

MECHASYS



GENESYS
FOUNDRY

MECHA CONSTRUCTION AND CAMPAIGN SUPPLEMENT

studio
404

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In memory of Walter Baas and Lawrence DiGiusto.

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INTRODUCTION

There's something about big stompy robots that just cries out "adventure!"

The anime invasion of the US in the late '70s and the early '80s brought a score of shows to the US that focused on towering robots fighting a variety of adversaries. From robo-beasts to fleets of warships, even other mecha; these shows pitted small groups of heroes against seemingly insurmountable odds, and each week they overcame those challenges to face an even bigger one next week. These shows ingrained in many of us a sense of wonder and excitement for these mechanized heroes.

Growing up in this time, many of us were transfixed by these shows. We'd rush home from school to try and catch every minute of *Force Five*, *Robotech*, *Tranzor Z*, and *The Transformers*. We simply couldn't get enough giant robot action and devoured all we could find. There was a lull for a while in the '90s, then in the early 2000s another wave of shows invaded the US networks. *Gundam* (*Wing*, *SEED*, *G Gundam*, and others), *The Big O*, *Megas XLR*, *Neon Genesis Evangelion*, even movies like *Pacific Rim* rekindled our mecha fascination.

Mecha have been the main subject of many role-playing games over the years. Some of those games were direct adaptations of anime shows, others were inspired by or alluded to specific shows in the way RPGs presented their mecha. Gamers have played countless hours of games with these systems, using either the world settings those books provided or making their own fantastical adventures filled with mecha.

In **MECHASYS**, we provide the rules you need to portray practically any mecha from any source. You can build big, slow, cumbersome war machines to wage war across star systems in the name of your noble house lord, nimbly dive into the thick of combat against hordes of enemy alien mecha, or stand alone as the last line of Earth's defense against fearsome space monsters as tall as skyscrapers.

So build your mecha, suit up, and take them into combat. We hope you enjoy **MECHASYS** as much as we enjoyed developing it. We're eager to hear about your creations and adventures!

-Phil Maiewski, Mechasys Lead Developer

WHAT'S IN THIS BOOK

Mechasys is a supplement that empowers you to build fantastic giant robots commonly known as “mecha” for use in your campaigns. The rules are designed to be setting agnostic, and may be used in fantasy, steampunk, weird war, scifi, or any other theme.

CHAPTER 1 - SESSION ZERO

While you can build virtually any mecha you wish in **MECHASYS**, it is best to have your group determine what rules you use by having a “Session Zero.” This chapter helps you and your group define what a mecha is in the setting, what the mecha’s build limitations are, and any specific rules your campaign is using in regards to mecha.

CHAPTER 2 - CHARACTER OPTIONS

This chapter provides new character options for building your mecha piloting hero. This includes new archetypes designed for mecha-inclusive campaigns as well as new skills and talents for such characters.

SESSION ZERO

Whether it’s done in person or through electronic media, Session Zero allows the group to set guidelines and limitations for the mecha-based setting. Session Zero is an important step in **MECHASYS** and the mecha construction process. It sets the tone and theme for the game and sets the practical limits for building mecha.

Players use Build Points (BP) instead of XP to create mecha. During this step, the GM and the players determine the amount of Frame BP and R&D BP each mecha receives. For a game where the PCs are pilots of basic, no-frills, mass-produced mecha, a low Frame BP pool may be more appropriate. In a setting where the PCs’ mecha are more unique or super-heroic, or playing for higher stakes, a higher Frame BP pool may be appropriate (and enjoyable).

Groups may mix and match initial Frame BP and R&D BP pools. One pool could be low while the other one is higher. Basic mecha (low Frame BP) could have undergone an array of after-development upgrades (high R&D BP), while advanced mecha

CHAPTER 3 - MECHA CONSTRUCTION

The guidelines for constructing your mecha are laid out in this chapter. Using the limitations your group established in Session Zero, these rules help guide you in building your mecha, from choosing a chassis and purchasing mecha characteristics to equipping it with weapons, movement systems, and upgrades.

CHAPTER 4 - MECHASYS RULES

MECHASYS mecha have several new rules added to those found in the **GENESYS CORE RULEBOOK**. This section defines how mecha respond to certain environmental effects, what happens during forced movement, and new combat options for your pilots. It provides game masters with guidance for throwing hordes of minion-piloted mecha at their player’s characters, and a new mecha-focused Critical Hit chart.

with exceptional characteristics (high Frame BP) may have been pressed into service before their development was complete (low R&D BP).

Here is a list of decisions the group makes about their **MECHASYS** game during Session Zero.

CHARACTER ARCHETYPES/SPECIES

Who are the heroes? Does the campaign take place in a world where humans are the only sentient species? Have some humans evolved through mutation, radiation, or cybernetic experimentation? Is it a fantasy realm with trolls, elves, and faeries? An epic space opera setting with alien beings from Alpha Centauri, Rigel VII, or from the Andromeda galaxy? Did one nation or species create mecha for everyone, or was it a wide-spread evolution of technology?

Unless you’re adapting **MECHASYS** for an existing campaign setting, the group determines what Archetypes and species are allowed for character creation during this step.

CAREERS

Is everyone expected to play mecha pilots, or can some players play entertainers, wilderness scouts, and non-piloting mechanics? Are PC characters in the military, a rag-tag group of freedom fighters, or high school students? Game masters should include situations and challenges that allow every player to shine in their area of expertise, including outside of their mecha.

SKILLS

What skills are included in the campaign? If the setting has colonies spread out across the solar system or beyond, Astrocartography may be a necessary skill. In a setting where mecha are powered by steampunk aether or magical mana essence, Alchemy may be a critical skill to know. Look over the list of skills in the **GENESYS CORE RULEBOOK** as well as this book and determine the skill list the characters have to choose from. You are encouraged to tweak the Archetypes and Careers by substituting skills necessary for your setting for unavailable skills.

If you're adapting **MECHASYS** for an existing campaign setting, you may still need to make substitutions to include **MECHASYS** skills.

TALENTS

There are a host of talents spread out across the official **GENESYS** rulebooks and the **GENESYS FOUNDRY**. Instead of listing every possible talent available, the group may wish to limit talents to the core rulebook, the **MECHASYS** rulebook, and any campaign rulebook associated with the setting you're using. The group may evaluate talents from other sources and add them on a case-by-case basis, with the game master determining the final ruling.

TONE

How do mecha operate in your setting? Are they ponderous, cumbersome battlefield titans that require constant positioning to bring their weapons to bear, or are they nimble, dexterous wonder-machines that have reflexes similar to (or better than) most athletes?

This is also where the group may decide if there are any Tones they wish to use in the game such as Horror, Romance & Drama, Noir, or Superheroes.

GRACEFUL GIANTS

In some genres bulky, towering robots become impossibly nimble titans. They are able to move with grace and agility that belie their gargantuan forms. They also defy petty nuisances like "momentum," "proper weight-distribution," "the laws of gravity," and most other aspects of real-world physics.

To represent this, the game master may rule that mecha are able to nimbly twist, jump, flip, and spin, allowing them to bring any weapon system to bear on any firing arc. In addition, they may be allowed to disengage and then re-engage the same target during forced movement without requiring the Dangerous Driving action.

MECHA SETTING REQUIREMENTS

This is where the group defines the basic requirements and limitations for mecha in the setting. This helps you and the players decide what the averages for mecha are, and also to decide if the PCs (or any Adversaries) have mecha that break the mold. Here are some examples:

"IN THIS SETTING, ALL MECHA..."

- ...are limited to Silhouette 4 (or must choose between Silhouette 2 or 3).
- ...can only operate for 2 hours (Consumables limit).
- ...are limited to certain types of chassis (example: you may decide no Bombardier or Controller chassis are allowed).
- ...cannot have Characteristics higher than 3.
- ...must be humanoid or animal shaped, or must look like walking WWII tanks.
- ...must be able to fly (or can't fly!)
- ...cannot have a speed higher than 2.
- ...must have a crew of 3.
- ...cannot use handheld weapons (or can only use handheld weapons).
- ...are limited to physical damage, close quarters weapons (no Energy Blades).
- ...are limited to a specific list of Upgrades (the group would then decide what Upgrades are unavailable).

BUILD POINT ADVANCEMENT

Mecha are characters in their own right. As the game progresses, they earn additional BP to further modify their systems and capabilities. How quickly they earn these extra BP, and when they may be spent, is determined by the group.

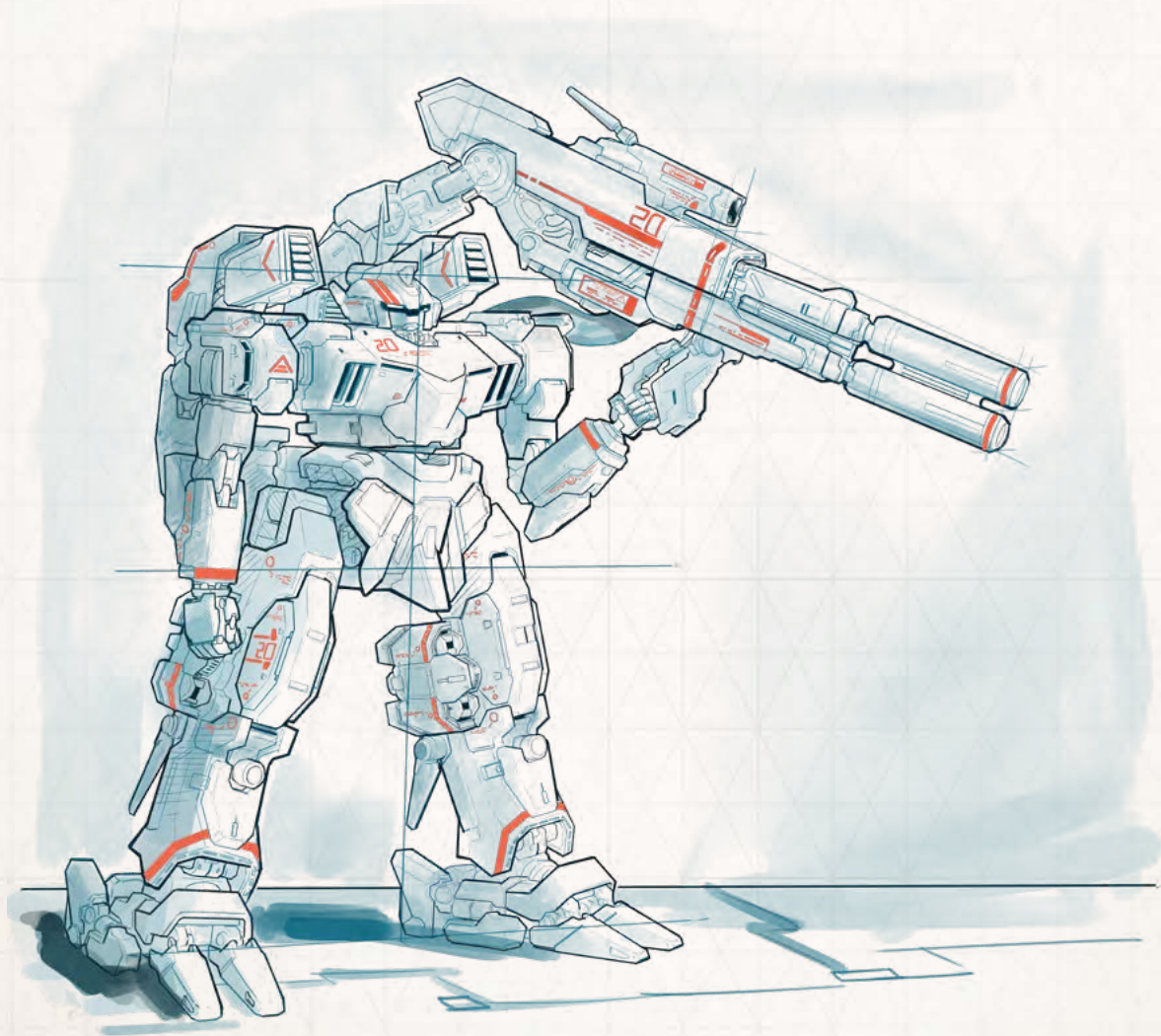
As a guideline, mecha earn half as much BP as characters earn in XP for a particular session. Slower progress may be desirable and appropriate, such as with a setting where the PCs have limited resources. On the other hand, an increase in earned BP could reflect a situation where the mecha has a significant support network.

The group also decides when the awarded BP may be spent. Except for specific genres, mecha are not like the people who pilot them; they don't grow and learn

new abilities without outside help. It takes time to add weapons, modifications, and upgrades to a mecha. The group may decide that BP may only be spent when the mecha has sufficient downtime to conduct the work.

“MARK II” / NEXT GENERATION MECHA

There are countless examples of pilots obtaining a major upgrade to the mecha they use at a later point during a story. To reflect this, the group may decide that some or all of a mecha's BP are reserved for a “next generation mecha.” As an example, your group could designate half of every BP earned is put in a “Mark II Pool,” and at a later (and climactic) time in the story, the mecha may be modified -- or rebuilt entirely -- with the additional BP from the Mark II Pool.



ARCHETYPES

CAREERS

SKILLS

TALENTS

CHARACTER OPTIONS

The MECHASYS system creates robotic vehicles that require a pilot. That mecha pilot is your character. The character options in MECHASYS focus on the skills and abilities necessary to pilot walking mecha-behemoths. The archetypes and careers provided are very

mecha-focused and work best when operating their robots. Even so, your character should have some proficiency in handling themselves outside their mecha. They can't be encased in their mecha's armored forms all the time!

ARCHETYPES

In addition to the core Archetypes in the GENESYS CORE RULEBOOK, MECHASYS introduces a few new archetypes suited for games centered on mecha and their pilots.

DAREDEVIL

It takes a strong, dedicated, and fearless individual to pilot a mech. While most mecha operators temper these qualities with patience and responsibility, daredevils go in the opposite direction. They dive headlong into whatever challenge they're up against and are able to coax peak performance out of their mecha and themselves. Daredevils crave excitement and danger, pushing their mecha past such trivial notions as "safety limits" and "the laws of physics." Their actions often take a toll on them, paying a physical price for the level of performance their mecha achieve.



- **Starting Wound Threshold:** Brawn + 10
- **Starting Strain Threshold:** Willpower + 10
- **Starting Experience:** 100
- **Starting Skills:** 1 free rank in Cool or Coordination. Neither skill may start with more than 2 ranks.
- **Push the Limit:** Once per encounter when your vehicle or mecha suffers voluntary system strain due to an action, maneuver, or incidental, you may suffer an equal number of strain instead.

EVOLVED

Life is constantly evolving. The Evolved represent the next phase of human existence. They may be clones, genetically modified humans, or random mutations. Their abilities are more advanced than “natural humans,” and are poised to take humanity into the next evolutionary phase. Depending on the setting, evolved may be seen as exemplars of what humanity can achieve, or as warnings to the consequences of meddling with nature.



- **Starting Wound Threshold:** Brawn + 10
- **Starting Strain Threshold:** Willpower + 12
- **Starting Experience:** 80
- **Starting Skills:** 1 free rank in Discipline or Resilience. Neither skill may start with more than 2 ranks.
- **Evolutionary Leap:** Once per session when you perform a skill check, spend a Story Point to add a number of ✨ to that check equal to your ranks in Discipline or Resilience.

HEAVY

Mecha pilots come in all shapes and sizes. Heavies are as titanic as the mecha they operate, towering over their smaller, more mundane pilot counterparts. They are tough individuals, ready and able to stand up for their squadmates. Heavies may be the size they are due to several factors: excessive workout regimens, genetic deviations, gravitational environment, or simply an enjoyment of food. Regardless of how they became as big as they are, heavies have a stubborn streak a mile wide and can handle all sorts of punishment before falling.



- **Starting Wound Threshold:** Brawn + 10
- **Starting Strain Threshold:** Willpower + 9
- **Starting Experience:** 100
- **Starting Skills:** 1 free rank in Athletics or Mechanics. Neither skill may start with more than 2 ranks.
- **Unstoppable:** Once per session, spend a Story Point to increase your strain threshold by an amount equal to your character’s Brawn, or your wound threshold by an amount equal to your character’s Willpower. This effect lasts until the end



of the encounter. At the end of the encounter, if lowering that threshold would cause your current damage to be above your threshold, the damage is reduced to be equal to your threshold.

KID

For one reason or another, children often pilot powerful mecha. These youngsters may have stumbled into the mecha’s cockpit at the wrong time, and are now bound to the robo-warrior. They may be the children of the mecha’s lead scientist, studied the schematics when their parent wasn’t looking, and are the only ones able to operate the titan in a crisis. They could be young freedom fighters in a resistance group that simply lacks anyone else to pilot the mech.

Fortunately, these kids have an innate knack for operating their mecha. Because of their prodigious ability, these young pilots are able to go toe to toe with, and overcome, their elder adversaries.



- **Starting Wound Threshold:** Brawn + 9
- **Starting Strain Threshold:** Willpower + 12
- **Starting Experience:** 70
- **Starting Skills:** 1 free rank in two non-career skills of your choice. Neither skill may start with more than 2 ranks.
- **Gifted Prodigy:** You gain 20 XP to spend on skill ranks and talents
- **Still Growing:** The first time the Dedication talent is purchased, increase two different characteristics by 1.
- **Just a Kid:** When making any opposed check, add ✨ to your results.

SURVIVOR

Some mecha pilots have seen it all. They've experienced the most brutal engagements, and somehow made it through. Whether it was by luck, skill, or obstinate tenacity, survivors have lived where many of their comrades-in-arms have fallen. Some commanding officers task these veterans to help the novice pilots brought on as replacements. In other cases, survivors simply try to do what they can to keep their winning streak going and may feel that these "greenhorns" assigned to the survivor's squad may cause their luck to run out.



