

# *Mekton Zeta Errata version 1.1*

## *Mekton Z Errata*

Page 27: Under Skills - we forgot to include the following skill and description in the lists. So, here it is:

**Oratory:** The skill of public speaking. At +2, you can win high school speech contests. At +6, you can be paid to speak in public. At +10, you are capable of delivering a speech to rival Kennedy's "Ich bi ein Berliner" or Lincoln's Gettysburg Address.

Pages 41-42: A combat knife cannot be thrown accurately, but a dagger can.

Page 41-42: Personal Energy Swords get the EMW "hot knife through butter" effect; they treat personal armor as being 10SP less.

Page 45-46: The cost of the Personal Powered Armor is off by a power of 10; its actual Cost should be 10,560¥.

Page 53: Mechatank Form mecha all have an additional -1 MV.

Page 55: Sensors need to be placed in the head to offset a -3 Awareness penalty only for Humanoids (Mektons), Beasts and Avians.

Page 55: Legs: "Leg servos must be at least one level below the Torso to be able to walk" should read "Leg servos can be no smaller than one Classification Level lower than the Torso".

Page 55, (Mekton Z+ p30-31): Hands: Mekton Hands technically should cost 1.75 CP, but they were rounded to 2 for simplicity's sake--we wanted the stats on Hands to be easy to remember.

Page 59, 82: Medium Shield has a -2DA, and Small Shield has a -1DA. This is not a typo; the smaller Shield has a better DA because it is light and can be brought to bear quicker than the Medium Shield.

Page 59-60, 82: It should be stated that all EMWs get the "hot knife through butter" effect; they treat armor as being -4SP less.

Page 60, 82: All Mekton weapons listed have no areas of effect (see the sidebar on page 11 of this book); see the Missiles section (pages 31-35) to build Mekton hand grenades, etc.

Page 64: The Aquamecha description should read that it "ignores the x3 MA penalty."

Pages 67-72: The sample mecha are controlled by the following factions: Rapier, Gunther, Talos, and Hermes are PDF units, while the Gorgon and Kraken are Imperial.

Page 71: Kraken: This mechabeast should have an MV of -7, not -8.

Page 78: The Starships' MA listing is just for maneuvering; their Sublight drives are used for determining interplanetary travel times.

Page 77: If you do the math, you'll find that CIDS systems listed in the Ship Weapons and Subassemblies table are cheaper than they should be (they're built as 1/1 Scale Beam Weapons with a 360° Wide Angle Effect and an Infinite Burst value). Let's just say that the CIDS systems in the book are "on sale."

Page 88: Initiative can be deferred. If the person who goes first wants to wait, he can let the next person go, and then act.

Page 88: In the sidebar under "Turns & Actions," the EVADE Entry is poorly worded. To clear up confusion, it should read, "EVADE: Evade rolls are made whenever you are attacked, and take no actions."

Page 89: MZ can be played without minis by calculating all mechas' Speedlines and using real-world values for hexes (1 Hex = 50m).

Page 92: In the example on computing to-hit numbers, Nick is, obviously, firing his AdVantage's beam rifle, not a Turbo beam rifle.

Page 94: The sidebar refers to advanced space movement rules in Z+. Our mistake--as you now know, there are none.

Page 95-102: Called Shots: you may aim at Special or Cinematic locations at -6.

Page 95-96: Autofire: you may fire any weapon once per Action, and may do so consecutively; you could indeed fire an autofire rifle on every one of your actions in a turn.

Page 96: Re-Adjusted Burst Value: A Weapon's BV tells you two things: 1) How many consecutive Hexes its fire may be split between, and 2) How many times any target hit by the weapon may be damaged; each point over the Defender's roll = 1 hit, up to the BV of the weapon. Example: A BV6 machinegun can fire into as many as 6 connected hexes, and any target within any of those 6 hexes may be hit up to 6 times. Even if only one target is fired upon, it may only be hit up to 6 times. Mekton Z to Cyberpunk:  $(BV \times BV) \times 1.57 = \text{Rate of Fire}$ .

Page 97: Area-Effect Weapons & Indirect Fire: The difficulties are way too high. Difficulty should actually be equal to distance in Hexes, with a Deviation of 1 per 3 by which the Difficulty was missed. - OR- Difficulty is just plain old 15.

Page 97: On the deviation chart, replace "The number rolled on the unsuccessful attack," with "The number by which the attack is failed".

Page 98: Armor-Piercing Attacks: "axes" should not be listed as AP.

Page 98: For Shock attacks, the rules say the pilot lose turns, but the example indicates actions. It's TURNS.

Page 99: Bite is WA +1 in the chart and WA +0 in the text. +0 is correct. Attacking with head-mounted weapons is possible for humanoids; putting a Melee Weapon in your Head Servo can be very helpful if you are Pinned. This could also simulate jaws for Humanoid "monster" mecha; it's all WA +0.

Page 99: Dismemberment: damage is the same whether you have 1 arm, 2 arms, 4 arms, whatever. If you do not do enough damage to rip the limb off, the limb still takes the listed damage.

