

13 MORE MECHA DEVICES

INTRODUCTION

This brief sequel to *Future: 13 Mecha Devices* does nothing more than expand on the mecha equipment lists found in the futuristic SRD. Rather than waste any space explaining this PDF to you, I'm gonna just get to work and let you guys figure out what you want to do with this stuff.

As always, more mecha rules and equipment can be found in Ronin Arts' *Future: Datastream*.

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BY PHILIP REED

MECHA TYPES

SIX-LEGGED MECHA (PL 5)

Before quadrupedal mecha were deployed, engineers worked with six-legged mecha designs. A six-legged mecha sacrifices equipment slots for added stability and a decreased base purchase DC. Six-legged mecha gain a +6 stability bonus on checks made to resist bull rush and trip attempts and have their base purchase DC reduced by 4.

Six-legged mecha have the exact same number – and location – of equipment slots as quadrupedal mecha. Medium mecha may not be made six-legged.

ARMLESS MECHA (PL 6)

Mecha can be built without arms, mounting weapon pods in place of the standard arms. An armless mecha gains equipment slots but sacrifices its arms and hands – and all that that implies.

Medium mecha cannot be made armless.

A Large armless mecha has 9 equipment slots instead of 7, gaining an extra slot in each “arm.”

A Huge armless mecha has 13 equipment slots instead of 11, gaining an extra slot in each “arm,” which now have 3 slots each (the hand slots being absorbed into the mecha’s “arm”).

A Gargantuan armless mecha has 21 equipment slots instead of 17, gaining two extra slots in each “arm,” which now have 4 slots each (the hand slots being absorbed into the mecha’s “arm”).

A Colossal armless mecha has 29 equipment slots instead of 25, gaining two extra slots in each “arm,” which now have 5 slots each (the hand slots being absorbed into the mecha’s “arm”).

DEFENSE SYSTEMS

DEFENDER ENERGY SHIELD (PL 8)

The Defender energy shield is a retractable metal frame that emits a field of energy, forming a large shield that grants the mecha a +10 equipment bonus to Defense and electricity and fire resistance 10.

When not deployed, the Defender energy shield retracts into the mecha’s arm. Deploying or retracting the shield is a move action.

Equipment Slots: 1, must be arm.

Activation: None, or move action (see text).

Range: Touch.

Target: You.

Duration: Persistent, see text.

Saving Throw: None.

Purchase DC: 12 + one-quarter the mecha’s base purchase DC.

Restriction: Licensed (+1).

WEAPONS

SEM-Q4 QUAKE MISSILE LAUNCHER (PL 7)

The SEM-Q4 is an unusual weapon, designed to fire “quake” missiles not at other mecha or vehicles but, rather, at the ground near enemy combatants. A quake missile, when it impacts with the ground, burrows three feet into the ground where it slowly extends a thin, metal shaft deep into the earth. After six rounds, a small nuclear device is implanted deep beneath the surface that detonates, causing a minor seismic event that affects the ground in a 100 ft. radius around the impact site.

This sudden earthquake cracks the ground immediately surrounding the impact site, creating a 10 ft. deep crater that extends outward 20 ft. from the impact site. Any characters or creatures caught in this zone are knocked prone for 2d4 rounds and suffer 1d6+1 points of damage from the sudden fall. Characters outside of the immediate crater zone, but within the 100 ft. range of the minor quake, must make a successful Reflex save (DC 25) or fall prone for 1d4+1 rounds.

An SEM-Q4 fired at an object does not complete its programming. Instead, the attack deals 1d6 points of damage and the missile is otherwise useless.

The SEM-Q4 carries two quake missiles.

Equipment Slots: 1 for the launcher, must be hand (or arm if Large), arm, or shoulders; 1 for each two-missile pack.

Activation: Attack action.

Range: 400 ft.

Area: 100-ft. radius burst, see text.

Duration: Instantaneous.