Starting Wound Threshold: Brawn + 10

- **Starting Strain Threshold:** Willpower + 11
- **Starting Experience:** 100
- **Starting Skills:** 1 free rank in Leadership or Survival. Neither skill may start with more than 2 ranks.
- **Close One:** Once per session, you may spend a Story Point as an out-of-turn incidental immediately after your character suffers a Critical Injury or a vehicle or mecha they are piloting suffers a Critical Hit. If you do so, choose a different Critical Injury or Critical Hit of the same magnitude.

CAREERS

The following careers from the **GENESYS CORE RULEBOOK** work well with the **MECHASYS** rules; **Entertainer, Explorer, Hacker, Healer, Leader, Scoundrel, Socialite, Soldier, and Tradesperson.**

Fighter Pilot may also be appropriate. In a **MECHASYS** themed game, Fighter Pilot gains **Gunnery (Cannons)** instead of **Gunnery**, and **Mecha Operation** instead of **Piloting**.

In addition to those careers, the following mecha-focused careers are suitable for mecha-driven campaigns.

BUDDY

This is the happy-go-lucky pal who's quick with a quip and sticks to your side in a fight. Buddies have a diverse range of expertise, making them handy to have along in almost any situation. They are often kind-hearted souls who inspire those around them and have a tendency to become the "mascot" of their team.

Career Skills: Brawl, Charm, Discipline, Knowledge (Culture), Mecha Operation, Ranged, Survival, and Vigilance.

FIELD RESEARCHER

Some engineers and mecha designers prefer to have hands-on experience and feedback in the titans they create. Others are pressed into service out of necessity for their mecha expertise. Regardless of the reason, the benefit to having a knowledgeable scientist at the controls of a mecha is irrefutable. Complications may arise when

the researcher is more interested in making observations and taking notes rather than the objective at hand.

Career Skills: Charm, Computers, Knowledge (Mecha), Knowledge (Science), Mecha Operations, Mechanics, Medicine, and Negotiation.

GOOFBALL

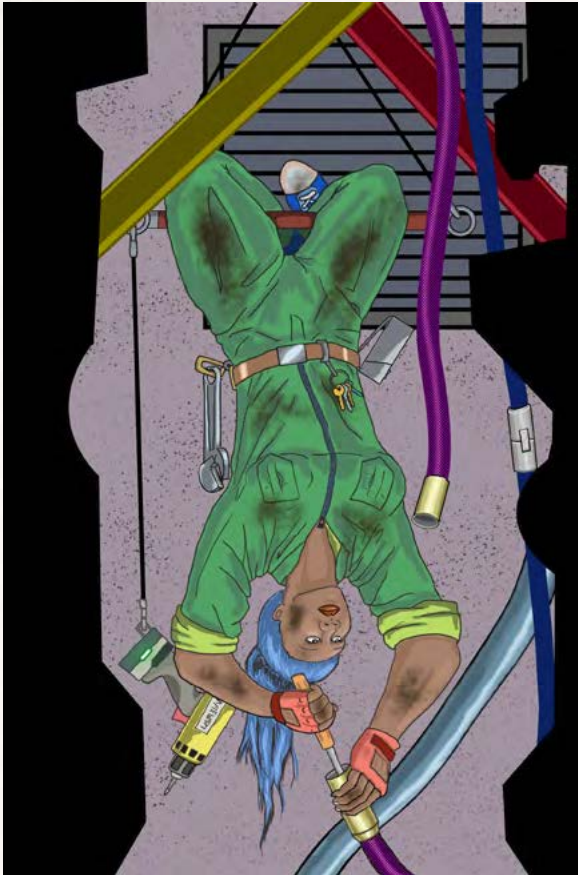
It is an almost universal constant that every group has a Goofball. They are the pranksters, the slackers, and the jokers. Their mischievous nature gave them the skills to create elaborate pranks and traps. Fortunately, these skills translate well to mecha combat, allowing Goofballs to participate in engagements with hilarious, if not effective, results.

While Goofballs may put in less effort to the more rigid and disciplined aspects of military service, they're as fierce a fighter as anyone else on their team. They may simply try to defeat their opponents with more comedic flair than others.

Career Skills: Computers, Cool, Deception, Gunnery (Missiles), Mecha Operation, Perception, Skulduggery, and Stealth.

MECHA PILOT

The core of any mecha-using team, mecha pilots are trained in every aspect of operating the machines they are dedicated to. They may be elite soldiers or independent mecha combatants trained in the art of mecha piloting (and not much else). Their focus on mecha mastery



has taken up most of their studies, often leaving them ill-equipped and vulnerable in social situations or mundane aspects of society. The best pilots shore up these gaps with extracurricular training, or surround themselves with allies who are better suited to such situations.

Career Skills: Cool, Gunnery (Cannons), Gunnery (Missiles), Knowledge (Mecha), Mecha Operations, Mechanics, Melee, and Ranged.

MECHENGINEER

Mecha are modern mechanical marvels, technological wonders that work due to the latest advancements in engineering. It is only natural and expected that they attract the attention of technophiles who want to see how far engineering thresholds can be pushed. Mechengineers are the eternal tinkerers and grease monkeys. They are always trying to coax a little more performance out of their mecha. They spend hours researching ways to tweak their mecha's systems, or up to their elbows in the guts of their mecha modifying its systems. Even a miniscule 1% performance increase is still an increase, and Mechengineers look for every improvement they can make.

These modifications may infuriate the designers and mechanics who build and maintain these mecha, but the teammates of the Mechengineer won't dispute the value of their modifications in combat.

Career Skills: Computers, Gunnery (Cannons), Gunnery (Missiles), Knowledge (Mecha), Mecha Operation, Mechanics, Negotiation, and Streetwise.

OFFICER

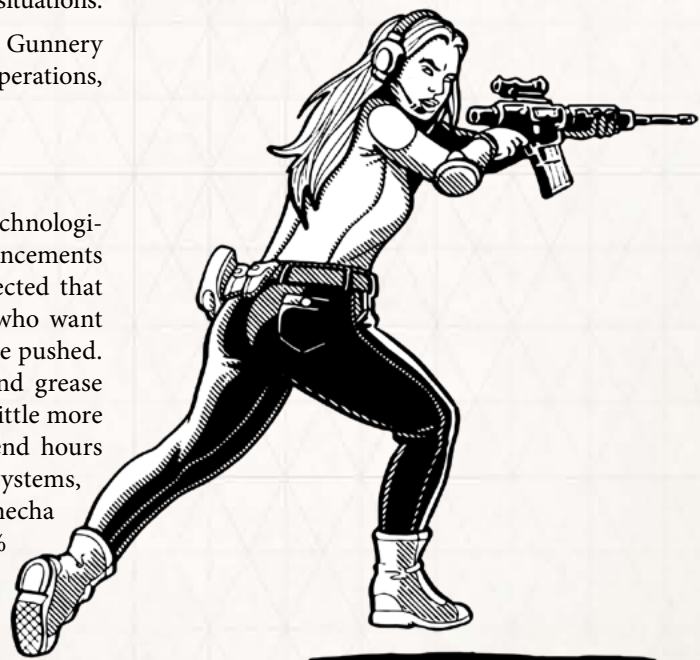
Commanding a squadron of mecha requires a dedicated individual with an ability to lead above the din of mecha combat. Whether they are natural-born leaders, or graduated from the military academy, their orders could make the difference between success and defeat. Their force of personality can change other's perceptions of the mecha they pilot to be more than their lifeless faces normally imply.

Career Skills: Brawl, Cool, Discipline, Gunnery (Cannons), Leadership, Mecha Operation, Ranged, and Resilience.

SPECOPS

When you have a job that has to be done no matter the cost, you send in the special forces. SpecOps are elite trained soldiers, able to operate on their own away from the main battle lines. When they pilot mecha, they develop creative new ways to utilize their strengths, and take advantage of their opponents expectations.

Career Skills: Athletics, Coercion, Discipline, Mecha Operation, Melee, Ranged, Stealth, and Vigilance.



SKILLS

The MECHASYS character creation options split the Gunnery skill into two distinct types of weapons: Cannons and Missiles. Most pilots want to have at least one of these skills. To help keep the number of skills from becoming too cumbersome, these rules use the singular Ranged skill in place of Ranged (Light) and Ranged (Heavy).

COMBAT SKILLS

GUNNERY (CANNONS) (AGILITY)

Heavy weapons are a necessary implement to use on battlefields filled with towering mecha. From man-portable light machine guns and laser cannons to mecha-sized railguns and plasma throwers, this skill covers all classifications of weapons that fire a directed projectile at a target. Cannons require a steady hand and quick reflexes to point the barrel of the weapon at the target, and know how to lead the target if necessary.

This skill also includes some “dumb-fire” rockets and bazookas but does not cover the use of any guided weapons that rely on a lock-on from a targeting system.

YOUR CHARACTER SHOULD USE THIS SKILL IF...

- Your character attempts to use a heavy machine gun against a squad of soldiers.
- Your character wishes to use a mecha's beam rifle against an enemy battleship.
- Your character attempts to fire a bazooka at an enemy mecha.

YOUR CHARACTER SHOULD NOT USE THIS SKILL IF...

- Your character attempts to use a weapon system that relies on achieving a target lock before firing a self-guided projectile. That would require a Gunnery (Missiles) check.
- Your character attempts to use their mecha to throw an object at a specific target. That would require an Athletics check.

GUNNERY (MISSILES) (INTELLECT)

Mecha possess a wide array of weapons at their disposal, many of which require the pilot to move various parts of the mecha to bring them to bear on enemy targets. Explosives require a different set of skills to operate effectively. Modern missiles have extensive targeting and tracking systems, becoming less of a weapon that relies on the hand-eye coordination of the gunner and more

on the gunner's ability to establish a target lock and firing solution. The calculations required to know the right time to fire a missile puts operating such weapons in a different skill set than a standard “point and shoot” system. Even a mecha-sized grenade requires the user to judge the most effective point for detonation.

This skill also covers any similar man-portable weapon systems or those mounted on non-mecha vehicles.

YOUR CHARACTER SHOULD USE THIS SKILL IF...

- Your character attempts to use an explosive-based weapon system that relies on achieving a target lock before firing a self-guided projectile.
- Your character attempts to attack with a mecha-sized grenade.

YOUR CHARACTER SHOULD NOT USE THIS SKILL IF...

- Your character attempts to fire a weapon that relies on aiming, a weapon that would require skill in Gunnery (Cannons).
- Your character attempts to figure out how to utilize a foreign mecha's missile systems. That would require a Knowledge (Mecha) check.

MECHA OPERATION (AGILITY)

Mecha are a unique form of vehicle, and Mecha Operation is used to maneuver and control those vehicles. Proficiency in Mecha Operation allows the pilot to not only move the mecha around, but also translate their knowledge of other skills to allow the mecha to leap, climb, and fight. Even if the mecha is capable of transforming into a more traditional shape such as a car or aerospace fighter, the controls of that form still rely on the operating systems of the primary mecha form.

This skill should be used in any setting that has humanoid- or bestial-shaped vehicles.

YOUR CHARACTER SHOULD USE THIS SKILL IF...

- Your character wants to pilot a towering robot across difficult terrain.
- Your character attempts to outmaneuver an opposing mecha or another vehicle in an engagement.
- Your character tries to fly their mecha through a narrow, twisting passageway aboard a space colony.
- Your character attempts to delicately pick up and shield a truck full of civilians during a firefight.



YOUR CHARACTER SHOULD NOT USE THIS SKILL IF...

- Your character attempts a maneuver with no chance of catastrophic failure. Checks are not required for simple or routine operations.
- Your character tries to repair a damaged mecha or another task that would require the Mechanics skill.
- Your character attempts to strike an enemy mecha with their mecha's fist, an act that would require a Brawl combat check.
- Your character attempts to fire their mecha's mounted railgun or handheld beam cannon. These actions would use the Gunnery (Cannons) skill.

KNOWLEDGE SKILLS

MECHA (INTELLECT)

Mecha are unlike any other vehicle. The mechanical engineering and expertise needed to design, construct, and operate these machines is vastly complex. The focused study of mecha includes all aspects of their construction and capabilities. Experts in this field can recognize common mecha at a glance and immediately recite their standard performance profiles. When faced with an unknown design, their studies can help extrapolate a mecha's potential with only a few clues to the mecha's abilities.

Additionally, knowledge of mecha can extend to support services that maintain and transport mecha, resources necessary for their construction and operation, and even pilots who have unique mecha.

YOUR CHARACTER SHOULD USE THIS SKILL IF...

- Your character wants to identify a mecha after seeing only a small portion of it, such as in a photograph or a severed part.
- Your character attempts to determine the capabilities of a mecha by observing its construction, schematics, or a recording of it in action.
- Your character tries to identify the pilot of a mecha based solely on how the mecha moves and fights.
- Your character wants to determine if a particular metal or chemical is used to construct or maintain mecha.

YOU SHOULD NOT USE THIS SKILL IF...

- Your character wants to pilot a mecha; that's the Mecha Operation skill.
- Your character wants to use the weapons onboard a mecha; that's a Gunnery (Cannons) or Gunnery (Missiles) check.
- Your character wants to repair a damaged mecha, that requires a Mechanics check.

CULTURE (INTELLECT)

Understanding the ins and outs of society and culture is an important skill. You may need to know more about an opposing faction or nation, or what's happening in your own society. Recognizing accents, music, styles, and keeping up with current events can be invaluable to assessing a situation. You may just want to stay up to date on the latest gossip about your favorite celebrity or keep up with the hottest trends.

YOUR CHARACTER SHOULD USE THIS SKILL IF...

- Your character wants to remember information about public figures, or notorious ones.
- Your character wants to know the political situation of a nation or planet.
- Your character wants to figure out what culture an artifact originated from.

YOUR CHARACTER SHOULD NOT USE THIS SKILL IF...

- Your character wants to know the latest in scientific discovery. They should use Knowledge [Science] instead.
- Your character wants to impress a visiting dignitary; that would be a use of Charm.
- Your character needs to contact the local underground. Streetwise would convince the criminals to believe you are not law enforcement.

SCIENCE (INTELLECT)

In any culture that is able to create mecha, that culture also must possess a vast understanding of the sciences. Physics, mathematics, engineering, thermodynamics, and even theoretical sciences such as quantum physics are all necessary to uplift a society to the point where mecha are possible. Those advancements lead to a multitude of other scientific breakthroughs that permeate daily life. Having an advanced or even a basic understanding of those sciences can help reveal opportunities and solve seemingly insurmountable challenges.

YOUR CHARACTER SHOULD USE THIS SKILL IF...

- Your character wants to calculate complex formulas to devise a new chemical compound.

- Your character wants to recall how much pressure a ship can withstand.
- Your character needs to decipher ancient languages or break secret codes.

YOUR CHARACTER SHOULD NOT USE THIS SKILL IF...

- Your character wants to chart a safe course through space. That would use Astrocartography.
- Your character wants to cure an illness. That would use Medicine.
- Your character attempts to build a piece of equipment. That would use Mechanics.

TALENTS

The following talents allow characters from other careers to gain vital mecha skills as career skills. The background talents allow players to follow common character tropes found in mecha-based stories.

TIER 1

BACKGROUND: ATHLETE

Tier: 1

Activation: Passive

Ranked: No

When you take this talent, your character gains Athletics or Coordination as a career skill. In addition, your character adds to social skill checks when interacting with others from this background.

BACKGROUND: BUSINESS

Tier: 1

Activation: Passive

Ranked: No

When you take this talent, your character gains Knowledge (Culture) or Negotiation as a career skill. In addition, your character adds to social skill checks when interacting with others from this background.

BACKGROUND: ENFORCER

Tier: 1

Activation: Passive

Ranked: No

When you take this talent, your character gains Coercion or Melee as a career skill. In addition, your character adds to social skill checks when interacting with others from this background.

BACKGROUND: ENTERTAINER

Tier: 1

Activation: Passive

Ranked: No

When you take this talent, your character gains Charm or Resilience as a career skill. In addition, your character adds to social skill checks when interacting with others from this background or your fans.

BACKGROUND: EXPLORER

Tier: 1

Activation: Passive

Ranked: No

When you take this talent, your character gains Medicine or Survival as a career skill. In addition, your character adds to social skill checks when interacting with others from this background.

BACKGROUND: MARTIAL ARTS

Tier: 1

Activation: Passive

Ranked: No

When you take this talent, your character gains Brawl or Resilience as a career skill. In addition, your character adds to social skill checks when interacting with others from this background.

BACKGROUND: MEAN STREETS

Tier: 1

Activation: Passive

Ranked: No

When you take this talent, your character gains Brawl or Streetwise as a career skill. In addition, your character adds to social skill checks when interacting with others from this background.

BACKGROUND: MEDICAL TECHNICIAN

Tier: 1

Activation: Passive

Ranked: No

When you take this talent, your character gains Medicine or Resilience as a career skill. In addition, your character adds to social skill checks when interacting with others from this background.

BACKGROUND: PUBLIC SAFETY

Tier: 1

Activation: Passive

Ranked: No

When you take this talent, your character gains Ranged or Vigilance as a career skill. In addition, your character adds to social skill checks when interacting with others from this background.

BACKGROUND: RACER

Tier: 1

Activation: Passive

Ranked: No

When you take this talent, your character gains Driving or Mechanics as a career skill. In addition, your character adds to social skill checks when interacting with others from this background.

