

MERGING

Cost: 2 points/Level

Relevant Stat: None

Type: Mecha Only

Merging allows several mecha (each of which must have this Sub-Attribute at the appropriate Level) to combine into a single giant mecha. The Sub-Attribute Level determines how many mecha can combine together. Players and the GM should design the “merged mecha” as a new mecha with Mecha Points equal to the Mecha Point total of the highest-point mecha plus one-third (round up) of the undamaged point total of the other mecha. Three additional restrictions apply to the combined mecha: First, it must have sufficient levels of Extra Capacity to carry the combined crews and passengers of all individual mecha. Secondly, its Toughness must be at least equal to the Toughness Level of the mecha with the greatest Health Point total. Finally, it must take at least as many Awkward Size Defect Levels as the biggest individual mecha.

One character should be designated as the primary mecha pilot. Other crew members may fire individual weapons (if the mecha has more than one), or run other equipment; who operates what should ideally be specified when the mecha is designed. The mecha cannot merge if any one of them is reduced to 0 or fewer Health Points. If damaged mecha merge together, some damage carries over to the combined mecha. Determine the total Health Points of all the mecha if none were damaged. Divide the sum of the current (damaged) Health Points by the total. Multiply the combined mecha’s normal Health Points by the result to find out how many Health Points it has left. When a merged mecha that was damaged while merged separates into individual mecha, divide the current (damaged) Health Points of the combined mecha by its normal undamaged Health Points and multiply this by each mecha’s undamaged Health Points to find their uncombined status. Mecha that were damaged before merging cannot have more Health Points after separation than they did before the merging.

- LEVEL 1 Two mecha can merge together.
- LEVEL 2 3-4 mecha can merge together.
- LEVEL 3 5-8 mecha can merge together.
- LEVEL 4 9-12 mecha can merge together.
- LEVEL 5 13-20 mecha can merge together.
- LEVEL 6 21-50 mecha can merge together.

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A damaged jet (30 Health Points remaining from 60) and a damaged battleship (70 Health Points remaining from 140) merge into a battle-jet. The combined battle-jet was originally constructed to have 160 Health Points. However, since both mecha were damaged, the merged mecha’s Health Point total is actually 80 ($30+70=100$; $60+140=200$; $100\div 200=0.5$; $0.5\times 160=80$). After combat, the merged battle-jet is only at 40 Health Points. When the battle-jet separates, both separate mecha will only have 25% of their starting Health Point totals ($40\div 160=0.25$). Thus, the jet now has 15 Health Points ($60\times 0.25=15$) and the battleship now has 35 Health Points ($140\times 0.25=35$).

EXAMPLE