

Basic Roleplaying MECHA



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Basic Roleplaying

MECHA

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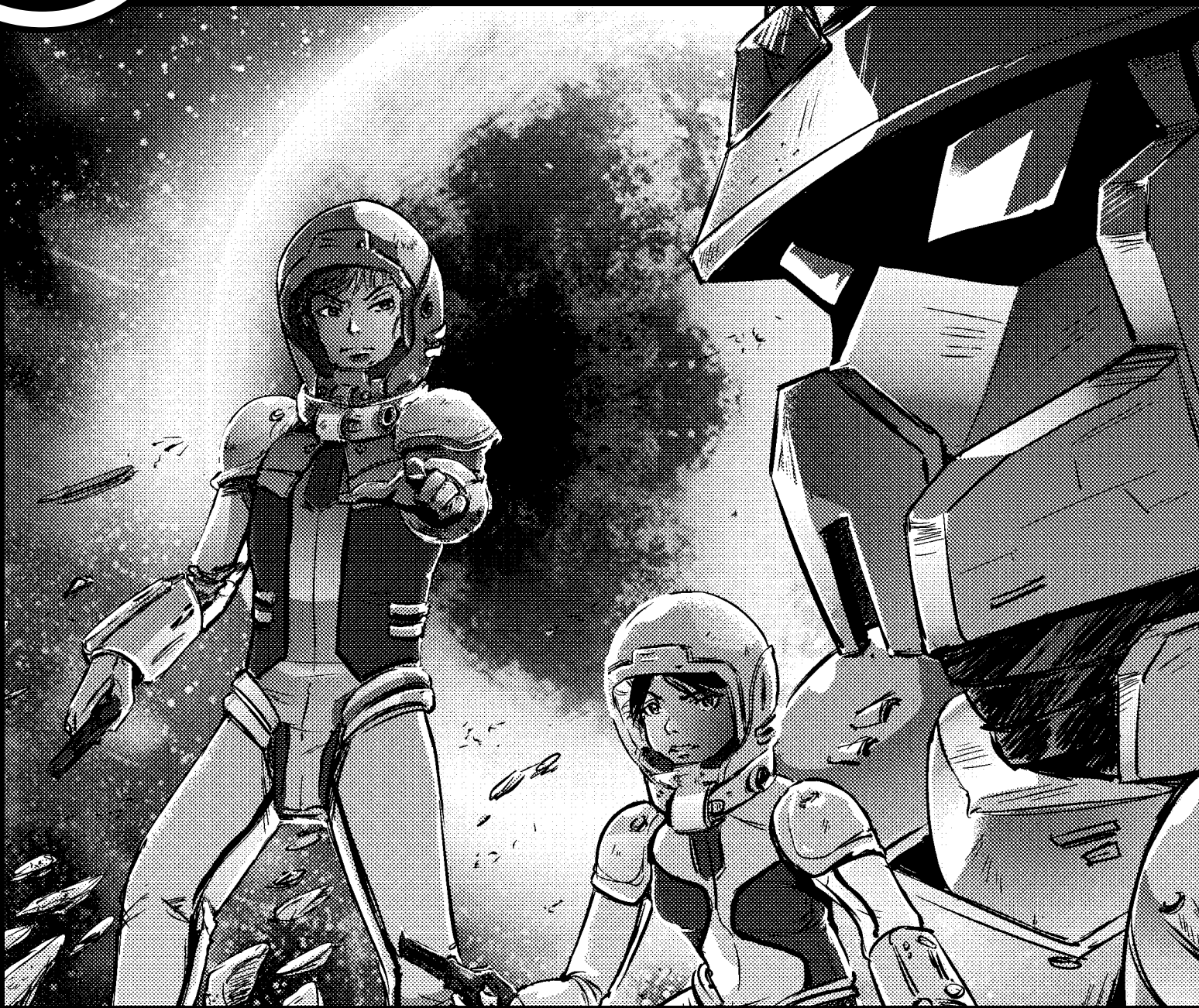
This book requires the *Basic Roleplaying* rules, available from Chaosium Inc.

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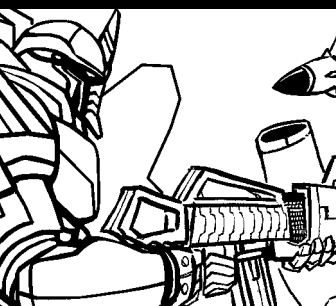
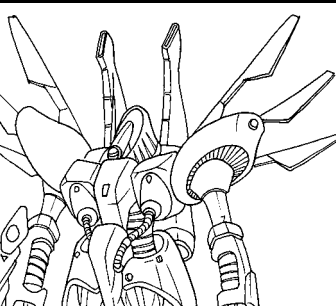
The setting in Chapter 9 was developed from an original idea by Francesco D'Arcadia.

BRP MECHA ACTION CHART

	STANDING/WALKING (NO RED TOKEN)	RUNNING (RED TOKENS)	MOVING ON WHEELS (RED TOKENS)	FLYING (UP TO 1 RED TOKEN)	FLYING FAST (2+ RED TOKENS)
DECELERATE	Automatic	Easy Pilot (Mecha)	Automatic	Easy Pilot (Spacecraft)	Pilot (Spacecraft)
STOP ABRUPTLY	Automatic	Pilot (Mecha)	Easy Pilot (Mecha)	Pilot (Spacecraft)	Impossible
FAST TURN (90° OR MORE)	Automatic	Easy Pilot (Mecha)	Pilot (Mecha)	Pilot (Spacecraft)	Difficult Pilot (Spacecraft)
VERY FAST TURN (180° OR MORE)	Automatic	Pilot (Mecha)	Pilot (Mecha)	Difficult Pilot (Spacecraft)	Impossible
HIT WITH CLOSE COMBAT WEAPON	Pilot (Mecha)	Pilot (Mecha)	Pilot (Mecha)	Lower of Pilot (Mecha) and Pilot (Spacecraft)	Lower of Pilot (Mecha) and Difficult Pilot (Spacecraft)
HIT WITH RANGED WEAPON	Mecha Weapons	Difficult Mecha Weapons	Mecha Weapons	Lower of Spacecraft Weapons and Pilot (Spacecraft)	Lower of Spacecraft Weapons and Difficult Pilot (Spacecraft)
DODGE MISSILE OR THROWN WEAPON	Pilot (Mecha)	Difficult Pilot (Mecha)	Pilot (Mecha)	Pilot (Spacecraft)	Difficult Pilot (Spacecraft)
DODGE BULLET OR BEAM	Difficult Pilot (Mecha)	Impossible	Difficult Pilot (Mecha)	Difficult Pilot (Spacecraft)	Impossible
PARRY CLOSE COMBAT ATTACK	Pilot (Mecha)	Difficult Pilot (Mecha)	Difficult Pilot (Mecha)	Lower of Pilot (Mecha) and Difficult Pilot (Spacecraft)	Lower of Difficult Pilot (Mecha) and Difficult Pilot (Spacecraft)
BLOCK RANGED ATTACK WITH SHIELD	As per shield	As per shield	As per shield	As per shield, halved	Impossible
TO HIT PENALTY WHEN TARGETED	-	10% per green token	10% per green token	20% per green token	20% per green token



Basic Roleplaying Mecha allows you to take the role of the pilot of a giant battle robot. The game is about battles among these huge war machines, but also about the feelings and personal history of the heroes, who will be as significant to the story as the Mecha they pilot.



Basic Roleplaying Mecha is a supplement for the Chaosium D100-based *Basic Roleplaying* system (BRP) which allows you to take the role of the pilot of a giant battle robot, like you might see in Japanese animation TV shows (*anime*). As such, it provides rule additions and gadget descriptions to cover the mechanical part of the Mecha genre. But it also includes rules to help you describe the feelings and personal history of the heroes, as often happens in the original TV series, and make them as significant for the development of your story arc as the power of the Mecha they pilot.

BRP Mecha is not meant to be a generic sci-fi supplement, assuming something like “generic” sci-fi can exist. Its goal is to let you re-create your favourite giant-robot anime series, with all its realistic – or unrealistic – clichés. It might not contain some elements like the imaginary physics that describes the details of Mecha power sources, or the description of the alien planet from where the Evil Invaders come from. It is up to you, when acting as the Gamemaster, to make up this sort of details or adapt them directly from your favourite TV series.

If you find the Mecha of the classic anime series unrealistic, and prefer an approach where a ‘Mech is a two-legged weapon platform, then maybe this game is not for you. There are plenty of Mecha roleplaying games around there, and you will probably find one that better suits your tastes. We have chosen to focus on the recreation of the “pure anime” feel. However, even if you are not a hardcore anime fan, there is something here for you! The Mecha genre is a vast collection of series with plenty of variety among them. We tried to make BRP Mecha so adjustable that it will accommodate all the different sub-genres and style. Chances are high that you will find one configuration of options that works for you.

What is a Mecha?

A Mecha is a giant humanoid machine that can walk and fight like a man, but is not self-conscious, and must be piloted by a human (or an other intelligent being) who sits in its head or torso. Mecha are featured mainly in Japanese animated series, although they also appear in *Star Wars* and in some board or computer games produced in the West. The concept of Mecha was invented by the American writer Robert A. Heinlein in his novel “Starship Troopers”, but the idea of a robot you pilot as an extension of your physical capabilities has been developed and exploited to its greatest effect by the Japanese. When one mentions “giant

battle robots” you do not normally think of Imperial AT-ATs; you think of Mazinger or Varitech fighters.

However, the appeal of Mecha series is not based exclusively on titanic mechanical devices or action-packed space battles with missiles flying in all directions – although these two elements are surely present in most episodes. And valour and bravery are not the only passions that Mecha pilots exhibit in the anime. Many series are also about love, friendship, self-sacrifice, treachery and the final destiny of mankind.

Sub genres: a bit of history

Historians of the Mecha genre usually divide Mecha anime into two main sub-genres: Real Robots and Super Robots. Other classifications such as transformable Mecha, decomposable Mecha or such are sometimes used, but they are hardly relevant for a complete classification of anime series.

The difference among the two genres is that with Real Robots, Mecha are just extremely powerful combat machines that the heroes use to fight for their righteous cause. Real Robots are mass-produced, expendable vehicles that can be destroyed or discarded by the heroes for a more advanced model, and the main title of the anime may or may not mention them. In most Real Robot anime, mass battles among Mecha are the norm.

Super Robots are one-of-a-kind machines that can defeat all sort of enemies single-handed, and the main Mecha is the real hero of the show. Mass battles featuring Super Robots are extremely uncommon, and the destruction of the Super Robot featured in the anime title is a rare event that can take place only at the end of a series, when the enemy has been defeated or a new Super Robot is ready to take the place of the beaten one.

Think of Super Robot anime and manga as the equivalent of the American superhero comic books, while Real Robot series are the equivalent of adventure books and movies about heroic fighter pilots, for instance *Battlestar Galactica* or *Top Gun*.

Curiously, Super Robots appeared earlier than Real Robots, at the start of the seventies with *Mazinger Z*, whereas Real Robots started to appear in 1979 with *Kidō Senshi Gundam*, but later became predominant.

This book assumes that you have chosen beforehand whether your game features Super Robots or Real Robots. The optional rules used

in each sub-genre are different, and are devised to create a different game experience. In fact, if you look beyond the surface the two sub-genres as presented in BRP Mecha have such deep differences that they are almost two distinct games. Wherever a rule applies only to one of the sub-genres, we will explain it clearly in the text. When a rule is not labelled as being specific to a sub-genre, it applies to both Real Robot and Super Robot games.

Who should use this book?

This book is addressed to users of the *Basic Roleplaying* game system published by Chaosium, Inc. Ownership of the complete edition of this game is recommended – well, basically mandatory – if you wish to use this supplement at its full potential. Ownership of simpler version of the Chaosium system, such as *Call of Cthulhu* or the BRP *Quickstart*, or of Fantasy games based on D100 but not published by Chaosium, such as *RuneQuest* or *OpenQuest*, will enable you to understand the rules provided here, but you will still lack some important information if you do not own the complete edition of *Basic Roleplaying* (Chaosium, 2008).

The rest of this book assumes that you, the reader, will be the Gamemaster of a BRP Mecha campaign. Most of the information provided here is in fact intended for the GM. However, no information contained in this book, except perhaps the sample scenarios if you want to play through them, is intended to be kept secret to the players, and if any player wishes to read the rules on his or her own instead of letting the Gamemaster explain them, you should absolutely encourage him or her to do so. A more interested and involved player can only benefit your game, and make your task as the GM easier and more satisfactory.

Mecha Scale

No matter how they are powered or what they use as weapons, all Mecha are BIG. This creates trouble when you want to portray them in Basic Roleplaying, as the rules are obviously designed to handle things on the human scale. For this reason, this game will introduce the concept of scale, which is not present in most Basic Roleplaying supplements and settings. The effects of scale are as follows:

- When we reference an attribute on the human scale, then it works exactly as described in *Basic Roleplaying*. Characteristics such as STR, SIZ, DEX

are always on the same scale for everything, be it human-sized or huge. The values provided for SIZ as the equivalent of mass in *Basic Roleplaying* follow a logarithmic progression beyond SIZ 30, so the Resistance Table that is at the core of all BRP games is still functional at the high levels of STR required to portray a Mecha.

- When we reference a value on the Mecha scale, then each point of it equals ten points of the same attribute on the human scale. So, when we say that a Mecha armour absorbs two points of Mecha damage, then in fact it stops twenty points of normal, human scale damage. When we state that a Mecha has a Move of 5, we mean that it can move 50 metres, not 5. One specific attribute – MOV – has a third possible scale, that is used for flying vehicles and equals 100 times the basic move, or 100 metres per point. Not all attributes related to Mecha are expressed on the Mecha scale – attributes such as Power Points, for instance, are on the same scale for everything.

Should I use all the options provided?

The short answer to this question is “Use only the options you and your group like”. But we are sure that you, as an experienced roleplayer who already knows *Basic Roleplaying* and several other game systems, already know this principle.

The long answer is as follows.

All rules provided in this book are options that you can apply to the core *Basic Roleplaying* rules. For instance, you can discard all considerations we made about scale and always use human scale for everything: you just multiply hit points, damage and movement by ten, and roll a bucket of dice instead of the listed dice for damage and damage modifier. The game will still work, albeit a little bit more slowly and with more bookkeeping required.

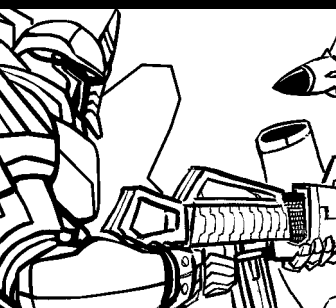
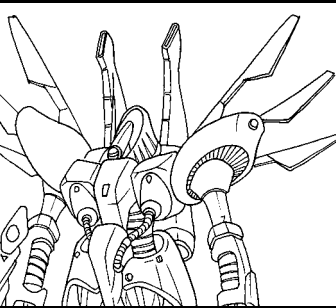
However, please consider that the rules provided in this supplement are of two distinct kinds. The first kind is what we call “mechanical detail”, that is a special rule that helps you describe in numeric game terms how powerful, resilient, maneuverable and generally “cool” your Mecha or fighter spacecraft is. In game lingo, this is often called “crunch”. These rules will help you set the mood for your game, and highlight the most climactic moment by featuring an opponent or a situation that is thrilling and dangerous. This will not happen just because the Gamemaster describes it so, but because it is such in objective

Optional Rules in use

These spot rules should be used in your BRP Mecha game. Where necessary, we have also specified whether the rule applies only to Characters (C) or to Mecha (M) Where this supplement provides an improved version of the optional rule, the rule has been marked as IMP.

- Education
- Non-Human Characters
- Hit Points per Location (M)
- Total Hit Points (C)
- Complimentary Skills
- Skill Ratings over 100%
- Projection
- Initiative Rolls (M, IMP)
- Attacks and Parries over 100%
- Dodging Missile Weapons
- Miniatures and Maps (M, IMP)
- Armour by Hit Locations (M)

Chapter 5 will include a list of optional rules that we recommend you do not use in BRP Mecha combat, as they might slow down play or provide unsatisfactory results.



game terms, according to written and impartial rules that can also give you clues about how to get out of danger. But these details are not the driving force that will bring your BRP Mecha campaign forward. Experience, and a brief discussion in your gaming group, will help you choose how much “crunch” to incorporate in your game. Just think of how much bookkeeping you will like to do in your games, and make your decisions accordingly.

The second kind of rules you will find in this book is what we can call “story making engine”. You will find most of these rules in Chapter Seven. These rules are not numerical details that incorporate elements into the game mechanics. Their aim is to help you roleplay your character and drive the events of the story in the direction that you like the best – and with “you” we mean both players and Gamemasters! These rules are equally optional, of course, but we recommend that you think carefully about the effects of your actions before dropping or changing them.

For instance, you might want to avoid usage of Fate Points altogether. But the consequence of this will be random, unheroic character deaths at the most anticlimactic moments; a well known feature of *Basic Roleplaying* in its original form, as described in *RuneQuest*, Second Edition (Chaosium, 1980). Some groups find this acceptable. But since many groups do not, please check with your players before deciding to ditch Fate completely. If you can foresee yourself fudging some die rolls to avoid a hero’s Mecha blowing up in deep space where no one can rescue the pilot, then perhaps Fate Points might be a better option than changing die rolls. Expose the subject to your gaming group and act accordingly.

Another key point is the fact that only players can initiate actions that will make them gain or lose Fate Points. If you are familiar with other game systems that use Fate (or Luck or Karma or whatever you wish to call them), you might have the desire to play BRP Mecha that way, too, and opt to have the GM frame the scenes that provide Fate, or have the players roll to decide whether they gain Fate or not, or even give away free Fate at the beginning of each session.

We strongly recommend that you do not do this, unless you know exactly and explicitly that your players prefer it this way – that is, that they prefer to remain passive and let the GM insert the meaningful episode in the narration, or let the dice determine the outcome of scenes involving their characters’ deepest feelings. BRP Mecha is not “just another game using Fate or Luck”. We have struggled a lot to put the focus on what the players say and do,

and to give the Gamemaster the power to suggest and facilitate, but never – never – to decide on the players’ behalf.

We provided a lot of options regarding Fate Point economy, and in fact you will realize that the two Fate gain models provided for the Real Robot and Super Robot sub-genres make for two completely different game experiences – as it should be, since the two sub-genres are totally different beasts. This means that you should probably be able to find a fine tuning of the “story making” rules that you are comfortable with, within the framework provided here. Nevertheless, once you find such a fine tuning and work out some additions of your own, we encourage you to contact us via

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or other Internet gathering points for gamers, and explain us the way it works best for you. Nothing would please us more than improving BRP Mecha on the basis of player input.

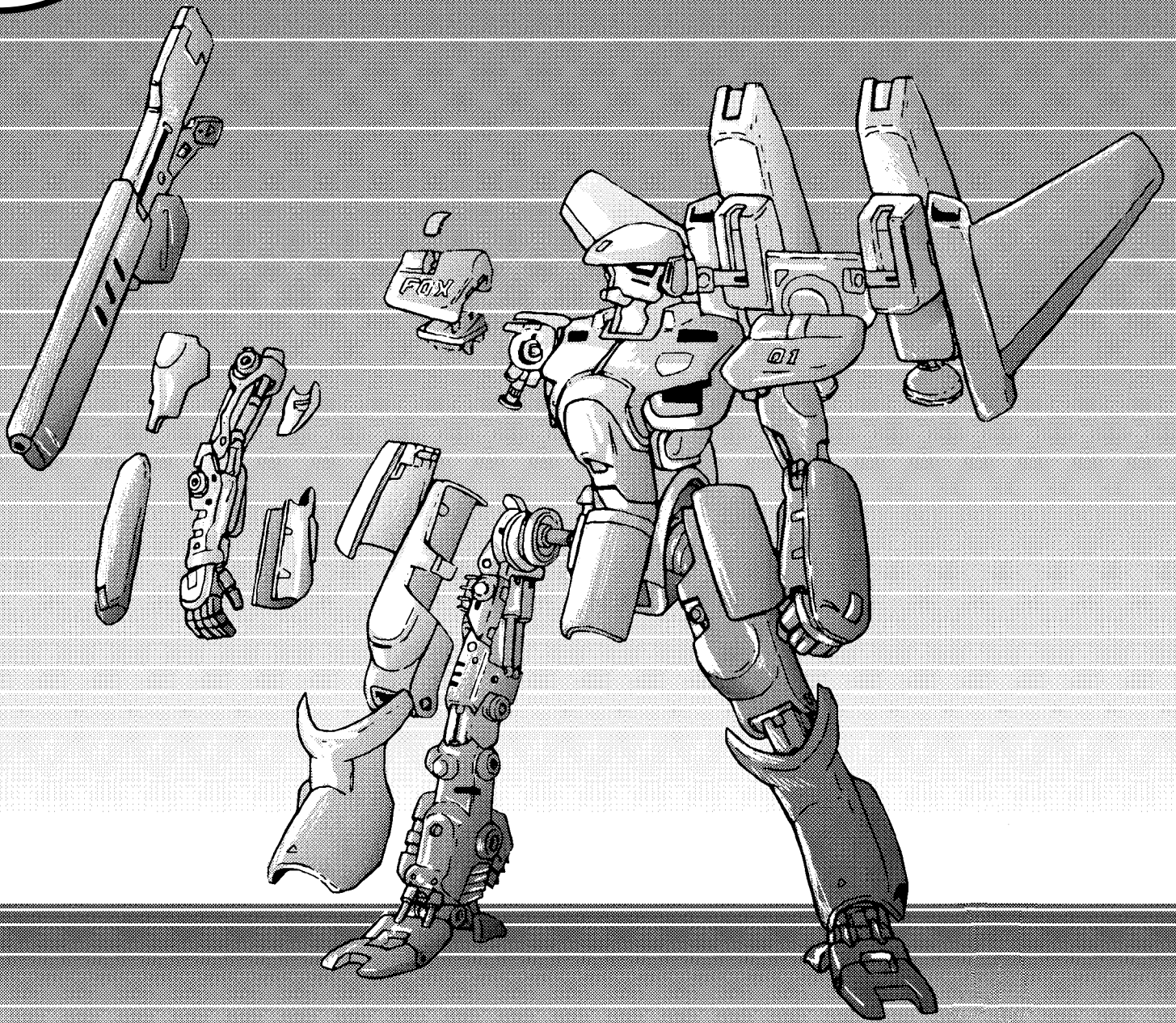
In short, try to understand the ideas behind all the rules we provided in Chapter Seven. We tried to write them as clearly as possible, but it still takes some effort on your part to understand them-Try to imagine how a change will effect the game before implementing it.

But where is the point buy system for Mecha?

You will not find any point buy options for Mecha in this game.

Yes, we know that other Mecha games allow you to design your own battle mechanoid with a point buy system.

After all, Mecha pilots in the series never design their own vehicles, but rather receive them as a gift or legacy from some scientist or benign superhuman force. Or they are assigned them like any military pilot is assigned a given model of aircraft. In accordance with this spirit, players have the usual degree of control allowed in Basic Roleplaying over their character’s stats, but the Mecha they pilot is designed by the Gamemaster, who is encouraged to reference the anime directly rather than try to balance the different models with abstract point values for their equipments. Nevertheless, players are encouraged to read the section about Mecha design, as they might need some insight into the design parameters at the time their character is involved, during play, in the design and testing process of additional components for his or her own Mecha.



In order to play, you have to design your own models of Mecha, for both heroes and villains. This task is usually left to the Gamemaster, but players should be familiar with this section of the rules, too, as this knowledge will help them during play.

Mecha Design Summary

- 1 Choose SIZ Class
- 2 Describe Configurations
- 3 Determine Characteristics
 - a) Determine SIZ
 - b) Determine Power Source and POW
 - c) Determine STR
 - d) Determine Other Characteristics
- 4 Determine Derived Attributes
 - a) Determine Damage Bonus
 - b) Describe Hit Locations for each Configuration
 - c) Determine MOV for each Configuration
 - d) Define Combat Skill scores
- 5 Add Equipment for each Configuration

This section of the rules will enable you to design your giant fighting robots so that they can be used to stage battles similar to those you can watch in Japanese TV shows. These instructions focus on building Mecha piloted by player characters, but are nevertheless useful to build robots used as “bad guys”, including the self-conscious cybernetic minions of mad scientists that populate the episodes of Super Robot anime.

In order to use the rules, you must first determine which Mecha you want to stat in BRP Mecha, and look up its physical statistics among the official publications and magazines that contain Mecha stats. Most likely, if you have a model of your Mecha it will include a stats section somewhere on its box. Even if the text is in Japanese, the numbers are perfectly readable, and all measurements are in plain metric units like metres, tons and KW, so you should be able to understand how tall and how heavy your giant robot is supposed to be. If you lack one particular piece of information, you can extrapolate it from the statistics of a similar Mecha. For instance, if you do not know the size of a Mecha piloted by the bad guys, just look at it in a picture that features a vehicle of the good guys for which you have the stats, and compare the sizes. In some cases you will need to watch an episode of the anime on YouTube to get the whole picture right, but we suppose you will not mind doing so.

Once you have written down the basic data about the Mecha and its weaponry, you have to consult these rules to “translate” this information into BRP stats. The procedure provided in this chapter, along with the detailed description of the Equipment provided in Chapter 8, will produce a playable version of your giant robot that has more-or-less the same capabilities as the anime version.

Unlike other rule sets for Mecha design, these rules will not focus on balance and point buy construction. The purpose of the BRP Mecha supplement is not that of allowing you to balance your encounters. Your Mecha could turn out to be unbalanced in combat, but we assumed that what you want when playing BRP Mecha is not to have a competitive fighting experience, but to re-create the feeling of your favourite anime. For this reason, we suggest that you rely mainly on Fate to keep the two sides of a battle levelled.

Finally, remember that these design rules have been crafted to allow you to insert a great deal of details in order to keep your game consistent

with the anime sources. Such consistency, however, is a feature that is not equally important to all players. If you find the design rules too complicated just pick the values that “feel” right for you and go with them.

SIZ classes

To help Gamemasters in the Mecha design process and in visualizing their Mecha appearance, we have divided Mecha into three or more SIZ classes. Each class is equivalent to roughly six metres in height. Thus a SIZ class 1 Mecha is five or six metres tall, while a SIZ class 2 ranges between ten and twelve metres and a SIZ class 3 Mecha is between seventeen and twenty metres. Higher SIZ classes may exist at the Gamemaster’s option, but they are usually reserved for enemy Mecha, particularly non-humanoid ones. SIZ class for a Mecha is neither rolled nor calculated from SIZ, but is a parameter depending on the setting. It may happen that in some settings player character Mecha belong to a SIZ class and the “bad guy” Mecha belong to another, usually bigger, one.

Example: Suppose that in our setting the heroes all pilot transformable fighter aircraft that can turn into Mecha. Since the Mecha are 12m tall when in humanoid form, they belong to SIZ class two. On the other hand, their opponents are a race of space-dwelling giants who are themselves some 10m tall, so they would never fit into one of these crafts. Instead, they pilot giant walking pods that are almost 20m in height, and so belong to SIZ class three.

Super Robots belong to SIZ class 3, although at least one of them is described as being 12 metre tall and some are said to be even 50 or 100 metres, which would give them a SIZ class of 8 to 17. However, in all anime in which several Super Robots appear together, they are depicted as roughly equivalent in height, so in the rest of this ruleset we assume they are all 18-20 metre tall, unless the Gamemaster wishes to experiment and give them a higher SIZ class. Be warned that such an option has not been playtested, and might produce unpredictable results.

SIZ class is usually relevant when determining a Mecha’s armour value, as most armour alloys have a protection value that is a multiple of the Mecha SIZ class. It also determines whether a Mecha can have a given weapon as built-in, or it is forced to use it as a hand-held weapon. Please note that SIZ classes are used only during the design phase: once actual play begins, a Mecha SIZ class is seldom relevant.

Configurations

Most Mecha featuring in anime TV shows do not operate solely as giant humanoid vehicles, but often change shape in a way that alters their hit location pattern and modifies their general capabilities such as speed or offensive power. These changes range from a small flying pod attaching to the Mecha to form its cockpit, to several smaller Mecha combining into a bigger, more powerful one. We will refer to each shape or combination that the Mecha can be in as a Configuration. For each Configuration known for your Mecha, write down a label, which we will call the "short form" for the Configuration. Each time we will refer to a Configuration by its short form in this manual, we will enclose it in brackets. The main Mecha, fully assembled and without any additional parts, is considered the "default" configuration which is represented by the "def" short form. Some transformable Mecha are so complicate that they lack a default configuration.

If the Mecha has a special support vehicle (see page 77) dedicated to assisting it, we will treat such a support vehicle as a configuration, too, and define a short form for it. This configuration is a particular one because it is not alternative to the others, but it can co-exist with one or more of them.

Once all the configurations have been defined, determine how quickly the Mecha can move from one configuration to another, and whether it needs the support of an external vehicle (which will probably be the support one that you have already defined as an independent configuration) or its own base. Write the following elements down in an appropriate space in the configuration section on your Mecha sheet:

*the name of the Configuration,
the requirement in terms of presence
of vehicles and the time needed
to change into it*

In the Super Robot sub-genre, you should also note the Battlecry that the pilot(s) shout when changing into that configuration. You can do so by using the Battlecry as the configuration full name and writing it in all capitals, or by appending an exclamation mark to it, on your Mecha sheet. In most cases, even the default configuration for a Super Robot will have a characteristic Battlecry that the pilot uses as the "trademark of the series".

*Example: Takuya Ono and Mayu Kozuki are
the heroic pilots of the Magnetic Super Robot*

Ka-Gen. However, they never form Ka-Gen directly, but must rely on two secondary vehicles called Takebot and Mayubot, both of which are human-shaped, can fly and have some powerful weapons of their own. We will then consider Ka-Gen as the default configuration (no short form) and the two secondary robots as alternate, non-exclusive configurations, with the short forms [tak] and [may] and the battlecries identifying the configurations being "TAKEBOT GO" and "MAYUBOT GO". By watching the anime, we learn that in order to form Ka-Gen both secondary robots must be present, and extra robotic parts must be launched by the heroes' main base. The assembly sequence lasts for one full combat round during which the pilots use the Battlecry "MAGNETIC CROSS! KA-GEN ATTACK!", after which Ka-Gen is ready to defend Japan from the Swamp Monsters of Arcturus.

However, Ka-Gen is a martial artist Super Robot and lacks thrusters in its feet. In order to fly, it must use the two subunits as external boosters that attach to its arms. This configuration change, identified by the short form [pow] is less complicate than the first one and lasts only 10 DEX Ranks (or 1 combat round if Ka-Gen has less than 10 DEX Ranks left when it decides to change configuration), during which the pilots use the Battlecry "KA-GEN MAXIMUM POWER-UP!"

Depending on how many and how complicate your configurations will be, you have to determine whether your Mecha needs one or more Mecha sheets to be described. Try keeping everything on one sheet, but if your Mecha has several shapes with plenty of hit locations, or it is made of several distinct sub-units that can act independently and have complex location patterns, then having multiple sheet is less messy than fitting everything in one page. In general, thirteen hit locations or twenty different devices spread throughout all configurations are the maximum that you should try and fit into one sheet. The presence of different Strength, Size or Power characteristics for separate parts may also recommend using different sheets.

We will go back to configurations once we have reached the Hit Location and Equipment definition stage.

Determining Characteristics

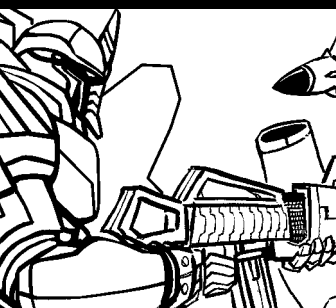
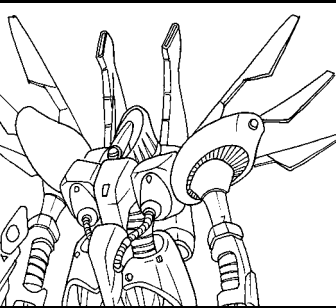
The following step in the design process is determining characteristics for your Mecha. This may be as easy as simply assigning arbitrary values to STR, SIZ and POW or as complex as evaluating each factor with a precise analysis of official stats

Optional Rules in use

These spot rules should be used in your BRP Mecha game. Where necessary, we have also specified whether the rule applies only to Characters (C) or to Mecha (M) Where this supplements provides an improved version of the optional rule, the rule has been marked as IMP.

- Education
- Non-Human Characters
- Hit Points per Location (M)
- Total Hit Points (C)
- Complimentary Skills
- Skill Ratings over 100%
- Projection
- Initiative Rolls (M, IMP)
- Attacks and Parries over 100%
- Dodging Missile Weapons
- Miniatures and Maps (M, IMP)
- Armour by Hit Locations (M)

Chapter 5 will include a list of optional rules that we recommend you do not use in BRP Mecha combat, as they might slow down play or provide unsatisfactory results.



for the Mecha. The level of complexity you choose to apply is up to you. Have a look at the examples given in this book and extrapolate in order to obtain a Mecha that suits your tastes.

Determining SIZ

When designing a Mecha, the first step in characteristic determination is to find its mass in tons. As they are usually found in Japanese books, mass values for Mecha are expressed in metric tons, not British tons. Refer to the Comparative Sizes table on page 296 of *Basic Roleplaying* to find out a suitable value for your Mecha. In any case in which two values for weight are given, always consider the smaller one the “empty” value and not the “full load” mass.

In general, you can also determine the SIZ characteristic of a Mecha by assigning it directly according to how tough and dangerous you want it to be. A SIZ Class 1 Real Robot is about 60-65 SIZ, while a SIZ Class 2 is generally about 80 SIZ and a SIZ Class 3 can easily reach SIZ 100. There is really no simple way to determine a “correct” value for the SIZ characteristic of a Super Robot: by definition, the *mangaka* who created it did not pursue any form of realism, so it is impossible to check the plausibility of its statistics.

Determining Power Source and POW

A Mecha usually has one or two power plants that provide its energy. These are autonomous energy sources powered by a fuel source that is considered non-exhaustible for game purposes, or by some trans-dimensional principle that does not require fuel at all. A Mecha’s Power Points thus represent the amount of energy that is available at a given moment, and regenerate constantly at a rate of one PP per full turn per ten POW points or fraction.

A Mecha usually has a POW characteristic depending on its reactor output in terms of energy. How this characteristic is computed depends heavily on the sub-genre and the specific series you are emulating.

To determine the POW characteristic for your Mecha, find its power source output expressed in metric units, that is KiloWatt (kW) or MegaWatt (MW), rounded up. A MegaWatt is the equivalent of one thousand KiloWatt. If the source output is expressed in horse power (HP), you need just multiply it by $\frac{3}{4}$ (0.75) to obtain its value in kW. If the Mecha has two or more power sources, add

everything up. Then proceed as follows:

- For a Real Robot, take the value in kW and divide it by ten. If the value is abysmally high, use the value in MW divided by 10 instead. For a Super Robot, take the value in MW.

If the value you obtain is more than twice the Mecha SIZ, divide it by ten and add 20. Repeat this step until you have a value that is approximately between half and half against the Mecha SIZ. In general, feel free to adjust this value to fit what the Mecha does in the anime instead of what the official statistics say.

If you cannot find any suitable info about your Mecha power source in the anime, you can just assess an arbitrary value that will yield a suitable value for STR once the efficiency factor has been determined.

A Mecha that is formed by the assembly of several sub-units usually has the sum of each sub-unit POW as its own POW. There are exceptions to this rule, particularly in case the Super Robot is infused with some form of trans-dimensional energy, but this is left to the Gamemaster to determine.

Smaller (SIZ class 1) Mecha may be too small to hold an autonomous power plant, and be forced to rely on an energy source that must be replaced or recharged after a battle. A Mecha that operates on this sort of device still has a POW characteristic and a Power Point reservoir, but its PP do not regenerate autonomously. In this case, the energy source can have a higher number of Power Point storage than the POW characteristic generated. Treat this device like a gadget having the Extra Power Points power.

See also the Design Examples on [page 17](#) and [21](#) in this chapter.

Determining STR

The power output of a Mecha’s reactor is used also to compute its Strength. However, this characteristic depends on both the generated electric power and the efficiency with which it is converted into kinetic energy by the Mecha “muscles”. Each Mecha has a power converter system that is characterized by two major parameters: its efficiency and its maximum output. Efficiency determines which percentage of a Mecha’s POW can be transformed into STR each round. Realistically, this should be a value below 100%. However, the actual value may be 200% or more in the Super Robot sub-genre.

After applying the efficiency factor to the Mecha POW, you can determine its theoretical STR characteristic. The maximum output for the power converter determines which is the top value that the STR characteristic can reach, even if the power source is subject to a boost in its output due to some peculiar conditions, such as the activation of a booster device for the power plant – a common trope in some Mecha series.

In general, you should not worry about taking notes on your Mecha power source and power converter on your Mecha sheet. Just write down the values for POW and STR. In the rare cases when the power source can increase its output for limited periods of time, calculate the alternate values for STR and other parameters beforehand and write them down in the notes section.

Other Characteristics

We have already determined the STR, SIZ and POW characteristics for our Mecha. We will now see how the remaining characteristics are determined.

CON has no meaning for a Mecha.

Whenever a Mecha needs to check INT, DEX or APP the relevant characteristic of its pilot is used instead. Mecha piloted by player characters usually do not have the DEX, INT or APP characteristics, thus relying on their pilot for them. However, enemy Mecha in the Super Robot

genre are often guided by an artificial intelligence rather than a pilot, so they may need a score in these characteristics. When designing an enemy Mecha, roll 3D6 for DEX or give it a score of 10 or any other suitable value according to the power level determined by the Gamemaster. Similarly, your enemy Mecha might need its own Fate point pool if it is not guided by a human pilot. If this is the case, that is if you want to allow it to use Fate and you are not using a global Fate pool for adversaries (see page 68 in Chapter Seven), you should give it an APP score of 3D6 or any other value you deem appropriate in order to provide it with a Fate point pool. Do not give enemy monsters an APP score higher than 12 if there is no particular reason: better save high Fate pools for significant enemies!

You may want to give your Mecha an INT score if it has no pilot, but you will seldom need to use it in play.

Derived attributes

Mecha use different types of attributes than humans. The differences are listed in the sidebar on next page.

Mecha do not have “general” Hit Points, only location related hit points that are the equivalent of “sections” for vehicles. See the Hit Location section below for more details.

Damage Bonus

Mecha have a Damage Bonus based on their STR+SIZ characteristics. However, as the damage they deal is usually only calculated on the Mecha scale, which is ten times as bigger as the normal Basic Roleplaying character scale, their bonus is better calculated using the following table.

STR+SIZ	Damage Bonus (Mecha scale)
64-72	-
73-120	1d2
121-168	1d4
169-216	1d6
217-280	1d8
281-328	1d10
329-424	2d6
425-488	2d8
489-648	3d6
649-808	4d6
809-968	5d6

CHARACTERISTIC ROLLS

When the situation calls for one of the characteristic rolls used in *Basic Roleplaying*, BRP Mecha use particular values defined in the table below.

ROLL	VALUE FOR HUMAN-PILOTED MECHA	VALUE FOR AI-CONTROLLED MECHA
Effort	Always successful	Always successful
Stamina	Usually does not apply to Mecha	Usually does not apply to Mecha
Idea	Use the pilot's Idea Roll	Mecha INT x5
Luck	Use the pilot's Luck Roll	Always failed
Agility	Use the pilot's Pilot Mecha skill	Mecha DEX x5
Charisma	Usually does not apply to Mecha	Usually does not apply to Mecha
Knowledge	Use the pilot's Knowledge roll	Always failed

In the Super Robot sub-genre, most enemy Mecha have no pilot. If they lack the appropriate characteristic for the roll, you may rule that the roll is done with a 50% chance.

Hit Locations

In Mecha combat, the optional location damage rules are always in effect. This is due to the fact that, while Mecha cannot "die" and do not have generic hit points, their body parts can be destroyed. Of course, if enough damage is done to a Mecha's reactor, it can, and should, blow up with plenty of pyrotechnics. Mecha have hit points per location based on their SIZ characteristic, divided by 10, according to the following table.

Location Type	% of SIZ in hit points
Head	25%
Arm	25%
Torso	50%
Leg	33%
Tail, Wing or Insect Leg	16%

Please note that a Mecha does not have separate abdomen and chest hit locations, but only a general "torso" location. This location has hit points based on 50% of the Mecha's SIZ, not 40% as it happens for a human. A Mecha's head normally has only 25% of its SIZ in hit points.

Mecha have Power Points, but since they are inanimate beings, Mecha cannot use them to fuel magic or psychic powers, nor can they resist these powers with their POW or Power Points. They can only use them to activate their internal or external equipments. Many of these have effects that are the equivalent of *Basic Roleplaying Powers*.

Mecha do not have Fatigue or Sanity points. The optional fatigue and sanity systems may be used for pilots if the Gamemaster wishes, but this is not recommended.

We have used the optional rule for separate Hit Location charts for close combat (Melee) and ranged combat (Missile), and will continue to use

HIT LOCATION CHART FOR HUMANOID MECHA		
MELEE	HIT LOCATION	MISSILE
19-20	Head	20
16-18	Left arm	18-19
13-15	Right arm	16-17
09-12	Torso	07-15
05-08	Left Leg	04-06
01-04	Right Leg	01-03

it consistently for the rest of this book. If you wish to streamline your game and use only one Hit Location Chart, we suggest you use the Missile one, as it better represents the surface distribution of the humanoid body.

To facilitate calculations for Mecha generation, here is a table of HP per location for the most common SIZ values. Please note that SIZ is on the general scale but hit points are given on the Mecha scale, that is each point represents 10 hit points on the general scale.

Enemy or transformable Mecha may have non-human hit location patterns. Consult the creature chapter of *Basic Roleplaying* for examples of non-human hit locations. Be prepared to create your own hit location patterns very often, especially in the Super Robot sub-genre where your heroes will face all sort of Kaiju monsters.

Another common occurrence that can make your Mecha deviate from a standard humanoid location pattern is the existence of configurations that include wings or other extra appendages. If this is the case for your Mecha, you have two choices:

- You may create two different Hit Location Charts for each configuration, possibly creating two or three different Mecha Sheets for the two configurations. This solution is best used when the configurations are really different, such as humanoid and four-legged, and both have several hit locations.

MECHA HIT POINTS PER LOCATION				
SIZ	HEAD/ARM (25%)	TORSO (50%)	LEG (33%)	TAIL/WING (16%)
01-20	1	1	1	1
21-30	1	2	1	1
31-40	1	2	2	1
41-60	2	3	2	1
61-80	2	4	3	2
81-90	3	5	3	2
91-100	3	5	4	2
101-120	3	6	4	2
121-140	4	7	5	3
141-150	4	8	5	3
151-160	4	8	6	3
161-180	5	9	6	3
181-200	5	10	7	4

- You may record the extra locations on the same location chart and label them with the short form of the configuration. The Mecha Sheet has a special box for configuration specification included in each Hit Location entry. This works best if the second configuration is essentially the same shape with extra limbs (e.g. wings). In this case, the D20 rolls written on the entries for the extra locations supersede the same numbers when written on a “regular” location entry. For instance, if you roll 13 for the location hit and 13 is listed for both Right Arm and Right Wing, the “extra” wing location has the priority over the arm. Only when the Mecha has no wings attached will a roll of 13 mean that it is hit in the arm. You can find a more complete example of this on [page 19](#).

Finally, determine the Mecha armour type according to the [armour tables on page 104](#) in Chapter Eight – or [make up your own armour types](#) – and evaluate armour points per location according to armour quality and SIZ class. Most Mecha have the same armour values on all locations, but exceptions may exist, especially with enemy Mecha in the Super Robot sub-genre which tend to have turtle-like carapaces. See also the Design Examples later in this chapter, and the scenarios in Chapter Nine and Chapter Ten for more armour and hit location examples.

Basic and Flying MOV

Each Mecha has its own characteristic MOV score, which is evaluated according to the data provided for the Mecha. Each point of MOV score equals approximately ten kilometres per hour of walking speed, so a Mecha with a MOV score of five can walk at 50 kph. Maximum running speed for a humanoid Mecha is seven times its walking speed.

If no data is available about a plausible walking speed for a given Mecha, a value can still be calculated by adding together all three characteristics of a Mecha, dividing by 100, rounding down and adding the Mecha SIZ class. Standard MOV scores are usually 2 for SIZ class 1, 4 for SIZ class 2 and 6 for SIZ class 3. Many equipments allow Mecha to move faster when activated.

Some Mecha can also fly, and this is usually represented by giving them a Flying MOV score, which is separate from their Basic Land MOV score. The Flight MOV score is noted beside the normal walking MOV score, in brackets and with the letter F to indicate that it refers to Flight.

Remember to place the jet exhaustion ports for the Mecha flight system as devices installed on its back or feet in the last step of Mecha design. Many jet ports placed on the shoulders are twin devices. Fly MOV is expressed on a scale that is even bigger than the usual Mecha scale, with each point representing 100m per combat round of movement. Thus Mach 1 is about MOV 13.

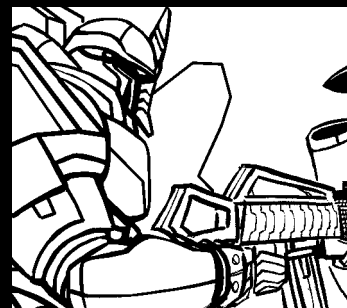
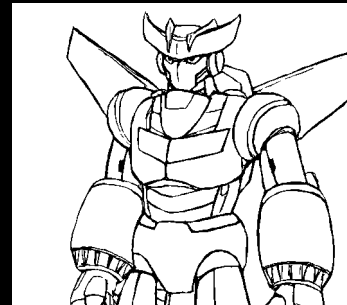
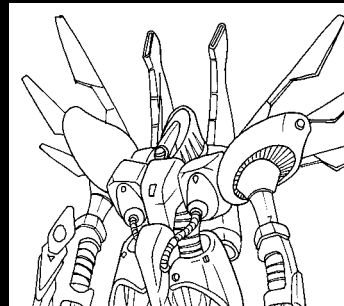
Flight speed is usually unrelated to other Mecha parameters, and often it is granted by an extra module or vehicle attached to the Mecha, thus requiring a configuration change. In other cases, Mecha parts that are separate configuration entries will have different MOV scores or the ability to fly that the Mecha itself lacks. For multi-configuration Mecha, remember to note the ability to fly and the relative MOV speed for each configuration in the appropriate entries.

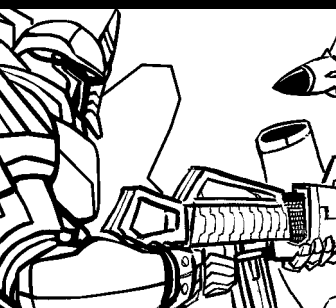
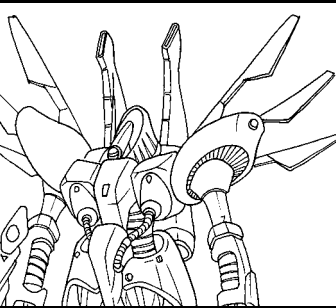
In space, speed is not limited by air resistance, so all vehicles have no theoretical limit to their maximum speed. To reflect this, all vehicles in space have a MOV score of 10 for manoeuvring purposes. Better thrusters, however, can grant a Mecha an acceleration and manoeuvring advantage over another vehicle. This is usually represented by a bonus to the pilot’s Pilot Spacecraft skill rather than a difference in speed. However, if a vehicle is chasing another one in space, acceleration rather than Piloting skills will determine the outcome. In this case, use the vehicles MOV scores for atmospheric flight as a measure of their acceleration rate, and apply the normal chase rules found at [page 216-217](#) of *Basic Roleplaying*, keeping in mind that Rated Speed is unlimited for both vehicles.

If you are using zone-based movement rather than a tactical map ([see page 46](#)), the basic MOV score will seldom come into play, as the difference in relative speed is impossible to portray in land movement. However, a difference in MOV may still be important in chases, if you use them in your game. Most importantly, Flying MOV will probably become important if your Mecha can fly, even in zone-based play.

Skills

If the Mecha you are designing is a standard Real Robot or a Super Robot, you need not worry about Skills, as the pilot will provide them. However, if you are designing an unmanned enemy Mecha for a Super Robot game, it will have no pilot. Or perhaps the pilot is just cannon fodder you do not want to describe. In the latter two cases, you can





simply write down suitable values for Pilot Mecha and Mecha Weapons for your mechanical beast. If it is able to fly, write down also values for Pilot Spacecraft and Spacecraft Weapons. In any case, you can simply go with a default of DEX x5 value for all of these scores, assuming you have defined a DEX score for the Mecha.

Equipment

In order to assign weapons and equipment to your Mecha, you will normally follow the standard procedure used for other sub-systems: watch the anime and pick the most suitable option among those provided in the equipment section (Chapter 8). However, there are several sub-steps to follow to determine the statistics of each device.

- 1 Pick the general type of the weapon or equipment by looking at the equipment entry in Chapter 8. Decide beforehand whether you wish to include any of the modifications listed for the device. Remember to check whether the device and modifications chosen are appropriate to the Mecha SIZ class and the sub-genre of your campaign. Write down a suitable name for the device on its entry in the weapon and equipment list on your Mecha sheet. Remember to write it down in all capitals or followed by an exclamation mark if you want it to be a Battlecry in the Super Robot sub-genre.
- 2 Note the type of device in the appropriate space. If the device is a weapon, the type will specify the kind of damage done: grapple, knock, entangle, melee, thrown, explosive, energy, cold, heat, sound or radiation. Weapons marked as entangle do kinetic damage or no damage, while weapons marked as melee, brawl, knock or grapple usually do kinetic or no damage. If nothing is specified, the weapon does kinetic damage. Some melee or thrown weapons actually have an energy or plasma blade, and as such are marked as melee [E] or thrown [E].
- 3 For weapons only, determine the calibre or power of the device. Consult the appropriate table in Chapter 8, keeping in mind that the chosen entry might reference another entry in the same chapter. Write down damage, range and Power Point cost for your weapons accordingly. Apart from melee weapons that are just marked as "close" range, you can express range as a number of steps or as an abstract range, or in both ways. If the weapon

uses ammunition rather than Power Points, write down the number of shots or bursts instead. Check whether these parameters are influenced by the modifications chosen and modify them accordingly if necessary. For instance, the ability to shoot bursts decreases both range and ammunition supply for most weapons.

- 4 For non-combat equipment, write down the Power Point usage if applicable. For weapons, write down the Power Point usage if the weapon is fuelled by the Mecha power source, and the number of ammo rounds in all other cases. Remember to modify Power or ammunition consumption according to all modifications applied.
- 5 Determine which configurations will be able to use the equipment. If this is not the default configuration, write down the configuration short form(s) in the box at the extreme right of the entry for the equipment.
- 6 Determine where the device is stored in the Mecha body. This is usually the head, the torso, an arm, or more rarely a leg. Write down the standard location for the device in the location box on the entry for the equipment. Cross-check that this location is present in the configuration chosen! If the device is present in more than one location, check the special coding for disablement numbers in the boxed section to see whether you need to make separate entries or not.
- 7 Skip this part if you want to avoid extra bookkeeping. If the device can be disabled by a critical hit even when the location that holds it has not been destroyed, you have to write down the number that can cause the disablement when rolled on 1d6 or 1d10 after a hit that penetrates armour. You will find more information about the disablement procedure in Chapter Five. The number 1 is reserved for hand held devices, so write [1] for all weapons that are hand-held when used, such as swords etc. Find out the next available number for each location that contains the equipment. For instance, "2" is always the reactor for the torso, while the cockpit may be "2" on the head or "3" on the torso according to Mecha design. Once you are sure that the number(s) chosen will cause no ambiguities, write it in brackets next to the name of the location for the equipment (e.g. Head [3]). If several instances of the item exist in the same location, write

CODES FOR DISABLEMENT NUMBERS

The following letter codes will help you keep track of what your Mecha is carrying without wasting a lot of space on your Mecha sheet by providing a short form for the most common weapon configurations.

Some equipments may be present in a number of 2 in a given location. You may express this by adding a "t" to the disablement number, or by providing two different disablement numbers, or by simply writing down one single disablement number. The rules are as follows:

if the equipments can only function together and disabling even one will disable also the other, and they are not weapons, write down just one number

if the equipments can only function together and disabling even one will disable also the other, and they are weapons but they do not benefit from the twin weapon bonus (see page 50), write down just one number: it is in fact one single weapon!

if the equipments can function independently and disabling one does not disable the other(s), write down two or more numbers separated by a dash or commas; if the equipments are weapons and they can fire as twins, you must note it in the "notes" space.

No equipment found on a Mecha head is ever eligible for a twin weapon bonus.

Equipment mounted on limbs is always a special case. If the equipment is only present on the left or right arm or leg, add the letter "l" or "r" to the disablement number. If a copy of the device is attached to both hands or legs, you do not need to specify anything if it cannot benefit from the twin weapon bonus (for instance, two swords that can be used in close combat only do not benefit from the twin weapon bonus, but only from the normal advantages for two weapon wield provided in Basic Roleplaying). Only add a "t" to the number in brackets to state that it benefits from the twin weapon advantage. If a weapon is hand-held when used, label it as [1], otherwise label it as [2] or whatever number is still available. A hand-held weapon that is normally used two-handed is identified by the b code (for both hands).

Examples:

Couple of heavy cannons located on the shoulders: Torso [3,4]

Self-shooting punches, usable in conjunction: Arm [2t]

Spear held in the right hand: Arm [1r]

Shield held in the left hand: Arm [1l]

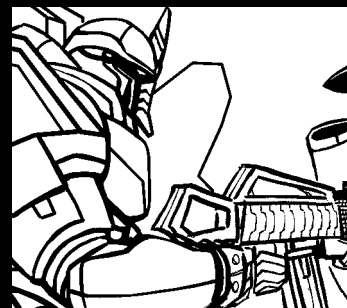
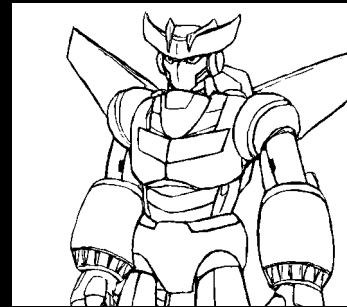
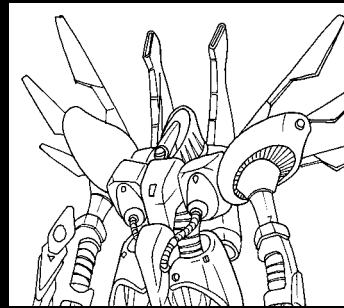
Eye beams: Head [3]

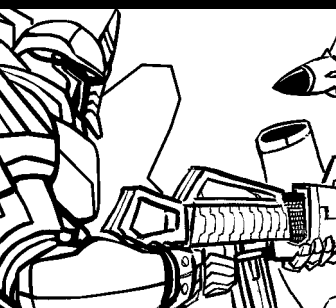
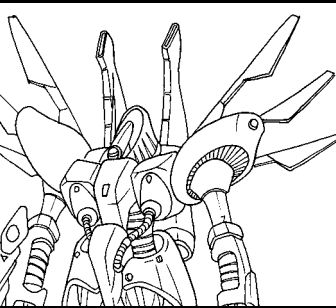
Rocket rack on both knees, able to fire contemporaneously: Leg [2t]

Couple of jet exhaustion ports on back and feet: Torso [3,4], Leg [2]

down all the numbers separated by commas or a dash. If several instances of the equipment exist in separate locations, you should either write a separate entry for the equipment for each location or use the special coding for disablement numbers provided in the boxed section to record multiple locations in a single entry. We encourage you to use the special coding whenever possible in order to save space in the notes section of your equipment entry. If a device has no disablement number specified, it can only be disabled by the complete destruction of the location.

8 Write down all other significant information in the Notes space on the Mecha sheet. If a weapon is twin mounted and this is not specified with the special coding for disablement numbers, write it down here. Also write down the extra effect of a weapon when a special success is achieved, if it is not implicit in the damage type. For instance, if an energy beam can impale, write it down in this space. If the device is a rack that stores a hand-held weapon when not in use, write down "Stores <weapon>" in this space.





Upgrading your Mecha

While pilots in BRP Mecha improve their abilities through the standard *Basic Roleplaying* procedure for gaining experience, Mecha are simple vehicles and will not improve significantly during the course of a campaign, save for the improve in effectiveness that comes from a more skilled pilot. Of course, your pilots can always receive a better Mecha to use. Using a new Mecha bestows no significant penalty on a character abilities.

While getting a new Mecha to pilot may be a common event in a Real Robot saga, a Super Robot campaign will seldom feature such an occurrence.

Instead, a Super Robot is much more likely to receive an upgrade rather than being replaced altogether. Even a Real Robot may be subject to improvements during the course of a campaign, so the procedure for upgrading an existing Mecha is rather important.

In general, the basic stats for a Mecha cannot be changed or improved: its STR, POW and MOV will remain the same, as it will be for the efficiency of its POW-to-STR conversion device. However, the scientists who have designed and manufactured it may in some cases discover a way to temporarily boost its performance through a sort of "overdrive" mechanism that enhances POW. How this may happen is explained in the Engine section of Chapter 8.

COMPILING YOUR MECHA SHEET

As BRP Mecha includes almost all the details you may find in the anime, the stats of a Mecha are made up of a lot of numbers. However, you will probably want to keep your game simple in order to be able to insert roleplaying elements even in the heat of a fight. The Mecha Sheet is there to help you keep it simple by showing the most relevant information about your Mecha and your pilot on a simple and concise sheet. For most Mecha, one single sheet is enough, and only very complex, transformable Mecha need multiple sheets.

In the upper area you have to write down the main statistics for your Mecha (STR, SIZ, POW and MOV), and your pilot's DEX and APP. Write down also your Mecha derived attributes such as Damage Bonus, Armour, maximum/current Power Points and maximum/current Fate Points. The sheet has also a box for Initiative and Tokens, but you will probably want to use real tokens and the numbered tracks (see below) to record these parameters. Finally, write down the relevant skills for your pilot in the boxes labelled Pilot Mecha, Mecha Weapons etc. Extra boxes are provided to record other useful skills such as Psychic Abilities.

The next thing to do is to list all available configurations in the configuration area. Remember to label each configuration with a clear and non ambiguous short form. It will make things much simpler in the other sections. Do not forget to highlight the Battlecry for each configuration if you are designing a Super Robot.

Next, write down all the data about each hit location in the appropriate boxes in the location section. Use configuration short forms to highlight locations that are present only in one configuration such as wings.

Finally, fill in all entries for devices and weapons. Do not forget to write down where each device is located, so that you will immediately know what has been disabled if a location is lost. If you wish to use the equipment disablement rule, write down the specific disablement number next to the name of the location for each device, using the special codes provided in the *Codes for Disablement Numbers* section.

The Mecha Sheet has two numbered tracks on its long sides to help you record your current Power Points and Fate Points, and another numbered track on its lower side. without erasing your sheet multiple times per round. The track on the left side is for Power Points, the one on the right side is for Fate Points track and the one on the bottom is for Initiative (DEX Rank).

Both the Power Point and the Fate Point track have a tens area and a unit area. By using five common paper clips you can always know at a glance your current amount of PP or FP and your DEX Rank order. Place a clip on the tens track and another one on the unit track of each side to show exactly how many points you have available, then slide the clip(s) each time you lose or gain PPs or Fps.

Place a single clip on the Initiative track at the end of each Statement of Intents phase in order to record your adjusted DEX Rank for that round, and move it whenever a change in your plans demands a change in your Initiative rating. Remove the clip once you have acted. You may want to use multiple Initiative clips to keep track of support vehicle Initiative.

Devices, additional parts and configurations, instead, can be, and often are, installed on a Mecha at any time. Existing devices can be improved by means of one of the standard modifications listed in its entry in Chapter 8, provided that the modification is compatible with the SIZ class and sub-genre of the Mecha. The addition of one or more devices could result in the creation of an entirely new configuration for the Mecha.

An improvement to a Super Robot may take place only when the all-knowing Professor (*Sensei*) who leads the heroic team discovers something new. Clearly, triggering this kind of event is a task for the Gamemaster, who will determine the appropriateness of such upgrades according to how he or she expects the story to evolve.

Upgrades to Real Robots, however, may be a different story. Like all military equipment, Mecha have plenty of additions and add-ons, and the best pilots are often asked to test prototype devices or granted special equipment that is so scarce that only selected combatants may receive it. Basically, then, receiving a piece of equipment is a matter of Status in the team. The Gamemaster should determine the full list of available add-ons for the Mecha used by the player characters, and assign each of them a price level ranging from Inexpensive to Priceless. Restricted items are granted only when the GM decides so, as per standard *Basic Roleplaying* rules.

Prior to any mission, a pilot may request an unlimited number of upgrades or optional equipments for his or her Mecha. Each upgrade or optional equipment requires a Status roll as if the character was purchasing an item of the equivalent price level. If the player roleplays a scene in which the pilot tries to persuade the powers that be that he or she is worthy of that particular upgrade, the character's Persuade skill – or anything else that is relevant for that scene – can be used as a complimentary skill for Status. The add-on will be granted for the duration of that mission only. For each item received, the pilot's Wealth level is decreased by one cumulative level, so that once he or she has been granted a couple items it will become increasingly difficult to get more stuff. As soon as a roll is failed, the pilot cannot request any more add-ons.

A pilot may request a permanent upgrade of his or her Mecha. However, this roll is made with a penalty of two Wealth levels, which will remain in place for the duration of the current and following scenario if the roll is successful. Once an add-on

has become permanent, the player need not roll any longer to mount it in subsequent missions. If the Mecha with the add-on is abandoned, destroyed or replaced by a new model the permanent add-on is lost, too. Not all add-ons may be made permanent, and some add-ons may be requested as permanent only.

Being assigned a new model of Mecha counts as a permanent add-on. The Gamemaster is in charge of determining the appropriate price level for the new model.

Design example

In order to clarify the design procedure for Mecha, we will provide examples of the entire process for two imaginary (almost) specimens, a Super Robot and a SIZ class 2 Real Robot.

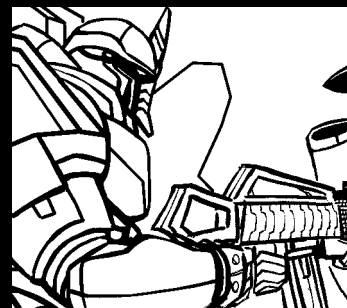
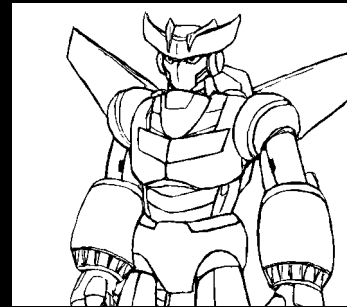
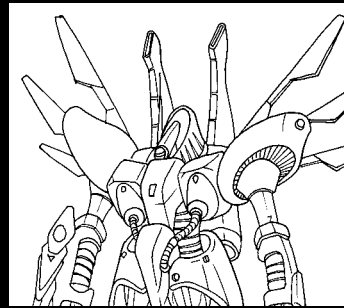
Gozinda Omega (Super Robot)

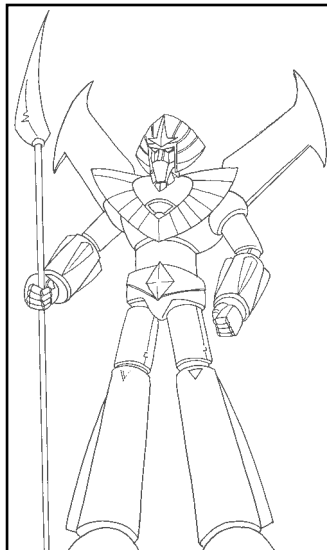
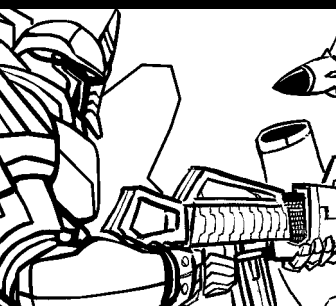
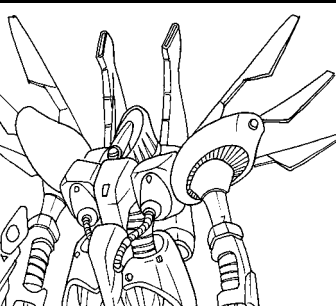
Realizing that Earth will soon be under attack from the hostile forces of the Planet Pluto, Professor Tsuji designs and builds an invincible robot named Gozinda (pr. Gah-ZIN-dah) Omega, and entrusts his only son Ryu with the task of using it to save humanity.

By looking into the Gozinda fan sites on the internet, we can determine that Gozinda is 18 metres tall and weighs about 60 metric tons. Its power output is 60,000 HP (about 45 GW) and its hand grip is equal to 120 tons, and it can run at 50 kilometres per hour. We know that Gozinda has tough external armour, but we do not have much more info. How does that translate into BRP Mecha stats?

First of all, we determine that Gozinda is SIZ class 3 (18m tall is exactly that). By looking up in the SIZ table, we see that the closest listed value for 60t is 61t, which means SIZ 90. Now we know how big Gozinda is. Its POW is its power output in GW, thus 45. We will assume that its power converter has efficiency 200%, a common event in the Super Robot genre, so its final output is STR 90. Gozinda can walk at 50 kph, so its basic MOV will be 5, nothing exceptional for a Super Robot. Gozinda also has a couple of thrusters in the legs that let it jump as high as 200m at a cost of 2PP.

Derived attributes like hit points and damage bonus are determined normally. We have no clear data about Gozinda's armour, but we can assume it uses the advanced steel alloy usually employed for Super Robots, as described in Chapter Eight, which gives it six points of kinetic armour as a Size class 3 Mecha, and 3 points of energy armour.