BACKGROUND: SPACER

Tier: 1

Activation: Passive

Ranked: No

When you take this talent, your character gains Astro-navigation or Piloting as a career skill. In addition, your character adds to social skill checks when interacting with others from this background.

This talent should be used in Sci-fi and Space Opera settings, or any setting that includes space travel.

BACKGROUND: STUDENT

Tier: 1

Activation: Passive

Ranked: No

When you take this talent, your character gains Athletics or Knowledge (Science) as a career skill. In addition, your character adds to social skill checks when interacting with other students or academic teachers.

BLAST-OFF

Tier: 1

Activation: Incidental

Ranked: No

When using the Change Movement System maneuver while piloting a mecha, you may increase the speed of your mecha to its maximum speed. The mecha suffers system strain equal to the amount its speed increased.

BUT A SCRATCH!

Tier: 1

Activation: Incidental (Out of Turn)

Ranked: Yes

While piloting a mecha you may use the Limb Sacrifice incidental one additional time per encounter for each rank in But a Scratch! Your mecha must still have an intact limb remaining (i.e. any non-torso location) to be able to use this talent.

MECHA DUELIST

Tier: 1

Activation: Passive

Ranked: Yes

When engaged with one or two enemy mecha, remove from Brawl or Melee combat checks per rank of Mecha Duelist.

TIER 2

CRIMINAL RECORD

Tier: 2
Activation: Passive
Ranked: No

When you take this talent, your character gains Coercion, Skulduggery, and Streetwise as career skills. Your character upgrades the difficulty of any social skill check where the other party knows about the character's criminal record.

MARTIAL ARTS MASTER

Tier: 2
Activation: Passive
Ranked: No

When you take this talent, your character gains Athletics and either Brawl or Melee as career skills.


MECHA BASICS

Tier: 2
Activation: Passive
Ranked: No

When you take this talent, you gain Brawl and Mecha Operation as career skills.

MECHA MARKSMAN

Tier: 2
Activation: Passive
Ranked: No

When you take this talent, your character gains Gunnery (Cannons) or Gunnery (Missiles) as a career skill. Once per session, you may add  to a skill check made with the selected skill.

MECHA TECHNICIAN

Tier: 2
Activation: Passive
Ranked: No

When you take this talent you gain Knowledge (Mecha) and either Computers or Mechanics as career skills.

LOCK-ON EXPERT

Tier: 2
Activation: Passive
Ranked: Yes

When using the Guided quality of a weapon to make an attack at the end of the round, upgrade the ability of the combat check a number of times equal to your character's ranks in Lock-on Expert.

OFFICER TRAINING SCHOOL

Tier: 2
Activation: Passive
Ranked: No

When you take this talent, your character gains Leadership and Ranged as career skills.

QUICK-STEP RETREAT

Tier: 2
Activation: Incidental (Out of Turn)
Ranked: No

Once per round when an opponent moves to engage a mecha you are piloting, you may suffer 2 strain and 2 system strain to immediately disengage from all targets you are currently engaged with. Once used, you may not use this talent again until the end of your next turn.

TIER 3


HARD TARGET

Tier: 3
Activation: Passive
Ranked: No

When a mecha you are piloting is the target of an attack, the Silhouette of your mecha is treated as one less.

MISSILE SPECIALIST

Tier: 3
Activation: Passive
Ranked: No

When making a Gunnery (Missiles) check, you may spend  to activate up to three qualities of the weapon instead of one. If a quality may be activated multiple times, each activation counts as one of the three allowed with this talent.



MECHA CONSTRUCTION

Mecha have captured the attention and imagination of sci-fi and anime fans the world over. From lumbering behemoths trudging across the battlefield to nimble warriors dancing around laser and missile volleys among the stars, mecha come in all shapes and sizes. The rules below allow you to create almost any mecha you want; limited only by your imagination (and perhaps your game master.)

SILHOUETTE

During Session Zero, the group established the standard mecha silhouette for the setting (if there is one). Construct your mecha with this silhouette in mind. Mecha that are smaller or larger may be rare or perform specialized roles. If your setting does not have a standard size for mecha, the players (and game master) may build mecha of any silhouette up to 5.

If the players decided that the setting allows for mecha of different silhouettes, apply the following changes to the starting BP. If the setting uses a standard size for all mecha, ignore these adjustments.

- **Silhouette 2 mecha:** +10 BP, +1 Handling
- **Silhouette 3 mecha:** No change
- **Silhouette 4 mecha:** -15 BP, -1 Handling

CONSUMABLES

In Session Zero, players set the standard consumables duration. Mecha need fuel and maintenance in order to operate at their peak. Some mecha's reactors provide power for centuries, but even those mecha must resupply and receive maintenance for other systems. Life support systems need refreshing after specific intervals, especially for mecha operating in environments hostile to their pilots.

LOW ON GAS

We recommend setting this duration between a few hours to a day. For each duration period that passes, reduce the mecha's system strain by 5 until the mecha receives a tune up. Proper maintenance, usually 2 or 3 hours with an engineer or team of engineers, restores this threshold.

If the mecha is in an environment hostile to the occupants when the consumable period elapses, each occupant suffers 5 strain.

PRICE AND RARITY

In any given setting, mecha are expensive and difficult for the average person to get a hold of. In many settings, armed mecha are the exclusive property of

the military, making it illegal for the average citizen to purchase a combat mecha through legitimate means. The cost of a single mecha might be prohibitive as well, with a price tag numbering into the tens of millions or even billions.

Ultimately it's up to the game master to determine the availability and cost of mecha in the setting. The **GENESYS EXPANDED PLAYERS GUIDE** (page 62) has a section that details how to calculate an approximate cost of a vehicle.

MECHASYS offers an additional method to determine a mecha's price and rarity. As a guideline, each Frame BP Pool has an initial rarity rating. Each R&D Pool has a rarity modifier. The total rarity rating determines the uniqueness and cost of the basic mecha's frame.

Additionally, each weapon mounted on the mecha has its own rarity, making certain weapon systems more expensive and difficult to acquire than others. If a mecha's arm or leg is destroyed, the mecha's rarity may affect the challenge of acquiring a replacement.

Similarly, if a high-rarity weapon is lost or destroyed, it is more difficult to replace.

To determine the mecha's final price:

1. The mecha frame's rarity (Frame Pool rarity plus the R&D pool rarity modifier, and multiply that number by ten.)
2. Add the rarity of each weapon.
3. Multiply that number by an amount appropriate to your setting. If you want the players to be able to purchase a mecha suit, use a multiplier in the thousands. If you want a cost closer to real-world prices for advanced military hardware, use a multiplier in the millions or billions.

These values are abstract and narrative. Unless your setting particularly calls for it, most PCs won't be buying their mecha from the open market, or even the black market. They acquire their mecha as part of the story rather than by commerce.

STEP 1: DETERMINE FRAME POOL

The Frame BP Pool is the amount of engineering and resources devoted to the construction of the frame of the mecha. You may spend Frame BP to gain any mecha system, but Frame BP are the only way to increase the mecha's starting characteristics.

BASIC: 50 BUILD POINTS, RARITY 3

Built for quantity, not quality, these mass-produced war machines and utility mecha manned by rank-and-file pilots with the backing of a large military group or organization.

ADVANCED: 100 BUILD POINTS, RARITY 5

Advanced mecha excel in specialized roles. Mecha pilots who have proven themselves in battle receive these mecha. Alternatively, they may belong to a small organization that lacks a vast military force, and do more with minimal support and fewer resources.

SUPREME: 150 BUILD POINTS, RARITY 7

Piloted by top mecha aces, supreme suits are top-of-the-line machines. The capabilities of these mecha outstrip those of advanced models, allowing pilots to take on a dozen basic frame mechas.

EXAMPLE: STEP 1

Walt wishes to build a mecha for an upcoming **MECHASYS** campaign. His player group set the following construction limits during their Session Zero.

Based on these requirements, Walt is going to build a Silhouette 3 mecha with a six hour Consumables rating. He may spend up to 100 BP on mecha characteristics, and another 100 BP to spend on equipment and upgrades.

- All mecha are Silhouette 3.
- Consumables limit is six hours.
- All Chassis are available.
- No Characteristics higher than 4.
- Frame BP Pool is Advanced (100 BP).
- R&D Build Pool is Major (100 BP).

STEP 2: SELECT CHASSIS

Chassis for mecha are the equivalent of Archetypes and Species for characters. Chassis define a mecha's intended role: close-quarters combat, long-range assaults, defense, or utility. They have their own strengths and weaknesses, as well as a special ability unique to that chassis.

Each chassis determines a mecha's starting characteristics, armor, hull trauma threshold, system strain threshold, speed, handling, and a new vehicle attribute, hard points (used to determine how much equipment a mecha can mount). If Mecha characteristics change permanently during play, any derived attributes change as well.

BOMBARDIER

Bombardiers are support units capable of transporting a significant amount of artillery to the field of battle. They specialize in missile systems, carrying much larger payloads and ammunition for those weapons than other mecha.



- **Hull Trauma Threshold:** (Brawn * Silhouette) + 5
- **System Strain Threshold:** (Willpower * Silhouette) + 5
- **Armor:** 1
- **Handling:** -2
- **Hard Points:** Brawn + 5
- **Max Speed:** 1
- **Missile Swarm:** Gunnery (Missile) weapons with Barrage increase that quality by 1.

MECHA CHARACTERISTICS

All mecha have characteristic ratings. They act similar to those of player characters. These ratings represent the mecha's inherent toughness and strength, responsiveness, onboard computational ability, inner strength and power, and awe-inspiring looks. Mecha interface with their pilots much differently than any other vehicle. In many cases, the mecha's nature can merge with that of the pilot, allowing their pilots to perform feats of great prowess. In other ways the pilot can express their own expertise and abilities through the mecha, allowing the mecha to perform beyond its inherent capabilities.

When PCs determine a skill pool while piloting a mecha, the following skills use the greater of the character's or the mecha's characteristics.

Skills marked with * are found in Chapter 2.

- Athletics (BRAWN)
- Brawl (BRAWN)
- Coercion (WILLPOWER)
- Computers (INTELLECT)
- Coordination (AGILITY)
- Gunnery (Cannons) (AGILITY)
- Gunnery (Missiles)* (INTELLECT)
- Leadership (PRESENCE)
- Medicine (INTELLECT)
- Melee (BRAWN)
- Mechanics (INTELLECT)
- Mecha Operation* (AGILITY)
- Perception (CUNNING)
- Skulduggery (CUNNING)
- Stealth (AGILITY)
- Vigilance (WILLPOWER)

BRUTE

Titans of the battlefield, brutes take and dish out punishing blows. Their strong frames allow them to carry hard-hitting weapons and heavier armor plating. Once a mecha with a brute chassis gets moving, it takes a considerable amount of effort to stop them.



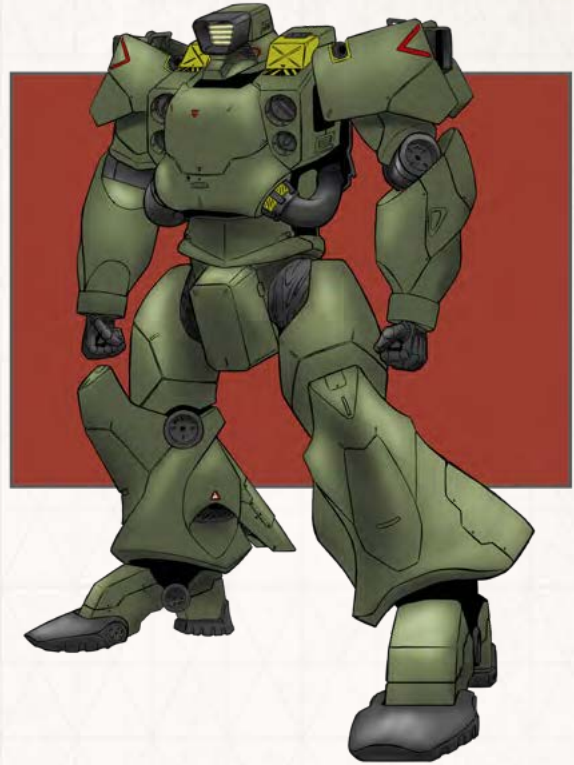
- **Hull Trauma Threshold:** (Brawn * Silhouette) + 6
- **System Strain Threshold:** (Willpower * Silhouette) + 4
- **Armor:** 1
- **Handling:** -2
- **Hard Points:** Brawn + 5
- **Max Speed:** 1
- **Juggernaut:** When the brute would be immobilized, knocked down, or otherwise moved against its will, the pilot may spend 2 system strain to negate that effect.

COMMANDER

Command mecha protect squad leaders and formation commanders. Their systems keep their pilots safe, secure, and in constant communication with their forces. Even their carefully styled appearance inspires allied forces or intimidates their opposition.



- **Hull Trauma Threshold:** (Brawn * Silhouette) + 4
- **System Strain Threshold:** (Willpower * Silhouette) + 6
- **Armor:** 1
- **Handling:** -1
- **Hard Points:** Brawn + 5
- **Max Speed:** 1
- **C&C (Command and Control) Suite:** Characters in the mecha's pilot or crew station upgrade all Leadership and Coercion checks once.



CONTROLLER

Manipulating the battlefield in their favor, controllers specialize in controlling opposing units by pinning them down or knocking them off balance. What they lack in raw power, they make up for with uncanny control of the battlefield.



- **Hull Trauma Threshold:** (Brawn * Silhouette) + 3
- **System Strain Threshold:** (Willpower * Silhouette) + 6
- **Armor:** 1
- **Handling:** -1
- **Hard Points:** Brawn + 4
- **Max Speed:** 1
- **Lockdown:** On a successful hit, reduce the Δ cost of activating any one of the following qualities by one; Burn, Concussive, Disorient, EMP, Ensnare, or Knockdown.



DEFENDER

Defenders take the hits and retaliate in kind or hold the position long enough for reinforcements to arrive. Built to take a large amount of punishment, defenders anchor many mecha formations. They draw in and repel enemy attacks, protecting allied units from harm.



- **Hull Trauma Threshold:** (Brawn * Silhouette) + 4
- **System Strain Threshold:** (Willpower * Silhouette) + 4
- **Armor:** 2
- **Handling:** -1
- **Hard Points:** Brawn + 5
- **Max Speed:** 1
- **I'll Take The Hits:** On your turn as a maneuver, choose one vehicle within short range. When that vehicle is targeted by a combat check, you may spend a Story Point as an out-of-turn incidental to have the attack target your mecha instead. This effect lasts as long as the chosen vehicle remains within short range, or until the start of your next turn.

GENERAL PURPOSE

General Purpose mecha provide support to their squads in a variety of roles. They normally represent the bulk of a mecha force's units with no particular specialty or area of expertise. Pilots of general purpose mecha need to think fast and be adaptable to changing situations, changing roles from one sortie to the next.



- **Hull Trauma Threshold:** (Brawn * Silhouette) + 5
- **System Strain Threshold:** (Willpower * Silhouette) + 6
- **Armor:** 1
- **Handling:** -1
- **Hard Points:** Brawn + 5
- **Max Speed:** 1
- **Starting BP:** General purpose mecha begins play with an additional 10 Frame BP.

GLADIATOR

Gladiators wade into close-quarters melee range with opponents and take them down with swift efficiency. They are sturdy enough to handle going toe-to-toe with enemy mecha, but usually employ more offensive capabilities and strategies. Skilled pilots can cut down entire formations of enemy mecha with blinding speed, ripping through their ranks with deadly, precision strikes.



- **Hull Trauma Threshold:** (Brawn * Silhouette) + 5
- **System Strain Threshold:** (Willpower * Silhouette) + 5
- **Armor:** 1
- **Handling:** 0
- **Hard Points:** Brawn + 5
- **Max Speed:** 1
- **Close Quarter Specialist:** Remove ■ when the mecha performs a Brawl or Melee combat check.

PURSUIT

When the enemy slips through the line or simply runs away, send in a pursuit mecha to intercept and engage. They can bring down or delay enemies until more heavily armed units can join the attack. These mecha rely on their speed to close in, strike, and speed away before the enemy can respond. Because of their inherent fragility, most pursuit mecha rely on ranged attacks to bring down their foes, and lack the staying power for sustained close-quarters combat.



- **Hull Trauma Threshold:** (Brawn * Silhouette) + 3
- **System Strain Threshold:** (Willpower * Silhouette) + 5
- **Armor:** 1
- **Handling:** +1
- **Hard Points:** Brawn + 5
- **Max Speed:** 2
- **Interceptor:** When using the Accelerate or Decelerate maneuver, reduce the amount of system strain suffered by 1 to a minimum of 0.

SCOUT

Scouts perform reconnaissance and intelligence gathering tasks. They specialize in locating the enemy, scanning their defenses, and silently slipping away to report their findings. Masters of stealth and evasion, their survival relies on not being seen. When spotted, their natural speed and evasion helps them outmaneuver their attackers.



- **Hull Trauma Threshold:** (Brawn * Silhouette) + 4
- **System Strain Threshold:** (Willpower * Silhouette) + 4
- **Armor:** 1
- **Handling:** 0
- **Hard Points:** Brawn + 5
- **Max Speed:** 2
- **Elusive:** The mecha increases its Defense by 1, and upgrades the ability of any skills checks made to avoid detection once.

EXAMPLE: STEP 2

Walt is building his mecha as a mixed-range mecha; able to engage targets in close combat and at a distance. He names it the Avatos Mk I. Walt finds the Pursuit chassis a little too fragile for his needs. General Purpose has a nice bonus to the BP, but Walt elects to go with the Striker chassis with its bonus to the Aim maneuver from “Lethal Strikes.”

