		





## Mk. 2 Armoured Soldier "Longbow"

<b>Steps:</b> 6	<b>Armor:</b> 3	<b>Agility:</b> 1	<b>Modules:</b> 2
<b>Agility:</b> -1	<b>Armor:</b> 16/20	<b>Lemon Dice:</b> 5	<b>Cost:</b> 324,500
		Early Production	Pounds
<b>Modules:</b>	Manipulator Arms, Secondary Movement System (wheels)		
<b>Features:</b>	Extra Speed x1, Hardpoints x4, Storage Mounts x4		
<b>Flaws:</b>	Annoyance: Foul smells in crew compartment		
<b>Weapons:</b>	Heavy Rifle, Heavy Rocket Pack, Vibroblade		
<b>Notes:</b>	This is the most successful British mecha, a heavily armoured and slow mecha with heavy weapons. The Longbow Mk.1 was intended for fire support and bombardment at long range. It was not successful in the Battle of France, and the Mk. 2 variant has been upgraded with more speed and heavier weapons. Only time will tell if the Longbow Mk.2 is more successful.		



# FEUDAL MECHA KNIGHTS

The Galaxy has split into countless feudal holdings: scores of factions vying for control over waning resources and technological marvels no one can really understand. You are a Mecha Knight, the feudal warriors of a powerful noble to whom you have sworn fealty. Your mecha is a prized family heirloom, passed down through the generations, and the source of your social stature and income. You must obey your lord or lady, and do battle in their name, but they might not have your best interests at heart. Should you lose your mecha, you will be nothing more than a lowly infantryman, doomed to fight and die on foot, in shame and dishonor.

**Taglines:** Mecha are the rulers of the battlefield; battles are rare, and mecha are too precious to risk; all warfare is deception, position, and giant robots; high tech weapons and equipment are rare and revered; there are rules and honor in warfare, but breaking the rules happens from time to time.