GOZINDA OMEGA								
STR	SIZ	POW	DEX	APP	DB	MOV	ARMOR	
90	90	44	AS PILOT	AS PILOT	1d6	5	6 [3E]	
ZONE	MELEE	MISSILE	AP	HP	EQUIPMENT			
R-LEG	01-04	01-03	6	3	THRUSTER [2]			
L-LEG	05-08	04-06	6	3	THRUSTER [2]			
TORSO	09-12	07-15	6	5	ENGINES [2], MISSILE [3]			
R ARM	13-15	16-17	6	3	PUNCH [2]			
L ARM	16-18	18-19	6	3	PUNCH [2]			
HEAD	19-20	20	6	3	COCKPIT [2], EYEBEAM [3]			
WEAPON	POSITION	TYPE	DAMAGE	RANGE	COST/AMMO	NOTES		
BRAWL	-	BRAWL	1d6	CLOSE	-	-		
FLYING PUNCH!	ARMS [2T]	KNOCK	1d8	10 [M]	1pp EACH	TWIN		
EYE BEAM!	HEAD [3]	ENERGY	1d4	8 [M]	2pp	IMPALE		
POWER MISSILE!	TORSO [3]	EXPLO	1d10	10 [M]	2 SHOTS	-		
FIREBEAM!	TORSO [4]	HEAT	1d6	5 [S]	4pp	RADIATION BEAM		

By watching the Gozinda Omega episodes, we learn that it uses eye beams of limited power, a powerful heat radiator located in the torso that is really deadly if allowed to fire continuously, self-propelled flying punches and torso-launched concussion missiles. The statistics for such weapons can be found in Chapter Eight, under the Energy Beam, Missile, Flying Fist and Radiation beam entries.

We do not know the power of the eye beams, but since these weapons do not look very effective in the anime we will assume it is the equivalent of a small scale 4 GW laser cannon (damage 1d4, range 8 [M], cost 2PP). The table in the Missile entry, instead, helps us choose the correct type of missile, telling us that most Super Robots mount the equivalent of an unguided Harpoon missile (damage 1d10, range 10 [M]).

Finally, we check the table for heat-based radiation beams and see that a heat radiator does 1d4 damage at 5 [S] range for a cost of 2PP, but since we want this weapon to be really powerful we choose the High Power modification and increase damage to 1d6, doubling the PP cost. Please note that most weapons have been recorded in all capitals to indicate that the name of the weapon is also used as a Battlecry in combat.

So, here is our champion of Planet Earth.

But we are not over in our design process. At some point in the anime series, Professor Tsuji realizes that Gozinda needs the ability to fly, or it will never defeat the Plutonian armies.

He then designs and builds a booster jetpack that can attach to Gozinda's back and – in conjunction with its foot-mounted thrusters – allow it to fly. This is a new configuration that we will identify with the short form [jet] and the Battlecry "BOOSTER CROSS!" As it involves a separate component that must attach to the robot in flight, after Gozinda has jumped with its internal thrusters, we determine that the time required to change into this configuration is 1 round. We then note that this configuration gives Gozinda a Flight MOV of 6. We will check later if our Mechanical hero has any Handling bonus in flight.

The [jet] configuration makes Gozinda a winged humanoid with eight hit locations instead of six. We do not want to make a different hit location chart for this configuration, so we will just define the new Wing locations and assign them replacement numbers. By referring to the Winged Humanoid close combat hit location chart on page 369 of *Basic Roleplaying*, we see that wings "steal" one possible result from the corresponding leg and arm, thus we determine that when in winged form the highest result for a leg and the lowest result for an arm, if rolled, indicate a hit in the corresponding wing. The *Basic Roleplaying* rulebook does not provide a ranged hit location chart for winged humanoids, so we will improvise and determine that when Gozinda is targeted from afar, its wings are hit on rolls of 14 and 15, numbers that are usually reserved to the torso. With a SIZ such as Gozinda's, wings have 2 hit points, and we determine that Professor Tsuji built the Jetpack

with the same super-alloy as the Super Robot, thus giving the wings an armour value of 6 [3E]. These are the two additional entries for Gozinda's hit location table.

ZONE	MELEE	MISSILE	HP	NOTES
R-WING	04,13	14	2	JET
L-WING	08,16	15	2	JET

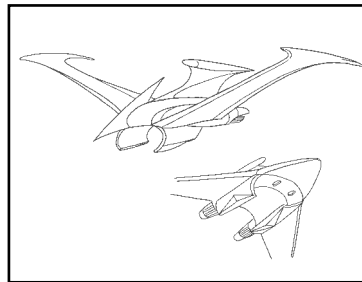
We are not over yet, as the Booster has several devices or attacks connected to it that we must describe. First of all, we write down the main jetpack exhaust port, specifying that it allows Flight, at which speed and at what PP cost. In Chapter 6 we will explain when the PP cost for flying is paid once per round and when it is paid once per turn. For now, let us record it as "1PP / round". The Jetpack also contains a fuel tank that provides extra PP to Gozinda to avoid depleting its energy when manoeuvring in aerial combat, so we write it down along with its PP storage and specify that these PP can only be used to fuel the booster pack. We also note that the Thrusters in Gozinda's

legs can be used to increase its Handling when it flies, at a cost of 2 PP/round.

Having seen that Gozinda uses the sharp edge of the jetpack wings as a deadly attack, we also define this as a weapon located on the wings but without a specific disablement number. We refer to the Charge weapon entry in Chapter 5 and Chapter 8 to determine the characteristics for this deadly attack, for which we also define the Battlecry "CUTTER ATTACK!"

All the devices and attacks specified above will be labelled as [jet], as they are only available when the Super Robot is in the [jet] configuration, except the leg thrusters that can be used also to jump. However, the bonus to Handling that the latter provide is only usable when in flight, and thus in conjunction with the Booster Jetpack – but this is implicit in the definition of "Handling". The exhaust port and the thrusters can be disabled by a critical hit, so we write down a suitable number for them.

Here are the new entries we add to Gozinda's Mecha sheet.



WEAPON	POSITION	TYPE	DAMAGE	RANGE	COST/AMMO	NOTES
BOOSTER PACK	TORSO [4]	-	-	-	1pp/ROUND	[JET] ALLOW FLIGHT MOV 6
BOOSTER TANK FUEL	TORSO	EXTRA	-	-	40pp	[JET] USABLE ONLY TO FUEL BOOSTER
THRUSTERS	LEG2	-	-	-	1pp/ROUND	HANDLING +5 EACH
CUTTER ATTACK!	WING	CHARGE	1d10	CLOSE	-	[JET] CHARGE IN FLIGHT

Kiroda K7 (Enemy Super Robot)

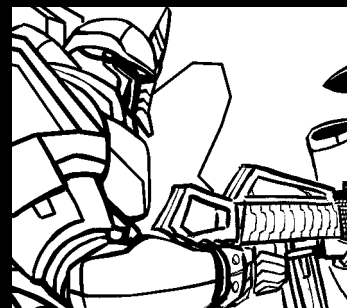
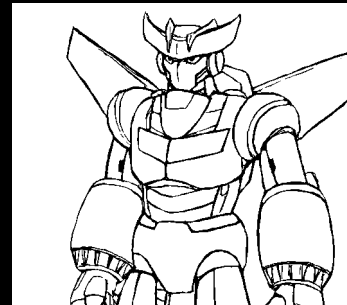
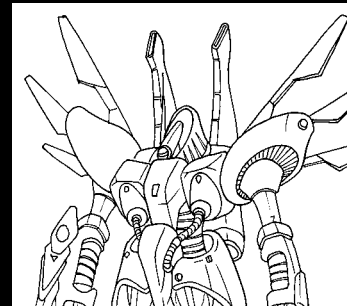
K7 is a humanoid medium monster with throwable sickles attached to its body. In the anime it is slightly less performing than Gozinda, so we will just grant it a POW of 48 and a SIZ of 90, with a reactor efficiency of 175%. This grants it a STR of 70, a damage bonus of 1d4 and torso hit points 5. Its clumsiness grants it a basic move of 5. Its standard titanium armour provides a kinetic protection of 3 (1 against energy).

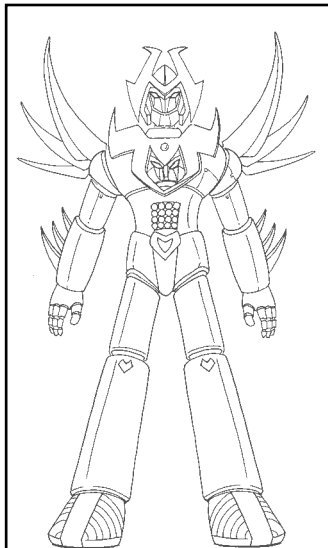
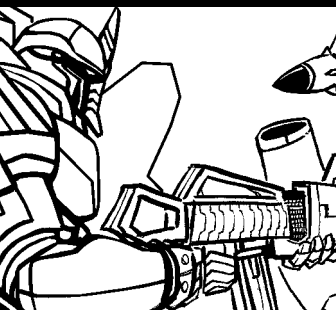
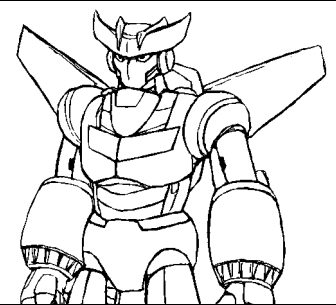
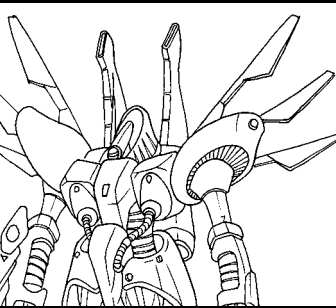
K7 is an unmanned Mecha, so it needs a DEX score and weapon skills. The Gamemaster assigns it a DEX of 14 and an APP of 10 for Fate purposes, and Mecha Weapons and Pilot Mecha skills of 40% each.

Apart from a Brawl attack doing a mere 1d4 damage, K7 relies on a couple of scythe-like blades that it can extract from its torso and either throw or use as hand weapons. By looking up the

Melee Weapon entry in the Equipment Section, we discover that such blades do 1d10 damage, with no special effect, and can be thrown at a distance in steps that is equal to the Mecha STR divided by ten, that is 7 in our case, or Short range if using abstract combat. In both cases the robot can use the weapons as twin weapons and must use its arms to wield them, so we label them as Arm [1t]. As the blades cannot be destroyed when stored, we will not record any disablement number for their storage racks, but just the fact that Kiroda needs 5 DEX ranks per blade to ready them.

K7 has a secondary weapon consisting in a low-power missile shot from the head. Since it is designed as an anti-aircraft weapon that cannot really hurt other Mecha, the Gamemaster considers it the equivalent of a Sidewinder missile with damage 1d6 and range 10 [M].





KIRODA K7								
STR	SIZ	POW	DEX	APP	DB	MOV	ARMOR	
70	90	48	14	10	1d4	5	3 [1E]	
ZONE	MELEE	MISSILE	AP	HP	EQUIPMENT			
R-LEG	01-04	01-03	3	3	-			
L-LEG	05-08	04-06	3	3	-			
TORSO	09-12	07-15	3	5	REACTOR [2]			
R ARM	13-15	16-17	3	3	BLADE [1]			
L ARM	16-18	18-19	3	3	BLADE [1]			
HEAD	19-20	20	3	3	MISSILE [2]			
WEAPON	POSITION	TYPE	DAMAGE	RANGE	COST/AMMO	NOTES		
BRAWL	ARM	MELEE	1d4	CLOSE	-	-		
BLADES	ARMS [1]	MELEE	1d10+1d4	CLOSE	-	-		
THROWN BLADES	ARM [1]	THROWN	1d10	7 [S]	-	-		
MISSILE	HEAD [2]	EXPLO	1d6	10 [M]	UNLIMITED	-		
SKILLS: MECHA WEAPONS 50, PILOT MECHA 50								

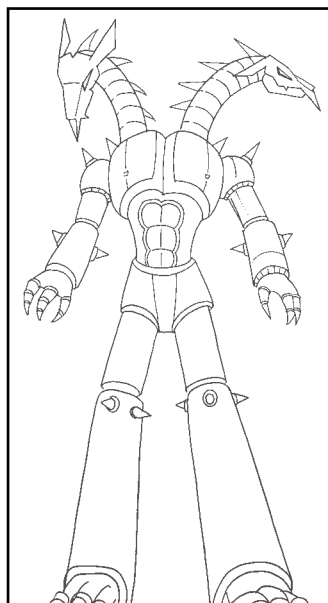
Jingon M2 (Enemy Super Robot)

M2 is a two-headed Mechanical creature, bigger than K7 but also clumsier. The Gamemaster gives it a POW of 48 and a SIZ of 95, with a reactor efficiency of 175%. This grants it a STR of 70, a damage bonus of 1d6 and torso hit points 5. Its basic move is 5, too, and it has the same armour as its K7 buddy. The Gamemaster assigns the clumsy robot a DEX of 8 and an APP of 10 for Fate purposes, and Mecha Weapons and Pilot Mecha skills of 40% each.

M2 has a totally different weapon array than its partner, relying on energy weapons that must

stay focused to do damage. Its first weapon is a heat beam projected from both heads, thus considered a twin weapon (the rule that forbids the installation of twin weapons on the head is obviously not valid for a two-headed Mecha that we label as Head [2t]). It falls in the category of Radiation beams and does 1d4 heat damage at a range of 5, at a cost of 2 PP per head per turn. Not much, but it can be dangerous if both heads fire continuously for a prolonged time.

The second weapon is another variation of the Radiation Beam, but this time it is a High-powered electric discharge released during grapple, for a total damage of 1D6 at contact range and a cost of 4PP per round. Even if the



JINGON M2								
STR	SIZ	POW	DEX	APP	DB	MOV	ARMOR	
70	95	48	14	10	1d4	5	3 [1E]	
ZONE	MELEE	MISSILE	AP	HP	EQUIPMENT			
R-LEG	01-03	01-03	3	3	-			
L-LEG	04-06	04-06	3	3	-			
TORSO	07-10	07-12	3	5	SHOCK [3]			
R ARM	11-13	13-14	3	3	-			
L ARM	14-16	15-16	3	3	-			
R HEAD	17-18	17-18	3	3	H STREAM [2]			
L HEAD	19-20	19-20	3	3	H STREAM [2]			
WEAPON	POSITION	TYPE	DAMAGE	RANGE	COST/AMMO	NOTES		
BRAWL	-	MELEE	1d4	CLOSE	-	-		
GRAPPLE	-	GRAPPLE	-	CLOSE	-	-		
HEAT STREAM	HEAD [2]	HEAT	1d4	5 [S]	2pp EACH	TWIN		
HI-POWERED SHOCK	TORSO [3]	ELECTRIC	1d6	CLOSE	4pp	AFTER GRAPPLE ONLY		
SKILLS: MECHA WEAPONS 50%, PILOT MECHA 50								

electrocution is discharged through the hands, the generator for the discharge is located in the torso, so we label the weapon as Torso [3]. Of course, if an arm is severed the weapon becomes ineffective, too, as M2 becomes incapable of grappling.

M2's weapons are somehow similar to Gozinda's thermal reactor, but slightly inferior, as the first is not high-powered and the second, even though it is as powerful as Gozinda's, need melee contact to function.

Finally, the Gamemaster designs two special hit location tables for the weird silhouette of M2, reflecting the high chance that a blow hits one of its huge, stalk-mounted heads. Here is the final result.

Will these two steel monstrosities prevail against the righteousness embodied by Gozinda Omega? It is up to you to discover now!

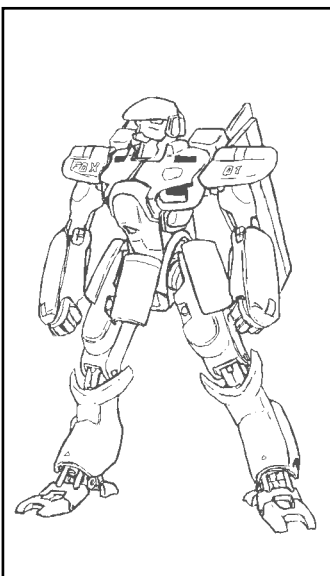
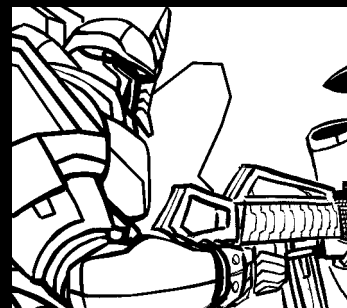
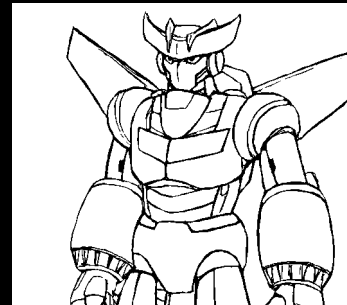
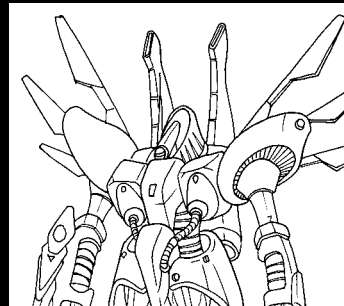
The AF7 Valiant (Real Robot)

The AF7 Valiant is a transformable fighter aircraft employed by the Human Defence Force to fend off alien attacks. It can alternate between aircraft and Mecha shape. Let us define its characteristics as a Mecha first, and then we will handle the process of changing shape.

The Valiant is 11,5m tall, which is SIZ Class 2. Its mass is about 14 metric tons, thus SIZ 73. It is powered by two reactors which produce a total

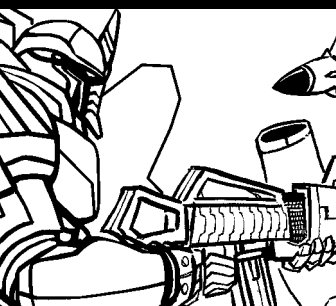
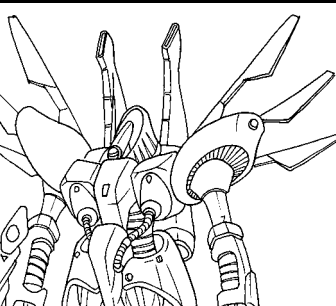
output of 650 MW. As the option of using the output in kW to evaluate POW would yield a huge value, we go with one tenth of the output in MW for POW, which gives us a POW of 65. Since this is less than twice the Mecha SIZ and the Valiant needs power to manoeuvre while in spacecraft configuration, we decide to go with this value although it is very high. The Valiant is equipped with a 100% power converter – the reactors are optimized to power the jet engines in aircraft form, not the “muscles” in humanoid form – so its energy output equals STR 65. The Mecha has thus a damage bonus of 1d4 and 4 HP in the torso according to the related tables. Its titanium armour provides 3 points of kinetic protection everywhere, and its protection against other kinds of attack is limited to the default values. Its rated MOV on the ground should be 4, but we decide that the thrusters in its legs can work as jetcraft to make it more nimble and help it stay alive in battle, thus its effective MOV is 6 if it spends the extra PP to activate the jetcraft. See Chapter 8 for the description of how a Jetcraft works.

Each leg of the Mecha, in humanoid form, has an exhaust port for the engines. This allows the Valiant to jump in the atmosphere and to move in space with a Move value equal to 3, but does not provide any extra thrust or any bonus to Pilot rolls. For manoeuvrability, it is better to switch to aircraft form. The thrusters are also used by the Jetcraft when the Mecha moves on the ground at extra speed. Special configurations for the Mecha



AF7 VALIANT							
STR	SIZ	POW	DEX	APP	DB	MOV	ARMOR
65	73	65	-	-	1d4	3*[3F]	3[1E]
ZONE	MELEE	MISSILE	AP	HP	EQUIPMENT		
R-LEG	01-04	01-03	3	3	THRUSTER/JETCRAFT [2]		
L-LEG	05-08	04-06	3	3	THRUSTER/JETCRAFT [2]		
TORSO	09-12	07-15	3	4	COCKPIT[2] ENGINES [3,4] LASERS [5,6]		
R ARM	13-15	16-17	3	2	RIFLE [1]		
L ARM	16-18	18-19	3	2	-		
HEAD	19-20	20	3	2	SENSORS [2]		
* MOV is 6 if the Valiant users its leg thrusters as a Jetcraft, spending 2pp per round							
WEAPON	POSITION	TYPE	DAMAGE	RANGE	COST/AMMO	NOTES	
BRAWL	-	BRAWL	1d4	CLOSE	-	-	
GATLING RIFLE	ARM [1r]	KINETIC	1d4	10 [M]	15 BURSTS	BURST, IMPALE	
LASERS	TORSO [5,6]	LASER	1d3	5 [S]	1pp	TWIN, IMPALE	

Note that these ratings only represent the Valiant in its Mecha configuration. In Chapter 4 we will describe the Valiant in aircraft configuration. For now, let us just say that it can turn from one configuration into the other in 5 DEX Ranks - or one combat round if it does not have 5 DEX Ranks available. As the Valiant is a member of the Real Robot family, we do not need to define any battlecries for it.



may include extra boosters that produce additional acceleration or a better manoeuvrability, but these are all additional gear. See Chapter 9 for some examples.

The Valiant has only one built-in weapon system in Mecha form: a pair of low energy lasers in the shoulders. At minimum power value for lasers, these weapons will do 1d3 points of damage at a range of 5 [S], and cost one single Power Point to fire both. This is all the Mecha can afford, given its limited supply of power points. The Valiant also carries one single 55mm Gatling gun held with the right arm. By looking at the Ballistic Weapon table, we see that a 50mm+ cannon does 1d4 damage at a range of 20 [L]. However, the range is decreased because of the mandatory burst fire mode, for a final result of 10 [M]. To match the long duration battles we can see in the anime, we assign this weapon half against the normal ammo allowance, or 15 bursts.

So here is our humanoid fighter craft.

The Zaburai combat pod

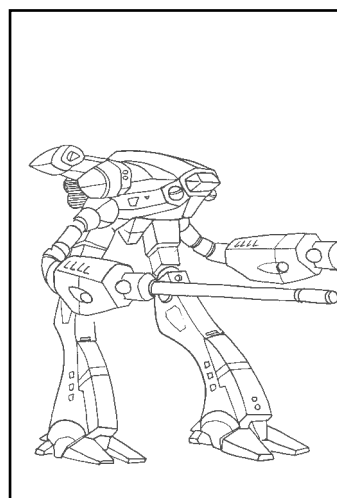
The ancient alien race of the Zaburai is the threat against which the Valiant has to defend humanity. As these extraterrestrial beings are much larger than a human, a simple powered armour that fits their body is in fact the equivalent of a Mecha. The pod is 37 metric tons in weight

and 15m tall, nevertheless we will consider it SIZ class 3 as it clearly outclasses a Valiant in sheer mass. Its SIZ is thus 83, and its 1.2 GW reactor, coupled with a 70% power converter, gives it a POW of 120 and a STR of 84. Its damage bonus is 1d6, mainly used in the rare occasions when the Mecha kicks, and has 5 HP in the main cockpit, the equivalent of a torso for this odd-shaped craft.

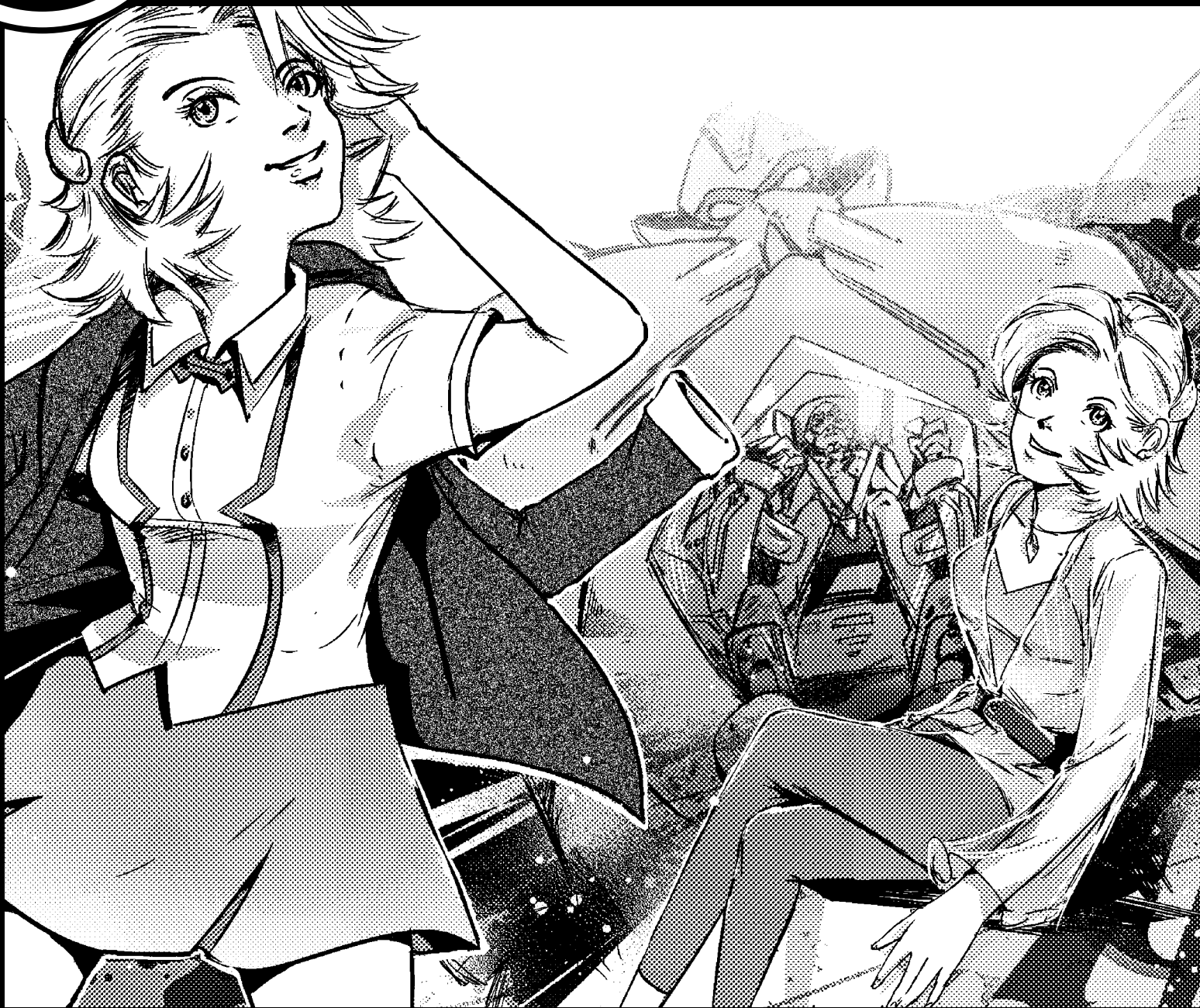
Since this machine is not depicted as being very fast in the anime, we will rate it as having a MOV of 4, way below average for its SIZ class. The much smaller Valiant will outrun it easily on the ground by using its jetcraft. Its armour is not very efficient, either, so it has a rating of 3 points only, again rather low for its Size class. The Pod cannot fly in the atmosphere, but it can jump with its thrusters and can move and fight in space with a flight speed of 2.

Apart for a seldom-used kick ability (it requires a Difficult Pilot Mecha roll), the pod is heavily armed. It has a couple of medium-sized Particle cannons used to destroy similarly sized targets and two twin AA lasers that are roughly as powerful as those mounted on the Valiant, thus requiring 1 PP to fire. A really dangerous opponent, but easy to hit due to the slow speed.

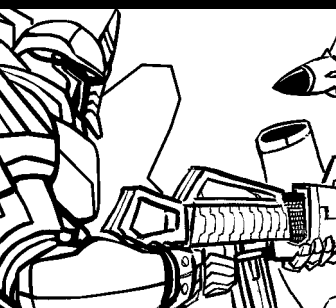
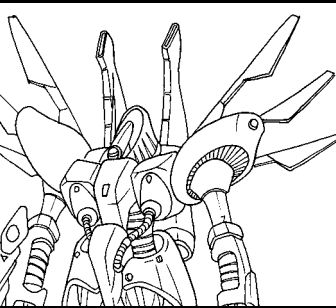
Note that the high number of equipments installed in the torso will force us to roll 1d10 instead of 1d6 for system disablement when the torso is hit.



ZABURAI COMBAT POD							
STR	SIZ	POW	DEX	APP	DB	MOV	ARMOR
84	83	120	-	-	1d6	4 [2F]	3 [1E]
ZONE	MELEE	MISSILE	AP	HP	EQUIPMENT		
R-LEG	01-05	01-05	3	3	-		
L-LEG	06-10	06-10	3	3	-		
TORSO	11-20	11-20	3	5	ENGINES [1,2] COCKPIT [3] THRUSTERS [4,5]. LASER [6,7]. CANNONS [8,9]		
WEAPON	POSITION	TYPE	DAMAGE	RANGE	COST/AMMO	NOTES	
KICK	LEG	BRAWL	1d6	CLOSE	-	KNOCKBACK	
AA LASER	Torso [2]	LASER	1d3	6 [5]	1pp EACH	TWIN, IMPALE	
PARTICLE CANNON	Torso [8]	ENERGY	1d6	10 [M]	2pp EACH	TWIN	
SKILLS TYPICAL PILOT: MECHA WEAPONS 50, PILOT MECHA 45, PILOT SPACECRAFT 40, SPACECRAFT WEAPONS 35							



Even though this game is about giant robots, these machines do not move alone; they have a pilot inside, and this pilot is usually a human (or non-human) character who follows the normal Basic Roleplaying rules. In this chapter we will explain how to handle your pilot character in BRP Mecha.



Options for characters

Several optional rules that are used for Mecha are not used for characters, in order to provide a more heroic flavour to the game. In fact, the ease with which you can use two different sets of options in the same game, in order to better portray the two different combat and adventure levels in a different way without denaturing one level to better represent the other, is one of the reasons why we find *Basic Roleplaying* to be one of the roleplaying game systems that best fits the Mecha genre.

Character Creation

We do not recommend any particular character creation method to generate your heroes in BRP Mecha. Choose the method you like the best, and be liberal with any skill and powers that suit your campaign settings. Your characters are the heroes of the day, not just well-trained folks, so let them have more skill points than one should expect for their age and training. Do not hesitate to use a Heroic or even higher campaign level (see page 24 and following of *Basic Roleplaying*) and allow them to overcome large crowds of humanoid enemies with ease. You will still have plenty of ways to trouble them with Mecha opponents.

Recommended professions for anime Player Characters are: Assassin, Athlete, Computer Tech, Criminal, Doctor, Engineer, Noble, Pilot, Scientist, Soldier, Spy, Student, Technician, Thief. If your characters are all teenagers, they will probably be all students. Use the Step Six option for character creation provided in *Basic Roleplaying* for a quick characterisation of your hero's favourite way of getting out of trouble.

Remember to allocate skill points to all the skills that will enable your characters to pilot their vehicles: Pilot Mecha, Mecha Weapons, Pilot Spacecraft and Spacecraft Weapons. Particularly in the Super Robot sub-genre, do not worry about finding a plausible explanation for this knowledge of theirs; they are the heroes, this is all that matters.

Education

The EDU characteristic is used in BRP Mecha. If your characters are High School students, as it happens in most anime, their EDU should not be much higher than 10. Exceptions may exist, of course, and your pilot might very well be the school Baby Genius with an EDU of 16 or more if

this is appropriate to the character concept you have in mind.

You may wish to use the Education option provided on page 24 of *Basic Roleplaying* to determine skill point totals for your characters, but this is not mandatory.

Skill Category Bonuses

Skill Category Bonuses are allowed, but not recommended, for BRP Mecha games. You may wish to use the Simpler Skill Bonuses option provided on page 31 of *Basic Roleplaying* to simplify calculations.

Encumbrance, Fatigue and Sanity

These derived characteristics are not really suited to a Mecha game. We recommend that you do not use them in your BRP Mecha game, not even for characters.

Hit Locations, Armour and Wounds

Characters in BRP Mecha do not have Hit Locations. The Major Wound optional rule (page 207-208 of *Basic Roleplaying*) is used instead. As maiming blows are not a common event for human characters in the Mecha genre, we recommend that you allow player characters an automatic success in the Luck roll that determines whether the wound effects are permanent at the cost of a single Fate Point. It is the player's responsibility, however, to make sure that his Fate Point pool is replenished before facing combat.

Another good option if your pilot receives a Major Wound is to let the player choose to accept a permanent wound of his choice without rolling, and let him or her gain seven Fate Points in exchange. Sure, you might end up missing an eye, but you can certainly name an iconic anime character who sports a big eyepatch as his personal trademark. And who would not like to resemble that character in an anime game?

You may also wish to use Variable Armour optional rule for armour worn by humanoid characters, but this is not particularly recommended, except perhaps in campaigns in which heroes are likely to fight hordes of small minions of evil clad in medieval-style or samurai-style armour.

Hit Points

The Total Hit Points optional rule (page 50 of *Basic Roleplaying*) is used to represent the

exceptional toughness of BRP Mecha pilots. It applies also to selected NPCs which the Gamemaster wishes to survive, but not to generic, cannon fodder type villains.

Important supporting cast characters like a hero's little sister can also have Total Hit Points to make them more durable, but in general it is better if only combat capable characters are generated using this option, and Fate is used to keep their significant others alive.

Complementary Skills

Mecha pilots are often depicted as untrained youngsters who perform feats impossible to normal humans in the anime TV shows. As a result, the Gamemaster should allow creative use of the Complementary Skill optional rule (page 50 of *Basic Roleplaying*) in order to give the player characters a fair chance to overcome the difficulties that they may find on their way.

Skill Ratings over 100%

Since your characters are supposed to be the best in their league, and they are expected to eventually face superhuman beings, we recommend that you do not limit the skill ratings to 100% in your campaign.

Skills

In general, skills in BRP Mecha are much broader than in the standard *Basic Roleplaying* rules, because anime characters tend to be young and able to do many things without having undergone extensive training. The following is a list of skills that are introduced in this supplement or have some peculiarity in BRP Mecha.

Artillery (05%)

This skill is used to fire guns and missiles from fixed positions and all spacecraft that require the Pilot Spaceship skill to pilot. Note that some weapons may be fired by the pilot himself, while others are fired by the weapon officer or by a crewman manning a turret. If a spaceship weapon is not mounted on a turret, and it is not a missile, the gunner's skill cannot exceed the ship pilot's Pilot Spaceship skill, as the ship course might become unpredictable to the point that the gunner's ability to track his or her target is seriously impaired.

Specializations for this skill that may be used in BRP Mecha are: Missiles, Ballistic, Energy.

Mecha Weapons (10%)

This skill is used to fire all of a Mecha's ranged weapons in the same way that the Projection skill is used to shoot energy that comes from a character's body. In the Real Robot sub-genre, this includes hand held rifles and rocket launchers. Individual weapons can provide specific bonuses to this skill, as described in Chapters 5 and 8.

Pilot Mecha (10%)

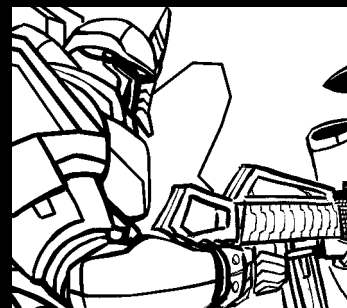
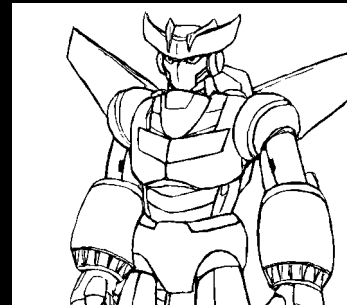
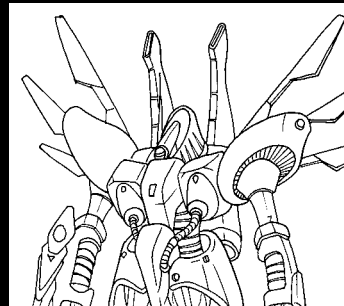
This skill is a speciality of the Pilot skill. It is used to pilot any humanoid or animal-shaped, self-propelled vehicle. No skill roll is required to have the Mecha walk or perform simple actions. The Pilot Mecha skill is also used to make an attack or parry with one of the Mecha limbs or close combat weapons. When used this way, this skill is considered complementary to the appropriate Weapon skill or the Brawl or Martial Arts skill if the pilot has a score of at least 50% in the relevant skill.

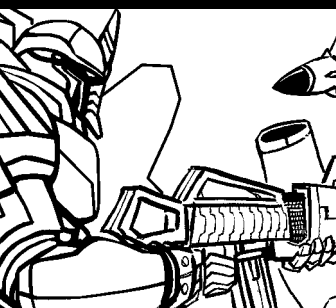
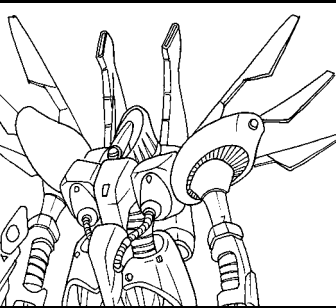
Example: Takuya Ono is not only a skilled Karate fighter, but also one of the twin pilots of the invincible Magnetic Super Robot Ka-Gen. When Ka-Gen fights with its clawed fists, Takuya's Karate skill score of 100 is complementary to his Pilot Mecha skill, giving him a +20 bonus to all Brawl attacks!

Pilot Spacecraft (05%)

This skill is a speciality of the Pilot skill. It is used as the reference skill for piloting the futuristic flying crafts used by Mecha pilots, be they simple hoverjets that the pilot uses to enter a mecha head or deadly space fighters armed with missiles and beam weapons. Usage of this skill will be explained in Chapters 5 and 6. The Gamemaster may impose a penalty on skill rolls made by a pilot who is only used to space flight when he is flying in a planet atmosphere, or the opposite.

A player character has half of his or her Pilot Spacecraft skill as base chance to Pilot Aircraft or Pilot Spaceship. A normal human has no chance of figuring out how to control a flying machine, but player characters always have a minimum chance to Pilot a spacecraft. If a character has the Pilot Aircraft or Pilot Spaceship skill as a result of his or her profession, the Gamemaster should give him or her a basic chance at Pilot Spacecraft that is equal to half his other Pilot skill.





Pilot Spaceship (00%)

This skill is used to Pilot gigantic spaceships that are the size of a modern airliner or ship and incapable of fast manoeuvring in combat. Navigation and all Repair and Science skills related to a particular ship propulsion can be considered complementary to this skill, at least when a skill roll is called for in a situation where the complimentary skill can make the difference.

Most PCs will not have this skill, although they may be allowed an "emergency" Pilot roll at a fraction of their Pilot Spacecraft skill. In most anime series, as well as some Western TV shows, a featuring character pilots the big spaceship and the heroes are in charge of defending it with fighter spacecraft and Mecha.

Repair Electronics (15%)

This skill is a speciality of the Repair skill. It is used to repair electronic parts, including those parts of Mecha that do not employ peculiar, one-of-a-kind technologies or those from another planet. As Mecha are sometimes received as a "gift of Fate" by their pilots, who do not fully understand their technology, the Gamemaster should determine at the start of the campaign which parts of their Mecha the player characters can repair with this skill. Mecha built by a different race or coming from a different world cannot be repaired with this skill.

Repair -Quantum- (00%)

This skill is a speciality of the Repair skill. It is used to repair items that involve alien technologies, and cannot be learned by human characters unless they have been exposed to the technology for a considerable time. Characters need this skill to repair Mecha from other worlds or dimensions. Characters from alien worlds or cultures are the only ones who are supposed to have this skill at game start. Note also that this skill might have another name more suited to your setting, such as Repair Trans-dimensional for a game world where Mecha are powered by a trans-dimensional energy source.

Spacecraft Weapons (05%)

This skill is used to fire the weapons of any spacecraft that requires the Pilot Spacecraft to pilot. The firer is usually the same person that is piloting the craft, unless the weapons are controlled by a different console. When spacecraft weapons are fired, the adjusted skill roll cannot exceed the craft pilot's Pilot Spacecraft skill.

Powers

Some Mecha pilots have superhuman powers that normal humans do not possess: They may have mechanical body parts or an entirely cybernetic body; some are in fact aliens who have found refuge on Earth; and some have been touched by mysterious otherworldly powers. Whatever their origin, these powers are usually variations of one of the power systems described in the *Basic Roleplaying* rulebook. In this section, we will examine each power system and describe how it can be used in your Mecha game.

A power system may be part of your setting from the beginning, allowing characters to choose powers for their heroes during character creation, or it may be introduced as a plot device, with one or more player characters becoming aware of their superhuman abilities during play. In any case, do not be afraid to have powered and unpowered characters in the same party; even less-than-superhuman characters will have plenty of opportunity to show their heroism in BRP Mecha.

Magic Spells and Sorcery

While Magic Spells and Sorcery are elements of many anime series, it is usually absent from the Mecha genre. They are up to you to determine if you want to "contaminate" genres and give your heroes some magical abilities.

Mutations

Most Mecha anime involve a struggle against an evil and non-human race, or the exploration of faraway worlds. Sooner or later, your BRP Mecha heroes will encounter some inhuman threat. You can use the Mutations described on page 102 of *Basic Roleplaying* to emulate the loathsome, inhuman characteristics of alien adversaries. However, most Mutations are not really suitable for player characters in BRP Mecha.

Psychic Abilities

Psychic Abilities are the most common powers found among Mecha pilots, and possibly the most useful, because they can be used from a Mecha cockpit. In general, Psychic abilities are more common in the Real Robot sub-genre, but some heroes of Super Robot series are also represented as psychics. Psychic powers used by Mecha pilots in the anime are usually weaker than those described in the *Basic Roleplaying* rulebook. In

general, when a psychic ability has variable PP cost and effects, the maximum number of PP that a character can spend on it is limited to his or her skill with the ability divided by 50. This means that a character can spend only one PP if his skill is within 50%, two PP if his skill is in the 51-100 range, and so on. Only exceptional characters with skills of 100% or more can use the most powerful effects of variable cost psychic powers. Please note that some Mecha are built in such a way that they enhance the pilot's natural ability. In this case, consider the bonus due to the "psi" Mecha before evaluating the total Power Points the pilot can spend.

Some Psychic Abilities can be used in combat to alter the success chance of an attack or defence roll. In general, if this is the case, the Ability is rolled at the start of the round, during the Power Phase. If the skill roll is successful then the benefits of the Ability are applied to all rolls made during the current round. Even if the effects are listed as lasting for more than one round in the Ability description, when it is used in combat, a new roll and the expenditure of power points are required.

Fate is often used in combination with Psychic powers in Mecha combat. Usually, the moment a character uses his superhuman abilities is also the most climactic in a battle. To simulate this, each

time a character uses a Psychic Ability to enhance an attack or defence in combat, subtract one from the total cost of the Fate effects that are applied to the relevant attack or defence roll, to a minimum of one Fate Point cost. In any case, using a Psychic Ability to increase one's chances to hit or Dodge may also decrease the overall Fate Point cost required to influence the die roll.

The rest of this section describes the usual Psychic Abilities found in Mecha anime, and how they differ from the standard BRP version. For anything about psychic abilities not covered in this section, the rules described at page 110 of the *Basic Roleplaying rulebook* are in effect.

Aura Detection

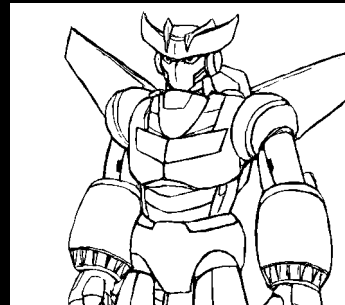
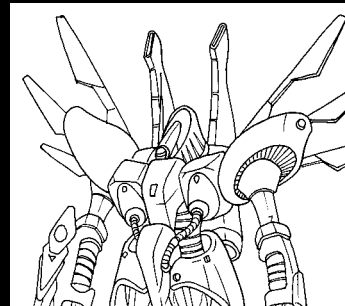
As in *Basic Roleplaying*.

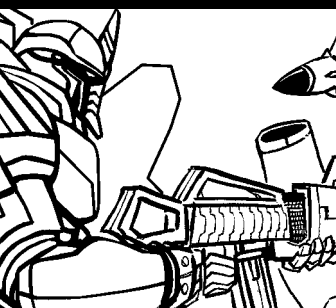
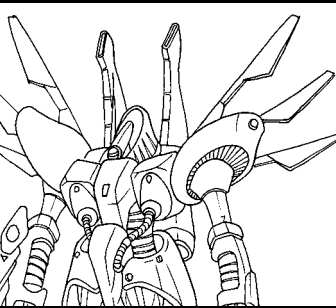
Danger Sense

As in *Basic Roleplaying*. Precognition is more suitable to describe the kind of threat detection found in the anime, but Danger Sense can be used, too. When used actively in combat, Danger Sense makes all surprise attacks impossible and makes all defence rolls Easy.

Empathy

As in *Basic Roleplaying*. This ability is not useful in Mecha combat, but heroes of anime series often use their Psychic Abilities in social interaction scenes, too.





Precognition

Precognition works as described in the standard rules, but is subject to the Power Point limitation explained above. When used in combat, Precognition negates penalties due to movement. Each Power Point used before an Attack roll negates the effect of a green penalty token (see Chapter 5). Each Power point spent on a defence roll negates the effect of a red penalty token (see Chapter 5), possibly allowing defence rolls that would otherwise be impossible.

Example: Tetsuro Rey is fighting Rana Moone, who launches psi-guided drones against Rey's Mecha. The drones' erratic movement makes them almost impossible to hit, with a -60% penalty to any to-hit roll due to the three Green Tokens they gain each combat round because of this special characteristic. Tetsuro has a good Precognition skill, so he rolls his psychic ability before shooting his Energy Rifle at his Mecha Weapons percentile of 90%, minus 20% for the only green token he cannot neutralize. One by one, the drones are eliminated, but Tetsuro is burning up his Power Points to destroy them.

Intuition

Intuition works as described in the BRP rules, but is subject to the Power Point limitation explained above.

When used in combat, Intuition has one of the following effects per Power Point spent:

- **Lock location:** make an Aimed attack with a normal skill roll instead of a Difficult one, or an attack to a single equipment with a Difficult roll. This effect can be chosen twice to target a single equipment at normal attack chance.
- **Sense vital spot:** if the attack destroys or disables the location, Intuition allows the attacker to avoid potentially dangerous parts of the location struck: an engine is destroyed but does not blow up, a location that contained a human held hostage is severed with no harm to the human, etc. If the device is rolled on a device disablement roll or the location is completely destroyed, any effects not desired by the attacker are cancelled. Note that this effect is not equivalent to Lock Location, because the total destruction of the location might always trigger undesired effects even if you choose to target a harmless sub-system.

Example: Baron Fried is faced by a Space Beast that has his friend Kenta hidden in its body as a life insurance. Enraged by his enemy's

cowardice, Baron resorts to his Intuition, spends one Power Point and rolls to locate his friend; he is hidden in the beast's left foot. As the Beast is unaware that Baron knows where Kenta is and is turning his back to him, Baron draws his Cosmic Scythe and goes for an Aimed attack to its leg, which will occur at normal chance because it comes from behind. The scythe's huge cosmic power easily severs the beast's leg, and Baron's successful use of Sense Vital Spot ensures that Kenta's prison in the foot is not damaged by the tremendous impact. The foot still gently rolling on the ground, Baron prepares to dispatch the maimed beast with Cosmic Lightning before it can try to snatch Kenta again.

Telepathy

Telepathy cannot be used offensively in BRP Mecha, and can only be used to communicate with willing targets.

Super Powers

Some peculiar abilities exhibited by Mecha pilots, particularly in the Super Robot sub-genre, are best modelled with a creative use of the Super Powers described on page 140 of *Basic Roleplaying*. This is usually the case when pilots are chosen to control their Mecha because of some superhuman ability they possess. Some powers are better suited than others to the Mecha genre, so we have provided a list of recommended powers, but please consider it a suggestion and not a prescription.

You are free to use the point-buy system for powers and to allow players to use disadvantages to offset the cost of their powers, as explained on page 142 of *Basic Roleplaying*. However, since power balance is not within the scope of this supplement, you are not forced to do so. You may decide to enforce a zero-point budget for any characters having super-powers, thus making disadvantages mandatory, or disregard point costs of powers completely. It is up to you.

When a pilot has super-powers, it may sometimes engage an enemy robot or spacecraft when he or she is not piloting his or her Mecha. The same happens if he or she has a personal vehicle, usually a motorcycle, with some high-tech weaponry installed. The BRP Mecha rules are not designed to handle character-vs-mecha combat, so we recommend that you do not do this on a regular basis.

The following Powers have been used in anime series by Mecha pilots, but are not the only ones you can choose: Adaptation, Alternate

Form, Armour, Defence, Energy Control, Energy Projection, Extra Energy, Force Field, Leap, Protection, Regeneration, Super Characteristic, Super Sense, Super Speed.

Motivations

All characteristics, attributes, skills and powers described so far are just variations of what you can find in the *Basic Roleplaying* core rules. However, characters in BRP Mecha have another kind of traits that are not found in regular *Basic Roleplaying* games. These are called Motivations.

A Motivation is a short phrase that expresses what your character believes in, what he or she wants to achieve, what is important for him or her, what haunts his or her dreams. The desire to overcome the enemy or to protect humanity is a good Motivation for a Mecha pilot, but you should also provide more personal ones to make your character a real three-dimensional hero. Keep in mind that you will be able to take full advantage of your Motivations only if the GM and the other players willingly cooperate with you, so try and pick those Motivations that will make your character interesting. A Motivation like "I am the coolest and bravest guy in the team" may sound great, but it will be less effective than "I am grateful to the other team members because they accepted an alien among them", because the former will not stimulate help and collaboration from other players, while the latter will!

You cannot phrase Motivations as simple adjectives like "Brave" or "Loyal". You should try and link the Motivation to something concrete that will show up in the game, encouraging the Gamemaster and other players to co-operate with you when you bring the Motivation into play. For instance, you could re-phrase "Brave" as "I never turn my back to danger" (see the Motivation usage example on page 76 about how this may become significant in play) or "Loyal" as "Loyal to the team" or "Devoted to the cause of Japan". The Gamemaster is in charge of having players re-phrase a Motivation so that it is more usable during play, but he or she cannot simply veto a Motivation, unless it is disturbing to the other players (see below).

We recommend that you phrase a Motivation so that it contains at least two major themes, so that the Gamemaster and the other players have a wider choice of options to interact with your Motivation if you activate it. For instance, "Hatred for the Zaburai aliens" is an allowed

Motivation, but "Hates the Zaburai for killing her beloved Patrick" is way more interesting and useful in game terms. The Gamemaster is in charge of asking questions to players about their Motivations before play begins ("What are your actual reasons to hate the Zaburai? Do you have anything personal or is it just that they are the enemy?"), and inviting them to better specify all details about them.

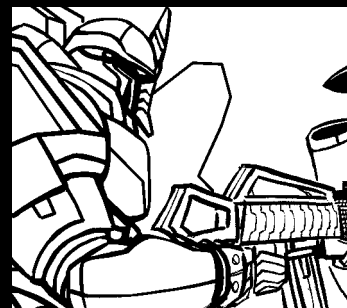
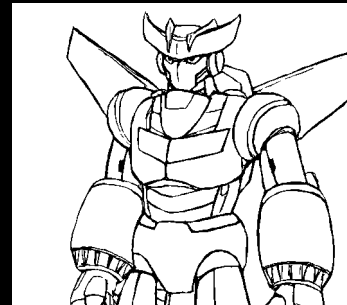
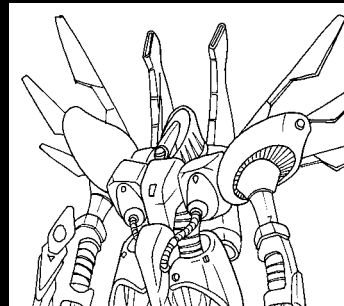
In any case, players should always avoid Motivations that are unpleasant to other characters. A Motivation like "Always makes a pass to any girl he encounters" may be fun in some games, but if the rest of your group is not really into listening to descriptions of sex or seduction scenes, the player who wishes to have such a Motivation should reconsider it. The Gamemaster may always ask a player to confront with the others about the appropriateness of a given Motivation.

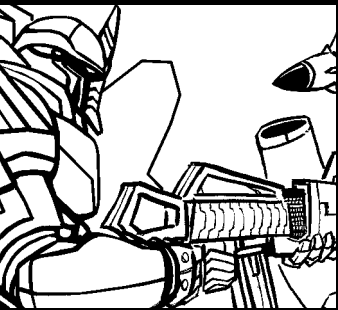
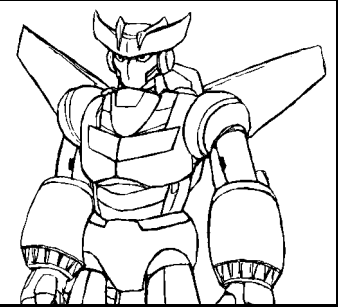
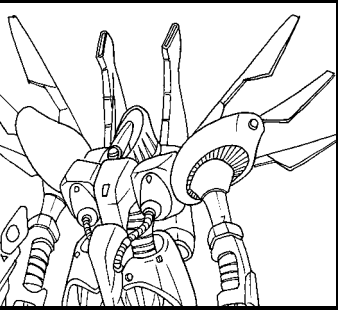
Motivations should always be phrased in order to represent some positive force that drives your character to improve his or her situation or towards a goal, but they can also reference a problem or handicap the character has to overcome. For instance, "Addicted to alcohol" is not a good Motivation, while "I want to overcome my addiction to alcohol" is valid. Please note that you are equally encouraged to depict your character failing to pursue his or her motivations, and this gives you the same mechanical advantages as representing him or her succeeding, so you can still play a character who gets drunk before an important mission, if you wish! A sense of guilt for some past event is another good example of a negative feeling that can provide a positive stimulus for your character.

Other examples of motivations that are not entirely positive but can surely make your character interesting are:

- I have always been a hothead in need of some discipline
- My father sees me as a loser, so I must prove myself to him
- I will succeed in spite of my physical handicap of [insert disability]
- I will never forgive myself for the accidental death of my co-pilot

Note that all of these Motivations also contains two different themes (impulsiveness and discipline, father's disapproval and desire





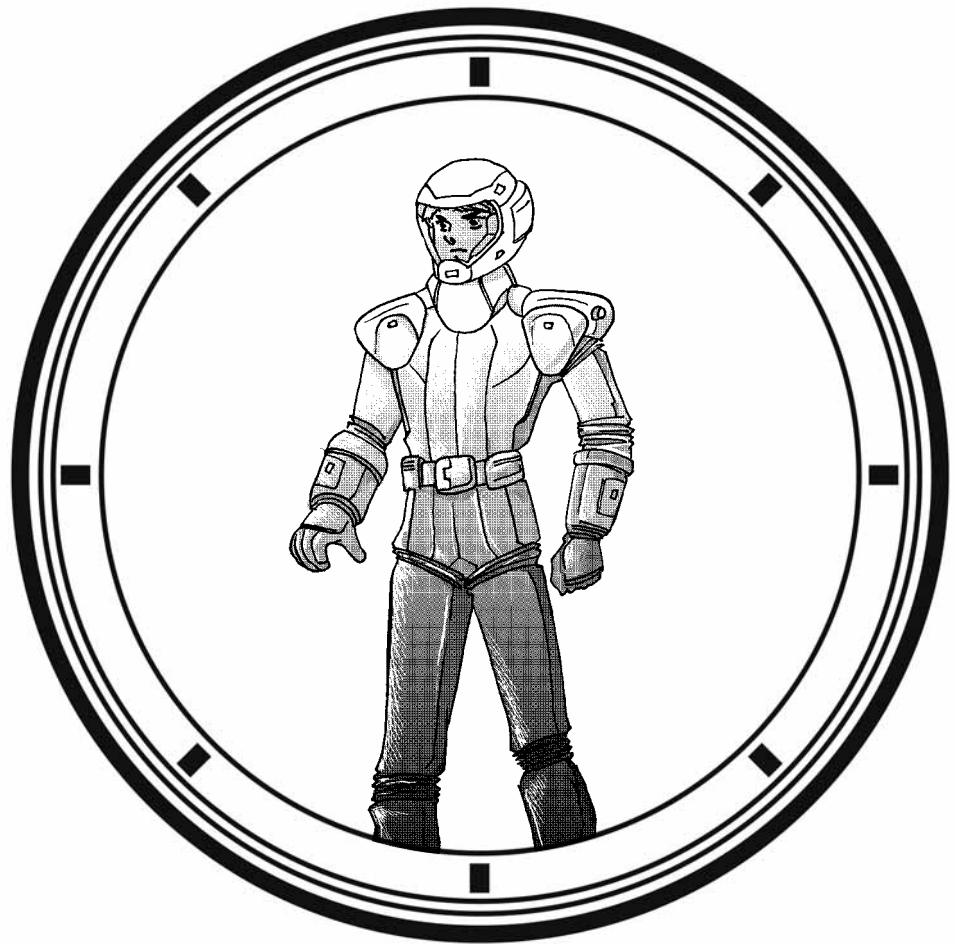
to excel, etc.), so there are always two ways of injecting them into the narration!

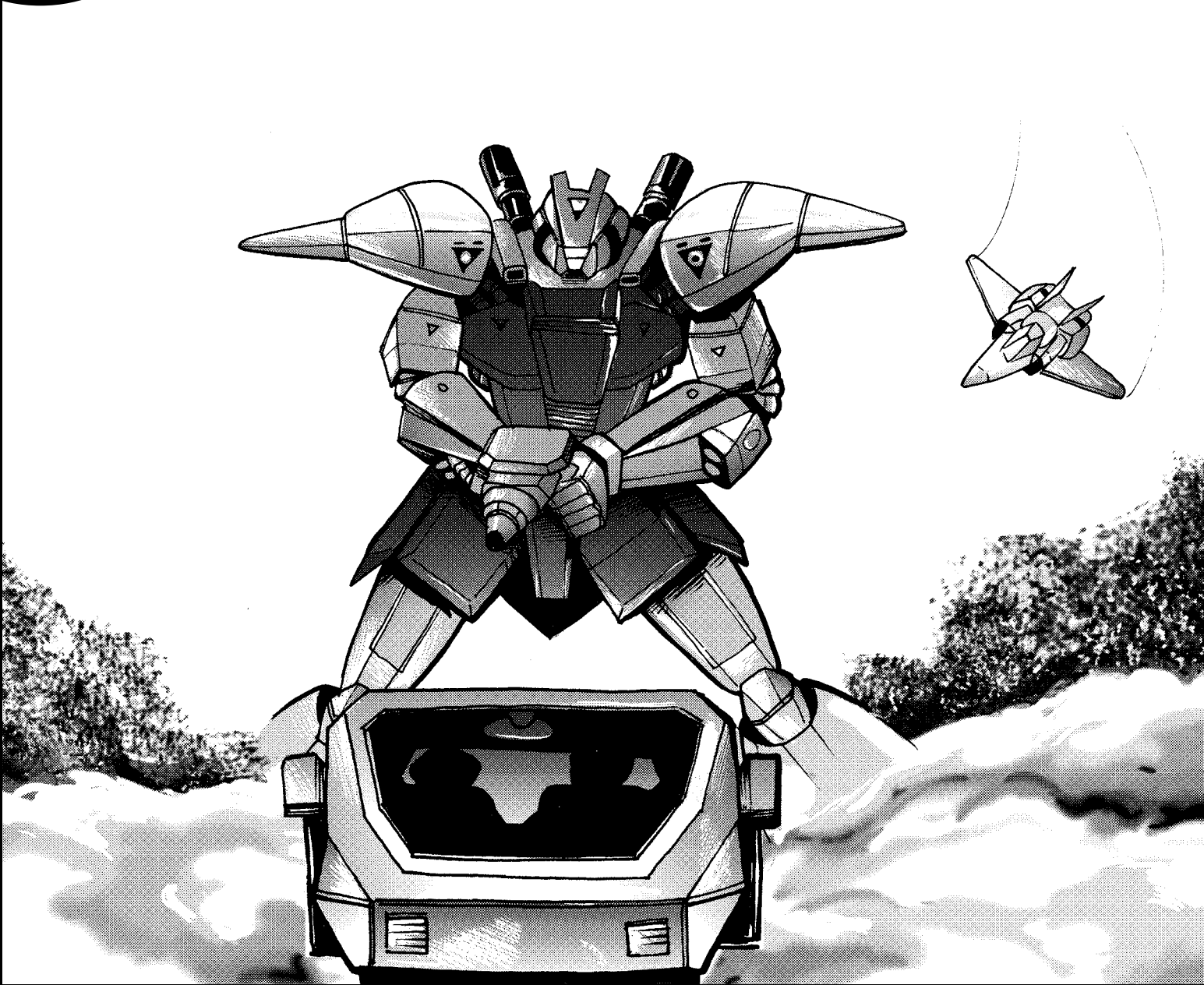
When generating your character, you must give him or her three Motivations devised along the guidelines provided above. Once you have consolidated your motivations, you must assign a percentile score to them, much like normal skills. Each Motivation starts at 30% base, and you can divide sixty more points among them. The maximum score for a given Motivation is equal to the maximum score for a starting Skill according to your campaign power level (see page 24 of *Basic Roleplaying*). You may allow players to distribute more than sixty points among their Motivations if you wish to have strong feelings in play. Or you may allow more

than three motivations at game start if you like to have well-rounded characters. For instance, a player can "sacrifice" 10 points from his or her additional percentile points and gain a new Motivation at 30% base instead, thus allowing a more "horizontal" development of character personality.

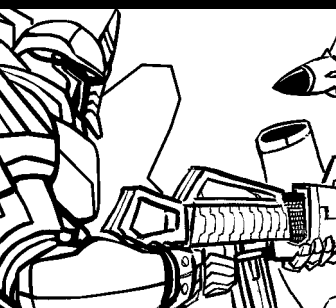
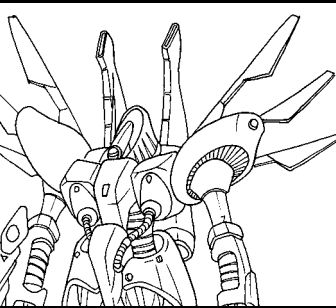
Do not be afraid of your players becoming too "powerful" because of Motivations. Instead, be liberal with them, experiment, and try and find the combination of Motivations and scores which will provide the best game experience for your group.

Chapter Seven will deal with Motivation improvement and gaining or losing Motivations.





While the protagonists of the anime series – and of your games – usually pilot giant metal humanoids, most TV shows also feature other kinds of vehicles, which can become as important as Mecha in the heat of battle.



While the protagonists of the anime series – and of your games – usually pilot giant metal humanoids, most TV shows also feature other kinds of vehicles, which can be as important as Mecha.

This chapter contains rules for designing support vehicles, subunits that will combine into Mecha, as well as motherships that will carry them. All details not specified for a given type of vehicle work as they do for Mecha. At the end of each subsection you will find one or two examples of that kind of vehicles, either fictional or real-world. Although we tried to include rules for all the most important elements you might want to introduce in your BRP Mecha game, these rules cannot be exhaustive. We suggest that you use the examples provided as guidelines to create your own vehicles, adding the systems of your choice and tailoring the characteristics to your group's tastes.

Rated Speeds

When describing vehicles, it is rather useful to compare relative speeds. We have already introduced the concept of one MOV as the equivalent of 10m per round. When describing flying vehicles, one MOV equals instead 100m

per round. Let us now examine the actual speeds related to each MOV level. As usual in BRP, all measures are expressed using metric units, that is kilometres per hour rather than miles per hour.

Please note that the MOV scores given here differ from the ones on page 271 of *Basic Roleplaying*. In fact, the scores are the same, it is just that the core book reports the maximum MOV that the vehicle can achieve, that is five times the rated MOV used in BRP Mecha. Please note also that the Cruise speed for planes is different than the cruise speed for ground vehicles.

Vehicle Statistics

All vehicles use a common hit location table for both melee and missile attacks, as they are hardly ever attacked in close combat by an enemy of the same size. Most vehicles have multiple hit locations. The rules for vehicular hit locations are the same used for Mecha, including the chance to hit a specific subsystem if armour is penetrated.

Vehicles are usually powered by one or more engines or reactors. A fuel-based engine can be treated as a source of non-regenerating Power

AERIAL MOV	GROUND MOV	CRUISE WALK SPEED	MAXIMUM RUNNING SPEED	EXAMPLES
-	1	3 kmph	15 kmph	Average human, slow tracked AFV
-	2	6 kmph	30 kmph	Olympic athlete, average tracked AFV
-	3	9 kmph	45 kmph	Average wheeled AFV
-	4	-	60 kmph	Wheeled AFV on dirt road
-	6	-	90 kmph	Wheeled AFV on paved road
-	7	21 kmph	105 kmph	Truck, Sportcar Motorcycle on rough ground
-	15	-	225 kmph	Motorcycle on dirt road
2	20	60 kmph	300 kmph	Helicopter
-	21	-	315 kmph	Sportcar / Motorcycle on paved road
4	-	360 kmph	600 kmph	Propeller fighter
7	-	610 kmph	1050 kmph	Airline, Bomber
8	-	720 kmph	1200 kmph	Subsonic Jet Fighter
9	-	-	1350 Kmph	Mach 1
17	-	-	-	Mach 2
25	-	-	-	Mach 3

Points, and additional fuel tanks provide extra PP in this case. Disabling an engine or reactor immediately drops the vehicle power points to zero, unless it has multiple engines, in which case the vehicle loses an appropriate fraction of its Power Points and an equivalent fraction of its Power Point regeneration capability, if it has one.

In the case of a vehicle powered by the same kind of reactor as a Mecha, it may be convenient to determine the reactor POW. If you want to provide a realistic evaluation of the engine POW, follow the method given for Mecha: divide the output of the engine or reactor in kW by ten, and that is its POW. This means that a Ferrari Testarossa racing car has a POW of 29, while a typical Harley Davidson chopper has a POW between 7 and 12. Note that there is no relationship between POW and speed, as a motorcycle can go almost as fast as a racing car due to its smaller mass.