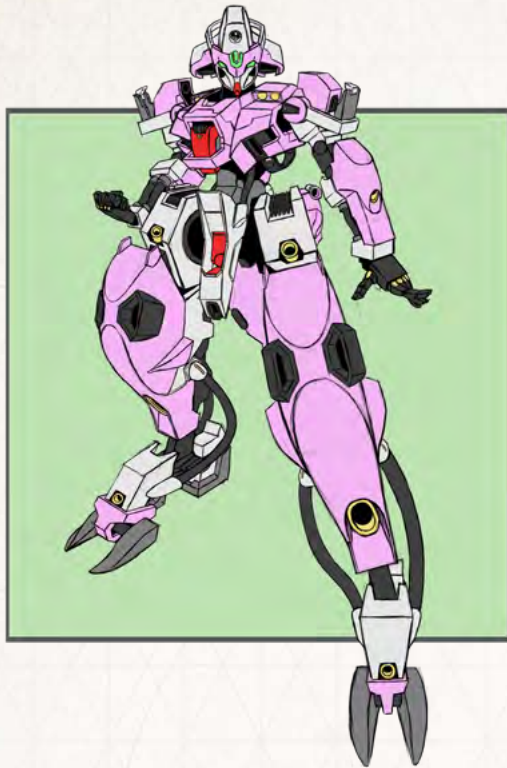
Walt spends 30 BP to increase Brawn from 2 to 3. This also increases the Avatos’ Hull Trauma Threshold and Hard Points as well. He wants the Avatos to “look cool,” so he spends 50 BP buying up the mecha’s Presence from 1 to 3. That leaves him with 10 BP. That’s not enough to increase another characteristic, so he moves them into the R&D Pool to spend on equipment and upgrades.

SNIPER

As their name implies, snipers can hit targets from long distances. Their carefully calibrated systems use long-range, direct-fire weapons to accurately strike down enemy forces. This precision comes at a price; sniper mecha are less resilient and tend to carry less armor than other models. They rely on their distance from opponents to keep them safe.



- **Hull Trauma Threshold:** (Brawn * Silhouette) + 3
- **System Strain Threshold:** (Willpower * Silhouette) + 6
- **Armor:** 1
- **Handling:** -2
- **Hard Points:** Brawn + 5
- **Max Speed:** 1
- **Precision Targeting:** Once per turn when making a Gunnery (Cannons) check, the mecha may suffer 4 system strain to decrease the difficulty of the check by one.



STRIKER

As an assault mecha, strikers carry a vast array of weapons to be brought to bear on the enemy. They move through the battlefield destroying mecha or leaving them with damaged systems. Closing in on a striker may bring you within the minimum range of their cannons, but strikers employ close range weapons to handle such situations.



- **Hull Trauma Threshold:** (Brawn * Silhouette) + 4
- **System Strain Threshold:** (Willpower * Silhouette) + 5
- **Armor:** 1
- **Handling:** -1
- **Hard Points:** Brawn + 5
- **Max Speed:** 1
- **Lethal Strikes:** Once per turn when using the Aim maneuver, add Δ to the results of the next combat check.

SUPPORT

Support mechs fill the unglamorous, but incredibly important, roles within a mechanized force. Support mecha are a favorite of field mechanics, combat search and rescue units, combat medics, engineers, and other non-combatants. Equipped to survive the harshest environments, they have sturdy frames, and heavily shielded redundant internal systems. In addition, many support mecha come with a suite of integrated tools specific to their role. For example, a field mechanic prefers a repair suite, a combat engineer or siege mecha uses special scanners and heavy construction equipment, a search and rescue unit uses a sophisticated medical system and ground-penetrating radar.



- **Hull Trauma Threshold:** (Brawn * Silhouette) + 4
- **System Strain Threshold:** (Willpower * Silhouette) + 5
- **Armor:** 1
- **Handling:** -1
- **Hard Points:** Brawn + 4
- **Max Speed:** 1
- **Onboard Tool Suite:** The mecha is considered to have “the right tool for the job,” allowing the pilot to make Computers, Mechanics, and Medicine checks without having to leave their mech.

PURCHASE CHARACTERISTIC INCREASES

After selecting your chassis, you may spend their Frame BP to raise the mecha’s characteristics. The cost to increase these characteristics is the same as purchasing characteristics for Player Characters; ten times the value the characteristic is being raised to. As with PC characteristics, you must purchase each mecha characteristic improvement sequentially. For example increasing a characteristic from 1 to 3 requires 50 BP (20 to increase from 1 to 2, then another 30 to increase from 2 to 3).

Add any unspent Frame BP to the R&D BP Pool.

BASE DERIVED ATTRIBUTES

Once you have determined the mecha’s starting characteristics, record the mecha’s silhouette and consumables ratings, as determined during Session Zero. Then calculate the mecha’s base hull trauma threshold and system strain threshold.

STEP 3: DETERMINE R&D POOL

The R&D BP Pool represents the amount of additional development that went into the PC's mecha. You may spend these points on additional limbs and locations, increasing armor and thresholds, and buying weapons and equipment. The group determined the amount of points available in the R&D Pool during Session Zero.

Remember, any unspent Frame BP become part of the R&D BP Pool.

MINOR: 50 BP, +0 RARITY

These mecha are either fresh off the assembly line, had minor modifications to prepare them for battle, or had a minimal development cycle before being placed into mass production.

MAJOR: 100 BP, +1 RARITY

These mecha have spent years on the drawing boards and even more in field testing before production. Alternatively, these mecha have seen some action, and received significant time and attention by mechanics.

EXTREME: 150 BP, +2 RARITY

This level of modification makes the mecha unique. Examples of extreme mecha include experimental prototypes, or a legacy mecha frame handed down through a lineage of pilots.

GAINING ADDITIONAL BP

After play begins, mecha accrue additional BP similar to how characters earn XP. The group determines the rate of BP advancement and when it may be spent during Session Zero. You may spend these earned BP on any option or equipment listed in this section such as mecha locations, speed, movement systems, weapons, and upgrades.

If you replace one system with another, such as replacing a light beam cannon (15 BP) with a heavy beam cannon (40 BP), you receive a refund of the BP cost of the system being replaced. In the example above, the replacement effectively costs 25 BP.

STEP 4: DEFINE MECHA LOCATIONS

Even the smallest mecha carries a formidable list of weapons and equipment. Engineers carefully distribute this equipment across the mecha to maintain its delicate gyroscopic balance.

All mecha frames start with a torso and five additional locations. The most common configuration creates a humanoid shape with two arms, two legs, and a head. Additional locations cost 5 BP each.

All weapons, equipment, and systems must be placed in a location. The pilot's compartment also must be placed in a location, usually the torso or head. Equipment placed in locations may gain limitations to their usefulness and utility. For example, weapons mounted on a leg or wing have a more limited firing arc than one mounted on an arm or head.

The benefits and limitations of each location type are listed below.

TORSO

Whether it's called the hull, core, fuselage, or main body, the Torso is the location of the mecha's power plant, drive systems, and, in most cases, the pilot. The torso is the attachment point for all other locations.

ARMS

Not used for locomotion, these limbs end with some sort of manipulator. Common manipulators are hands, claws, or pincers. Arms allow mecha to mount additional weapons, utilize handheld objects, and make physical strikes. Alternatively, players may choose to mount weapons in place of manipulators at the end of their arms. This design choice provides both benefits and drawbacks as listed in **Table 3-1: Mecha Locations**.

HEAD

A location dedicated to observation and sensor placement, the head helps anthropomorphize the mecha. It may look like an actual humanoid's head or be more animalistic or alien. It may even look more like an observation dome or cockpit.

LEGS

Legs provide locomotion. While usually mounted in pairs, alternative leg arrangements exist, such as tripod walkers. Legs make great places to mount movement and weapon systems, and allow your mecha to physically strike targets.

MOVEMENT PLATFORM

Movement platforms are locations specifically designed to receive movement systems. Some examples of movement systems are thruster backpacks, tracked or wheeled bases, or even giant mecha riding platforms such as surf-, skate-, or hover-boards.

TAILS (TENTACLES)

These flexible spindly limbs grant any equipment mounted in them a superior position in most situations. Tails twist and writhe around, allowing for strikes from unexpected angles of attack, reach above the battlefield for a better vantage point, or entangle opponents. The cost for this mobility is decreased durability.

TURRET

Dedicated weapon banks, turrets grant a mecha the ability to pack a lot of firepower into a smaller space. In addition, their rotating mounts allow those weapons to be directed into almost any direction, threatening any target within range no matter the angle of attack. The main drawback is a mecha could lose a significant amount of firepower if their turret is destroyed.

WINGS

Wings provide speed and maneuverability to a mecha. Even ground vehicles can benefit from having wings, creating more downward force, increasing traction and maneuverability.

SPLIT SYSTEMS

Hard points: 1

Systems and weapons can be split between two locations to increase its durability. A split system takes up an additional hard point space and occupies two locations. When a location that houses part of the split system is destroyed, that system continues to function until the destruction of the other location or the entire mecha. A Critical Hit that compromises a specific system knocks out the system in both locations. For example, a Propulsion Damaged Critical Hit takes out all movement in a mecha, even one with a split movement system.

EXAMPLE: STEP 3 AND 4

With the points left over from Step 2, Walt has 110 BP to purchase equipment, weapons, and upgrades. First, he decides what locations the mecha has. Walt wants a humanoid-shaped mecha, so he uses his five free locations on a head, two arms, and two legs. Walt considers a series of small wings on the back of the *Avatos*, but looking at his BP budget and considering the weapons he wants to buy, he elects to save his BP for now. He might add them after earning more BP during play to make the *Avatos Mk II*.

Walt decides to place the cockpit inside the torso, so a lucky Critical Hit to the head doesn't take out the *Avatos* before it exceeds its Hull Trauma Threshold. With a Silhouette of 3, the torso provides 3 hard points for equipment. Two arms allow the *Avatos* to make brawl attacks. He includes hand servos with the arms to use handheld weapons. Having two legs gives the *Avatos* the walking movement system for free, and it can perform brawl attacks with its legs. None of these selections ended up costing Walt any BP, so he still has 110 BP to spend.

TABLE 3-1: MECHA LOCATIONS

LOCATION	FIRE ARC	SPECIFICATIONS
Torso	Front or Rear	Torsos may not be the target of any Location Destruction Critical Hit or Location Sacrifice effect. A mecha may have only one torso. A torso may mount equipment with a number of total hard points equal to the mecha's Silhouette.
Arms	Front and Left or Front and Right	The mecha with an arm may make Brawl skill checks with the following weapon profile (Brawl; Damage Brawn +0; Critical 5; Range [Engaged]; Disorient 2, Knockdown). <ul style="list-style-type: none"> • Hand Servos: May or may not have a hand servo. A hand servo allows the mecha to wield one handheld weapon with that arm. There is no BP cost to add or remove a hand servo from an arm. • Weapon Hand: Weapons mounted in an arm in place of a hand servo adds \heartsuit to all combat checks made with that weapon. Each arm may only have one weapon mounted in place of a hand. Increase the difficulty of any skill check that would benefit from having a hand servo by one.
Head	Front, Left, and Right	Any crew stations in the head grants \square to all Perception and Vigilance checks to a crewmember seated at the station. Any crewmember in the head that suffers involuntary wounds or strain increase the amount suffered by 1. If the pilot station is in the head of the mecha, the Torso can mount one additional piece of equipment. This benefit only increases the number of hard points that may be assigned to the torso, and does not increase the mecha's hard point limit overall.
Legs	Front or Rear	If mecha has legs, it must have at least two legs. A mecha with legs may make Brawl skill checks with the following weapon profile (Fire Arc Front, Right, and Rear or Front, Left, and Rear; Brawl; Damage Brawn+0; Critical 5; Range [Engaged]; Disorient 2, Knockdown). Grants the mecha the Walking Movement System at no additional BP or hard point cost (see Table 3-2). Having more than two legs stabilizes the mecha. If a mecha has three or more legs, the number of \heartsuit required to activate the Knockdown quality against the mecha is increased by 1. In addition, the number of \clubsuit needed to knock the mecha prone is increased by 1.
Movement Platform	None	Represented as tread-base, wheeled systems, rotor mounts, or thruster banks. Movement systems mounted in a movement platform do not cost hard points. Each location that is designated as a movement platform adds 1 to the mecha's speed or handling. Each bonus may only be chosen once (so a mecha with 3 locations assigned to the movement platform increases its speed by 1 and its handling by 1). Movement platforms count as a single limb for the purposes of Critical Hits and location destruction/sacrifice, no matter how many locations it is allocated to. Mecha can have both a movement platform and legs. In such instances, the movement platform is either a large backpack or is stowed up and away while the mecha is walking.
Tails (Tentacles)	All	If the mecha has a tail or tentacle it may make Brawl skill checks with the following weapon profile (Fire Arc all; Brawl; Damage Brawn +0; Critical 5; Range [Engaged]; Entangle 1) Tail mounted weapons and equipment adds \heartsuit to all skill checks made with them. Tails are easier to destroy. When an attacker scores a Critical Hit against a mecha with a Tail, they may choose to sever a tail automatically in lieu of the standard Critical Hit roll.
Turret	Front	Equipment mounted in Turrets reduce their hard point cost by 1 to a minimum of 1. Movement Systems may not be placed in Turrets.
Wings	Front	Increase the mecha's handling or speed by 1 per pair of wings (the same bonus cannot be chosen more than once). When one wing is destroyed the mecha loses the bonus granted by that pair of wings until it is repaired.

STEP 5: MOVEMENT SYSTEMS

Hard points: 1 per system

Once you have built the mecha's basic frame and locations, determine how the mecha moves around. Mecha with leg locations gain the walking movement for free. Mecha without legs gain one movement system at no cost. Additional modes of movement cost 5 BP and 1 hard point per system.

MAXIMUM SPEED

Hard points: 0

To determine your mecha's speed, take the starting maximum speed granted by the mecha's chassis and add any bonuses granted by the mecha's locations. This is the mecha's maximum speed. You can increase it by spending BP. The cost to increase your mecha's maximum speed is 5 times the new value in BP. This is sequential. For example, to go from maximum speed 3 to 4 costs 20 BP, and then from 4 to 5 is another 25 BP.

HANDLING

Even the largest, clumsiest mecha can improve its maneuverability by increasing handling. You may represent these improvements with vented vernier thrusters, repulsor jets, or even maneuvering fins.

Each chassis has a starting handling value. Some chassis are inherently more maneuverable than others. You improve your mecha's handling by purchasing upgrades (see page 34), or by having certain locations on your mecha such as wings or movement platforms.

When making a Brawl of Melee skill check, mecha add equal to the mecha's negative handling value.

EXAMPLE: STEP 5

Walt wants the *Avatos* to fly, so he purchases a Flight system for 5 BP and mounts it in the torso. The torso now has 2 hard points remaining, and the *Avatos* has 7 hard points left overall. While flying, the *Avatos* has a maximum speed of 2.

He wants the *Avatos* to move faster, so Walt spends 10 BP to improve its maximum speed to 3, and 3 while flying. Walt now has 95 BP remaining.

TABLE 3-2: MOVEMENT SYSTEMS

MOVEMENT SYSTEM	BENEFIT
Walking	Remove ■■ caused by terrain from all Mecha Operation skill checks.
Ground	Represents treads, wheels, or ground-effect hover systems. Maximum speed increased by 1 while on flat surfaces (as determined by the GM).
Aquatic	Choose one: <ul style="list-style-type: none"> Maximum speed increased by 1 while on the surface of the water. Ignore difficult terrain while underwater.
Flight	Represents thrusters, rotors, or other gravity-defying flight systems. Maximum speed increased by 1 while in the air. Does not grant the mecha spaceflight (see Equipment below).

DO YOU EVEN LIFT, ANIKI?

A mecha's encumbrance capacity represents its internal cargo space. How much a mecha can lift with its limbs is a different matter. A mecha can normally lift smaller objects with little difficulty (subject to GM's ruling). As the object gets closer to the size of the mecha, the lifting difficulty increases, requiring an Athletics check to successfully lift the object.

Table 3-3: Lifting Objects represents the difficulty of lifting an object the mecha controls. A mecha may first need to skillfully grab an object, especially if the object attempts to resist.

TABLE 3-3: LIFTING OBJECTS

OBJECT IS...	DIFFICULTY
Mecha's silhouette -2 or less.	Simple task (-)
Mecha's silhouette -1	Easy (◆)
Mecha's silhouette	Hard (◆◆◆)
Mecha's silhouette +1 or greater.	Formidable (◆◆◆◆◆)

STEP 6: SECONDARY ATTRIBUTES

HULL TRAUMA THRESHOLD, SYSTEM STRAIN THRESHOLD, AND ARMOR

These vehicle characteristics operate according to the standard Vehicle Rules found on page 220 of the **GENESYS CORE RULEBOOK**. Each chassis has an initial value for hull trauma and system strain thresholds as well as armor. You can improve these further by purchasing upgrades (see page 34).

CREW COMPLEMENT

Hard points: 1

Some mecha possess several crew stations, allowing multiple operators to handle various roles in the mecha. Movement platforms may have a station to facilitate repairs or rerouting power. Arms and legs may have stations for gunners, while the head could have a station for a commander to direct actions from.

