

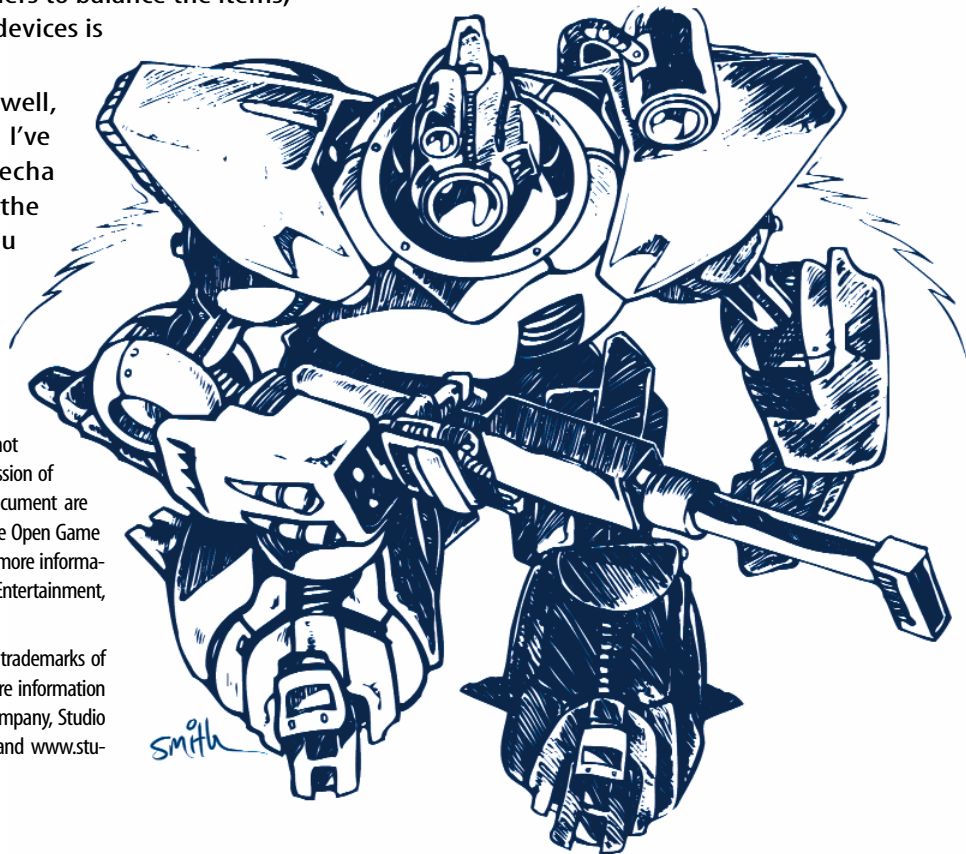
13 ADDITIONAL MECHA DEVICES

BY PHILIP REED

One of the things I've been doing a lot over the last year is making notes. *Lots* of notes. After I had finished putting together ***Future: Another 13 Mecha Devices*** I realized that I basically had another short PDF of mecha devices ready to go. A few hours typing and revising at the computer, some discussions with others to balance the items, and a new PDF of mecha devices is ready for you to enjoy.

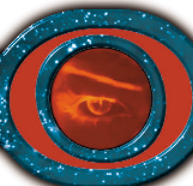
An interesting note (well, interesting to me) is that I've now designed more mecha devices than appear in the future SRD. So those of you that have been collecting all of the mecha-related PDFs I've writ-

ten over the last six months have a much greater selection of options when you sit down to design a new mecha. If you'd like to see even more please feel free to contact me – I'm almost always ready to fill reasonable requests.



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TYPE AND BODY SIZE

WHAT'S REQUIRED TO USE THIS PDF?

In order to use *Future: 13 Additional Mecha Devices* you will need the modern and future SRDs, available free online. This PDF also assumes that you own Ronin Arts' previous mecha-related PDFs, *Future: 13 Mecha Devices*, *Future: 13 More Mecha Devices*, and *Future: Another 13 Mecha Devices* (but not the individual mecha PDFs or *Future: Mecha Companions* PDF). No other Ronin Arts products are required to use this PDF.