## Quick Missions: Feudal Mecha Knights

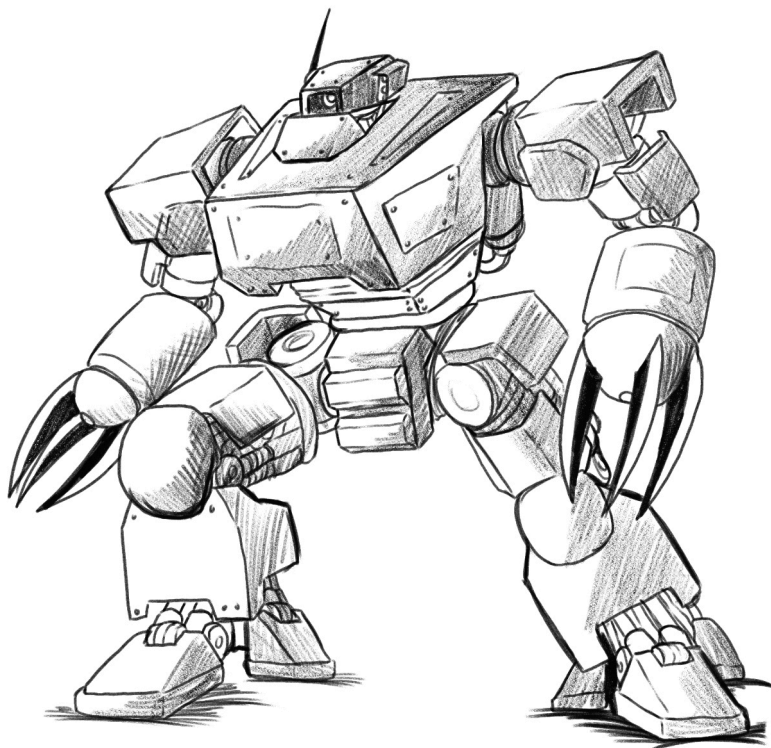
### 1d6 Mission

- |   |   |
|---|---|
| 1 | Your mecha team is fighting an enemy force over a mecha fusion power plant factory. The rules stipulate only your teams are to fight. The winner takes the factory. Your commander breaks the rules and orders a full assault—do you fight, or keep your honor? |
| 2 | You are tasked to explore a planet with ancient Terran Empire holdings. You hope to liberate an advanced mecha design from the ruins, but your rivals are there with the exact same goals.  |
| 3 | You must uncover a spy-saboteur operating in your unit before they can do some real damage.   |
| 4 | The group meets a wounded mecha knight on the battlefield. You help him escape capture and return with him to your lines. It turns out he's a minor noble and owes you a favor. But now you have all established yourselves as heroes.                          |
| 5 | A princess needs rescuing from a rival noble house. She does not wish to be married against her will. She is very grateful for the rescue, but things turn sour when her erstwhile fiancée arrives, with mecha.   |
| 6 | The Space Church declares a Crusade to retake New Constantinople from the heretics! Your liege has answered the call. Will you follow to glory or ruin?   |



### Gladius

<b>Steps:</b> 7	<b>Armor:</b> 3	<b>Agility:</b> 1	<b>Modules:</b> 3
<b>Agility:</b> -1	<b>Armor:</b> 16/20	<b>Lemon Dice:</b> 5	<b>Cost:</b> 394,000
		Early Production	Credits
<b>Modules:</b>	Battle Arms, Lethal Targeting, Counter-Battery Module		
<b>Features:</b>	Hardpoints x4, Storage Mounts x4, Redundant System (Crew)		
<b>Flaws:</b>	Sensor Glitch		
<b>Weapons:</b>	Heavy Autocannon (hardpoint), Light Cannon (Arm-mounted), Light Rocket Pack x2, Light Laser (hardpoint)		
<b>Notes:</b>	The Gladius is an older model of mecha that has been in service across the galaxy in countless feudal militaries. It is well-armored and well-loved for its high firepower. It is common in assault and fire support squads. The Gladius has one notable flaw: its weapons systems tend to scramble the mecha's sensors, leading to problems whenever active sensors are used.		



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## MECHA RACING!

The players are members of a small-time, semi-legal mecha racing crew. They can all be pilots, or they can play a wide range of characters: pilots, pit crew, agents, security, and the like. The group travels across the world and participates in daring races: some are legal, others are definitely not. The glamor and glory are theirs to chase as they push their machines to the limit.

**Taglines:** Intrigue, greed, crime, and high-speed chases; live fast, die in a spectacular crash; illegal races in exotic locales; mecha skating along, dragging their fingers on the concrete in a shower of sparks; mecha drag races; mecha roller derby, or even mecha brawls in the races; Secondary Movement Systems are a free module; teenage angst and romance.

### Quick Missions: Mecha Racing

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1d6	Mission
1	A gangster wants to hire the racers to smuggle mecha across a border.
2	A racing tournament puts everything on the line: will the PCs cheat to get ahead, or will they play it straight? The other teams probably will not have any scruples.
3	A PC falls for a rival racer. Will it cloud their judgement? Or is it all a set-up so that the rival can win the next race?
4	A racer is deliberately sabotaging races, and the PCs must find out why after he is found murdered.
5	A mecha manufacturer has decided to abscond with the PCs' mecha for research and development purposes! What mecha are available to chase their prized possessions down and get them back?
6	The Safari 500 is a long-distance race: the PCs will face natural perils and ruthless opponents, all in the middle of nowhere far away from prying eyes. Breakdowns are likely...

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## SAMPLE MECHA

### The Rocket

<b>Steps:</b> 5	<b>Armor:</b> 1	<b>Agility:</b> 3	<b>Modules:</b> 1
<b>Agility:</b> +1	<b>Armor:</b> 9/12	<b>Lemon Dice:</b> 11 Hand-Built	<b>Cost:</b> 267,500 Credits
<b>Modules:</b>	Manipulator Arms, Secondary Movement System (wheels, free)		
<b>Features:</b>	Extra Speed x4, Redundant Systems (Crew), Hardpoints x1		
<b>Flaws:</b>	Annoyance: Loud all the time!, Large Sensor Profile, Weak Facing: Rear		
<b>Weapons:</b>	None		
<b>Notes:</b>	The Rocket is typical of a high-end, hand-built racing mecha that occasionally makes an appearance on the racing circuits. It is very, very fast, and it also has several safety features to prevent any injuries to the pilot in a crash.		