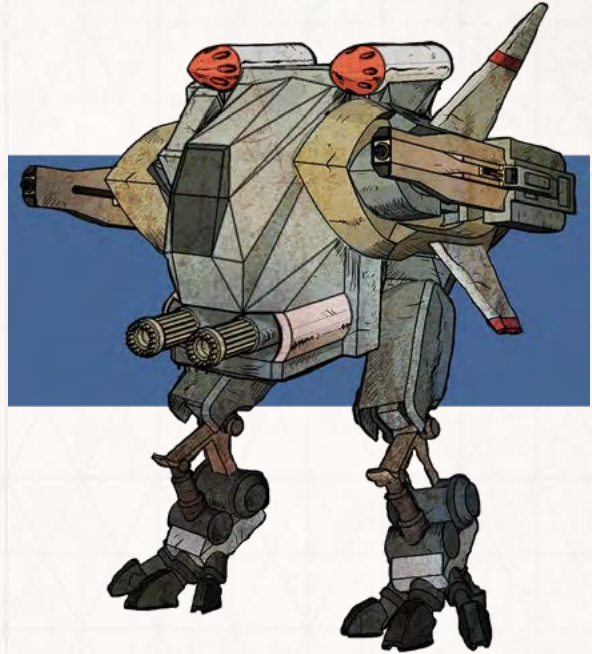
Adding additional crew complement costs 0 BP and 1 hard point. Each purchase adds a number of crew stations up to mecha's Intellect.

Each crewmember station occupies a location on the mecha. These stations may be all in one location or spread out across the mecha's frame. Each station increases the mecha's encumbrance capacity by 4.

ENCUMBRANCE CAPACITY

Hard points: 1

Encumbrance capacity defines how much equipment or cargo a mecha can hold. The base amount equals the mecha's silhouette times its Brawn characteristic. Purchasing additional cargo space costs 1 hard point and adds ten times the mecha's silhouette to its encumbrance capacity. There is no BP cost to increase this value.



PASSENGER CAPACITY

Hard points: 1 per compartment

Some mecha can carry passengers. This is common among troop transport mecha designed to carry small squads of soldiers or participate in rescue operations. Passengers may not take any vehicle actions or maneuvers.

Some mecha cockpits have a rumble seat, a single fold-down/cramped passenger seat located in the mecha's pilot compartment. There is no cost to add this feature. Additional passenger capacity costs 1 hard point each, allowing the mecha to carry a number of passengers equal to twice its silhouette.

EXAMPLE: STEP 6

Based on the Striker chassis and Walt's build choices, the *Avatos'* base stats look like this:

Walt envisions the *Avatos* as a single-pilot machine, so he puts no extra points into Crew Complement. This means the only passenger space is the free rumble seat. He is satisfied with the *Avatos'* Encumbrance Capacity of 9. Walt still has 95 BP remaining.

3	3	1	2	3	3
BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
3	2	-1	M/R DEFENSE 0 0		ARMOR 1
SILHOUETTE	MAX SPEED	HANDLING	HT THRESHOLD 13		SS THRESHOLD 14

STEP 7: INSTALL WEAPONS

Most commonly used to wage war, mecha frequently carry one or more weapons to use in combat. They may mount these weapons in frame locations. Mecha with hand servos can also wield weapons in them. During combat the mecha operator chooses the best weapon to employ at any given time, utilizing different weapons at different ranges or combat styles.

WEAPON PLACEMENT

When adding weapons to a mecha, you choose whether to mount it into the frame or construct a weapon the mecha holds in its hand servos. Mounted weapons have the advantage of always being at the ready, and drawing power or ammunition from internal sources. By contrast, handheld weapons normally do not take up space within the mecha. They carry their ammunition within the weapon itself, or attached to another external ammo source. They can be disarmed or knocked loose while they're stowed on the mecha.

HANDHELD

You may apply the Handheld quality to any weapon (see Handheld quality, page 30). There is no additional BP cost to apply this quality. The weapon requires one less hard point per rank of the Handheld quality. The weapon still requires a location on the mecha, representing its stowed location, like a scabbard, holster, or carrying clamp. No location may have more than two handheld weapons assigned to it. Handheld weapons cannot be split between two locations per the split systems option (see page 25).

MOUNTED

Mounting weapons to a location on the mecha's frame keeps them from being disarmed and protects them from most forms of harm. Once assigned to a location, they may fire into the firing arcs associated with that location (see page 26). A critical hit or limb sacrifice that destroys the location also destroys the weapon.

The Sunder quality only affects mounted weapons when the attacker uses the Aim maneuver on that specific weapon or location. Shields are an exception; if a mounted shield provides defense during the attack, the Sunder quality affects the shield as normal.

HANDHELD AND MOUNTED

Some extremely large weapons may take up 2 or more hard points. Mecha can help off-set this size by having

some of the weapon's hard points mounted on the mecha. Any remaining hard points require the mecha to have an equal number of hand servos available to utilize the weapon. Narratively, the weapon may be predominantly mounted on a back or limb with a handle the mecha grasps to use the weapon.

WEAPON TYPES

Mecha weapons fall under five categories; beam weapons, ballistic weapons, energy blades, melee weapons, and self-propelled weapons. These weapons deal damage in one of three ways: energy, physical, or explosive. Some mecha possess upgrades which protect against specific damage types.

BALLISTIC WEAPONS (PHYSICAL)

Ballistic weapons hurl a physical projectile of some sort at opponents. These weapons include chemically-driven slungthrowers, electromagnetic railguns, bows, or bladed disks.

BEAM WEAPONS (ENERGY)

Beam weapons employ some form of energy to inflict harm upon their target at a distance. This energy can take many forms: laser, heat, particle, ion, or even more esoteric forms such as psychic or magic energy. These expensive weapons punch through enemy armor and defenses, leaving gaping, searing holes in their targets.

ENERGY BLADES (ENERGY)

Like beam weapons, energy blades use various forms of energy to damage opponents. They create a plane of energy from powerful short range emitters to slice a target's form. More expensive than their physical counterparts, energy blades are easier to strike with and can carve through unprotected weapons.

MELEE WEAPONS (PHYSICAL)

Melee weapons are gigantic mecha versions of traditional close-quarters weapons. They inflict harm through kinetic force, smashing or cutting their way through the armor plating of enemy mecha.

SELF-PROPELLED WEAPONS (EXPLOSIVE)

These weapons deal damage with explosive force. These weapons come with or without a guiding system. Bazookas and grenades rely on the skill of the pilot and mecha, where missile systems have internal tracking systems to guide them to the target.

NEW QUALITIES

MECHASYS introduces several new qualities to weapons, armor, and equipment.

BARRAGE

In many instances, mechas fire missiles in volleys. Rarely does every missile from the barrage hit a target, but nearby detonations can inflict additional damage. The Barrage quality represents this type of missile attack.

After a successful attack, a weapon with the Barrage quality may spend Δ to add damage equal to the Barrage rating to one hit. Players may activate this quality multiple times, each time applied to a different hit from the attack. If both Blast and Barrage activate during a successful hit, add the Barrage rating to the Blast damage.

EMP

EMPs (electromagnetic pulses) overload and disable the electronic systems of whatever object they strike. These pulses can render modern devices and vehicles useless, potentially disabling vital equipment such as motor systems, guidance computers, and life support equipment. Time and effort repairs such systems, but losing them in a crisis has dire consequences.

Weapons with this quality may spend $\Delta\Delta$ after a successful combat check to deal system strain damage equal to the rating. If the object struck does not have a system strain value, it is damaged two steps as per the rules on page 89 of the **GENESYS CORE RULEBOOK**. EMP damage can knock a character's cybernetics offline with potentially life ending results.

An object, armor, or vehicle (including mecha) with the EMP quality is immune to EMP damage.

HANDHELD

Only mecha with hand servos may utilize weapons with the handheld quality. The mecha must use a number of hand servos equal to the handheld quality rank to wield the weapon.

To wield a handheld weapon, a mecha uses the Manage Gear maneuver. If the operator has the Quick Draw talent, they may apply that talent in vehicle scale as well. While wielded, the weapon can attack the front, right, or left arcs. If wielding the weapon requires only one hand servo, it may also attack the rear arc.

KNOCKDOWN QUALITY AND MECHA

Some mecha weapons in **MECHASYS** have the Knockdown quality. When a target is hit with a weapon with the Knockdown quality, the amount of Δ required to trigger Knockdown equals the silhouette of the targeted mecha. Mecha are immune to Knockdown from personal scale weapons.

When traveling at a speed greater than 0, mecha affected by Knockdown suffer an amount of system strain equal to their current speed as they stumble and skid along the ground. Their current speed is reduced to zero.

Airborne or submerged mecha are not knocked prone and instead suffer $\square\square$ to all skill checks until the end of their next turn as they struggle to regain control.

During a combat check made against a mecha with a handheld weapon, the attacker may disarm one of the target mecha's handheld weapons by spending $\Delta\Delta\Delta$. If a location is destroyed, all handheld weapons held or stored in that location immediately come loose and fall to the ground (or drift away, if in zero-G).

LONG SHOT

Some weapons work best at longer ranges. Designed with powerful targeting and tracking systems, these weapons deliver long-distance attacks with potent accuracy. As a trade-off, they have difficulty traversing and tracking targets at closer ranges.

Ranged weapons with this quality reduce the difficulty of attacks at extreme and strategic range by 1, and increase the difficulty of attacks at short and medium ranges by 1.

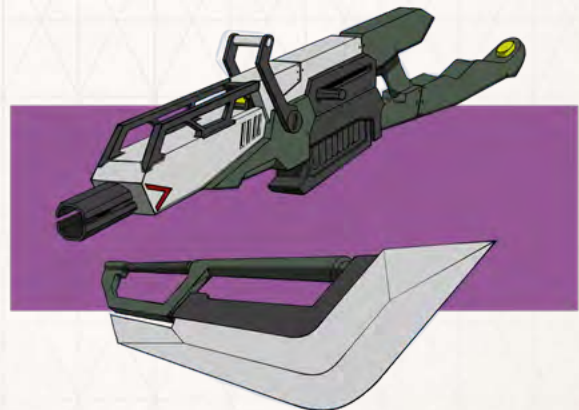


TABLE 3-4: BALLISTIC WEAPONS

NAME	SKILL	DAM	CRIT	RANGE	HP	BP	RARITY	SPECIAL
Ballistic Cannon	Gunnery (Cannons)	2	4	Medium	1	5	2	
Vulcan Gun	Gunnery (Cannons)	1	4	Medium	1	10	3	Auto-fire
Light Cannon	Gunnery (Cannons)	2	4	Long	1	15	3	Disorient 1
Rotary Cannon	Gunnery (Cannons)	2	4	Long	2	25	4	Accurate 1, Auto-fire, Prepare 1
Heavy Cannon	Gunnery (Cannons)	4	3	Long	2	25	5	
Scattergun	Gunnery (Cannons)	3	3	Short	1	30	4	Blast 1, Knockdown
Bazooka	Gunnery (Cannons)	3	4	Long	2	30	5	Breach 1, Cumbersome 3, Vicious 1
Sniper Cannon	Gunnery (Cannons)	7	3	Strategic	2	40	7	Accurate 1, Long Shot, Prepare 2, Slow-Firing 1, May run out of Ammo on 🎯🎯🎯
Railgun	Gunnery (Cannons)	6	4	Extreme	2	50	7	

TABLE 3-5: BEAM WEAPONS

NAME	SKILL	DAM	CRIT	RANGE	HP	BP	RARITY	SPECIAL
Energy Cannon	Gunnery (Cannons)	2	3	Medium	1	10	3	Accurate 1
Pulse Gun	Gunnery (Cannons)	1	3	Medium	1	15	4	Accurate 1, Auto-fire
Light Beam Cannon	Gunnery (Cannons)	2	3	Long	1	15	4	Accurate 1
Beam Cannon	Gunnery (Cannons)	3	3	Extreme	1	25	6	Accurate 1
Beam Gatling	Gunnery (Cannons)	2	3	Long	2	30	5	Accurate 2, Auto-fire, Prepare 1
Shock Beam	Gunnery (Cannons)	3	3	Medium	1	30	4	Accurate 1, Blast 1, EMP 2
Plasma Thrower	Gunnery (Cannons)	3	3	Short	1	40	8	Blast 1, Burn 2, Vicious 2
Beam Bazooka	Gunnery (Cannons)	3	3	Extreme	2	40	7	Blast 2, Knockdown, Slow-Firing 1
Heavy Beam Cannon	Gunnery (Cannons)	5	2	Extreme	2	40	5	Accurate 1, Cumbersome 3
Sniper Beam Cannon	Gunnery (Cannons)	8	2	Strategic	3	55	7	Accurate 1, Cumbersome 3, Long Shot, Vicious 1, May run out of ammo on 🎯🎯🎯

TABLE 3-6: ENERGY BLADES

NAME	SKILL	DAM	CRIT	RANGE	HP	BP	RARITY	SPECIAL
BRAWL WEAPONS								
Beam Claws	Brawl	1	3	Engaged	1	10	4	Vicious 2
Beam Katar	Brawl	2	3	Engaged	1	30	6	Breach 1, Sunder
MELEE WEAPONS								
Short Blade	Melee	1	3	Engaged	1	5	3	
Long Blade	Melee	2	3	Engaged	1	20	5	Accurate 1, Sunder
Saber Boomerang	Melee	3	3	Medium	1	25	6	Guided 3, Sunder, Slow-Firing 2
Heavy Blade	Melee	3	2	Engaged	1	50	6	Accurate 1, Sunder, Unwieldy 2, Vicious 1
Beam Shield	Melee	0	4	Engaged	1	20	6	Defensive 1, Deflection 2, Inaccurate 1

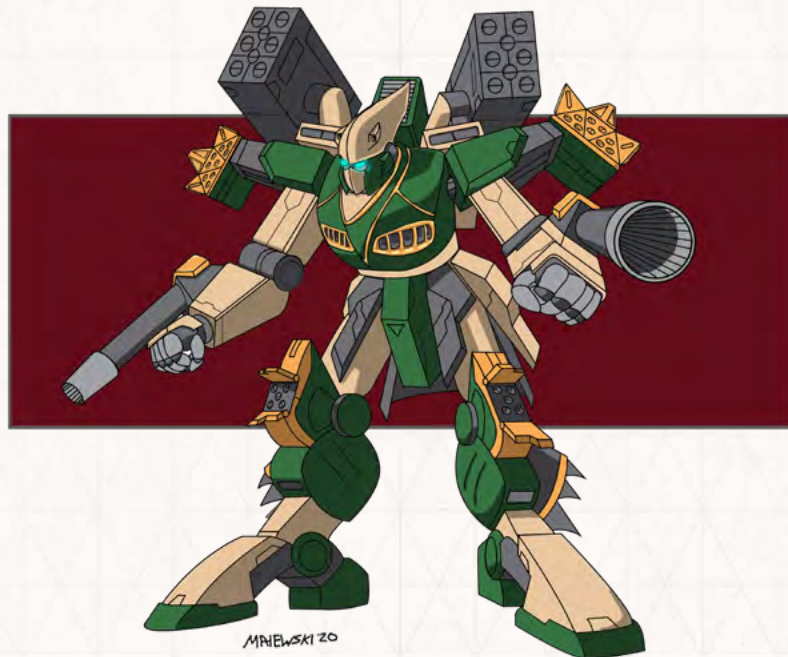


TABLE 3-7: SELF-PROPELLED WEAPONS

NAME	SKILL	DAM	CRIT	RANGE	HP	BP	RARITY	SPECIAL
Grenade	Gunnery (Missiles)	2	4	Medium	1	10	4	Blast 2
Rocket Launcher	Gunnery (Missiles)	4	3	Long	1	20	6	Blast 4, Limited Ammo 3
Mini-Missile Launcher	Gunnery (Missiles)	2	4	Long	1	25	5	Barrage 2, Blast 2, Guided 3
Medium Missile Launcher	Gunnery (Missiles)	4	3	Extreme	1	35	6	Blast 4, Guided 3, May run out of ammo on 🎯🎯🎯
Volley Missile Launcher	Gunnery (Missiles)	4	3	Extreme	1	45	7	Barrage 4, Blast 4, Guided 3, May run out of ammo on 🎯🎯🎯
Heavy Missile Launcher	Gunnery (Missiles)	6	3	Strategic	2	45	8	Blast 6, Guided 3, Limited Ammo 3, Long Shot

TABLE 3-8: MELEE WEAPONS

NAME	SKILL	DAM	CRIT	RANGE	HP	BP	RARITY	SPECIAL
BRAWL WEAPONS								
Claws	Brawl	1	5	Engaged	0	5	2	
Knuckle Duster	Brawl	2	5	Engaged	0	15	3	Knockdown
Hammerfist	Brawl	3	4	Engaged	1	20	4	Knockdown, Cumbersome 3
Demolition Gauntlet	Brawl	5	5	Engaged	1	55	8	Concussive 1, Knockdown, Sunder, Slow-Firing 1
MELEE WEAPONS								
Combat Knife	Melee	2	4	Engaged	1	5	2	
Light Bludgeon	Melee	3	5	Engaged	1	5	2	Disorient 1
Whip	Melee	0	5	Short	1	10	3	Ensnare 2, Unwieldy 2
Blade	Melee	2	3	Engaged	1	10	3	
Monoblade	Melee	2	2	Engaged	1	20	3	Sunder
Combat Saw	Melee	3	4	Engaged	1	25	4	Auto-fire
Heavy Bludgeon	Melee	5	4	Engaged	2	25	5	Cumbersome 3, Disorient 2, Knockdown
Rocket Punch	Melee	2	4	Medium	1	30	4	Cumbersome 3, Guided 3, Slow-Firing 1
Mega-Blade	Melee	6	3	Engaged	2	35	6	Unwieldy 3, Vicious 1
Siege Axe	Melee	6	2	Engaged	2	60	9	Cumbersome 3, Sunder, Vicious 2
Light Shield	Melee	0	5	Engaged	1	5	2	Defensive 1, Deflection 1, Inaccurate 1
Heavy Shield	Melee	0	5	Engaged	1	15	4	Defensive 2, Deflection 2, Inaccurate 2

EXAMPLE: STEP 7

Time to arm the *Avatos*. Walt wants his mecha to have a beam cannon, two beam swords, a defensive cannon in the head, and a shield.