Jet engines usually do not have a rated power output, but rather a thrust value expressed in kiloNewton (if it is in kilograms, multiply the figure by ten). Assume that the standard thrust (not the one with the afterburners, if the engine has this capability) in kN is the equivalent of the POW characteristic for these engines. If the aircraft has two engines, increase this value by half against.

STR and POW have not been included in the description of most vehicles. If you think that your vehicle will need these characteristics, determine them, but in general you will only need to know SIZ and derived attributes for vehicles, that is Armour, Hit Points and Power Points, as well as the DEX and APP of the pilot. You may also wish to assign a SIZ class to your vehicles when you design them, for armour determination purpose, but it is usually not necessary. However, providing a SIZ class may be useful just to give your players a rough idea of what they are facing.

Ground vehicles

Ground vehicles is a very broad category that ranges from motorcycles to Armoured Fighting Vehicles. In general, ground vehicles are slower than most Mecha and all aircraft, and have very limited manoeuvrability. The smallest vehicles have only one hit location, while tanks and other combat capable ground vehicles usually have several locations. Such ground vehicles often have areas that are more armoured than others.

A typical motorcycle or sports car has a basic MOV of 5, like a Mecha, while an AFV has a MOV

of 2 or even 1. While tracked vehicles have more or less the same speed everywhere, wheeled ones have their speed doubled on a road, and tripled on a paved and well kept road like a motorway. This means that a fast sports car or motorcycle can reach a speed of 100 steps per round (300 km per hour) on a racing circuit or highway. Tanks cannot do the same, while hovercraft or anti-grav vehicles, if your game world includes them, can be almost as fast. AFVs that use wheels instead of tracks, however, have their MOV increased by half again on a road, and doubled on a paved road.

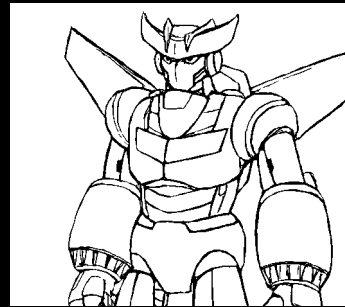
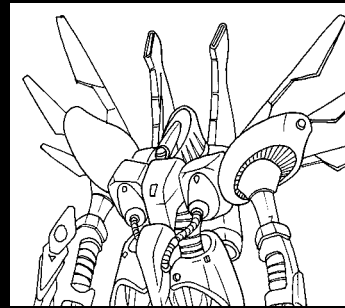
When operating on a zone-based map, vehicles with a MOV of 1 or 2 cannot move and fire during the same round.

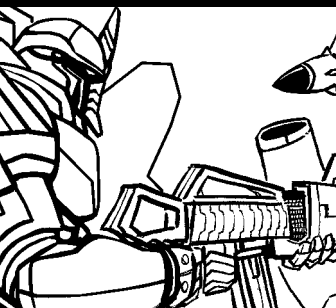
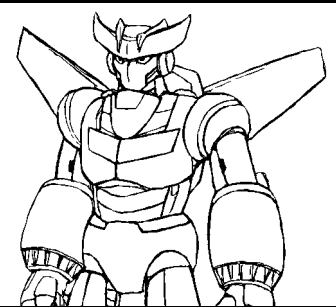
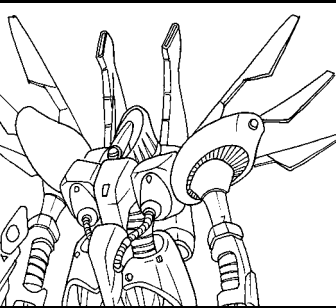
Use this standard hit location table for your typical tank/APC. Each location may have subsystems. The turret usually contains both the main ordnance and the sensors.

D20	LOCATION	HP FRACTION	COMMON SUBSYSTEMS
01-04	R Side	.33	Track/Wheel [2]
05-08	L Side	.33	Track/Wheel [2]
09-16	Hull	.50	Cargo/personnel bay [2], Various weapons
17-20	Turret	.33	Sensors [2], Main ordnance [3]

Tanks usually have very few hit points – at most 3 in the hull and 2 elsewhere. Their survivability is granted by their armour. The hollow nature of armoured vehicles does not allow them to withstand lots of damage and remain combat capable. Any non-explosive hit that penetrates armour will disable the location struck even if the vehicle does not blow up. Crew members of a disabled AFV must make Luck rolls to survive the risk of being trapped in a burning metal coffin. Non-combat vehicles have the opposite problem: any explosive damage will disable them.

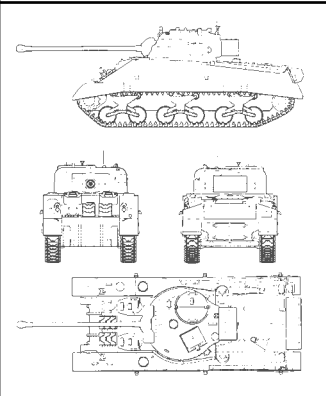
If you really want to enforce realism, you may grant a +1 bonus to AFV armour – beyond any difference in armour among different locations – against kinetic weapons if they are hit on the front armour of either the hull or the turret. Any hit by a target that has been attacked or will be attacked during the round is considered a front hit. For an even more realistic combat simulation, check for disablement of tracks even if armour is not penetrated.





M4 SHERMAN

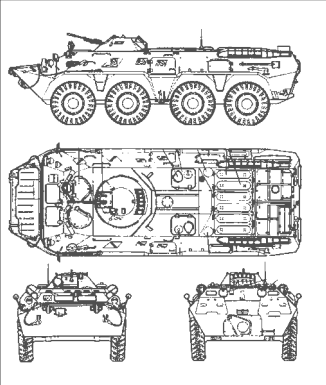
This American tank was the most used military armoured vehicle of WW2, and it was used by NATO and US allies for more than 50 years after the war. Although it was not the most armoured or the most heavily armed tank of its times, its agility and the ratio of its effectiveness versus the ease of production make it a perfect solution for the mass production of AFVs.



SIZ	CLASS	SIZ	POW	DEX	APP	PP	MOV	HANDLING
1		81	-	-	-	30	2	+10
ZONE	MELEE	MISSILE	AP	HP	EQUIPMENT			
R-SIDE	01-04	01-04	2	3	TRACK [2]			
L-SIDE	05-08	05-08	2	3	TRACK [2]			
HULL	09-16	09-16	2	5	ENGINE [2], MGx2 [3,4]			
TURRET	17-20	17-20	2	3	GUN [2]			
WEAPON	POSITION	TYPE	DAMAGE	RANGE	COST/AMMO	SPECIAL		
75MM GUN	TURRET [2]	KINETIC	1d4	20 [L]	40	IMPALE, CAN FIRE HIGH EXPLOSIVE		
MACHINE GUN	HULL [2,3]	KINETIC	1d2-1	8 [S]	20 BURST	TWIN, BURST		

BTR-80

This Russian armoured personnel carrier is the last of a series of multi-wheeled vehicles designed by the Soviet Union. Although its main purpose is to carry infantry on the battlefield, this model is also capable of engaging armoured target with its 30mm rapid fire autocannon. To depict earlier models with inferior combat capabilities simply replace the autocannon with a heavy caliber MG. The presence of 4 wheels per side grants the vehicle a decent protection against "flat tires"; the first wheel hit on a given side will decrease Handling by 10%, and only a second wheel hit on the same side will immobilize the APC.



SIZ	CLASS	SIZ	POW	DEX	APP	PP	MOV	HANDLING
1		77	-	-	-	20	3	-
ZONE	MELEE	MISSILE	AP	HP	EQUIPMENT			
R-SIDE	01-04	01-04	1	3	WHEELS [2,3]			
L-SIDE	05-08	05-08	1	3	WHEELS [2,3]			
HULL	09-16	09-16	1	5	MG [2]			
TURRET	17-20	17-20	1	3	CANNON [2]			
WEAPON	POSITION	TYPE	DAMAGE	RANGE	COST/AMMO	SPECIAL		
30MM AUTOCANNON	TURRET [2]	KINETIC	1d3	10 [M]	10 BURST	IMPALE, BURST		
MACHINE GUN	HULL [2]	KINETIC	1d2-1	8 [S]	20 BURST	BURST		

AFVs are usually equipped with a variety of weapons, including anti-personnel machine guns, cannons, autocannons and anti-tank rockets. Some may even mount anti-air autocannons (the German 88mm anti-air flak used during WW2 could pose some threat even to a Mecha) and anti-air missiles. Machine guns are useless against Mecha, and are assumed to deal 1d2-1 damage. Guns and autocannons, however, although not extremely useful against Mecha, are able to inflict some serious damage. Missiles are dangerous even for Mecha, and usually lethal for any other AFV. Most cannons and autocannons are mounted on turrets.

Real world AFVs seldom have twin weapons, but futuristic tanks may have twin main ordnances if they are appropriate to the anime world you are playing in.

In general, motorcycles or small cars used by the heroes of Super Robot anime shows can have basic weapon systems that can deal 1 or 2 points of damage on the Mecha scale. Although not enough to actually engage an enemy Mecha in combat, this enables them to attack scenery elements (see page 79) and slow down an opponent on a temporary basis.

Aircraft

Aircraft are atmospheric vehicles that fly by lift and thrust of their wings and engines. There are so many different kinds and shapes of aircraft that it would be impossible to describe them all, or to list all possible weapons and devices that they can mount. The main weapons employed by aircraft are listed in Chapter 8, but Gamemasters are encouraged to make up new ones, as well as new kinds of aircraft, based on real world devices.

A jet-propelled aircraft flies at a speed up to Mov 30. A supersonic jet can reach Mov 40 or more. Aircraft cannot usually leave the atmosphere. When a craft can operate in space, it is classified as a spacecraft. Aircraft piloted by the heroes of Super Robot games are classified as spacecraft even when they cannot operate outside the atmosphere.

A typical aircraft has only one point of kinetic armour, and no defense against energy attacks. Its survival depends on not being hit, which is ensured by its fast speed that grants it at least one green token each round.

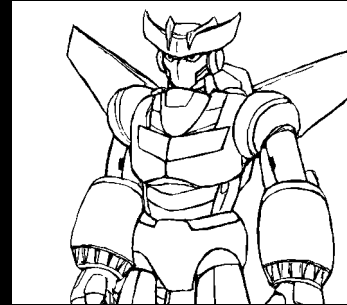
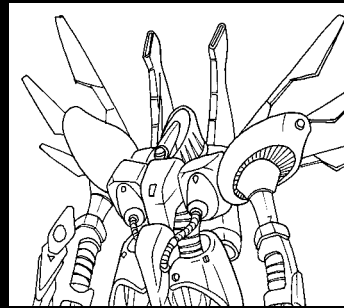
The standard hit location table for a jet aircraft is as follows. Each location may have subsystems. The cockpit often has two seats that can be hit separately, and engines usually have a rudder above them. If the aircraft has

D20	LOCATION	HP	COMMON FRACTION	SUBSYSTEMS
01-02	R Engine	.33		Engine [2], Rudder [3]
03-04	L Engine	.33		Engine [2], Rudder [3]
05-08	Right Wing	.16		Various weapons pylons
09-12	Left Wing	.16		Various weapons pylons
13-18	Fuselage	.50		Fuel tank [2]
19-20	Cockpit	.25		Pilot Seat [2], Gatling gun [3], Sensors [4], Navigator Seat [5]

only one engine, both "engine" rolls will cause a hit in the same location.

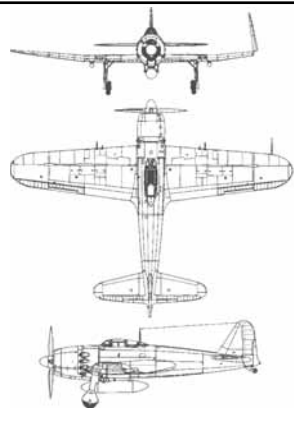
Hitting a seat kills the person on it. Hitting the Sensors or an Engine has the same effects as with a Mecha. Hitting the fuel tanks triggers a blow-up roll at double chance, and hitting a rudder makes all Pilot rolls Difficult.

Some Mecha have an alternate configuration that is shaped exactly as an aircraft, which is usually also capable of operating in space. This configuration behaves like a normal aircraft, except for the fact that it shares the Mecha power source, usually a double reactor mounted where the aircraft jet engines are located in a normal aircraft. It also has more armour points than a typical aircraft.

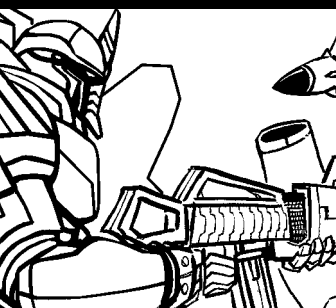
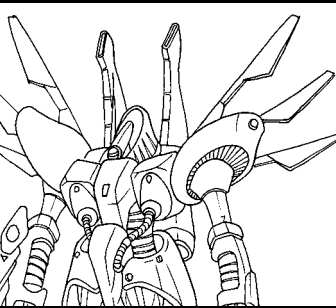


MITSUBISHI A6M "ZERO"

This legendary Japanese fighter is considered one of the most effective propeller planes to ever see action. When outmatched by the numeric superiority of the Allied troops, the Japanese pilots used these crafts as flying bombs in suicide attacks. Although its machine guns and cannons cannot damage an armoured target, if it crashes against an object in a Kamikaze attack it will deal 2d6 explosive damage. The Gamemaster is encouraged to require the expenditure of Fate to allow such an effect.



SIZ	CLASS	SIZ	POW	DEX	APP	PP	MOV	HANDLING
1		50	-	-	-	70	4	+10
ZONE	MELEE	MISSILE	AP	HP	EQUIPMENT			
TAIL	01-04	01-04	-	2	RUDDER [2]			
R-WING	05-08	05-08	-	1	AILERON [2], CANNON [3], [BOMB] [4]			
L-WING	09-12	09-12	-	1	AILERON [2], CANNON [3], [BOMB] [4]			
FUSELAGE	13-16	13-16	-	3	FUEL TANK [2]			
NOSE	17-20	17-20	-	2	ENGINE [2], COCKPIT [3], MG [4]			
WEAPON	POSITION	TYPE	DAMAGE	RANGE	COST/AMMO	SPECIAL		
20MM AUTOCANNON	WING [2]	KINETIC	1	8 [5]	46 BURSTS	IMPALE, BURST		
MACHINE GUN	NOSE [2]	KINETIC	1d2-1	5 [5]	20 BURSTS	BURST		



F-15 EAGLE

This highly effective two-engine fighter-bomber produced in the USA is employed by several air forces all over the world, including the Japanese self-defence force. It is the most likely opponent of any kaiju or other giant rampaging monsters that invade Japan in your game. The strength of the Eagle is its huge weapon load and its ability to launch ordnance from afar, so it would easily be outmatched in a dogfight by a lighter aircraft like the F-16 Falcon or the F-18 Hornet. This is reflected by its lack of a handling bonus.

The model described here is the anti-air F-15, but this aircraft can mount also air-to-ground missiles and bombs. Each weapon listed may also be substituted with a fuel tank, providing 50 extra PP, or various electronic defence or detection pods. The radar installed in the cockpit is also used as a guidance for the AIM-120 missiles, allowing the pilot to “lock” the missiles on the target, thus increasing the chance to hit at long range.



SIZ	CLASS	SIZ	POW	DEX	APP	PP	MOV	HANDLIN
2	71	-	-	-	-	100	20	-
ZONE	MELEE	MISSILE	AP	HP	EQUIPMENT			
R-ENGINE	01-02	01-02	-	3	ENGINE [2], RUDDER [3]			
L-ENGINE	03-04	03-04	-	3	ENGINE [2], RUDDER [3]			
R-WING	05-08	05-08	-	2	VARIOUS ORDNANCE OR PODS			
L-WING	09-12	09-12	-	2	VARIOUS ORDNANCE OR PODS			
FUSELAGE	13-16	13-16	-	4	FUEL TANK [2]			
NOSE	17-20	17-20	-	3	SENSORS [2], COCKPIT [3], CANNON [4]			
WEAPON	POSITION	TYPE	DAMAGE	RANGE	COST/AMMO	SPECIAL		
20MM VULCAN	NOSE [4]	KINETIC	1	8 [S]	10 BURSTS	IMPALE, BURST		
AIM 9M SIDEWINDER	WING [2t]	EXPLO	10S	20 [L]	2 EACH	AA ONLY, TWIN		
AIM 120 AMRAAM	WING [3t]	EXPLO	10S	30 [XL]	2 EACH	AA ONLY, TWIN		

Note: The Eagle can carry AMRAAM under the wings instead of Sidewinders, but it generally operates with a mixed armament to reduce weight. The actual range of these missiles is even superior to the ones listed, but for game purposes we have decided to keep it shorter. The F-15 can be modified to carry air-to-ground missiles, too. The Eagle can fire 1 to 4 missiles per round. If it fires two missiles, treat this as a twin shot. If it fires all four pods in one volley, treat it as a twin weapon with a RoF of two, that is roll the attack twice with a +10% to each shot for twin weapon use. If both rolls are made against the same target, any defence against the second attack is made at -30% as per normal Basic Roleplaying rules. In reality, the superior radar array of the F-15 allow it to engage 4 targets or more at a time, so it would actually be able to fire four missiles against four different targets, but this is beyond the scope of this game supplement.

Helicopters

Helicopters are infrequent in the Mecha genre, but they can sometimes be found as opponents for Size Class 1 Mecha. A typical helicopter will have one or two rotors, plus a big body holding the engine and a variable amount of passengers and supplies. If the helicopter has a single rotor, it will have a tail that holds a small propeller used to keep it stable in flight. An attack helicopter usually has two wings that are not used to sustain the vehicle but to host weapon pylons.

Transport helicopters have little or no equipment mounted on them, having at most a machine gun doing 1D2-1 damage on the Mecha scale. A combat helicopter, instead, is usually equipped with a turret mounted gatling gun and several ordnance pylons on the wings, ranging from short range unguided rockets that are fired in volleys, to long range guided

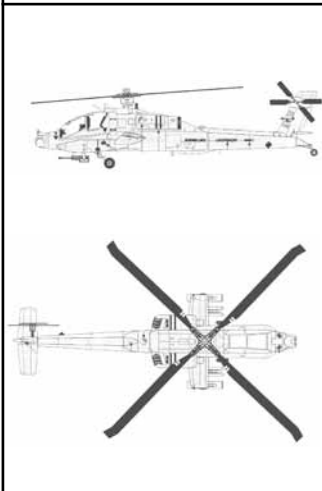
anti-tank missiles that can have nasty effects on small Mecha.

Utility helicopters usually have no armour at all, while attack helicopters have one or two points of kinetic armour.

D20	LOCATION	HP FRACTION	COMMON SUBSYSTEMS
01-03	Tail	.25	Secondary Propeller [2]
04-05	Right Wing	.16	Various weapon pylons
06-07	Left Wing	.16	Various weapon pylons
08-13	Hull	.50	Fuel tank [2], Cargo hold [3]
14-15	Rotor(s)	.16	-
16-20	Nose	.33	Cockpit [2], Gatling gun [3], Sensors [4]

AH-64 APACHE

This US made "airborne gunship" is the most famous attack helicopter currently in service. Its ability to hunt and destroy tanks and mechanized infantry is matched by very few other helicopters in the world. While other helicopters lack the ability to effectively fight other aircraft, as the gatling gun is not on par with the long range missiles shot by jet fighters, the Stinger missiles mounted by the Apache can pose a threat to airborne target, too. However, not all nations flying the Apache will be able to mount AA missiles on them. The Apache is still rather vulnerable to guided missiles fired by fixed positions.



SIZ CLASS SIZ POW DEX APP PP MOV HANDLIN

2 61 - - - 150 20* +10

ZONE MELEE MISSILE AP HP EQUIPMENT

TAIL	01-03	01-03	1	2	PROPELLER [2]
R-WING	04-05	04-05	1	2	VARIOUS ORDNANCE OR PODS
L-WING	06-07	06-07	1	2	VARIOUS ORDNANCE OR PODS
HULL	08-13	08-13	2	4	FUEL TANK [2]
ROTOR	14-15	14-15	1	2	ROTOR [2]
NOSE	16-20	16-20	2	3	SENSORS [2], COCKPIT [3], CANNON [4]

WEAPON POSITION TYPE DAMAGE RANGE COST/AMMO SPECIAL

30MM GATLING	NOSE [4]	KINETIC	1d3	8 [S]	10 BURSTS	IMPALE, BURST, TURRET
AGM-114 HELLFIRE	WING [2t]	EXPLO	1d4+1	10 [M]	4 EACH	TWIN
70MM ROCKETS	WING [3t]	EXPLO	1d4	8 [S]	2 BURSTS EACH	TWIN, BURST
AIM-92 STINGER	WING [4t]	EXPLO	1d3	10 [M]	2 EACH	TWIN, ANTI-AIR

The helicopter can mount double the amount of each kind of air-to-ground missiles by not mounting the other kind at all. Fuel tanks worth 20 extra PP or electronic warfare pods can be mounted as a replacement for 2 bursts of rockets or 4 Hellfire missiles.

As helicopters usually fly very close to the ground, they are limited to moving on a ground map, although they can fly over any obstacle. For this reason, the MOV rate of helicopters is expressed as ground "steps" and not air ones. In the few cases when they can fire at aircraft, the extended range due to the necessity to add one "zone" for cross-map targeting simulates the general lack of performance of helicopters as AA platforms.

The following is the hit location table for an attack helicopter. Other types of helicopters are seldom engaged in combat, or are so weak that it would be pointless to record their location hit points.

Hitting a seat kills the person on it. Hitting the Sensors or an Engine has the same effects as with

D20	LOCATION	HP FRACTION	COMMON SUBSYSTEMS
01-04	R Engine	.33	Engine [2]
05-08	L Engine	.33	Engine [2]
09-19	Hull	.50	Twin Missiles [2]
20	Cockpit	.25	Pilot Seat [2], Sensors [3] Navigator Seat [4]

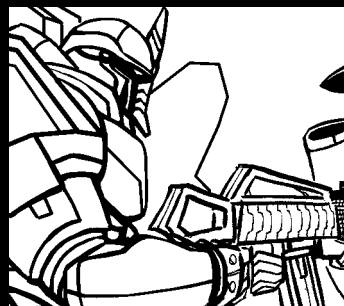
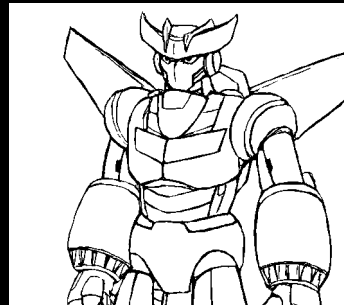
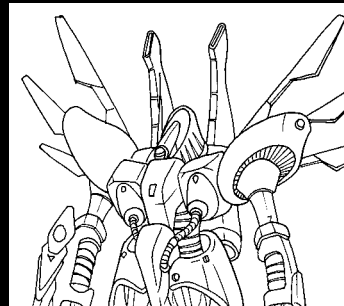
a Mecha. Hitting the fuel tanks triggers a blow-up roll at double chance, and hitting the secondary propeller makes all Pilot rolls Difficult. Hitting a rotor takes the helicopter down.

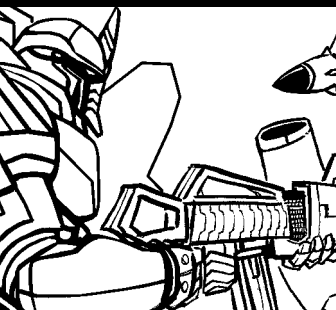
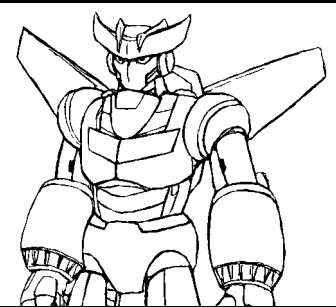
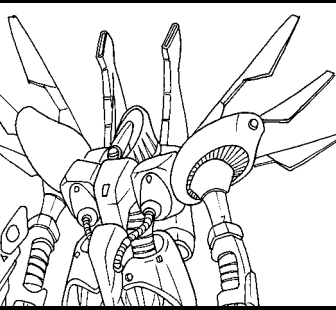
Spacecraft

Spacecraft are the equivalent of aircraft, but are used outside the atmosphere. They usually have only one or two crew members; space vehicles with a large crew are usually included in the capital ship category. Many spacecraft are alternate configurations of a Mecha, or a component that allows the Mecha to assemble or change configuration. For this reason, spacecraft are often piloted by PCs.

The devices used by a spacecraft are exactly the same found on an aircraft, with the only difference that a spacecraft has extra thrusters instead of rudders for manoeuvrability, and that the cockpit is usually more reinforced and equipped with environmental protection devices like those found in Mecha.

The following hit location table represent the typical spacecraft found in the Super Robot sub-genre. Some series will feature vehicles without lateral thrusters, or with lateral thrusters mounted on "wings", or armed also with beam weapons, but





DAIRANGER SUBUNITS

Like many other super robots, the Turbo Driver Dairanger is launched as three different crafts and assembled in flight with a 1-round long manoeuvre (see page 81). Here we will describe the generic statistics of the three sub-units, and the peculiarities of each of them. Other super robots may be made of subunits that are so different as to require a separate stat block for each of them.

For the sake of simplicity, we will assign only one hit location to each subunit, in order to be able to record each subunit on the same Mecha sheet we used for the assembled Dairanger. In your game, you may wish to make one sheet for the subunits and one for the Mecha, thus allowing for more locations for each subunit

The subunits of the Dairanger can be used as templates for many other kinds of space vehicles found in the Super Robot sub-genre.

SIZ	CLASS	SIZ	POW	DEX	APP	PP	MOV	HANDLING
1		80	25 or 30	-	-	25 or 30	8	+10
ZONE	MELEE	MISSILE	AP	HP	EQUIPMENT			
HULL	01-20	01-20	6 [3E]	3	ENGINE [2], WEAPONS [2,3], COCKPIT [4], CANNON [5]			
WEAPON	POSITION	TYPE	DAMAGE	RANGE	COST/AMMO	SPECIAL		
20MM VULCAN	HULL [5]	KINETIC	1	8 [S]	-	-		
TURBO-BOMB	HULL [2,3]	ENERGY	1d6	15 [M]	3 PP	TWIN, SUB [2] AND [3]		
TURBO-LASER	HULL [2,3]	ENERGY	1d4	13 [M]	2 PP	TWIN, IMPALE, SUB [1]		
TURBO CUTTER	HULL	KINETIC	1d8	CLOSE	-	CHARGE, SUB [1]		

Please note that the Turbo-bombs, described in the Mecha stat block, and the Turbo-laser are launched directly from the engines of subunits 2 and 3 and subunit 1 respectively. Subunit 1 is more lightly armed but also more manoeuvrable and has Handling +10 and the ability to attack with its sharp wings (Turbo cutter). Subunits 2 and 3, instead, have a POW of 30.

AF7 VALIANT (FIGHTER CONFIGURATION)

Here is the fighter configuration for the AF7 Valiant. The statistics are the same given for its Mecha form, so the fighter is slightly heavier than a F-15. Its Power Point reserve is also much smaller - even smaller than the Zero! - since the Valiant regenerates Power Points and thus will never exhaust its fuel. Another difference with real-world aircraft is that it is armoured, so it will be able to withstand much more damage than a 21st Century fighter.

In aircraft form, the Valiant has a Move rating of 20, much more than its Mecha form, and can fly in the atmosphere. Furthermore, the thrusters in the legs act as additional exhaust ports for the engines, thus increasing its Handling rate to +10.

SIZ	CLASS	SIZ	POW	DEX	APP	PP	MOV	HANDLING
2		73	65	-	-	65	20	+10%*
* AN EXPENDITURE OF 2 PP PER ROUND IS REQUIRED TO GAIN THE HANDLING BONUS								
ZONE	MELEE	MISSILE	AP	HP	EQUIPMENT			
R ENGINE	01-02	01-02	3	3	ENGINE [2], THRUSTER [3]			
L ENGINE	03-04	03-04	3	3	ENGINE [2], THRUSTER [3]			
R WING	05-08	05-08	3	2	VARIOUS ORDNANCE OR PODS			
L WING	09-12	09-12	3	2	VARIOUS ORDNANCE OR PODS			
HULL	13-16	13-16	3	4	FUEL TANK [2], CANNON [3]			
NOSE	17-20	17-20	3	3	COCKPIT [2] SENSORS [3] LASERS [4]			
WEAPON	POSITION	TYPE	DAMAGE	RANGE	COST/AMMO	SPECIAL		
LASERS	NOSE [4]	LASER	1d2	5 [S]	1 PP	TWIN, IMPALE		
GATLING RIFLE	HULL [3]	KINETIC	1d4	10 [M]	15 BURSTS	BURST, IMPALE		
MISSILES	WING [2t,3t]	EXPLO	1d8	15 [L]	3 EACH	TWIN, 2 PODS/WING		

Note: the Valiant carries 12 missiles and can fire 1 to 4 missiles per round like fighter aircraft. If it fires two missiles, treat this as a twin shot. If it fires all four pods in one volley, treat it as a twin weapon with a RoF of two; that is roll twice with a +10% to each shot for twin weapon use. If both rolls are made against the same enemy, any defence against the second attack is made at -30% as per normal Basic Roleplaying rules. The Valiant can carry other kinds of missiles and various types of pods attached to its wing pylons, but these are left to the individual GM to describe (see some examples in Chapter 9).

most vehicles that carry (or are) sub-components of the main Mecha of a series will be similar to the one described here. Hitting the Sensors or an Engine has the same effects as with a Mecha.

Capital Ships

A capital ship is anything too big to be controlled by a crew of two or three men, be it a floating vessels or a spaceship. The two categories function in the same way, except that one has propellers and the other has high-tech engines. In some anime, immense land vehicles appear that can be considered the tracked equivalent of capital ships

A vessel is usually way bigger than any Mecha or vehicle, and assigning it a Size class is pointless. You may wish to assign a SIZ characteristic to the ship in order to give your players a raw estimate of its mass or length. To determine the SIZ of a real world ship, use the its standard displacement divided by fifty, which provides roughly the following range for ship SIZ:

SHIP	LENGTH	SIZ
Frigate/Lt Destroyer	100-120m	200-250
Hvy Destroyer	120-160m	300-500
Cruiser	160-180m	550-1100
Helicopter Carrier	180-240m	550-1300
Battleship	240-270m	2000-3500
Aircraft Carrier	250-350m	1800-5000

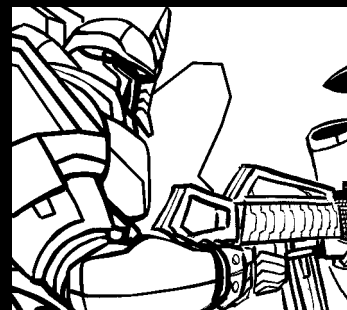
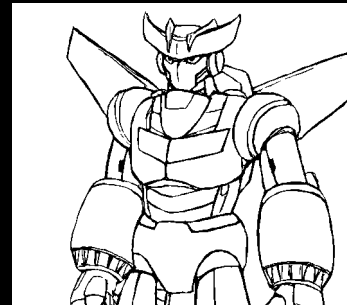
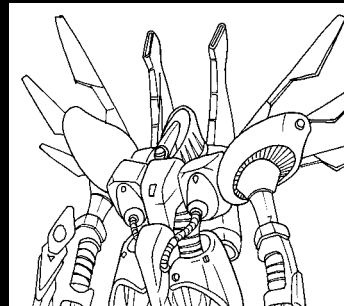
Capital spaceships should have the equivalent in SIZ as a ship of the same length.

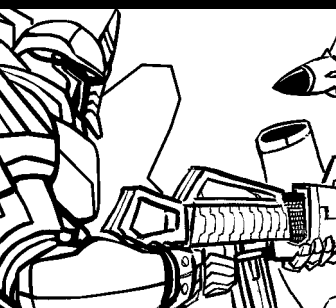
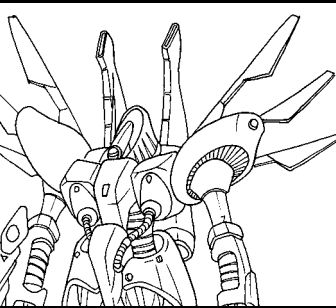
Capital ships are piloted with the Pilot Ship or the Pilot Spaceship skill, and their weapons are fired using the Artillery skill. Your Mecha or airplane training will be of no use when commanding one of these monsters. As each weapon is usually fired by a different officer, capital ships can fire multiple weapon systems per round at no penalty. However, only one weapon system per round can be fired against the same target, unless the latter is at least as big as a capital ship.

The armour coverage of capital ships is usually considerable, due to the thickness of the plates that cover the internal structure, and the hit point rate for each section is often high. However, a capital ship is guaranteed to take a lot of hits during a battle, as it will be targeted by almost everything on the battlefield, and it has no defence capability at all, except for missile interception provided by point blank batteries. This means that each section

will take a lot of punishment but will probably not be destroyed in one blow, unless hit by the main battery of another ship. Subsystem disablement will be a frequent event for a ship, and some models will have so many different systems that 6 "slots" per compartment will not be enough. We recommend that you determine the exact die roll used in your campaign for ship subsystem disablement (d6, d8 or d10) and use always the same roll for all compartments for the sake of simplicity.

Each capital ship has a core compartment, containing the engine, which is not included in the hit location table, and can only be hit if one or more of the outer compartments have been destroyed. Any hit to a location brought to zero hit points will reach the core and damage its hit points, as the core has no armour. Any damage in excess of a compartment hit point is immediately carried over to the core, after disabling the compartment itself. A disablement roll of 2 when the core compartment disables the engine and causes a blow-up roll. The core compartment has the same number of hit points as the SIZ of the whole ship divided by ten. For maximum realism and drama, you may rule that the destruction of an outer compartment has left that zone unarmoured, so any further hit will affect the core without any armour reduction. However, halving the armour of a destroyed location is usually enough to represent the hole pierced in the armour by the destruction of the compartment. The real danger for a capital ship when it is hit, however, is that of having a missile launcher destroyed. The detonation of the explosive ammunition will cause extra damage equal to the maximum damage allowance for the missiles, ignoring armour, to both





D20	LOCATION	HP FRACTION	COMMON SUBSYSTEMS
01-03	Stem	.33	Main Engine [2], Auxiliary Engine (x2) [3,4], Rear Cannon Battery [5]
04-06	Starboard	.33	Point Defense Turret (x4) [2,3,4,5]
07-09	Port	.33	Point Defense Turret (x4) [2,3,4,5]
10-12	Lower Deck	.33	Observatory [2], Spacecraft Launch Port [3]
13	Main Deck	.25	Command Room [2], Sensors [3], Point Defence Turret (x2) [4,5]
14-16	Weapon Deck	.33	Main Cannon Battery (x2) [2,3]
18-20	Bow	.33	Spinal Mount Cannon [2], Missile Launcher (x2) [3,4]

the compartment hit and the ship core. This effect only takes place if the subsystem is explicitly hit, but it is also true that if a blow "passes through" to the core compartment by means of a destroyed section of the ship, a GM that favours realism over simplicity may ask for a further die roll on the system disablement table for the outer compartment hit. Finally, if any section of a navy ship is destroyed entirely, the ship will sink in 1d6 minutes.

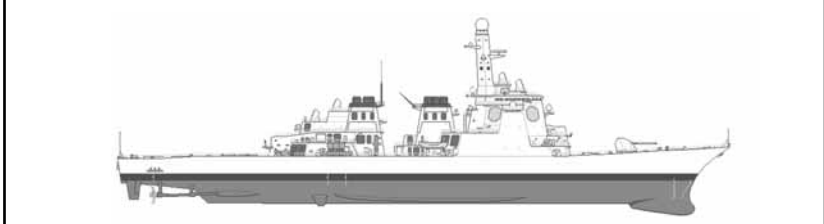
As explained in Chapter 6, the hit location for a successful hit on a capital ship is only rolled if the ship is hit by another capital ship or by a weapon fired beyond its normal range. Anything shot within normal range will hit the chosen hit location, or the closest one for a capital ship that is really bigger than the attacking vehicle.

The hit location table on the left represents a spaceship modelled after a 20th Century battleship. You may remember a similar one from a famous anime series and several animation and live action motion pictures.

KONGO CLASS DESTROYER

Derived from the US Navy Aegis destroyers of the Arleigh Burke class, the Kongō destroyers are the pre-eminent ships of the Japanese Maritime Self-Defense Force, where they often serve as centrepieces of a task force. This ship class has been portrayed in several anime series and live motion pictures. The ship is bigger than most destroyers, almost a cruiser in size, and its command deck is more armoured than usual. The speed of this ship is too low to allow it to manoeuvre on an air-naval tactical map. It can only be used as a centrepiece for a battle or remain immobile for the duration of combat.

Its main purpose is that of intercepting and destroying enemy aircraft, but the Harpoon missiles it carries (nowadays replaced by a similar Japan-crafted kind of missile) give it some anti-ship capabilities. In a hypothetical battle against a Kaiju or another alien threat, this ship could stand some chance of dealing damage to the enemy, although the odds are very high that it would just allow its crew and commander to die honourably in a battle against a superior foe.



SIZ	CLASS	SIZ	POW	DEX	APP	PP	MOV	HANDLING
n/a		330	-	-	-	120	n/a	-
ZONE	MELEE	MISSILE	AP	HP	EQUIPMENT			
STERN	01-02	01-02	3	11	HELO PAD [2], SAM [3]			
STARBOARD	03-04	03-04	3	11	PHALANX [2]			
PORT	05-08	05-08	3	11	PHALANX [2]			
MAIN DECK	09-12	09-12	3	11	HARPOON [2], RIM [3], ASROC [4]			
CMD DECK	13-16	13-16	4	11	COMMAND [2], SENSOR [3]			
Bow	17-20	17-20	3	11	GUN [2], SAM [3], TORPEDO [4]			
WEAPON	POSITION	TYPE	DAMAGE	RANGE	COST/AMMO	SPECIAL		
127MM OTO/BREDA	Bow [2]	KINETIC	1d8	1E [L]	70	BURST, IMPALE, AA CAPABLE		
PHALANX TURRET	SIDE [2T]	KINETIC	1	8 [S]	10 BURSTS	ANTI-MISSILE POINT DEFENCE		
SM2-MR SAM	STERN [3]	EXPLO	1d4	12 [M]	23	TWIN, AA ONLY		
SM2-MR SAM	Bow [3]	EXPLO	1d4	12 [M]	61	TWIN, AA ONLY		
SM3 RIM ABM	M DECK [3]	EXPLO	1d6	20 [L]	16	AA ONLY		
AGM-84 HARPOON	M DECK [4]	EXPLO	1d10	20 [L]	8	TWIN, SURFACE ONLY		
TORPEDO	Bow [4]	EXPLO	2d6	12 [M]	12	TWIN, SUB ONLY		
ASROC MISSILE	M DECK [2]	EXPLO	2d6	20 [L]	2	SUB ONLY		

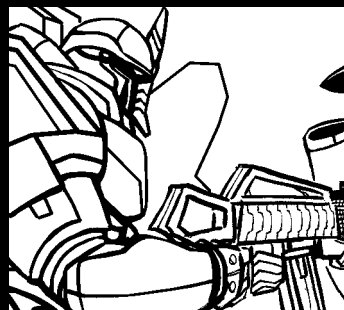
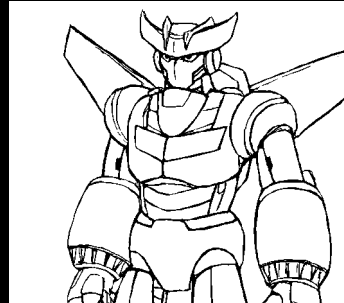
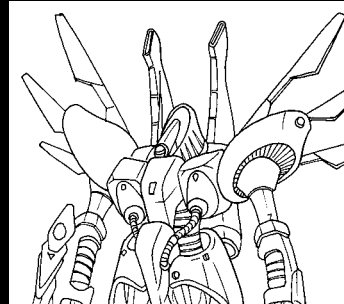
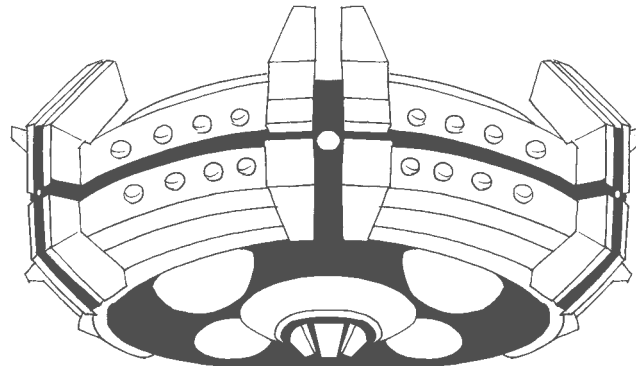
The main battery can fire both bursts against air targets - decreasing its optimal range to 10 [M] - and single shots against surface targets. It can only impale against other ships, not aircraft or Mecha. All weapon fire is commanded by the computerized AEGIS system, so destroying the Sensors or the command centre will make all rolls Difficult and disable the RIM and Phalanx systems.

CARRIER FORTRESS

No self-respecting mad scientist would ever try to take over the world without at least one of these. This implausible airborne carrier vessel can carry; one or more Mechanical Monsters, legions of mindless minions, plus an almost unlimited supply of missiles that will shred the external defences of the good guys' main base to pieces in every other episode. If your game features air duels, too, it will undoubtedly carry fighter crafts, small individual flying saucers or other vehicles to allow the player characters to exhibit their impressive dogfighting skills.

The destruction of such a behemoth mothership does not necessarily mark the end of a series or campaign, but it is nevertheless a climactic moment that should include a lot of tension and pathos. As such, never forget to give the ship commander, who is always one of the mad scientist's more trusted generals and never a faceless minion, a good supply of Fate Points to guarantee that the heroes have to build up their way to the destruction of the fortress. You may also want to grant the commander an opportunity to escape the destruction of the ship by expending Fate Points, if you want to feature him or her in the ensuing episodes; interesting bad guys are hard to replace.

This model of fortress is radially symmetric, with four fake "faces" that can shoot eyebeams or missiles, or launch Mecha or aircraft. Because of this geometry, no more than one face can attack a target at a time. The fortress can spin, but its manoeuvrability is so low that should a face be disabled it would create a dead angle that enemy vehicles could exploit to attack it without fear of retaliation, provided they can fly. The low MOV rate is related to poor manoeuvrability in combat; if the fortress accelerates on a straight line, it can easily outrun any pursuer.



SIZ	CLASS	SIZ	POW	DEX	APP	PP	MOV	HANDLING
n/a		1000	1000	-	-	1000	4	-20

ZONE	MELEE	MISSILE	AP	HP	EQUIPMENT
SOUTH FACE	01-02	01-02	3	33	BEAM [2], MISSILES [3], LAUNCH PORT [4]
WEST FACE	03-04	03-04	3	33	BEAM [2], MISSILES [3], LAUNCH PORT [4]
EAST FACE	05-08	05-08	3	33	BEAM [2], MISSILES [3], LAUNCH PORT [4]
NORTH FACE	09-12	09-12	3	33	BEAM [2], MISSILES [3], LAUNCH PORT [4]
UPPER TURRET	13-16	13-16	4	33	COMMAND BRIDGE [2]
LOWER SIDE	17-20	17-20	3	33	ENGINES [2]

WEAPON	POSITION	TYPE	DAMAGE	RANGE	COST/AMMO	SPECIAL
EYEBEAM	FACE [2]	ENERGY	1d8	10 [M]	5 PP	BURST, IMPALE, AA CAPABLE
MISSILE	FACE [3]	EXPLO	1d10	15 [L]	-	TWIN

Damage to the Command Bridge disables the fortress and forces it to retreat. If the enemy commander is on the bridge, he or she must expend Fate Points to escape harm by retreating to the core section of the ship. Damage to the Engines makes all Pilot rolls Difficult.

Losing one auxiliary engine exhaust port will not block the spaceship, but will slow it down and subtract -20% from the helmsman's Pilot (Spaceship) skill. Other models of ships have 2 to 4 main engines, each of which will decrease the Handling rating of the ship by -20% if hit.

Capital ships in anime sci-fi shows seldom have force fields or energy shields protecting them. Actually, they hardly ever do. For this reason we have not included rules for ship shields. If you want

to design spaceships that are more in line with the Western sci-fi tradition, you can adapt the rules for Force Fields [on page 105 of Chapter Eight](#), or simply increase the Armour rating to represent shields.

All kinds and shapes of spaceships have been depicted in anime series. You are encouraged to experiment with these rules to build ships from your favourite series, or create your own models. Your imagination is the only limit.



Let us face it: these Mecha may fight for peace and justice, but the part we all love the best in any Mecha episode is the one where your favourite mechanical hero obliterates the enemy.

Giant robots featuring in anime series are almost always combat devices. Therefore, most of their equipment is designed for combat. This chapter describes all standard *Basic Roleplaying* rules, and a series of alternate and optional rules, that you will need to handle Mecha combat. Combat between human sized characters is handled using the standard rules, and any combination of options from *Basic Roleplaying* that you see fit.

For anything regarding Mecha combat that is not covered in this and the following chapter, the corresponding standard *Basic Roleplaying* rules are considered in effect. If a rule is optional in *Basic Roleplaying*, then you may choose to adopt it for Mecha combat, provided you do so by mutual agreement between GM and players before play begins.

The following optional rules are not recommended for Mecha Combat:

- Eliminating or Reversing Statement of Intent
- Splitting Attack and Parry Skills
- Strike Ranks

Statement of Intent

We strongly recommend that you use standard Statement of Intent as described in *Basic Roleplaying* and summarized in this book. Some groups prefer to unify the Statement and Action phase of the Combat Round, but allowing players to make decisions at the same time they carry them out promotes tactical thinking, while forcing them to stick to a plan for the duration of the round conveys a better sense of immersion and encourages roleplaying over tactics. Combat is an unpredictable affair, and facing a tactical situation that has changed since Statement of Intent time should be a rather common occurrence on the battlefield. When you cannot tell the exact position of your opponent at the moment you will fire at it, you are more inclined to follow instinct and think of the right thing to do from a narrative standpoint, rather than the course of action that gives you the best modifiers. Fate points will do the rest.

The optional rule of adding 1D10 to the DEX Rank for initiative presented at page 188 of *Basic Roleplaying* is a useful complement to the above.

TACTICAL MAPS

Although Basic Roleplaying does not mandate use of a tactical map or miniatures, Mecha combat involves a fair amount of tactical movement, which greatly benefits from visual props. It is therefore suggested that you use a tactical map and plastic or paper miniatures. Bandai Entertainment has an incredible assortment of appropriately sized Mecha figures, and it is very easy to make up your own paper figures using fan artwork or pictures taken directly from anime. Some players may dislike usage of a tactical map for the representation of combat, as they might feel that it turns a roleplaying experience into a boardgame or a wargame. The truth is that when you play a Mecha game, you are roleplaying a character who is used to tactical thinking, and adding a simple tactical element to combat will in fact help you to identify with your hero. Nor is the vision "from above" given by the tactical map inappropriate for Mecha combat. Since your character is piloting a high-tech machine full of all kind of sensors, there is very little on the battlefield of which he or she will not be aware. In fact, the simplified tactical rules provided in BRP Mecha have been devised to make decisions easier, and allow fast calculations, so that you can easily handle elements such as speed, distance and range. Using a more abstract combat system is certainly possible, but you would probably find out that it forces you to concentrate more on combat and less on roleplaying than using the simple rules for map play provided here. BRP Mecha provide rules for both zone-based and grid-based tactical maps. You can use any combination of these two kinds of maps, but the suggested combination is:

- zone-based for aerial maps in any sub-genre;
- grid-based for land combat in the Real Robot sub-genre;
- zone-based for land combat in the Super Robot genre;

Are these rules optional?

Being designed mainly with human level characters in mind, some rules in Basic Roleplaying may become overcomplicated or cumbersome when handling Mecha level fights. Nevertheless, these rules model aspects of combat without which the spectacular nature of Mecha combat would be lost. Nor would a battle between Super Robots feel right without rules handling the knockback effect of being hit by rocket-propelled punches. Thus, the rules provided here are designed to make a Mecha combat scene simpler. Feel free to use the standard rules found in Basic Roleplaying or one of its supplements if you prefer. When a rule is particularly recommended for Mecha play, we will mark them as recommended. This does not mean that it is not optional, just that not using it might disrupt the particular anime feeling of Mecha games.

Needless to say, we strongly recommend that the group agrees beforehand on what rules to use, and that there is no situation in which arbitrary changes are made "on the fly" by the Gamemaster.

Penalty tokens

In order to keep the rules coherent with both tactical combat systems, BRP Mecha introduces the concept of penalty tokens. These are abstract units – although we suggest that you use actual coloured tokens for ease of bookkeeping – used to remind you about what your Mecha has performed or is about to perform during the current combat round.

Tokens are divided in three groups, identified by their colour

- **Green token:** it represents how difficult to hit your Mecha has become because of its swift and unpredictable movement. If you have a green token your opponents are at a penalty to hit your Mecha.
- **Red token:** it represents how movement has delayed and impaired all attacks and actions performed by your Mecha. If you have a red token, your Mecha is at a penalty to hit other Mecha. It will also allow you to determine if your Mecha is running (two or more red tokens).
- **White token:** this token is the most commonly used token, and it counts as both a green and a red token when determining how many tokens of a given colour you have. If you have a white token, both your Mecha and your opponents have a penalty to hit.

Whenever the rules tell you to take a token, take a token of the colour specified. You keep that...

GRID-BASED MAPS

We recommend marking your grid-based map with a square grid representing 20m (65 feet) per hex/square. If you are using plastic figures, a square should be approximately 50mm (two inches) wide, but if you prefer paper counters you can use smaller squares.

In this and the following chapter we will express movement rate and range in 10-metre “steps”. Nevertheless, “step” is just a synonym for “10 metres”, whereas the standard unit for distance in Basic Roleplaying is the metre. If you prefer a more precise computation, multiply everything by 10 and you will obtain the values in metres.

Moving from one square to an adjacent one in a straight line costs two “steps”. Moving from a square to another in a diagonal line costs three “steps”.

A square can usually contain only one Mecha during combat. The only exception to this rule are SIZ Class 1 Mecha: two or three of these Mecha can occupy the same square, and a SIZ class 1 Mecha must occupy the same square as its opponent to make a Close Combat attack against it. If your game involves mainly Mecha of SIZ class 1, you may want to use ten metre wide squares instead.

You may want to use a hexagonal grid instead of a square grid. The advantage of hexagons is that it is easier to gauge distances at a glance, and you do not have to stand the nuisance of diagonal movement and trajectories. On the other hand, some players who do not have a board game background find hexagons counter-intuitive, and the majority of pre-made tactical maps that you can find for free on the internet are designed for use with a square grid.

The standard map for a typical Mecha combat is 10x10 squares, or is made of several of these 10x10 blocks joined together. Such a block can easily accommodate most modern buildings (the Empire State Building or the Tokyo Tower would occupy a single 3x3 zone), and two blocks joined together are able to contain a modern aircraft carrier or any of the spaceships portrayed in the most famous Mecha anime. This also allows the representation of terrain on an even bigger scale, where a square is 200 metres wide and corresponds to an entire 10x10 block on the smaller scale. Such a scale is useful for representing battles where one or more of the fighting vehicles can fly.

It also makes combat more cinematic by adding unpredictability and allowing more actions per round. We recommend that both GM and players roll the die for each combat round, particularly if you are playing the Super Robot genre. As the order in which players carry out their action will often vary anyway, and is calculated and stated at the start of each round, randomization on a per-round basis will not take away a significant amount of time.

Movement

When walking, each Mecha has its own MOV characteristic like regular characters, but it is expressed in steps, also called movement points, rather than metres. Each step equals ten metres movement. The cost for moving from one square to another on the 20m grid is explained in the section about the grid.

All regular BRP rules about movement during a round apply to Mecha combat, as described on page 190 of *Basic Roleplaying*. Remember that a Mecha uses its pilot DEX rank when evaluating the time it takes for an action or attack. However,

as the maximum and minimum distances at which DEX Rank penalties occur in a round are proportional to human-sized combatants, these must be adapted to the size of the Mecha.

To make things simpler and avoid clumsy calculations, the recommended rule is using multiples of the Basic Move that a Mecha has travelled or plans to travel in a round as a measure of the penalties to DEX Rank and to-hit rolls related to moving. This is rather similar to the standard rules provided in *Basic Roleplaying*. According to the multiple – or fraction thereof – of its Basic Move that a Mecha plans to travel during the round, the player must pick a given amount of white penalty tokens and put them on or near his or her Mecha sheet, in the following ratio:

MOVEMENT	EFFECTS ON TOKENS
MOV x1	Take no penalty token
MOV x2	Take one white penalty token
MOV x3	Take two white penalty tokens
MOV x4	Take three white penalty tokens
MOV x5	Take four white penalty tokens

Round all fractions up, and remember that a diagonal movement equates three "steps" and not two. Once he or she has taken the appropriate number of penalty tokens, the player determines the DEX rank at which his or her Mecha will act, according to the Token Effect on DEX Rank table (remember, any white token also counts as a red token).

If you prefer to avoid divisions, you may substitute DEX Rank -5 for DEX Rank / 2 and DEX Rank -10 for DEX Rank / 4. This optional rule is particularly suitable for use in conjunction with the variable DEX rank option, as the higher values for base DEX Rank will let Mecha perform actions and stunts even with a -10 penalty for movement.

After the modifications due to red tokens, subtract five from the final DEX Rank for each preparatory action (for example drawing a weapon, crouching or aiming) that a Mecha performs during the round. If the final DEX Rank is zero or less, then the Mecha cannot attack that round, and its DEX Rank drops to one.

Finally, mark your actual DEX Rank and keep your tokens close to your Mecha sheet – you will need them again during the action phase. You can avoid frequent erasing of the DEX Rank box on your

Mecha sheet by sticking a paper clip to the lower margin of your sheet, where a numbered track for DEX Rank is printed.

Do not be afraid of this procedure: it is not complicated after you have tried it a couple of times, and it will not slow down play. By placing a paper clip on the DEX rank track printed on the Mecha sheet after you complete your Statement of Intent you can easily keep track of when your scheduled action will take place.

Example: Tetsuro Ray is leading his BX-48 Mecha into combat. He wishes to move four squares diagonally, draw an energy sabre and stab an enemy Zork Mecha with it. Tetsuro's DEX is 13, and his player rolls a 4 for initiative. The BX-48 MOV rate is six, and moving four squares in a diagonal line equals moving 12 steps, thus MOV x2, or one white token to pick. Tetsuro's base DEX Rank is thus 17 for this round, but he must halve it because of the red token (the white token counts as a red one for this purpose), for a base DEX Rank of 9. Since he has to ready his weapon, too, he loses another five DEX Ranks for a final adjusted value of DEX Rank 4. Tetsuro's player marks 4 as his DEX Rank and keeps the white token for later use.

...token until the end of the round.

In some cases the rules will tell you to consider how many red tokens or green tokens you have. Whenever you compute the red tokens you have, a white token counts as a red token. Similarly, whenever you compute the green tokens you have, a white token counts as a green token. In fact, most of the times you will only have white tokens, not green or red ones. In some cases the rules state explicitly "red/white tokens" or "green/white tokens". This is the same as "red tokens" or "green tokens", do not count white tokens twice.

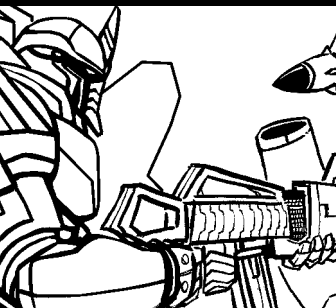
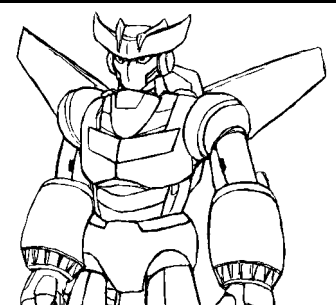
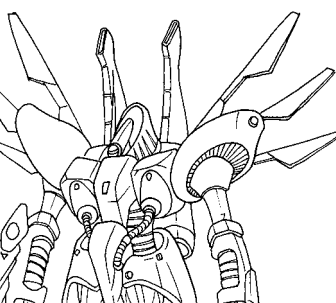
Example: a Mecha has one white token and a red token. If computing green tokens, it has one (the white token). If computing red tokens, it has two (the real red token and the white token).

TOKEN EFFECT ON DEX RANK		
RED TOKENS	ACT ON (STANDARD RULES)	ACT ON (ALTERNATE RULES)
None	DEX Rank	DEX Rank
One	DEX Rank / 2	DEX Rank - 5
Two	DEX Rank / 4	DEX Rank -10
Three or more	Can only move and not act	Can only move and not act

OPTIONAL: INT INITIATIVE

The order in which player and non-player characters state their intents can become very important in a BRP Mecha combat, and if you go with a "lowest INT declares first" approach a character with a low INT may find him- or herself at a severe disadvantage. If your players prefer a quick resolution to realism, just have them declare their intents in clockwise or counterclockwise order around the table, possibly alternating the two to avoid unfair advantages. If your players are willing to accept a minimal slowing of the Statement of Intent procedure, instead, you can use this simple method to give low INT combatants the chance to outsmart high INT ones in certain conditions.

At the start of each round, use the actual DEX Rank at which your character acted during the last round, which should be still marked on your sheet, as a modifier to his or her INT, and have all players and important NPCs state their intent in ascending order of adjusted INT. If your Mecha performed an action that lasts for an entire round and does not allow any other action, assume that your actual DEX Rank was zero. During the first round of engagement, players will state their intents in unadjusted INT order. In this way, a character who has engaged in complex activities or has rolled a low number on initiative during the last round will have any INT advantage offset by this situation, and lower INT characters will have a temporary opportunity to anticipate his or her moves instead of being anticipated!



SIMPLIFIED MAPS AND ZONES

Some groups do not appreciate grid-based tactical play and will prefer to disregard precise evaluation of range and movement. In order to grant a pleasant game experience to them, too, we have provided a simplified set of rules for range and movement. Unlike the rules for grid-based play, these are not just an adaptation of standard Basic Roleplaying rules to a larger scale, but a totally new method for evaluating range and movement allowance.

With this system, you may either use a map that is divided into zones, or run an “abstract” combat in which you keep track of the relative distance at which the combatants are located.

When evaluating Mecha movement, consider that all movement within a zone costs nothing in terms of tokens or DEX Ranks. It just takes place at the appropriate DEX Rank for the Mecha. Each Zone moved costs the Mecha one white token, unless it has or uses some peculiar movement feature like charging. No Mecha can move further than its basic MOV in zones.

The rules for statement of intent remain exactly the same as those used for grid-based movement, the only change is in how maximum movement allowance and number of tokens picked is evaluated.

When evaluating range, each zone equals one range level: the same zone is Close range, one zone is Short range, two zones are Medium range, three zones are Long range; after Long range, the range rating increases by two zones per level so X-Long range is five zones, XX-Long range is seven zones and so on.

For each zone beyond its standard range that a weapon is fired at, the skill used to fire it is halved, down to one quarter of the base skill. For Long or further range weapons, skill is halved for each two zones or fraction beyond normal range. If distance is such that skill would go down to one eighth of your normal skill, the attack is considered to fail automatically. If the weapon is subject to damage halving for long range, which is usually the case for all weapons except missiles, RPG launchers and flying fists, the halving occurs when the weapon fires more than one range level beyond its effective range, i.e. when skill is reduced to one quarter. Thrown weapons cannot exceed Short range in any case.

In order to receive cover from a feature on a zone-based map, a Mecha must perform the specific action of “taking cover” behind it. All fire against it that takes place before the action is not influenced by the cover. The terrain feature must also be big and sturdy enough to actually provide cover to the Mecha - although you are allowed to use Fate to assert that it is, if the Gamemaster has not determined it before combat starts. If you wish to take into account each individual tree and boulder on a map as cover, you should evaluate using grid-based map combat.

As for grid-based battlemaps, zone-based air maps use zones that are the equivalent of an entire land-based battlemaps. At most, if your land map is very big, you can divide it into two sectors and assign them to two different zones in the air map.

STATEMENT OF INTENTS PHASE SUMMARY

Starting from the lowest INT or adjusted INT initiative, or in another order agreed beforehand, all player characters and non-player characters do the following:

- Determine their basic DEX Rank by reading it on their character sheet.
[Optional] You may apply the optional rule on page 188 of Basic Roleplaying and have each player roll 1D10 and add it to the basic DEX Rank.
- Declare to what square (or zone) their Mecha will move, up to its maximum movement allowance, and what kind of attacks or other actions it will perform once it reaches its destination.
- Determine how many tokens the Mecha must pick to execute the planned movement. If the Mecha has any red/white tokens after this procedure, modify the DEX Rank accordingly.
- Decrease the DEX Rank by five for each preparatory action the Mecha will perform.
- Record the final value for the adjusted DEX Rank in that round, that will be used during the Action Phase. If DEX Rank falls below one, this means that the DEX Rank becomes one and all attacks will automatically fail.

Ranged combat

When a Mecha makes a ranged attack, it uses its pilot's Mecha Weapon skills to determine whether it hits. Most modifiers used in *Basic Roleplaying* are still valid, and the range provided for Mecha Weapons follow the standard rules. Thus attacks are *Difficult* within double range and at $\frac{1}{4}$ of normal skill within quadruple range. One peculiarity, though, is that ranges for Mecha weapons are not expressed in metres but in steps, in order to help you find the correct value on the combat grid without using range rulers. Add one zero to the range in steps to find the range in metres.

The normal BRP rule about damage reduction beyond double normal range (Extended Range, page 233 of *Basic Roleplaying*) is in effect for BRP Mecha, too. However, some categories of weapons are not subject to this limitation:

- missiles and RPG launchers
- self-propelled flying fists
- ballistic cannons fired indirectly (i.e. using the Artillery skill or one of its specialities)
- radiation beam weapons

Other weapons may be exempt from this rule, or constitute special cases. If this is the case, the rule detailed in the weapon description supersedes the general rules explained here.

Some of the BRP rules refer to range limits that are a fraction of the firer's DEX in feet. Replace these "point blank" ranges with an arbitrary range of 3 steps instead of DEX/3 and 6 steps instead of DEX. For abstract or zone-based combat, assume that any weapon fired within the same zone against a target that is not attacking you in close combat is fired at point blank range. Firing a ranged weapon against a target that is already in close combat range and has attacked or will attack you during the current round, instead, requires a normal success roll (*Firing into Combat*, page 224 of *Basic Roleplaying*).

Target range and line of fire during movement

The validity of the range for a planned attack, as well as the presence of a line of sight, must be checked using the position of the target during Statement of Intent and the presumed position of the attacker after he or she has performed the planned movement. If the range or obstacles do

not allow the attack, then the player can neither declare it during the Statement of Intents phase, nor execute it during the Action phase.

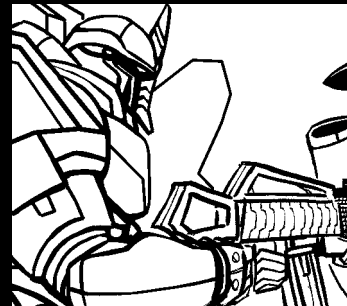
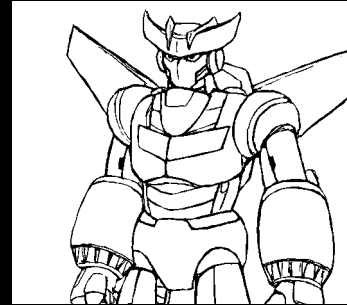
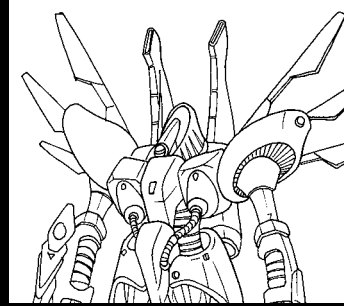
It may happen that the intended target is no longer in the expected position when a Mecha executes its move. If this is the case, and the attack becomes impossible, then it must be aborted. If the attack is not impossible, it will be carried over with the range and modifiers related to the new position of the target.

If a planned attack is impossible from the final position of the planned movement, but the trajectory travelled crosses a spot from which the attack becomes possible, the Mecha may fire from that spot instead, but must pick one extra red penalty token and modify its DEX Rank and chances to hit and defend accordingly. Note that this extra penalty token might prevent the attack altogether. The attacking Mecha must continue in its course after firing, unless the attack it performed "on the way" is a close combat attack, in which case it is locked in melee with the target. Note that this might lead to a Mecha not moving at all in order to attack and still having multiple red penalty tokens. This is an intended effect, representing the disadvantage of both having lost the initiative and having been forced to change one's planned course of action after attempting to initiate a movement that could not be completed.

In general, a player may change his or her statement of intent once the planned DEX Rank arrives, if the group agrees that something so important and unexpected has occurred that it is plausible that the character changes his or her plans for action. However, this will always cost one red penalty token, in addition to any DEX Rank penalty for performing the action. No exceptions! This means also that the action will be delayed and other Mecha might be able to act in the meanwhile.

It may also happen that a target is not yet in the position for which the attack is declared when the attacker's DEX Rank comes, but it has declared a movement that would bring it there for a subsequent DEX Rank. In this case, the attacker can delay the attack until a subsequent DEX Rank at no penalty. The target cannot abort its movement to avoid being hit, unless the above rule for exceptional events apply.

