

MECHA

A FATE CORE HACK

0. PREFACE

Written by Joonas Laakso. This work is Open Game Content. Please see below for the license terms.

Parts of the work (damage system, targeting, initiative, parts of the action system) derived from Atreus, the giant robot Fate Core hack by Petri Leinonen.

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Thanks go out to all of my players over the years, no matter what systems we've played with, who always inspire me to try new things, all of my Fate buddies especially, Rami for all the discussion about games and for proof reading this manuscript, Mia for being interested in my stuff, and for being there, Petri for all the Fate stuff, and I do feel we're all on a path we set upon in Century, all those years ago, and Dream Pod 9 for getting my mecha game on.

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Table of Contents

MECHA.....	1
A FATE CORE HACK.....	1
0. PREFACE.....	2
1. Introduction.....	9
1.1 Why Fate Core.....	9
1.2 How to use this hack.....	9
1.3 Contents.....	10
1.4 Naming.....	10
2. Character creation.....	11
2.1 Designer’s notes: Stress track changes.....	11
2.2 People.....	11
2.3 New Aspect: It’s in my blood.....	12
2.3.1 <i>It’s in my blood archetypes</i>	12
2.4 New Aspect: Rank.....	13
2.4.1 <i>Mecha military ranks</i>	14
2.5 Skill list.....	15
2.5.1 <i>The master skill list</i>	15
2.6 Skill list barebones.....	17
3. Rules.....	18
3.1 Designer’s note: Level of detail.....	18
3.2 Designer’s note: Miniatures.....	18
3.3 Designer’s note: Consequences.....	19
4. Mecha rules.....	20
4.1 Skills.....	20
4.2 Weapon systems.....	20
4.3 Weapon systems with additional rules.....	20
4.3.1 <i>Rocket launchers</i>	21
4.3.2 <i>Mecha scale hand grenades</i>	21
4.3.3 <i>Guided weapons</i>	21
4.3.4 <i>Mecha shooting infantry</i>	22
4.3.5 <i>Infantry shooting mecha</i>	22
4.4 Armor.....	23
4.5 Actions.....	23
4.5.1 <i>Moving further</i>	24
4.5.2 <i>Flanking</i>	24
4.5.3 <i>Taking cover</i>	24
4.5.4 <i>Forward observing</i>	24
4.5.5 <i>Electronic warfare</i>	25
4.5.6 <i>Evasive maneuvers</i>	25
4.5.7 <i>Called shots</i>	26
4.5.8 <i>Indirect fire</i>	27
4.5.9 <i>Burst fire</i>	27
4.5.10 <i>Saturation fire</i>	27
4.6 Turn sequence.....	27
4.7 Terrain effects.....	28
4.8 Facing.....	28
4.9 Detection & stealth.....	28

4.10 Autopilot	29
4.11 Scale	29
4.12 Damage	30
4.12.1 Systems.....	31
4.13 Range	32
4.14 Initiative	32
5. Mecha gear	34
5.1 Non-weapon systems.....	34
5.2 Weapon systems.....	34
5.2.1 Rifle type held weapons.....	35
5.2.2 Melee weapons	35
5.2.3 Anti-Personnel weapon systems.....	35
5.2.3 Hand grenades	36
5.2.4 Rockets and missiles.....	36
5.2.5 Bypass armor.....	36
5.2.6 Guided weapon.....	37
6. Mecha list	38
6.1 Systems	38
6.2 Sub systems.....	38
6.1 Professional army mecha.....	39
SCOUT.....	39
GRUNT.....	39
ELITE	40
FIRE SUPPORT.....	41
ASSAULT	42

1. Introduction

The author has a deep level of caring for anime styled giant robot adventures. The genre is usually known just as “mecha”, even though it can take a great many forms.

What we’re going for here is a degree of realism, in that the mecha we’re portraying is of somewhat believable size, being roughly 5-8 meters tall walking tanks. Most of them are bipedal. Tone is “war stories”, with all that may entail. It’s not very light, but not grim and gritty, either.

1.1 Why Fate Core

Most roleplaying games with mecha in them are very detailed, slowing the action down to a crawl, and substituting bullet sponge enemies for drama. Fate is very good at creating dramatic action, maintaining momentum, and resolving things with minimal fuss.