Starting with the *Avatos*' main weapon, he purchases a beam cannon for 25 BP. Walt wants a handheld rifle for the *Avatos*, so it costs no hard points. When stowed, the beam cannon rests on the mecha's back (torso).

He wants to purchase two beam sabers so he can dual-wield them when the opportunity arises (or if the *Avatos* loses one of them). Short energy blades cost 5 BP,

and long energy blades cost 20. Looking at what else he wants and his remaining BP, Walt chooses the two short blades. He makes them handheld and they are stowed on the mecha's hips; one on each leg.

Walt purchases a vulcan gun and mounts it in the *Avatos*' head. That costs 1 hard point and 10 BP. He'd love to mount a Beam Shield on the *Avatos*, but he's getting low on points and still wants to buy some upgrades. Instead, he buys a light shield for 5 BP and mounts it on the mecha's left arm for 1 hard point.

The *Avatos* has 45 BP and 5 hard points remaining.

STEP 8: PURCHASE UPGRADES

Upgrades apply additional effects to the mecha's systems. These design features increase the mecha's core statistics and attributes or add new abilities to the mecha.

Upgrades function much like talents do for player characters and use the same pyramid-like process for purchasing. To purchase a Tier 2 Upgrade, you must have two Tier 1 upgrades. To purchase a Tier 3 upgrade, you must have at least two Tier 2 and three Tier 1 upgrades. Each tier determines how much the upgrade costs.

- Tier 1: Each upgrade costs 5 BP.
- Tier 2: Each upgrade costs 10 BP.
- Tier 3: Each upgrade costs 15 BP.
- Tier 4: Each upgrade costs 20 BP.
- Tier 5: Each upgrade costs 25 BP.

PILOT ONLY UPGRADES

Certain upgrades are labeled as "Pilot Only." Other crewmembers or passengers cannot activate these upgrades.

TIER 1 UPGRADES

ANTI-MISSILE

Tier: 1

Activation: Incidental (Out of Turn, Pilot Only)

Ranked: No

Hard points: 1

When targeted by an explosive weapon, the pilot may suffer 2 strain and 2 system strain to negate one successful hit from the attack. The mecha must have at least one functional ranged weapon to use this upgrade.

ARMOR PLATING

Tier: 1

Activation: Passive

Ranked: Yes

Hard points: 0

Increase the mecha's Armor by +1 per rank in Armor Plating.

DUPLICATE WEAPON

Tier: 1

Activation: Passive

Ranked: Yes

Hard points: 1

Choose a weapon, that weapon gains Linked 1 or increases its existing Linked rating by 1.

EMP SHIELDING

Tier: 1

Activation: Passive

Ranked: No

Hard points: 1

The mecha gains the EMP quality, becoming immune to EMP damage.

EXTRA AMMO

Tier: 1

Activation: Maneuver

Ranked: Yes

Hard points: 1 (see text)

For each rank in Extra Ammo, once per session you may spend a maneuver to replenish a weapon's Limited Ammo quality to full. Additional ranks in Extra Ammo do not cost hard points.

FORTIFIED SYSTEMS

Tier: 1

Activation: Passive

Ranked: Yes

Hard points: 0

For each rank of Fortified Systems, increase the mecha's system strain threshold by 1.

INNOVATION

Tier: 1

Activation: Passive

Ranked: Yes

Hard points: 0

For each rank in Innovation, increase the number of hard points on the mecha by 1.

MANEUVERING THRUSTERS

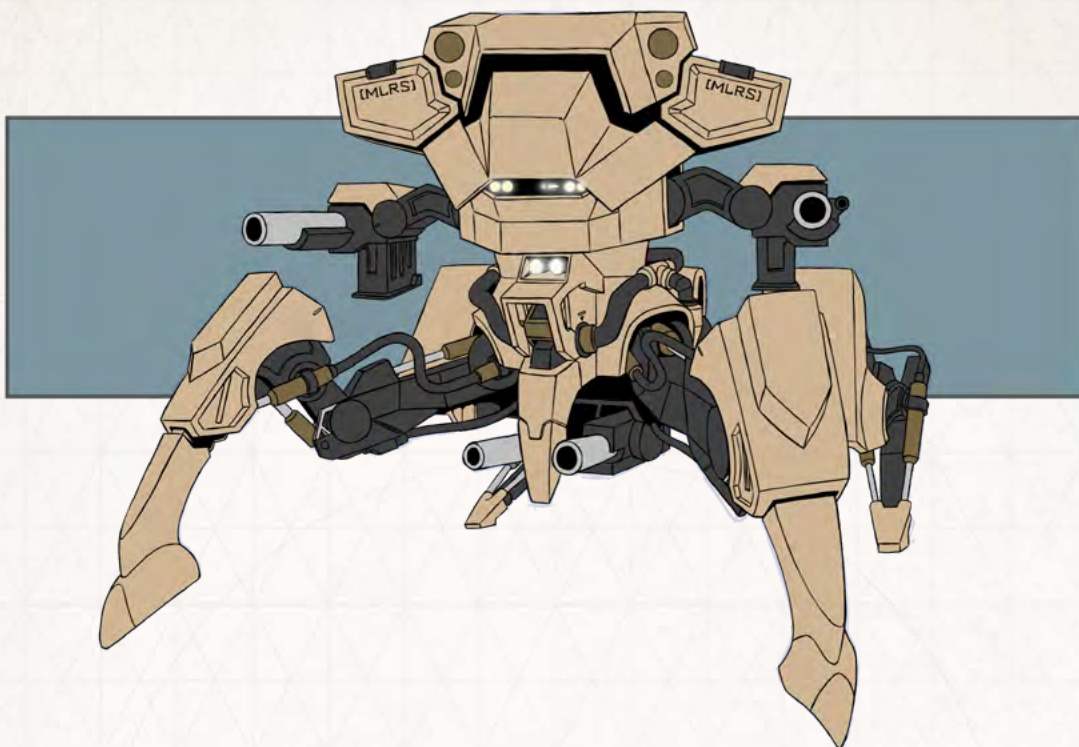
Tier: 1

Activation: Passive

Ranked: Yes

Hard points: 1

An array of maneuvering jets, fins, or emitters scattered across the mecha improve the mecha's maneuverability. Increase the mecha's handling by the number of ranks in Maneuvering Thrusters. The maximum positive handling a mecha can benefit from is 4.



REINFORCED STRUCTURE

Tier: 1

Activation: Passive

Ranked: Yes

Hard points: 0

For each rank of Reinforced Structure, increase the mecha's hull trauma threshold by 2.

SHOCK ABSORBERS

Tier: 1

Activation: Passive

Ranked: Yes

Hard points: 1 (see text)

When hit with an attack with Disorient or Concussive qualities, this mecha increases the Δ required to activate those qualities by 1 per rank in Shock Absorbers. Additional ranks in Shock Absorbers do not cost hard points.

TOWING SYSTEM

Tier: 1

Activation: Maneuver

Ranked: No

Hard points: 1

You may spend a maneuver to reduce the difficulty of the next Athletics check the mecha makes to pick up an object by one, to a minimum of Simple (-).

TWO-HANDER

Tier: 1

Activation: Passive

Ranked: No

Hard points: 1

When wielding a handheld energy blade or melee weapon with two hand servos increase the total damage of the attack by 2.

VACUUM SEALS

Tier: 1

Activation: Passive

Ranked: No

Hard points: 1

By sealing and reinforcing all the mecha's systems, this upgrade allows a mecha to survive and operate in a vacuum, such as outer space (see page 43). The mecha's legs or movement platform gain magnetic field emitters that enable them to remain in contact with the surface of ships, stations, and other metallic structures while in zero-G. This upgrade also modifies the mecha's weapons to operate in airless environments. The crew and passenger compartments protect occupants from minor breaches, but a major breach could be harmful to those not wearing proper protective gear (see Mecha Critical Hits, page 47).



TIER 2 UPGRADES

DUAL-MODE WEAPON

Tier: 2
Activation: Passive
Ranked: Yes
Hard points: 0

When you select this upgrade, a weapon gains a second weapon profile. Select another weapon with a BP cost equal to or less than that of the primary weapon. You do not pay the BP cost for that secondary weapon. The combined weapon system uses the greater hard point rating of the two weapon modes to determine hard points or hands needed to wield it. The pilot may swap the weapon system to any of the selected weapon modes as an incidental. If either weapon is lost, such as destroyed via Critical Hit or disarmed, then both weapons are lost.

Additional ranks in Dual-mode Weapon may be applied to other weapons, or on the same weapon granting it additional weapon modes.

ELECTRONIC COUNTER-COUNTERMEASURES (ECCM)

Tier: 2
Activation: Passive
Ranked: No
Hard points: 1

Powerful electronic systems on the mecha are able to cut through enemy interference. When a Jamming action

(pg. 229 GENESYS CORE RULEBOOK) targets a mecha with ECCM, increase the difficulty of the skill check twice. In addition, when targeting an opponent that has successfully taken the Intercept Projectiles action (pg. 229 GENESYS CORE RULEBOOK), downgrade the difficulty of the check once.

Electronic Counter-Countermeasures may have additional benefits as determined by the game master.

BEAM COATING

Tier: 2
Activation: Incidental (Out of Turn, Pilot Only)
Ranked: No
Hard points: 1

When hit by a weapon that deals energy damage, spend 1 system strain to reduce the damage by the mecha's Presence before applying armor. This effect may be used in conjunction with the Barrel Roll talent (page 77 GENESYS CORE RULEBOOK).

HEAVY HANDED

Tier: 2
Activation: Passive
Ranked: Yes
Hard points: Special, see text

When purchasing this upgrade, choose one weapon that takes up two hard points or requires two hand servos to wield. That weapon now only requires one hard point or only requires one hand servo to wield.

INTIMIDATING AURA

Tier: 2

Activation: Passive

Ranked: No

Hard points: 0

The mecha's appearance and design incites fear in its enemies. When determining initiative at the beginning of an encounter, the pilot of the mecha may spend ☹ to disorient a number of opponents equal to the mecha's Presence characteristic until the end of the encounter. Players may trigger this effect multiple times, each time applying to different opponents.

Rivals may remove this effect by spending ☹ during any subsequent skill check. During their turn they may also spend an action to make a Cool or Discipline check opposed by the mecha's Coercion to overcome this effect. Nemeses are immune to this effect.

JUMP JETS

Tier: 2

Activation: Maneuver (Pilot Only)

Ranked: No

Hard points: 2

Equipped with rockets, jets, or other thrust-vectoring systems, this mecha can leap great distances.

While under gravity, as a maneuver the pilot may trigger the mecha's jump jets and move to any point one range band away. Players may suffer 2 system strain to increase this distance by one range band, up to a maximum of three range bands total.

While in zero-G, Jump Jets give the mecha the ability to fly in any direction up to the mecha's maximum speed.

REACTIVE PLATING

Tier: 2

Activation: Incidental (Out of Turn, Pilot Only)

Ranked: No

Hard points: 1

When hit by a weapon that deals physical damage, spend 1 system strain to reduce the damage by the mecha's Cunning before applying Armor. This effect may be used in conjunction with the Barrel Roll talent (page 77 GENESYS CORE RULEBOOK).

REPAIR SUITE

Tier: 2

Activation: Passive

Ranked: No

Hard points: 2

The mecha has a series of clamps, manipulator arms, and mounted tools that grant the ability to perform repairs on another mecha. This upgrade counts as "the right tool for the job," enabling a crewman to make a Mechanics check to repair damage to another mecha, vehicle, or similar object without needing to exit the mecha.

Mecha with the Towing System upgrade add ☐ to Mechanics checks made to repair vehicles or machines held with the towing system.

SMOKESCREEN LAUNCHER

Tier: 2

Activation: Maneuver

Ranked: Yes

Hard points: 1 at Rank 1, 0 for additional Ranks

The mecha can dispense smoke, chaff, or other obscuring material around it. When used, the area within short range of the mecha gains three levels of concealment (per page 110 of the GENESYS CORE RULEBOOK). Additional ranks of Smokescreen Launcher extend this by one range band, to a maximum of extreme range.

How long the smokescreen lasts is up to the GM. Normally the smokescreen area lasts a number of rounds equal to the mecha's Cunning characteristic. Weather conditions may factor in; high winds (atmospheric or solar) may cause the screen to disperse more rapidly.

STEALTH DESIGN

Tier: 2

Activation: Passive

Ranked: No

Hard points: 0

The pilot of the mecha may choose to use Cunning in place of Agility when making Stealth skill checks.

TARGETING SYSTEM

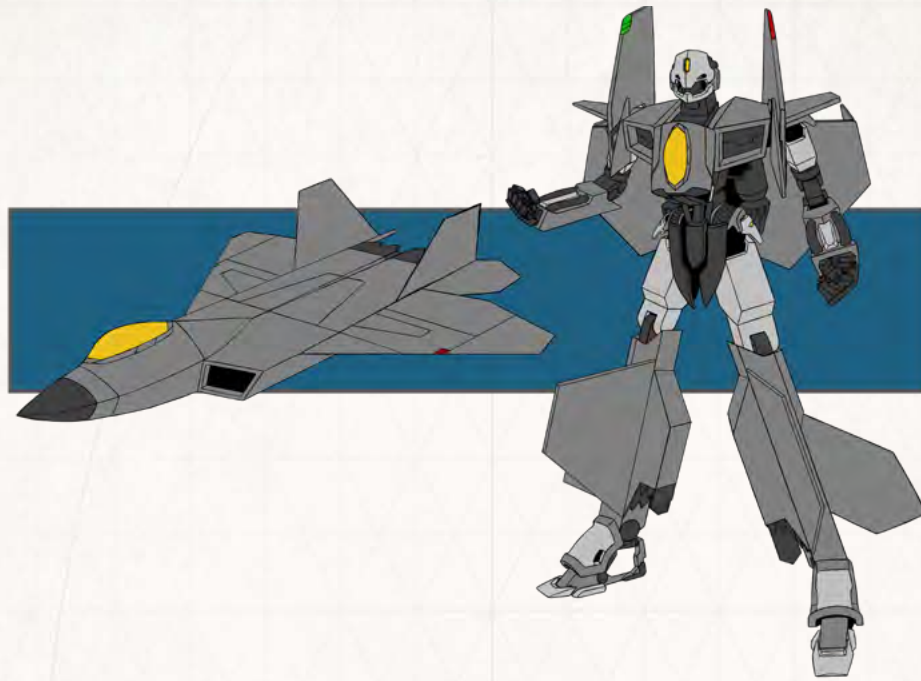
Tier: 2

Activation: Passive

Ranked: No

Hard points: 1

Choose a number of weapons equal to the mecha's Intellect characteristic. Each of those weapons gain the Accurate 1 quality, or improves the existing Accurate quality by 1.



TRANSFORMATION

Tier: 2

Activation: Maneuver (Pilot Only)

Ranked: Yes

Hard points: 1

The mecha may spend a maneuver to transform into one or more alternate forms. For each purchase of this upgrade, choose one of the alternate forms listed on **Table 3-9: Transformation Forms**.

TABLE 3-9: TRANSFORMATION FORMS

ALTERNATE FORM	EFFECT
Aeroform	Gains flight (if mecha did not already have flight), +1 maximum speed and +1 handling while in flight.
Aquaform	Gain surface and submersible movements (ignores difficult terrain caused by water environments), maximum speed increased by 1 in water environments.
Beastform	Ignore difficult terrain, and one weapon with the engaged range gains either the Sunder or Breach 1 qualities (or improves its existing Breach by +1).
Groundform	Gain Ground movement (wheels or treads), +1 maximum speed on land.
Seigeform	The mecha gains -2 maximum speed (minimum 0), -1 handling, and +2 armor. Choose one weapon system; increase the weapon's base damage by an amount equal to the mecha's Presence characteristic and lower the weapon's Critical rating by 1 to a minimum of 1.

When transformed, the mecha can use all of its mounted weapons. The mecha may select one handheld weapon to become a mounted weapon while transformed, but the firing arc changes to forward. The mecha stows all other handheld weapons internally, and cannot use these weapons while in an altered form. Changing which handheld weapon remains active while transformed requires an hour of work and a **Hard (◆◆◆) Mechanics check**.

Unless the maximum speed drops below the current speed, there is no change in speed as a result of changing forms, even if the new mode uses a different movement type.

WALL CRAWLING

Tier: 2

Activation: Passive

Ranked: No

Hard points: 1

A mecha with the Wall Crawling upgrade may scale walls, cliffs, and other vertical surfaces. They may end their movement along any vertical surface and do not fall to the ground.

The mecha may attempt to crawl along the underside of terrain as well. While in gravity, treat these surfaces as difficult terrain (GM is the final arbiter to determine if the ceiling can support the mecha's weight). In a low- or zero-gravity environment, the mecha can move at full speed without hindrance. While in zero-gravity, the pilot adds **△△** to any opposed or competitive Mecha Operation checks they make.