In any uncertain case, the Gamemaster is required to make a judgement about whether an attack is allowed and the relevant modifiers. The principle to which he should stick when making

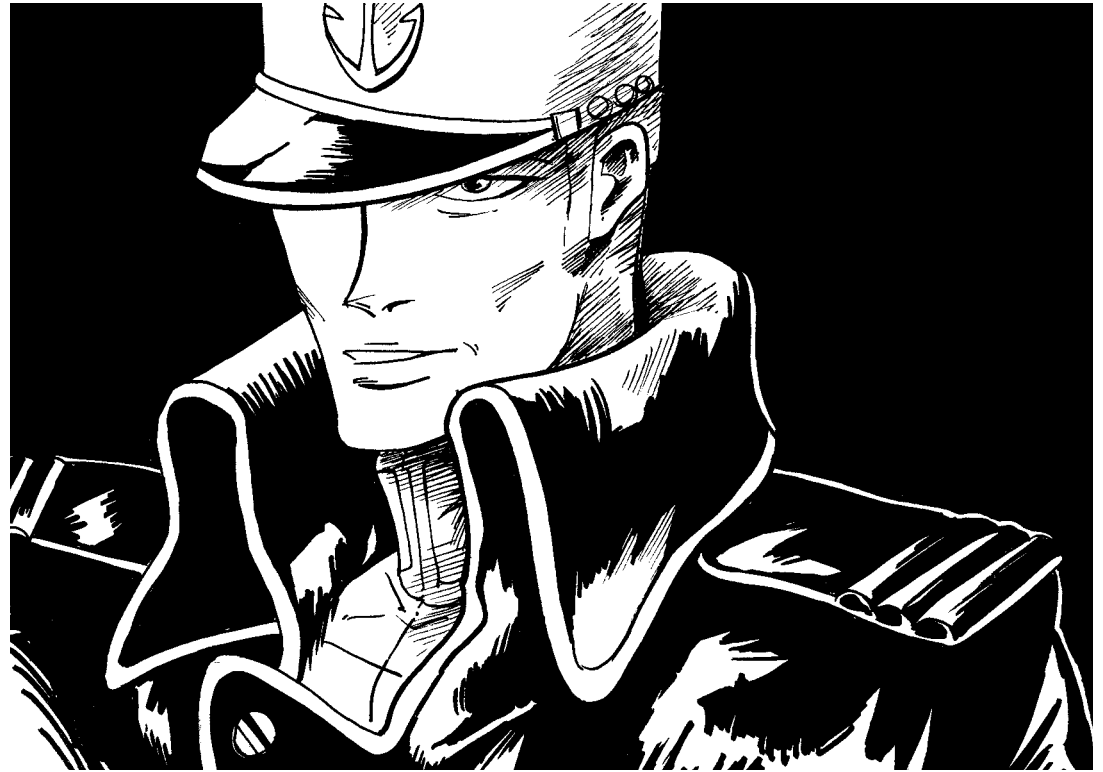


Alternate Burst rules

BRP already includes burst rules, but they may lead to a very high number of die rolls in a Mecha combat encounter, particularly in the Real Robot sub-genre, where many Mecha use automatic weapons as their main ranged attack. We suggest you use the following alternate rules for bursts.

- All automatic weapons fire bursts of 10 rounds.
- Bursts can be aimed at a precise hit location only if the target is two size classes bigger than the attacker.
- A burst receives a +10% bonus to hit, rather than a bonus depending on the number of rounds fired.

The number of rounds that actually hit the target in case of success is equal to the attack roll divided by ten, rounded up. If the attack roll is a special or critical success, the number of rounds that hit is determined by rolling 1D10, but only the first round that hits obtains the appropriate special or critical result.



such a judgement is very simple: always try to allow a planned attack if it is somehow plausible, and always apply the conditions and modifiers that are the least favourable to the side with the lowest adjusted DEX Rank. Remember: what was declared during Statement of Intent should always supersede any tactical *minutiae* due to movement and positioning.

Finally, the Mecha Combat table prescribes a to-hit penalty to fire on targets that have planned a move during Statement of Intent phase. This penalty is linked to the number of green penalty tokens that a target has accumulated. Consult the Mecha Action Table to determine the actual penalty. This modifier replaces the standard penalty for firing at a moving target prescribed by *Basic Roleplaying*. Please note that this penalty is always applied according to the planned movement of a Mecha, even if it has not yet moved. The only case the penalty does not apply is when the target Mecha has already been forced to completely abort its move, for instance because it has been knocked down before moving.

If you wish to enforce a strict realism, you may wish to evaluate the to-hit penalty as a function of the absolute distance travelled by the target Mecha, and not as a function of the

multiple of its basic MOV. In this case, evaluate the actual number of “steps” travelled, and pick one green penalty token for each ten steps travelled, rounding fractions down. You must also pick actual red tokens, instead of white tokens, according to the number of multiples of the Mecha Basic MOV. This adds both complexity and realism, and is only suitable if your gaming groups favours military simulation over cinematic play. If you are in for an action-packed game, do not use this rule.

Size and Range

As Mecha sizes vary too much, all bonuses and penalties mandated by standard BRP rules for size should not be used in Mecha combat. Fixed installations or large ships or spacecraft, on the other hand, are really easy targets for a mobile craft or a Mecha. Whenever a Mecha or small spacecraft fires a weapon within normal range against a capital ship or a fixed installation, all to-hit rolls are considered *Easy*. This means, of course, that a Mecha or vehicle can target a single location or sub-system of a capital ship or base – such as a turret or an engine – without incurring in any penalty, if within standard range for its weapon. This situation is covered in greater detail in the Capital Ship Combat section of Chapter Six [on page 66](#).

Ranged Defence

Mecha can dodge projectile and beam weapons, although such a feat is not necessarily easy. Mecha equipped with shields can use them to block any attack. The difficulty of evading ranged attacks if compared to using a shield – for those Mecha having one – is explained in the Mecha Action table.

A shield can block an incoming ranged attack at a fixed percentile based on the shield size, ranging from 15% to 60%. It can also parry a melee attack like any other melee weapon, using the pilot's Pilot Mecha skill. The shield ability to block incoming ranged attacks is never modified because of movement or other factors, although a prone Mecha is unable to use a shield. Similarly, as a shield block is a passive defence, it does not suffer the cumulative -30% penalty for multiple defences in a round, although any parry or dodge attempted after a shield block will suffer the penalty for all shield blocks made before. Specially constructed shields that are built-in in the Mecha body, usually only found in the Super Robot sub-genre, may reach 90% or even 100% in their ability to block incoming ranged attacks, forcing opponents to resort to melee combat to defeat their wielder.

Note that shields used to block incoming attacks based on non-focused energy, like sound, electricity or radiation, must be able to fully absorb the attack or some of the energy might be able to pass to the Mecha and affect the pilot. Only one point of energy passes in this case, so a minimal protection included in the shield is usually enough.

A Mecha that is grappled or entangled cannot Dodge incoming ranged attacks, although it may Parry or Block close combat attacks. However, any attack against a grappled Mecha may hit the grappler, according to the rules for firing into melee provided on page 224 of *Basic Roleplaying*.

Missiles

Missiles are inaccurate weapons that can deal a lot of damage. A missile can be dodged with a Pilot Mecha (or Pilot Craft while flying) roll, blocked with a shield or even intercepted with a ranged or melee attack. Due to its limited speed, when a missile is fired outside its normal range, dodging or intercepting it is an *Easy* action. Missiles are ideal to use against big, slow targets as they are easy to dodge for Mecha and spacecraft but impossible to avoid for capital ships or bases.

Missile attacks cannot score special or critical successes. This means that a successful Dodge or Block roll is always effective against a missile, whatever the attack roll. Even enhancing the attack with Fate will not increase the attack level for the purpose of bypassing a successful defence. On the other hand, unlike concussion or energy weapons, missiles never have their damage decreased because of range.

Guided missiles are not normally used in anime series, so they are not described in BRP Mecha. If you wish to include them in your games, treat them as attacks that always hit unless 96-00 is scored. Dodging a guided missile requires a special success in Pilot Craft when flying, and is impossible to do on the ground. However, guided missiles can be blocked with shields and intercepted with weapons. Any vehicle mounting an ECM pod can evade or intercept a guided missile with an *Easy* roll.

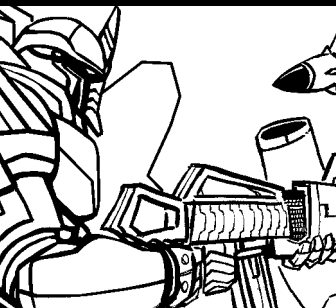
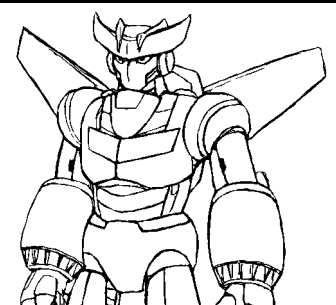
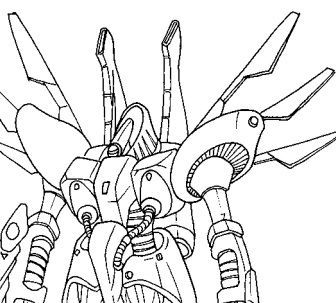
In the Real Robot sub-genre, when a missile hits a Mecha, it does damage to more than one hit location. The number of dice rolled by a missile determines how many hit locations are affected. Each hit location is rolled separately, but after the first location is rolled, if the subsequent locations are not adjacent to the original one then the location receives no damage. Damage for each hit location is scored separately, and if one location is rolled more than once then it is damaged once per each hit scored.

Missiles are rather easy to Dodge, but they can be intercepted, too. Any non-kinetic weapon will automatically destroy a missile if it hits. In order to intercept a missile with weapon fire, you must forfeit all other attacks planned for that round, and of course this is possible only if you have not executed your attack yet. As usual, if the anti-missile attack was not included in your Statement of Intent, performing it requires you to pick a red penalty token for Altering Intentions. Spacecraft cannot usually intercept missiles fired at them, unless they have turret-mounted weapons devised on purpose for missile defence. Spaceships with point defence turrets can use the latter for missile interception without forfeiting other actions, and can intercept one missile per round per turret without incurring in any penalty.

Intercepting a missile directed at your own Mecha requires a simple success roll, while hitting a missile aimed at someone else requires a *Difficult* to-hit roll. In the Real Robot genre, intercepting missiles is only useful if you are trying to protect

Example: A Mecha fires a burst with an automatic rifle, and rolls an 18. The attack roll divided by 10 and rounded up is 2, so two rounds hit. If the success chance for the attack was 90% or more, then the attack is a special success, and the firer rolls 1d10 for the number of hits, the first of which impales the target.

Half of the rounds that hit, rounded up and always including the impaling round in case of a special hit, land on the location that is rolled on 1d20 or that was selected by the attacker in an aimed shot. The remaining rounds hit another, randomly rolled hit location. We suggest you roll the two locations first and then all the damage dice together. All weapons capable of burst fire have a single damage die, to speed up damage rolling for multiple hits.



another vehicle or an installation. An important advantage of intercepting a missile rather than evading it is that the interception is an attack and not a defence, thus it does not bestow the usual -30% penalty on all subsequent defences, nor does it suffer said penalty if you have already defended in the round. Moreover, in the Super Robot sub-genre intercepting a missile allows you to use a Battlecry to replenish your Fate pool (see Chapter Seven).

Aiming

Ranged attacks can be aimed by delaying the DEX rank of the attack, as described in *Basic Roleplaying*. However, the aiming process in Mecha combat depends more on Mecha equipment and less on pilot ability. Aiming is possible only if the weapon specifically supports a special aiming device. The actual value added to the attack success chance for each full 5 DEX delay is not 10% of the pilot's skill, but a fixed amount, usually 10%, related to the weapon aiming device itself.

The actual chance to hit a target, including also bonuses for burst fire, cannot exceed the base pilot's skill in Weapons (Mecha) multiplied by two. Flying Mecha or aircraft can neither aim nor shoot at a particular location unless firing at a capital ship.

Twin weapons

Many Mecha and spacecraft have twin weapons that can fire two beams or projectiles at once. Weapon descriptions usually specify which weapons can be fired in pairs. Firing a twin weapon gives a bonus to the to-hit roll of +10%. Firing a twin weapon also uses up twice the ammunition or energy listed for that type of weapon, unless the specific weapon description specifies otherwise. Mecha can decide to fire only one of the paired weapons, but spacecraft cannot usually do so.

A hit with a twin weapon usually deals only normal damage to the target. At the firer's option, a special success with a twin weapon can deal damage twice to two different hit locations instead of applying the standard special result for that kind of weapon. Armour is counted against each hit separately. This effect cannot take place if the Special success has been downgraded to a normal success by a defensive roll. If the weapon has no standard special result, such as missiles, then this effect takes place for all special success hits. Note

that this is the only situation in which a special success with missiles has any effect, and a normal success in Dodge will still avoid both missiles, as the success roll is, technically, a normal success.

Many Mecha in the Super Robot genre can fire beams from their eyes. Such beams are never considered twin weapons.

Some cannons used on capital ship turrets can fire in pairs or triplets. These cannons do not count as twin weapons when firing against Mecha, unless they are specifically designated as anti-Mecha or anti-missile, point defence cannons mounted on turrets. All cannons mounted on capital ship turrets can count as twin weapons when firing against another capital ship, but they will strike the same location of the other ship when they score a special success.

Close combat

When a Mecha makes a close combat attack, it uses its pilot's Pilot Mecha skill to determine whether it hits. All other regular modifiers are in effect. Melee weapons seldom provide modifiers to the pilot's skill.

A Mecha can parry a close combat attack by using its pilot's Pilot Mecha skill. Parrying a melee attack requires that a suitable hand weapon or shield is ready, or is being readied during the current round according to Statement of Intent. If you are targeted by an unexpected close combat attack and you have neither a parrying weapon ready nor stated to draw one during Statement of Intent, you may opt to draw a parrying weapon by both picking a red token for Changing Intent and subtracting five to your DEX Rank for the readying action. This will probably force you to abort all of your attacks, but you will still be able to parry.

Dodging a close combat weapon is usually not permitted, unless the weapon is thrown.

Some close combat weapons may be also thrown. When throwing a weapon, the attacker must use his or her Mecha Weapons skill, and the Mecha damage bonus is not added to the damage roll. The range for a thrown weapon is equal to the Mecha strength divided by 10, rounded down, or Short range on a zone-based map.

In general, Mecha can attack any adjacent square in close combat on a grid-based map. SIZ Class 1 Mecha need be in the same square to attack a target in close combat.

All other rules introduced for Mecha ranged combat are in effect for Mecha close combat.

Charge

In the Super Robot genre, many Mecha use close combat attacks at the end of a charge or while flying by their opponent. To use a Charge, a Mecha must have a specific attack classified as a Charge among its weapons. Charges are not treated like normal close combat attacks. A charge can only be executed if the Mecha has a specific weapon or skill indicated as a charge and moves at least 8 steps (1 zone) to reach the target. When a Mecha is required to change into a specific form to charge, it can usually do so in the same round as it charges, provided it pays the 5 or 10 DEX Rank penalty for preparatory actions.

- A charge cannot be parried, and it is *Difficult* to dodge
- A charge can be blocked by any shield that has at least a 60% passive defence score, although this will not negate the knockback effect
- A charging Mecha can move quickly without incurring in DEX Rank or accuracy penalties. The first penalty token taken by the player of the charging Mecha is not white, but green. All movement after reaching the charge target does not generate white or red tokens, but green ones.
- A charge can be intercepted with a ranged weapon like a missile. Any attack that can cause knockback will disrupt a charge if it hits, even if it would not normally do knockback on the rolled result. Other attacks will automatically fail to intercept the charge or to do any damage. Remember to count tokens accumulated for the charge when evaluating the chance to intercept the charging Mecha. The charging Mecha cannot Dodge the intercepting attack, although it can block it with a shield if it has one placed in a suitable position.
- A successful charge does the standard damage for the attack, possibly impaling if this is allowed by the weapon used, and automatically knocks the target down unless it is one SIZ Class bigger than the attacker, in which case a Special success is required. Basically, a charge does knockback as if the attacker was one SIZ Class bigger.
- A charging Mecha that is not intercepted by a successful knockback can move further after charging its opponent, if it wishes and if this does not exceed its maximum MOV allowance. If it charged while flying, it is mandatory that it moves away from the target of the charge.

- Some special weapons, particularly in the Super Robot genre, are classified as charges even if they are not physical in nature or do not actually end in the Mecha smashing into its opponent.

Cutting an enemy in half with a sharp wing or impaling it with a drill attached to the Super Robot arms are good examples of charges. Some high-powered energy attacks – usually used for the finishing blow – that involve enveloping the Mecha in an energy cocoon that is later directed at the target are considered charges, too. Charges are very rare in the Real Robot genre.

Jumps and flying kicks

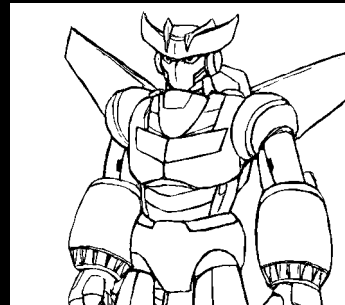
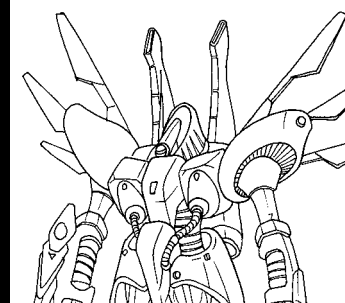
A common trope of the Super Robot genre is jumping and flying kicks. All Super Robots can perform these feats, unless they are extremely clumsy or have assumed a shape that prevent jumping, for instance by adopting a tracked form of movement.

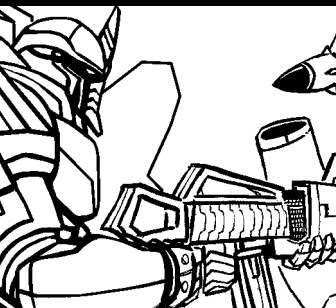
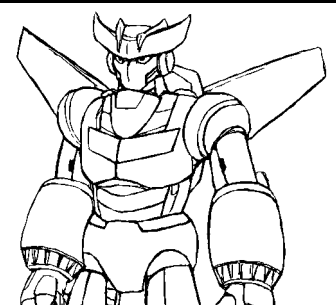
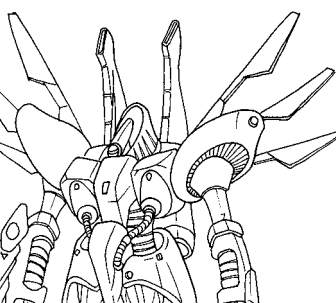
Jump allows a Mecha to move on top of any obstacle that is twice as high as itself – possibly more if the Mecha has thrusters and uses them to jump - thus gaining a +10% to hit with ranged attacks against any target, but it also costs 2 white tokens to perform.

In the Real Robot sub-genre, jumps must be supported by backpack thrusters. If the Mecha lacks them, it can only jump half its height. Exceptionally powerful thrusters allow Mecha to jump as high as five times their height. Special grappling devices may also be used to jump on top of obstacles that would otherwise be too high for a Mecha.

When a Mecha wishes to kick its opponent, it must make a *Difficult* Pilot Mecha roll. Some peculiar leg-mounted blades may provide a +10% to hit, and increase damage by +1 or +2, at the cost of a 5 DEX Rank delay to let the blade sprout out. A flying kick is no exception to this. The only difference is that it can be executed at a distance of 4 or 5 steps if you are using a grid. A kick does no extra damage if it hits, unless the legs have special devices attached, while a flying kick has the same effects of a charge on knockback, that is it does knockback as if the attacker was one SIZ Class bigger. A flying kick cannot be used to stop a charge.

Some Super Robots have a specific battlecry connected to flying kicks. Flying kicks are hardly ever used in the Real Robot genre.





ACTION PHASE SUMMARY

Starting from the highest Adjusted DEX Rank, as determined during the Statement of Intent Phase, all player characters and non-player characters do the following:

- Execute their planned move, if still possible.
- If the move is not possible, the player must execute as much of the move as possible, or find a way around any obstacle that has just appeared if the Game Master judges this plausible.
- The player must then check if the intended target is still reachable from the square in which the movement ended.
- If the target is unreachable but was reachable from an earlier position, the attacker may backtrack the Mecha to that position and fire from there, picking an extra red penalty token, and then move back the Mecha to its final destination after the following step.
- After the evaluation of all penalties, if the to-hit chance is still higher than zero, the attack is carried out and the results are applied according to the procedure provided in the Attack resolution section.

Grappling and entangling

Blocking the enemy with a deadly grasp, a whip or a chain is a very common type of attack in Mecha anime. In fact, this is one of the deadliest forms of attack, as the grappling or entangling Mecha can also electrocute its target while holding it. Although usage of hit locations is mandatory in Mecha combat, grappling or entangling of limbs is not a common occurrence in anime TV shows. Therefore, assume that a Grapple always affects the torso of an enemy Mecha.

A grapple attack can be parried with a close combat weapon if the Mecha has one ready, but it cannot be dodged as Mecha cannot dodge close combat attacks. Once a hold is established, the rules for Grapple detailed on page 60-61 of *Basic Roleplaying* are followed, with the variations and additions provided in this section. The grappling Mecha must make a Grapple roll each round to maintain the hold, but this becomes *Easy* if the target is knocked down or if no additional grappling manoeuvre is attempted. The grappled Mecha can break free only by the means described by the rules, or by successfully obtaining a knockback special effect against the grappler. Please note that flying punches, missiles and close combat weapons cannot be used against a grappling enemy Mecha, and any other weapons that are not in a convenient position (for instance on the torso) require a *Difficult* to-hit roll.

A grappled Mecha cannot move, Dodge or parry, although it may use shields if equipped with them. If knocked down, it cannot stand up

until it has broken the grapple. However, any ranged attack against a grappled Mecha not performed by the grappler becomes *Difficult*, and failure means that the grappling Mecha has been hit instead. Close combat attacks against grappled Mecha can only be attempted by the grappling Mecha, if they are equipped with devices specifically designed for this: for instance, the grappling Mecha may grapple its opponent with its arms and then bite it with a head attached to a long, flexible neck.

On the second round of grappling, the attacking Mecha can also attempt one of the manoeuvres described on page 61 of *Basic Roleplaying*, provided it is not attempting any other attack. The allowed manoeuvres for Mecha are Immobilize Target, Knockdown Target and Throw Target.

In addition to these manoeuvres, many Mecha can apply some form of Radiation Beam (see Chapter 8) – usually electricity – to a grappled or entangled target. No additional roll is required to apply this effect: the damage is automatically done to the target's torso, starting with the first round of entanglement or grappling. This is a really deadly attack, and the damage dealt by such Radiation Beams should never exceed 1d4 per round. If the Grapple attack can convey a Radiation Beam attack, it starts doing damage on the round the Grapple connects, and continues doing damage on subsequent rounds, provided the Power Point cost is paid. If a Radiation Beam attack is only usable on a grappled target, the weapon description will specify it.

Many Mecha are also able to entangle their opponent with whips, tentacles, nets, ball&chain weapons and other kind of chain-like weapons. The effect of being entangled is similar to that of being grappled, that is the entangled Mecha can no longer Dodge and may be subject to a Radiation Beam attack delivered through the entangling device. It can also be subject to one of the special manoeuvres allowed for Mecha grappling, that is Immobilize, Knockdown or Throw. An entangled Mecha can hit its entangler with any weapon, but it is harder for it to break free: a Special success with a Knockback weapon is required, or else the entangling device must be broken by attacking it with a slashing thrown weapon (it has armour equal to the entangling Mecha and one hit point).

Example: In our previous example, Tetsuro Ray is about to move for the equivalent of one white token against an enemy MC-6 Zork Mecha with his BX-78 and hit it with a beam sabre on DEX Rank 5 (16 DEX plus 4 for the initiative roll, halved to ten for the white token and decreased by 5 to draw the beam sabre). The enemy pilot is keeping his Mecha still and firing an assault rifle at the BX-78 at an adjusted DEX Rank of 18.

The Zork goes first at DEX Rank 18, and fires a 10-round burst at the BX-78. The BX-78 is still 12 steps away when the Zork fires its 120mm rifle (base range 4), so the weapon is being fired between double and triple normal range, thus at ¼ of normal skill. The attack suffers a further -10% for the white token that indicates the BX-78 movement (remember, it counts as a green token in this case), and a +10% for the burst, so the final roll is at ¼ skill. The Zork fires with an overall chance of 15%, as the pilot's Mecha Weapon skill is 60%, and hits with a lucky roll of 12, which means that two bullets hit. Unwilling to Dodge at a reduced chance for moving, Tetsuro's player tries to block the two 120mm bullets with the BX-78 large shield, with a 60% fixed chance roll. He rolls a 38 and the bullets bounce off the sturdy BX-78 shield.

Tetsuro Ray can now attack at DEX Rank 5. His Pilot Mecha skill is 80% and close combat attacks suffer no penalty for having moved, so his player rolls at a full 80% and the Zork cannot Dodge the melee attack. Tetsuro hits with a roll of 44, and the beam sabre slashes the Zork in the torso.

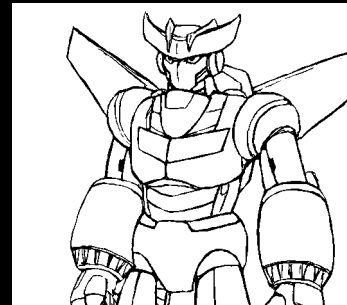
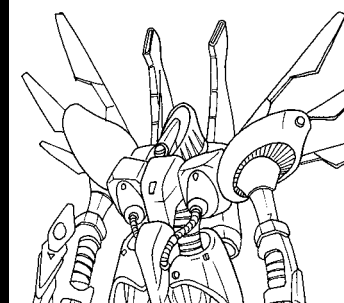
Attack resolution

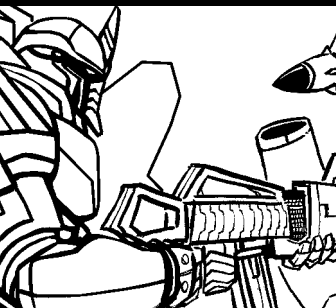
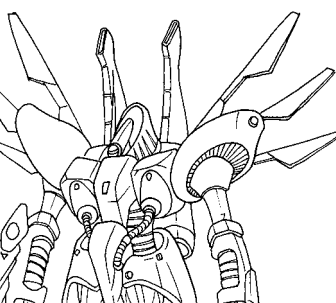
When a weapon successfully hits a Mecha, the attacker must roll 1d20 and consult the appropriate hit location table to see where it was hit. We suggest using the optional separate tables for melee and ranged weapons for added realism. The damage done by the weapon is then rolled and the armour for that hit location is subtracted from damage. Remember to check which armour value applies for the damage type inflicted, as different armour ratings usually apply for different types of damage.

If armour is overcome, the remaining damage is applied to the location hit points. If a location hit points are brought to zero or less, the location is disabled, severed, or blown off. Regardless of whether the location is disabled, the GM must check whether the blow damaged one of the system contained in the hit location. To do this, roll 1d6 and cross-check it with the number assigned to the system or device on the Mecha sheet. Individual Mecha may have single locations with more elements than normal: in this case, a bigger die may be needed for the determination of the potential damage to internal systems.

Each system present on the Mecha sheet is marked with one or more hit numbers in brackets close to the location name. If the die roll indicates that particular system number, then the system has been hit and destroyed or disabled. The Gamemaster may call for a Luck roll to have the pilot survive if the cockpit is destroyed, unless the cockpit itself has an ejection system, in which case a Pilot (Mecha) roll is required to activate the ejection system. A die roll that does not correspond to a system indicates that no system has been damaged by that hit. No system can be assigned to the "1" result, so a die roll of 1 results in no extra effect. However, a very realistic GM can rule that when the torso is hit a die roll of 1 means that the Mecha power source is hit, with the unpleasant consequences described below. This is in addition to the chance that the power source is hit because its own hit number, usually '2', has been rolled.

A die roll of "1" against an arm means that any hand held device has been hit. This means that the item held in that hand is knocked away, if not destroyed. If the item is a weapon with explosive ammunition, the GM may require a Pilot (Mecha) roll to throw it away before it explodes, or else the Mecha will suffer the same negative consequences as being hit by one of its own missiles in the corresponding arm.





When the Mecha engine or reactor is hit, its player must make a percentile roll equal to the damage that got through armour multiplied by 10. If the roll succeeds, then the Mecha blows up and the pilot must use an ejection system, if the Mecha cockpit includes it, to survive.

When a location is disabled by means of being brought to zero or less hit points, all systems in it cease to function. If the torso location is brought below zero (not exactly zero) hit points, then its player must roll for an engine explosion, at double base chance.

As Mecha have no general hit points, losing a limb or even the head has no other effect on them than disabling the systems present in it. If the cockpit is not in the head, beheading a Mecha usually only affects its sensors (all combat rolls become *Difficult*).

In some anime, pilots are able to target specific systems of a Mecha and not just locations. If your BRP Mecha game features such heroic feats, the attacker must make a doubly *Difficult* (one quarter of normal skill) attack roll in order to ensure a hit to a specific system.

Knockback

Knockback is usually the result of a special success with a weapon that is designed to knock an opponent back, usually a brawl attack, shield bash or some sort of ball&chain or flying punch weapons found in the Super Robot genre. A successful knockback pushes back the opponent by one single square (even along a diagonal line) and automatically knocks it down, unless the Mecha is constructed in such a way that it cannot lie prone at all. The distance, potential damage for crashing into obstacles and Agility roll to remain standing described on page 197 of *Basic Roleplaying* do not apply. All disadvantages of being prone apply, instead.

In the standard *Basic Roleplaying* rules, knockback is often negated by a successful parry that downgrades the attack to a simple success, or by the fact that the opponent is bigger than the damage rolled. In Mecha combat, things are a bit different, as most Mecha battles that feature hand to hand combat (or flying punches) involve a great deal of knockback. Once a success with a knocking weapon is achieved, subtract one "step" from the *rolled* level of success for each SIZ Class the target Mecha is bigger than the attacker, before the roll is downgraded because of parries. If the attacker is bigger than the target, then the number to subtract

is negative and it is actually added to the success level, so any normal hit translates to a Special success for knockback purposes only. This rule does not apply to Dodge. A successful Dodge that downgrades a Special attack to a normal success negates knockback, unless the attacking Mecha is bigger by at least one SIZ class.

Brawl and blunt weapons always have the Knockback special effect in Mecha combat. The Crush special effect never takes place. Flying kicks and charges have an enhanced chance of knockback: they treat the attacking Mecha as one SIZ class bigger for knockback purposes.

When a Mecha is knocked down, all of its actions planned for the current round and not yet executed are cancelled. A Mecha that is knocked down can stand up in a subsequent round, but this will cost the standard 5 DEX Ranks for preliminary actions, in addition to all the other issues described on page 229 of *Basic Roleplaying*.

A Mecha that is forced to remain down because of loss of a leg can only crawl by one square (not step) per round, and is forced to pick two red penalty tokens to do so. Furthermore, if it fires while crawling it can only use head-mounted weapons, as its arms are used for movement and its torso is not in the correct position for firing.

Special effects

Apart from Knockback that has been explained above, most special effects that can take place during a *Basic Roleplaying* melee are found in BRP Mecha, too. There are however, some differences:

- The Crush and Bleed effects never occur during Mecha combat. The Crush special effect is always replaced by Knockback, and the Bleed special effect is replaced by Impale for all swords, sickles and scythes.
- The Entangle special effect is allowed, and is often the prerequisite for a subsequent attack made with electricity or other forms of energy. The entangled Mecha cannot use an Agility roll in order to free itself. As in normal combat, if the entangler is still holding the entangling weapon, it can attempt a Grappling special manoeuvre during the next round of combat. Follow the same rules provided for Grapple between Mecha.
- The Impale special effect works as described in the rules, except that no additional damage is dealt during attempts to yank an impaled weapon free. An impaled Mecha suffers no

BRP MECHA ACTION CHART

STANDING/WALKING
(NO RED TOKEN)

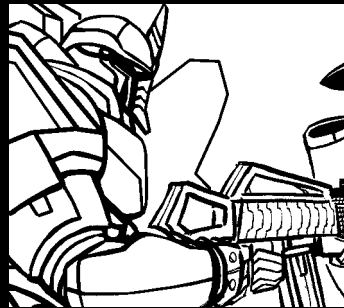
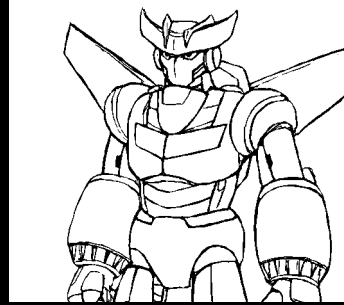
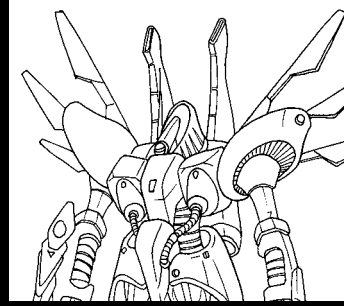
RUNNING
(RED TOKENS)

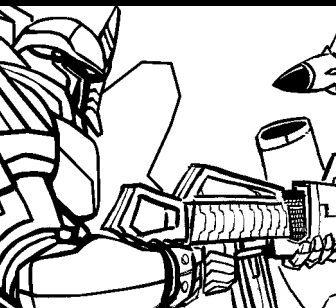
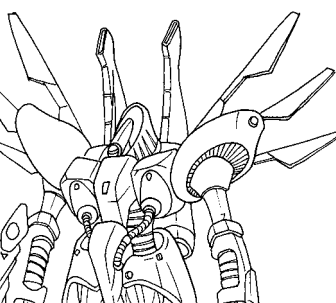
MOVING ON WHEELS
(RED TOKENS)

FLYING
(UP TO 1 RED TOKEN)

FLYING FAST
(2+ RED TOKENS)

	STANDING/WALKING (NO RED TOKEN)	RUNNING (RED TOKENS)	MOVING ON WHEELS (RED TOKENS)	FLYING (UP TO 1 RED TOKEN)	FLYING FAST (2+ RED TOKENS)
DECELERATE	Automatic	Easy Pilot (Mecha)	Automatic	Easy Pilot (Spacecraft)	Pilot (Spacecraft)
STOP ABRUPTLY	Automatic	Pilot (Mecha)	Easy Pilot (Mecha)	Pilot (Spacecraft)	Impossible
FAST TURN (90° OR MORE)	Automatic	Easy Pilot (Mecha)	Pilot (Mecha)	Pilot (Spacecraft)	Difficult Pilot (Spacecraft)
VERY FAST TURN (180° OR MORE)	Automatic	Pilot (Mecha)	Pilot (Mecha)	Difficult Pilot (Spacecraft)	Impossible
HIT WITH CLOSE COMBAT WEAPON	Pilot (Mecha)	Pilot (Mecha)	Pilot (Mecha)	Lower of Pilot (Mecha) and Pilot (Spacecraft)	Lower of Pilot (Mecha) and Difficult Pilot (Spacecraft)
HIT WITH RANGED WEAPON	Mecha Weapons	Difficult Mecha Weapons	Mecha Weapons	Lower of Spacecraft Weapons and Pilot (Spacecraft)	Lower of Spacecraft Weapons and Difficult Pilot (Spacecraft)
DODGE MISSILE OR THROWN WEAPON	Pilot (Mecha)	Difficult Pilot (Mecha)	Pilot (Mecha)	Pilot (Spacecraft)	Difficult Pilot (Spacecraft)
DODGE BULLET OR BEAM	Difficult Pilot (Mecha)	Impossible	Difficult Pilot (Mecha)	Difficult Pilot (Spacecraft)	Impossible
PARRY CLOSE COMBAT ATTACK	Pilot (Mecha)	Difficult Pilot (Mecha)	Difficult Pilot (Mecha)	Lower of Pilot (Mecha) and Difficult Pilot (Spacecraft)	Lower of Difficult Pilot (Mecha) and Difficult Pilot (Spacecraft)
BLOCK RANGED ATTACK WITH SHIELD	As per shield	As per shield	As per shield	As per shield, halved	Impossible
TO HIT PENALTY WHEN TARGETED	-	10% per green token	10% per green token	20% per green token	20% per green token





penalty when impaled, but may still wish to break the impaling weapon in order to get rid of the impaler. Note that physical swords may remain stuck in a Mecha, while weapons made of energy never remain stuck when they impale and are ready for combat again in 3 DEX ranks.

In any case, whenever the rules call for a roll of STR versus Hit Points or Damage points of a Mecha weapon, never forget to multiply the HP or damage value by ten before rolling. Note that this will often result in an automatic success or failure.

Energy weapons

Many Mecha weapons, even melee weapons, are heat or energy based. These are particularly effective at penetrating armour not specifically designed to block that kind of energy. Unless specified in the Mecha description, armour rating refers to their effectiveness against kinetic weapons, and is halved, rounding fractions down, against energy attacks.

Types of energies used in the anime are:

- heat (can affect pilot)
- energy (not better specified)
- electricity (can affect pilot)
- sound (can affect pilot)
- corrosion (can affect pilot – only if specified by weapon)

If a type of energy is listed as (can affect pilot), if a beam made of that energy is parried or blocked by a shield or force field instead of being dodged, then the blocking device must be able to absorb the energy type or some of its negative effects will pass on to the pilot. The damage dealt is the same that is dealt to the Mecha, minus any points that the parrying device can absorb. However, only 10% of it actually passes to the pilot, so the damage he or she takes is on human scale and not on Mecha scale. Most cockpits will have some form of energy protection device that block at least one point of such damage.

This also applies to melee weapons that use that type of energy, like electrically charged whips or corrosive claws. In the case of melee weapons charged with energy, though, only a small part of the damage dealt is actually of energetic nature, so only that part has a chance to pass on to the pilot.

Example: In our previous example, Tetsuro Ray hit an enemy Zork with his BX-78 beam sabre. The location roll was 13, so the blow landed on the Mecha torso. Damage for a beam sabre is 1d10, and the BX-78 damage bonus is 1d8, so the total damage is 1d10+1d8. Tetsuro's player rolls a 9 for damage. The Zork has 4 points of kinetic armour, but since it has been hit by an energy weapons this value is halved for a total protection of 2. Seven points of damage pass through. An MC-6 Zork has five hits points in the torso, so the location is overcome by damage. The Zork must also check for explosion, rolling the damage suffered times ten on a percentile die. However, the percentile is also doubled, as the Mecha torso was brought to negative hit points, for a total of 140%. Tetsuro Ray has his BX-78 step back and take cover behind the shield, as the Zork reactor blows up. Unfortunately for the enemy pilot, his outdated Mecha had no ejection system in the cockpit.

Pilot damage

Whenever a Mecha is damaged, a percentage of the damage usually passes through to the pilot. For every point of Mecha scale damage dealt, the pilot receives one point of human-scale damage. This is true for kinetic, explosion, heat, cold and radiation damage, and for some peculiar examples of corrosion. Damage absorbed by Mecha armour can still damage the pilot: it is the cockpit that has to provide protection from this indirect damage. Consult the entry for the cockpit device in the Equipment chapter to see what kind of damage absorption a typical cockpit may provide.

In the Super Robot genre, some pilots use no cockpit, as they actually merge with the Mecha they are piloting. In such a case, the rules for damage transfer apply only to damage taken by the Mecha torso or head, after subtracting armour.

When a pilot receives damage before acting during a round, he may be stunned: subtract ten from his or her DEX Rank for each point of damage taken. When a pilot receives damage after acting during a round, subtract five for each point of damage instead, but apply the penalty on the following combat round. If the DEX Rank for a combat round drops below one, all attacks and other actions planned by that pilot are aborted for that round. Please note that preparatory actions and movement are also aborted. A successful Stamina roll made by the pilot prevents these effects altogether.

At the Gamemaster's discretion, the rule for stunning may apply to enemy Mecha controlled by an AI in the Super Robot genre. In the latter case, it is damage actually taken by the robot in the torso location – as it happens for pilots who actually merge with their Mecha – that counts, and no Stamina roll is allowed.

Is the Artillery skill ever used?

Many of the weapons mounted on Mecha are described in *Basic Roleplaying* as employing the Artillery skill (actually one of its specialities like Cannon or Turret or Missile) to fire, and having an effective range of several kilometres. In BRP Mecha, the same weapons use the Mecha Weapons or Spacecraft Weapons skill, and have an effective range of hundreds of metres. How is this possible?

The answer is very simple: the Artillery skill is related to indirect fire, in which you calculate aim at a distant, possibly invisible spot by computing the firing parameters or by using a guided projectile that "locks" on its target. This means that you can hit a very distant target, provided it is immobile. But this is not what happens during a Mecha battle. When Mecha fight – or when aircraft dogfight – all fire is directed manually and by means of sight, so the actual range that a projectile can reach is irrelevant: your accuracy is too low to hit a moving target that is farther than a few hundred metres away.

This means that in situations when you have the time and ability to fire after computing – which is only possible if your target is immobile or is a low manoeuvrability target like infantry or a ship – you must use your character's Artillery skill (or a speciality thereof) and the effective range of your main ordnance is that listed on page 265 of *Basic Roleplaying*. On the other hand, the same weapon fired at close range against a moving target like an aircraft or Mecha must use the Mecha Weapon or Spacecraft Weapon skill, and its effective range is the one listed in BRP Mecha.

Note that Mecha pilots seldom have a good Artillery skill, thus firing indirectly is not their cup of tea. In anime shows, in fact, main ordnance is usually fired by the base ship commander or one of the supporting crew members. Note also that some fictional anime universes include imaginary technology that prevent long range scans and detection, making indirect fire impossible, and the Artillery skill only usable against immobile land targets.

In Mecha combat, the nature of a weapon is of some importance in determining its range, that is

what is the maximum distance at which you can fire at your full skill rate, but most weapons will have an effective range of 6-15 steps, regardless of how far their projectiles or beams can travel. In fact, the effective range of a weapon is more related to the mobility of its mount than to its actual range, with weapons mounted in the head or arms being very accurate and weapons in the torso or legs, or aircraft-mounted weapons, being the least accurate.

Fate

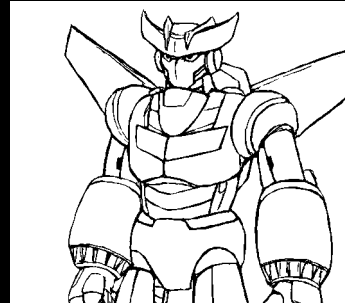
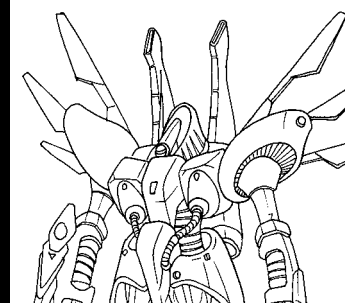
Mecha pilots are heroes chosen by Destiny, not mere fighters, and are supposed to die in battle only when Fate dictates so, not when an enemy rookie pilot places a lucky hit in the weakest spot of their Mecha's torso armour. To reflect this, usage of the rules for Fate Points described on page 176 of *Basic Roleplaying* is recommended in BRP Mecha. This section includes additional rules and modifications to the Fate rules.

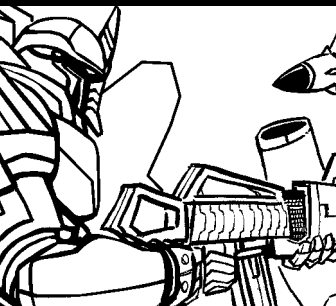
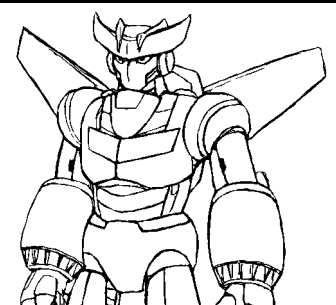
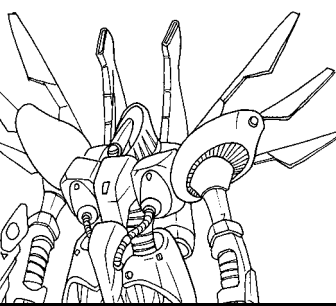
All these rules are technically optional, but they are strongly recommended as they are the driving force that enables you to "build up" the passionate feeling of an intense, anime-style Mecha battle, without which your combat might become an arid exercise of tactical simulation.

These are the minor changes to the Fate rules found in *Basic Roleplaying*.

- Mecha Damage cannot be influenced by Fate, neither positively nor negatively.
- Damage suffered by characters is absorbed by Fate at a rate of 1 HP per Fate Point, not 1 HP per 3 Fate Points.
- Changing the result of a roll or rerolling is allowed, but the Fate Point costs are changed according to the table below. Please note that this is not the complete Fate table. The complete one is found in Chapter Seven.

EFFECT	FATE COST
Reroll	5
Increase success level by one, chance of success 01-30	6
Increase success level by one, chance of success 31-60	5
Increase success level by one, chance of success 61-90	4
Increase success level by one, chance of success 91+	3
Automatic failure of engine blow-up roll	3
Automatic success of cockpit ejection roll	1





Only one Fate effect can be applied per roll, and only rolls made by one's own character can be affected by the "Increase success level" effect. When a particularly good hit is scored against his or her Mecha, a character can apply fate to his or her own defence roll, if a defence is allowed at all.

The "Increase success level" effect can be applied more than once to the same roll. However, for each subsequent time it is applied to the same attack roll, the cost doubles. For instance, if an attack with a 70% chance to hit resulted in a failure with a roll of 80, turning it into a simple success would cost 4 points. Turning it into a special success would cost twice, or eight points, for a total of 12 Fate Points. Turning it into a critical success would require 16 more points, for a total of 28 Fate Points, an amount that few heroes can afford. This rule does not apply to Parry, Block, Dodge or manoeuvring rolls.

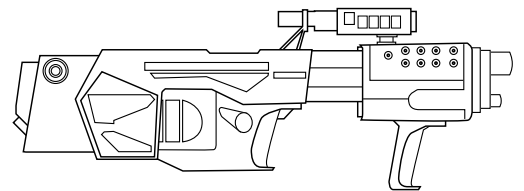
Moreover, while upgrading a failure to a success requires nothing but the expenditure of the appropriate number of points, using Fate to "force" a special or critical success in an attack or defence roll requires that the player using Fate describes a special stunt manoeuvre performed by his or her Mecha to score the critical blow or to avoid the enemy attack. The description provided must be as epic and awe inspiring as one would expect in a Mecha anime. If it is not amusing for the GM and the other players, the Fate effect cannot take place.

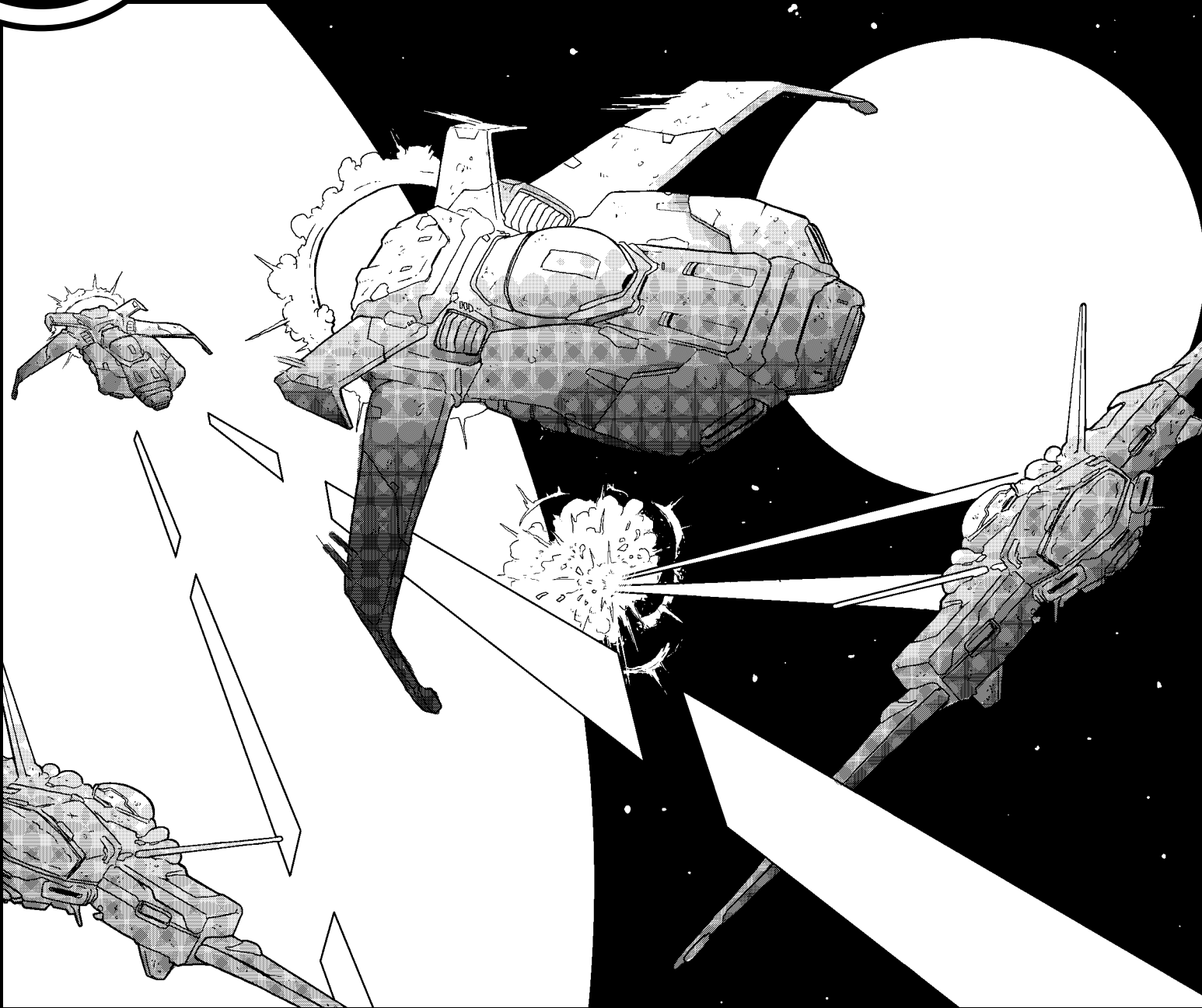
Note that these rules have one important effect. They change the victory/defeat condition for a character from the point where he or she is out of Hit Points to the point where he or she is out of Fate Points ("his luck has run out"). Once Fate Points are so low that a lucky shot by the opposition cannot be turned into a miss or a failed Dodge cannot be turned into a success, the hero is advised to retreat and live to fight another day. Careful usage of Fate can win a battle. The Bad Guys cannot easily score hits against Player Characters, unless they are heavily out of Fate.

The Game Master can decree that major enemies are allowed to use Fate Points, too. In the Super Robot sub-genre, almost every enemy will have Fate Points, whereas in the Real Robot sub-genre only important opponents will use Fate.

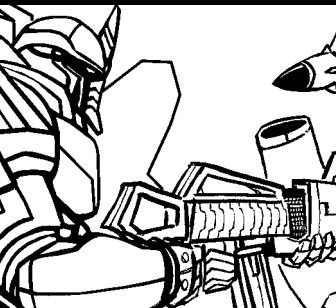
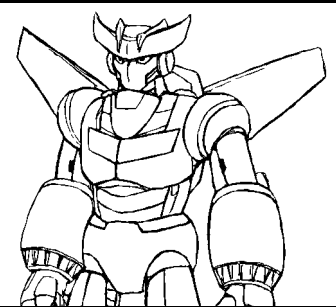
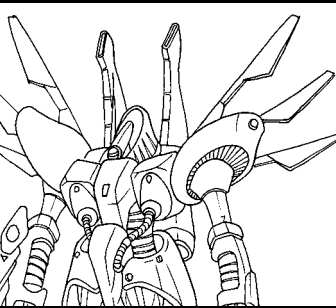
Example: After blowing up a first MC-6 Zork with a beam sabre hit to the engine, Tetsuro Ray realizes that the explosion has caused civilian casualties. As a second Zork approaches

with a heat axe ready, Tetsuro realizes that the technological superiority of his Mecha will grant him victory, but not without a severe death toll. Tetsuro has to trust his heroic luck to save the day and avoid further innocent victims. As the Zork charges with its hand weapon, Tetsuro aims the BX-78 Gatling gun at the enemy Mecha cockpit. Tetsuro fires the weapon beyond normal range, and aiming at a particular system implies a further division by four, so his final chance will be his Mecha Weapon skill divided by eight, with a minus ten for the enemy movement and a plus ten for burst fire, so the final chance is 10%. Tetsuro rolls a 54, which is a failure, but spends eighteen Fate points to shift the result by two levels of success to an impale (6 points to shift the result from failure to success, as the original percentile is in the 1-30 range, and double that number to grant the second shift from simple success to special). He cannot rely on a simple success, as the gun damage is 1d4 and the enemy Mecha has four points of kinetic armour, but he does not have enough Fate Points to go for a critical hit, either. As he is going for a Special result the player describes the great tension that Tetsuro experiences while collimating the BX-78 aiming system on the small area of the cockpit and firing the cannon. Luckily, the other players find the description satisfactory and the Zork pilot fails his Dodge roll, so Tetsuro gets his special success, which is not downgraded by the defensive action. The damage roll of 2d4 for the impale results in five points of damage, which are enough to pierce the Zork armour by one point. The damage goes straight to the cockpit and even one point is enough to disable the system, so the 60mm shells kill the pilot outright and the Mecha collapses to the ground without exploding. This cost all of Tetsuro's Fate Points, but they were well spent.





Most mecha are designed as ground fighting devices. But, in addition to the fact that they may have to battle airborne enemies, almost all of them become capable of flying, in the end. As a consequence, you must always be ready to stage an aerial battle in your game.



When it is operating on the ground, you can see your Mecha as a humanoid weapon platform, equivalent to a legged tank. However, Mecha are also capable of flying in most anime series, making them the natural opponents of aircraft and spacecraft, too. Moreover, many Mecha have one or more configurations in which they are aircraft-shaped, and most series also include a capital ship or mobile base that launches the individual vehicles of the heroes. This chapter includes detailed rules for aerial and space combat.

While the *Basic Roleplaying* rulebook provides the core rules for episodic air combat, the Mecha genre requires more detailed rules for battles in both planetary atmosphere and deep space. The skill used to control one's craft in both cases is the Pilot Spacecraft skill, rather than the Pilot Mecha skill. For the sake of simplicity, we will treat the Pilot Aircraft skill as a variant of Pilot Spacecraft. Gamemasters who want more realism can require players to keep track of both skills for their characters.

Of course, while the general framework remains the same, the rule details will vary between the grid-based and zone-based mapping modes. We provide the rules for zone-based play first, and then treat the rules for grid-based play as advanced rules intended for players who are used to detailed tactical simulations. We recommend that you use zone based maps for aerial combat, as keeping track of the relative position and heading of vehicles might turn out to be too heavy if you are not a hardcore simulationist.

Generic Aerial Movement

Some rules are the same for both zone-based and grid-based play.

First Token Rule

Whenever a Mecha or spacecraft move by flying on any type of tactical map and the rules decree that it has to pick one or more white tokens, replace the first white token picked with a green one. If the vehicle has not moved enough squares or zones to gain white tokens, it gets one green token. This represents the intrinsic difficulty of hitting a moving spacecraft.

Aerial maps

Whether zone- or grid-based, aerial and space maps have spaces that are approximately ten times as big as their equivalent on a land map. This

means that one square/zone on an aerial map is the equivalent of a whole land map. At the start of a combat involving both ground and airborne vehicles, the Gamemaster will name one square or zone on the aerial map – two of them if the land map used is particularly big – as “containing” the land map. All vehicles appearing on the land map are also considered to be occupying the appropriate space on the aerial map.

If most combat takes place between airborne opponents, you can place ground vehicles on the aerial map, too, specifying they are ground based. However, two landed pieces that are placed onto an aerial map cannot interact with each other. You have to sketch a land map and place them there to let them fight, or one of them must take off and become airborne.

Flying between the land map and its equivalent space on the aerial map, either when landing or when taking off, counts as the equivalent of moving one square on the aerial map. Moving to and from an adjacent space or zone counts as another aerial “step”, and so on. When evaluating range between the aerial and the land map is subject to the same restriction, that is the effective range is increased by one square or zone.

Aerial range

Even though distances are bigger on an aerial map, the numeric ranges given on the Mecha sheet for weapons are valid also when the vehicle is flying or is firing at an airborne target. This represents the fact that it is much easier to have a clear line of fire when one or more of the combatants is airborne. The only difference with ground-based combat is that all kinetic, laser or particle weapons used beyond Medium range (Range 14, or 1400 metres) have their damage halved, no matter what their listed effective range is. Self-propelled weapons like flying fists and those few radiation weapons that have a range longer than Medium Range are exempt from this rule and have their damage halved only when the normal rules dictate it. Missiles, which are not so effective on the ground, become more useful when launched from a spacecraft, as they will still be able to deal full damage when launched from kilometres away.

No ground obstacle represented on a land map may obstruct the line of fire from the aerial map. Unless a vehicle is inside a bunker, it can be attacked from above ground, and it can attack anything above ground. If a ground target is actively seeking cover behind an obstacle, grant

it a white token that will give airborne targets a -10% to hit it. Attacks from above are supposed to be dangerous.

Fuel expenditure

When moving in space at any speed, crafts spend no more than one PP per full turn, and Gamemasters may rule that they spend no PP at all. When moving in the atmosphere at cruise speed and high altitude, crafts spend one PP per ten rounds, which goes up to one PP per five rounds at lower altitudes or higher speeds, and one PP per round at low altitude and maximum speed. These numbers refer to travel in a straight line at a constant speed: accelerating, decelerating or manoeuvring cost more PP.

In general, Mecha reactors will regenerate enough PP per full turn to make this bookkeeping useless. But in some cases aerial manoeuvres will use up so much energy that the pilot risks running out of power or not having enough energy to fire the most powerful weapons mounted on his or her craft. The same is true of vehicles which rely on liquid fuels and do not replenish their PP reserve once per turn. The latter may apply to Mecha in some settings where nuclear or particle based engines are not so common, or where reactors are fuelled by power cartridges. These considerations are only relevant if your vehicles must face several combats in a row before refuelling.

Hovering

Once a Mecha in space has decelerated to speed zero, it is allowed to use its manoeuvre boosters to turn and change facing as easily as if it was on the ground. At this point, all to hit rolls are made with the Mecha Weapons skill for ranged weapons and the Pilot Mecha skill for melee weapons. The Pilot Spacecraft skill no longer limits the final skill roll. A Mecha cannot Dodge while hovering, but it can still Parry or Block.

A spacecraft has no advantage when stopping in space, as it cannot turn while standing still like a Mecha. It still uses its pilot's Spacecraft Weapon skill to hit, but in this case firing any weapon not mounted on a turret requires a *Difficult* skill roll. Spacecraft seldom stop in combat.

Minimum Movement

While a spacecraft or flying Mecha is moving in the atmosphere, it cannot stop completely unless it can Hover (see the rules in the Hovering in the Atmosphere boxed section). It must move a

minimum of one zone on a zone-based map, or its MOV in steps on a grid-based map. This minimum movement will give the vehicle one green token, as a consequence of the First Token Rule. Whenever the vehicle is not moving at all because it is Hovering, it will not gain this green token, thus becoming an easy target.

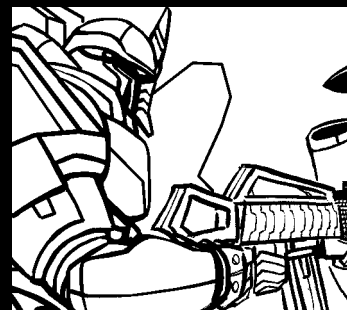
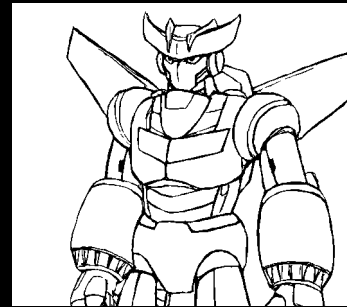
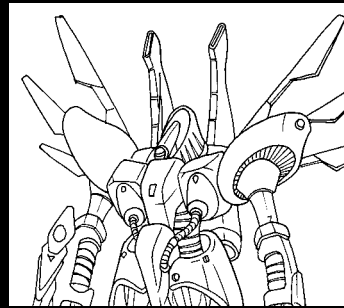
A vehicle is not forced to move its minimum movement in space, as it cannot stall. However, as there is no atmosphere to hinder it, a vehicle in space will only stop when its momentum is actively countered by its engines. For the sake of simplicity, assume that a vehicle in space must perform the Stop manoeuvre to stop moving completely and start hovering. Failing this, the vehicle will continue to move its minimum movement.

Facing and manoeuvres

Weapons not mounted on turrets can only fire straight in front of the firing vehicle, in an arc of approximately sixty degrees. And please note that usually only capital ships and helicopters have turret-mounted weapons. This means that a flying vehicle will usually need to turn its facing towards the enemy to fire at it. As the enemy will undoubtedly try to be as far as possible from its firing arc when its DEX rank comes, the vehicle might have to perform some manoeuvres to move its facing towards the enemy. If these manoeuvres are more complex than a narrow turn, a Pilot roll may be required to perform the manoeuvre correctly and end your move with your vehicle firing arc towards the enemy. The exact method used to determine how difficult the manoeuvre was differs between zone based combat and grid based combat (see [page 62](#) and [66](#) respectively). In any case, this check must be made after making your move and just before firing.

Whatever the method used to determine its complexity, if the manoeuvre performed was of 90 degrees or more, the Mecha Action Chart will tell you what kind of Pilot Spacecraft roll you need to make, according to the angle of your manoeuvre and your speed. Failure to make the roll will force you to pick an extra red token, possibly delaying your attack or making it impossible. A fumbled roll means the attack automatically fails, and the vehicle might even hit an obstacle if it was flying on a dangerous trajectory. A special success in the Pilot roll lets you drop a red token or change a white one into a green one.

The craft Handling rate is added or subtracted to all Pilot rolls, after the halving or doubling



Hovering in the atmosphere

A Mecha hovering in the air while being still able to turn around and fight is rather unrealistic. The power needed to keep such a big vehicle in flight without the lift provided by wings is beyond the possibility of any realistic nuclear reactor, and true antigravity would be necessary to achieve such a result. However, while Mecha portrayed in the first series of both the Real Robot and the Super Robot sub-genres flew, or jumped, realistically while in the air, later series tend to represent Mecha as having the power to hover in the air at will. If the Gamemaster allows it, the rules for hovering in space combat can be applied to aerial combat too. We recommend that the GM allows hovering when it is appropriate for the anime being emulated and not according to personal taste. Hovering in this case costs one Power Point per round just to keep the Mecha airborne. Many atmospheric crafts in the Super Robot sub-genre have VTOL capabilities and the ability to hover in the atmosphere, albeit the latter is not so realistic. The Gamemaster may allow support vehicles the ability to hover in the atmosphere in this case, but this kind of manoeuvre will only be a disadvantage in combat, and will be only useful for lifting weights or rescuing people in danger. On the other hand, helicopters, in the few Mecha series where they are featured, are supposed to be able to hover in the atmosphere and to have full manoeuvrability while hovering. A hovering helicopter is an easy target, but it can hit anything within range at its full offensive ability. It can even dodge missiles with a Difficult Pilot roll if needed.

for *Easy* or *Difficult* manoeuvring. If it is not an intrinsic value for your vehicle, the Handling rate can be determined by adding up the bonuses for all functioning thrusters present on the Mecha sheet. Remember to check your current Mecha configuration before evaluating your Handling rate!

Manoeuvring, that is any movement that requires a Pilot roll, even an *Easy* one, will cost one PP by default. If the vehicle is using additional thrusters to increase its Handling bonus, the latter will usually cost additional PP to use. The pilot can choose not to employ the thrusters in order to save power. More complex manoeuvres may cost additional PP at the Gamemaster's option.

Keep in mind that an attack planned during Statement of Intent must be carried out during the Action Phase if the target is still visible and reachable with a manoeuvre. If it is turned into an automatic failure by excessive manoeuvring or increased range, the ammunition will still be spent. If your ammo is limited, wait until you are sure that you have won the Initiative or that you have outmanoeuvred your opponent before declaring fire!

Crashing

In the Super Robot genre, a flying vehicle can often survive a crash, so assume that a single Pilot roll is enough to keep the pilot alive, even if the vehicle goes down.

Zone-based Movement

All units moving on a zone-based aerial or space map should move at least one zone, unless they can hover (see page 61, 120). The Move rate of the vehicle is the maximum number of zones it can move on the map. In space, there is no maximum speed that crafts can reach, as they do not have to overcome air resistance, so the Move rate of spaceborne vehicles is the number of zones that they can move while still being able to manoeuvre. Moving at a higher speed forces a craft to move on a straight line, or to manoeuvre by only a few degrees per combat turn, like a clumsy capital ship.

Diagonal movement is forbidden on a zone-based map. If two zones touch each other only by means of corners, direct movement between them is impossible.

Determining the angle between the current facing of a vehicle and its last move can be tricky on zone-based maps. In general, you can disregard angles and use the following rule of thumb: if the vehicle wishes to fire at something that is in a zone it has crossed with its current movement, assume it has made the equivalent of an 180 degree turn; if the vehicle is firing at something in a zone that did not cross but has been behind it or clearly at its side at some time during this combat round, then the vehicle has made the equivalent of a 90 degree turn.

MAPS AND SPACE COMBAT

In space combat, using grid-based maps could become inconvenient because of the great speed of crafts. In general, unless you want to use maps with 100m squares or even larger, grid-based maps are only recommended for assaults on space stations. We suggest you use zone-based maps for aerial or space combat, or abstract combat altogether if only two vehicles are facing each other. It is however recommended that you use miniatures for combat, in order to keep track of the relative positions and headings of opposing crafts.

You can also use one of the spacecraft in the battle (usually a mothership or space station) as the centre of the action, and place other vehicles around it, keeping track of the number of zones they are away from the centrepiece. If you wish, you can use the concentric zone-based map on page 122 to stage battles centred on a capital ship. Place the miniature of the ship or space station on the centre space, that may be considered as two spaces if you are on a grid-based map and the ship is more than 150 metres long. Each ring of spaces around the centrepiece is considered to be the equivalent of 100 m, or one range level, thus allowing you to handle the correct range for weapons fired at assaulting spacecraft. You can also have a more detailed map of the capital ship, for use by landed Mecha or for combat inside the ship. The latter map is considered a ground map, and it interacts with the space map like any other pair of ground/air maps for the purpose of movement and fire between each other. Of course, you may use this technique for a battle centred around a capital ship within the atmosphere of a planet, too, or for staging the classic "assault on the research centre" in a Super Robot game.