Saving Throw: Reflex (DC 25), see text.

Purchase DC: 30 for the launcher and two missiles, 16 per additional two-missile pack.

Restriction: Military (+3).

Damage: Special, see text.

Critical: –.

Damage Type: Special, see text.

Range Increment: –.

Rate of Fire: Single.

Magazine: 2 int.

Size: Huge.

Weight: 80 lb.

MISCELLANEOUS EQUIPMENT

FIRE-FIGHTING GEAR (PL 5)

A system of hoses mounted to the mecha’s main body and arms, tied into a series of tanks loaded with fire retardant chemicals, gives the mecha excellent fire-fighting capabilities. When activated, the system ejects enough extinguishing chemicals during a move action to put out a fire in the squares immediately taken up by the mecha and all adjacent squares.

A mecha’s extinguisher tank holds a number of shots of chemical spray based on the mecha’s frame size: Medium-size 4, Large 8, Huge 16, Gargantuan 32, Colossal 64.

A mecha equipped with fire-fighting gear loses one equipment slot.

Equipment Slots: 1, equivalent.

Activation: Attack action.

Range: See text.

Target: Mecha and all adjacent squares, see text.

Duration: See text.

Saving Throw: None.

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

Restriction: None.

GRAPPLE LAUNCHER, MECHA (PL 5)

A mecha grapple launcher is actually a series of four launchers mounted in the mecha's shoulders or arms that are designed to fire a heavy-duty grapples tag, a small disc that functions exactly like the PL 5 personal gear of the same name (only a full foot in diameter). Each grapples tag is secured to the mecha with duracable, a steel cable that's as flexible as rubber and 200 ft. in length.

When fired at a solid surface, requiring a successful attack roll, the heavy-duty grapples tag attaches to the surface by magnetism (if the surface is ferrous) or by an array of nearly microscopic metal barbs (if not). The tag can then be used as an anchor for climbing, pulling, or any other purpose. As an attack action the device can be disengaged, releasing the grapples tag's hold.

Equipment Slots: 1, must be shoulder or arm.

Activation: Attack action.

Range: 200 ft., see text.

Target: See text.

Duration: See text.

Saving Throw: None.

Purchase DC: 8.

Restriction: None.

GRAPPLING TETHER, MECHA (PL 7)

Functioning in almost the exact same manner as the PL 5 grapple launcher, the grappling tether fires a series of anchors at a nearby object, only the anchor is attached to the mecha by a beam of pure gravity energy that may be up to 400 ft. in length. Activating or

deactivating the device requires an attack action. This device is otherwise identical to the grappling tether personal equipment found in the futuristic SRD.

Equipment Slots: 1, must be shoulder or arm.

Activation: Attack action.

Range: 400 ft., see text.

Target: See text.

Duration: See text.

Saving Throw: None.

Purchase DC: 12.

Restriction: None.

SWIMMERS (PL 5)

Consisting of a series of propellers, miniaturized maneuvering fins, and directed thrust engines, the swimmer package – which can only be mounted on a mecha equipped with a life support system – boosts the mecha's speed in water by +10 ft. A swimmer system is so small and light that it requires a negligible amount of space in a mecha and may be added to any existing mecha design.

When activated, the swimmer system extends out from the mecha's hull. When deactivated a swimmer system lies flat against the mecha and is difficult – DC 25 Spot check – to see.

Equipment Slots: 0.

Activation: Free action.

Range: Personal.

Target: You.

Duration: See text.

Saving Throw: None.

Purchase DC: 10.

Restriction: None.

MAGNETIC FEET (PL 6)

The mecha's feet are equipped with electromagnetic grippers that allow it to cling to ferrous surfaces, including iron and steel. By activating the electromagnetic grippers –

requiring a move action – a mecha using its magnetic feet increases its climb speed by +10 feet and need not make Climb checks to scale ferrous surfaces.