1.2 How to use this hack

The hack has a few assumptions you should consider. First of all it’s meant to power anime fiction. You should talk about this with your players and think about what it means for you. For me it means colorful characters, high melodrama, and a low regard for concerns of realism. Characters act very dramatically, they are never good at containing their emotions.

But as the title says, this is also a mecha game. It is written for people who *like giant robots*. That means war stories, a cast centering on soldiers, and drama about the value of life, duty, and responsibility for your actions and loved ones. It also means a desire to talk about giant robots and take them very seriously. You should all go weak at the knees when a gigantic new mecha takes the stage. Play it up!

1.3 Contents

First part of the hack is character creation. Fate Core rules are followed for the most part, but notice the differences in Stress and the skill list, and the new background and people Aspects.

Then we get to discuss rules about mecha. The hack covers all the mechanics the mecha use, as well as typical mecha gaming situations that may arise.

Finally the hack goes over various mecha gear, including weapons and other systems, and then there's a list of sample mecha to function as the basis of your own designs.

1.4 Naming

"Mecha" in this hack means any machines outside of our real life rules. Most of them are assumed be bipedal war machines. Tanks and aircraft are not included in "mecha".

2. Character creation

Characters use the standard Fate Core skill spread (4/3/3/2/2/2/1/1/1/1).

Characters are assumed to be mecha pilots and/or military personnel, and the skill list reflects this.

Stress and Consequences: this hack uses only a single stress track. Each character starts with three stress boxes, instead of the standard two Physical, two Mental. Levels of Toughness add more boxes (a box for each level). Consequences work as in standard Fate Core (2/4/6 and the optional extreme Consequence of 8).

2.1 Designer's notes: Stress track changes

Why the change away from two discrete stress tracks? For one I feel the military setting calls for slightly more fragile characters. The other thing is more a matter of playing to the genre: when characters get hurt in anime, it's usually primarily a mental problem for them. Still, having just the mental stress track feels off, too, considering that characters are expected to come under violent attacks. This way we get a little less powerful characters, and more freedom for the players to determine how they get hurt.

2.2 People

For more focus on characters and relationships, each character needs to define three relationships to the other player characters during character creation:

A close, trusted friend

Someone who they have unresolved matters with

Their go-to person in the team

These are listed under "People" on the character sheet. Discuss the reasons for everyone's choices when you're doing this.

These "People" on the character sheet are Aspects, functioning like normal background Aspects.

2.3 New Aspect: It's in my blood

This is a new background Aspect every character has, in addition to high concept and trouble, as per standard Fate Core. Each character should have an Aspect that derives from their native culture, typically based on their home culture. Mecha pilots are proud of their roots. There are seven examples below, feel free to make up your own.

2.3.1 It's in my blood archetypes

Church: moral superiority, faith, democratic process.

Traders: earn your keep, competition, commerce.

Soldiers: clan, military.

Superiors: individuality, imperialism.

Snakes: the ends justify the means, you only live once.

Wastelands: independence.

Super soldier clones: based on five classes of clones.

Tech

Medic

Leader

Pilot

Commando

2.4 New Aspect: Rank

This is a new background aspect each character has. If they are a civilian, just type in that they are *a civilian*; it's still an aspect that may very well come into play in a military setting.

Otherwise figure out the character's rank with the gamemaster. Also include which military force they belong to. In a military setting, it's important to understand the chain of command. It is recommended each character has a separate rank from the other player characters.

Mecha pilots are usually at least Ranger rank, having enlisted and earned their stripes in the ranks over the years.

Mecha troop commanders are usually at least Sergeants.

Senior Officers and above are not typically on the field. The commission tends to require desk duty after promotion above Captain. Their kind is often hired from outside the ranks of enlisted personnel, too, having lots of education but little in the way of combat experience.

2.4.1 Mecha military ranks

Category	Rank	Role
General Officers	<i>Grand Marshal</i>	Commander-in-chief
	<i>General</i>	Division Commander
	<i>Brigadier</i>	Brigade Commander
Senior Officers	<i>Colonel</i>	Regimental Commander
	<i>Major</i>	Battalion Commander
Junior Officers	<i>Captain</i>	Company Commander
	<i>Lieutenant</i>	Platoon Commander
Senior NCO	<i>Sergeant Major</i>	Regimental NCO
	<i>Senior Sergeant</i>	Battalion NCO
	<i>Sergeant</i>	Company NCO
Junior NCO	<i>Senior Ranger</i>	Platoon NCO
	<i>Ranger</i>	Section Commander
Enlisted Personnel	<i>Senior Corporal</i>	Squad Commander
	<i>Corporal</i>	Specialist
	<i>Private</i>	Infantryman

NCO: Non-Commissioned Officer. Ready to take a commission, but is currently unassigned.