Page 100: "Other Actions." Replace a Weapon. Should read: "It takes an action to replace a weapon, but not to drop one (why do you think so many pilots in mecha shows simply throw away weapons in the middle of a fight? They just didn't have time to put them away!)"

Page 101: Out-of-Scale combat: To damage a target of Mekton (1/1) Scale or larger, your weapon's average damage must be at least 1 Kill (25 Hits). A 5D6 autorifle cannot hurt a Mekton, because its average damage is 17.5. Human-Scale weapons must be able to do at least 7D6+1 in order to damage Mektons. Roadstrikers can be hurt by any weapon with an average of 5 points or more (1D6+2 or 1D10 or more).

Page 101: Out of Scale Mods chart contradicts the Ship-building section where it's said Ships have -8 vs Mektons and Mektons have +8 vs Ships. In fact, the difference is not 8, but 6 in both directions.

Page 102: Crits & Megacrits when caused by Autofire Weapons and Missile Salvos: refer to the top of page 32 of this book.

Page 102: When applying Cinematic Damage, unless you beat your target's defense roll by 10+, he still gets armor protection.

Page 103: Because a Stun Roll is an attempt to roll under your Stun Save (rather than over), the listed modifiers for Drugs or Sleep Gas should be positive, not negative.

Page 104: Powerplant Explosion: Hot Powerplants cause 2D10 damage to the six Hexes adjacent to the

Mekton, and 1D10 to the 12 (not 10, as it says) Hexes around that.

Page 105: The damage taken from falling can be reduced by the output from a damaged lift system or jumpjets. Simply subtract the MA of this system from the damage you take from the fall.

Page 106: The Driving Roll Failure table should not use a random D10 roll, but rather be determined by the amount the roll is missed by (see the example).

Page 114: Under So They Didn't Get Shot..., the phrase in the example which says "That shifts the damage down to 8..." should read "That shift the damage down by 3 levels..."

Page 117-118, (Mekton Z+ p144): Anime Leap: Okay, this time for sure--the REAL distance for Anime Leap is MA x1.5. An MA of 8 grants an Anime Leap of 12m.

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## ***Mekton Z+ Errata***

Page 25: Beam Weapons: The Infinite Burst Value multiplier should be X10.

Page 27: Mega-Beam Weapons: When mega-beam weapons are fired at opponents of a larger Scale (i.e., the larger mecha won't fit in a 50m hex/is taller or longer than 50m) then it takes damage to one location, and that one location takes damage as if the Mega Beam was one Scale greater than its actual design (i.e., a 1:1 10-Kill Megabeam fired at a x100 Scale starcruiser would be treated as a 100-Kill Beam hitting a single location on the starcruiser).

Page 30-31: Hands: Mekton Hands technically should cost 1.75 CP, but they were rounded to 2 for simplicity's sake--we wanted the stats on Hands to be easy to remember.

Page 32: Dive-Bombing is, as the rules stand, easier to perform on a moving target than an immobile building. It should state that bombing a moving target, such as a Mekton, incurs an additional -5 Attack Roll penalty).

Page 35: Flare Missiles. It does not say how long the blinding effects of Flare Missiles lasts. The effect lasts for one full Round (e.g., they burn out after every combatant has had one Turn).

Page 36: Phalanx Example should say "... +5 for the five-point margin of success..."

Page 39-40: There are two references to Scattershot ammo delivering only 1/2 damage; once in the Scattershot entry, once in the Blast Radius entry. This is WRONG; Scattershot ammo can do up to full damage.

Page 55: Remotes: When a remote goes out of sensor range, it continues to function as per item B under "Control Range"

Page 60: Internal Fuel Tanks. The first sentence of this paragraph should read "The biggest advantage to this system is that it cannot be hit by enemy fire; only if a servo containing an *Internal Fuel Tank* is destroyed will the extra hexes from that servo's Tank be lost."

Page 61: Zeta Plus stated that GES propulsion requires Fuel to function. In Mekton Z, it is clearly stated that GES does not use Fuel. The rule in Zeta Plus is correct; GES propulsion does need Fuel.

Page 64: The header for the second table under "Boosterpacks" is incorrect. Replace "B-Mod" with "Cost".

Page 67: Powerplants: It should be noted that the MV modifiers granted by Overcharged and Supercharged Powerplants cannot raise MV above -0. Also, Hot Undercharged power plants should cost -x0.25, as you should get some points back if you not only blow up more quickly, but you are also slower.

Page 75: The Cloaking section mentions the mecha's height for determining how difficult it is to spot a Cloaked Mekton, but it doesn't list how to determine a Mekton's height. We assumed that you, as imaginative types, would arbitrarily decide upon your mecha's height, since it can vary drastically from concept to concept. However, as a stand-in rule for humanoid mecha: Height = Torso Servo's Kills x1.5. Thus, the smallest Mekton is 3 meters tall, average size is 18 meters and the largest Mekton stands 33 Meters tall. Note that this guideline is set for 1:1 Scale; smaller or larger-Scale mecha will need to be adjusted as the designer sees fit.