These rules will lead, of course, to a bi-dimensional representation of space, as there is no easy way you can run a realistic three-dimensional combat on tabletop. But this will not subtract from the fun.

Grid-based Movement

The following rules are advanced rules that allow very detailed in-flight movement for combat. Most games will not need this level of detail to represent an enjoyable space combat, and will benefit from usage of a zone-based aerial map.

Airborne vehicles move on grid-based maps divided into 200 metre wide squares. Their speed is measured in 100 metre long air "steps" per combat turn just like the speed of ground based units is measured in 10 metre long steps. Moving one square in a straight line costs two steps, moving one square diagonally costs three steps.

Moving one step per round is the equivalent of moving at 30 km per hour, the speed of a slow car or a vintage tank. The speed at which a Mecha or aircraft is moving at any one time is given in steps per combat round, or Moves. The cruise speed for a modern airliner is Move 8, and Mach 1 (the speed of sound) is Move 9. Speeds above Move 10 are uncommon in combat, and although Mecha can fly at a Move rate of 30 or even 40, these speeds are only useful for chasing very quick targets and not for battle.

Each craft has its peculiar acceleration, cruise speed and maximum speed values. These values are different for atmosphere and space if the craft can fly in both environments. The ratings can be deducted from the in-flight Move rating of the vehicle or Mecha, according to the following table (round all fractions up):

Acceleration	Mov x2
Deceleration	Mov x1
Cruise Speed	Mov x3
Top Speed	Mov x5

Note that there is no maximum speed in space, but spacecraft and spaceborne Mecha still have a cruise speed that influences manoeuvre rolls.

Acceleration

All crafts receive an acceleration rating measured in Moves per Round (MpR). One G (the acceleration that Earth's gravity causes on a falling object) equals 14 MpR, so a craft that is capable of 1G acceleration can go from a Speed of Move

0 to a Speed of Move 14 in one round. However, when a craft is moving in the atmosphere, its acceleration rating is reduced by one for air resistance, so a craft with a 1G acceleration capability has an actual MpR rating of 13. Note that acceleration is expressed in Mecha MOV, not aerial MOV.

Accelerating with a craft does not require a Pilot skill roll. If however the pilot wishes to increase his craft normal acceleration, he can make a skill roll, usually modified by his craft Handling bonus. A normal success allows to increase the MpR rating by one per each ten MpR or fraction the craft normally has, not counting the atmospheric penalty. A special success increases this rating by one, a critical success by two. A fumbled roll overheats one or more of the craft engines, or the main reactor in the case of a Mecha.

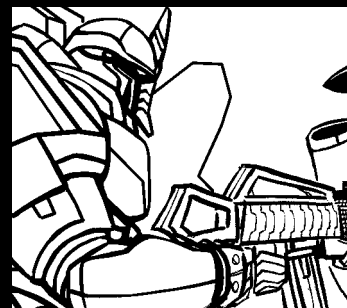
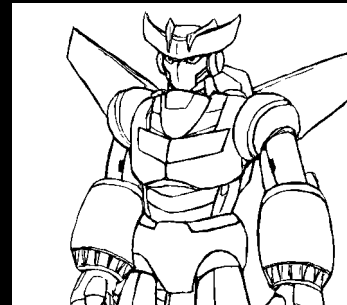
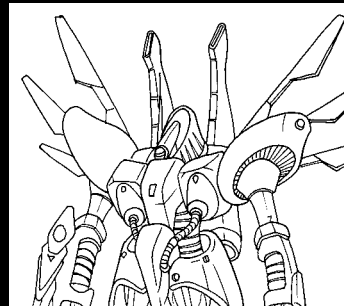
Stalling

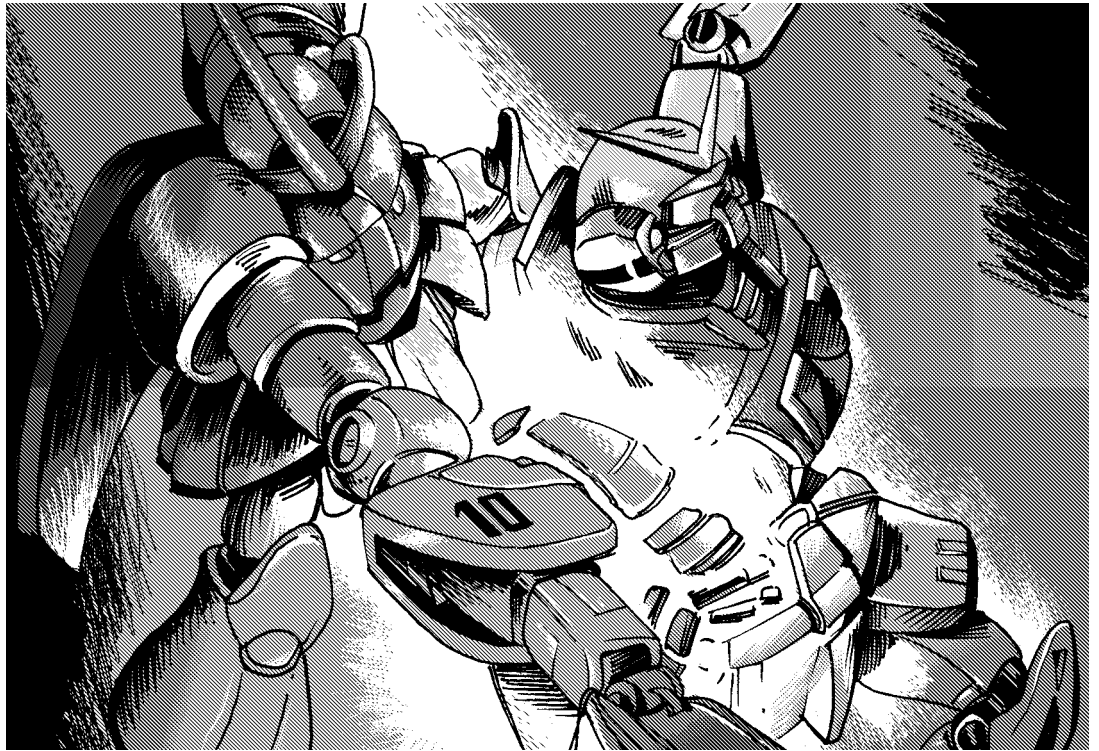
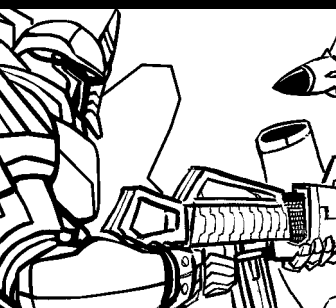
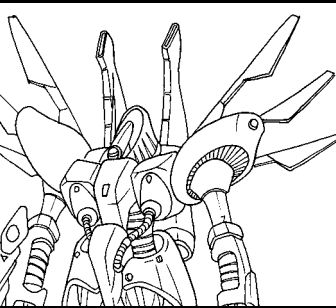
Winged crafts that move in the atmosphere (including winged Mecha) must move at a minimum speed or stall, losing the lift that keeps them airborne. The stall speed for a craft is usually Move 3 to Move 7, but it can decrease if the craft is climbing. If a craft stalls it begins accelerating towards the ground at 13 MpR (one G minus the air resistance) until it crashes or the pilot succeeds in a Pilot roll to regain control of the craft. Note that once control is regained a second roll may be necessary to resume horizontal flight and avoid the crash. In the Super Robot genre, a flying vehicle can often survive a crash, so assume that a single Pilot roll is enough to keep the pilot alive: missing the second roll will usually result in some damage to the vehicle and possibly unconsciousness for the pilot.

Deceleration

A craft deceleration capabilities are usually less than its acceleration ones. If no particular deceleration values is given for a craft, then assume that it is equal to one fifth of its acceleration rate, rounded up. If the craft is a flying Mecha, its deceleration capability is instead half of its acceleration value, rounded up.

Stopping abruptly – that is, going down to a speed of Move zero – is usually not allowed in the atmosphere, unless a craft wishes to land, but is possible in space where there are no stall problems. In the latter case the craft need only decelerate to speed 0: if it can do this in the current round then it can stop in that round.





Deceleration is not as easy as acceleration, so when a pilot wishes to decelerate more than his or her usual allowance per round, he or she must make a Pilot skill roll, modified by his craft Handling rate. This roll might become *Difficult* if the craft is moving at a very high speed. Consult the manoeuvre table to check which rolls are *Difficult* and which are *Easy*. All acceleration/deceleration manoeuvres that require a skill roll also cost one Power Point.

If a deceleration roll is failed, then the craft has decelerated by one less Move than desired, or has gone farther than intended if it was trying to stop, missing the intended target. If the craft was attacking an enemy in the same round, then the attack automatically misses, but the ammunition is still spent. On a fumbled roll, the craft could crash into something or hit a nearby friendly craft that was flying in formation.

A craft travelling in the atmosphere decelerates automatically by one Move per round if its engines are not on, until it reaches stall speed and starts falling.

Manoeuvring

In general, crafts will turn and change facing rather than stop in combat. While this is mandatory in the atmosphere, where there is a minimum speed that a craft must maintain to avoid stalling,

it is often convenient also in space, as moving fast is a very good way to avoid being hit.

A craft can usually end a round moving in a direction which forms up to a 45 degree angle with the one it faced at the start of a round. A pilot can attempt to make greater turns, up to 90 degrees, by succeeding in an *Easy* Pilot skill roll. This roll becomes an unmodified roll when the craft is travelling at more than its cruise speed. The Gamemaster may wish to apply further penalties for turns that are really close to 90 degrees. Simple manoeuvres like this require one power point to perform.

Turning by more than 90 degrees in a round is something that few crafts can do, and is usually only done by special spacecraft and Mecha. In general, only a craft with a positive manoeuvrability bonus can attempt such a feat. Such a steep turn requires an unmodified Pilot skill roll at cruise speed, and a *Difficult* skill roll above cruise speed.

If a pilot is attempting both a deceleration and a manoeuvre in the same round, the PP cost of the manoeuvre is raised by one and the skill roll required is raised by one difficulty level, with *Difficult* rolls becoming impossible.

The results of a failed manoeuvre on a craft's ability to fire at its intended target have been explained on [page 61](#).

In flight combat

Most sorties in the skies or space will end in combat in a BRP Mecha game.

When a Mecha or craft wishes to attack a target in flight, it must follow the normal BRP Mecha rules about Statement of Intent, Movement and Action. When the DEX Rank for the Mecha comes, the following conditions must be verified:

1. the craft must be facing the target's position at the end of the round (or the weapon firing arc must be facing the target if it is no the same as the craft forward arc, as it might happen for an arm-mounted or turret-mounted weapon), possibly forcing you to perform a manoeuvre (see page 61)
2. any Pilot rolls called for by the manoeuvre(s) performed during the round must have succeeded, or at least the penalty for a failed roll must have been paid
3. the target must be within maximum range of the weapon used at the end of your movement

If any one of the conditions above is not met, the attack automatically fails, but the relative ammunition or energy is still spent. Your pilot is assumed to have realized that the target had become impossible to hit *after* pulling the trigger.

Note that since knowing where your opponent is going is a great advantage in this case, it is advisable that in rounds that involve in flight combat the Gamemaster has all combatants state their intentions in INT Rank order. It is also advisable that the optional rule for INT initiative presented on page 45 in Chapter Five be used, in order to keep the tension high and provide a further level of balance.

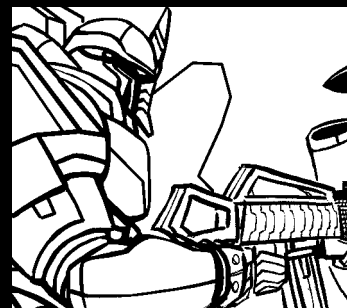
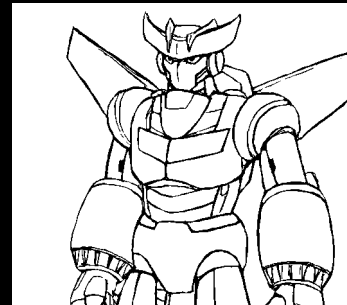
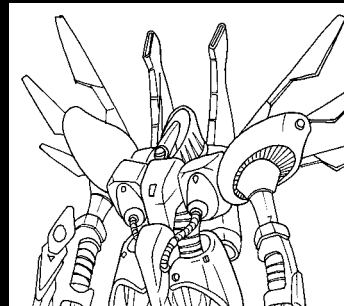
For a more realistic combat, the Gamemaster may allow the combatants to shoot if the conditions about the firing arc are met during movement, and not only at the end of the round. This means that the weapon firing arc at end of round need only cross the trajectory that the target describes during the round. Note that the actual trajectory might vary due to unsuccessful Pilot rolls, so this must be checked at end of round and not at start. If the firing pilot uses this option, it must take one additional red token.

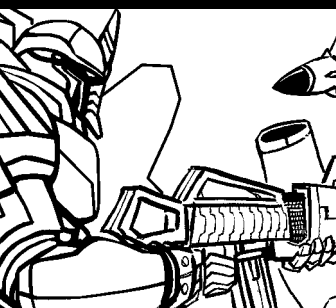
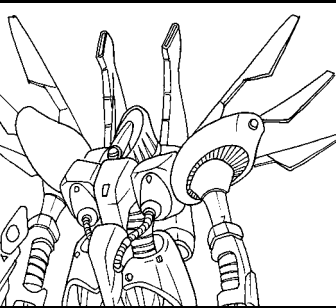
Example: Tetsuro Rey is facing Chad the Invincible in space combat. Both are INT 18, but Chad acted on an adjusted DEX rank of 10 during last round against Tetsuro's 9, so Tetsuro must choose his trajectory and declare his fire before Chad. Both Mecha have

been moving at Move 2 on a zone-based map and are at a distance of 4 zones. Tetsuro declares first and decides to accelerate to Move 3 (one green and two white tokens) to become a harder target and to fire his BX-78 hand-held beam rifle. He rolls a 4 for initiative and adds it to his DEX of 15 for a total of 19, which is quartered for the two white/red tokens to a final DEX Rank of 5. Knowing that Tetsuro will accelerate (having won the INT initiative let him guess his opponent's tactics) Chad declares to keep its speed of 2 (one green and one white token) and move to the square that is behind Tetsuro's planned position at the end of movement, in the meanwhile firing a missile at the BX-78. He rolls a 2 for initiative, which added to his DEX of 16 is a 18, but since he has only one white/red token, his final DEX Rank is only halved to 9, higher than Tetsuro's.

Both pilots will now execute their planned manoeuvres in DEX Rank order. Chad moves forward and fires a missile, having Tetsuro in his firing arc without any trouble. The skill roll is not modified by Chad's single white/red token, but is -60 for Tetsuro's three white/green tokens. Chad's skill of 93 is then reduced by 60 to a final score of 33%. Chad rolls a 48 and misses, not willing to spend 5 Fate points to force a hit.

It is now Tetsuro's turn. His movement ends behind Chad, and he wishes to fire at a zone that he has crossed (he must follow the trajectory planned during Statement of Intent or pick another red token, which would turn his attack into an automatic failure), so it should make a 180 degree manoeuvre, which is Impossible at Tetsuro's speed, as it gives his Mecha a penalty of two white/red tokens. However, since his weapon is hand-held, the Gamemaster allows Tetsuro to fire at Chad's Mecha with just a 90° manoeuvre, since the rifle can be in fact fired at a 90° angle from the Mecha heading. Tetsuro must make a Difficult Pilot Spacecraft roll to manoeuvre, with an extra red token being the price of failure. Tetsuro's Pilot skill is 85, halved to 43, and he succeeds with a roll of 23, thus avoiding to pick the third red token that would doom his shot to an automatic failure. He can thus shoot from his new position, with his skill limited to half his Pilot Spacecraft because of the two white/red tokens, and reduced by -40% because of Chad's two white/green tokens, for a total of 3% chance (although he will still shoot at 5% chance because of the automatic success rules of standard Basic Roleplaying, which is not negated by the special rules in BRP Mecha). Tetsuro rolls a 23, which is not enough to hit Chad, and since he does not want to use Fate, either, the round ends with a double miss.





To-Hit Rolls

When a craft attacks a target while moving, the skill rolled to hit is always the pilot's Spacecraft Weapon skill, even if the craft is a Mecha. When a Mecha makes a melee attack while flying, the skill used is still Pilot Mecha. In both cases, the modified attack roll cannot be higher than the pilot's Pilot Spacecraft skill, as it happens with the Riding skill in mounted combat. If the craft or Mecha is moving at more than cruise speed, then the attack roll cannot be higher than half the pilot's Pilot Spacecraft skill.

Note that unless both Mecha decelerate to speed 0 in the round they make a melee attack (or one was already standing still and the other decelerates) two moving Mecha will not be in range of melee attack at the end of a round. Nevertheless, the rule that requires that the target must be in range and within the Mecha firing arc at the end of one's movement does not apply to close combat weapons, so when two Mecha pass close to one another and have melee weapons ready (or declare they are readying them in that round) they can swing at one another at normal skill. Even the Mecha that was stationary at the moment of the clash can attack on its turn, using a sort of opportunity attack. The total chance to hit after all modifiers are applied can still not exceed each pilot's Pilot Spacecraft skill (halved if moving at high speed).

The few spacecraft that can attack with close combat weapons (cutting wings or ramming) also use the rules provided for melee attacks.

Capital Ship Combat

Most Mecha space battles will feature one or more capital ships or space stations. Each ship is a ground battle map on which Mecha can land and fight, and occupies one or two squares on the in-flight battle maps. A capital ship does not usually move on the tactical map during battles, as the map is centred around it, as explained in the map section of this chapter. Capital ships may change facing by no more than 45 degrees per round during combat, and even this simple manoeuvre requires a successful Pilot Spaceship skill roll made by the helmsman. Note also that this skill is way different from the Pilot Spacecraft used to handle small vehicles.

A capital ship is always considered immobile when firing, as its velocity is extremely stable and its effect on accuracy is easy to calculate for its firing computers. On the contrary, if the ship targets move on the tactical map the accumulated green tokens will influence the ship weapon chance to hit.

When a ship is hit by a smaller vehicle within normal weapon range, the location where the blow lands is not rolled but chosen by the firer. By making the attack roll Difficult, the pilot can choose even the single subsystem hit, hoping to disable a vital system. This rule applies to Mecha melee attacks, too. All weapons that have an impaling capability can impale against a capital ship, while all other special effects of weapons never apply. A radiation beam used against a ship does not hit its biggest location but a specific one, either random or chosen by the firer if the attack is within normal range.

Capital ships cannot dodge or block any attack (unless some very peculiar device is used) but they are often equipped with energy shields or even more frequently with point-blank guns, usually mounted in turrets, that they use to intercept incoming missiles. The rules for missile interception are the same used for Mecha combat.

Capital ships can fire any number of weapons per round at no penalty, as each weapons is supposed to be operated by a separate gunner.

In some rare cases the capital ship itself will attack another ship. These events are not covered in detail in BRP Mecha, and the Gamemaster will have to use the generic BRP rules for vehicular combat applied to the spaceship, or make a ruling on the spot. Remember that firing capital ship weapons requires a specialization of the Artillery skill. Once the capital ship is within firing range of its target, any exchange with the latter may begin. Given the long range of capital ship weapons, a ship and its target are hardly ever placed on the same map, and all combat between capital ships is handled at an abstract level.

Of course, a Mecha battle can still take place while a capital ship assaults its target, and this is in fact one of the most thrilling occurrences in a Mecha game. In this case, a space combat map centred around the ship must be used to stage the battle against the enemy Mecha trying to stop the ship, but the latter will not move on the space map. All Mecha flying around it are considered to move in the same direction as the ship, and only their position relative to it is recorded on the tactical map.

As the explosion of a main base reactor hit by a stray missile is a rather anticlimactic ending for a Mecha game, all players can apply Fate to the rolls made by other PCs or NPCs in order to keep their mothership safe, including missile interception, point-blank defence and engine blow-up rolls.



In order to properly represent the great difference between Real Robots and Super Robots and among the individual series which make up the two sub-genres, BRP Mecha must in fact behave as if it was two games in one, or even several games in one.

Fate Point pool for opponents

It may be easier for the Gamemaster to avoid assigning Fate Points directly to enemy pilots or Mecha and only keep a generic, all-inclusive pool of Fate Points that can be used for any enemy Mecha. This pool should include from 7 to 12 Fate Points per enemy in the Super Robot genre, and from 0 to 50 points in the Real Robot genre, depending on the presence of significant NPCs among enemy pilots. In any case, the GM must tailor the size of the Fate Point pool to the dramatic level of the battle: the final confrontation with the Enemy may well need 100 Fate Points, while a minor skirmish should not go beyond 20 Fate Points. The GM should also avoid to use more than half of the initial Fate Point allotment in one go when a Fate Point pool is used.

The players should be informed of the number of Fate Points that are currently in the pool as soon as the Gamemaster starts using Fate on behalf of enemy Mecha. This is in order to avoid revealing the presence of an important NPC among the opponents.

This chapter describes the general characteristics of the two main sub-genres of the Mecha genre, Super Robots and Real Robots. It also contains a description of the rules used to recreate the particular feel of a given sub-genre in your game. These rules are mainly about Fate Points, as described on page 176 of *Basic Roleplaying* and expanded throughout this manual. A general discussion of Fate Points precedes their specific usage in the two genres.

Fate Points

Mecha games are extremely heroic ones. Their heroes are often the only obstacle that still stands between the world and total annihilation. As such, Mecha pilots should be treated as always “favoured by destiny,” and never allowed to die or fail in an anti-climactic way. *Basic Roleplaying* suggests the Fate Point Mechanics to keep heroes alive and help them triumph even when the dice are not right. This option is recommended when Mecha combat is involved, as the result of an automatic failure on a Dodge roll against a missile when in space can be extremely anti-climactic. However, due to the different damage scale of Mecha combat and the availability of very powerful weapons in character combat, only two uses of Fate Points should be allowed in BRP Mecha: re-rolls and result shifts (bumps).

A result shift means that your success or failure is improved by one level, turning a fumble into a failure, a failure into a success, a success into a special and a special into a critical. This effect can be applied more than once, thus improving the success level by two or more steps. Note that the actual roll is not modified, only the success level is. This is rather important when a higher die roll yields some extra advantages.

In order to avoid battles being decided by bumps instead of skill, the Power Point cost of each Fate invocation is higher when the skill roll is low. In this way, even if they intend to use Fate, players still have to look for the most favourable position to shoot, as this will allow a greater “bump” at the same Fate point cost. The cost in Fate points is provided by the following table:

Please note that these rules can turn Mecha battles between ace pilots from duels based on Hit Point attrition into duels based on Fate Point attrition, with one side forced to retreat for lack of Fate Points or push it to the limit, accepting the consequences of possible failed rolls. This is intentional, and represents the situation in which one side was not favoured by the gods of war (actually, of dice) for that day.

The Gamemaster should allow at least major NPCs to use Fate Points as well.

Fate Point reserve

Power Points are used only to fuel Psychic abilities and superhuman powers in those infrequent cases when characters have them. However, all Mecha pilots are subject to the laws of Fate, so they will gain and use Fate Points. Human pilots – and sometimes enemy robots controlled by an AI in the Super Robot sub-genre – have a Fate Point reserve. Unlike Power Points, the limit of Fate Points that a character can store is checked against APP and not POW. A character’s maximum number of stored Fate Points is equal to twice his or her APP. A character’s maximum number of stored Fate Points between battles is equal to his or her APP. This means that in all cases in which a character has Fate Points stored in excess of his or her APP at the end of a battle, Fate Points in excess are immediately lost before any out-of-combat action begins. In the Super Robot sub-genre there may be a further limitation linked to abandoning the Mecha or vehicle.

Significant NPCs, that is enemy pilots that are not just cannon fodder, should have a Fate Point reserve depending on their APP, too, usually between 8 and 12 points. Enemy robots controlled by an AI in the Super Robot genre may also have a Fate Point reserve equal to the robot APP. In this case, the Mecha itself is given an APP score, usually of 10. However, this rule may be substituted with the general Fate Point pool rule (see boxed section).

It is important to note that a given Player Character’s Fate Point reserve at the start of a

	COST TO RE-ROLL	COST TO “BUMP”
Non-skill roll	5	n/a
Skill roll 01-30	5	6
Skill roll 31-60	5	5
Skill roll 61-90	5	4
Skill roll 91+	5	3
Engine blow-up	5	3

session or adventure is strictly zero. Unlike other scores in Basic Roleplaying, Fate Points are not replenished automatically when resting. Instead, Fate drops to zero once all stress situations are over. In this case, all Motivations are also deactivated. The Fate Point reserve must then be refilled by the player with appropriate deeds in line with his or her character profile and the mood of the game.

On the contrary, enemy characters always start an encounter with their Fate Points equal to their APP or even twice their APP for particularly climactic encounters. The Gamemaster may even wish to give a particularly important Non-Player Character a Motivation or two in order to let him or her replenish the Fate Point reserve during or between battles.

The Gamemaster is the final judge of whether the PC Fate Point reserve should drop to zero due to an adventure ending. The GM must not, though, use this power to empty the players of Fate Points when the enemies faced during that adventure are still dangerous. If the same bad guys are still around, they should suffer the same Fate penalty assessed against the PCs and be forced to use a Motivation to replenish their Fate Point reserve. In the Super Robot sub-genre, if an AI-controlled Mecha is still functional, then the adventure has not ended and the players should still have some Fate Points left.

The exact way in which Fate Points are gained will be explained in detail in the sub-genre sections, as the procedure is different for Real Robots and Super Robots.

Motivations and Fate gain

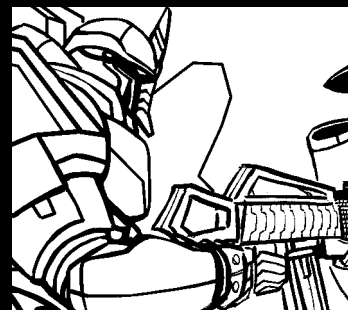
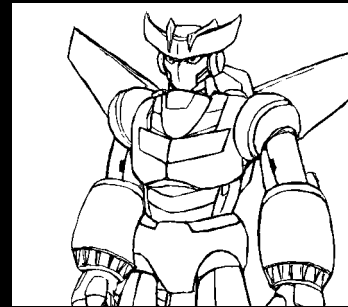
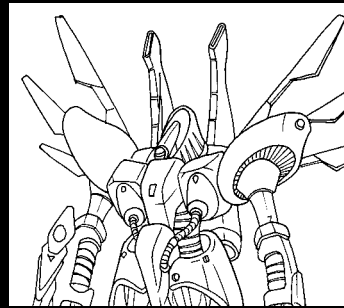
Each character in BRP Mecha has one or more Motivations marked on the character sheet. Each individual campaign also has a maximum number of active Motivations defined. Motivations are rather similar to regular Basic Roleplaying skills as they are expressed as a percentile score, and may be subject to experience gain rolls at the same time as skills are checked for increase. However, there is not a list of standard Motivations, as each Motivation is strictly personal for the character involved and is an expression of his or her feelings, ideals and aspirations. Examples of Motivations may be "Secret love for (Character)", "Desire of revenge against (Alien race)", "Wish to become the greatest pilot of all times", "Wish to clear off the false accusation against father", "Samurai code of honour" and so on.

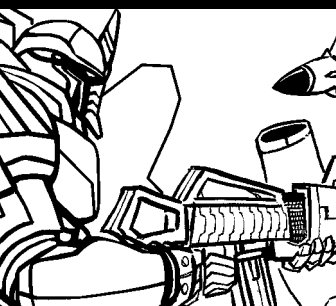
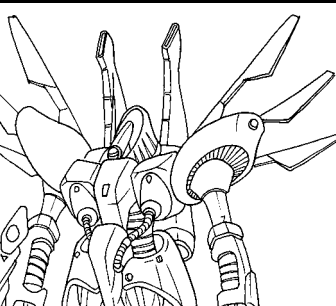
Motivations are the basic way a player gains Fate Points for his or her character. When a player wishes to bring a Motivation into play, all he or she has to do is to pick a moment outside any combat scene and introduce a scene of his own during which his or her character actively pursues the Motivation. It is also possible that the player describes a scene where his or her character fails in the pursuit of the Motivation – this will nonetheless grant the activation of the Motivation. The player should limit the description of the scene to the actions that the player character can perform only, and introduce environmental details or actions by other characters only if the Game Master or the player of said character approves. However, it is not difficult to improvise a scene that brings the Motivation into play by simply narrating what the player character is doing or is planning to do. This will, of course, only make up the start of the scene, and the Gamemaster and the other players are then free to give their contribution to its evolution, possibly bringing other Motivations into play or messing up the situation for the first player character.

Example: Takuya Ono's player wishes to activate the motivation "I am secretly in love with my combat partner Mayu". He decides that Takuya will visit her apartment with a bunch of flowers, and see what happens next. Since the action so far involves only Takuya, the player does not need the Gamemaster's approval, nor any cooperation by Mayu's player. The player checks the motivation as active on his character sheet and Takuya knocks on Mayu's door.

In no case should the Game Master prevent the activation of a Motivation. If nothing else is plausible in the situation at hand, the GM may rule that a flashback is the only way to bring that motivation into play, but the player is still allowed to activate the Motivation. Of course, the player is still responsible for narrating the scene in a convincing way that must be judged satisfactory by the whole group, and the Game Master is still free to introduce extra elements in the scene that may lead to complications and even to physical combat, but the latter cannot be used to prevent the activation of the Motivation: once brought into play in an appropriate way the Motivation is activated.

If another player wishes to intervene in the scene with which the first player activated the Motivation, the Gamemaster should allow him or her to do so. Only in case this intervention causes a major inconsistency (that is, some sort of teleportation or time travel would be necessary to





bring the character there) should the Gamemaster veto the participation of the other player character. If a scene is fun for both players, then have them play it, by all means! The GM still has the authority to add other elements to the scene to “spice up” its contents, of course.

Example: The Gamemaster is definitely not in a romantic mood today and does not wish to see the players roleplay Takuya and Mayu flirting. Thus she interrupts the romantic scene and interjects an action scene. An enemy spy breaks into Mayu’s room from the window and tries to grab her. As Mayu’s player also likes this turn of events more than a romantic break, she decides that Mayu fails to resist the aggressor and is subdued. However, she can also use the scene framed by Takuya’s player and the Gamemaster to activate a motivation of her own. Highlighting the motivation “I love Takuya but would never admit I need his help”, she states that before succumbing she screams “Takuya, help me!” Note that in this case Mayu’s player is roleplaying her failure to uphold her Motivation, but this is perfectly acceptable. Mayu’s player checks the Motivation as active, and a lot of action follows when Takuya breaks in and starts battling the alien spy with his mastery of Martial Arts.

Whenever a motivation is activated, it is marked as Active on the character sheet. This will later allow an experience gain in the Motivation, even if the Motivation is deactivated before the session end. No roll is required to activate a Motivation outside combat. Immediately after the activation, the player adds seven points to his or her character’s Fate Point reserve. Since Motivations are activated outside combat, the maximum value that the Fate Point pool may reach by activating Motivations is the character’s APP. Any excess points are lost, unless combat is so obviously imminent that the Gamemaster considers the scene a prelude to the next battle.

Each campaign has a maximum number of motivations that are allowed at the same time for each character. If the activation of a Motivation would bring the total number of active Motivations above the maximum, then that Motivation cannot be activated until another one has been deactivated. All exceptions to this rule are related to activating Motivations in combat. In general, Super Robot games only allow the activation of one Motivation at a time, while Real Robot games are best played by allowing three or more active Motivations at a time.

Using motivations in combat scenes

Whenever a player uses four or more Fate Points for a single effect in combat, he or she must uncheck one of his or her active Motivations. If no active Motivation remains, Fate Points are still expended, but no Motivation is deactivated. A player may opt to spend more Fate Points than required for an effect in order to deactivate a Motivation.

When a Motivation is active, the Gamemaster is encouraged to introduce it somehow in violent or stressful situations. The object of the Motivation might be endangered by an enemy attack, or be somehow connected to the enemy pilot of the week. This is not mandatory for all active Motivations, but it surely helps to set the mood of the game.

Once a Motivation has been clearly inserted into a combat scene (or another kind of action scene, for what it is worth), any player who has that Motivation active is forced to act accordingly, even if this implies taking extra risks in combat. Failure to do so will result in a severe penalty (see the Fate Penalty section on page 71).

Whenever a character uses Fate Points in a clear attempt to pursue one of his or her active Motivations, he or she must deactivate that motivation, and not another, as the consequence of the Fate expenditure. However, the player may try to re-activate the Motivation at the same time, thus gaining extra Fate. In order to do so, he or she must roll the Motivation like a skill on D100 – the player may even use Fate to alter this roll, possibly deactivating another Motivation – and if the roll is successful the Motivation is immediately re-activated and another seven points of Fate are added to the character’s Fate Point reserve. This time the maximum possible value for the Fate Point pool will be doubled, as this is a combat scene. The Gamemaster may award a bonus up to +20% to this roll for appropriate roleplaying related to the Motivation. Even if this takes place in combat, players are encouraged to use flashbacks or other recitative elements to bring the motivation into play and remark the fact that they are pursuing it.

In exceptional cases, a player may wish to activate a Motivation that was not active at the start of the battle. This may only occur if the Motivation itself has been introduced explicitly by the Gamemaster (or another player), and requires a Motivation roll. The Gamemaster is the final judge of whether a new Motivation can be activated during combat, but he or she should never use this veto power to interrupt a sequence that is producing fun to all players.

In a game that includes a lot of non-Mecha action, the players may agree beforehand that this rule applies to all action scenes, and not only to combat or Mecha combat.

Please note that since not all uses of Fate cost seven points, characters who pursue their Motivations in combat may end up actually increasing their Fate reserve after applying Fate to a roll. Moreover, since all this takes place during Combat, the upper limit for the reserve becomes twice the character's APP, thus allowing him or her to accrue large amounts of Fate Points.

The end result of this process, if handled with care by both GM and players, is the progressive build-up of Fate whenever a Motivation is at a stake, thus allowing the most significant battles to be also the ones in which the players perform better. At the same time, the opposition's Fate Points, which is usually not tied to Motivations, will slowly wear off, leaving them open to spectacular finishing blows.

Fate Point awards

The Gamemaster may wish to grant a Fate Point or two to players as a reward for good or fun roleplaying. We recommend that this procedure is not used as the main way of earning Fate Points, because this would move the focus from the players to the Gamemaster. In a good group with proactive players, awarding Fate Points should not be necessary at all.

When are Motivations Activated?

Usually, a Motivation may be checked by a character only during a non-combat scene called for by the character himself. An exception to this is a scene introduced by the Game Master in which the character wishes to adhere to a suggested Motivation introduced by the GM. In any case, an explicit request by the player is needed to activate a Motivation. Unlike other systems, in BRP Mecha the Game Master cannot force a character to introduce a Motivation into play. If a player does not wish to bring that Motivation into play for that session, then it will not be used to generate Fate Points. The Gamemaster is, of course, free to reference that Motivation during the course of that session, but without any effect on Fate.

A Motivation may be brought into play by the GM unexpectedly during combat. This may occur only if the Gamemaster explicitly mentions the Motivation during combat, but there are cases

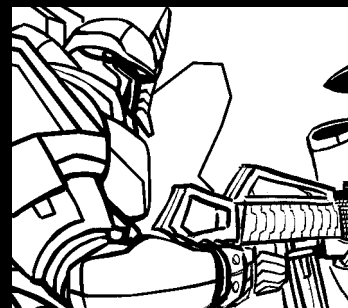
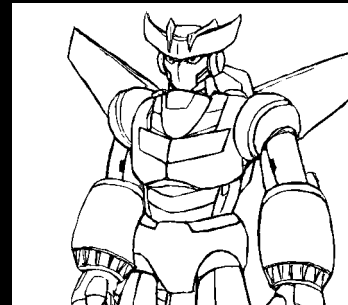
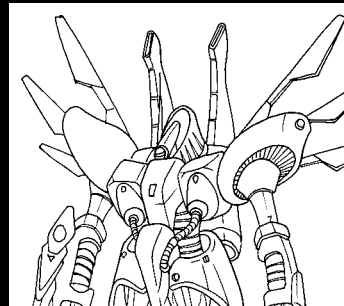
when this is so obvious that the GM need not even say so. The typical example is someone's crush being kidnapped by the bad guys and imprisoned in an enemy robot. Naturally, a player who has not activated that Motivation before combat may wish to do so during a battle. If this happens, the player must declare this intent at the start of a combat round, before his or her Statement of Intent, and roll the Motivation as a skill on D100. If the roll is successful, then the Motivation is activated. Note that the player may apply Fate to this roll, possibly leading to the deactivation of another Motivation. This allows players to "switch" between active motivations if they wish to play more "in tune" with the themes introduced by the Gamemaster, while remaining in control of what elements they want to introduce into play. It is also a good way to earn a lot of Fate Points.

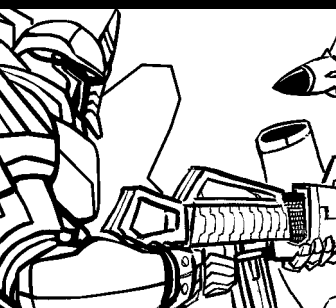
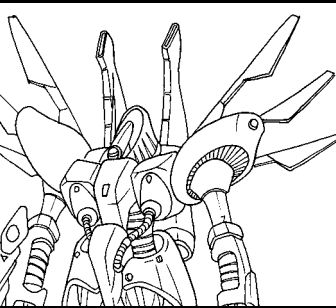
If the activation of a Motivation during combat would lead to a player having more active Motivations than allowed for that campaign, then the Gamemaster may, at his or her discretion, request that one active Motivation be deactivated by applying four or more Fate Points to the roll used to activate the new Motivation. This is recommended but not mandatory, and the Gamemaster may wish to allow excess active Motivations to keep the action level high.

Fate penalties

When a Motivation has been explicitly introduced by the Gamemaster into a combat or action scene, any player with that Motivation currently active on his or her character sheet must do his or her best to act according to the Motivation. At any moment, the Gamemaster may declare that failure to achieve a given objective – which must be clearly and unarguably coherent with the Motivation – will produce a Fate Penalty for that Motivation. The objective must be clearly and neatly obtainable by normal means, like catching a falling "innocent bystander" or intercepting a missile that could endanger a loved one.

This fact must be highlighted by the Gamemaster at the start of Statement of Intent phase when in combat. Players should at this point act according to the Motivation, possibly taking extra risks because of this. Players can and should use Fate to solve the situation at hand if needed, but they can also use Fate, for instance, to defend from enemy attacks while pursuing the Motivation, if they have been forced to disregard an opponent in order to do something else.





All these uses of Fate are connected to the Motivation and thus require its deactivation if 4 or more Fate Points were used, or to attempt a roll under the Motivation in order to keep it active – in which case it is recommended that the player be given a +20% bonus for appropriate roleplaying. A Player cannot choose to deactivate another Motivation in this case, but must attempt a roll to keep the Motivation on.

Should the goal set by the GM – for any reason – remain unattended, then all players who had a relevant Motivation active when the Gamemaster set the goal, or who activated it during that Combat Round if in combat, receive a Fate Penalty.

A Fate Penalty is a severe drawback. Basically, the player has bestowed Very Bad Karma upon his or her character. The player immediately loses all Fate Points from his or her Fate pool, and all Motivations become inactive. Furthermore, the player cannot regain any Fate Point until he or she has managed to re-activate the Motivation for which he or she was penalized. The player must concentrate on that Motivation in order to offset the Penalty. If the character is still engaged in combat, the Gamemaster may veto the reactivation of the Motivation during the same battle, thus forcing the character to retreat (the player can use Scene Withdrawal, although this will aggravate his or her Fate debt) or to take additional risk by fighting with an empty Fate pool.

More important, a Fate Penalty marks the only moment when a player cannot activate a Motivation without the collaboration of the Gamemaster or one of the other players. In order to describe a scene that causes the Motivation to be reactivated, another player character must be present or the Gamemaster must explicitly state that the scene constitutes a challenge to the penalised Motivation. It is, in fact, more appropriate to let someone else start the recovery scene and not the penalised character.

Trying to recover from a Fate Penalty is one of those situations where a Mecha pilot has a great chance of dying a heroic death, making amendment for previous failures. Even in this case, however, the death of the player character should be the consequence of a course of action that the player has voluntarily chosen.

In the above example, Takuya's player is fighting the alien spy who kidnapped Mayu, and the wicked Gamemaster states that if Takuya does not knock it down in the current round, the spy will carry Mayu away, causing a Fate Penalty for

Takuya. Takuya has to move towards the enemy spy so he acts at half of his DEX of 16, while the spy will shoot him at DEX rank 12 with a blaster gun. The spy hits Takuya with a Critical Success, and Takuya achieves a simple success with his 90% Dodge skill, so the blaster will do impaling damage (2d8+4) unless Takuya's player expends Fate. Takuya has 7 Fate points, and he can spend four to turn his Dodge into a Special success, thus reducing damage, but then if he fails a Motivation roll he will have just 3 Fate Points when his DEX rank arrives. Takuya chooses to gamble and take the damage, but this turns out to be the wrong course of action as the GM rolls 17 points of damage – a Major Wound, even if he has 32 hit points because as a PC Takuya uses the Total Hit Points option. Ouch!

At this point, Takuya's player is facing going down if he receives a bad roll on the Major Wound table and suffering a Fate Penalty, which he wished to avoid at all costs. He asks the GM if he can use the "Choose your crippling" option given on page 24 instead of wasting Fate on the Luck roll to avoid permanent injury. The GM is very happy to agree, and the player decides that Takuya takes a permanent damage to his left arm (results 21-30 on the major wound table) that costs him 2 points of STR but leaves him able to fight. Takuya's Fate Points go up by seven for a total of 14. It is now his turn to strike, and since he is wounded in the arm he goes for a Karate kick. Takuya's player rolls a 45, a success on both his Martial Arts skill and the brawl required for the flying kick. Since his skill level is 85, he spends 4 points to turn the success into a Special success, and another 8 points to turn the Special into a Critical success, for a total of 12 points out of his 14. Takuya does 6 points of damage for his critical Martial Arts, and rolls 2 points for the damage modifier. A Major Wound for the alien spy, too. As the attack was a flying kick and the knockback spot rule is in effect, it knocks the enemy down on a failed Agility roll. The alien is not disabled by the Major Wound, but fails the Agility roll and drops to the ground, letting Mayu go. Takuya managed to fulfil the Gamemaster's request.

As the spy is not out of action yet, Takuya's player also re-activates the Motivation with a die roll. His roll of 75 is enough to do so, as the Gamemaster gives him a well-deserved +20% bonus, so Takuya gains 7 extra Fate Points for a total of 9.

The Gamemaster, however, is in a real bad mood today, and at the start of the second round of combat decides that Mayu should not be so

passive and let Takuya be wounded, after all. He decrees that Mayu shall avoid Takuya taking damage during this round or suffer a Fate Penalty. Mayu's player trusts Takuya's ability to defend himself and declares a disarm attack against the downed spy, just in case it is still active on her DEX rank of 15. This round Takuya must not move and so he goes first at DEX Rank 16 with another Martial Arts attack. He makes the roll and, since it is Easy because his opponent is down, he could upgrade it to a critical success by spending all of his 9 Fate Points. However, the player decides that this is not appropriate as Takuya is taking advantage of the situation as he wants to embarrass Mayu and only hits the spy for $2d3+1d4$ damage, which results in a 5 point wound that does not disable it. Mayu hits with an unadjusted skill of 55 – easy for the downed foe, and Difficult for hitting the weapon hand – and uses 5 Fate Points to turn her failed roll of 84 into a hit, but the spy succeeds in keeping hold of his weapon with an Effort roll. It is the spy's DEX Rank now, and it succeeds in hitting Takuya with another blast. Knowing that a simple blaster hit cannot kill his character, Takuya's player says with a wicked grin: "Oh, my crippled arm! I cannot dodge this deadly beam!" and takes $1d8+2$ extra damage, for a total of 7 points of damage, which are not enough for another Major wound as he has 15 left. However, they are enough for the Gamemaster to declare that Mayu has failed her task and is now subject to a Fate Penalty! She loses all Fate Points and cannot regain any more Fate until her Motivation has been properly reactivated.

Please note that the GM can never inflict a Fate Penalty for a Motivation that the player him- or herself has not activated. Thus, even if the Gamemaster wishes to leverage the Motivation by introducing it in an action sequence, a Penalty can only occur if the player accepts to take the risk and activate the Motivation. In this case, the Gamemaster announces that the inactive Motivation will be challenged, and the player may, at his or her option, choose to roll for its activation. The +20% bonus is automatic if it was the GM who introduced the Motivation into play.

In exceptional cases, when an action that a player character takes is so blatantly and clearly against an active Motivation, the Gamemaster may inflict a Fate Penalty to the player even without giving a warning and an objective during Statement of Intent. This rule must be used only to prevent utterly stupid and out-of-character actions, and the Gamemaster can use it only with the approval of at least one other player (possibly

more). Most important of all, the Motivation must be active for the penalty to take place.

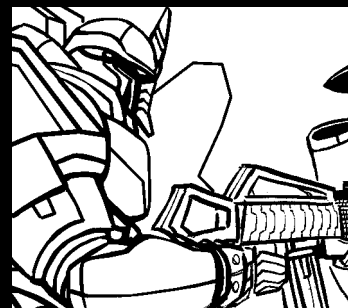
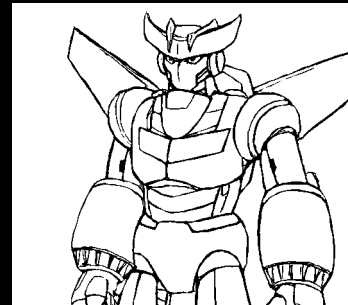
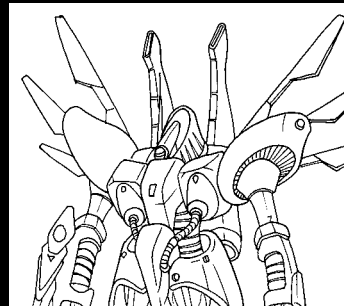
Fate Penalties may, at the Gamemaster's option, carry over to the next episode in your campaign, thus forcing a player to activate the penalized Motivation to "shake off" the bad Karma. It is very important that the Gamemaster enforces this if the players are treating their Motivations light-heartedly or if they resort to Scene Withdrawal too often.

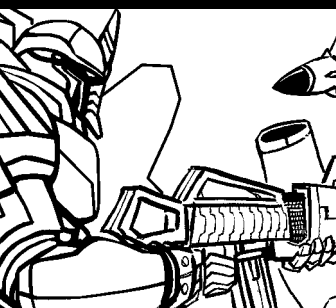
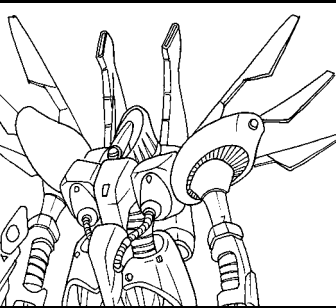
In general, the Gamemaster should not hesitate to "hit hard" when a player character is subject to a Fate Penalty. Even if the player recovers from it, it is appropriate that the Gamemaster introduces new elements in the story as a consequence of it. The character may be blamed by his or her superiors, and his or her comrades might feel either sympathetic or outraged about what happened. The other players should absolutely cooperate with the Gamemaster to help the Penalized player feel the burden of failure on his or her character's shoulders, and demand that the player roleplay this correctly before the Motivation can be reactivated. Remember, many of your characters are Japanese in origin; failure is a stain on their honour!

After Mayu's failure to help him, Takuya easily dispatches the spy with a critical Karate blow on the following round, then collapses to the ground in pain from the two blaster wounds, his player laughing out loud while Mayu rushes to his side to tend his wounds. Her player is forced to stage a major recital to roleplay out her character's sense of guilt and reactivate her Motivation in order to shake off the Fate Penalty. Luckily Takuya's player is willing to let her do it immediately, and the Gamemaster agrees that this is appropriate. Takuya is now crippled and his player must find some explanation to justify his eventual recovery of the permanently lost STR, but the resulting scene was definitely worth it!

Improving Motivations

Motivations improve just like skills in BRP Mecha. If a Motivation has been activated during play, it will be subject to a Motivation Increase roll at the end of an adventure. Moreover, if you roll under an active Motivation during combat in order to keep it active and succeed, you will receive an immediate increase of one point to your Motivation score. This does not apply to Motivations that were not active before combat began. Only Motivations that you chose to activate out of combat will receive this benefit.





Acquiring new Motivations

A player may try to start a new Motivation at any moment his or her character is not engaged in combat. Roll 1d10: if the result is higher than your current total number of Motivations, you gain a new motivation with a score of 30 plus the rolled number. The Gamemaster may grant you a bonus of +2 to this roll if he or she deems that your new Motivation is appropriate to how you have interpreted your character during play. If the roll fails, you cannot try to acquire new Motivations until the next game session.

During the course of play, you might discover that one of your character's Motivations no longer makes any sense, as the goal has been achieved or is no longer achievable. This is either the moment to retire your character from active play, or to swap your fulfilled goal with another related Motivation. In order to do so, you must agree with your Gamemaster on a Motivation that is an appropriate replacement for the old one. Once you have agreed on a suitable replacement, you need not roll to see if the new Motivation is gained, and its score is now 30 plus one fifth of you old Motivation score.

Mayu has completely failed to show that she is not dependent on Takuya's protection and help, and her player finds it uninteresting to go on with this Motivation. However, it would not be appropriate to completely drop the Motivation that keep the romance between the two player characters going, so she suggests to the Gamemaster that she changes it into "I will never forgive myself for letting my beloved Takuya be crippled," which contains both the theme of love and that of sense of guilt, with plenty of room for roleplaying. The Gamemaster (and Takuya's player) agrees, and Mayu's player erases the old Motivation, which had a score of 50, and writes down the new one with a total score of 30 plus one fifth of 50, for a total of 40.

Final battles

Of course, the best time to declare that a Motivation is fulfilled is during or after an epic Mecha battle! A player may declare, with Gamemaster approval, that a given battle will mark the end of a Motivation effect in game. Once this is agreed upon, the player activates the Motivation for the last time before combat, and faces a battle to the death to achieve his or her goal. For the duration of that battle, all checks of that Motivation succeed without a die roll, thus

allowing the player to keep the Motivation active for the duration of the battle.

The player cannot use Scene Withdrawal (see page below) for that battle, although he or she can use Scene Safety without deactivating that particular Motivation, and all rolls under that Motivation succeed. All Fate Points used to fulfil the Motivation during the battle are added up, and if the total is greater than the current Motivation score divided by five, the starting score for the new Motivation that replaces the fulfilled one is thirty points plus the Fate spent on the old Motivation.

Of course, this procedure may also be of use in case you wish to retire your character from play at the end of a given battle, or to lead the character to a meaningful, glorious death for the sake of his or her loved ones.

Example: Baron Fried is fighting against the evil Tyrant of Rigel, who destroyed his home planet of Fried and forced him to flee to Earth. This is the final battle against this apparently invincible enemy, and, after a brief consultation with the Gamemaster, Baron's player activates his Motivation "I will not let Earth fall like my homeland" for the last time before going into battle. During the course of this epic combat, Baron uses his Motivation over and over, burning a total of thirty-seven Fate Points to finally overcome the Tyrant. Once the battle is over, Baron's promise to save Earth is fulfilled, and his Motivation is no longer meaningful. However, Baron now decides to change his main goal into "I will rebuild my homeland." As this promise is related to the previous Motivation, the Gamemaster allows a direct transfer of the accumulated Fate to the new Motivation, thus allowing Baron's player to give it a score of 30+37=67%. Baron leaves Earth for a while and his player retires him from active play, but should he reappear in game his new goal is now established.

Scene Withdrawal

A player who sees his or her character at a definite disadvantage and out of Fate Points should retreat from battle to fight another day. However, in a real battle, the moment when most casualties take place is during a retreat, especially when the enemy has effective ranged weapons and you do not have a lot of cover fire.

This is not the case in anime episodes, so the realistic weapons used in BRP Mecha could spoil the theatrical effect of your strategic withdrawal with an unintended, anti-climactic casualty. In

order to avoid this while still keeping the realism of BRP weaponry in your game, we provide this optional rule that will keep your pilots – but not their honour and self-confidence! - unharmed while retreating. Use it only if your group prefer cinematic battles rather than realistic confrontations where they have to think tactically.

When a player wishes to invoke a Scene Withdrawal, he or she is removing the character and Mecha from that battle. This will prevent any further offensive action, and force the Mecha to run or fly away at full speed. The player can introduce obstacles and scenic elements that will hinder any pursuers or block the line of fire during retreat at the usual cost of 3 Fate Points, and fire weapons to activate them, but these obstacles are temporary, and in no case will they do any damage or allow other Mecha any advantage over the affected opponents. The player can also state that the Mecha has just hidden and thus remains near the battle. In no case will it be able to re-enter combat until the current battle is over.

When a Mecha is performing a Scene Withdrawal, its player can use Fate in excess of his or her Fate Point pool to dodge, block, parry or intercept incoming attacks, or to get rid of Scenery Effects. Only one attempt can be made to evade a Scenery Element: if a single roll or shot is not enough, then the player must use the Scene Safety option to save the Mecha. All enemies firing at the retreating Mecha gain one Fate Point per shot, even if the attack misses.

Once the Scene Withdrawal is over, the Fate Point pool of the retreating player character drops to zero, and all Motivations are deactivated. At the Gamemaster's option, one of the Motivations still active at the time of the Retreat might suffer a Fate Penalty.

In fact, a Retreat is a really suitable moment for a Fate Penalty. The Fate Point pool, however, might have already dropped below zero because of defence rolls during the retreat. If this is the case, the Fate Point pool remains below zero until it has been brought up to normal level through any available means, starting with the activation of the penalised Motivation if a Fate Penalty has been applied by the Gamemaster. This represent a sort of Karmic debt that the pilot has contracted due to his or her failure to win the battle.

Like Fate Penalties, negative point pools may carry over to subsequent episodes or sessions if the Gamemaster wishes so. And like Fate Penalties, the Gamemaster should not

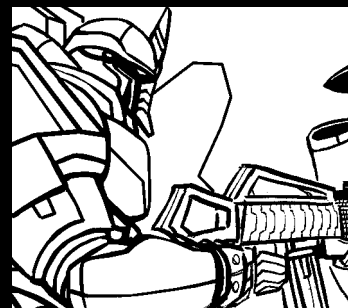
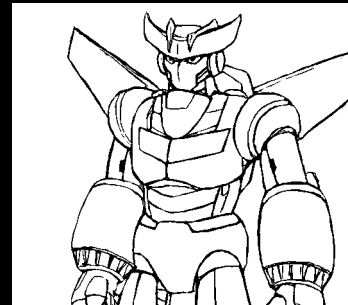
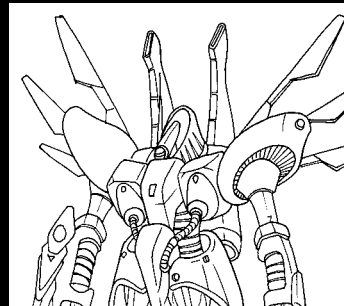
be shy to make players pay dearly for using Scene Withdrawal, raising the cost of defeat by introducing scenes in which the character is chastised for his or her failure. Hit your players hard whenever they use Scene Withdrawal. They have to learn that a blow to their character's self-esteem is not always better than letting them die.

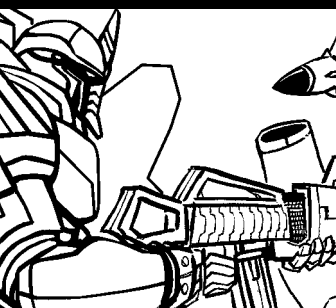
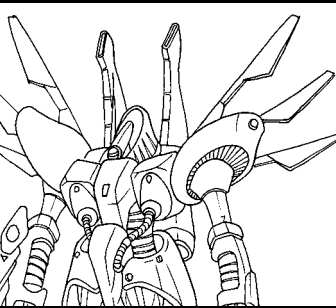
If the appointed or acknowledged leader of a team uses Scene Withdrawal, he or she may order the rest of the team to follow. If the other pilots comply, they gain the benefits of Scene Withdrawal without losing Fate. They can, however, choose to remain in the battle. If this is the case, they may immediately try to activate a suitable Motivation with a +20% bonus to the Motivation roll. They may later decide to use Scene Withdrawal on their own, but this will cost them the normal Fate Point cost.

The Gamemaster may use Scene Withdrawal with opponents, too. Once a NPC has used Scene Withdrawal, his or her Fate Point pool drops to zero, and cannot be replenished during that session or episode. If encountered again in the same story, the enemy will be out of Fate. He or she can, however, reappear in subsequent episodes with a regenerated Fate Pool. The only exception to this rule is when an enemy has a Motivation. By using the Motivation, he or she can recover Fate quickly, up to seven Fate Points.

Scene Safety

There will be times when a retreat is clearly not possible, as the Mecha is in the clutches of an enemy or blocked into a puddle of lava with no clear way out. The player can then invoke Scene Safety instead of Scene Withdrawal, spending as many Fate Points as he or she wishes, but at least as many as needed to bring his or her Fate Pool to zero. The player can bring his or her character's Fate Point pool to a negative amount, if desired, but this will eventually have a cost. The Mecha immediately becomes unable to act until Scene Safety ends, but also ceases taking any form of damage from continuous weapon fire or adverse environmental conditions that were affecting it. In cinematic terms, a cliffhanger where the hero is in deadly danger is reached, but focus is moved to someone else before resolving the current scene. The player must describe in a plausible way how the pilot gets temporarily out of the Mecha with an ejection capsule, or how the Mecha remains hanging on the edge of an abyss while the bad guys shoot missiles to have it fall down. Scene Safety allows the rest of the players to run a number of scenes (or of minutes if you prefer to





HOW MOTIVATIONS SHOULD BE USED

Motivations in BRP Mecha are not there to force you to roleplay your character in a given way. They are there to invite you to insert interesting and meaningful scenes into the narration, and to invite the Gamemaster and other players to take part in your scene if they like it, or to step aside if they are not enjoying it - thus telling you that they would like you to provide other kinds of input to the game.

The Gamemaster still has the final choice whether to threaten you with a Fate Penalty to keep your play consistent with the Motivations you have chosen for your character, but he should use it only as a last resort against bad play, never - and we stress never - to make the plot go the route he or she prefers. Motivations are there to help you build your story, not the GM's!

This brief example taken directly from a Super Robot playtest game will showcase a good way to use Motivations.

Baron Fried is having a hard time in the harbour of Tokyo, where a Space Robot from the Rigel Imperial Guard has disabled Cosmizer and is about to destroy it. While the GM is considering whether to suggest using Scene Safety, one of the other players intervenes and says: "But what about my character? Is Kazuya around? Did he see what happened? I wish to activate my Motivation of 'I never turn my back to danger' to have him see the battle in the distance and decide to intervene!"

Technically, the scene described by the player is not a combat one, and it is perfectly plausible that Kazuya is somewhere in Tokyo minding his own business, so the Gamemaster cannot veto any part of it. In fact, he actually enjoys the narration and says: "Sure, Kazuya is not far, taking a hike with his armed motorcycle, and sees the smoke in the distance. There is definitely some trouble in the Tokyo harbour that requires an investigation." The player activates the Motivation and marks seven Fate Points on his sheet.

The player then replies: "Good, Kazuya rushes to the main base and takes off with Super Gozinda!" This time the Gamemaster does not agree and says: "This does not sound like 'never turning your back' to me. You should go now, not waste time going back to the base". The player objects that he Kazuya only has minor weapons on the bike, but the Gamemaster encourages the player to act accordingly to the Motivation he activated. The GM now has the opportunity to force the player to go by setting a Fate Penalty if he does not, but this is not necessary as the other players agree with the GM and recommend him to go, so Kazuya's player reluctantly agrees. Persuasion and reasoning have worked better than imposition. Note that the GM did not force anything here, as it was the player who chose to take part in the action. The GM only added the concept that if he wishes his player to be on the scene, he should accept some risk, as stated in his Motivation.

Oh, and if anyone is now wondering what happens when Kazuya enters the battle without Gozinda, here is what actually happened in game. The rules about scenery elements referenced in the example are on page 79.

Kazuya arrives just in time to see the enemy Mecha beating Cosmizer up. It is clear that the bike weapons are useless against this foe.

Player: "Weren't those things that you drew on the map tanks filled with oil?"

GM: "Sure, they are. There is never any shortage of oil tanks in the harbour of Tokyo."

Player: "My, they are rather close to that bastard of a Mecha. I suppose I can hit them."

GM: "Sure. They are scenario elements so you can hit them with an Easy attack roll."

Player: "Okay, here I go. 74, I hit this tank."

GM: "The bike weapons only do 1 point of damage on the Mecha scale and you need two to activate the tank. But I think the bike weapons are twin-mounted, so the damage is doubled and it is enough to make the tank blow up. A stream of burning oil hits the enemy Mecha for 1d6 fire damage. You rolled a 6, the enemy does not look very pleased and quickly dives into the Pacific Ocean to douse the flames. It appears it was less tough than it looked. Cosmizer hardly suffers any damage from the heat and Baron manages to regain control of his Mecha. You have just saved the day."

Player: "Okay, let the world rejoice. And now I go back to the base and bring Gozinda before it makes up its mind and comes back!"

As Kazuya is not turning his back to any enemy, this time the Gamemaster agrees.

keep track of time instead of scenes in your game) equal to the number of Fate Points spent before the scene where the Mecha is in danger must be resolved. If the rest of the players cannot get their comrade out of trouble by that time, then the action scene must go on, possibly with the destruction of the Mecha if overcome.

Support Vehicles

Many Real Robot series and almost all Super Robot ones feature support vehicles and Mecha that help the hero's Mecha overcome obstacles and save the day. A support vehicle can be either piloted by another character, who is a NPC in this case, or more rarely controlled by an AI. The statistics for support vehicles are determined normally as per the Mecha or spacecraft support rules. If the support vehicle has only one hit location, you can keep track of its hit points using one unused hit location on the main Mecha sheet. Devices mounted on the Support vehicles should be recorded on the Mecha sheet, too, and labelled as though the support vehicle was a configuration.

A support vehicle can use its weapons or devices to help a Mecha. Even if the vehicle itself is not controlled by a PC, the player can have the vehicle act by stating this during Statement of Intent phase and spending one single Fate Point. The vehicle will act at the appropriate DEX Rank, and for that round only it will be controlled by the player. All other normal rules are in effect, and of course the main Mecha can act during that round, too. The player can apply Fate to the rolls made by the vehicles. If the vehicle weapon used has a specific Battlecry, the player can gain Fate Points for the Battlecry, but he or she must spend them immediately to support the vehicle attack, or the Mecha attack if it occurs later in the round: they cannot be added to the Fate Point pool for the player character.

Some support vehicles are absolutely essential for an assembly sequence, as they must attach to the main hero's Mecha or launch some special components that are required for some combinations. If this is the case, the activation of the vehicle for the assembly sequence does not cost anything in terms of Fate Points, and the vehicle itself is protected from harm if the player controlling the main Mecha invokes Scene Protection for the assembly sequence (see the Assembly Sequence section).

When a support vehicle is not activated using Fate, the Gamemaster is in full control of it.

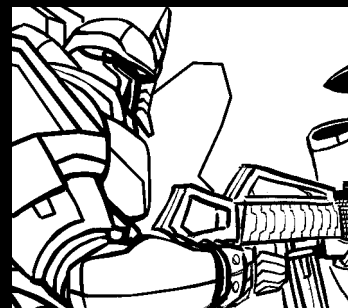
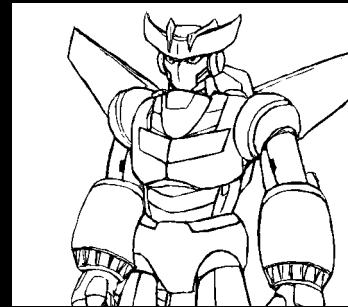
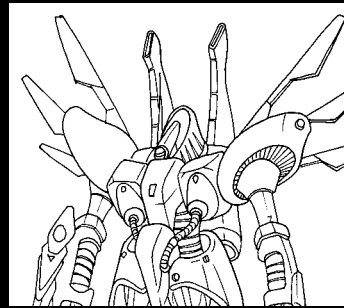
The GM has the final saying on whether it will intervene or not in the fight, and when, during the rounds in which it is not activated by the players. We recommend that support vehicles are used in combat only by means of player activation, in order to keep the spotlight on what the main heroes are doing. However, once the vehicle has been included in the scene, the GM cannot withdraw it without player approval, and it will remain available for player activation. The GM should keep track of the vehicle's position on the map, even in rounds it does not act. The GM can, on the other hand, have the enemy forces attack and disable the support vehicle. Note that this can prevent the main Mecha from using some configurations. A player can use his or her own Fate Points to help the support vehicle defend against attacks or hit the intended target, or use his or her own Mecha to intercept threats directed at the vehicle.

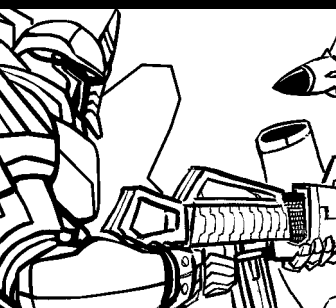
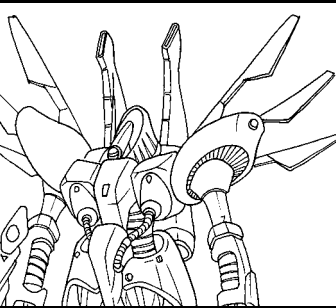
In general, a player can only activate support vehicles that are recorded on its Mecha sheet, whether they are sub-components of its Mecha or minor allied crafts. Vehicles "assigned" to other Mecha cannot be activated except in exceptional cases of danger authorized by the Gamemaster. However, the GM can rule that other minor vehicles intervene in a battle, and these can be activated by any player, possibly by different players in different combat rounds. The first player to name the vehicle in its Statement of Intent gains control of it for the duration of the round. The vehicle must have a well-known identity to be activated by a player, that is its pilot must be a named NPC, not a faceless expendable pawn. A heroic death is not inappropriate for a support pilot when he or she is controlled by a player.