2.5 Skill list

The skill list reflects a game focused on mecha pilots in a military setting. If your adventures focus on other things, standard Fate Core may be a better fit for you, or you might want to alter the skill list a bit, for instance adding more options to interpersonal skills.

It is recommended that no two player characters in the same game share the same highest skill. This is to ensure that the characters get to shine in their selected area.

* *Designates a skill all characters in a military setting should have to one degree or another in order to not be overwhelmed in combat scenes.*

** *Designates a skill important to mecha pilots.*

2.5.1 The master skill list

* *Athletics*: Used for personal defense, not mecha scale.

Acquisition: In military games, Resources doesn't represent personal resources, but rather access to military assets. Thus "Acquisition". This is separate from rank. If your game isn't in a military setting, feel free to call it "Resources" instead. Do not bother to figure out lists of items acquisitioned in advance; rather, roll Acquisition when an item would be useful in fiction.

** *Computers*: Used for doing stuff with computers; if you're tapping away on a keyboard in the shot, it's Computers. Crucially, including electronic warfare.

Contacts

Deceive. Lying to people, but may also be used indirectly, by for example forging documents.

Education: same as Lore in standard Fate Core; just a color swap of the skill's name.

** *Fight*: If your goal is to hurt someone physically, and you're not shooting them, it's Fight. Also applies to mecha melee combat, *attack and defense*.

Infiltration: Same as Burglary and Stealth combined in standard Fate Core. Includes sneaky maneuvers in mecha.

Investigate

Mechanics: Same as Crafts in standard Fate Core. Used for mecha maintenance and modification.

People Skills: Same as Empathy and Rapport combined in standard Fate Core; positive influencing of others.

** *Pilot*: Same as Drive in standard Fate Core. Used for all manner of driving and piloting things that go fast or are really big; the same characters tend to be good at all of them in the fiction, so we don't do specializations for specific vehicle types. *Also used for mecha defense, except in melee combat, where it's substituted with Fight*.

Provoke: Negative influencing of others, except lying is covered by Deceive.

* *Senses*: Same as Notice in standard Fate Core; just a color swap of the skill's name. Used for initiative in combat.

** *Shoot*: If a projectile or energy release comes out of it as a response to a trigger of some sort, it's "Shoot". Also used for mecha gunnery, artillery, and so forth.

Tactics: Analysis of combat circumstances, planning moves, and countering the enemy's moves. Typically used to Create Advantage for everyone in the character's side.

Toughness: Same as Physique and Will combined in standard Fate Core. Each rank in Toughness adds a stress box beyond the initial three.

2.6 Skill list barebones

Athletics

Acquisition

Computers

Contacts

Deceive

Education

Fight

Infiltration

Investigate

Mechanics

People Skills

Pilot

Provoke

Senses

Shoot

Tactics

Toughness

3. Rules

These rules have been written with specific goals in mind. The designer wants to be able to play capable soldier types in a military setting, going for larger than life drama and moves. This warrants the move away from old school systems and to high drama, high stakes, and high agency Fate Core.

At the same time the mecha genre requires a different approach. Whereas in Fate Core in general it doesn't really matter how big this gun is compared to this other gun - they both make people equally dead - in a mecha game it matters a lot. The characters are experts with their machines and weapon systems, and to simulate that, there is a degree of additional detail for the players to play with, too.

3.1 Designer's note: Level of detail

I debated for a while if it would be a working approach to still use a full tactical wargaming system for the mecha fights, alongside using Fate for the character scale action, since that's what they're best at. However, those focus on the wrong things from the characters' point of view, and characters are all Fate is about. So the focus is on the characters, and the mecha are merely finely detailed tools they are proficient in using. Where in most games you'd be looking for the maximum situational bonuses to your rolls, and wondering quite a bit about exactly how many hexes you should move, and what should your facing be, Fate Core makes the players think about what their *characters are doing*.

I have endeavoured to maintain many of the genre specific important details, but have stopped short of adding unnecessary crunch, I hope.