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ABOUT THE AUTHOR

Philip Reed has been working professionally in the roleplaying game industry since 1995. In that time he has worked for such companies as West End Games, Privateer Press, and Steve Jackson Games. Today Philip spends his days at home running Ronin Arts, writing and designing new games, and reading whatever books interest him at the time. To learn more about Philip Reed – and Ronin Arts – please visit www.philipreed.com/php and www.roninarts.com. The approved Ronin Arts fan forum can be found at www.raforums.com.

TYPE AND BODY SIZE

TURTLE (PL 6)

This specialized form of quadrupedal mecha design sacrifices the standard base speed increase for a thicker, more protective layer of armor. A turtle design uses the exact same specifications as the quadrupedal mecha (see the future SRD), except that the design does not gain the +10 ft. bonus to speed, instead gaining a +5 bonus to hardness.

IMMENSE MECHA (PL 8)

Mecha Size/Type: Immense.

Size Modifier: -16

Equipment Slots: 32

Hit Points: 1,600

Base Speed: 80 ft.

Height: 128 ft. or more

Weight: 350,000 lbs. or more

Fighting Space: 40 ft. by 40 ft.

Reach: 20 ft.

Purchase DC: 75

Restriction: Military (+3)

During the earlier stages of the Energy Age, just as Colossal mecha leave the experimental phase of their life cycle, engineers begin running field tests on a new mecha class, the Immense mecha. Towering over Colossal mecha, this new class of mecha is amazing, crossing great distances with a single stride, capable of withstanding unbelievable amounts of damage, and in all a spectacular machine of destruction. No more than a handful of Immense mecha exist during the Energy Age and even at later Progress Levels mecha of this size are extremely rare.

Combat Statistics: An Immense mecha adds a +48 equipment bonus to a character's Strength score and a -8 penalty to Dexterity. It imposes a -16 size penalty on attack rolls and Defense. Depending on the material used, an Immense mecha has 1,600 bonus hit points, which are added to the character's total and subtracted first when

the character takes damage. Immense mecha take a –20 penalty on Hide checks.

An Immense mecha has a single slam attack that deals 4d8 points of damage (plus the character's increased Strength modifier). Its reach is 20 feet, and its base speed is 80 feet.

Base Purchase DC: 75.

Equipment Slots: An Immense mecha has 32 equipment slots available. These slots are located as follows.

Helmet: 3 slots.

Visor: 1 slot.

Cranium: 2 slot.

Back: 3 slots.

Left arm: 3 slots.

Left hand: 1 slot.

Right arm: 3 slots.

Right hand: 1 slot.

Shoulders: 3 slots.

Torso: 5 slots.

Belt: 2 slots.

Left leg: 2 slots.

Right leg: 2 slots.

Boots: 1 slot.

SUPERSTRUCTURE

POLYMERIC (PL 6)

Created from advanced polymers, such as carbon fiber and high-grade fiberglass, Polymeric superstructures are relatively light and cheap but they aren't as durable as vanadium, neovulcanium, and other advanced materials. The greatest benefit of constructing a mecha's superstructure with polymeric materials is the increase in speed – the mecha's base speed is increased by +5 ft. – due to the material's lightness.

Hardness: 15.

Base Purchase DC Modifier: +4.

VANADIESTEEL (PL 7)

Primarily composed of alumisteel – but reinforced with small amounts of Vanadium – Vanadisteel superstructures are solid mecha frames that allow for more internal space than mecha created with most other materials. Mecha with Vanadisteel frames one bonus equipment slot (located in the mecha's torso). This bonus slot may only be used to house a mecha weapon or device that requires a single equipment slot.

Hardness: 10.

Base Purchase DC Modifier: None.

ARMOR

REINFORCED ARMOR (PL 7)

This neovulcanium frame is connected directly to the mecha's superstructure before armor or equipment is added. Designed to work in concert

with the mecha's superstructure and armor covering, tying the two closer together and enhancing the capabilities of both elements of the mecha's design.