Super Robots

Super Robots are huge battle robots that can perform feats that are extraordinary even for giant robots. They are the Japanese equivalent of American superheroes. Although some examples of human-sized superheroes with some sort of secret identity exist in classic Japanese manga and anime, like Fantaman or Spaceman, even those heroes who turn into humans in their everyday life are often giant-sized when they take on their "defender of the Earth" persona. Think of Ultraman or Spectreman, for instance.

As these huge heroes are not described as being more powerful than their Western counterparts like Superman or Thor, this love for gigantic proportions that characterizes the





Japanese superheroic comicdom in the last century is probably derived from the Kaiju movie tradition, i.e. that genre of movies depicting gigantic animal-like monsters, offspring of ruthless atomic experiments or other fantastic causes. The Kaiju are epitomized by the world-famous Gojira, renamed Godzilla in English. Gojira and friends pre-date Mecha, although the latter are now more famous.

A Super Robot TV show has little or no pretence of realism. Heroes perform incredible jumps while in human form, as well as impossible motorcycle stunts, and use captured alien weapons when they should not be able to even locate their trigger. The base design of Mecha tries to keep a minimum of plausibility, mainly to allow the toy industry to design action figures from them. Impossible transformations are common, and many sequences show the apparent "creation of matter" when the parts of a robot are shot or extracted from a hold that is smaller than themselves. No Super Robot ever runs out of ammunition. In other words, you need a good deal of suspension of disbelief to watch a Super Robot show.

Yet, the Super Robot genre is the one which accompanied the childhood of most anime fans.

While any anime connoisseur will never deny the artistic superiority of the Real Robots, Super Robots elicit an unsurpassed emotional response in those people who were young in the 70s or 80s of the previous century. Part of this is due to the ritual rhetoric and Battlecries that accompanied the key sequences of each episode, building up the excitement from the appearance of everyone's beloved Mechanical hero to its final victory and the cathartic conflagration of the enemy. The rules that follow promote the re-enactment of these narrative elements of the show in your BRP Mecha game.

Critical hits

The instant explosion of an enemy Mecha after a single shot may be appropriate for the Real Robot sub-genre, where Mecha are little more than ultra-mobile two-legged AFVs and the heroes sometimes fight against hordes of enemy Mechanoids, but it is seldom satisfactory for the Super Robot genre. Thus, critical hits in the Super Robot sub-genre never ignore armour, though they still do maximum damage or the equivalent of a Special Effect appropriate to the weapon, at the attacker's option. A critical hit still requires a critical parry or dodge to defend against it.

Scenery Elements

A common trope of the Super Robot sub-genre is the usage of scenery elements to harass, trap or damage your foe's Mecha. This ranges from destroying the narrow rock passageway under a Super Robot's feet and having it fall into a puddle of lava – a common trope of the genre – to blowing up a dam and having Mecha washed away by the subsequent flood. Such scenes seldom happen in Real Robot shows, where the pilots tend to stay away from such dangerous spots and use their Mecha like realistic combat vehicles.

While leaving these cases to the Gamemaster may be appropriate to the Real Robot sub-genre, Super Robot battles clearly need specific rules to include such effects, so that players can introduce them into play without addressing pleas to the GM.

Adding scenery elements with Fate.

At the start of a battle, the Gamemaster will mark special spots on the battle map, or describe a special situation if you are using abstract combat. The Gamemaster may use as many dangerous spots as he wishes, and make them as big as he or she wishes, as far as he or she clearly states the nature of the potential threat. The Gamemaster may also write down the effects on a sheet of paper, fold it and put it on the table to keep the dangerous spots secret until activated. This rule may be used even in the Real Robot genre if the Gamemaster wishes. If the players have devised some peculiar tactics for that battle (a minefield protecting their main base, etc.), this might also be considered a scenery element and set up before the battle by mutual agreement between the players and the GM.

Once the battle begins, new scenery elements may be turned into potential dangers by spending Fate. Unless the GM has described the battlefield as a flat sand desert, it is easy to find a reason why a scenery element might turn into a threat. By spending three Fate points during Statement of Intent phase, a player or the Gamemaster may decree that a scenery element that is depicted on the map – or that is plausibly there, according to the group's collective judgement – is a potential threat. The player must succeed in an Activation Attack (see below for the definition of Activation Attack) to use the threat – he or she cannot wait for the opposition to just walk into it. The player or GM may use Fate points again on the Activation Attack. If the activation fails, however, the threat is still there: no more Fate points are needed to activate it in a subsequent round.

A player can affect more than one Mecha with the Scenery Element. In order to do so, he or she must spend one additional Fate Point for each Mecha beyond the first that will be affected. These extra Fate Points are spent after the Activation Attack has been made.

When the GM wishes to activate an unplanned element, he or she must take the Fate Points from the pool belonging to the Mecha that will attempt the Activation Attack, unless a global Fate Point pool is in use.

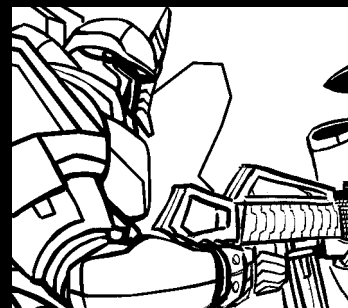
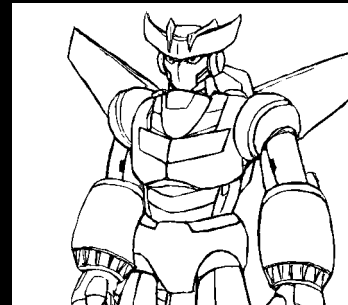
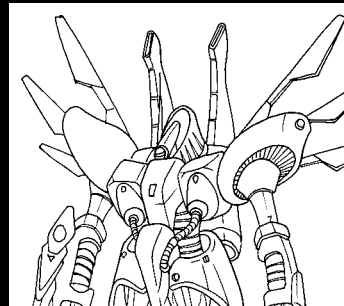
New elements can, of course, be introduced by mutual agreement between player and GM. For instance, if the Gamemaster has not mentioned that a particular building can collapse, but a player wants to have his or her Mecha smash into it to reach the other side, the GM will probably say "You can do this, but if you fail your Pilot (Mecha) roll the rubble will bury your Mecha." This is fine, and does not require any Fate Point expenditure by the GM, as the one looking for trouble is clearly the player.

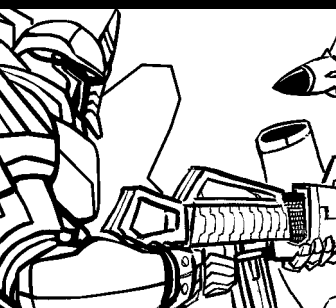
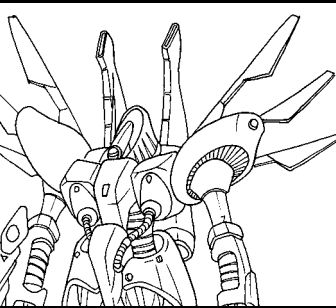
Effects of Scenery Elements

Each Scenery Element can have one or more effect. The intensity of the effect often varies according to the damage rolled for the activation attack, if any, which is referred to as "initial damage" in the effect description. Available effects usually include:

Grapple: prevent all action by the blocked Mecha, and fire coming from any weapon except head-mounted ones. The Mecha cannot be targeted by enemy fire unless it is aimed at the head. This usually represents being buried by fallen debris or immersed in a thick fluid. The grapple STR is equal to 80+initial damage (but the GM should adjust the base value of the STR to fit the average STR of the Super Robots in the game), and the Super Robot can free itself as if blocked by a real Grapple. The Super Robot can invoke Scene Safety (see page 75) by stating that the substance is covering also the head, waiting for help to come. Weapons are usually useless against this kind of threat. External help or a heroic effort is needed.

Entangle: prevents movement by the entangled Mecha, but not action or fire. However, the Mecha can only fire against the entangling substance, which has 10+initial damage HP and 3 points of armour against any sort of attack, plus 6 points of armour against one form of attack chosen by whoever





introduced the Scenery Effect (within the limits of plausibility). Any attack directed at the Mecha does damage to both it and the entangling element.

Impromptu weapon: the Super Robot gains control of a scenery item that can be used as a weapon doing 1d6 blunt damage, or doing no damage but having the Entangle or Knockback special effect. If combined with the Damage effect, the damage done can be of a non-kinetic type. If the Entangling option is chosen, this may represent, if the player wishes, using a chain, cable or other kind of metallic rope (high voltage cables are rather appropriate, especially if you use the Damage effect, too) as a sort of lasso.

Damage: the Element, when activated, does a one-time damage of 1d8 (if kinetic or explosive) or 1d6 (if any other kind) points to a random location, except the head. If the effect is combined with Grapple or Entangle, this may be replaced by a continuous damage of 1d4 points per round to the Mecha torso. The type of the damage is defined when the element is set up, within the limits of plausibility (no Scenery Element may deliver cold damage in a desert environment).

Obstacle: one or more Mecha or vehicles that had planned to move through the obstacle or near it during Statement of Intent stop there instead, and forfeit all attacks. No change of intent is allowed. This scenery element is usually activated during Statement of Intent against a Mecha that has already stated its battle plan for the round. The Obstacle occupies one entire Zone or an area that is 10 steps in diameter. The effect of the Obstacle lasts only one round, as it can be circumvented during later rounds.

Sight Obstruction: no fire can pass through a given Zone or through an area that is 6 steps in radius. A second activation attack is necessary to clear the obstruction, and this must be performed in a subsequent round.

Wash away: this effect can only be used with Gamemaster approval. Water or other fluids come out of the scenery element, or a breach is opened in an airborne or spaceborne environment, causing a decompression. All Mecha in an area or within a 6 step radius are knocked down, and must make a Difficult Pilot Mecha roll to avoid being carried 1d6 zones away or be thrown out of the environment, possibly crashing into the ground. Of course, a

Mecha can voluntarily opt to be carried away.

The Gamemaster can define that a pre-generated Scenery Element has different statistics: more damage, more STR, more HP, etc.

All Mecha currently grappling or otherwise in close combat with the target Mecha are affected by the activated Scenery Element, too. Be careful to not damage your own allies when using a Scenery Element!

An Element may be activated by stepping into or onto it because you are unaware of it, or because you failed a manoeuvre that would let you pass the obstacle unarmed. The most obvious example is crashing into a building: if your character fails a Pilot (Mecha) roll, the Mecha will take 1d8 kinetic damage, or become Grappled, at the GM's option. Better break it down first and then walk through the rubble!

The second, most spectacular way of activating a dangerous Scenery Element is that of firing a weapon at it, so that your opponent gets itself into trouble. This is called an Activation Attack. Since a Scenery Element is immobile by definition, any attack against it is Easy, although other, unfavourable modifiers may apply. 2 points of kinetic/explosive damage or 4 points of heat/energy damage are enough to activate the threat. Sound or corrosion damage immediately activates any Scenery Element effect, regardless of damage. Cold and radiation damage is useless to activate troubles. Twin weapons do double damage on any successful hit against a scenery element. Punches, close combat weapons, thrown weapons and impromptu weapons are perfectly valid tools to activate a threat.

If a special success is scored in the Activation Attack, activation is automatic regardless of damage, and two special effects are activated. For instance, a Super Robot may become totally buried under the rubble, suffering both the Grapple and the Entangle effect, which must both be countered to get free. The Gamemaster is the final arbiter of which additional effects are allowed. Of course, Fate may be applied to the Activation Attack to ensure its success or increase the number of effects.

Example: Gozinda has docked with its jetpack and is about to lift off and attack Kiroda K7 from above. As this would put Kiroda at a definite disadvantage, the wicked metallic beast decides to use a nearby building to keep Gozinda on the ground. By taking advantage of a lucky initiative

roll, Kiroda aims its missiles at the building, trying to bury Gozinda under the debris before it can move. K7 uses 3 Fate points to create the potential threat, hits the building with an Easy Mecha Weapon roll and uses 3 more Fate points to upgrade its roll to a special success, thus gaining two effects. The Gamemaster chooses the Grapple and Damage effects, and Gozinda takes 6 points of kinetic damage to a wing (which cripples it) and is covered by the debris, with only its head free. Unable to do anything and anticipating that the next move by Kiroda will be throwing a sickle to behead Gozinda while it cannot Dodge, the player decides to spend all of his remaining Fate point to buy Scene Safety for several minutes and declares that other debris fall down and cover the Mecha completely. Both opponents are now out of Fate Points, a cliffhanger has been reached and the action moves to another location until someone else's Mecha arrives on the spot to help Gozinda.

The Gamemaster is also the final arbiter of whether a Difficult Pilot (Mecha) or Pilot (Spacecraft) roll is allowed to avoid the threat, once the Activation Attack is a success. In general, unless the Mecha is already in bad shape, it is more fun to let the effect take place!

Assembly Sequences

Another classic trope of Super Robot anime is that the hero's Mecha is not built in one single part, but rather assembled – possibly in mid air – from several parts or sub-vehicles. All sort of combinations have been devised by the Japanese animeka during the years, and the component vehicles are often less powerful Mecha that can act and fight on their own.

The sequence in which the main Super Robot is assembled is generally the most spectacular part of an episode and is usually accompanied by a specific music and a peculiar Battlecry. It may last several seconds, with vehicular parts switching places with limbs, or humanoid or animal-shaped robots becoming limbs. In other cases, the pilots assume a superhuman form and actually become a part of the Mecha, or are linked to it through some cybernetic implants.

Such a sequence is assumed to last for approximately one combat round, and may require a Pilot (Mecha) or more often a Pilot (Spacecraft) roll to execute correctly, although the Gamemaster should require this roll only the first time the assembly is attempted during combat or when there is an environmental threat in action. In the

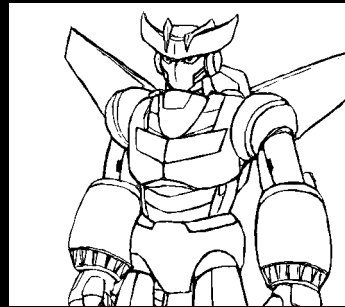
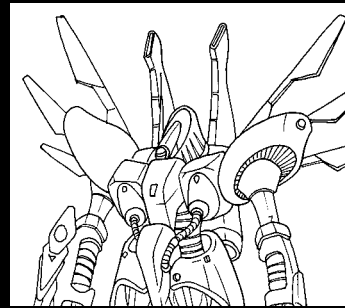
not-so-rare case when the secondary vehicle used to bring the pilot into the Mecha is a bike, a Pilot (Motorcycle) roll may be required. Failure in the roll indicates that the sequence must be re-attempted during the next round, while fumble means that one component crashed into the ground or somehow managed to take 1D6 collision damage, minus armour. If the assembly sequence is attempted outside combat no roll is required, although performing may still yield Fate Points from the Battlecry (see below).

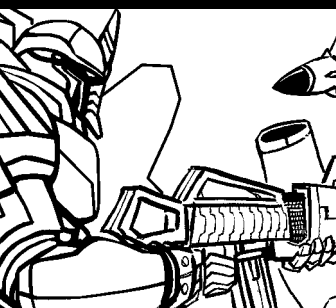
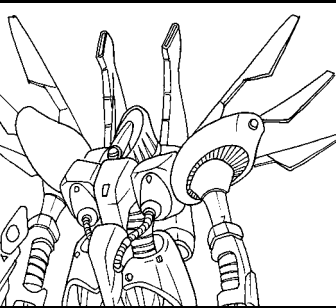
It is rather evident that an assembly sequence, if attempted during combat, is the perfect moment for the enemy to strike. Still, no Super Robot combat would feel "right" without one or more assembly sequences or shapeshifting actions by the heroes' Mecha. In extreme cases, transformations take place just a few paces away from the enemy, producing the most climactic and exciting of all combat scenes. But how do you ensure that this does not cause the destruction of the heroes' Mecha every other battle?

BRP Mecha solves this problem by using a special form of "plot protection" for these combat sequences, which we will call Assembly Safety. The Super Robot still has to spend one combat round or a variable amount of DEX Ranks for the transformation, but it can buy protection from damage by spending three Fate Points at Statement of Intent time. If more than one PC pilot is involved in the Assembly Sequence, the cost in Fate Points may be split among the participants in any proportion. An Assembly Sequence is a good way to give a break to a pilot who is out of Fate Points. Any enemy Mecha firing at the assembling or transforming Super Robot does no damage or special combat effects to the transforming vehicle or vehicles, but it gains one Fate Points for the attempt.

Additionally, if the attack is a special or critical success, it still does no damage, but it prevents successful transformation, forcing the Super Robot to repeat the assembly sequence on a subsequent round. Since the assembly sequence usually involves a Battlecry, the player of the transforming robot may try and gain the necessary Fate Points during the transformation itself, as explained in the next section of this chapter. In this case the Battlecry is performed during Statement of Intent and the Fate gain roll is made immediately, hoping to get enough Fate Points to "buy" safety. The player can also spend extra Fate to make sure that any Pilot roll is a success.

If the transformation process involves a





“disassembly” sequence as well, this part is considered to require no time or rolls. If the disassembly sequence involves a Battlecry, instead, it is considered a preparatory action and as such it will cost the usual five DEX Ranks to perform, and it may yield Fate Points normally. Special cases may exist, but they are better left to the description of individual Super Robots.

Battlecries

As explained before, the way characters gain Fate points is the main tool used to stress the difference between a Real Robot game and a Super Robot one. Standard equipments like flying punches or rifles are important in differentiating between, and making combat unique, in each genre, but the Fate Point economy is the actual factor used to set the mood of a BRP Mecha game.

While Motivations should be used in the Super Robot series, too, we recommend that you limit the number of maximum active Motivations to one. Super Robot pilots are humans, too, but they need not be as three-dimensional as the typical characters of a Real Robot series, where romance might be prevalent over the action-oriented aspects of the anime. Of course, you can still have several Motivations per character, but only one at a time should be able to provide Fate points to the character.

The rest of the Fate Point charge used by a Mecha pilot should come from the Mecha action itself. Super Robot combat is often a ritualized affair; the launch or assembly sequence of the main Mecha is played before each combat, accompanied by a blood-heating music and

glorious Battlecries that are tied to the childhood memories of all true anime fans. Furthermore, while weapon use in a Real Robot battle is aimed at destroying the enemy at the first available opportunity, attacks in a Super Robot duel are often used to “build up” the tension in preparation for the final blow, often dealt with the same weapon in spite of the huge variety of available options.

BRP Mecha uses Fate Points to recreate this particular mood in your game, letting you revive the loud, unrealistic merriness of traditional Super Robot TV shows.

At the start of a Super Robot action sequence, when the Super Robots or vehicles are boarded, each pilot has an amount of Fate Points determined by the number of Motivations active at that time, which is usually limited to one as explained above. A character with no active Motivation starts the action sequence with zero Fate Points, but this is not as problematic as it would be in a Real Robot game. Players can charge their characters’ Fate Point pools by using ritual Battlecries.

Each Super Robot or vehicle has its own characteristic Battlecries that must be used when the Mecha is launched, changes configuration or fires a particular weapon. The Battlecries must be noted on the Mecha sheet by capitalizing the weapon or configuration name or appending an exclamation mark to it, and the player must use the one appropriate to the situation at hand. For each Battlecry used, a player can immediately roll 1d6 and add the result to his or her Fate Point pool, up to twice the character APP. If the Battlecry involves an

BATTLECRY EXAMPLES

	Poor execution (no Fate gain or penalization)	Normal execution	Excellent execution (+1 or +2 Fate Points)
Launching a vehicle	“I take off with Gozinda”	“Cosmizer go!”	“BrainJet... HASHIN!”
Changing into superhuman form	“I become super soya bean”	“Antares Guest!”	“Become Cyborg... Buildoooooooo UPPPPP!”
In-flight assembly	“So, we form the Lion King Robo”	“Gozinda Cross!”	“Suuuper-booster-jet CROOOOSS!”
Shooting a punch	“I fire my punch in its face!”	“Nuke-Punch!”	“Screw-flying-JETT000- PUUUNCHEEEEE!”
Firing a beam	“Hah! I hit it with my laser.”	“Eye-beam!”	“Purple-zetto-BEEEEEAAMMM!”
Ultimate weapon	“I finish the bastard”	“Nuclear Burst!”	“I invoke the godly power to bring me victory... HOLY FLAME ATTACK!”

action requiring a die roll, the roll is made after the Fate point gain, and Fate gained can be applied immediately. However, the Battlecry must be executed in such a way that it actually recreates the atmosphere of Super Robot anime. Random noises or unconvincing cries will not be awarded any points, and a player who skips a Battlecry when it should be used could be penalized (see below for the effects of penalties). A really good Battlecry which entertains the group, possibly shouted out loud in Japanese or “Japanized” English, should be rewarded with +1 or even +2 Fate Points, added to the die roll. The Gamemaster is in charge of adjudicating whether the performance was good, but he should use the other players’ reaction to determine its adequateness. If they look bored, no extra points should be awarded, but if they are having fun and look involved in the game, a bonus is due.

Remember that Battlecries should be used whenever the player is acting out an action performed by his or her Mecha. If the player describes or even mentions the take-off scene, for instance, he or she must perform the appropriate Battlecry or suffer a penalty. If the Mecha enters action without any mention of the launch scene, then the player forfeits the Fate Points but suffers no penalty.

A player who suffers a penalization cannot apply Fate Points to the next roll or situation where he or she is eligible to do so, which can be the very situation that has caused the penalty. For instance, if the player fires a weapon and forgets the Battlecry, he or she cannot use Fate to reroll a fumble. However, if the player forgets the Battlecry when taking off or performing some other manoeuvre that does not include a roll, he or she must wait until the next opportunity to mark the penalty off.

Remember, you must shout the Battlecries out loud like a real anime hero to receive the bonus points. If the neighbours call the police, you know that your BRP Mecha game has been a success!

Once a Mecha action sequence is over and the characters get out of their Mecha or vehicles, their Fate Point pools will go down to the maximum allowed by their active Motivations, possibly zero, unless they are already lower. If a Mecha battle ends but the player characters are still piloting their Mecha, then all Fate Points in excess of their APP are lost, but they can keep the rest of the Fate gained in the battle.

First Weapon Use

The first time that a Super Robot uses a specific weapon in an episode, or in a single battle if the episode is supposed to feature several battles, it receives a one-point discount if it applies Fate to that roll. In case the player wishes to apply several uses of Fate – for instance, bumping up more than one level of success – the discount applies to the overall cost, not to the single cost of each effect. Weapons with different names and Battlecries for twin or enhanced weapon use still count as one weapon. This rule does not apply to adversary Mecha, but it applies to weapons fired by support vehicles.

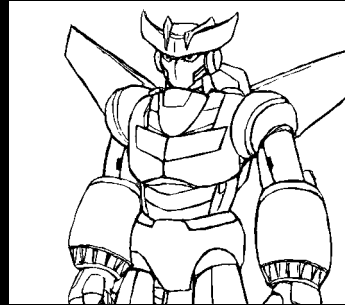
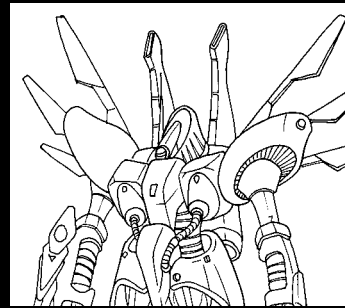
This rule is specifically devised to have a Super Robot use its least effective weapons first, and leave the most effective ones for the final blow, when it will use the accumulated Fate points to secure the finishing hit.

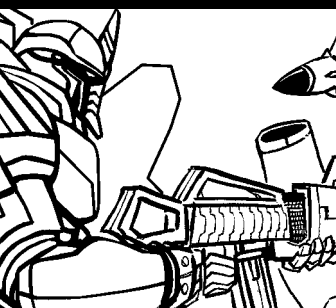
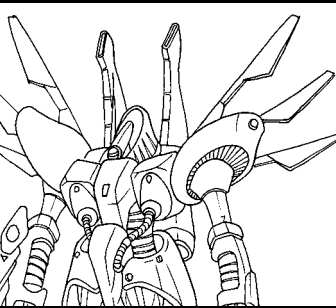
The Role of Fate in a Super Robot battle

The rules for Fate gain due to Battlecries encourage “choreographic” use of minor weapons to warm up the battle, much like the starting moves of a wrestling match are not intended to actually subdue one’s opponent but to provide some show for the public and make fans incite their champion. Once a player feels confident that his or her Mecha can finish off the enemy, the real battle can begin, waiting for a decisive blow to be changed into a critical hit with a timely use of Fate. When you have ten or more Fate Points and your foe’s pool is depleted, it is time to use your most powerful weapon and end the fight!

An opponent’s Fate Points will not recharge during a battle, with the exception of fire against a Super Robot using Assembly Safety, but he or she will enter combat with a Fate Point pool equal to his or her APP, or even twice as much in case of a major opponent. Once a battle is over, Fate Points for villains go back up or down to their APP. In general, unmanned enemy robots controlled by an AI have an APP value of 10 and their APP worth in Fate, while enemy Mecha with a humanoid pilot have twice the pilot’s APP in Fate Points. Particularly nasty robots may have a higher APP, and the main villain of a series will probably have a very high APP (in addition to a strong Mecha), and is allowed to use Motivations to replenish his or her Fate Point pool during a battle.

Since in the Super Robot genre all enemy Mecha have Fate Points, not just the ones piloted by significant NPCs, you will need a lot of Fate





Points to defeat your enemies. A good GM will keep players on their toes and force them to use Fate to defend themselves, preventing them from accumulating enough Fate Points for a critical hit. Evasive and tactical manoeuvring is thus very important to avoid wasting Fate Points to defend against successful enemy attacks. The Gamemaster will also take advantage of his or her ability to set up scenery threats at no Fate Point cost in order to force you to waste Fate Points or suffer major drawbacks. If your enemy's Fate pool is still greater than yours after a few rounds, you might very well be forced to use Scene Withdrawal to avoid a defeat.

Players are advised to retreat from battle when their Fate Point pool hits or approaches zero. This has two main purposes. First of all, it avoids the loss of a character or Mecha, an event that is really uncommon in a Super Robot game and should occur only in exceptional cases and with an intense and dramatic scene, not because of a lucky enemy shot. Secondly, it provides a motivation for the characters to retreat and live to fight another day, an event that is quite common in Mecha anime but not... – well, let's say that it takes some effort to persuade an RPG player to withdraw!

The death of a player character or main villain is a significant event, which should be carefully prepared by the group and not occur by chance. These rules are designed to help you stage such an event in a moment that you wish to explicitly mark as significant. Please note that these rules place a lot of stress on player initiative, so this marking is not an exclusive task of the GM, but requires the willing cooperation of the players. Players should use Fate in a proactive way to bring the adventure to a climax with their own means, avoiding both situations where the Gamemaster uses "Deus ex Machina"s to solve problems, and unpleasant events in which it is lucky or unlucky dice that decree the end of the main villain's evil machinations.

Real Robots

In general, the Real Robot sub-genre is characterized by a generally high degree of realism, especially in the design of vehicles. It is still science fiction, but it is rather believable. Many details of the spacecraft used may be derived from real world aircraft or from actual projects of spacecraft or space stations made by NASA or ESA. Details that are purely speculative fiction are limited to the propulsion system, to the physiology of alien races if present, or to

the presence of Psychic Abilities. Weapons and missiles are often based on real world ordnance, with limited examples of energy weapons.

This credibility is often accompanied by a deep exploration of character psychology. In the same way as robots are believable products of human engineering rather than godlike alien machines, characters in the Real Robot genre are well-rounded, three-dimensional people with a coherent psychology that evolves during the course of the TV show. The theme of universal peace and violence as "necessary evil", even if present also in Super Robot shows, become paramount in the Real Robot genre. Real Robot series often turn into a crude, realistic description of the horrors of war. The reason for this is not hard to imagine, as the first generation of Mecha anime authors are old enough to have witnessed the atomic bombing of Japan.

Fate Points in the Real Robot genre

The Real Robot genre is usually characterised by heroes with intense feelings and great interior struggles. These heroes usually have several Motivations, sometimes conflicting among themselves or with someone else's Motivations. Their Motivations tend to be deeper than the ones present in the Super Robot genre, too, and to touch serious issues like war and racial discrimination. Although some series also include a lot of romance among protagonists.

To represent these peculiarities, Real Robot game campaigns should set the limit of active Motivations to two at least, with three recommended. This allows characters to enter combat with their Fate Point reserve already at a decent level, and provides the Gamemaster with interesting hooks to insert complications into the story "on the fly".

Ammunition depletion

While Super Robots never run out of ammunition and very, very rarely exhaust their energy supply, ammunition is indeed an issue in the Real Robot sub-genre. Climactic moments in which the hero runs out of bullets are the norm in many memorable episodes of the most classic anime series. Even close combat weapons, if their blade is made of plasma, particles or energy, may run out of power.

The easiest way to handle these occurrences is to keep track of how many rounds or bursts are left in the weapon energy or bullet clip, and mark one off whenever you fire that weapon. Once

you hit zero, you are out of ammo, unless you have some extra clips stored somewhere on your Mecha. In order to facilitate calculations, all bursts in BRP Mecha are considered 10-round bursts, so you can simply divide the number of rounds in your automatic weapon clip by ten and you have the number of bursts available.

However, this method requires some bookkeeping. Besides, many players who are interested in a tense story rather than in realism will prefer that their weapons run out of ammo at the most climactic moment, not when you have finished counting rounds. BRP Mecha provides a special rule for Real Robot games that allow you to replicate these events.

Starting with the second time your Mecha fires a given weapon, if you do not hit your opponent because you missed your attack roll or your enemy successfully defended, you may opt to voluntarily declare that your weapon has run out of ammo or energy. If you do so, you will gain a number of Fate Points equal to the weapon rolled damage (1d4, 1d6, etc.). The description you will give in-game depends on when you are going to use the Fate gained:

- if you wish to use the Fate immediately, to change the miss into a hit, you must describe how your sustained fire managed to connect in the end; your opponent can still apply Fate to his or her defence roll to avoid being hit;

- if you wish to save the Fate for later use, you should simply describe that you run out of ammo one moment before finally hitting your enemy.

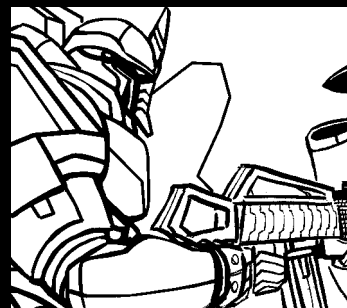
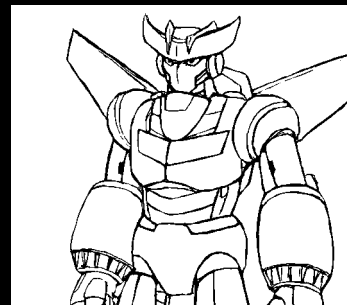
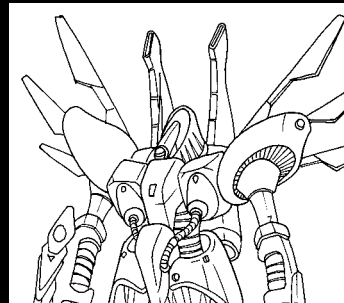
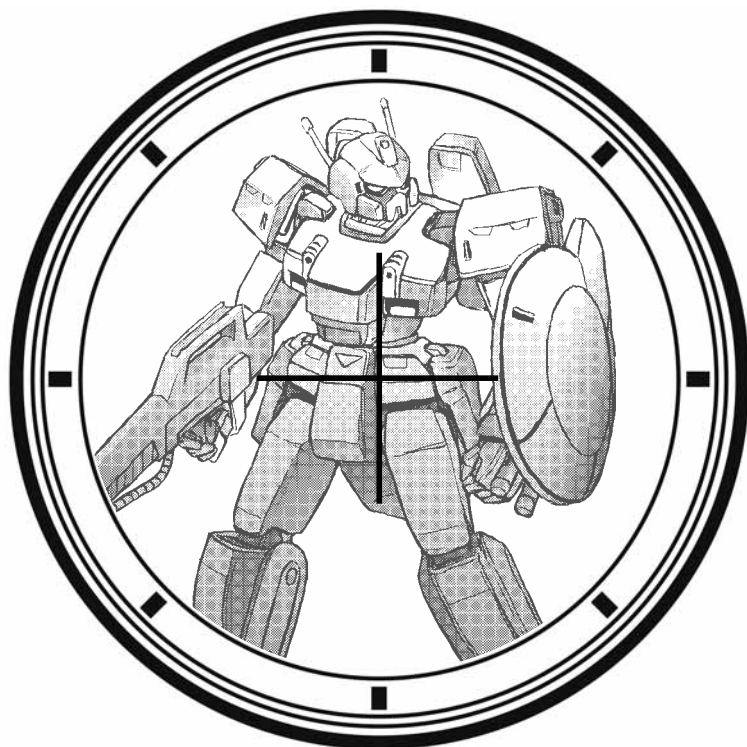
This method cannot be used for weapons that use the power of the Mecha reactor directly, nor for weapons that have less than five rounds of ammunition. Moreover, the players and the Gamemaster must agree beforehand that this rule will replace ammunition bookkeeping in their game. You are not allowed to start counting rounds and then run voluntarily out of ammo when you need Fate.

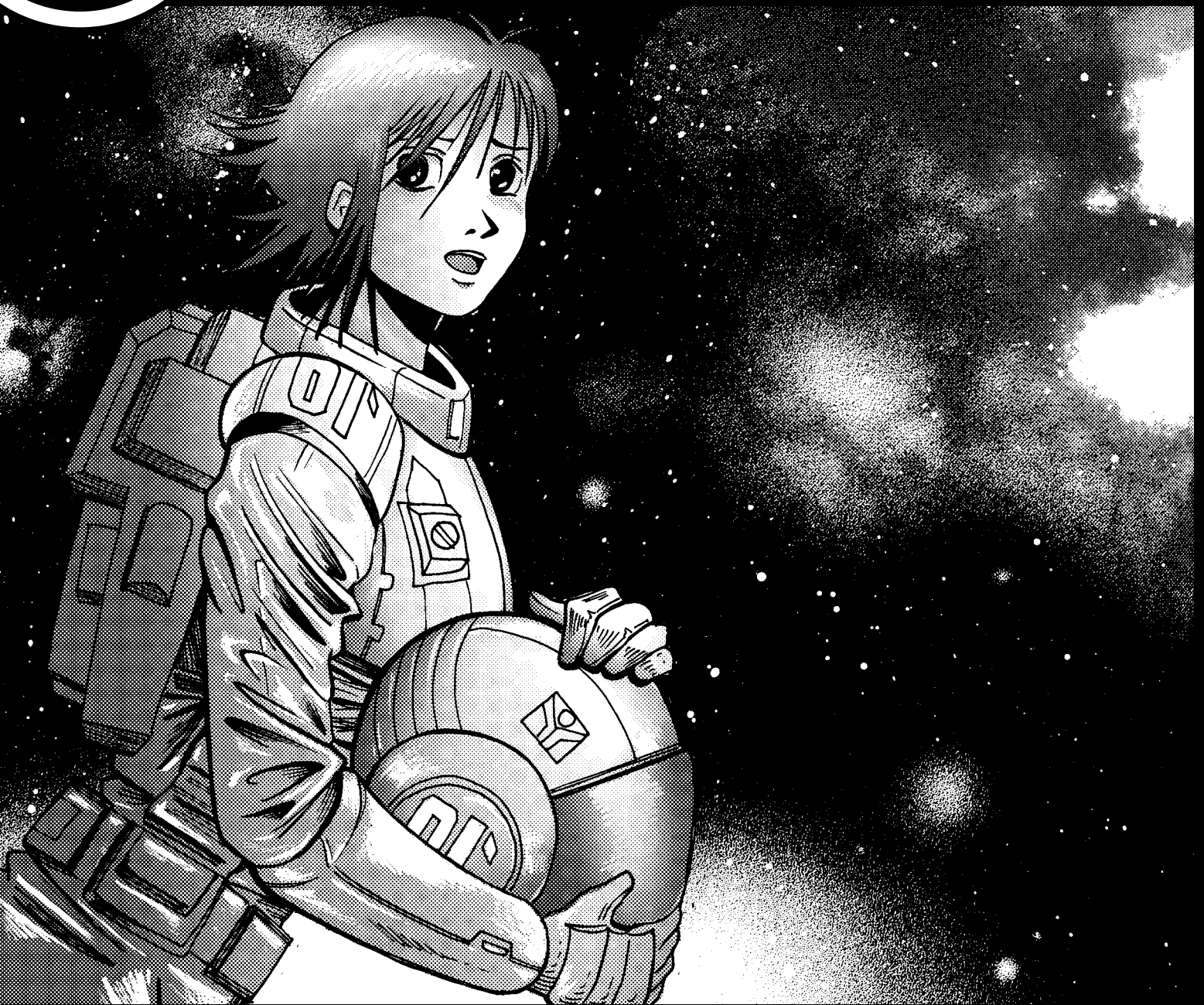
NPCs that have Fate Point pools may also use this rule to replenish their Fate during combat.

Elements from the Super Robot genre

If all players agree, some elements from the Super Robot genre can be used in the Real Robot genre. Battlecries are not recommended, though, as they are really not part of the genre.

Scenery Elements are always allowed if set up in advance by the Gamemaster. However, in this case it is mandatory that the GM writes down the effect on a small slip of paper before the battle. By mutual agreement between all players, the introduction of Scenery Elements by paying Fate Points can be used, too, but in this case the GM always has a veto power as the genre requires a greater plausibility in the scenes described.





No self-respecting mechanical wonder can see action without its array of hyper-technological gadgets and weapons. Here we provide a list of the most common ones seen in anime episodes, but you are encouraged to make up your own if you cannot find the right one in this list.

This chapter describes all equipments, devices, add-ons and weapons that a Mecha can mount. Each kind of device has its own section, although weapons are by far the most common devices described. Some equipment is only found in the Super Robot genre, while others are common only in the Real Robot genre, and yet others are found in both sub-genres.

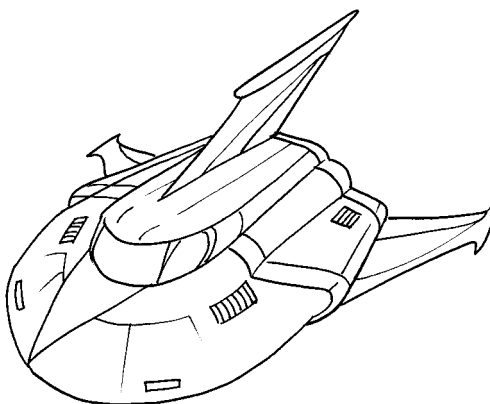
Each entry contains the conventional name for the device, the list of SIZ Classes of Mecha or vehicles that can mount the item, and a short form in brackets that you should use in the notes field of a Mecha Sheet to indicate that the device belongs to that broad category. For instance, if you have named your device Super-Bazooka you can use the [rpg] code to indicate that the entry describing it is the one labelled RPG Launcher.

The codes for SIZ Class specification uses the following conventions: when a number or a range of numbers separated by a dash (-) is specified, the number means that the device or modification can be applied to a Real Robot of that SIZ Class; S means that it can be used on a Super Robot or an enemy mechanical monster in the Super Robot genre; A means it can be used by an aircraft or spacecraft; C means it can be mounted on a capital ship, an installation, or a ground vehicle. When a SIZ Class is not specified, the device or modification can be mounted on all Super Robots and on Real Robots of all SIZ Classes. These restrictions are based on the kind of devices that are found in the typical representatives of a given sub-genre and SIZ Class in the anime; when designing your own Mecha, feel free to ignore them.

Many devices also have modifications that can alter their function, effects and size. Each entry will thus list all possible modifications for the device. The description of each equipment will also deal with the typical SIZ Class of Mecha that can mount each type and sub-type of device.

The name of a weapon or device recorded on the Mecha sheet should be as colourful as possible. It is there to provide fun and not to explain the rules. In most cases, it is up to you to choose a suitable name or to derive it from the anime of your choice.

When recording a device or weapon on a Mecha sheet, write down its complete name in the name section. If this is not absolutely obvious from the complete name, write down – in brackets or in small print – the short form of the standard device and modifications it is based upon, so that you can



easily find the appropriate entry in this list and use it as a reference for the device characteristics. Finally, if you are defining a Super Robot, remember that the name of most weapons is also a Battlecry. If this is the case, highlight the name by writing it in all capitals on the Mecha sheet, or adding an exclamation mark to it.

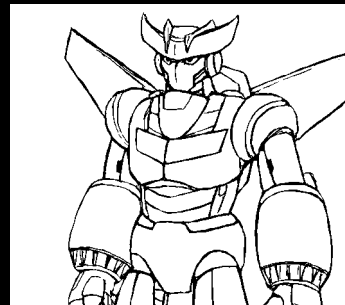
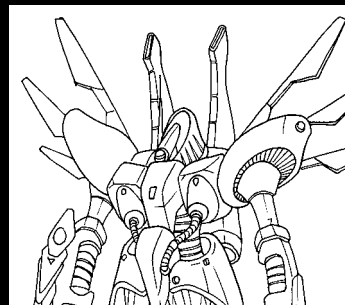
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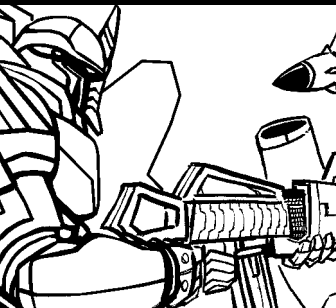
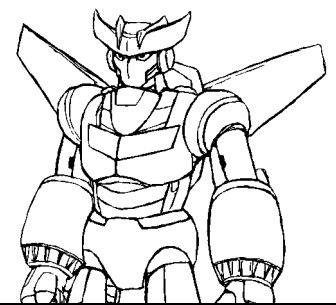
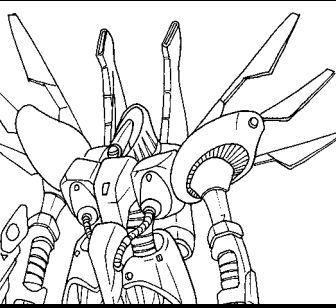
Effective range values for all equipment described here is given in two different formats: steps for grid map play, and range for zone-based map or abstract play.

If you wish to make up your own weapons, here is a range table that will show you the different values in steps that correspond to the abstract range values.

RANGE	STEPS	ZONES
Close	0-3	0*
Short	4-8	1
Medium	9-14	2
Long	15-20	3
X-Long	21-30	5
XX-Long	31-40	7

* - such a weapon can only be used in a charge on an air map.





DEVICE LIST

SHORT	NAME	SIZ CLASS	PAGE
cpit	COCKPIT	-	88
ecm	ECM POD	-	89
eng	ENGINE	-	89
fue	FUEL TANK	S, A	89
jcra	JETCRAFT	2-3	89
lea	LEARNING MODULE	-	89
psi	PSI MODULE	-	90
hol	RECHARGE HOLSTER	-	90
sen	SENSORS	-	90
spd	SPEEDERS	1	90
spin	SPIN WHEEL	S	90
thr	THRUSTERS	-	91
trk	TRACKS	3, S	91
rack	WEAPON RACK	-	91

Generic devices

Cockpit

[cpit]

A Mecha cockpit contains one or two pilots who handle the Mecha. It provides air and total protection from vacuum and hostile atmospheres. When the Mecha is hit by a type of weapon that can harm the pilot, the cockpit can provide some form of resistance to the hazard, at a cost of 1 PP per round per type of energy. Note that this resistance operates at human scale, not Mecha scale, like the damage that passes on to the pilot. Typical resistances for a cockpit are Resist Kinetic 2, Heat 2, Cold 2, Electricity 1, Radiation 1, Sound 1. If no other parameters are given, assume that these default values are in effect.

Some cockpits have two pilot seats. When a Mecha has two pilots, the second one can devote all of his attention to system maintenance. As such, all Sensor, Repair or Computer Operation rolls made by the second pilot are Easy. The same effect is achieved if a single pilot performs no manoeuvre or combat action for a full round.

Other cockpits in the Real Robot sub-genre are specially designed to enhance the pilot's Psychic Abilities. These provide a bonus, with a usual range of +10 to +40%, to his or her rolls to activate any Psychic Abilities.

Another important modification of a cockpit is that of providing an Ejection System for the pilot if the vehicle is about to blow up or crash. A successful Pilot Spacecraft or Pilot Mecha is required to activate the escape mechanism, but the expenditure of a single Fate Point can be substituted for this roll for a PC or significant NPC.

Some Mecha in both the Real Robot and Super Robot sub-genre have cockpits that are in fact combat aircraft (or motorcycles) that integrate into their Mecha. These are called Core Systems, and in case of vehicle explosion they are treated as an ejection system. The only difference is that the pilot can also continue to fight with the escape vehicle after the Mecha has been disabled or destroyed.

MODIFICATION		SIZ CLASS
ENVIRONMENT PROTECTION	PRESENT BY DEFAULT, PROVIDES RESISTANCES FOR THE PILOT	ALL
DOUBLE SEAT	ALLOWS A CO-PILOT, NAVIGATOR OR GUNNER	1-3, A [dbl]
EJECTION SYSTEM	ALLOWS SAFE ESCAPE FOR THE PILOT ON A PILOT MECHA ROLL	1-2, A [eje]
CORE SYSTEM	ALLOWS ESCAPE, AND THE ESCAPE POD IS A VEHICLE ITSELF	3, S [cor]
PSIONIC ENHANCEMENT	GIVES A BONUS TO ALL PSYCHIC ABILITY ROLLS	1-3. [psi]

ECM Pod

[ecm]

This device is usually mounted on aircraft or Real Robots. It disturbs the electronics of all incoming missiles or RPGs, making all to-hit rolls Difficult.

If you are using the optional rules for guided missiles, firing at a craft equipped with an ECM Pod cannot benefit from the 100% chance usually granted by this kind of missiles. The firer's appropriate Weapon skill must be used instead, with the penalty stated above.

Engine

[eng]

Every Mecha has one or two main reactors called Engines. These can be nuclear reactor devices that regenerate Power Points on their own, or real engines that consume fuel when they use Power Points. The POW of a Mecha or vehicle is equal to the sum of the Power Point storages of all the Engines mounted on it. It does not matter if they can regenerate their Power Points or not. All weapons mounted on the Mecha that have a PP consumption value instead of an ammunition supply rate are in fact consuming power from the Mecha engine.

An Engine usually regenerates a number of PP per full turn equal to its POW divided by ten. However, this is only true for engines that are actual power plants. Engines which function on fuel or on power cells do not regenerate Power Points, and once the PP reserve of such a vehicle is over, it is considered out of fuel like a common car. Usually, only SIZ Class 1 Mecha, spacecraft and vehicles have fuel-based engines.

When an Engine becomes unstable, or begins to leak fuel, it starts losing Power Points every round, at the same rate at which it usually regenerates them per full turn, or 2D6 per round if it is fuel-based. A successful Repair roll by the pilot is required to stabilize the engine again.

MODIFICATION		SIZ CLASS	
FUEL-BASED	CANNOT REGENERATE POWER POINTS	1, A	[fue]

Fuel Tank

S, A

[fue]

This device is usually present as a pod mounted on a fighter or spacecraft, or within a special component that attaches to a Super Robot to allow it to fly (or to fly faster). The device provides a given amount of Power Points that the vehicle can use to fly or manoeuvre. These PP do not add to the vehicle POW, and they cannot be used to fuel weapons.

Jetcraft

2-3

[jcra]

These devices are a modification of the normal jet thrusters found in the Mecha legs, and as such are co-located with the thrusters, being disabled at the same time the latter are disabled. Using a jetcraft consumes 1 PP / round per thruster used and allows an increase of 1 point per thruster in the Mecha MOV score.

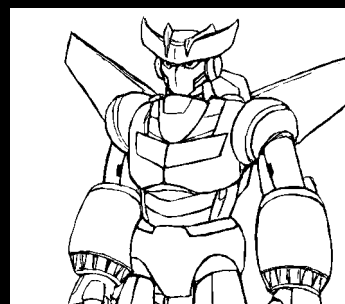
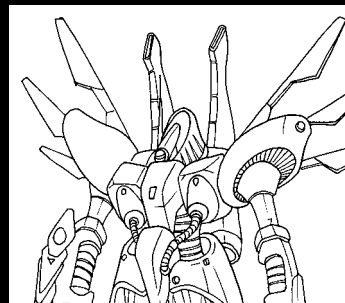
A Mecha using a jetcraft moves much like a hovercraft would do, not touching the terrain but hovering a couple of metres above it. When using a Jetcraft, a Mecha also has an additional advantage: the first penalty token it takes in a round is not white, but green, thus allowing it to be harder to hit without losing accuracy itself when aiming.

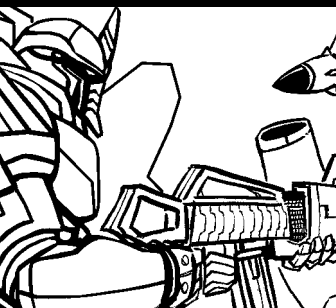
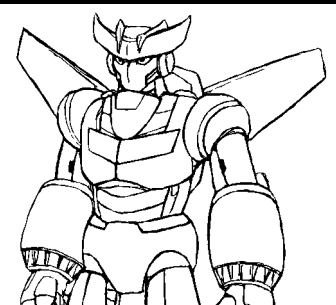
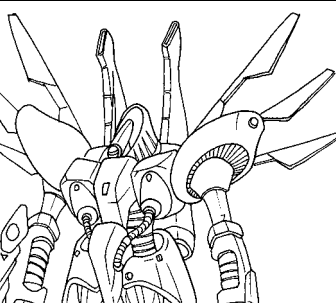
Learning module

[lea]

A peculiarity of some Real Robot series, the Learning Module is a complex application of AI technology that is capable of self-improving the performances of a Mecha. While it is not so useful immediately after it has been initialized, providing a 0% bonus, its importance increases as the Mecha pilot improves his or her own skills. Each time the pilot receives an experience increase check, the Learning Module will gain a 1% bonus to the relevant skill – whether the pilot actually gained experience or not it is not important, as the module will just “absorb” part of his or her own tactics and experience. The module can accumulate bonuses for Pilot Mecha, Pilot Spacecraft, Mecha Weapons and Spacecraft Weapons. Anyone piloting the Mecha with the Learning module installed will benefit from the bonuses, up to a limit of twice their basic skill. The Learning Module works only on the exact same model of Mecha on which it has acquired its “experience.”

If the Gamemaster wishes to enforce a great deal of realism, he or she may rule that the skill increase can affect the Learning Module only if at least one of the successful skill rolls have been made under the





unmodified chance for the pilot's skill. If this is not the case, the pilot will learn but the Learning Module will not. A success in a Difficult skill roll always influences the Learning Module.

Assigning them Mecha with an already-used Learning Module installed is a good way to make rookie pilots combat-effective at once when you begin a BRP Mecha campaign. However, do not overuse Learning Modules in your game; they are valuable devices, not designed for mass-produced Mecha but for one-of-a-kind machines.

Recharge holster [hol]

A recharge holster is a particular type of weapon rack that allows the energy of a power consuming weapon to recharge from a Mecha internal power supply. While the weapon is held into the holster, energy flows from the Mecha reactor to the weapon at a default rate of one PP per round. Improved holsters can transfer more than this, but they are uncommon.

MODIFICATION		SIZ CLASS
IMPROVED	INCREASED ENERGY TRANSFER RATE	3, S
INTERNAL RACK	PREVENTS CRITICAL DAMAGE IF ARMOUR IS NOT OVERCOME	1-3, S

PSI Module 3 [psi]

This device amplifies the natural ESP capabilities of the pilot. All psychic abilities used from inside the Mecha cockpit receive a bonus ranging between +10% and +30%, depending on the psi module quality.

Sensors 1-3, A [sen]

Most Super Robots have their sensors integrated in their cockpit, so you will not need to record their presence on the Mecha sheet. However, most Real Robots that have their cockpit in the torso also have a sensor array in the head. You can record a Range value for the sensors, but this is seldom important.

Whenever a Mecha sensors are disabled – and this includes beheading the Mecha, if the cockpit is in the torso – all attack, defence and piloting rolls become Difficult for it.

Super Robots seldom have their sensors damaged. However, assume that all enemy robots in the Super Robot sub-genre have a Sensor array in their head. They can be beheaded without being destroyed, but this will bestow a Difficult penalty on all their rolls. Unless, of course, they have multiple heads...

Speeders 1 [spd]

Aka: Land-spinners

This device is a titanium steel wheel attached to the Mecha lower leg, allowing it to travel at increased speed on a road or railroad. It allows low-speed Mecha of SIZ Class one to outrun tanks and APCs, thus giving them the same advantage that faster walking Mecha of SIZ Class 2 or 3 have. A Mecha needs to have both speeders working to receive their bonus, and the devices are vulnerable to shots that do not penetrate armour when in use.

Using a speeder uses 1 PP / round and allows an increase of 1 in the Mecha's MOV score. An improved version, as well as a version for rough terrains, exist. All bonuses are improved by +1 if the Mecha moves on a railroad – although this is hardly useful in tactical combat situations.

When using a Speeder, a Mecha also has an additional advantage: the first penalty token it takes in a round is not white, but green, thus allowing it to be harder to hit without losing accuracy itself when aiming.

MODIFICATION		SIZ CLASS
IMPROVED VERSION	MOV +2, USES 2 PP/ROUND	1
MOUNTAIN VERSION	WORKS ALSO ON ROUGH TERRAIN, USES UP 3 PP/ROUND	1

Spin Wheel S [spin]

Rather than a device, this is a peculiar configuration that the Mecha can assume in order to gain speed and damage potential. The Mecha turns into a spinning wheel (flying or earthbound), possibly with spikes or blades at its edge. This allows the Mecha to Charge an enemy, damaging it with the spinning edge. Even if the Mecha does not Charge its target, it can still do the full damage listed for the spinning wheel, forfeiting only the Knockback effect. Often, the body parts that are used to create the spinning

wheel can be used also as shields. Most other weapons cannot be used while the Mecha is in the spinning configuration. In most cases, it costs the Mecha only 5 DEX ranks to change from one configuration to another.

Thrusters

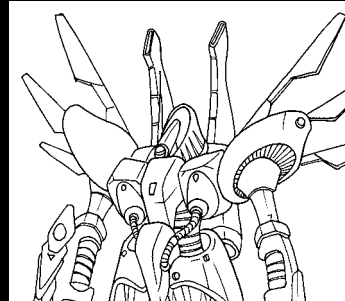
[thr]

Aka: *Vernier system*

Thrusters are additional jet exhaust ports placed on the Mecha's legs and other body parts to improve manoeuvrability rather than acceleration, and they usually work in pairs. Each thruster provides a +5% bonus to the pilot's Pilot Spacecraft skill for all manoeuvre rolls.

A Mecha usually has a couple of main thrusters in the back torso that do not provide extra manoeuvrability but just the basic thrust that enables it to fly. Disabling these prevents any form of air movement rather than decreasing manoeuvrability.

If one or more thrusters placed on a limb are rendered inoperable, the presence of an unbalanced thruster on the opposite limb changes the bonus given by that thruster into a penalty. Thus a Mecha with 2 thrusters per leg which usually has a +20% bonus to manoeuvrability has its bonus reduced to 0% (+10% for the balanced thruster pairs and -10% for the unbalanced thruster) if one of the thrusters is hit or otherwise malfunctions. The pilot can eliminate this effect by shutting down the unbalanced thruster with a Repair or Computer Operation roll.

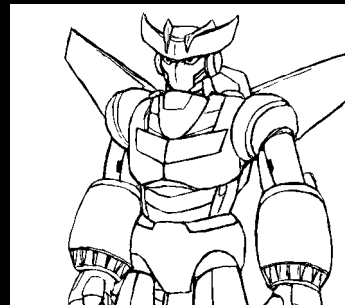


Tracks

3, S

[trk]

Tracks or dented wheels replacing a Mecha legs do not increase its speed, which might even become lower. However, a tracked Mecha is way more stable than a two-legged one. It resists any Knockback or Knockdown attempts as if it was one SIZ Class larger than it is, while receiving a +10 to its effective STR when attempting to Throw or Knockdown any foe it has grappled. Also, the greater stability provided by the tracks counteracts any form of recoil and adds +10% to any to-hit roll with missiles or any attack requiring an Artillery roll.



Weapon Rack

[rack]

Some Mecha use hand held weapons rather than built in ones, so they need a special compartment to store the weapon when it is not used. These are called weapon racks and can be placed almost anywhere in the Mecha body except for the head. These racks can be anything from a simple magnetic hook to hang an axe on, to a hidden compartment from which an energy sword hilt is extracted before turning on the particle blade.

Readying a weapon kept in a rack costs the usual five DEX ranks. Putting it back in its rack costs another five DEX ranks. Racks placed on the back (not shoulders) of a Mecha's torso increase this penalty to ten DEX ranks.

When recording a weapon rack on your Mecha sheet, write down the weapon that is kept in the rack. This will usually be a weapon that is labelled as being hand held in use. The weapon will be hit and disabled on a roll of 1 to the arm when hand held, and on a rack disablement when kept in its storage compartment.

In the Super Robot sub-genre, weapon racks are always internal and cannot be disabled by enemy fire, as hand-held weapons almost materialize in the hands of the Super Robot. Never provide a disablement number for a Super Robot weapon rack: the weapon will only become useless if the location is totally destroyed while it was stored in its rack.

In the Real Robot genre, instead, many weapons are just attached to the external armour of a Mecha. If this is the case, a GM that values realism may allow a critical die roll whenever a location containing a holster is hit by at least one, two or three points of damage, depending on the Mecha SIZ Class, even when the blow is stopped by armour. If the critical damage roll indicates that the weapon rack is hit, the weapon is disabled or detached from the Mecha. All other rolls have no effect.



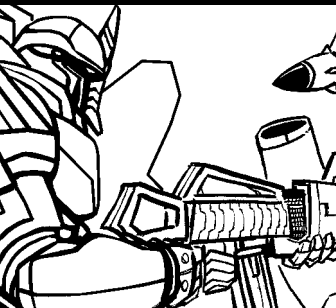
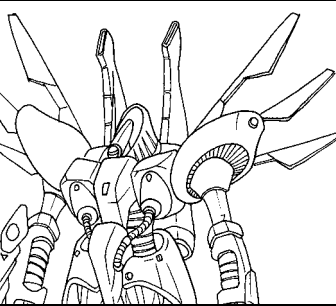
MODIFICATION

SIZ CLASS

INTERNAL RACK

PREVENTS CRITICAL DAMAGE IF ARMOUR IS NOT OVERCOME

-



Weapons

WEAPON LIST				
SHORT	NAME	SIZ	CLASS	PAGE
sng	ASSAULT RIFLE	1-3		93
bcan	BALLISTIC CANNON	1-3, C		93
brwl	BRAWL	-		95
claw	CLAWS, FANGS AND TAILS	3, S		95
whip	ELECTRIC WHIP	-		95
ebm	ENERGY BEAM	S, A		96
esh	ENERGY SHIELD	-		96
fsh	FIXED SHIELD	-		96
fist	FLYING FIST	S		96
gat	GATLING GUN	1-3, A		97
har	HARPOON	1		97
lcan	LASER CANNON	1-3, A, C		98
lrif	LASER RIFLE	1-3		98
melee	MELEE WEAPON	-		98
mic	MICROWAVE CLAW	1, S		99
mis	MISSILES	-		99
pcan	PARTICLE CANNON	1-3, A, C		100
prif	PARTICLE RIFLE	1-3		101
rbem	RADIATION BEAM	S		101
rpul	RADIATION PULSE	S, A		102
rep	REPULSION BEAM	S		102
rpg	RPG LAUNCHER	3, S		103
shld	SHIELD	-		103
throw	THROWN WEAPON	S		103
ton	TONFA	1		103

Impaling ranged weapons

Many weapons that can be mounted on Mecha, small spacecraft and large spaceships can impale on a Special Success. In the case of ranged weapons, however, the ability to impale depends on finding a weak spot and hitting it with precision, which is usually dependent on a manoeuvrability advantage. Assuming that

Mecha are the most manoeuvrable crafts that can be found on the battlefield, and that spacecraft have an advantage over large or earthbound targets, the following table summarizes which types of crafts can obtain an impaling special success and against which targets. Even when an impale is not possible, a Special Success in an attack roll will always require a Special Success in the defence roll to counter.

IMPALING RANGED WEAPONS			
FIRER	TARGET		
	Mecha	Aircraft or Spacecraft	Ship or Tank
Mecha	YES	YES	YES
Aircraft or Spacecraft	-	-	YES
Ship or Tank	-	-	YES

Assault Rifle

1-3

[smg]

Aka: *Sub-Machinegun, Hand-held Gatling gun*

This weapon is an automatic fire ballistic cannon, specially designed to be hand held by a Mecha. The recoil usually forces the Mecha to fire this kind of weapon with both hands, but a single hand can still be used in many cases with a -10% penalty. Special optics can be applied to Mecha rifles in order to allow the firer to aim (see page 48 in Chapter Five).

Mecha assault rifles fire bursts of 10 shots. The ammunition used up equals the maximum number of shots that could hit, not the ones that actually hit. Rifles usually employ a 100-round clip or drum, thus allowing a maximum of 10 bursts. A Mecha can carry extra ammunition attached to its waist, back or legs. SIZ Class 1 Mecha are limited to 40mm or smaller rifles, while SIZ Class 2 Mecha can employ 60mm rifles. SIZ Class 3 Mecha can fire rifles between 100 and 120mm in calibre, although they will carry energy weapons if possible. Consult the table for ballistic cannons, AP rounds, for damage done by each calibre class.

Since assault rifles fire bursts, the effective range for their calibre is halved, or decreased by one if you use abstract ranges, but they receive a +10% to their to-hit roll. If you use zone-based or abstract combat, range is not halved but reduced by one step. This effect is valid for all assault rifles. Mecha assault rifles cannot fire single shots.

Range and Damage

Statistics for damage are the same as ballistic cannons. Range is halved or reduced by one step, as burst fire is mandatory.

MODIFICATION		SIZ CLASS
OPTICS	ALLOWS AIMING FOR A +10 BONUS, REQUIRES TWO HANDS	3 [opt]
GRENADE LAUNCHER	FIRES A SMOKE GRENADE	1 [gre]

Ballistic Cannon

1-3.

[bcan]

Aka: *Impact cannon, Rail gun*

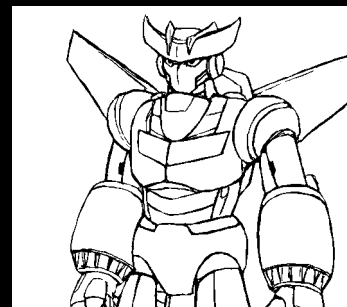
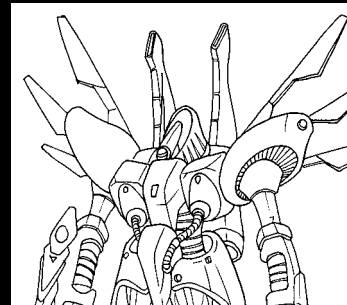
This weapon is a more advanced version of the cannons used by 20th and 21st century tanks and battleships. It is primarily a weapon used by large and slow platforms, but some Mecha can mount modified versions of it. A cannon can often fire both AP rounds that do kinetic damage and can impale, and HE rounds that have an explosive type of damage similar to missile fire. Each weapon description specifies whether the cannon can fire both types of round or just one, but the default type of ammunition used is AP for all weapons that can fire it. The ammunition for the cannon comes from the cannon or turret internal supply, and each individual weapon has its normal ammunition capacity listed in its statistics. Cannons mounted on ships have an unlimited amount of ammunition for game purposes.

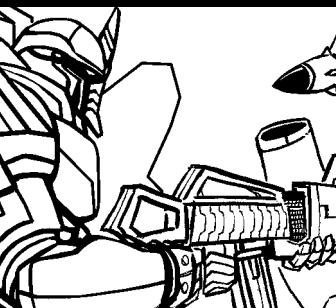
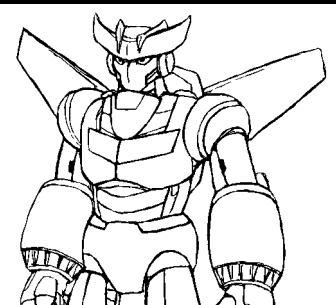
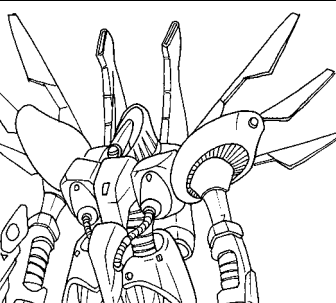
Although it is possible to find simple ballistic cannons mounted on Mecha or vehicles featured during Mecha battles, this weapon category is provided mainly as the basis for determining the characteristics of other weapon types, like Gatling guns mounted on aircraft or Mecha assault rifles. Many ballistic weapons used in the Mecha anime genre, for instance, are autocannons with multiple rotating barrels or simply designed to have a rate of fire of more than 50 shells per minute, thus allowing to fire a 10-round burst in a 12 second combat round.

When mounted on a Mecha, a ballistic cannon is usually built in its shoulders (in which case it is considered a twin weapon) or hand held if it is a recoil-less version. Hand held cannons usually fall in the Assault rifle category, but 60mm or larger cannons fired by SIZ Class 1 Mecha cannot be automated, so it is possible to have Mecha carry and fire hand-held single-shot cannons.