3.2 Designer's note: Miniatures

I run my mecha games with miniatures. Fate Core is a really good fit for that sort of play, as long as you're not playing to win, but to find the maximum drama and fun in the situation. Fate Core is easy to game and break.

When playing with miniatures, you need to let go of the notion that terrain features automatically grant boosts or penalties. In order to use the cover of a woods piece, for instance, the pilot needs to Create Advantage: Hidden in the woods, rolling Pilot or Tactics.

We do make an exception to the above for **line of sight**. If a playing piece can't see another due to terrain being in the way, that's the way it is.

The facing of a playing piece is not important, but sometimes the fiction clearly overrides that, if a given character's attention is wholly elsewhere.

It may feel counter intuitive, but give it a go and you'll find it works great!

3.3 Designer's note: Consequences

Death is a part of military games. This is a military setting, with major, violent forces affecting the characters' lives. Any time characters take consequences, it is recommended they have lasting trouble despite getting on the whole better with medical care.

If a player character does not concede a conflict, they will typically end up dead.

4. Mecha rules

Mecha should have some more rules to make it a core pillar in the game. To that end, this hack adds a little more granularity without compromising what makes Fate Core so good. You won't be counting hexes or ammunition (well, there are some exceptions), but this should feel like you're playing with complex machines of war.

4.1 Skills

Mecha uses the pilot's skills. The mecha are governed by a neural network with the ability to learn, and over time, with the same pilot, they sometimes develop an uncanny ability to predict their pilot's wishes. This kind of behavior is better reflected through Aspects than skills.

Pilot for defense at range. (If using an autopilot, the mecha itself has Pilot +1.)

Shoot for shooting.

Fight for close combat attack *and* defense.

Senses for initiative.

4.2 Weapon systems

Mecha uses different weapon systems to attack. A "weapon system" means an extra with their own Attack rating. Only a single weapon system can be fired on the mecha's turn, with the notable exception of rocket fire and mecha scale hand grenades; see below.

4.3 Weapon systems with additional rules

Although the numerical statistics of the weapon systems are quite similar, as befits Fate Core, there are a number of exceptions to give more taste and texture to all the different guns. The goal is that there are specific use cases for all weapon systems, and the biggest gun is not useful in all situations.

4.3.1 Rocket launchers

All rocket launchers (LRL, MRL, HRL systems) come with free invokes of “ammunition” to attack rolls, representing the operator letting loose entire volleys of ammunition instead of accurate fire. The initial amount of invokes depends on the weapon used; see weapon system list. We call these invokes *ammunition* (ammo for short).

Note: the ammunition invokes can be used even when not using the same weapon system for the roll.

Example: attack with heavy cannon, roll using its Attack value of +3, and add a free invoke from your MRL/18 rocket launcher for a total Attack value of +5. This leaves the rocket launcher with another two unused invokes.

Important: remember that you can only add a single invoke from the same source. So if you have two rocket launcher systems in addition to your handheld autocannon, you could add two ammo invokes in addition to your autocannon Attack roll.

4.3.2 Mecha scale hand grenades

These devices are normally used as disposable weapon systems. However, they can also be spent as a free invoke in addition to another attack, such as a +2 to a Fight roll. This is still counted as ammo expenditure. Most mecha only carry a single grenade as they’re bulky and rarely needed.

4.3.3 Guided weapons

Guided weapons need a target lock to fire.

Target lock can be obtained by a forward observer with a target designator system, or by the firing mecha’s own weapons operator. This doesn’t require a roll (or spending an action) under normal circumstances, but the weapon can’t be fired on the same turn it’s locked.

If the target is equipped with ECM systems, the forward observer doesn't get a free lock and instead needs to Overcome, rolling Computer vs. Computer of the target. This counts as an action.

A successful lock creates an Aspect, "Locked on", with no invokes, for the firing unit. Being an Aspect, the target or someone else can interfere with the lock-on before it's used. If the Aspect is lost before it's the firing unit's turn, they can't fire the guided weapon.

4.3.4 Mecha shooting infantry

Mecha weapons are meant to target mecha. They are bad at tracking small targets. When infantry is a factor in mecha combat, they get the situational aspect "Small targets" with a free invoke per hostile mecha in the combat.

This aspect may not be invoked if the mecha is using weapons meant for anti-personnel use (anti-personnel grenade launchers, machineguns, heavy machineguns).