SENSOR SYSTEMS

A mecha outfitted with reinforced armor gains a +5 bonus to hardness and increases the armor's equipment bonus to Defense by +2. Due to the increased bulk of the mecha the armor penalty is increased by 2.

Example: A mecha equipped with a neutronite superstructure, crystal carbon armor, and reinforced armor has Hardness 30, an equipment bonus of +12, and an armor penalty of -10.

Reinforced armor does not work if the mecha is not equipped with a standard armor type; this is more of an armor modification than it is an armor type.

Equipment Bonus: See text.

Armor Penalty: See text.

Speed Penalty: None.

Purchase DC: 5 + one-half the mecha's base purchase DC.

SENSOR SYSTEMS

ADAPTIVE DEFENSE SOFTWARE (PL 8)

This advanced combat computer is tied into the mecha's electronics and motion control systems, granting the pilot with a computer-assisted program that works to adapt to the expected actions of a previously encountered foe. Multiple cameras and sensors dotted across the mecha's surface record and analyze combat data, keeping a careful record of enemy mecha and their pilots' combat skills.

Once the system has seen an opponent in combat action for one full minute the adaptive defense software begins to generate an appropriate pattern of defensive moves intended to counter attacks by this specific enemy mecha. You gain a bonus to Defense equal to one-half the base attack bonus of the enemy mecha's pilot.

The adaptive defense software can store combat data on up to 20 opponents. A larger memory module capable of storing data on 100 opponents can be installed. This increases the required number of equipment slots to two and increases the software's purchase DC to 40.

A mecha equipped with adaptive defense software has one less equipment slot.

Equipment Slots: 1, equivalent.

Activation: None.

Range: Personal.

Target: You.

Duration: Persistent.

Saving Throw: None.

Purchase DC: 35.

Restriction: Military (+3).

MISCELLANEOUS EQUIPMENT

BOMB SNIFFER (PL 5)

This specialized device is used by police and military mecha to search for – and quickly – locate chemical explosives. The system consists of a robotic arm that retracts within the mecha's body when not in use (extending and retracting the arm requires an attack action). The end of the arm is equipped with a sensitive detection system that grants the mecha's pilot with a +10 equipment bonus to Search checks when used to locate a chemical explosive of no more than PL 6 construction. (The system grants a +5 equipment bonus when searching for a PL 7 explosive device and no bonus when searching for more advanced bombs).

A mecha equipped with a bomb sniffer has one less equipment slot.

Equipment Slots: 1, equivalent.

Activation: Attack action, see text.

Range: Personal.

Target: You.

Duration: See text.

Saving Throw: None.

Purchase DC: 22.

Restriction: Military (+3).

FIBERSCOPE (PL 5)

This device allows the mecha pilot to snake a 15-ft. fiber-optic cable through any opening down to 1/4" in size (frequently under doors, through maintenance hatches, and similar openings), granting the pilot with a view of the area beyond the opening. A character may make Spot checks through the fiber-optic cable. Deploying, recalling, and using the device is a full-round action and once deployed it may be used as long as the pilot can remain undetected..

A fiberscope is most frequently used on Medium mecha that have been specially designed

for covert assignments.

Equipment Slots: 0.

Activation: Full-round action.

Range: 15 ft.

Target: Any area no smaller than 1/4"

Duration: See text.

Saving Throw: None.

Purchase DC: 17.

Restriction: Restricted (+2).

FIRING PORTS (PL 5)

The mecha has one or more firing ports sufficient to let crew and passengers fire out of the mecha with their own ranged weapons. The firing ports provide nine-tenths cover to those firing from the ports (see the combat section of the modern SRD). Each port is equipped with a locking hatch (DC 30) that must be opened before it may be used; opening or closing one of these hatches is an attack action.

Equipment Slots: 0.

Activation: Attack action, see text.

Range: Personal.

Target: You.

Duration: Persistent.

Saving Throw: None.

Purchase DC: 10.

Restriction: None.