The amount of damage dealt by each cannon depends on the gun barrel calibre, expressed in millimetres (mm). The damage normally dealt by each calibre and ammo type is summarized in the Ballistic Weapon Table. If a calibre does not appear, pick the line with the nearest smaller one. Cannons fired by ships or tanks can choose to fire either AP or HE ammunition, while those used by Mecha fire only AP rounds.

The Ballistic Weapon table lists the damage and the basic range for different gun calibres. Round the calibre down when determining damage capability. The actual range of the various calibres may vary if the weapon has an enhanced aiming system or is capable of autofire. In particular, guns that have a very high rate of fire (autocannons or Mecha-sized assault rifles) have their range in steps halved, and their range in levels decreased by one step (M becomes S, L becomes M and so on, with range in squares becoming the maximum range allowed for that range level). Any gun below 20mm in calibre is considered effectively useless against an armoured target, and doing 1D2-1 damage against unarmoured ones.





Example: a 75/76mm cannon was the standard equipment in a WW2 tank, having a relatively long range and being able to fire AP rounds for tank-vs-tank battles, and HE against infantry and buildings. This calibre is now mainly employed by frigates and destroyers as a rapid-fire gun for point blank anti-missile defence, with a reduced range when used for AA purposes. Even if we have listed the stats for single-shot, HE firing 75mm guns like those mounted on the Sherman tank, which would require the Artillery skill to use, most 75/76 mm guns in your Mecha games will belong to the autocannon category, and be mounted in point blank defence turrets on installations and capital ships. Such fixed turrets are used to intercept incoming missiles and fire at fighter crafts and Mecha swarming around the installation.

The examples given in the ballistic weapons table are related to real-world guns. You will find many more examples in the technical literature about your favourite anime.

The railgun is a peculiar type of ballistic weapon that has been tested in the real world but not yet mounted on any weapon platform currently in service. The railgun uses a magnetic field and not a detonation to propel its projectiles, and thus it is particularly suited for use outside the atmosphere or in an oxygen-deprived environment. If you wish to use railguns in your Mecha games, simply use the damage and range for the immediately superior calibre. For instance, a 60mm railgun does 1d6 damage at a range of 18 (L).

Railgun shells are also lighter, as they do not need any black powder, so a railgun has about half against the ammunition load of its regular ballistic counterpart. Autofire railgun technology has not yet been developed, so you may wish to limit railguns to single shot usage. However, you may also assume that a more advanced technology level can deal with the details required and allow automatic rail weapons in your game.

CALIBRE	AP DAMAGE	HE DAMAGE	RANGE	EXAMPLE
20mm	1d2	-	10 [M]	M61 Vulcan aircraft gun
30mm	1d3	1d3	12 [M]	WW2 AT Gun, GAU-8 aircraft gun (used by the A-10)
50mm	1d4	1d4	15 [L]	WW2 tank gun, Cold war era naval autocannon
100mm	1d6	1d6	18 [L]	WW2 mortar, Cold war era tank gun
120mm	1d8	1d8	20 [L]	Cold war era rapid fire naval gun or tank destroyer gun
150m	1d10	2d4	24 [XL]	Howitzer, Cold war era naval gun
200mm	-	2d6	28 [XL]	Heavy howitzer
300mm	-	2d8	32* [XXL]	Battleship gun
500mm	-	3d6	40* [XXL]	Fictional only

Guns that have an asterisked range are very unlikely to be fired directly, and will usually require an Artillery roll to hit. They are rarely mounted on Mecha, except when the Mecha itself is an indirect fire platform – something that seldom happens in anime.

Several types of specialized anti-armour rounds have been developed in modern armoured warfare, a detailed representation of such ammunition in play is beyond the scope of this work. If your game features small scale Mecha fighting against modern military vehicles such as tanks or APCs, you might wish to represent HEAT ammunition as well. Decrease the dice size of such weapons by one step, and add a fixed amount of +1. In this way, a 100mm HEAT round will deal 1d4+1 damage, ensuring that the shot will penetrate most armours. When using such kind of ammunition, we recommend that you also use the optional rule that a tank is disabled whenever its armour is penetrated by even one point of damage (see page 33 in Chapter 4).

Many cannons are mounted on turrets, and when mounted on ships they are often mounted as twin weapons. Turret mounted cannons with a calibre up to 120 or even 150 mm can fire bursts, especially when the turret is specially designed as a point blank missile or Mecha defence weapon.

MODIFICATION		SIZ CLASS
Twin mount	+10% to hit.	3, S, C
Railgun	Improve damage and range by one level	2, 3, C
Turret mount	Can fire bursts up to 150mm, -1 level to range (or halve)	C

Brawl

[brwl]

Aka: [Super Robot] Punch, Dynamite Kick, etc...

Mecha damage when punching is equal to their basic damage modifier. Although this can be enough to overcome armour, punches are not very effective weapons in Mecha combat, and special devices like claws or tonfas (see page 103) are often used instead. Whenever a Mecha uses an optional enhancement to one of its Brawl attack, such as claws protruding from its hand or a spike coming out of its knee, it takes 5 DEX Ranks for it to ready the enhancement.

Using a flying kick does Knockback as though the attacker was one SIZ Class larger (automatic Knockback against a target of the same Size, knock back a target one SIZ Class larger on a Special success, etc.), but is only possible in the Super Robot sub-genre. A flying kick requires a Difficult Pilot (Mecha) roll and can be performed at a distance of two squares (maximum of 5 steps). Some Super Robots have a specific Battlecry for flying kicks.

Mecha brawling is usually only used in the Super Robot sub-genre. The only advantage of such attacks in the Real Robot genre is that they do not use any energy or ammunition.

MODIFICATION		SIZ CLASS
FLYING KICK	IMPROVED KNOCKBACK	S
CLAW OR BLADE	INCREASE DAMAGE BY ONE STEP, IMPALE SPECIAL SUCCESS INSTEAD OF KNOCKBACK, 5 DEX RANK TO READY	all

Claws, Fangs and Tails

[cla]

Enemy Mecha in the Super Robot sub-genre and some selected Real Robots have claws, fangs or beaks that allow them to fight like wild animals. This kind of device allows them to deal improved damage in combat, thus increasing their brawl damage by one step (1d4 becomes 1d6, 1d8 becomes 1d10 and so on) or by +1. As they replace and do not complement brawl damage, these weapons are always ready to use.

If you are designing *Kaiju* opponents for your Mecha, they will invariably have at least one of these weapons, most commonly the bite. Feel free to design your own variations of these weapons to make your own *Kaiju* more scary.

CLAWS, FANG AND TAILS RANGE AND DAMAGE						
TYPE	DAMAGE	RANGE	SIZ CLASS	PP	NOTES	
CLAW	+ONE STEP	CLOSE	3, S	-	-	
BITE	+1	CLOSE	S	-	-	
TAIL	+1	CLOSE	S	-	KNOCKBACK	
BEAK	+ ONE STEP	CLOSE	S	-	IMPALE	

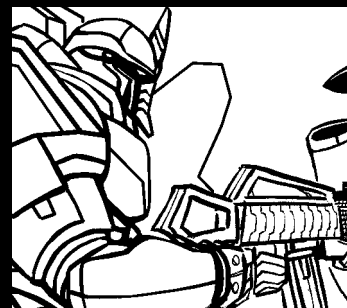
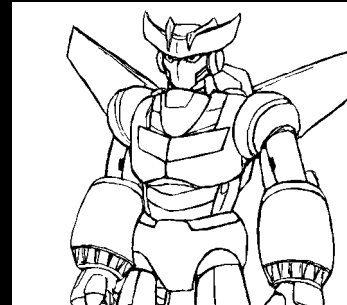
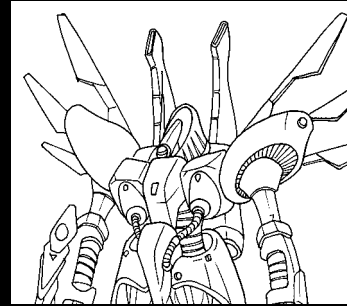
Electric Whip

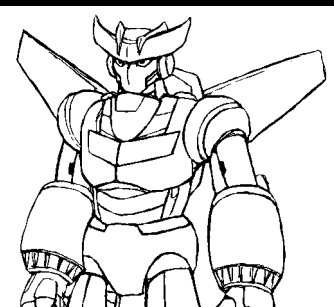
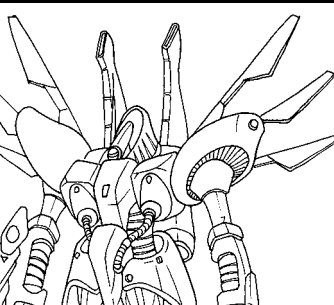
[whip]

An electric whip is a melee weapon that does little or no damage on striking its target, but releases an electrical discharge that usually goes straight to the Mecha's interior structure, not to mention damaging the pilot. The electrical discharge is treated as a Radiation Beam. This weapon can entangle its target on a Special Success. This is a particularly dangerous situation for a Mecha target, as the weapon will continue to do damage on subsequent rounds!

The general rules for entanglement and for the Radiation Beam damage are found on page 52 and page 101 respectively, but special instructions can be provided in the individual descriptions of variations of this weapon.

ELECTRIC WHIP RANGE AND DAMAGE						
TYPE	DAMAGE	RANGE	SIZ CLASS	PP	NOTES	
WHIP	1D2	3 (C)	3, S	1/RND	ENTANGLE, DOES 1D4 ELECTRIC DAMAGE PER ROUND AFTER ENTANGLEMENT	





Energy Beam

S, A

[ebm]

Aka: *countless names...*

A typical Super Robot weapon, the energy beam is fired from the Mecha's eyes or hands, and is often the least effective energy weapon a Mecha has. If hand mounted, energy beams can be considered a twin weapon, whereas the double beam coming from the eyes is considered a single beam for all gaming purposes. The usual cost in power is 1PP per beam, taken from the Mecha's own PP storage.

Range and Damage

Statistics for range, damage and power consumption are the same as laser or particle cannons.

MODIFICATION		SIZ CLASS
TWIN MOUNT	+10 TO HIT	S, A

Energy Shield

[esh]

This device projects a limited area force field that can block incoming attacks. All physical projectiles are blocked on a successful shield block roll, while some forms of energy can be strong enough to pierce the shield.

The rules for shield blocking are those found in BRP; that is a Pilot (Mecha) roll is required to block a melee attack, while a roll depending on the shield size is needed to stop a ranged attack. The shield must be activated in order to use it, costing the usual 5 DEX rank delay to all other actions in the round. If the shield is not ready at the start of a turn, it can only block attacks that occur on the pilot's DEX rank or lower. The Power Point cost to keep the shield up is one per size of the shield, and these shields are usually Large in size (3 Power Points per round to keep it up). If two shields are used at a time, the Mecha receives the same ranged protection it would receive by kneeling behind one of them – but each shield consumes PP to keep up.

MODIFICATION		SIZ CLASS
TWIN MOUNT	INCREASES CHANCE TO BLOCK A RANGED ATTACK, DOUBLE PP COST	1

Fixed Shield

[fsh]

Aka: *Arm Shield, Shoulder shield*

This device is a simple titanium steel plate fixed to a Mecha's forearm or shoulder. If applied to the forearm, it works exactly as a human-sized buckler shield, which can be used to parry close combat weapons and has a 15% chance to intercept bullets. If fixed to a shoulder, it does not work against melee attacks. Physical projectiles are blocked by the shield, but when used against energy weapons or missiles, it only adds 1 armour point per SIZ Class of the Mecha to armour present in the hit location hit.

Flying Fist

[fist]

Aka: *Rocket/Atomic/Crusher/etc. Punch, Knuckle Bomber*

Most Super Robots can shoot their forearms like rocket-propelled battering rams to damage and unbalance other Mecha. Once the fist hits, it will stay in the air for the duration of the subsequent round, re-attaching to the ankle at the end of the round after the initial attack. Any damage to the arm occurring during this time prevents reattachment. A Super Robot can shoot one fist only or fire both fists as a twin weapon.

Rarely, a chain links the forearm to the ankle, thus keeping the launched part attached to the Super Robot body at all times. Recovery time is the same, but in this case only the intentional severing of the chain can prevent re-attachment. The real purpose of such a device, however, is entangling the target and keeping it tied, allowing the attacking Super Robot to throw its opponent over its head in a very spectacular way. If both arms are launched, they will both entangle the target on a Special Success. The rules for entanglement are on page 52 of Chapter 5.

Some Mecha have optional blades attached to their flying fists. These may be in the shape of axe blades protruding from the sides, or be simple spikes that are turned into a deadly weapon by the rotational movement of the forearm while flying. When the fist uses one of these enhancements, it cannot do Knockback on a special effect, but the damage die is upgraded to 1d8 or even 1d10 damage due to the cutting appendages. For each bonus step provided to the damage die, the weapon must be "prepared" before launch, losing 5 DEX Ranks.

FLYING FIST RANGE AND DAMAGE					
TYPE	DAMAGE	RANGE	SIZ CLASS	PP	NOTES
PUNCH	1d6	10 [M]	S	1/FIST	KNOCKBACK
MODIFICATION			SIZ CLASS		
TWIN MOUNT	ALMOST ALWAYS PRESENT, DO NOT SPECIFY			S	
CHAIN	ENTANGLE			S	
BOOST	1D8, -5 DEX RANK, NO KNOCKBACK			S	
BLADES	1D10, -10 DEX RANK, NO KNOCKBACK			S	

Gatling Gun 1-3, A [gat]

Aka: *Vulcan gun*

A Gatling gun is an automatic, multi-barreled rotating version of a ballistic cannon, popular on 20th century attack helicopters and tank-buster aircraft. Some Mecha can mount it as a built-in anti-infantry or close defence weapon. Mecha of SIZ Class below 3 can only mount Gatling guns as hand held weapons.

Since they deal the same damage as a the ballistic cannon equivalent, the minimum effective calibre for these weapons when mounted on a Mecha is 30mm. Although 20mm autocannons are popular on aircraft for dogfighting, such a small weapon is only effective against an unarmoured target. Gatling guns are fired in bursts of at least 10 shots. Some Mecha have a double Gatling gun mounted in the head, but this kind of weapon does not qualify as a twin weapon; treat it as a single gun.

Range and Damage

Statistics for damage are the same as ballistic cannons. Range is halved or decreased by one range level, as burst fire is mandatory.

MODIFICATION		SIZ CLASS
TURRET MOUNT	POPULAR WITH HELICOPTERS	A

Harpoon 1 [har]

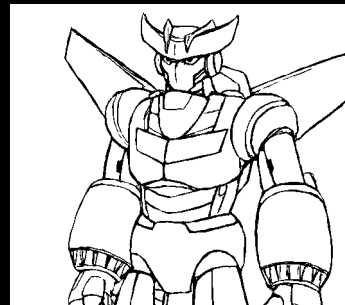
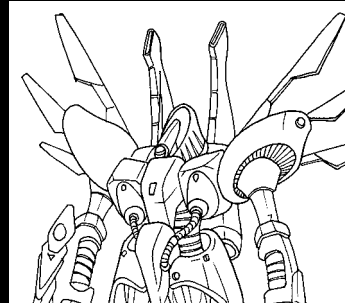
Aka: *Slash Harken*

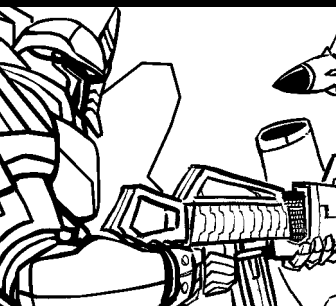
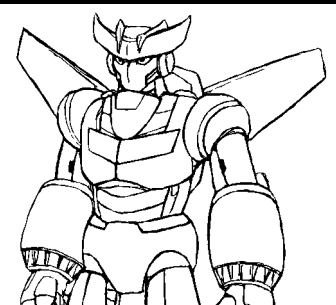
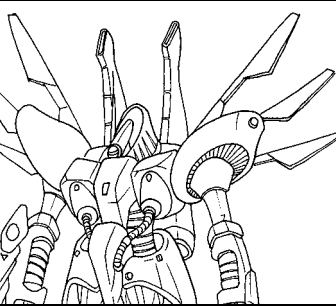
This weapon is made of a harpoon connected to a chain or a steel cable. A Special Success with it yields the Entangle results, as the harpoon remains stuck in the enemy and the cable allows dragging the enemy towards the firing Mecha. A harpoon is basically a limited range projectile weapon, so it is fired using the pilot's Weapon (Mecha) skill. It is useful only within one square range, and is subject to the normal penalties for firing a missile in close combat if used against an enemy that is using melee weapons against the firer.

This device can be used also as a climbing aid for small Mecha lacking thrusters which cannot jump past buildings. When used in the Super Robot sub-genre, it is usually capable of transmitting a powerful electrical discharge to an entangled enemy, like an electric whip (see page 95).

Some Super Robots can fire energy bonds instead of physical ones. In this case, the damage done is zero but any successful hit produces the Entangle Special Effect.

HARPOON RANGE AND DAMAGE					
TYPE	DAMAGE	RANGE	SIZ CLASS	PP	NOTES
A	1d4	3 [C]	1	-	ENTANGLE
B	1d6	5 [S]	S	-	ENTANGLE
ENERGY ROPE	-	8 [S]	S	1	ENTANGLE EVEN ON A NORMAL SUCCESS
MODIFICATION			SIZ CLASS		
ELECTRIC DISCHARGE	INFLECTS 1D4 EXTRA ELECTRIC DAMAGE PER ROUND IF STUCK IN ENEMY, USING 1PP PER ROUND. SEE ELECTRIC WHIP			S	





Laser Cannon

1-3, A, C

[Ican]

A laser cannon is the laser equivalent of ballistic cannons, but it fires a laser beam. A laser weapon usually takes its ammunition from a craft's internal power source. Laser beams can impale, with the normal limitations for manoeuvrability. When a target is hit by a laser weapon, only its Energy or Heat armour, whichever is higher, is counted against the damage. If the target has no such armour, half of its physical armour, rounded down, is applied.

LASER CANNON RANGE AND DAMAGE						
TYPE	DAMAGE	RANGE	SIZ CLASS	PP	NOTES	
1 MW	1	5 (S)	2	1	-	
2 MW	1d3	8 (S)	3, S, A	1	-	
4 MW	1d4	8 (S)	3, S, A	2	-	
8 MW	1d6	10 (M)	S, A	4	-	

Note: the power output of laser weaponry is not consistent between sources. Some laser weapons in American sci-fi series are given stats expressed in GigaWatts instead of MegaWatts. Read all entries in the table as GW instead of MW in this case.

Many lasers are mounted on turrets. When used on ships they are often mounted as twin weapons. Small laser turrets can fire bursts (often called pulses when referring to energy weapons), especially when the turret is specially designed as a point blank missile or Mecha defence weapon. In this case the energy expenditure listed for the weapon refers to one round of bursts.

MODIFICATION	SIZ CLASS
TWIN MOUNT	DOUBLE PP EXPENDITURE, EXCEPT FOR 1 MW 2-3, S, A
TURRET MOUNT	CAN FIRE BURSTS [PULSES] A

Laser Rifle

[Irif]

A laser rifle is a hand held version of a laser cannon that has been adapted to Mecha usage. Most laser rifles, as they are external weapons rather than built in weapons, use their own internal supply of energy, and have an ammunition score. This ammunition can be recharged by placing the weapon in a recharge holster if the Mecha has one suitable for the weapon. In some cases, the weapon can be connected to the Mecha reactor and so use its PP to power its shots.

Most laser weapons can impale, according to the table on [page 92](#).

Range and Damage

Range, damage, power consumption and armour effectiveness are the same as for laser cannons.

MODIFICATION	SIZ CLASS
BURST FIRE	ALLOWS BURSTS OF 10 ROUNDS AT TRIPLE PP COST, RANGE HALVED OR REDUCED BY ONE LEVEL 2-3.
MECHA POWERED	USES MECHA PP 3
RECHARGE HOLSTER	SEE THE APPROPRIATE ENTRY 2-3.

Melee Weapon

[melee]

A melee weapon is a Mecha-sized version of a medieval weapon, held in a rack somewhere in the Mecha body, or carried in hand by enemy Mecha in the Super Robot sub-genre. There are several types of melee weapons: spears are usually used two-handed and can impale; axes are usually used one-handed and may have a charged blade; swords can be used one- or two-handed depending on their size, can impale and can be vibro-charged; flails are used one-handed and are Difficult to parry; and scythes are always used two-handed.

Some melee weapons may be thrown by the Mecha with a Mecha weapon roll. The range for thrown melee weapons is equal to the Mecha's strength divided by ten (round up). The Mecha's damage bonus is halved when a weapon is thrown.

On a zone-based map, all thrown weapons have a Short range. Spears are the easiest weapons to throw, while axes can only be thrown when the Mecha description explicitly say so. Swords require a Difficult

Mecha weapon roll to throw, if their description allows it. Exceptionally large thrown weapons like scythes are allowed in the Super Robot sub-genre, and in fact they can even return to the wielder after hitting. Thrown weapons are described in more detail in the Thrown Weapon entry. If your weapon is labelled as [throw], refer to that entry for a complete weapon description.

Although damage done by these weapons is kinetic in nature, it depends mainly on sharpness and not on impact. Thus, with the exception of flails and maces, it does not pass on to the pilot.

MELEE WEAPONS RANGE AND DAMAGE					
TYPE	DAMAGE	RANGE	SIZ CLASS	PP	NOTES
SWORD	1d6	CLOSE	1, 3, S	-	IMPALE
AXE	1d8	CLOSE	3, S	-	-
SPEAR	1d6	CLOSE	1, S	-	IMPALE
FLAIL	1d6	CLOSE	3, S	-	ENTANGLE
MACE	1d6	CLOSE	S	-	KNOCKBACK
SCYTHE	1d10	CLOSE	S	-	RETURNS TO WIELDER WHEN THROWN

The blades of some weapons, particularly axes, can be enhanced by heating them to thousands of degrees. In this case, the damage they deal is increased by one or two points. This damage may be negated if the target has armour that specifically protects from heat. This damage does not pass on to the pilot.

Other weapons, usually swords, have vibrating blades that increase the damage by one point. No armour can negate this effect.

Some extremely powerful blades are completely made of energy or fire, and thus reduce the effectiveness of the target armour according to the rules for non-kinetic damage on page 104.

MODIFICATION		SIZ CLASS	
HEAT BLADE	1 PP/ROUND, USUALLY AXE, +1 DAMAGE	3	[heat]
VIBRO BLADE	1 PP/ROUND, USUALLY SWORD, +1 DAMAGE	1	[vib]
ENERGY BLADE	2 PP/ROUND, USUALLY SCYTHE OR SWORD	S	[ene]
ROCKET-PROPELLED	FLAIL ONLY, +2 DAMAGE	3	[rock]
THROWABLE	THE WEAPON CAN ALSO BE THROWN SEE THROWN WEAPON	1, 3, S	[throw]

Microwave Claw [mic]

Aka: *Corrosion Claw*

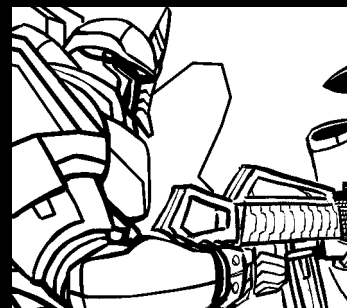
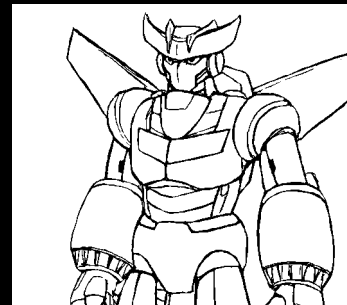
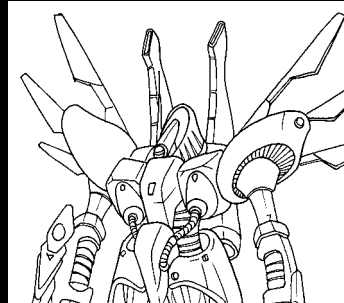
This terrifying weapon unleashes a powerful stream of microwaves on contact, doing corrosion damage that bypasses any physical armour. As an additional effect, if a limb or head is hit and enough damage is done to disable it, then extra damage passes to the torso, possibly causing critical damage or even an explosion. The Mecha damage bonus is added to the damage if the attack is not parried, but is negated by a successful parry. However, a parry with a physical shield or melee weapon is not enough to block the corrosion damage itself. Only an energy shield or weapon can completely block the claw.

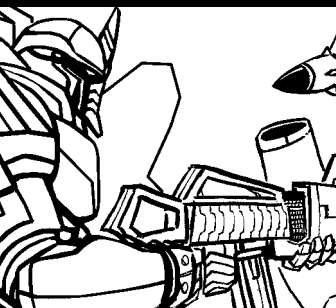
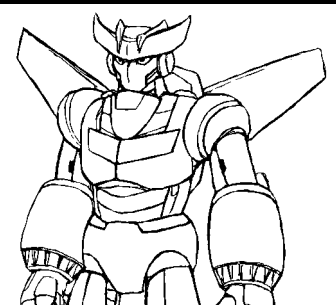
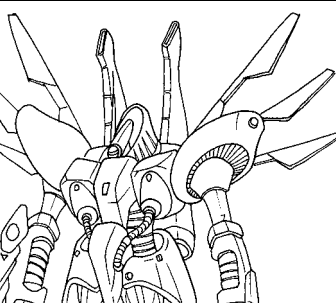
Microwave damage passes on to the pilot, and normal cockpits are not equipped with adequate countermeasures.

MICROWAVE CLAW RANGE AND DAMAGE					
TYPE	DAMAGE	RANGE	SIZ CLASS	PP	NOTES
MICROWAVE CLAW	1d4	CLOSE	1	1	CORROSION
CORROSION CLAW	1d6	CLOSE	S	1	CORROSION

Missiles [mis]

A missile launcher can be built into both Mecha and spacecraft, and has a variable missile size that influences damage. Hand held launchers for Mecha are covered by the RPG description instead, although the latter weapons use the same table for range and damage. Most Mecha have a limited ammunition capacity for missiles, while spacecraft in the Super Robot genre usually carry a large, almost unlimited, supply of missiles.





Missiles are the most common weapons for regular army aircraft and, in general, for small atmospheric crafts or for support vehicles that are not equipped with a power source as efficient as a Mecha's. As they are rather easy to dodge, missiles are not very effective weapons for anti-Mecha usage, although they are perfect against big targets like capital ships.

Missiles deal explosive damage, so kinetic armour is fully effective against them. However, they may deal damage to multiple locations, as explained in the combat chapter.

MISSILES TYPE	RANGE AND DAMAGE	RANGE	SIZ CLASS	EQUIVALENT	USED BY
TINY	1d4	10 (M)	1-3, S	STINGER	ARMY HELICOPTERS
SMALL	1d6	10 (M)	ALL	SIDEWINDER	ARMY FIGHTER AIRCRAFT, FIXED POSITIONS [s]
MEDIUM	1d8	10 (M)	ALL	MAVERICK	PC SPACECRAFT
LARGE	1d10	20 (L)	ALL	HARPOON	ARMY BOMBERS, SUPER ROBOTS
SHIP	2d6	30* (XL)	ALL	TOMAHAWK	NAVY SHIPS [s]
CAPITAL	3d6 OR 4d6	30* (XL)	ALL	ICBM	SPACESHIPS [r]

[s] [r] - ONLY IN THE SUPER ROBOT / REAL ROBOT SUB-GENRE.

Weapons with an asterisked range are usually used with indirect fire, which requires the appropriate specialization of the Artillery skill. The range provided is valid only for aircraft- or ship-mounted missiles. Missiles fired from Mecha are limited to Medium range unless they are fired from a RPG launcher. Missiles used by transformable Mecha in fighter configuration use the above ranges, instead. Real-world long-range AA missiles may have a range of 30 (XL).

If your game features small scale Mecha fighting against modern military vehicles such as tanks or helicopters, you might need to represent HEAT missiles as well as explosive ones. Simply decrease the dice size of such such weapons by one step, and add a fixed amount of one. In this way, a HEAT missile of the size of a Sidewinder (the Hellfire missile falls in this category) will deal 1d4+1 damage, ensuring that the missile will penetrate most armours. If you use this kind of ammunition in your game, we recommend that you also use the optional rule that a tank is disabled whenever its armour is penetrated (see page 33).

Missile launchers mounted on fixed turrets or large ships require a speciality of the Artillery skill to fire. Ship missiles are usually launched by multiple tubes on the ship's stern and can deal a lot of damage in the Real Robot sub-genre. Interestingly, they are not very effective in the Super Robot sub-genre. Thus, treat all ship- or base-launched missiles as Large or Ship missiles in the latter sub-genre.

MODIFICATION	SIZ CLASS
TWIN MOUNT	2-3, S, A
TURRET MOUNT	C

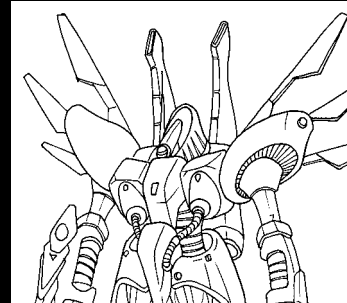
Particle Cannon 1-3, A, C [pcan]

Aka: *Beam cannon, Mega-particle cannon*

A particle cannon is the energy equivalent of ballistic cannons, but it fires a flow of hyper-charged sub-atomic particles. A particle weapon usually takes its ammunition from a craft's internal power source. Particle beams can impale, with the normal limitations for manoeuvrability if not used by a Mecha. When a target is hit by a particle weapon, only the target's Energy armour is counted against the damage dealt by the beam. If no energy armour rating is specified for a given target, half of its kinetic armour, rounded down, is applied.

Many particle weapons are mounted on turrets. When used on ships they are often mounted as twin weapons. Small particle turrets can fire bursts (often called pulses when referring to energy weapons), especially when the turret is specially designed as a point blank missile or Mecha defence weapon. In this case the energy expenditure listed for the weapon refers to one round of bursts.

PARTICLE CANNON RANGE AND DAMAGE					
TYPE	DAMAGE	RANGE	SIZ CLASS	PP	NOTES
0 MW	1d3	5 [S]	2	1	
1 MW	1d4	6 [S]	2	1	
2 MW	1d6	8 [M]	3, S, A	2	
4 MW	1d8	10 [M]	3, S, A	4	
6 MW	1d10	12 [M]	S, A	6	
8 MW	2d6	15 [L]	A, C	8	
10 MW	2d8	20* [L]	C	10	
12 MW	2d10	30* [XL]	C	12	
MOTION WAVE	KILL	*	C	50	ONLY FIRED AT LONG RANGE BY SPACESHIPS
Weapons with an asterisked range are usually used with indirect fire, which requires the Artillery skill.					
MODIFICATION			SIZ CLASS		
TURRET MOUNT			C		
TWIN MOUNT			ALL		



Particle Rifle 2-3. [prif]

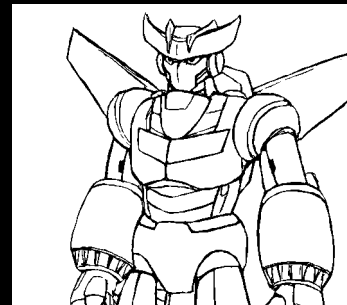
Aka: *Beam rifle*

A particle rifle is a hand held version of a particle cannon that has been adapted to Mecha usage. Most of these rifles, as they are external weapons rather than built in ones, use their own internal supply of energy and so have an ammunition score. This ammunition can be recharged by placing the weapon in a recharge holster if the Mecha has one suitable for the weapon. Special optics can be applied to particle rifles in order to allow the firer to aim. When these are used, the Mecha must use two hands to hold it.

Range and Damage

Range, damage, power consumption and armour effectiveness are the same as for particle cannons.

MODIFICATION			SIZ CLASS		
OPTICS	ALLOWS AIMING FOR A +10 BONUS, REQUIRES TWO HANDS	3			
BURST FIRE	ALLOWS BURSTS, RANGE IS HALVED OR REDUCED BY ONE LEVEL	2-3.			
RECHARGE HOLSTER	SEE HOLSTER ENTRY ON PAGE 90	3			
MECHA POWERED	USES MECHA PP	3			



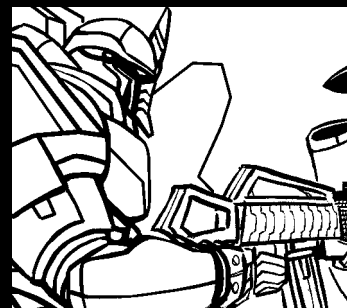
Radiation Beam S [rbeam]

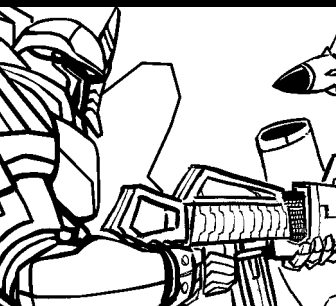
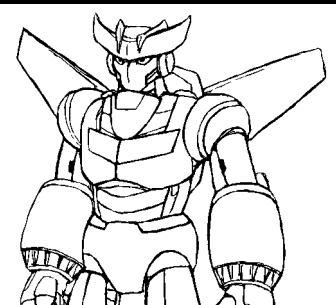
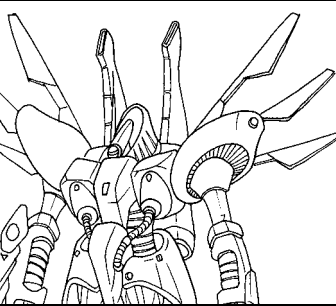
Aka: *countless names...*

Another typical Super Robot weapon, the radiation beam projects a continuous flow of one particular type of energy. Damage dealt by a single hit with this weapon is usually rather low for the Super Robot genre, but the stream of energy can be projected continuously for several rounds. Since the damage dealt is always done to the torso of the target Mecha, the cumulative effect is very dangerous, even if it is entirely possible that no damage passes through armour for several rounds in a row. After an initial hit, keeping the beam focused on the enemy is an Easy to-hit roll if the attacking Mecha does not move.

In most cases, some of the damage will pass on to the pilot. If the latter is stunned by the energy and has to forfeit his or her action (see the Combat chapter), the enemy Mecha has an opportunity to go on dealing damage.

In many cases, particularly with electricity, the energy is not conveyed through a beam but passes through chains or a whip entangling the enemy, or through a grapple. In this case, the damage is dealt automatically, without any subsequent to hit roll, until the target is able to break free in some way. Electrified grapples are a slow but infallible way to destroy a target.





RADIATION BEAM RANGE AND DAMAGE

TYPE	DAMAGE	RANGE	SIZ CLASS	PP	NOTES
HEAT	1d4	5 (S)	S	2	-
COLD	1d4	6 (S)	S	2	-
SOUND	1d4	6 (S)	S	1	-
CORROSION	1d4	6 (S)	S	2	-
ELECTRICITY	1d4	6 (S)	S	2	-

MODIFICATION

SIZ CLASS

HAND LAUNCHED	THE BEAM IS PROJECTED BY THE SUPER ROBOT'S HANDS, ALLOWING A TWIN MOUNT EFFECT			S	
GRAPPLE/ENTANGLE	THE BEAM IS CARRIED BY AN ENTANGLING ROPE, CHAIN OR WHIP, OR IS DISCHARGED DURING A GRAPPLING MANOEUVRE, AND CANNOT BE USED OTHERWISE			S	[gra][ent]
HIGH POWER	THE BEAM IS MORE POWERFUL THAN THE STANDARD VERSION, AND EITHER DOES 1D6 DAMAGE OR THE RANGE IS INCREASED BY 3 STEPS OR ONE LEVEL. POWER POINT COST IS DOUBLED.			S	
ENVIRONMENTAL	THE WEAPON CAN ONLY BE USED WHEN THE ENERGY CAN BE DRAWN FROM THE ENVIRONMENT.			S	
PULSE	THE BEAM CAN ALSO BE USED AS A PULSE WEAPON, INCREASING THE RANGE AND DAMAGE. SEE RADIATION PULSE.			S	[pul]

Radiation Pulse

S, A

[rpul]

Aka: *Fireball, Corrosive Spit, etc.*

This weapon is a concentration of a peculiar radiation that is not discharged slowly like a radiation beam, but in a single, high-powered burst. The shape taken goes from the classic gob of corrosive acid spat by toad-like monsters to the equally classic fireballs belched forth by dragons. Note that fire from the mouth is the typical weapon that can take the form of both a Pulse and a Beam, and in some cases it can even function as both types of weapon.

The Pulse can affect any location of the target, and firing it again on the next round provides no bonus. Furthermore, it is rather slow-moving, so it counts as a Missile if the target attempts to dodge it.

RADIATION PULSE RANGE AND DAMAGE

TYPE	DAMAGE	RANGE	SIZ CLASS	PP	NOTES
HEAT	1d6	10 (M)	S	2	YOUR CLASSIC FIREBALL
CORROSION	1d6	6 (S)	S	1	YOUR CLASSIC GOB OF ACID
ENERGY	1d8	12 (M)	S	3	AN ENERGY BLAST

MODIFICATION

SIZ CLASS

HAND LAUNCHED	THE PULSE IS PROJECTED BY THE SUPER ROBOT HANDS, ALLOWING A TWIN MOUNT EFFECT			S	
TWIN	SAME AS ABOVE, BUT USED BY A SPACECRAFT, POSSIBLY COMING OUT OF ITS WINGS OR ENGINES.				

Repulsion Beam

S

[rep]

Aka: *Hurricane, Antigrav Beam*

Another typical Super Robot weapon, this attack does no damage but pushes the opponent away and unbalances it. In game terms, it does Knockback instead of damage, even on a simple success hit. On a Special Success, the opponent is not knocked down but pushed up, eventually falling down for 1d6 kinetic damage.

This weapon is extremely useful to escape a Radiation beam. As the target will remain motionless to better aim with its own weapon, the Repulsion beam is more likely to connect. Most repulsion beams are built in such a way that they can be used against a grappling foe. A Repulsion Beam effective range is 6 (S).

RPG Launcher

3, S

[rpg]

Aka: *Bazooka, Hyper-bazooka*

This weapon is a hand held tube that contains unguided missiles and shoots them one at a time. The missile damage and range is the same as the built-in ones, but a bazooka allows a Mecha to fire much larger missiles, closer in size to those fired by ships. Moreover, bazookas can use optics and as such allow aiming. These launchers have a rather limited supply of ammunition, usually between 4 and 10 shots.

Range and Damage

Range, damage, power consumption and armour effectiveness are the same as for missiles.

MODIFICATION			SIZ CLASS	
OPTICS	ALLOWS AIMING FOR A +10 BONUS, REQUIRES TWO HANDS		3	
NUCLEAR WARHEAD	AUTOMATIC DESTRUCTION OF TARGET		3	

Shield

[shld]

A shield is usually able to block any damage on a successful Parry or Block roll. [See page 49 for details.](#)

Thrown Weapon

S

[throw]

A thrown weapon is essentially a melee weapon adapted to throwing. It may still be usable as a melee weapon, or be limited to throwing, like a boomerang. In the former case, refer to the appropriate weapon entry on the Mecha sheet. Weapons that can only be thrown will be described in this section. A thrown weapon has the advantage of reach, but it only adds half the Mecha damage bonus to its own damage. Unless the weapon was already being used in close combat, it requires a 5 DEX rank delay for readying before it can be thrown.

Many thrown weapons return to the thrower's hands after striking. The rules in this case are the same provided for Flying Fists.

Other thrown weapons are self-propelled, that is they do not need the superbot's arms to be thrown. In this case, the usual 5 DEX rank delay before the weapon can be thrown is not in effect, and the range for the weapon is 8 [S].

THROWN WEAPON RANGE AND DAMAGE						
TYPE	DAMAGE	RANGE	SIZ CLASS	PP	NOTES	
BLADE/BOOMERANG	1D8	THROW	S	-		
ARROW	1D6	THROW	S	-	IMPALE	
Some extremely powerful blades or scythes or boomerangs are completely made of energy, and thus reduce the effectiveness of the target armour.						
MODIFICATION			SIZ CLASS			
RETURNING	RETURN TO WIELDER'S HAND		S		[ret]	
ENERGY BLADE	1 PP/ROUND		S		[ene]	
SELF-THROWN	HANDS NOT REQUIRED		S		[self]	

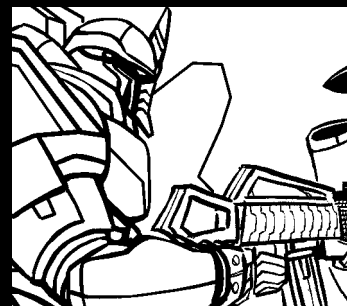
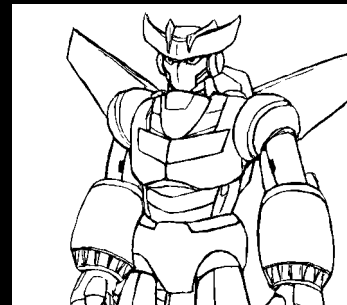
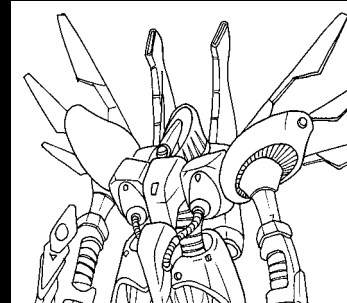
Tonfa

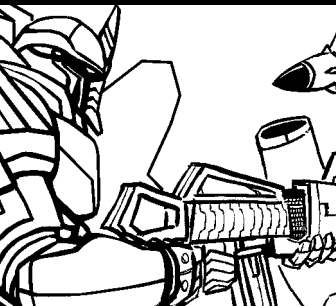
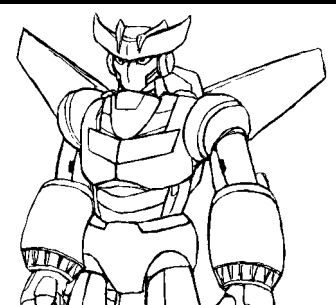
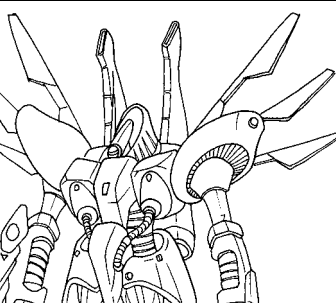
1

[ton]

Similar to the weapon used by ancient Japanese peasants and modern anti-riot policemen, this device adds +1 to a Mecha Brawl damage and allows it to parry melee weapons even if not equipped with a real melee weapon. It is usually kept retracted along the Mecha forearm, and extended for combat. Extending the tonfa takes the usual 5 DEX ranks to ready a weapon, and if the weapon is not ready at the start of a turn, it can only parry attacks that occur on the pilot DEX rank or lower.

TONFA RANGE AND DAMAGE						
TYPE	DAMAGE	RANGE	SIZ CLASS	PP	NOTES	
TONFA	1	CLOSE	1	-	CAN PARRY MELEE WEAPONS	





Armours

Armour in BRP Mecha is fully effective only against the type of damage for which it was originally designed. If hit by an attack based on a different kind of damage, its value is decreased or even nullified. Some types of armour or protective fields, however, are effective against more than one type of attack. The following table explains which kinds of armours and force fields stop which kind of damage and how they are reduced when confronted by a different type of attack.

Few armour types offer vibro protection. Please note also that Spin armour is not a real type of armour but rather a special effect found in the Super Robot genre and explained later in this chapter.

When an armour value is halved, it is always rounded down. When two or more armour types provide protection against the same type of attack, always choose the one with the highest value. Armour values never stack.

Example: Cosmizer's cosmic alloy armour gives its six points of energy protection and nine points of kinetic protection. It is hit by a Laser beam for 8 points of damage. Its kinetic armour is worth half against laser, for a total of 4 points, while its energy armour counts for its full six points. Since the highest score is six, Cosmizer takes two points of damage.

Types of armour

Scaly Skin

Scaly skin is the standard protection for Kaiju monsters. It provides 1 point of kinetic protection per two SIZ Classes of the creature (round up), but since many Kaiju are SIZ Class 5 or more it may still be relevant.

Stone Skin

Stone skin is a very rudimentary form of armour used mainly by Mecha of magical origin. It provides only one point of armour per SIZ Class against kinetic attacks, but it has the advantage of providing one point of thermal, vibro and energy armour at all SIZ scales.

Steel Armour

This kind of armour provides only one point of kinetic armour per SIZ Class of the Mecha or vehicle, and is used to represent the armour of tanks or non-combat Mecha. It is also rather useful to represent the armour of transformable Mecha, which cannot be very thick because of the vehicle ability to change into fighter configuration.

Titanium Armour

Titanium steel is the standard armour for Real Robots. It provides an average protection (one and a half per SIZ Class, rounding down) against kinetic attacks.

Advanced Alloys

Advanced alloy armour is used to represent advanced armour types for Real Robots, or heroic armour for Super Robots. They are generally tougher than titanium or steel against kinetic attacks, at two points per SIZ Class. They also provide one point of thermal and energy armour per SIZ Class.

Cosmic armour

This kind of armour is used in the Super Robot sub-genre to represent armour designed to withstand the rigours of space, and in some cases to absorb the tremendous heat of entering a planet's atmosphere. It is usually non terrestrial in origin, and very hard to pierce. It provides three points of kinetic armour per SIZ Class, two points of energy and thermal armour per SIZ scale, and one point of corrosion armour per SIZ Class. Consider all Mecha shields as made of such a kind of nearly indestructible armour.

ATTACK	ARMOUR				
	Kinetic	Energy	Thermal	Vibro	Spin
Kinetic	FULL	-	-	-	HALF
Explosive	FULL	HALF	-	-	FULL
Laser	HALF	FULL	FULL	-	-
Particle	HALF	FULL	-	-	-
Electric	-	HALF	-	-	-
Heat	-	-	FULL	-	-
Cold	-	-	HALF	-	-
Sound	-	-	-	FULL	-
Corrosion	-	-	-	-	FULL

Spin Protection

S

[spro]

Rather than an armour, this is an effect that is commonly used in the Super Robot genre. The Mecha uses some sort of propeller, or a whip or weighted chain of some sort which it spins at very high speed, and uses it to repel corrosive fluids and to make missiles explode far from its body. Impromptu weapons can be used to activate this very cinematic effect, which is absolutely not allowed in the Real Robot sub-genre.

Force Field

3, S

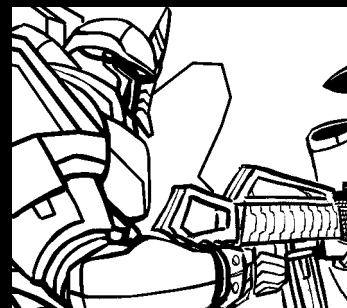
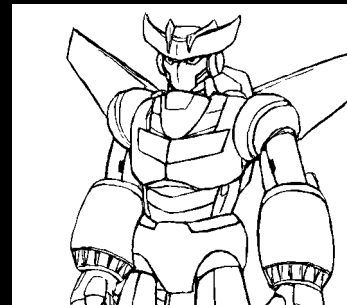
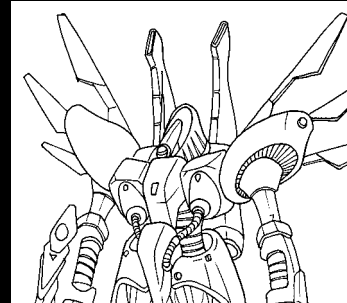
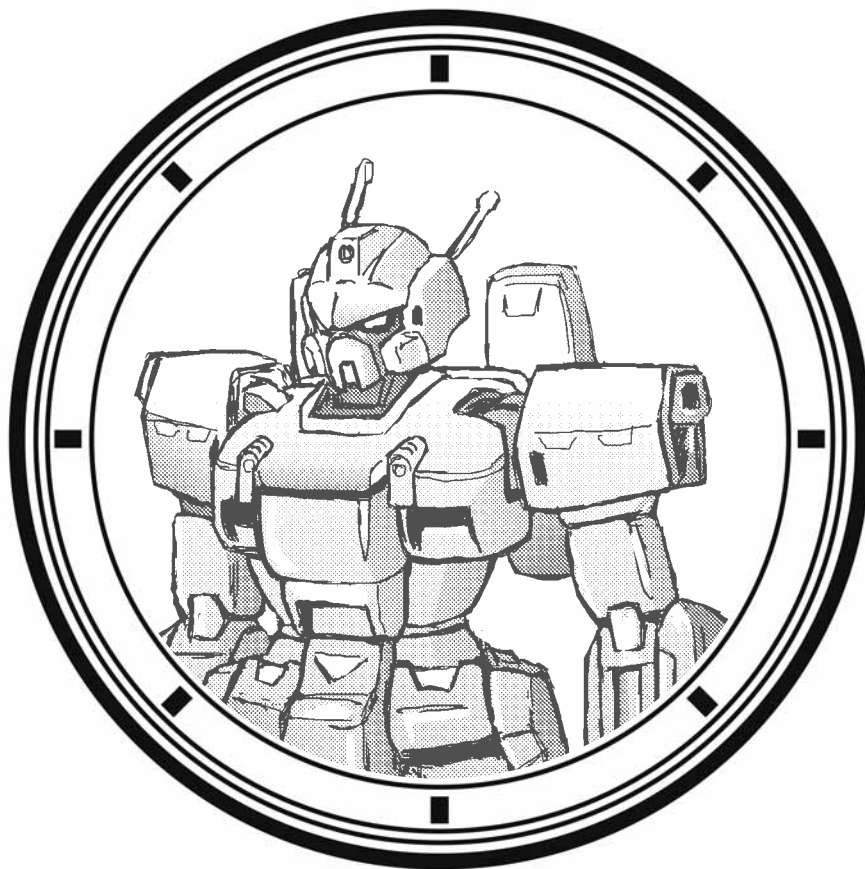
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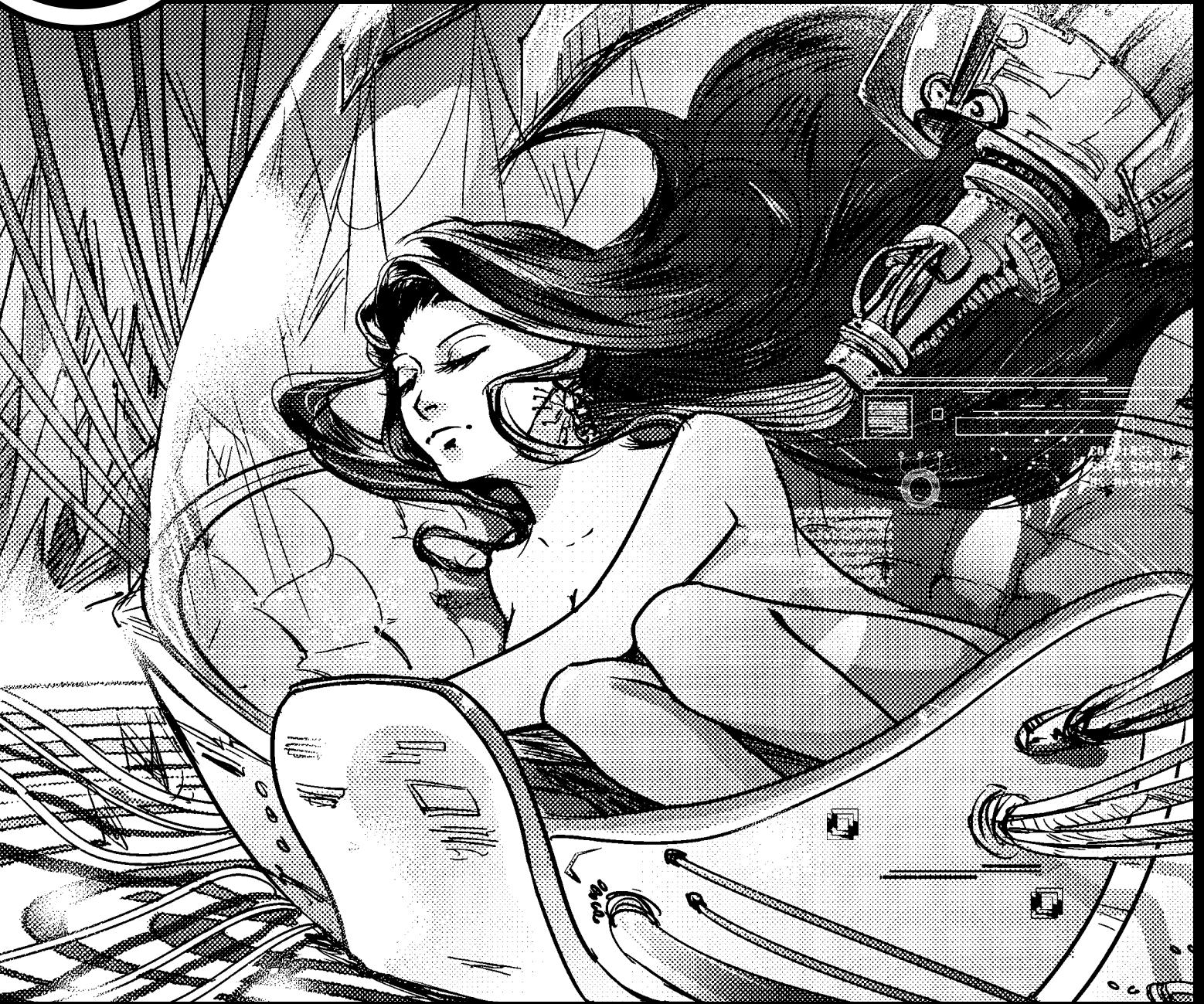
A force field is a form of temporary armour that stops energy and physical attacks. It is usually linked to the Mecha internal power source, and is a very powerful device that can nullify even the most powerful weapons. Force fields are usually limited to an effectiveness of one tenth of the Mecha POW, but in some cases they can operate at one fifth of it, at the cost of a noticeable increase in power point cost. Devices that boost the power plant output usually affect also the force field effectiveness. In any case, most force fields are so expensive in terms of energy cost that they can be activated only for a limited amount of rounds. Use the Force Field super power described in BRP as a guideline.

Force fields are among the few protection forms that are equally effective against both energy and concussive attacks. When a physical melee weapon with an energy enhancement (electric whip, heat blade) hits a force field, the enhanced effect does not affect the Mecha if the basic kinetic damage is not enough to overcome the force field.

Using a Force Field costs 1 PP per SIZ Class per turn, providing POW/10 protection against kinetic and energy attacks.

MODIFICATION		SIZ CLASS
BOOST	DOUBLE EFFECTIVENESS AT TRIPLE PP COST, MUST BE ACTIVATED ON A TEMPORARY BASIS AS IT MAY DEplete THE MECHA ENERGY VERY QUICKLY	3, 5





A spaceship caravan travels among the stars, in search of a paradise lost. The player characters are in charge of defending it from mysterious hostile xenomorphs. Their struggle will eventually lead them to investigate the aliens' connections with the human race, and their own reason to be in space.

A human starship fleet has been on a voyage towards a "promised land" for such a long time that any information about how this came to be is now sketchy and incomplete. No one among the living crew members was there when the journey began. As far as they know, they are the last humans left in the universe and they have fled their mother planet, a lost paradise, for unknown reasons. An alien fleet is pursuing them out of mysterious motivations, which apparently does not include their destruction: they want something from them.

The Exodus goes on while battle between these two groups rages among the stars.

Exodus is provided as a sample setting for your Mecha game. Although it belongs to the Real Robot genre, it borrows some elements from Super Robot stories. You can either use Exodus for a quick start of play, or as an example of the personalization work that your Gamemaster should do to prepare a BRP Mecha campaign setting of his or her own. As you can see, Exodus contains a few unique quirks and exceptions to the standard rules for Real Robots. You will probably end up doing something similar when designing your own Mecha background story.

You will notice that some questions about background facts are left unanswered. If you wish to play a long term campaign in the Exodus universe, feel free to provide your own answers and to expand the setting according to your taste.

The human fleet

The colossal ships headed for the "promised land" are the only home their crew has ever known. An average crew member does not know what this destination actually is, and is aware that he or she will probably not live enough to see it. This means that most of them just keep going with their daily lives on board their ship, doing their jobs and asking no questions.

Each ship acts as a community and focuses on specific tasks for the common interest of the fleet as a whole. Each ship has an appointed Captain who is in charge of managing the ship and effectively supporting the fleet. All ship Captains report to the Fleet Command on the Exodus capitol ship. Travel between ships is not common and reserved to important personnel, both technical and military. Thus each ship has developed some cultural differences that allow easy recognition of its crew members from other

denizens of the fleet, but is not enough for them to look really foreign.

The members of Fleet Command are the oldest humans alive, and have been such since the beginning of this voyage. They are now more machine than human, probably nothing more than consciences uploaded to artificial bodies, and are seldom met by common crew members.

No statistics are provided for capital ships. They should be represented as places rather than vehicles, with cities and a peculiar landscape inside of them. In general, any weapon doing more than 10 points of damage on the Mecha scale can pierce a ship hull so that an armour frame can pass through. This is the only numerical detail that should matter during play.

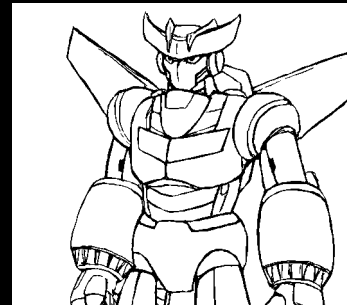
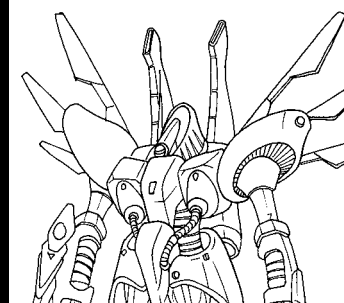
Player Characters

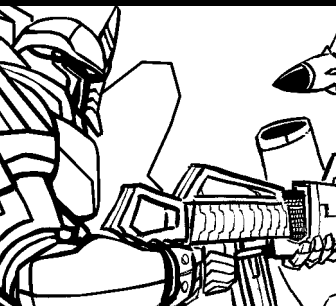
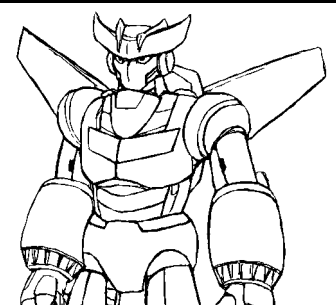
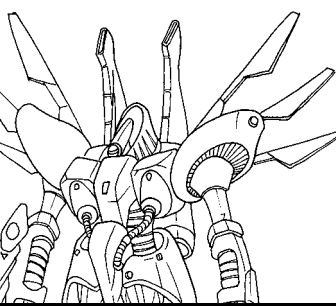
People on the ships are not exactly like us. Most of them have been born from a clone tank and fast aged to at least eighteen year old to ensure a steady supply of personnel. Knowledge is imparted through mental conditioning. Thus while they still have relationships and normal human interactions, human families are almost unknown.

The Player Characters are newly created human Pilots assigned to a single ship in the fleet. They are thus among the most important personnel on the ship and working closely with the leading Captain and his bridge crew. They are also granted a lot of freedom and leeway at least while they are being effective in their duties.

They can take part in a lot of mission types, from exploration to combat. Being that important they will have to take part in the ship's politics and get involved with important characters.

Generate characters according to the rules provided in Chapter 3. As they are genetically engineered to be ace pilots, their INT, DEX and APP should not be below 13, and their skills should be evaluated using the professions of Engineer, Pilot or Soldier, with Pilot preferred. Their EDU should be a fixed 15, as their memories and skills have been implanted into their subconscious during the cloning, but you may also want to roll 2D3+11 for EDU to represent different reactions to subliminal teaching. Evaluate professional skill points by multiplying EDU by 20. Players should not start the game with a Status higher than 60 and a wealth level above Affluent.





Use Motivations rather than skills to make your characters unique: give them three Motivations at 30% and allow them to distribute a pool of 100 more percentile among them, to a maximum of 70% per each single Motivation. For each 10 percentile points they choose to lose from the 100 point pool, let them start a new Motivation. Each character should be able to activate three Motivations at a time, four in case of an exceptionally significant combat.

Human Technology

The ships bear the marks of having been in use for a long time, maybe a century, maybe more. Their once polished hull surfaces have become irregular because of battle damage and general wearing due to interstellar travel. Their systems used to be very advanced and complex, but since the beginning of the journey, fixing and patching have made them simpler and cruder to the point that touch screen holographic controls

can be seen besides crude WWII style levers and buttons.

Control bridges and engine rooms are usually very high tech, while crew quarters and everyday facilities tend to employ simpler and pre-stardrive technology, providing fewer utilities and even less comfort. Every ship sports at least some particle beam cannons and several rail gun turrets for point blank defence, while military ships also mount more advanced weaponry for assault purposes.

Armour Frames

The mainstay forces are represented by Armour Frames: 12 meter tall humanoid Mecha carrying battleship-grade weaponry. Pilots sit in their cockpit and act as a quick reaction defence for the fleet. Armour Frames are versatile and can cover any battle role. Most weapons are fitted to the AF arms or on shoulder hard-points.

SUPPORT FRIGATE

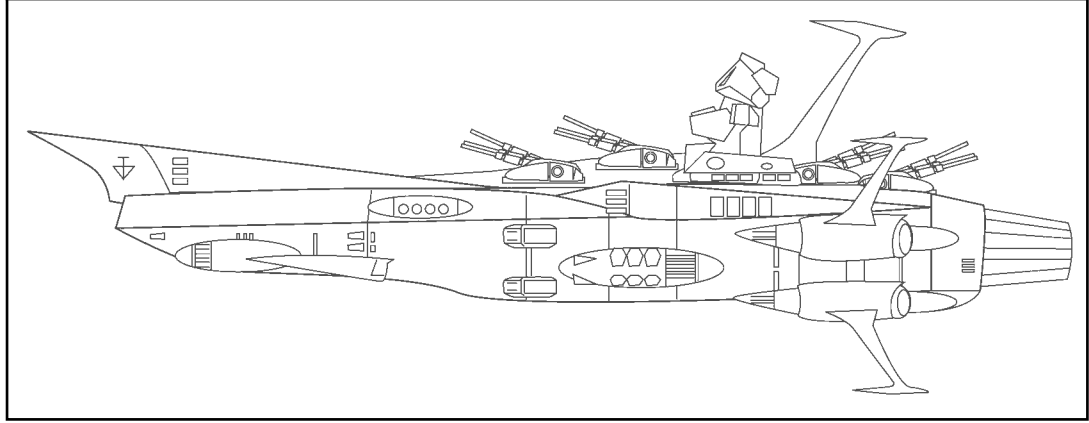
These small ships are used for close defence of the capital ships and deep space operations away from the fleet. They cannot carry Valiant spacecraft, but they can be used to resupply them in long range missions. In general, they are an easy prey for enemy vessels and Synthezoids if not escorted by fighters.

The main battery can only impale against slow targets like other capital ships.

SIZ CLASS	SIZ	POW	DEX	APP	PP	MOV	HANDLING
n/a	330	400	-	-	400	2	-
ZONE	MELEE	MISSILE	AP	HP	EQUIPMENT		
STERN	01-02	01-02	4	11	ENGINE EXHAUST [2]		
STARBOARD	03-04	03-04	4	11	RAILGUN TURRET [2]		
PORT	05-08	05-08	4	11	RAILGUN TURRET [2]		
Main Deck	09-12	09-12	4	11	Main Gun Battery [2]		
Cmd Deck	13-16	13-16	4	11	Command Deck [2]		
Bow	17-20	17-20	4	11	Missile Launchers [2,3]		

WEAPON	POSITION	TYPE	DAMAGE	RANGE	COST/AMMO	SPECIAL
Main battery	Main [2]	Laser	1d8	12 [M]	4PP	Twin, Impale
Railgun turret	Side [2t]	Kinetic	1d4	5 [S]	20 bursts ea.	Twin, burst
Missile	Bow [2,3]	Explo	3d6	20 [L]	8 ea	Twin

Skills: Artillery (Laser Cannons) 40%, Artillery (Railguns) 50%, Artillery (Missiles) 40%, Pilot Spaceship 50%.

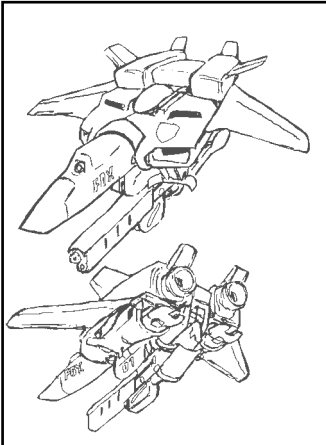
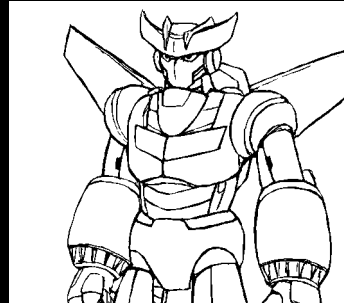
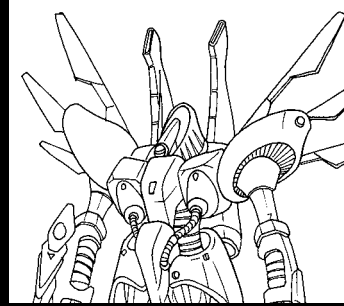


AF7 VALIANT

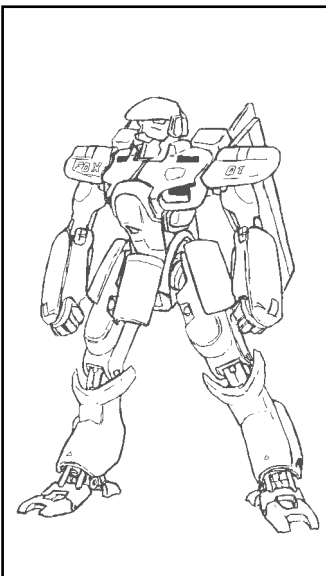
The AF7 Valiant Armour Frame is a transformable fighter aircraft employed by the Exodus Defence Force to fend off alien attacks. It can alternate between aircraft and Mecha shape, turning from one configuration into the other in 5 DEX Ranks - or one combat round if it does not have 5 DEX Ranks available.