4.3.5 Infantry shooting mecha

Infantry weapons are incapable of penetrating mecha hulls in most cases. Rolling to attack an enemy that completely outclasses you simply isn't possible unless you have special weaponry, like anti-tank missiles, or if you're able to, for instance, climb onboard the mecha and force your way into the crew compartment.

There are man-portable weapon systems which are powerful enough to damage mecha. These include anti-tank missiles, demolition charges, anti-matter rifles and mortar fire.

Players can get around this limitation of their gun just being too small to damage a mecha by using their imagination. A genre trope is a crack shot firing at a tiny unarmored weak spot. This can be simulated with the called shot rules, below, only allowing the attack on a hit.

4.4 Armor

Mecha has its own Armor rating, adding to defense (Pilot or Fight) rolls. Some weapons have a "Bypass armor" quality which negates the armor. Some mecha have Aspects which can be used to make the armor situationally more or less effective.

4.5 Actions

Each mecha is treated as a single character; a heavy mecha or tank with multiple crew members will move and do stuff once per turn, not for each crew member, unless it's crewed by multiple player characters, who then get their individual turns as normal.

A mecha can always do the following on their turn:

Important: see 4.6 *Turn sequence* for details. Each phase lets all the combatants act in sequence before proceeding to the next phase.

1. *Movement phase: move one zone.* From one zone to an adjacent one.
2. *Maneuver phase.* Maneuver is any action that isn't an attack. The most commonly seen options are:
 - a. *Additional move action.* Roll Pilot to Overcome, difficulty depending on the circumstances.
 - b. *Gain superior position.* Roll Pilot or Tactics to Create Advantage. This Advantage is not transferable to other characters.
 - c. *Take cover.* Roll Pilot or Tactics to Create Advantage. This Advantage is not transferable to other characters.
3. *Attack phase.* Only one roll, one target. Choose a main weapon and add its Attack value. You can add more firepower to the attack with rocket launchers and grenades; spend the ammo from the weapon and add the weapons' Attack Value to the roll.

4.5.1 Moving further

A mecha can move an additional zone by making an Overcome action as their maneuver action, rolling Pilot.

4.5.2 Flanking

Flanking is Create Advantage with the maneuver action.

4.5.3 Taking cover

Taking cover is Create Advantage with the move action. Same for hull down (positioning an armor unit so that only its firing systems are exposed to the enemy) for armor.

4.5.4 Forward observing

Forward observing is a free action to relay coordinates to a friendly unit, unless the enemy is equipped with ECM measures, or the conditions for some reason make lock-on not trivial. In these situations forward observing costs the maneuver action and becomes a Computer versus the target's Computer roll.

Note that achieving lock-on for guided weapons is *a different action* and requires target designator gear.

4.5.5 Electronic warfare

If a mecha is equipped with electronic counter-measures (ECM) systems, the pilot can roll Computer against enemy's Computer to Create Advantage: "Blinded" or "Silenced". Write down the final outcome of the Aspect.

When Blinded or Silenced, the enemy can't see anything outside of their line of sight or relay communications between each other - again, outside of line of sight, as all fighting vehicles are equipped with optical back-up systems for communication when in view of each other.

This Aspect can be removed by an ECM operator from the opposing force succeeding in a Computer roll, opposed by the outcome that created the Aspect.

4.5.6 Evasive maneuvers

Use the Full Defense move, as per normal Fate Core rules (+2 to Defense rolls). Cannot Attack on the same turn.

4.5.7 Called shots

Sometimes you want to hit the enemy in a specific place, for instance to take out a dangerous weapon system or stop them from following you.

1. Called shots in melee combat

Success With Style (a shift of three steps) in melee combat allows the attacker to *choose* the hit location.

Any damage is *not* carried over to adjacent locations - the mecha is effectively punching a hole in their opponent, not walking fire. This is very dangerous, as the victorious pilot may choose to punch a hole in the defeated pilot.

2. Called shots in ranged combat

Success With Style (a shift of three steps) in shooting allows the attacker to *buy* a Called Shot.

The desired hit location is paid for with "+" results from the attacker's roll. These "currency" dice *are not included* in determining the final harm delivered. Their removal from the equation does not change the attack's success! It's still a success with style, it just does less damage, but hits where the attacker wants it.

a. Targeting undamaged locations

Targeting undamaged locations costs one "+" die.

b. Targeting damaged locations

Targeting already damaged locations to take them out costs two "+" dice.

c. Targeting the cockpit

The cockpit or crew compartment (in bigger mecha) is the most heavily protected area of all mecha. It costs three "+" dice to target it.