TIER 3 UPGRADES

ALPHA STRIKE

Tier: 3

Activation: Action

Ranked: No

Hard points: 0

The mecha is able to override its internal safety systems and launch a devastating attack with all of its ranged weapon systems. This action requires at least two weapons with the same or overlapping firing arcs. The crew member chooses one ranged weapon on the mecha as the primary weapon. The primary weapon gains Barrage with a rating equal to the number of additional ranged weapons used in the attack. If the weapon already has Barrage, increase the rating by the number of additional weapons used in the attack. Qualities from secondary weapons have no effect on the check.

After resolving the attack check, the mecha suffers system strain equal to the total number of weapons used in the attack. All included weapons with the Limited Ammo quality reduce their remaining shots by one. After firing an alpha strike, the weapons used cannot fire until the beginning of the acting crewmember's next turn.

AUTOMATED RECOVERY SYSTEM

Tier: 3

Activation: Passive

Ranked: No

Hard points: 1

This system represents internal repair-bots, automated maintenance systems, bio-mechanical regenerator fluids, or banks of heat sinks removing excess heat from over-stressed components. When a crew member aboard the mecha makes a successful Damage Control action (pg. 229 GENESYS CORE RULEBOOK), the amount of hull trauma or system strain repaired is increased by an amount equal to the mecha's Intellect.

In addition, if the mecha is below half its hull trauma threshold at the end of the pilot's turn, the mecha recovers one system strain. Once the mecha has suffered damage equal to half its hull trauma threshold or more, the Automated Recovery System becomes too stressed to recover system strain on its own.

DEATH INCARNATE

Tier: 3

Activation: Incidental

Ranked: No

Hard points: 0

Whenever this mecha performs a combat check that defeats an opposing mecha, you may spend $\Delta\Delta\Delta$ or \otimes to choose a number of opponents up to your mecha's ranks in Presence within medium range from the target. Until the end of your next turn, the affected opponents become disoriented.

DEFENSE SYSTEM

Tier: 3

Activation: Passive

Ranked: Yes

Hard points: 1

Each rank of Defense System increases the mecha's melee and ranged defense by 1.

ELECTRONIC COUNTERMEASURES (ECM)

Tier: 3

Activation: Passive

Ranked: No

Hard points: 1

Electronic Countermeasures utilize special emitters that disrupt enemy sensors and systems. When a crew member aboard the mecha takes the Jamming or Hacking Enemy Systems action (pg. 229 GENESYS CORE RULEBOOK), reduce the difficulty of the skill check by one. If the mecha is the target of the Scan the Enemy action or a weapon with the Guided quality, increase the difficulty of the skill check by one.

Electronic Countermeasures may have additional benefits as determined by the game master.

SMOKESCREEN LAUNCHER (IMPROVED)

Tier: 3

Activation: Passive

Ranked: No

Hard points: 1

The mecha must have the Smokescreen Launcher upgrade to purchase this upgrade. When using Smokescreen Launcher, you may place the center of the smokescreen at any point within medium range. The concealment created lasts twice as long as normal.

TIER 4 UPGRADES

CAPS (COMBATANT ANALYZER AND PREDICTION SYSTEM)

Tier: 4

Activation: Incidental

Ranked: No

Hard points: 1

Choose an opponent with the Adversary talent that you or an ally has attacked during this encounter. When you take the Scan the Enemy action against that opponent, in addition to the standard effect, for every net **☆☆** generated reduce their ranks in the Adversary talent by 1, to a minimum of 0, until the end of your next turn. You may spend **▲▲▲▲** or **⊕** to extend this effect until the end of the encounter.

ENERGY-DIFFUSING CLOUD

Tier: 4

Activation: Maneuver

Ranked: Yes

Hard points: 1

The mecha must have the Smokescreen Launcher upgrade to purchase this upgrade. Instead of creating an area of concealment, the mecha saturates the area

with energy diffusing particles. While this cloud is active, all beam weapon attacks that pass through the cloud reduce their range by one range band. The cloud also reduces the damage of a successful hit by a beam weapon or energy blade by an amount equal to this mecha's Cunning. This penalty applies to all weapons used within or pass through the energy-diffusing cloud, including this mecha's weapons.

This upgrade is also affected by the Improved Smokescreen Launcher upgrade.

TIER 5 UPGRADES

PERFORMANCE

Tier: 5

Activation: Passive

Ranked: Yes

Hard points: 1

Each rank in Performance increases one of the mecha's characteristics by one. This upgrade cannot increase a characteristic above 5. You cannot increase the same characteristic with Performance twice.

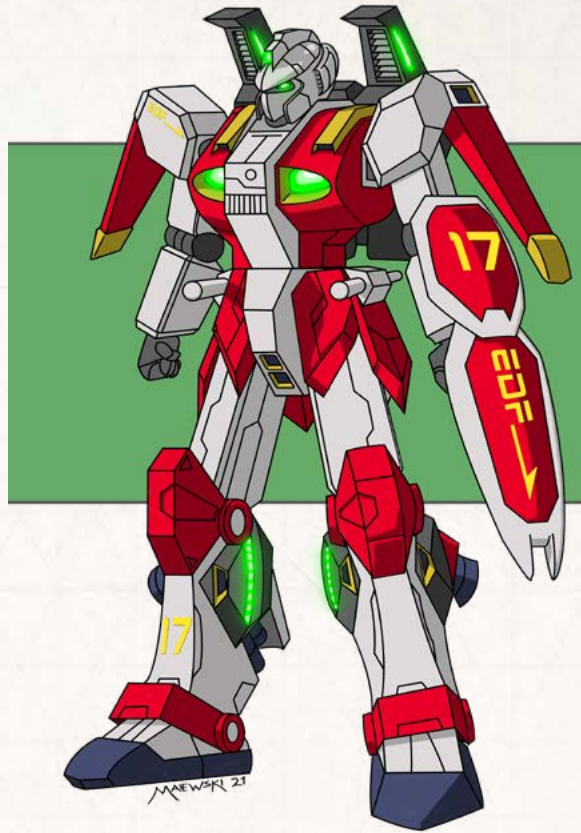


EXAMPLE: STEP 8

For Upgrades, Walt wants to give the *Avatos* some defensive capability. He purchases the Anti-Missile upgrade for 5 BP, and mounts it in the head. The *Avatos* is less durable than he'd like, so he spends another 5 BP on Armor Plating (+1 Armor) and 5 BP more on Reinforced Structure (+2 Hull Trauma Threshold).

Now he can install two Tier Two upgrades. He spends 10 BP to purchase Beam Coating, allowing the *Avatos* to spend system strain to reduce incoming energy damage by an amount equal to his mecha's Presence (which was purchased up to 3). He further improves the *Avatos* survivability by purchasing a second rank of Reinforced Structure for 10 BP. That brings him to 10 BP and 4 hard points remaining, which he'll save for later upgrades.

With that, Walt has completed his mecha build! Here's how the ADM-01X *Avatos* looks when Walt is all done.



ADM-01X Avatos

3	3	1	2	3	3
BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
3	2	-1	M/R DEFENSE 1 1		ARMOR 2
SILHOUETTE	MAX SPEED	HANDLING	HT THRESHOLD 17		SS THRESHOLD 14

Chassis: Striker (Once per turn when using the Aim maneuver, add a to the results of the next combat check).

Control Skill: Mecha Operation

Movement Systems: Walking, Flight (+1 max speed while flying).

Complement: One

Passenger Capacity: One

Encumbrance Capacity: 9

Consumables: Six hours

Cost/Rarity: 6,500,000 /6

Hard Points (Used): 8 (4)

Upgrades: Anti-Missile, Armor Plating 1, Reinforced Structure 2, Beam Coating.

Locations:

- Head (Anti-Missile upgrade, vulcan gun)
- Torso (flight system, beam cannon [stowed])
- Right Arm
- Left Arm (shield)
- Right Leg (short beam saber [stowed])
- Left Leg (short beam saber [stowed])

Weapons:

- Handheld beam cannon (Fire Arc Front, Left, and Right; Gunnery [Cannons]; Damage 3; Critical 3; Range [Extreme]; Accurate 1).
- 2 handheld short beam sabers (Fire Arc Front, Left, and Right; Melee; Damage 1; Critical 3; Range [Engaged]).
- Vulcan gun (Fire Arc Front, Left, and Right; Gunnery (Cannons); Damage 1; Critical 4; Range [Medium]; Auto-fire).
- Shield (Fire Arc Front and Left; Melee; Damage 0; Critical 5; Range [Engaged]; Defensive 1, Deflection 1, Inaccurate 1).
- Handheld Beam Sword (Fire Arc All; Damage 6; Critical 3; Range [Engaged] Linked 1).



ADVERSARIES

ENVIRONMENTAL EFFECTS

MECHA COMBAT

NEW RULES

This section introduces several new rules for running mecha in your Genesys games and campaigns. Mecha uses a unique mixture of combat scales. In some instances, they act like vehicles. In others, they're more like characters. To accommodate this, **MECHASYS** makes adjustments.

ADVERSARIES

In many mecha shows and stories, the main heroes face off against a large number of enemy mecha at once. Most of these enemy units, typically rank-and-file foot soldiers for the antagonist, are minions. To better reflect this, we created the following rules.

MINION MECHA

When a minion operates a mecha, reduce the mecha's hull trauma threshold by half, rounded down. The mecha no longer has a system strain threshold. Any system strain suffered by the minion-piloted suit becomes hull trauma instead, and they cannot voluntarily suffer system strain. Finally, the minion-pilot may only take one maneuver per turn.

Mecha piloted by rivals and nemesis ignore these effects, and operate as the vehicle and mecha rules state.

ENVIRONMENTAL EFFECTS

VACUUM

Mecha may safely operate in vacuum environment for a number of rounds equal to their Willpower characteristic. After that, all occupants not wearing vacuum suits, or similar protection, suffer the effects of the vacuum environment (page 111 **GENESYS CORE RULEBOOK**).

Ignore this effect if the mecha has the Vacuum Seals upgrade (see page 35).

ZERO-G

Mecha attempting to operate in zero-g add ■■ to all skill checks. Their maximum speed drops to 1. If the mecha can engage with a surface or object to provide them with enough friction, they may use the Accelerate or Decelerate maneuvers.

Mecha with Flight systems or the Jump Jets upgrade (see page 37) can move in any direction at the mecha's full maximum speed. If the mecha has the Vacuum Seals upgrade (see page 35), ignore the skill penalty.



MECHA COMBAT

Mecha combat can be very dynamic and exciting. In some circumstances, two mecha slugging it out is no different than two tanks in melee combat, or two fighter jets in a dog fight. In other situations, mechas defy gravity and physics by engaging in hard-turns, zig-zag evasions, and near collisions bringing their gigantic melee weapons into play. We recommend several ways to bring the drama of mecha battle to your campaigns.

These rules augment the optional Vehicle Rules beginning on page 220 of the **GENESYS CORE RULEBOOK**.

FORCED MOVEMENT MATTERS

Mecha are vehicles that often move at very high speeds while attempting to engage enemy mecha. The distances between those mecha can change dramatically from one turn to the next. At some speeds, the distance may shift from long range to engaged in an instant, or from medium range to strategic. When you choose to take your forced movement makes a dramatic impact on your attack options.

If your mecha wishes to disengage and then re-engage the same target using its forced movement, the mecha pilot must perform the Dangerous Driving action (page 227 of the **GENESYS CORE RULEBOOK**). This requirement is ignored if your group is using the options in the "Graceful Giants" sidebar (see page 5).

ENGAGEMENT

Many mecha have melee weapons and the ability to punch and kick with their mecha limbs. To use these weapons, mecha must engage with their target. When a mecha moves to engage a target, a collision only occurs if the pilot of the moving mecha expressly wishes it.

When a mecha makes a Gunnery check while engaged with an opponent, increase the difficulty twice.

COMBAT TURN OPTIONS

In addition to the vehicle incidentals, maneuvers, and actions presented in the **GENESYS CORE RULEBOOK** (pg 226), **MECHASYS** adds several new Pilot-only options.

LIMB SACRIFICE

Pilot-only: Yes

Activation: Incidental (Out of Turn)

Once per encounter, when a mecha suffers damage that exceeds its hull trauma, instead of taking the damage, the pilot may choose to sacrifice a limb location on their mecha. Normally the pilot chooses which location to sacrifice, but the attacker can spend Ⓢ to choose the location instead. The mecha suffers a Location Destroyed Critical Hit.

Since Limb Sacrifice prevents the mech from taking damage from that hit, the attacker can not trigger an additional Critical Hit.

SABER CLASH

Pilot-only: Yes

Activation: Incidental (Out of Turn)

Mecha shows often have dramatic scenes with two mecha locking their melee weapons against each other in a feat of strength. Saber-clash is a useful tactic to restrict an enemy mecha for a short time, preventing them from attacking others and providing some measure of protection against attacks from others.

The stages of initiating and conducting a Saber Clash are as follows:

1. During a Brawl or Melee attack, the attacker spends ☉ or the target spends ☘ to initiate a Saber Clash.
2. During their next turn, both mecha have speed reduced to 1 (or remain at 0). The two mecha ignore forced movement and cannot perform the Accelerate, Decelerate, or Reposition maneuvers until the Saber Clash ends.
3. Both pilots must spend their action to make a competitive check (page 26, **GENESYS CORE RULEBOOK**). Each pilot chooses one energy blade, melee weapon, or unarmed attack and makes an **Average (◆◆) competitive Melee or Brawl check**, modified by the opponent's melee defense. Note that this is not a combat check, so the Aim maneuver, Accurate or Inaccurate weapons, defensive talents, and similar combat check modifiers do not apply.
4. At the end of the second pilot's turn, the pilot who scored more net successes deals their weapon's base damage to the other mecha. Any passive qualities of the weapon apply to the damage. The losing mecha upgrades the difficulty of all skill checks made until the end of their next turn.
5. Additionally, the winner may move their opponent one range band away in the direction of the winner's choice. If this forces the mecha into a hazard, that pilot may make an immediate **Hard (◆◆◆) Mecha Operation check** to avoid the effect of the hazard.

INTERFERING WITH A SABER CLASH

It is dangerous to attack a mecha involved in a saber clash. Brawl or Melee combat checks upgrade their difficulty once, Gunnery checks upgrade the difficulty twice. If ☘ is rolled, the attack hits the attacker's ally dealing base weapon damage plus the number of net successes. Any passive qualities of the weapon also apply to the attack. ☉ equal number to the weapon's Critical rating may be spent to trigger a Critical Hit against any ally hit by the attack.



CHANGE MOVEMENT TYPE

Pilot-only: Yes

Activation: Maneuver

The mecha reconfigures its movement system from one to another. For example, a mecha that is running wishes to enter a river and switch to its aquatic movement system, or one that is flying wishes to land and start using its wheeled ground movement. If this change causes the mecha's maximum speed to become lower than the current speed, the current speed is reduced to the new maximum speed.

Once the maneuver is completed, the mecha's current speed reduces by one to a minimum of zero.

CREWS AND CO-PILOTS

Not all mecha are operated by a single pilot. Some require co-pilots, engineers, gunners, and even operational commanders to coordinate the efforts of all aboard. Those additional crew members enhance the capabilities of the mecha they operate and support the efforts of the pilot. With an extra pair of eyes and hands to manage navigation, communication, and system maintenance, the pilot can focus on combat operations. However, there are times when the crew member's activities are more prominent, and entwined with the success of the mecha's mission.

Whenever a mecha selects the option for additional crew, other PCs or NPCs fill those crew stations. PCs assigned to those stations roll their own initiative slots as normal, and take their turn independently from those of the pilot. They may perform any action or maneuver that is not "Pilot-only."

NPC crew fall under a slightly different set of rules. For those mecha, the other crew members act on the same initiative turn as the PC pilot. They handle rudimentary tasks, effectively performing the Assist maneuver and granting the pilot ☐ on an appropriate skill check.



If the pilot rolls AAA or ☉ during a Mecha Operations or combat skill check, they may have a crew member perform one maneuver or action from the following list. If the option selected requires a skill roll, it is counted as having rolled net ✨ with no additional results. If the benefit has a value based on a characteristic, we assume the crew member has a characteristic score of 2.

- Accelerate
- Decelerate
- Damage Control
- Plot Course
- Copilot
- Jamming
- Boost Defenses
- Scan the Enemy
- Intercept Projectiles

The following maneuvers and actions are available to PC and NPC crew members aboard mecha.

CREW MEMBER MANEUVERS

BOOST POWER

Pilot-only: No
Silhouette: 2-5
Speed: Any

A crew member may re-balance the power output of the mecha's reactor for a short period of time, moving energy from one system to another to boost performance. The mecha suffers 2 system strain and increases the mecha's maximum speed by 1 for a

number of turns equal to the crew member's Intellect. As a consequence, the mecha is harder to maneuver and reduces its handling by 1. The crew member may cancel this effect on a later turn by spending a maneuver. Multiple uses of Boost Power do not stack.

CREW MEMBER ACTIONS

ON YOUR SIX!

Pilot-only: No
Silhouette: 2-5
Speed: Any

Another set of eyes watching for incoming fire can be a significant help during combat. Crew members with access to a mecha's targeting and tracking system or an eternal viewpoint can warn the pilot of unseen threats. The crew member performs an **Average (◆◆) Computers** or a **Hard (◆◆◆) Perception** check. Each ✨ increases the defense of the mecha by 1 until the crew member's next turn. ■ may be added to the check depending on the size and scope of the combat; a one-on-one engagement might not add any, but a chaotic maelstrom of fighters, mecha, and warships could add as much as ■■■ to the check.

TARGET LOCK

Pilot-only: No
Silhouette: 2-5
Speed: Any

A crew member at a targeting and tracking station may lock on to an enemy target. The crew member declares a target and makes a Computers check with a difficulty based on the range to the target. The check is further modified based on the silhouette difference between the mecha and the target (see pg 109, GENESYS CORE RULEBOOK).