The Valiant is 11,5m tall (SIZ Class 2) and 15 metric tons in mass. It has two engines rated 400 MW each, and a power converter system with a 100% efficiency. Each leg of the Armour Frame, in humanoid form, has an exhaust port for the engines. This allows the Valiant to jump in the atmosphere and to move in space with a Move value equal to 3, but does not provide any extra thrust or any bonus to Pilot rolls. A damaged thruster makes all Pilot rolls Difficult. When the Valiant is in spacecraft form, its leg thrusters can act as vernier thrusters, giving it a +10% to handling if the pilot expends 2PP to manoeuvre.

The Valiant has two low output laser cannons, mounted on either side of the spacecraft cockpit, which relocate to the shoulders in Mecha form. The standard configuration for the Valiant in Mecha form includes one single 50mm Assault Railgun held with the right arm. The spacecraft form usually carries three antimatter missiles in hard-points under the wings, which cannot be fired in Mecha form.

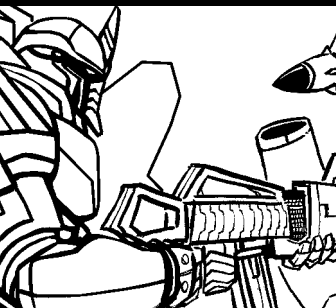
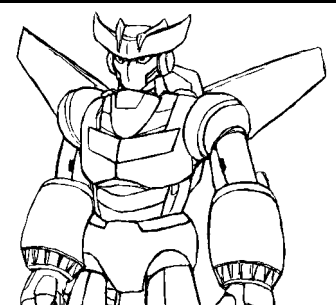
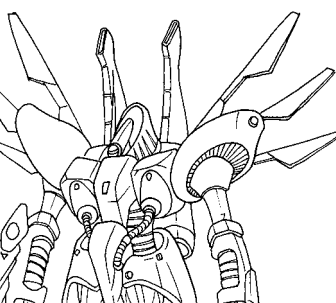


SIZ	CLASS	SIZ	POW	DEX	APP	PP	MOV	HANDLING
2		73	65	-	-	65	20	+10%*
* AN EXPENDITURE OF 2 PP PER ROUND IS REQUIRED TO GAIN THE HANDLING BONUS								
ZONE	MELEE	MISSILE	AP	HP	EQUIPMENT			
R ENGINE	01-02	01-02	3	3	ENGINE [2], THRUSTER [3]			
L ENGINE	03-04	03-04	3	3	ENGINE [2], THRUSTER [3]			
R WING	05-08	05-08	3	2	VARIOUS ORDNANCE OR PODS			
L WING	09-12	09-12	3	2	VARIOUS ORDNANCE OR PODS			
HULL	13-16	13-16	3	4	FUEL TANK [2], CANNON [3]			
NOSE	17-20	17-20	3	3	COCKPIT [2] SENSORS [3] LASERS [4]			
WEAPON	POSITION	TYPE	DAMAGE	RANGE	COST/AMMO	SPECIAL		
LASERS	NOSE [4]	LASER	1d2	5 [S]	1 pp	TWIN, IMPALE		
GATLING RIFLE	HULL [3]	KINETIC	1d4	10 [M]	15 BURSTS	BURST, IMPALE		
MISSILES	WING [2t,3t]	EXPLO	1d8	15 [L]	3 EACH	TWIN, 2 PODS/WING		



AF7 VALIANT								
STR	SIZ	POW	DEX	APP	DB	MOV	ARMOR	
65	73	65	-	-	1d4	3*[3F]	3[1E]	
ZONE	MELEE	MISSILE	AP	HP	EQUIPMENT			
R-LEG	01-04	01-03	3	3	THRUSTER/JETCRAFT [2]			
L-LEG	05-08	04-06	3	3	THRUSTER/JETCRAFT [2]			
TORSO	09-12	07-15	3	4	COCKPIT [2], ENGINES [3,4] LASERS [5,6]			
R ARM	13-15	16-17	3	2	RIFLE [1]			
L ARM	16-18	18-19	3	2	-			
HEAD	19-20	20	3	2	SENSORS [2]			
* MOV is 6 if the Valiant uses its leg thrusters as a Jetcraft, spending 2pp per round								
WEAPON	POSITION	TYPE	DAMAGE	RANGE	COST/AMMO	NOTES		
BRAWL	-	BRAWL	1d4	CLOSE	-	-		
GATLING RIFLE	ARM [1r]	KINETIC	1d4	10 [M]	15 BURSTS	BURST, IMPALE		
LASERS	TORSO [5,6]	LASER	1d3	5 [S]	1pp	TWIN, IMPALE		





AF7 Valiant additional equipment

This is a sample list of additional equipment that can be mounted on AF7 Armour Frames for special missions. In general, no more than two additional items can be mounted, unless one of them is a replacement for a standard weapon or equipment. Before a special mission, pilots may receive special equipment as determined by the Gamemaster, or they may request a particular item of their choice. The price ratings given here are used to determine if the pilot can gain the desired equipment with a successful Status roll, using the rules provided on page 239 of Basic Roleplaying.

A player character can also request that its Armour Frame be permanently equipped with one device, thus making it unique. In order to do this, he or she must succeed in a Status roll as usual, but his or her Wealth is considered as being one level lower for the purpose of that roll. If the character succeeds, then the equipment is added permanently, but his or her Status is lowered by one level for the duration of that mission and the following one. The roll for the permanent equipment add-on must be made before any other Status rolls. Losing an armour frame in battle removes any permanent bonus gained so far.

MODIFICATION	EFFECT	COST
Extra thrusters	Additional pair of Vernier thruster for manoeuvrability in both spacecraft and Mecha form (cost 2 PP per round, +10% to Pilot Spacecraft when used, cumulative with normal thrusters in Spacecraft form).	Expensive
Heavy Armour	Armour becomes 4 per location. MOV -1 in Mecha configuration and -2 in spacecraft configuration.	Expensive
ECM Pod	Replaces missiles on one hardpoint. All missile attacks against the Armour Frame in spacecraft configuration are <i>Difficult</i> .	Average
Anti-ship missiles	Replaces missiles on one hardpoint. One single missile per hardpoint, doing 3D6 damage, can only target big and slow-moving spaceships.	Average
Sniper Railgun	Single-shot version of the Railgun, does 1d6+1 damage at 20 (L) range. Carries 40 rounds, and has optics that allows aiming.	Expensive
Bayonet	Blade mounted on the Assault Railgun. It does 1D6 melee damage and can impale.	Average
Hand grenade	A pair of grenades attached to the AF hips in Mecha configuration. They can be thrown at Short range for 1D10 explosive damage, affecting one entire area. Roll damage separately for each target.	Average
Laser rifle	Heavy laser that replaces the railgun. Does 1d6 laser damage at 18 (L) range, single-shot only, and can impale. Uses 4 PP from the Mecha power point pool.	Priceless
Improved engines	Permanent only. Increases engine power at the cost of some POW-to-STR conversion efficiency. Engine POW becomes 90, STR becomes 81. MOV while flying becomes 30.	Priceless

The Enemy

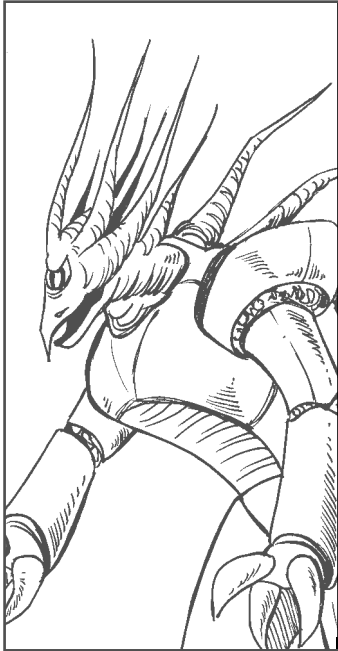
Not much is known about the Enemy. Enemy Armour Frames (Synthezoids) ambush the Exodus fleet and often try to get close to human ships. While they attack and destroy the defending AF and damage the ships, they are clearly trying to cripple them rather than destroy them outright.

Enemy Synthezoids are bio-mechanical devices and usually not humanoid in design. They have organic brains but a mechanical body. Their DNA is 98% human, something that is surprising and makes

one wonder what becomes of the human prisoners they take, at least according to propaganda.

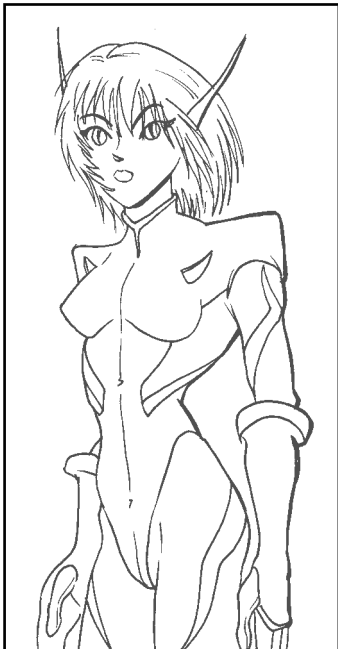
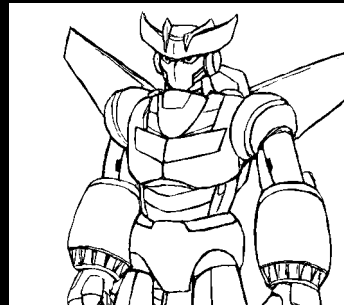
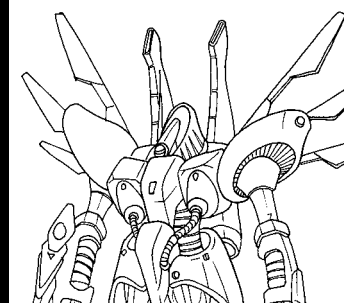
Synthezoids appear to obey some hierarchy, with the humanoid ones leading the others. They also have base ships from which they launch their assaults on the Exodus fleet.

The enemy Synthezoids are organic beings, and are one SIZ class bigger than human armour frames, SIZ Class 3. Even though they do not feel pain, and can survive limb amputation, bringing the head or torso to zero HP will disable them. Loss of a leg or thruster makes all Pilot rolls *Difficult*



REPTILIAN ENEMY SYNTHEZOID							
STR	SIZ	POW	DEX	APP	DB	MOV	AP
88	84	60	10	8	1d6	3 [1F]	2 [1E]
ZONE	MELEE	MISSILE	AP	HP	EQUIPMENT		
TAIL	01-02	01	2	2	BALL OR LASER [2]		
R-LEG	03-05	02-05	2	3	THRUSTER [2]		
L-LEG	06-08	06-09	2	3	THRUSTER [2]		
TORSO	09-12	10-15	2	5			
R-ARM	13-15	16-17	2	2	CLAW		
L-ARM	16-18	18-19	2	2	CLAW		
HEAD	19-20	20	2	3	LASER [2]		
WEAPON	POSITION	TYPE	DAMAGE	RANGE	COST/AMMO		NOTES
CLAWS	ARMS	BRAWL	1d8	CLOSE			
EYE BEAM	HEAD [2]	ENERGY	1d3	10 [M]	1PP	IMPALE	
IRON BALL	TAIL [2]	KINETIC	1d6	6 [S]	-	ENTANGLE	
TAIL BEAM	TAIL [2]	ENERGY	1d4	12 [M]	2PP	IMPALE	
Skills: Mecha Weapons 40%, Pilot Spacecraft 30%, Pilot Mecha 60, Spacecraft Weapons 20							

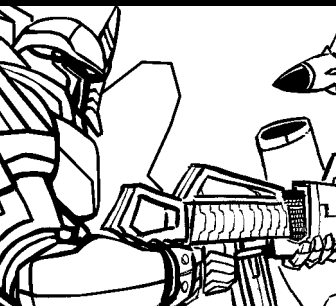
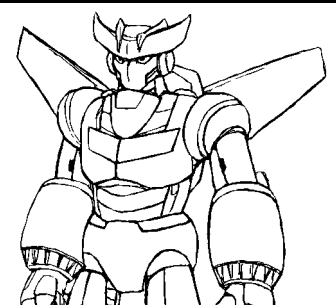
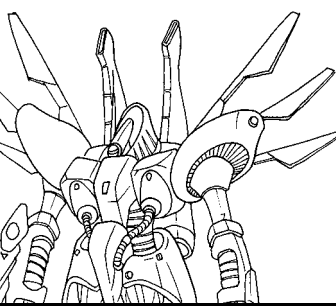
Note: The creature can walk on its hind legs, and its fore legs have sharp claws. The head has a single eye that can shoot low intensity laser beams. The tail contains the creature's most effective weapon, either a heavier laser or a receptacle for an iron ball linked to the tail arm with a chain. The weapon works like a ball&chain melee weapon that can entangle the enemy and draw it to close range, where the Synthezoid can use its claws against the entangled target. The Iron Ball can be used every other round, as it takes one round to retract the chain into the receptacle if the enemy is not entangled.



HUMANOID ENEMY SYNTHEZOID							
STR	SIZ	POW	DEX	APP	DB	MOV	AP
84	80	70	13	11	1d4	3 [1F]	2 [1E]
ZONE	MELEE	MISSILE	AP	HP	EQUIPMENT		
R-LEG	01-04	01-03	2	3	THRUSTER [2], GRENADE [3]		
L-LEG	05-08	04-06	2	3	THRUSTER [2], GRENADE [3]		
TORSO	09-12	08-15	2	5			
R-ARM	13-15	16-17	2	2	PARTICLE GUN		
L-ARM	16-18	18-19	2	2			
HEAD	19-20	20	2	3			
WEAPON	POSITION	TYPE	DAMAGE	RANGE	COST/AMMO		NOTES
BRAWL	ARMS	BRAWL	1d4	CLOSE			
PARTICLE GUN	ARM [1A]	ENERGY	1d4	10 [M]	2PP	IMPALE	
SHOCK GRENADE	LEG [3T]	ENERGY	1d6	6 [M]	2	AREA EFFECT, AFFECTS 1 ZONE	
BAYONET	AS GUN	MELEE	1d6	CLOSE	2PP	IMPALE	
Skills: Mecha Weapons 65%, Pilot Spacecraft 50%, Pilot Mecha 60%, Spacecraft Weapons 40							

Note: The location for the Grenades refers to the rack where they are held. Some of these creatures carry a combat knife or a bayonet they can use in close combat. They usually have 6 to 11 Fate Points. Some humanoid Synthezoids behave as if they had human memories and motivations. The latter usually have a bigger Fate Point pool.





ENEMY STAR DESTROYER

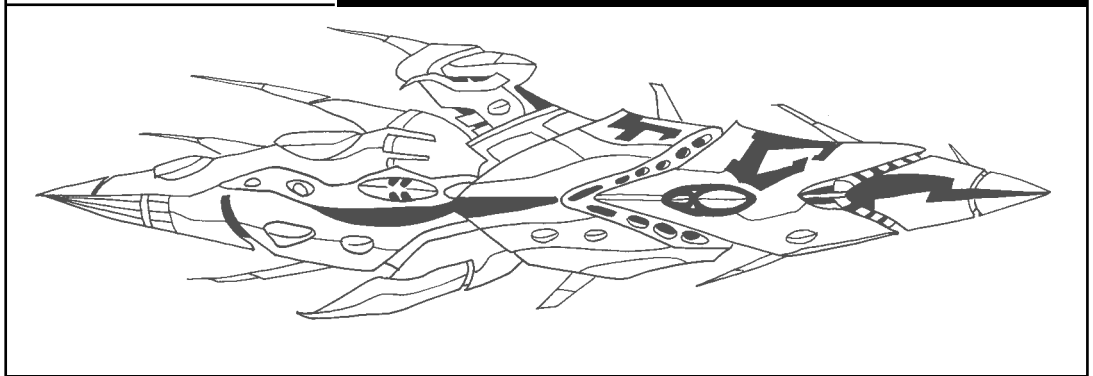
These ships are used to carry enemy Synthezoids, which are not equipped for deep space operations, to close proximity of the Exodus fleet. Each of these carries a squad of six reptilian units and a humanoid leader.

The main battery can only impale against slow targets like other capital ships.

SIZ	CLASS	SIZ	POW	DEX	APP	PP	MOV	HANDLING
n/a		520	720	-	-	720	3	-
ZONE	MELEE	MISSILE	AP	HP	EQUIPMENT			
BOW	01-04	01-04	5	17	SYNTHEZOID LAUNCH PORT [2]			
STARBOARD	05-09	05-09	5	17	PARTICLE TURRETS X2 [2,3]			
PORT	10-14	10-14	5	17	PARTICLE TURRETS X2 [2,3]			
MAIN DECK	15-16	15-16	5	17	COMMAND [2], Sensors [3]			
STERN	17-20	17-20	5	17	MAIN GUN [2]			

WEAPON	POSITION	TYPE	DAMAGE	RANGE	COST/AMMO	SPECIAL
MAIN GUN	STERN [2]	ENERGY	1d10	18 [L]	8PP	IMPALE
PARTICLE TURRET	SIDE [2,3T]	ENERGY	1d3	6 [S]	1PP EA.	BURST, TWIN, IMPALE

Skills: Artillery (Laser Cannons) 40%, Artillery (Railguns) 50%, Artillery (Missiles) 40%, Pilot Spaceship 50



A Strange Discovery

An exodus scenario for beginner characters

This scenario can be used as the first episode of an ongoing Exodus campaign, or as a plot twist for a game that has already seen a couple skirmishes between the player characters and the Enemy.

An asteroid that emits strange radio waves has been located some million miles from the fleet. It is within range of the fleet secondary ships, but the defence fleet has only a few hours to reach the asteroid and investigate. In order not to jeopardize too many troops, Fleet Command decides to send only one frigate and six Valiants as an escort. The PCs are among the six pilots dispatched.

Allow all players to stage scenes on the fleet in order to activate Motivations and gain some Fate. They will need it.

After an uneventful journey, the *Senophon* frigate and its escort are within one hour of the asteroid when sensors detect a spaceship approaching. After smaller objects have separated from it, it becomes clear that it is an alien destroyer sent to annihilate the human

force. The PCs have just the time to organize a hasty defence before the enemy launches an assault with the standard force of six reptilian Synthezoids led by a humanoid one.

Fending off the Synthezoids should not be too difficult, even with the odds against the player characters, as the Valiants have the upper hand in space. The humanoid leader, however, has 15 Fate points and will use them defensively, letting his underlings die for him. Tell the players that the *Senophon* can be treated as a support vehicle in this battle, and they can direct the fire of any one of its point defence batteries at the cost of one Fate point per round as if they were a support vehicle.

At some point, the enemy leader will acknowledge defeat and flee. All inferior Synthezoids but two remain behind and are slaughtered by the PCs. Use Scene Retreat to grant the boss free escape. Emphasize with your players that he is escaping because he has been defeated, and that this will cost him dearly in terms of Fate. Remind them that firing at the fleeing enemy will gain them Fate, and that ammunition is not a problem when they have a frigate around.

Strangely enough, the leader will not flee towards the alien destroyer, but towards the asteroid. The players have two options at this point: storm the destroyer before it can escape and then deal with the escaped Synthezoids, or head directly for the asteroid. If they choose the former option, and succeed, the ship will self-detonate when damaged beyond hope but they will be able to salvage alien technology enough to grant them a 1d6 Status gain. Stage the battle like the assault on the human frigate, but with the humans as the attacking force, and any surviving aliens that did not follow the leader as the defender. If the PCs storm the destroyer, they will waste just one hour's time, but they will not be able to repair any damage done to their Valiants due to the battle as the fleet is now moving away from the asteroid.

Once they approach the asteroid, the Senophon will detect a metal plate that looks very much like a Mecha-sized hatch on its surface, and no traces of the Synthezoid leader and its escort. The players will surely guess what has actually happened. The player characters, and only them, are in charge of approaching the astral body while the frigate and any Valiant manned by NPCs remain at a safe distance. They have the opportunity to pick any one weapon of Average value from the frigate supplies before approaching the hatch.

The hatch opening mechanisms seem in perfect order, but they do not work when the player characters try to operate them, whereas the Synthezoid was apparently able to use the hatch. It will take an appropriate Science or Engineering roll, or a Difficult Repair roll, to activate the piece of alien technology. If everything else fails, a couple of missiles from the Senophon will blast the hatch open, but this may damage what is inside.

Once the player characters are inside the asteroid, their eyes are met by a fantastic view. Millions of luminous crystals cover the inner walls of the hollow rocky mass, which appears to be an immense geode. As if the light was not enough to reveal their non-natural origin, several of them are connected to cables that resemble huge optic fibres, giving the strange cavern the look of a gigantic optical computer. This is, clearly, the source of the radio waves. The entire cavern is filled by level 1 radiation, making it dangerous for humans to leave the safety of the Valiant cockpits. There is not enough room in the hollow space to operate the Valiants in spacecraft configuration, and anyone trying to do so will incur in a heavy penalty – all of his or her rolls become Difficult.

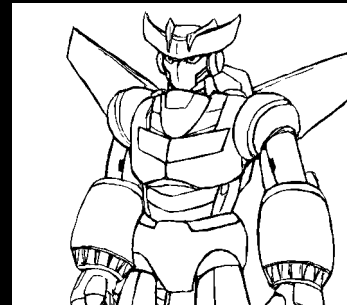
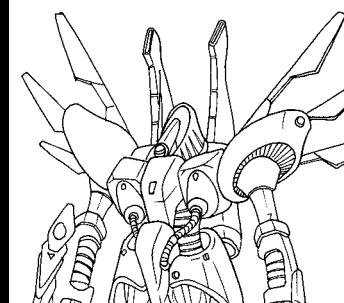
The entire cavern is approximately as big as sixteen zones in area, with a four zone distance between opposing walls. It has no gravity. If the hatch has been blown up, all crystals in an area of nine zones have been destroyed. An appropriate Spot roll can reveal that most of the "optic fibres" are in fact connecting to one particular spot, which lies at the opposite side of the hatch. Something peculiar is there, but it is not possible to tell what. A second Spot roll will reveal that the enemy leader is hidden there, while the other two Synthezoids are hidden one or two zones away from the hatch, depending on whether the hatch has been opened or blown up. If the player characters have blown the hatch open, the Enemy has set up a very elaborate ambush, and the inferior Synthezoids are so well hidden that it is not possible to spot them without a Special Success.

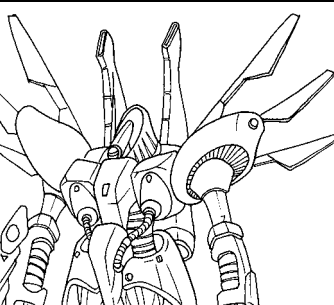
At this point, start combat even if the PCs have not spotted the Synthezoids. If the ambush succeeded, determine what the Enemy does after the PCs have declared their intents, otherwise tell them what the Synthezoids are doing before they state their intents. The leader will shoot at any incoming Valiant, while the underlings will try to use their iron balls, if in range, to entangle them and prevent them from reaching the leader.

All of them will attack the crystals of the zone where the PCs are, instead, if any of them move through a zone that has not been damaged (see the section about using scenery elements in combat). If the crystals of one zone are blown up, all Mecha in that zone suffer 1d4 Energy damage. The underling's Iron Balls are perfect for this job, and can strike at one zone distance for this purpose. If a grenade is thrown at a zone, all targets in the zone receive both grenade and crystal explosion damage. Once the crystals in a zone have been detonated, it is safe to stand in it. Of course, the PCs can use the crystals against their opponents once the trick is known. Changing to fighter configuration and shooting missiles, even with a penalty, might turn out to be the best tactics.

Much to the PCs' surprise, the Leader has 1d6 Fate Points! Remark to them that he should not, after using Scene Retreat, and that his peculiar behaviour reveals that he is defending, possibly coveting, "something" that is in the core spot of the optic computer. He is clearly using a Motivation, and displaying human feelings. He will not move from its position for any reason.

When the PCs down the leader or reach its position in forces, it will use Scene Safety again to





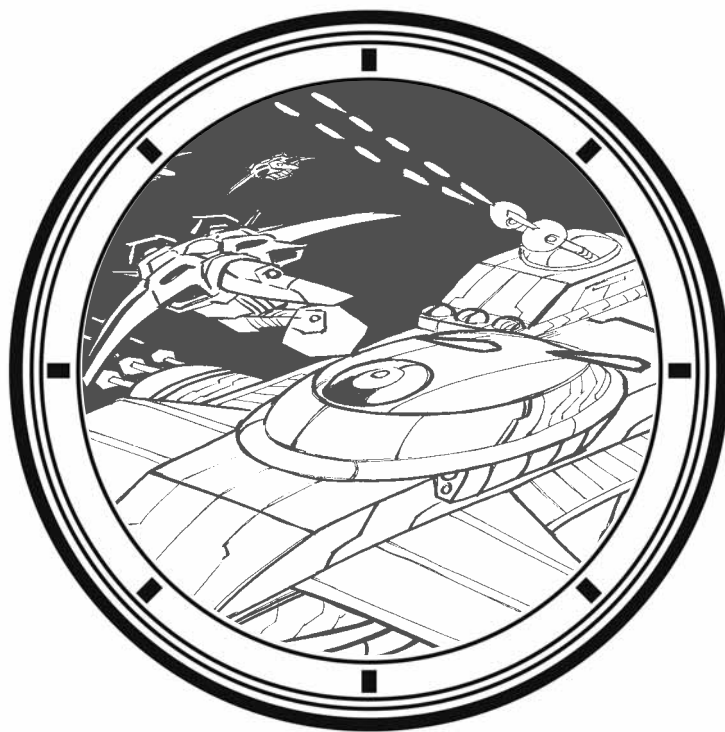
“die a heroic death” at the very core of the optic computer. He will protect the target of his attention against any explosion or other threat with its own body. The moment the battle is over, the PCs will find its dead body coiled around something, his hands protecting a glass cocoon of some sort. Once they move his hands away, they will see that the target of his attentions is an ellipsoid made of glass or energy – or both – that contains a human female figure, dressed in something that may be silk, or perhaps overlong human hair. It is impossible to tell if she is dead or sleeping. Dozens of optic fibres connect to the cocoon, and light flows towards it in a continuous fashion.

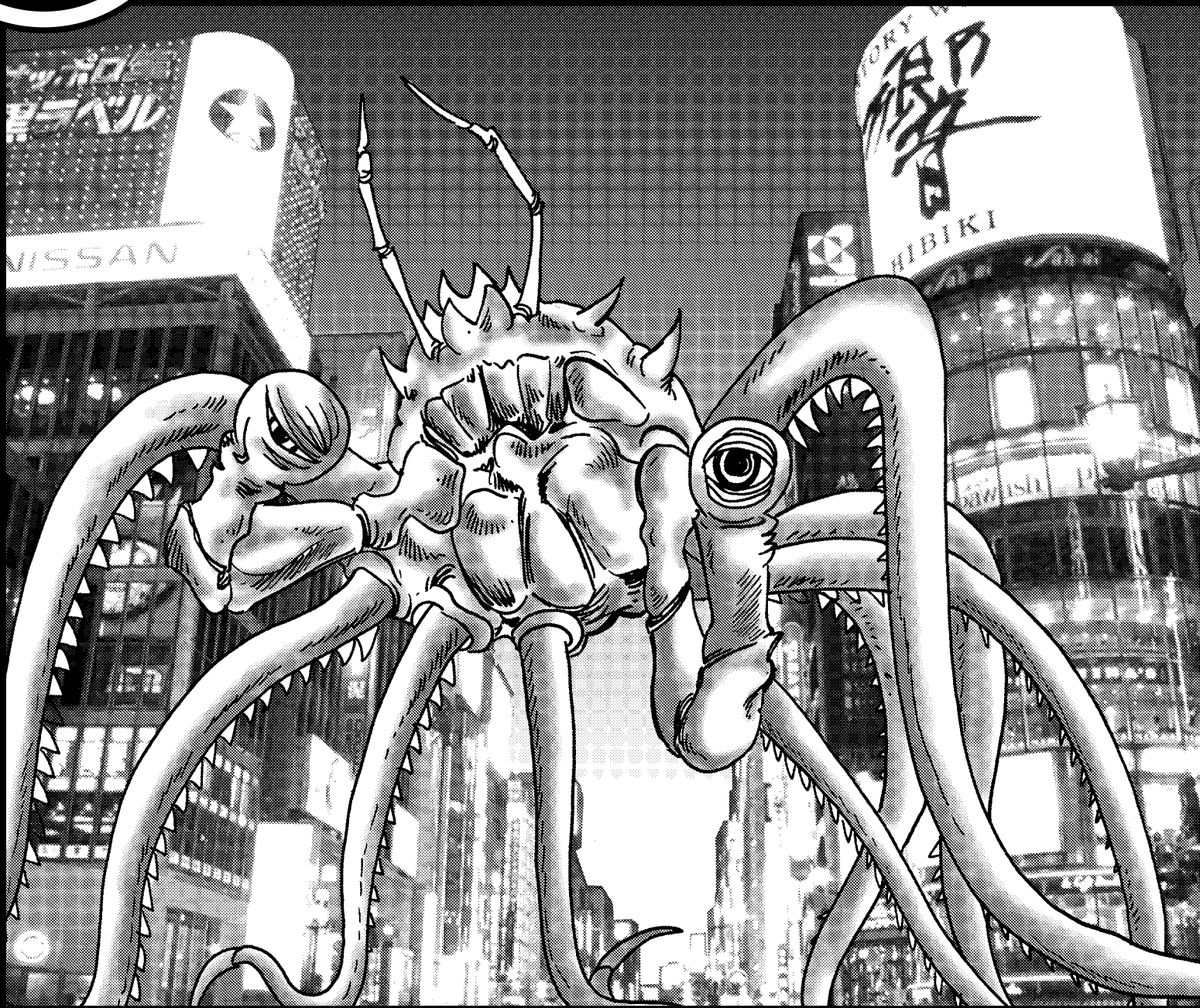
The moment anyone detaches even one of the optic fibres, even by mistake – it takes a DEX x1 roll to handle the cocoon with a Mecha without damaging a fibre – all of the crystals in the hollow space start to hum and emit a pulsating light. It is not very difficult to guess what is about to happen; the huge artificial brain is about to explode. The PCs have just enough time to pick up some crystal samples – and the cocoon if they wish – and get out of the structure. The explosion reduces the asteroid to small debris, but fortunately no Valiant suffers any damage unless its pilot has delayed his or her escape for some reason. In the latter case, a Pilot Spacecraft is needed to avoid a 1d8 impact with an asteroid chunk.

Any crystal chunks brought aboard the fleet are inert, and it will take a long time for the scientists to discover anything about their nature. The woman, however, is alive! She is comatose, but her brain is still working, and her brainwaves show no sign of damage. Psychic powers or neural interfaces will eventually be able to establish a mental contact with her, which will result in a semi-onieric experience for the person attempting the communication. Once enough information has been gathered about the Sleeping Beauty’s glass prison, the scientists will discover how to awaken her. But will Fleet Command want to set her free, or will they fear the secrets she hides?

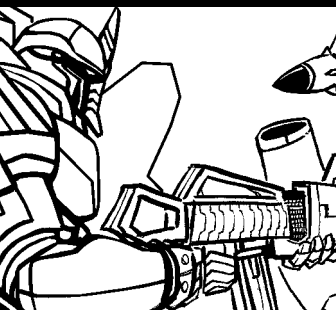
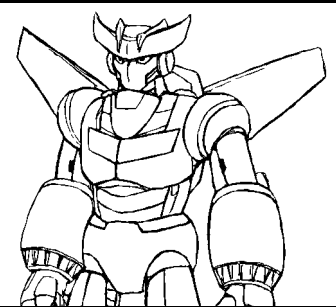
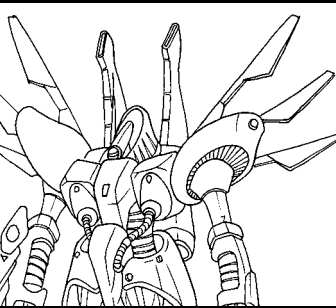
Who is this woman? How long has she been sleeping in deep space? Was she trying to communicate with those radio signals? And with whom, with the humans or with the Enemy? What sort of link was there between her and the Synthezoid leader? Did it know her before being transformed into an organic war machine? Is this the definitive evidence that the Enemy uses former humans as soldiers?

All these questions await an answer. You and your players are in charge of finding it by playing your Exodus campaign!





**BATTLE IN THE RADIOACTIVE WASTE!
THE END OF THE WORLD
COMES FROM FUKUSHIMA!**



This scenario is modelled after the several “Super Robot team up” theatrical anime that were released in the 70s and 80s, featuring two or more of the most popular giant robots from the TV shows gathering to fight some tremendous “kaiju” monster coming from space or from the deep of the oceans. It will give you a sample of what the taste of a good Super Robot scenario might be, and allow you to feature plenty of colourful opponents for your player characters and their Mecha.

The adventure is meant to be played with characters and Mecha taken directly from your favourite anime series – the only prerequisite is that the bases of the Mecha teams are located on Earth – but you can easily run it with Mecha you have generated specially for this scenario, or with your campaign characters if you are running a Super Robot campaign. We will assume that your characters are members of one or more teams of heroes who defend Earth and Japan from non-human threats, each of one based in a fortified scientific institute, as it is the norm in classic Super Robot anime. These teams might be willing to cooperate or not, but in any case a minimum of rivalry among Mecha pilots is assumed.

A common trope of anime is the dumb character who is part of the show to provide comic relief. In this kind of anime, however, this character may also have a “super” robot of his own. Of course, this robot is not very effective in combat and is there to provide some comic relief, too. We recommend that you introduce this ridiculous Mecha in this scenario, too, as a GM tool to spice up action and give the heroes some clumsy comrade to help, but also as a means of helping any player character whose Mecha has been disabled. We will call this Mecha the Comic Robot, and it will appear in any combat in which the GM wishes to have it feature. Any player may also have it appear at the cost of three Fate Points. Comic Robot is considered a support vehicle, but it is not tied to a particular player or Mecha, so any player may activate and control it during Statement of Intent at the cost of one Fate Point (make a Charisma roll or “bid” extra Fate Points if more than one player wishes to control Comic Robot). If no one wishes to control Comic Robot, the GM will control it and make it act. And cause the biggest mess he or she can imagine...

Setup

Before running this scenario, the Gamemaster should write down the statistics for the “personal nemesis” of each of the player characters/Mecha. This may be the leader of the alien race that destroyed his or her homeworld, a monster that killed his or her family, or whatever. In some cases the nemesis is Mecha-sized, in other cases it will pilot a Mecha of its own. You only need to stat the Mecha form, and assign it an APP value for Fate determination purposes. Try and link it to one of the player character’s Motivations, if possible, or at least to his or her background. A player character may have more than one nemesis if this can provide additional fun.

Radiation on the Pacific Shore! Caught in a Mud Trap!

Action takes place some years in the future from now. 2020 is a good date, but if your game takes place in the 22th Century it is still ok. After the great tsunami of 2011, which killed tens of thousands and almost caused a nuclear catastrophe, the area around the old nuclear reactors at Fukushima power central has turned into a nuclear wasteland that no human being can inhabit. Strange mutations have started to appear among animals living in the area, and the Japanese government fears the worst.

Our story begins when the Radiation Observatory of the Japanese Academy of Science detects a sudden increase in the radiation level in the sea directly in front of the old nuclear reactors. This information is transmitted to at least one of the Mecha bases, nominally the one with the Mecha which has the best performance underwater (remember that energy weapons do not work underwater in *anime!*) Allow all pilots to run introductory scenes and activate Motivation, if they wish, particularly if rivalry among pilots is involved. Our underwater-equipped Mecha is then sent to investigate about the radiation increase. Only one Mecha is sent on this scouting mission.

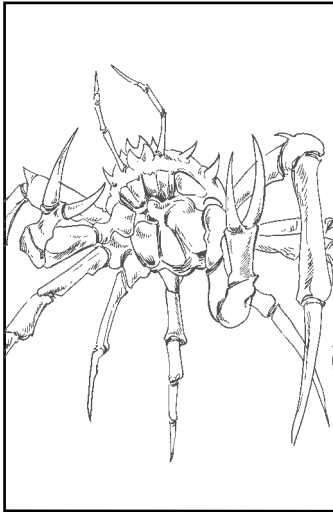
Once on the spot, the Mecha must submerge to carry on its investigation. The Geiger Counter included in its sensors clearly indicates that there is a high level of radiation in the sea, though not enough to put the pilot in any immediate danger. It is also possible to detect a specific source for the radiation, a spot on the muddy sea floor where radiation emission is even higher. The Super Robot cannot see clearly what is in the spot as

the muddy, murky waters interfere both vision and sonar. The only solution left is to enter the spot, or disturb it with a missile or a concussion weapon.

As soon as the radioactive spot is disturbed, a crab-shaped *kaiju* monster (organic, but comparable in size to a Mecha) appears in the mud. The creature is hostile and will react to any attack, but will eventually flee, using Scene Withdrawal, if it takes any damage. The zone where the *kaiju* appears contains a STR 88 Grapple effect (adjust STR to match the average STR of your Mecha) and a Sight Obstruction obstacle that the monstrous crab can automatically activate with its claws or spit without any activation roll. It is in its own habitat, after all.

If the Mecha manages to defeat the *kaiju*, it will self-destruct, leaving only small bits of its body for the scientific team to examine once the player character is back to the base. If the Mecha is disabled, the *kaiju* will not take advantage of this, instead fleeing to the oceanic depths, leaving the unfortunate PC waiting for a rescue team. Have the Comic Robot intervene to save the unfortunate Mecha pilot if necessary.

A thorough analysis of footage from the Mecha camera, or of the remains of the monster if collected, shows no sign of electronic equipments on the *kaiju* body, and confirms that even its ranged weapons are made of organic compounds. It is entirely possible that the monster is just an overgrown sea crab.



CRAB-SHAPED KAIJU							
STR	SIZ	POW	DEX	APP	DB	MOV	AP
85	90	30	8	7	1d6	2 [4 swim]	3
ZONE	MELEE	MISSILE	AP	HP	SECTION		
R-LEG	01-03	01-04	3	3	-		
L-LEG	04-06	05-08	3	3	-		
CARAPACE	07-12	09-16	3	5	SPIT		
R-CLAW	13-16	17-18	3	3	CLAW		
L-CLAW	17-20	19-20	3	3	CLAW		
WEAPON	POSITION	TYPE	DAMAGE	RANGE	COST/AMMO	NOTES	
CLAWS	CLAWS	BRAWL	1d8	CLOSE	-	-	
ACID SPIT	CARAPACE	CORROSION	1d6	6 [5]	1PP	-	
SKILLS: MECHA WEAPONS 40%, PILOT MECHA 40							

Note: The creature has 2 groups of thin crab-like legs that allow it to walk. The high HP in this location represent the need to cut all legs on a side in order to immobilize it. Its fore legs are shaped like lobster claws, allowing it to parry melee weapons. Each kaiju has 7 Fate Points. It is rather resistant to energy and radiation (AP 3), but not to fire (AP 1).

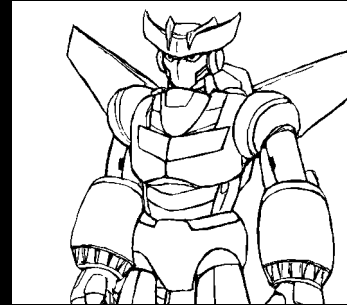
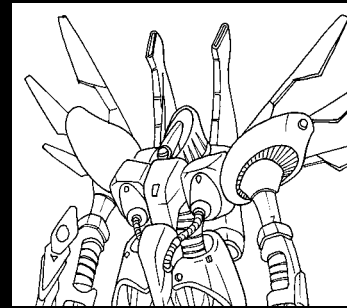
Nightmare in the Harbour! An enemy from the past!

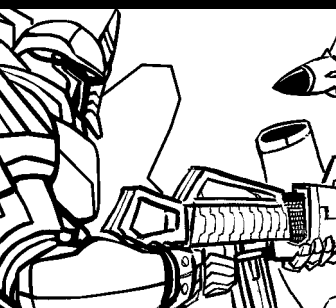
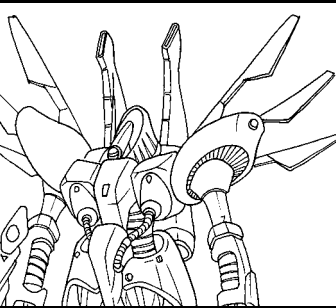
While the scientific team is still trying to understand the nature of the sea monster, a crisis occurs in Tokyo. A terrible Mecha attacks the harbour, blowing up oil tanks and sinking ships. Thousands of lives are at a stake, and another Mecha is called in to thwart this terrible threat.

The monster that is wreaking havoc in Tokyo Bay is totally unrelated to the crab, and is the nemesis of one of the players who did not take part in the skirmish under the sea. If one of the eligible players has activated a Motivation that is related to one of his or her nemesis, then go with it. If no one has any eligible Motivation active, then choose a player who has not activated a

Motivation yet and give him or her a chance to activate a nemesis-related Motivation before taking off with his or her Mecha.

The player whose nemesis has appeared clearly has a good reason to face it single-handed. Other players may wish to interfere, and use their rivalries with him or her as an excuse to take part in the battle. If any player character can activate a Motivation in order to "get involved," allow him or her to use his or her power to describe a scene in order to enter combat at his or her discretion, skipping any launch sequence or otherwise, at the most appropriate and climactic moment. Have the most involved character try and keep everyone else out of this fight, and threaten him or her with Fate Penalties if this





does not happen. If there is any sign of inter-PC struggle, the nemesis will take advantage of this and strike its enemy from behind. Have Comic Robot intervene so that the mess becomes even worse, if necessary.

The harbour of Tokyo is filled with oil tanks, each of which is a scenery element that deals 1d6 fire damage to anything in its zone if activated. Strangely enough, this fire damage seems to affect the nemesis badly, no matter how tough its armour.

In the end, the involved player character will either defeat the nemesis (with a blast that destroys any sign of the enemy Mecha) or be so endangered that a rescue is needed. If no one else is on the scene and the nemesis is winning, have Comic Robot activate an oil tank and shower the nemesis in burning oil. If this happens, the nemesis will immediately flee towards the ocean – even if water is not its natural habitat. A Fate Penalty may be appropriate if the most involved PC fails to defeat the nemesis and is rescued.

Strangely enough, all people taking part in the battle but the most involved character will not see the enemy they fought as the nemesis, but as a giant crab-shaped monster instead. They will also notice that the crab has a couple of shining antennae on its carapace, which glow each time it strikes the involved PC's Mecha. The players will also notice that the nemesis Mecha never tried to fly, even in case it is normally able to.

Nuclear Holocaust! Final Confrontation in the Atomic Waste!

The immediacy of the threat posed by monster attacks should at this point be obvious to everyone involved. Once the scientific investigation results about the past phenomena are over, an extended meeting including all Mecha pilots is called on. If several research institutes are involved, the meeting takes place at the base where the evidence about the undersea monster has been analyzed. Rivalries among pilots must be put aside at this point, although grudges may resurface in the course of the ensuing action scenes.

At the meeting, the Professors in charge of directing the Mecha course of action decide that a recon in Fukushima is required. Since the nature and size of the threat is still unknown, all Super Robots must take part in the action, while support vehicles that are not required for Mecha assembly will remain in reserve. All player characters head for the rubble of Fukushima Atomic Central with their Mecha set to a configuration that allows flight.

Once there, the player characters may spend several turns investigating the husks of the Nuclear Reactors, detecting a high level of radiation and nothing else. The nearby oceanic waters are still radiating more than usual, but no more threats are detected in them. It seems that no sign of the threat can be found.

And then something unexpected happens. As soon as one or more of the Super Robots move away from the central towards the interior of Japan by two or more zones, a battle starts. A pillar of whirling radioactive sand appears in the middle of the nuclear wasteland, and a group of opponents suddenly appear from nowhere in an area adjacent to the Mecha and lying between them and the strange radioactive tornado and immediately engages the heroes' Mecha. The area where the pillar of sand has manifested contains an active Obstacle, which cannot be cleared by normal means but only by means of weapons with a wind-like effect, and has an Entangle effect that can be easily activated against anyone entering it. This means that it will be very difficult to "see" what is inside the dust pillar. Digging underground, if a Mecha is capable, may be a good solution to get to the mysterious opponent without being Entangled.

The opposing force is made of one nemesis, related to one of the players present in the area under attack, and enough crab-shaped kaiju to equal the number of PCs minus one. Once the opposing force is down to zero or one enemy, another similar group, commanded by another nemesis, will step out of the dust storm, and so on once the second group is defeated. Once all nemesis have been used, already defeated ones will start to reappear. In no case will any of the nemesis try to fly, even if they should normally be able to. If they are normally air-based, they should just hover in place over their kaiju underlings. Allow all players to activate Motivations connected to their nemesis if they wish, and challenge any active Motivations by compelling the player character to attack his or her nemesis or suffer a Fate Penalty.

At this point, most players will have guessed that something is hiding in the dust storm and taking advantage of the pilots' memories to materialize opponents. If no one does, have Comic Robot appear and get stuck in the dust storm, crying for help. In any case, this is the right moment to have Comic Robot appear, too. He might turn out to be useful during the battle.

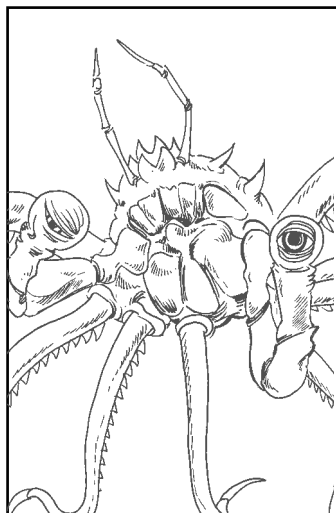
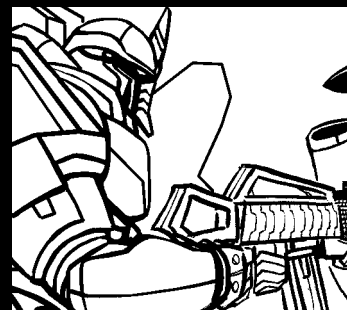
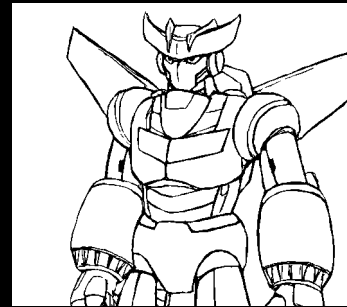
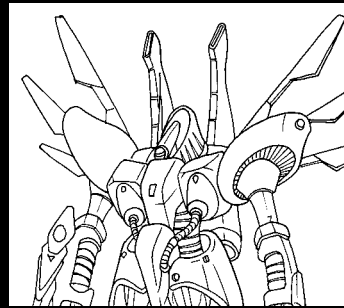
In any case, once the players have decided to attack the sand storm, it should be rather easy for them to fly around the opposing forces, which are confined to the ground. Again, no nemesis will try to take off and catch up with the heroes, even if winged.

Once the mysterious threat has been engaged in close combat or the dust has been blown off, the shape of the Kaiju Mother will appear. The creature is highly radioactive, and several bulging masses on its body show signs of being crab kaiju that are slowly growing and waiting to separate from the mother. During the round in which the Mother is revealed, several minor dust turbulences will appear beside it, and at the start of the subsequent round all nemesis that have not appeared yet will come out of them, ready to defend the Mother. A successful use of a Perception skill or Psychic Ability will allow him or her to notice a strong concentration of

energy coming from the creature's eye stalks when the nemeses appear. At least one nemesis will appear, so if all of them have been used have the one most appropriate to the player who uncovered the Mother show up again. This creature is, clearly, the source of all threats.

The Mother will fight with no hesitation, and will try to destroy the player characters. If any players are in great trouble have Comic Robot help them, but if they are really begging to have their characters killed by acting stupidly, so be it. However, the Mother alone is not terribly tough, and if the players guess that killing it or disabling its antennae will make all nemesis disappear (they are just mind tricks) they should be able to save the day and vanquish this terrible threat.

Japan and Earth are safe once again. But how did our heroes come out of this confrontation with their worst nemeses?



KAIJU MOTHER							
STR	SIZ	POW	DEX	APP	DB	MOV	AP
90	120	90	10	15	1d8	1	5[3E]
ZONE		MELEE	MISSILE	AP	HP	SECTION	
R	TENTACLES	01-02	01-03	5	4	-	
L	TENTACLES	03-04	04-06	5	4	-	
BODY		05-16	07-17	5	10	-	
R	STALK	17-18	19	5	3	BEAM	
L	STALK	19-20	20	5	3	BEAM	
WEAPON	POSITION	TYPE		DAMAGE	RANGE	COST/AMMO	NOTES
TENTACLE	TENTACLES	BRAWL		1d8	CLOSE		ENTANGLE
EYE BEAM	STALKS	RADIATION		1d4	€ [5]	1PP	TWIN
SKILLS: MECHA WEAPONS 50%, PILOT MECHA 50							

Note: The creature appears like a gigantic, soft crab with its legs replaced by tentacles. It moves around very slowly and has two eye stalks that can emit mildly powerful radiation beams (twin weapon). Disabling both eye stalks immediately destroys all nemeses, although it will not blind the creature. The Mother is SIZ Class 5, so it is impossible to knock it around. If a tentacle hits with a Special Success, it applies its damage only once, but it Entangles the target, making it Easy for the eye beams to connect on the next round and preventing any Dodge by the entangled Mecha. The tentacles can parry melee and thrown weapons if needed. The creature can make only one attack per round.

The Mother has 15 Fate Points and is rather resistant to energy, corrosion and radiation (AP 3), but not to fire or cold (AP 1).

HIT LOCATION CHART FOR HUMANOID MECHA

MELEE	HIT LOCATION	MISSILE
19-20	Head	20
16-18	Left arm	18-19
13-15	Right arm	16-17
09-12	Torso	07-15
05-08	Left Leg	04-06
01-04	Right Leg	01-03

TANK HIT LOCATIONS

D20	LOCATION	HP FRACTION	COMMON SUBSYSTEMS
01-04	R Side	.33	Track/Wheel [2]
05-08	L Side	.33	Track/Wheel [2]
09-16	Hull	.50	Cargo/personnel bay [2], Various weapons
17-20	Turret	.33	Sensors [2], Main ordnance [3]

MOVEMENT

EFFECTS ON TOKENS

MOV x1	Take no penalty token
MOV x2	Take one white penalty token
MOV x3	Take two white penalty tokens
MOV x4	Take three white penalty tokens
MOV x5	Take four white penalty tokens

AIRCRAFT HIT LOCATIONS

D20	LOCATION	HP FRACTION	COMMON SUBSYSTEMS
01-02	R Engine	.33	Engine [2], Rudder [3]
03-04	L Engine	.33	Engine [2], Rudder [3]
05-08	Right Wing	.16	Various weapons pylons
09-12	Left Wing	.16	Various weapons pylons
13-18	Fuselage	.50	Fuel tank [2]
19-20	Cockpit	.25	Pilot Seat [2], Gatling gun [3], Sensors [4], Navigator Seat [5]

SPACECRAFT HIT LOCATIONS

D20	LOCATION	HP FRACTION	COMMON SUBSYSTEMS
01-04	R Engine	.33	Engine [2]
05-08	L Engine	.33	Engine [2]
09-19	Hull	.50	Twin Missiles [2]
20	Cockpit	.25	Pilot Seat [2], Sensors [3], Navigator Seat [4]

CAPITAL SHIP HIT LOCATIONS

D20	SHIP LOCATION	HP FRACTION	COMMON SUBSYSTEMS
01-03	Stern	.33	Main Engine [2], Auxiliary Engine (x2) [3,4], Rear Cannon Battery [5]
04-06	Starboard	.33	Point Defense Turret (x4) [2,3,4,5]
07-09	Port	.33	Point Defense Turret (x4) [2,3,4,5]
10-12	Lower Deck	.33	Observatory [2], Spacecraft Launch Port [3]
13	Main Deck	.25	Command Room [2], Sensors [3], Point Defence Turret (x2) [4,5]
14-16	Weapon Deck	.33	Main Cannon Battery (x2) [2,3]
18-20	Bow	.33	Spinal Mount Cannon [2], Missile Launcher (x2) [3,4]

HELICOPTER HIT LOCATIONS

D20	LOCATION	HP FRACTION	COMMON SUBSYSTEMS
01-03	Tail	.25	Secondary Propeller [2]
04-05	Right Wing	.16	Various weapon pylons
06-07	Left Wing	.16	Various weapon pylons
08-13	Hull	.50	Fuel tank [2], Cargo hold [3]
14-15	Rotor(s)	.16	-
16-20	Nose	.33	Cockpit [2], Gatling gun [3], Sensors [4]

FATE EFFECTS	
EFFECT	FATE COST
Reroll	5
Increase success level by one, chance of success 01-30	6
Increase success level by one, chance of success 31-60	5
Increase success level by one, chance of success 61-90	4
Increase success level by one, chance of success 91+	3
Automatic failure of engine blow-up roll	3
Automatic success of cockpit ejection roll	1

RANGE	STEPS	ZONES
Close	0-3	0*
Short	4-8	1
Medium	9-14	2
Long	15-20	3
X-Long	21-30	5
XX-Long	31-40	7

* - such a weapon can only be used in a charge on an air map.

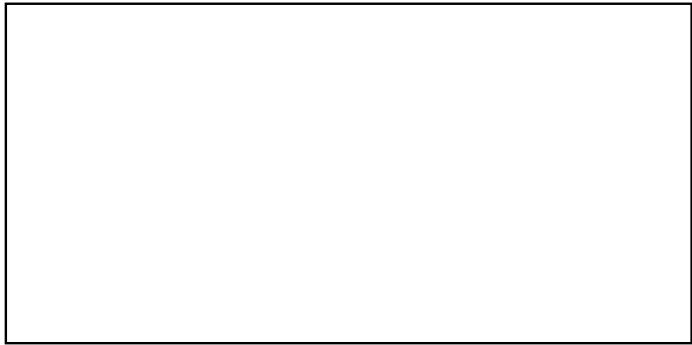
IMPALING RANGED WEAPONS			
FIRER	TARGET		
	Mecha	Aircraft or Spacecraft	Ship or Tank
Mecha	YES	YES	YES
Aircraft or Spacecraft	-	-	YES
Ship or Tank	-	-	YES

ARMOR EFFECTIVENESS					
ATTACK	ARMOUR				
	Kinetic	Energy	Thermal	Vibro	Spin
Kinetic	FULL	-	-	-	HALF
Explosive	FULL	HALF	-	-	FULL
Laser	HALF	FULL	FULL	-	-
Particle	HALF	FULL	-	-	-
Electric	-	HALF	-	-	-
Heat	-	-	FULL	-	-
Cold	-	-	HALF	-	-
Sound	-	-	-	FULL	-
Corrosion	-	-	-	-	FULL

TOKEN EFFECT ON DEX RANK		
RED TOKENS	ACT ON (STANDARD RULES)	ACT ON (ALTERNATE RULES)
None	DEX Rank	DEX Rank
One	DEX Rank / 2	DEX Rank - 5
Two	DEX Rank / 4	DEX Rank - 10
Three or more	Can only move and not act	Can only move and not act

Basic Roleplaying MECHA

Mecha _____
 Pilot _____
 Player _____ Size Class _____
 Faction _____



9

8

7

6

5

4

3

2

1

0

9

8

7

6

5

4

3

2

1

0

STR		SIZ		POW		DEX		APP		MOV	
Damage Bonus		Armour		Power Points		Current Initiative		Fate Points		FLY	
Pilot Mecha		Mecha Weapons		Pilot Spacecraft		Spacecraft Weapons					

Zone	R Leg	L Leg	Torso	R Arm	L Arm	Head						
Melee	01-04	05-08	09-12	13-15	16-18	18-20						
Missile	01-03	04-06	07-15	16-17	18-19	20						
Conf.												
AP												
HP												

150

140

130

120

Configuration	Short	Time	Notes/Battlecries

50

40

30

20

110

100

90

80

70

Device	Zone	Cost	Notes	Conf.

10

60

50

40

30

20

10

Weapon	Zone	Type	Damage	Range	Ammo	Notes	Conf.

All Names in UPPERCASE or with an exclamation markcount as Battlecries

10	20	30	1	2	3	4	5	6	7	8	9
----	----	----	---	---	---	---	---	---	---	---	---

Basic Roleplaying MEGHA



Mecha _____
 Pilot _____
 Player _____ Size Class _____
 Faction _____

9

8

7

6

5

4

3

2

1

0

STR		SIZ		POW		DEX		APP		MOV	
-----	--	-----	--	-----	--	-----	--	-----	--	-----	--

Damage Bonus		Armour		Power Points		Current Initiative		Fate Points		FLY	
--------------	--	--------	--	--------------	--	--------------------	--	-------------	--	-----	--

Pilot Mecha		Mecha Weapons		Pilot Spacecraft		Spacecraft Weapons					
-------------	--	---------------	--	------------------	--	--------------------	--	--	--	--	--

Zone	Melee	Missile	Conf.	AP	HP

150

Configuration	Short	Time	Notes/Battlecries

140

130

120

110

100

Device	Zone	Cost	Notes	Conf.

90

80

70

60

50

Weapon	Zone	Type	Damage	Range	Ammo	Notes	Conf.

40

30

20

10

10

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1

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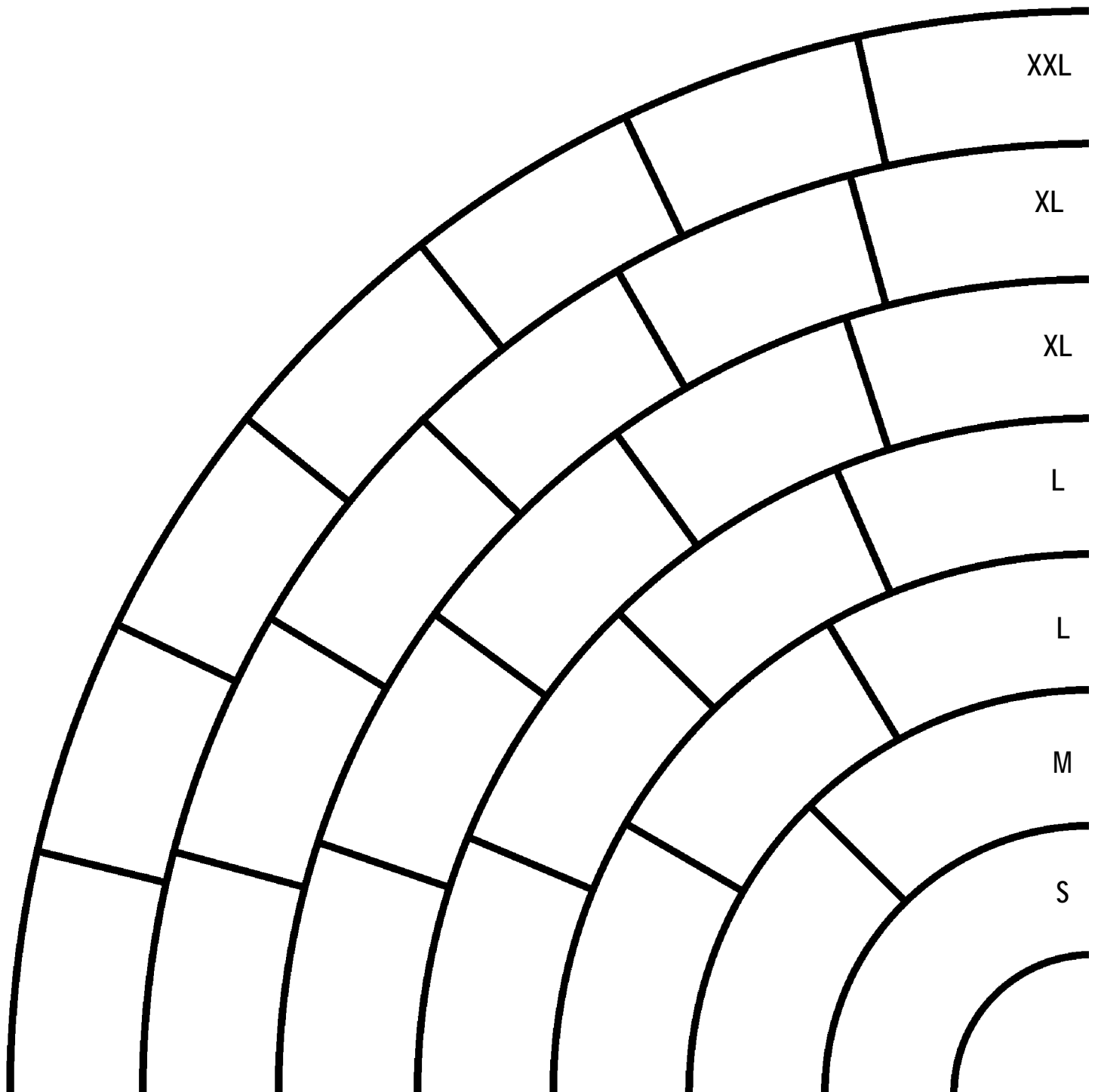
8

9

“Ship Assault” battle map

You can use this map to help you stage a battle around a capital ship or an orbital or land base, as it happens in the scenario provided in Chapter 9. First of all, print four copies of this page, cut out the battle maps and assemble them into full concentric circles. Place a drawing or a miniature of your favourite battleship in the centre space. If your base or ship is very big, the centre space will actually represent two or more spaces. Use common sense to determine which squares are within the line of fire of weapons with a limited firing arc, but do not forget that many ship weapons are mounted on turrets.

Assaulting or defending mechas may move around the centrepiece in any direction and through any side of the squares. Use the scale on the map to help you determine the range between firer and target.



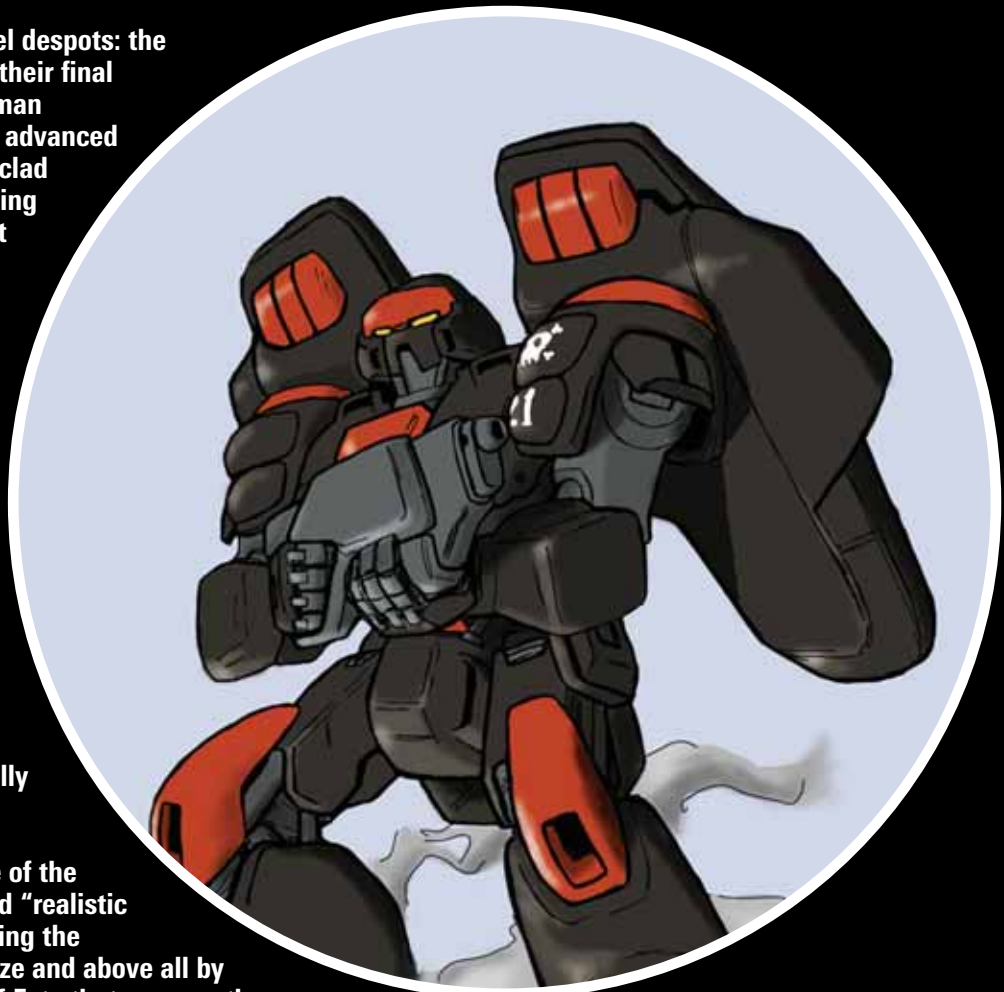
Basic Roleplaying MECHA

Enslaving aliens, mad scientists and cruel despots: the enemies of mankind are ready to launch their final assault. The only hope of survival for human civilization as we know it lies in its most advanced weapon: a brood of giant metal warriors clad in the toughest of metal alloys and wielding the most advanced energy weaponry that science ever conceived. Many lives, including those of your loved ones, were sacrificed to make the mechanical titans a reality. But even with all their might there is still something these machines lack: and that something is you, the human being who is brave and generous enough to pilot them. For only a pure heart can lead the steel warriors to victory.

Basic Roleplaying Mecha brings the Anime genre into the tradition of D100 roleplaying. By leveraging the simple yet realistic game system used for great roleplaying hits like *Call of Cthulhu*, this supplement allows you to recreate virtually all of the Japanese giant robot series.

As an anime fan, you are certainly aware of the difficulty of portraying "super robots" and "realistic robots" with the same ruleset. By arranging the equipment list by Mecha category and size and above all by providing different options for the flow of Fate that governs the advancement of your story, this supplement allows you to portray your combat machine either as a realistic weapon platform with a human pilot who makes the difference, or as an invincible giant metal superhero. BRP Mecha does it all!

Requires the *Basic Roleplaying* core rulebook, available from Chaosium Inc.



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