4.5.8 Indirect fire

Normal attack action. All rockets, missiles, and mortars are capable of indirect fire. Any intervening cover is only a factor if it has been made into an Aspect, with the exception of a completely blocked line of sight, which prevents other than indirect attacks.

If the target can't be seen, there needs to be a forward observer giving coordinates. This is a free action in most cases and notably does not require nor create a target lock.

4.5.9 Burst fire

Normal attack.

4.5.10 Saturation fire

Create Advantage.

4.6 Turn sequence

A mecha combat is split into discrete chunks to both make the play more tactical and to eliminate downtime.

First all units move. Heavy units move first, light ones last. Resolve ties with Senses rolls.

Then all units maneuver. Heavy units maneuver first, light ones last. Resolve ties with Senses rolls.

Finally all units attack. Light units attack first, heavy units last. Resolve ties with Senses rolls.

4.7 Terrain effects

Environmental Aspects. Note that while there are often environmental Aspects that affect everyone, in most cases any beneficial situations need to be created by the players by Create Advantage.

Some terrain effects may require the pilot to Overcome to, for example, scale a steep cliff.

Terrain that completely blocks line of sight between two combatants - for example a building or a hill tall enough to fully obstruct the two mecha - prevents direct attacks. Indirect fire using rockets or mortars is still possible, if there is a forward observer relaying coordinates.

4.8 Facing

Facing is not used. Particularly clumsy or vulnerable mecha have Aspects that can be exploited for similar effect.

4.9 Detection & stealth

Use player skills when need be. Some mecha may have Aspects or gear that can be used to set up or negate ambush scenarios.

4.10 Autopilot

Some mecha have autopilot systems. Such mecha can roll Pilot as +1 without pilot assistance, if the pilot is unconscious or otherwise unwilling or unable to operate the mecha.

4.11 Scale

From lowest to highest:

- Infantry
- Vehicle (including all armor units)
- Light mecha (scout mecha)
- Medium mecha (most mecha)
- Heavy mecha (fire support mecha)
- Air support
- Carrier

Every difference in scale between a larger attacker and a smaller defender grants +1 attack to melee attacks, and respectively a -1 to attack to melee attacks if the attacker is smaller than the defender.

4.12 Damage

Damage: Mecha uses the pilot's stress track. However, see below for Consequences.

The target chooses where they're hit, unless a called shot has been made (see 4.5.7, above). All harm must be paid off first from that location, and then from neighboring locations with still intact systems.

This means that a hit worth 1-2 harm damages an intact location, and a hit of 3-4 harm takes out a location outright. 5 or more harm needs to continue to an adjacent system.

The mecha will be immediately destroyed if it has no more room for harm to go into. If that causes the cockpit to be taken out, all occupants are killed. Player characters and important NPCs have the option of taking the extreme (-8) Consequence instead, as normal.

Every system has three states: intact (no damage), damaged, and taken out.

4.12.1 Systems

Each mecha shares the following systems. Each is treated as a Consequence, with each damage state (damaged, taken out) worth 2 Harm.

When a system is first hit, it is counted like a Consequence worth 2 Harm. It gets a free invoke for the attacker, just like a character getting Consequences.

When a system is hit again, it is taken out, again worth 2 Harm.

This means that most mecha can absorb seven hits (all told worth 14 Harm) before being incapacitated.

- a. **SENSORS:** if taken out, must open visor to see and hear, and is reliant on the pilot's senses. Can't use any communication systems or actions requiring Computer skill (ECM, for instance).
- b. **MANIPULATORS:** if taken out, can no longer use hands or equivalent. Do not distinguish between right and left arm.
- c. **MOVEMENT SYSTEMS:** if taken out, can no longer move. Do not distinguish between right and left leg.
- d. **ENGINE:** if taken out, powers down after the next turn.
- e. **PRIMARY WEAPON SYSTEM:** handheld rifle, bazooka, or similar weapon. If taken out, can no longer use the weapon.
- f. **SECONDARY WEAPON SYSTEM:** rocket launchers, missiles, mortars. If taken out, can no longer use the weapon.
- g. **COCKPIT:** if taken out, all occupants are killed. Player characters or NPCs with Consequences must use a Consequences to survive. If they can't, they're dead.