### Scrapper-VX

<b>Steps:</b> 4	<b>Armor:</b> 1	<b>Agility:</b> 2	<b>Modules:</b> 1
<b>Agility:</b> +1	<b>Armor:</b> 9/12	<b>Lemon Dice:</b> 4 Limited Production	<b>Cost:</b> 270,000 Credits
<b>Modules:</b>	Manipulator Arms, Secondary Movement System (wheels, free)		
<b>Features:</b>	Extra Speed x4, Easy to Modify		
<b>Flaws:</b>	None		
<b>Weapons:</b>	None		
<b>Notes:</b>	This is a version of the Scrapper mecha produced specifically for the mecha racing circuits that have popped up here and there on different worlds. Driving a VX in a race is fine, as long as the mecha has been customized by the driver and crew. No driver worth their salt rides a VX without any custom fittings.		

Humanity has colonized the solar system, and the United Nations Government oversees a fractious and increasingly violent population. UN ships patrol the space lanes, and when there is trouble, they launch highly maneuverable transformable mecha: Dynamos. These space fighters can become powerful, giant, space infantry capable of the full range of humanoid motion. The PCs are pilots in a Dynamo squad: in between fighting pirates and bandits, they must confront a growing sense that not all is well in the United Nations.

**Taglines:** Intrigue and espionage; criminals might be freedom fighters for a worthy cause; disobeying orders or doing the right thing; piloting new prototype Dynamo; space anomalies at the edge of the solar system; free transformable mecha modules for Dynamos (Except for cost. They still cost!).

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**Quick Missions: Dynamic Force Epsilon**

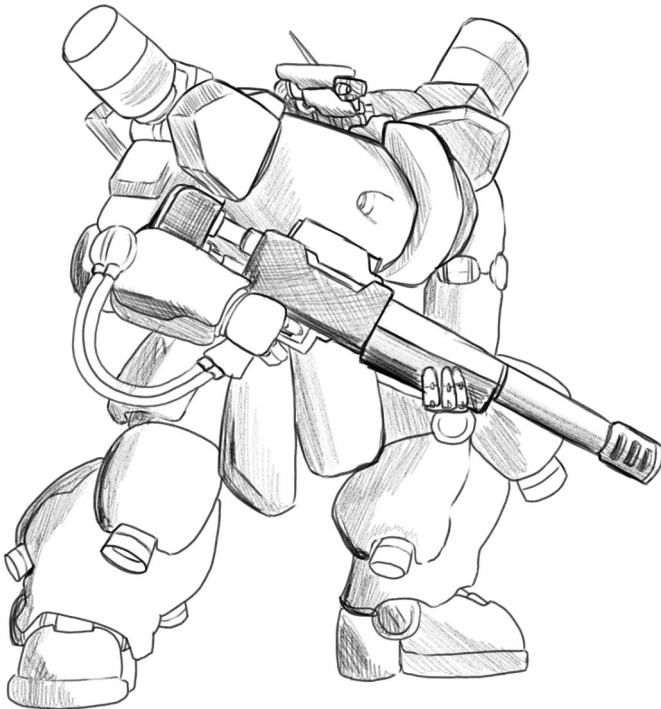
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**1d6 Mission**

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|---|--|
| 1 | The patrol encounters renegade bandits with military-grade hardware! Defeating them will be tough. Finding their supplier will be tougher.   |
| 2 | A guerilla attack on the PCs' base! Launch and hunt down the enemy forces. Unfortunately, they've faded back into the civilian population.   |
| 3 | An enemy attack has caught high command off guard! Rally the base and lead the defense.  |
| 4 | A long-range patrol in space turns into a deadly game of cat and mouse against terrorists in advanced Dynamos.   |
| 5 | An alien invasion! From the edge of the solar system come swarms of alien insectoid mecha that overwhelm the defenders! The PCs must organize a retreat and protect civilians who are exposed. |
| 6 | Begin a guerilla campaign against a terrible alien foe: who are they, what do they want, and how can they be defeated?   |