Magnetic feet are most frequently found on mecha that are constructed for use in space, where the mecha may find itself clinging to the side of an allied – or, at time, enemy – starship.

Equipment Slots: 0.

Activation: None, or move action (see text).

Range: Personal.

Target: You.

Duration: See text.

Saving Throw: None.

Purchase DC: 6 + one-quarter the mecha's base purchase DC.

Restriction: None.

STABILIZATION SPIKES (PL 6)

Each of the mecha's feet is equipped with a telescoping spike that, when activated, drills into the ground where a series of grippers extend outward and secure the mecha on its feet. When activated, a mecha equipped with stabilization spikes cannot be knocked prone.

Stabilization spikes work in rock, earth, and all but the hardest (hardness 40) of metals and armors. The system is equipped with a fail-safe device that immediately shuts down the system if it's used in a location that would damage the spikes; in such an event, the spikes remain retracted when activated.

A mecha equipped with stabilization spikes loses one equipment slot.

Equipment Slots: 1, equivalent.

Activation: None, or move action (see text).

Range: Personal.

Target: You.

Duration: See text.

Saving Throw: None.

Purchase DC: 2 + one-quarter the mecha's base purchase DC.

Restriction: None.

TELESCOPIC ARMS (PL 6)

Designed to extend a mecha's base reach, telescopic arms replace a mecha's standard arms with extendable versions that increase a mecha's reach by +5 ft. Extending or retracting a mecha's arms is near-instantaneous, requiring a move action. When retracted it is impossible to see any change to the mecha's arms, making telescopic arms a wonderful surprise when a mecha is involved in melee combat.

When extended, the mecha is slightly off balance, imposing a –2 penalty on all Dexterity checks and Reflex saves.

A mecha equipped with telescopic arms loses one equipment slot.

Equipment Slots: 1, equivalent.

Activation: None or move action (see text).

Range: Personal.

Target: You.

Duration: See text.

Saving Throw: None.

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

Restriction: None.

ROBOT CARRIER AND REPAIR BAY (PL 7)

This large hangar – designed specifically to carry one medium-sized robot – may only be mounted within the torso or back of a gargantuan or colossal mecha. This bay requires an attack action to open or close, the bay doors located on the back or chest of the mecha (decided when the mecha is designed), the door completely open or closed on the turn following the activation. The bay includes a rejuvenation chamber that cuts the rejuvena-

tion period by 50% of any robot kept within the bay. A mecha could, if it has enough available equipment slots, carry more than one bay.

A more advanced model (PL 8, requiring 1 more equipment slot, and with a purchase DC of 22) includes a robot repair unit that repairs a robot that is held within the bay.

Equipment Slots: 2, 3 for the advanced model.

Activation: Attack action.

Range: Personal.

Target: You.

Duration: Persistent.

Saving Throw: None.

Purchase DC: 19, 22 for the advanced model.

Restriction: None.

WEAPON STABILIZER (PL 7)

A computer-controlled stabilization system, specially constructed for a specific weapon, increases the weapon's accuracy during intense combat situations. The system

grants an equipment bonus on attack rolls (+1 to +5) when using the stabilized weapon. Unlike a targeting system, the bonus cannot be switched between the mecha's weapons – it applies only to the stabilized weapon.

The weapon stabilizer comes in five different categories (denoted Mark I through Mark V). The purchase DC – and number of equipment slots required – varies depending upon the equipment bonus conferred.

Equipment Slots: 1 (Mark I, Mark II, and Mark III systems) or 2 (Mark IV and Mark V systems), must be in the same location as the stabilized weapon.

Activation: None.

Range: Personal.

Target: You.

Duration: Persistent.

Saving Throw: None.

Purchase DC: 15 for Mark I (+1), 17 for Mark II (+2), 19 for Mark III (+3), 21 for Mark IV (+4), 23 for Mark V (+5).

Restriction: Licensed (+1).

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