If a mecha has more mecha scale weapon systems, they are all counted as additional systems (discrete hit locations). Do not count infantry scale weapons, nor vibro blades or hand grenades. This means that particularly well armed mecha with multiple rocket launchers and the like can take more of a beating before going down for good. This is intentional.

4.13 Range

Range is relative, centered on the acting unit. It is counted in zones. Anyone right next to the acting unit is in the same zone. Then look further afield, going by points of interest on the battlefield.

So if there's a cluster of trees a little to the north, that's probably +1 zone. Someone behind the trees is likely +2 zones away. The zones will shift and change depending on what's happening in the combat. Don't worry about it.

All units can attack targets in their own zone. All melee attacks are limited to attacking targets in the same zone. Most guns can't attack targets in the same zone. Most indirect weapons have a minimum range, and some have vastly longer ranges.

4.14 Initiative

First determine in order of scale:

- Infantry
- Vehicle
- Light mecha (scout mecha)
- Medium mecha (most mecha)
- Heavy mecha (fire support mecha)
- Air support
- Carrier

Then within the scale, in order of role:

- Scouts
- Specialists (snipers, commandos, etc.)
- General troops
- Fire support
- Air support
- Artillery
- Civilians

Then within role, in order of Senses.

If tied, roll with Senses.

If still tied, straight up 4DF rolls until there are no more ties.

Initiative order never changes in an encounter. Any new joiners follow the same logic, rolling only for ties, joining in the beginning of a round.

In the turn sequence, move and maneuver stage flip the turn order – the slower mecha need to commit to their actions first, and the faster, nimbler mecha get to use their superior maneuverability to exploit the situation at hand.

In the attack stage, keep to the unflipped order: faster mecha attack first, big and slow last.

In conclusion, just remember that big moves first, and small attacks first.

5. Mecha gear

5.1 Non-weapon systems

Target designator: When guiding indirect fire from another mecha to a target the pilot can see, the forward observer can automatically create the Aspect "Locked on". See 4.5.4 "Forward observing".

5.2 Weapon systems

All weapons share a few common characteristics.

Attack: added to Attack rolls made using the weapon system.

Ammo: how many attack rolls can be made with the weapon in one combat until it's out of ammunition. Ammo can't be reloaded in combat and is assumed to be refilled between combat scenes unless the fiction says otherwise. Most main weapons have effectively unlimited ammunition.

Range: conveyed as minimum range - maximum range, in zones.
Example: "1-1" means the weapon can only be targeted at enemies at +1 zone.

5.2.1 Rifle type held weapons

Usually unlimited ammunition, unless constrained by an Aspect.

[DPG] Disposable Gun: Attack +0. Ammo n/a, but the weapon is discarded after a single fight (it can't be reloaded). Roll Acquisition to have another one ready to use. Range 0-1

[LC] Light Cannon: Attack +1. Ammo n/a. Range 1-2

[MC] Medium Cannon: Attack +2. Ammo n/a. Range 1-3

[HC] Heavy Cannon: Attack +3. Ammo n/a. Range 2-4

[SC] Snub Cannon: Attack +5. Ammo 6. Range 1-2

5.2.2 Melee weapons

[VB] Vibroknife: Attack +1. Range 0-0.

Melee attack (punch, kick, ram): Attack according to scale. Ammo n/a. Range 0-0.

5.2.3 Anti-Personnel weapon systems

Always unlimited ammunition, unless constrained by an Aspect.

When shooting enemy infantry with anti-personnel weapons, targets cannot use their small size to evade (by invoking the small targets aspect).

[APGL] Anti-Personnel Grenade Launcher: Attack +0. Ammo n/a. Range 0-1

Twin APGL configuration: Attack +1. Ammo n/a. Range 0-1

[LMG] Light Machinegun: Attack +0. Ammo n/a. Range 0-1

Twin LMG configuration: Attack +1. Ammo n/a. Range 0-1

[HMG] Heavy Machinegun: Attack +1. Ammo n/a. Range 0-2

5.2.3 Hand grenades

[HG] Mecha scale hand grenades: Attack +2. Ammo 1. Range 0-1. Exception to standard ammunition rules: the mecha scale grenades are always carried as single units.