GLOBAL POSITIONING SYSTEM (PL 5)

An advanced radio beacon system that uses a network of orbiting satellites with very accurate clocks to locate the mecha's position anywhere in the world. Mecha equipped with a global positioning system (GPS) gain a +4 equipment bonus on Navigate checks, but only if the world in question is

MISCELLANEOUS EQUIPMENT

surrounded by an allied satellite network (or some other system, depending on the campaign setting) – the system grants no bonus if such a network is unavailable.

Equipment Slots: 0.

Activation: None.

Range: Personal.

Target: You.

Duration: Persistent.

Saving Throw: None.

Purchase DC: 16.

Restriction: None.

WENCH (PL 5)

This external mecha device consists of 500 ft. of metal wire – capable of supporting up to 10,000 lb. of weight – which ends in a heavy-duty hook on one end and connects to a powered drum on the other. The cable must be manually extended but can be automatically rewound – an attack action starts and stops the wench’s motor – at the rate of 50 ft. per round. The cable has a Hardness of 3 and 45 hit points.

Equipment Slots: 0.

Activation: Attack action, see text.

Range: 500 ft..

Target: One item secured to cable.

Duration: See text.

Saving Throw: None.

Purchase DC: 15.

Restriction: None.

BOMB DISPOSAL CASE (PL 6)

This specialized device is a large, vanadium case designed to contain the destructive force of any explosive device detonated within the case. A bomb disposal case is a rarely seen item, typically limited to police and military explosives detection and disposal mecha. When an explosive charge is detonated within the case the bomb disposal case can safely absorb up to 120 points of damage; for each point of damage the bomb deals beyond the case’s maximum safe limit there is a 1% chance that the case is destroyed in the blast and the mecha and crew each suffer 25% of the explosion’s damage (round down). The detonation does not

extend beyond the mecha that is equipped with the bomb disposal case.

Example: A bomb disposal team loads a discovered bomb into the case and detonates the explosive device. The GM rules that the bomb inflicts 8d20 points of damage and rolls 130 which means that there is a 10% chance that the explosion destroys the case. If the d% roll indicates that the explosion has destroyed the case then the mecha, and each crew member inside the mecha when the detonation occurred, suffers 32 points of damage.

The bomb disposal case consumes all of the mecha’s cargo capacity (see the future SRD). Additionally, a mecha equipped with a bomb disposal case has two fewer equipment slots.

Equipment Slots: 2, equivalent.

Activation: None.

Range: Personal.

Target: You.

Duration: Persistent.

Saving Throw: None.

Purchase DC: 25.

Restriction: Military (+3).

ADVANCED STRUCTURAL ENHANCEMENT (PL 8)

In the Energy Age mecha engineers and designers perfect the Gravity Age structural enhancement, creating an advanced mecha frame system that can withstand a greater amount of damage than earlier designs. A mecha equipped with advanced structural enhancement gains 75 hit points. A mecha can undergo this process multiple times, gaining 75 hit points each time, though the system may not be combined with older model structural or skeletal enhancements.

Each time a mecha is enhanced with this process it loses one equipment slot.

Equipment Slots: 1 (equivalent).

Activation: None.

Range: Personal.

Target: You.

Duration: Persistent.

Saving Throw: None.

Purchase DC: 20 + one-half the mecha's base purchase DC.

Restriction: None.

TELEPORT SYSTEM (PL 9)

This highly advanced teleportation field generator enables a mecha equipped with the device to make short, instant teleports as a move action. The mecha may teleport anywhere up to 100 miles from its current location, though the pilot must make a successful Navigate check (DC 25) to arrive at the desired location. For each point by which the check fails the mecha arrives one mile off from the desired location.

Once activated the teleport system requires one hour to recharge. If any characters or creatures

attempt to hang onto the mecha as it teleports they are transported with the mecha – this tends to disorient them (a successful Fortitude save (DC 15) must be made or the affected characters or creatures are shaken for 1d6 rounds upon arrival at the new location).

A mecha equipped with a teleport system has two fewer equipment slots.

Equipment Slots: 2, equivalent.

Activation: Move action.

Range: 100 miles.

Target: You.

Duration: Instantaneous.

Saving Throw: None.

Purchase DC: 65.

Restriction: Military (+3).

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