## SAMPLE MECHA

Paragon Transformable Dynamo Fighter			
<b>Steps:</b> 8	<b>Armor:</b> 2	<b>Agility:</b> 3	<b>Modules:</b> 3
<b>Agility:</b> +1	<b>Armor:</b> 12/16	<b>Lemon Dice:</b> 5	<b>Cost:</b> 368,000
		Mass Production	Credits
<b>Modules:</b>	Manipulator Arms, Missile Barrage, Self-Repair, Transformable (free)		
<b>Features:</b>	Hardpoints x2, Storage Mounts x4, Redundant Systems (Crew)		
<b>Flaws:</b>	None		
<b>Weapons:</b>	Light Laser, Beam Sword		
<b>Notes:</b>	This is the standard issue trooper Dynamo issued to most pilots in the UN Space Forces. It is a powerful mecha capable of operating in space, on the ground, and in the air. As a pure dogfighter it is only surpassed by the most advanced and dedicated high-tech fighters, and as a ground mecha it is surpassed by dedicated mecha with more firepower. But none can do it all like the Paragon can.		



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## ARMORED INFANTRY SPACE TROOPERS

The Armored Infantry want you! Join the military, survive grueling basic training, and then get shoved into cryo-storage as your ship heads to the front. See the galaxy: suit up in a 3m tall high-tech mecha and get dropped from low orbit onto a planet infested with enemy alien hive mind warriors: “Bugs” for short. Keep yourself and your squad-mates alive. Your foe is relentless and does not know fear: it’s your job to introduce them to it.

**Taglines:** the rough life of the Armored Infantry are all you and your squadmates know; is the government as democratic as it says it is, or are there too many political officers these days? The Armored Suits are worth more than you are, trooper; a planet-hopping campaign against the Bugs is how you grow up—if you can survive.

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### Quick Missions: Armored Infantry Space Troopers

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#### 1d6 Mission

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|---|---|
| 1 | A quiet ground patrol is disturbed when Bugs start bursting forth from the ground! Save as many civilians in the nearby village as possible.  |
| 2 | The brass wants you to escort a science team as they test a new sensor tech. Unfortunately, the prototype sensor acts as a Bug attractor.   |
| 3 | Shore Leave! You get to fraternize with civilians and other off-duty soldiers as they blow off steam and reflect on your highly dangerous lives as Armored Infantry Space Troopers. |
| 4 | A political operative has sabotaged your squad’s equipment! After barely escaping with your lives, the troopers will have to find the saboteur and understand his motives.          |
| 5 | The squad assaults a planet from orbital drop! You will have to link up with locals and other Armored Infantry before a big push against a Bug hive.                                |
| 6 | A Bug assault on a city sees the troopers fighting desperate house-to-house battles as the streets, sewers, and buildings are literally crawling with giant bugs.                   |
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**The Armored Infantry Space Trooper Suit**

<b>Steps:</b> 6	<b>Armor:</b> 2	<b>Agility:</b> 2	<b>Modules:</b> 2
<b>Agility:</b> 0	<b>Armor:</b> 12/16	<b>Lemon Dice:</b> 3	<b>Cost:</b> 322,000
		Mass Production	Credits
<b>Modules:</b>	Manipulator Arms, Jump Jets		
<b>Features:</b>	Hardpoints x3, Storage Mounts x2, Airdroppable		
<b>Flaws:</b>	None		
<b>Weapons:</b>	Autocannon SMG, Light Bazooka, Vibroblade		
<b>Notes:</b>	<p>The trusty Armored Infantry Trooper Suit, often called an “Ape-Suit” by its operators, is a highly mobile, rugged, and lethal mecha combat suit. It is barely 3m tall and is often mistaken for simple powered armor. The Suit is often modified for mission-specific loadouts, but the standard load is surprisingly versatile.</p>		

**“Bug” Soldier**

<b>Steps:</b> -	<b>Armor:</b> -	<b>Agility:</b> -	<b>Modules:</b> -
<b>Agility:</b> +1	<b>Armor:</b> 12/16	<b>Number</b>	<b>Cost:</b> 322,000
		<b>Appearing:</b> 3d6	Credits
<b>Skills:</b>	Combat 3, Physical 2, Social 1, Stealth 1		
<b>Damage:</b>	<p>Claws x2: 4d6 AV melee damage (6d6 personal),          Thorns: 3d6+2 AV (5d6 personal) ROF: 2 Range: Assault</p>		
<b>Notes:</b>	<p>The common insectoid alien soldier: a 3m tall, four-legged, lethal killing machine of spikes and claws. It does not retreat unless this is part of a trap or larger plan.</p>		