Page 81: Lightspeed: The second paragraph lists the speed of light as being 1AU per 8.5 hours; this should actually read 1AU per 8.5 minutes.

Page 94: Special Effect Weapons: Note that this SMT can be used to allow a Weapon to use the effect modifiers of other Weapon types (i.e., Seeking Beam Weapons or Blast Radius Beam Weapons).

Page 107: Nowhere in the Human Scale section is it mentioned that with powered suits or armor which are designed to be worn by their pilot, any damage which exceeds the suit's Toughness or Servo Hits goes straight to the corresponding body location of the pilot. Thus, if a suit of armor takes a Leg hit which penetrates the armor and exceeds the Servo's Hits, the wearer's leg takes any remaining damage that blows through. Ouch!

Page 107: Scaling: Fuel ranges should scale.

Page 107-108: Human Scale: All Human-Scale Weapons **MUST** do damage in Dice values; Kills x0.42

= D6 values.

Page 108-109, 144: Roadstrickers: Roadstrickers can be damaged by 5+ hits, but ablated by 25+ hits. Human-scale is ablated and damaged by 5+ hits (avg 1D6+2). Roadstriker ablation rates: Ablative = 5h (0.2K), Standard = 25h (1K), Alpha = 30h (1.2K), Beta = 35h (1.4K), Gamma = 45h (1.8K); all Roadstriker-Scale mecha should measure Hits/Kill values in Decimal Kills: 60H = 2.4 Kills.

Page 111: For Corvette Scale, the Maximum Range for Weapons is listed as BOTH (unscaled Maximum Range)x10 AND (scaled Maximum Range)x(scaled Maximum Range). The Correct method for scaling Starship Weapon Combat Range is (unscaled Maximum Range)x10.

Page 112: For Starship Scale, the Maximum Range for Weapons is listed as BOTH (unscaled Maximum Range)x100 AND (scaled Maximum Range)x(scaled Maximum Range). The Correct method for scaling Starship Weapon Combat Range is (unscaled Maximum Range)x100.

Page 115: Let's Active!: All Rounds occur in 2-Actions "Phases"; if you have more than 2, everyone takes 2, then anyone with 3 or more actions take their next 1 or 2, then anyone with 5 or more actions take their 1 or 2 actions.

For example: A four-way battle takes place between two Gorgons (APT2 each), a Rapier (APT3), a Gun-Gorgon (APT4), and a Strike-Rapier (APT5). First, all combatants would take their first two Actions in the order of their Initiative. Then, the Rapier, Gun-Gorgon and Strike Rapier would take their next two Actions in the same order (excluding the Gorgons, who have already used up all their Actions). Finally, the Strike-Rapier would take its fifth Action, and the Round is over. Everyone establishes Initiative again, and continues going at it.

Page 121: How Psi Points are Spent: In the example, if Kenty had Telepathy at +9, her full potential with Telepathy is only 9, not 10 as listed at the end of the example.

Page 144: Anime Leap: Okay, this time for sure--the REAL distance for Anime Leap is MA x1.5. An MA of 8 grants an Anime Leap of 12m.

Z+ Build Sheet: There are two columns marked for the Location of the Shield. Oops.

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## ***Mekton Tactical Display Errata***

Addenda to the Cinematic Combat System:

## **Cinematic Build System**

**MIXED ARMOR:** Figure out what part of your suit is armored with the better type of armor. Multiply that fraction by the decimal portion of the armor multiplier. Add one to this number. Multiply your overall suit SI by this number. Round off.

Example 1: I have an SI 10 suit with six locations (Head, Torso, Arm, Arm, Leg, Leg). The Torso is armored with Alpha, all other locations with Standard. Therefore, 1/6 of the suit is armored with Alpha. Multiplying 1/6 by 0.1 gets you .016. Add one, to get 1.016. Multiplying 10 (your overall SI) by 1.016 gets you a new SI of 10.016, which rounds down to 10.

Example 2: I have an SI 10 suit with six locations (Head, Torso, Arm, Arm, Leg, Leg). The Torso and both Arms are armored with Gamma, all other locations with Standard. Therefore, 3/6 of the suit is armored with Gamma. Multiplying 3/6 by 0.5 gets you .25. Add one, to get 1.25. Multiplying 10 (your overall SI) by 1.25 gets you a new SI of 12.5, which rounds up to 13.

## **Cinematic Combat System**

**CRITICAL HITS:** Do not apply damage when a critical hit is scored. The effect of the critical hit, as rolled on one of the Cinematic Damage Tables, replaces normal damage.

## **Special Weapon Effects**

**CALLED SHOTS:** Apply a called shot modifier to the to-hit roll. If you succeed, roll damage resolution as normal on the Damage Chart. If the result is C2 or better (i.e. C2 or anything below it on the column), the target location is destroyed. Otherwise, the target location is simply damaged, and all systems in it are useless.

**MISSILE SALVOS:** A question was raised as to what the damage multiple of twenty 1K missiles all hitting would be. The damage multiple for this would be 250% (1 doubled is 2, 2 doubled is 4, 4 doubled is 8, 8 doubled is 16, 16 doubled is 20+, for five doublings).