5.2.4 Rockets and missiles

See general description at 4.3.1. Essentially each rocket launcher comes with free "ammunition" invokes that can be added to any attack roll.

All missiles (not rockets) require lock-on before firing.

All missiles come with limited ammo. Each attack costs one ammo.

5.2.5 Bypass armor

Mortars bypass the target's Armor rating because of hitting them from the above, where armor is the weakest.

All mortars have limited ammo. Each attack costs one ammo.

5.2.6 Guided weapon

All guided weapons (basically any self propelled weapons fired as singles; "missiles") require a lock before firing. See "Guided weapons" at 4.3.3.

[LRL/24] Light Rocket Launcher: Attack +2. 2 invokes. Range 1-1

[LRL32] Light Rocket Launcher: Attack +2. 3 invokes. Range 1-2

[MRL/18] Medium Rocket Launcher: Attack +3. 4 invokes. Range 1-2

[HRL/48] Heavy Rocket Launcher: Attack +4. 5 invokes. Range 1-3

[LGM] Light Guided Mortar: Attack +3. Ammo 3. Range 2-3. Guided weapon,
Bypass armor

[HGM] Heavy Guided Mortar: Attack +4. Ammo 3. Range 3-6. Guided
weapon, Bypass armor

[ATM] Anti-Tank Missile: Attack +6. Ammo 4. Range 2-8. Guided weapon

6. Mecha list

The weapon codes [in brackets] refer to the gear in section 5, “Mecha gear”.

6.1 Systems

All systems on the sheet are treated as *Consequence 2*. They can be damaged, which creates a free invoke for the attacker, like any Consequence. Any later Harm destroys them.

All mecha share the same basic systems:

- Sensors
- Manipulators (arms)
- Movement (legs)
- Engine
- Cockpit

Any other (generally weapon) systems listed under “systems” on a mecha sheet function the exact same way.

6.2 Sub systems

Sub systems are systems which *do not have their own Consequence*.

They become damaged or taken out when their parent system is damaged or taken out. An example is the scout mecha’s ECM sub system which is part of its sensors system.

Some sub systems do not have parents. Rather, they are considered too inconsequential to be worth Consequences. They can still be destroyed (a vibro knife, for instance) or used up (a hand grenade, for instance).

6.1 Professional army mecha

SCOUT

Armor +1

Aspects

Light and fast recon mecha

Cramped cockpit

Systems

Sensors. Sub system: ECM

Manipulators. Sub system: target designator

Movement

Engine

Cockpit

[DPG] Disposable Pack Gun

[LRL/24] Light Rocket Launcher

Sub systems

[HG] Grenade

[VB] Vibroknife

GRUNT

Armor +2

Aspects

Dependable, standard mecha

Easy to modify and maintain

Systems

Sensors

Manipulators

Movement

Engine

Cockpit

[LC] Light Cannon

[LRL/24] Light Rocket Launcher

Sub systems

[APGL] Anti-personnel Grenade Launcher

[HG] Grenade

[VB] Vibroknife

ELITE

Armor +2

Aspects

Airdroppable commando mecha

Cramped head space

Systems

Sensors

Manipulators

Movement

Engine

Cockpit

[MC] Medium Cannon

[LRL/32] Light Rocker Launcher

Sub systems

[APGL] Anti-personnel Grenade Launcher

[HG] Grenade

[VB] Vibroknife

FIRE SUPPORT

Armor +3

Aspects

Fire support mecha

Built like a rock

Can't hide

Systems

Sensors

Manipulators

Movement

Engine

Cockpit

[MRL/18] Medium Rocket Launcher

[MRL/18] Medium Rocket Launcher (not a typo; the mecha has a twin rocket launcher configuration)

[DPG] Disposable Pack Gun

[HC] Heavy Cannon

[HGM] Heavy Guided Mortar

Sub systems

[HMG] Gatling Gun

[VB] Vibroknife

ASSAULT

Crew: 2 (still standard number of actions. This is for color or any player character crewed mecha of this type)

Armor +5

Aspects

Slow fire support/assault tank killer mecha

Impenetrable front armor

Can't hide

Life support smells bad, but you don't have to get out in a week

Systems

Sensors. Sub system: target designator

Manipulators

Movement

Engine

Cockpit

[MC] Medium Cannon

[ATM] Anti-tank Missile Launcher

[SC] Assault Gun

Sub systems

[LMG] Minigun x2