If the check is successful, the target is locked until the end of the character's next turn. If the mecha performs a combat skill check against the locked target, the ability of the check is upgraded once.

TABLE 4-1: TARGET LOCK DIFFICULTY

RANGE TO TARGET	DIFFICULTY
Engaged or Short	Simple (-)
Medium	Easy (◆)
Long	Average (◆◆)
Extreme	Hard (◆◆◆)
Strategic	Daunting (◆◆◆◆)

MECHA CRITICAL HITS

Possessing their own unique style, the engineering and parameters of Mecha require their own Critical Hit chart, reflecting their individualistic design with their combination of character and vehicle traits. Mecha Critical Hits function similarly to vehicle Critical Hits as described on page 231 of the **GENESYS CORE RULE-BOOK**, however, instead they use **Table 4-2: Mecha Critical Hit Table** to determine the critical hit's effect.

MECHA DESTROYED

In **MECHASYS**, after sustaining damage that exceeds its hull trauma threshold, a mecha becomes disabled. If that damage is double its hull trauma threshold or it suffers a Critical Hit over 151, the mecha is destroyed.

If they prefer, game masters may set another value or criteria for mecha destruction in their campaign.

LOCATION DESTROYED

In **MECHASYS** it's pretty easy for mecha to lose body parts. Loss of a location affects the mecha in various detrimental ways. Locations could be lost as a result of a Critical Hit, creative use of ☉ or ☿, or even sacrificed voluntarily to prevent the mecha's incapacitation or destruction. When a location is lost, the mecha loses that location's weapons, equipment, mobility and movement systems, or even crew members.

When a location is destroyed, refer to your mecha's record sheet to determine what equipment is affected. Everything mounted in that location is no longer usable, and any weapons designated as handheld fall to the ground. Any split system equipment (see page 25) continue to function until that system's second location is destroyed or the equipment is rendered inoperable through another means (such as a Critical Hit).

When the destroyed location has people inside of it, what happens to them depends on what types of passenger compartment they are in.

CREW MEMBERS

If a location that contains a crew member station is destroyed, any crew in the location must make an immediate **Hard (◆◆) Coordination or Vigilance check** to eject. If they fail, they suffer a Critical Injury, adding +10 to the roll per net ✕ on the check. ☉ may be spent to have the character suffer 1 wound. You may spend ☿ to have them suffer an additional, subsequent Critical Injury.



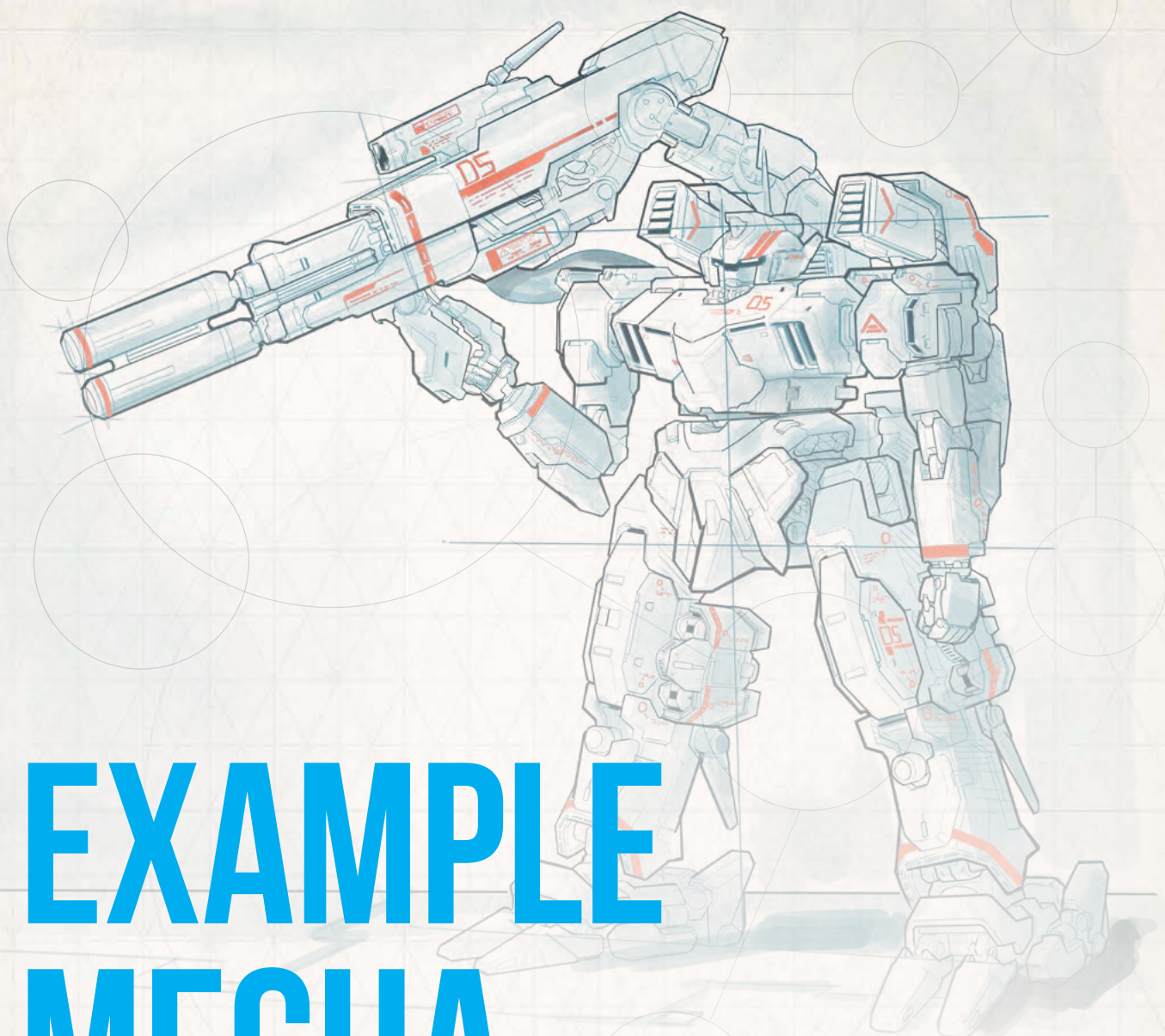
Crew members stationed in the torso make a **Hard (◆◆) Coordination or Vigilance check** when their mecha is destroyed.

PASSENGERS

Typically, passenger compartments are designed to carry as many people as possible, and are not equipped with the same emergency evacuation means as crew stations. Any passengers riding in a destroyed location suffer 10 wounds and 10 strain. They also suffer a Critical Injury. Additional effects may occur at the GMs discretion, such as sudden exposure to the vacuum of space or a fall from great heights.

TABLE 4-2: MECHA CRITICAL HIT TABLE

D100	SEVERITY	RESULT
01-06	Easy (◆)	Rattled: The mecha suffers 3 system strain, and all occupants suffer 3 strain
07-12	Easy (◆)	Sudden Jolt: The mecha drops one wielded handheld weapon.
13-18	Easy (◆)	Off-Balance: Add ■ to the occupant's next skill check.
14-24	Easy (◆)	Shrapnel: Chunks of metal, plastic, or glass hurtle through the crew compartment. The pilot and all occupants must each make a Hard (◆◆) Resilience or Vigilance check or suffer 1 additional wound per ✕ on the check. ☄☄☄ or ☄ may be spent to inflict a Critical Injury on the character. This check is made using the character's characteristics, not the mecha's.
25-30	Easy (◆)	Whiplash: The occupants of the mecha are staggered until the end of their next turn.
31-36	Easy (◆)	Hull Breach: The mecha's hull is compromised (see page 221 of the GENESYS CORE RULEBOOK). If the mecha is in a harmful environment to its occupants (such as space or a toxic atmosphere), all occupants suffer 1 wound and 1 strain each round unless they're in environmentally protected suits.
37-42	Average (◆◆)	Bowled Over: The mecha is knocked prone and all occupants suffer 1 wound.
43-48	Average (◆◆)	Reactor Hit: Increase the difficulty of all Willpower and Presence checks performed by the mecha's pilot or crew members by one until this Critical Hit is repaired.
49-54	Average (◆◆)	Actuator Hit: Increase the difficulty of all Brawn or Agility checks performed by the mecha's pilot or crew members by one until this Critical Hit is repaired.
55-60	Average (◆◆)	Processor Hit: Increase the difficulty of all Intelligence or Cunning checks performed by the mecha's pilot or crew members by one until this Critical Hit is repaired.
61-66	Average (◆◆)	Navigation Damaged: The mecha's Navigation system is compromised (see page 221 of the GENESYS CORE RULEBOOK).
67-72	Average (◆◆)	Damaged Sensors: The mecha's pilot and crew members are disoriented until this Critical Hit is repaired.
73-78	Average (◆◆)	Propulsion Damaged: One of the mecha's movement system of the attacker's choice is compromised. (see page 221 of the GENESYS CORE RULEBOOK). If the mecha's only movement mode is walking, the mecha reduces its maximum speed by one (to a minimum of 0) until this Critical Hit is repaired.
79-84	Average (◆◆)	Defenses Damaged: The mecha's defenses are compromised. If the mecha's defense is provided by equipment, one weapon with the Defensive or Deflection qualities of the attacker's choice is compromised (see page 221 of the GENESYS CORE RULEBOOK).
85-90	Average (◆◆)	Power Fluctuations: Upgrade the difficulty of all checks made by the mecha's pilot and crew members by one until this Critical Hit is repaired.
91-96	Hard (◆◆◆)	Reactor Leak: The mecha suffers 2 system strain each time a pilot performs a Pilot Only maneuver.
97-102	Hard (◆◆◆)	Weapons Damaged: One of the mecha's weapons of the attacker's choice is compromised (see page 221 of the GENESYS CORE RULEBOOK).
103-108	Hard (◆◆◆)	Brakes Damaged: The mecha's brakes on all non-walking movement systems are compromised. (see page 221 of the GENESYS CORE RULEBOOK). If it uses the Decelerate maneuver with its legs it suffers a minor collision.
109-114	Hard (◆◆◆)	Location Compromised: One of the mecha's locations (selected by the game master) is impaired until this Critical Hit is repaired. Increase the difficulty of all checks made with equipment in that location by one. Any handheld weapons held or stored in that location are knocked free and fall to the ground.
115-120	Hard (◆◆◆)	Location Destroyed: One of the mecha's non-torso locations (selected by the game master) is destroyed. The mecha cannot perform actions that would require the use of that location. All other actions gain ■ until this Critical Hit is repaired.
121-126	Hard (◆◆◆)	Disabled: All of the mecha's movement systems are compromised and the mecha immobilized until this Critical Hit is repaired (see page 221 of the GENESYS CORE RULEBOOK). If the mecha was walking, it falls prone and all occupants suffer 1 wound.
127-132	Hard (◆◆◆)	Control Damage: Roll 1d10 to determine which of the mecha's characteristics is affected: 1-2 for Brawn, 4-6 for Agility, 7 for Intellect, 8 for Cunning, 9 for Willpower, and 10 for Presence. Until this Critical Hit is repaired, the affected characteristic uses the lower of the two scores (pilot or mecha's characteristic) when making skill checks.
133-138	Daunting (◆◆◆◆)	All Systems Down: All of the mecha's systems are compromised (see page 221 of the GENESYS CORE RULEBOOK).
139-144	Daunting (◆◆◆◆)	Fire! the mecha catches fire. While the mecha is on fire, each occupant suffers damage as discussed on page 111 of the GENESYS CORE RULEBOOK . The fire can be put out with a Hard (◆◆◆) Cool or Athletics check (larger mecha may require multiple checks).
145-150	Daunting (◆◆◆◆)	Reactor Breach: The mecha's powerplant begins to go super-critical. At the end of the next round, the mecha explodes. All characters, vehicles, and other objects within short range of the mecha suffer hull trauma equal to the exploding mecha's Willpower. Any occupants still aboard at the end of the following round are lost as the mecha explodes.
151+	-	Vaporized: The mecha is completely destroyed, consumed in a large and spectacular fireball. Nothing onboard the mecha survives. All characters, vehicles, and other objects within short range of the mecha suffer hull trauma equal to the exploding mecha's Willpower.



EXAMPLE MECHA

The following mecha vehicle profiles follow the **MECHASYS** construction system. There are several adversary profiles using these mecha. You can use these profiles as listed, or use them as inspirations for creating your own mecha and adversaries.

Game masters should not feel limited by the mecha construction system when building adversaries to oppose the player characters. Adversaries and their mecha are varied and surprising in the abilities they have to face-off against the heroes of your **MECHASYS** campaigns.

ADVERSARY CHARACTERISTICS

Some mecha stat blocks have two values listed for characteristics. The first value is the mecha's characteristic rank. The second is the pilot's characteristic rank. Use the appropriate value when building skill check dice pools.



CMT-10F JOTUUN

2	3	2	2	3	2
BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
3	2	0	M/R DEFENSE 1 1		ARMOR 2
SILHOUETTE	MAX SPEED	HANDLING	HT THRESHOLD 13		SS THRESHOLD 14

Chassis: General Purpose
Control Skill: Mecha Operation
Movement Systems: Walking, Flight (+1 max speed while flying).
Complement: One
Passenger Capacity: One
Encumbrance Capacity: 6
Consumables: Six hours
Cost/Rarity: 7,500,000 / 4(R)
Hard Points (Used): 7 (4)
Upgrades: Armor Plating 1, Extra Ammo 1, Vacuum Seals, Maneuvering Thrusters (split-system).
Locations:

- Head
- Torso (cockpit, flight system)
- Right Arm
- Left Arm (monoblade, shield)
- Right Leg (light cannon, maneuvering thrusters)
- Left Leg (maneuvering thrusters)

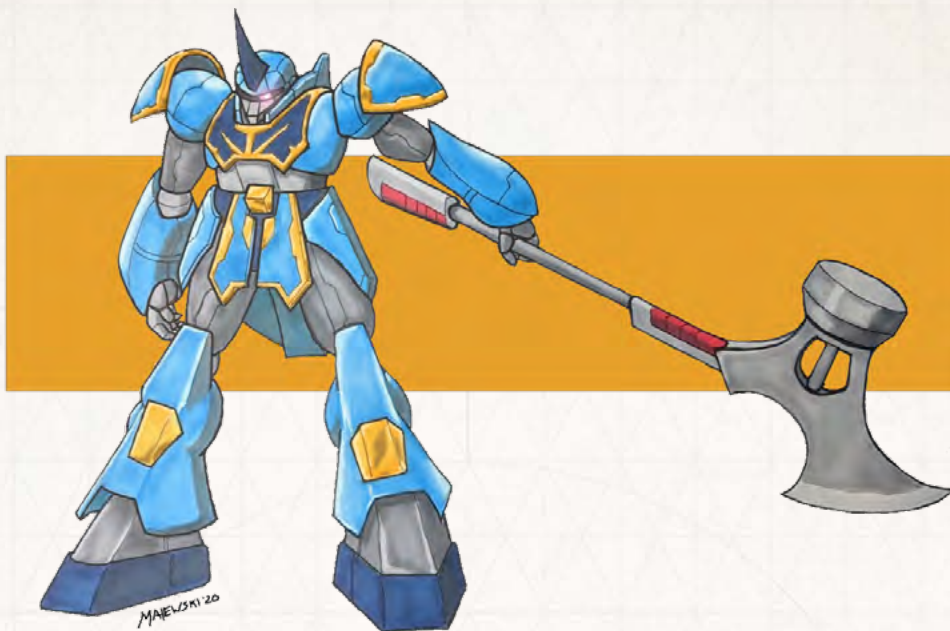
Weapons:

- Handheld light cannon (Fire Arc Front, Left, and Right; Gunnery [Cannons]; Damage 2; Critical 4; Range [Long]; Disorient 1).
- Light shield (Fire Arc Front and Left; Melee; Damage 0; Critical 5; Range [Engaged], Defensive 1, Deflection 1, Inaccurate 1).
- Handheld blade (Fire Arc Front, Left, and Right; Melee; Damage 2; Critical 3; Range [Engaged]).

JOTUUN [MINION]

2/3	3	2	2	3	3
BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
3	2	0	M/R DEFENSE 1 1		ARMOR 2
SILHOUETTE	MAX SPEED	HANDLING	HT THRESHOLD 7		SS THRESHOLD NA

Skills (group only): Gunnery (Cannons), Mecha Operation, Melee.
Talents: None
Pilot Abilities: Reinforcements (may spend ☼☼☼ or ☼ from an opponent's skill check to have an additional minion arrive and join this group).



CMT-14Q IAPETUS

4	2	2	3	2	2
BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
3	3	0	M/R DEFENSE 0 0		ARMOR 2
SILHOUETTE	MAX SPEED	HANDLING	HT THRESHOLD 17		SS THRESHOLD 10

Chassis: Juggernaut (When the Iapetus would be immobilized, knocked down, or otherwise moved against its will, the pilot may spend 2 System Strain to negate that effect).

Control Skill: Mecha Operation

Movement Systems: Walking, Flight (+1 max speed while flying).

Complement: One

Passenger Capacity: One

Encumbrance Capacity: 12

Consumables: Six hours

Cost/Rarity: 9,700,000 / 6 (R)

Hard Points (Used): 9 (3)

Upgrades: Armor Plating 1, Maneuvering Thrusters 1, Dual-mode Weapon (Kesja).

Locations:

- Head (pilot)
- Torso (Cockpit, Kesja, Flight System)
- Right Arm
- Left Arm (shield)
- Right Leg (beam cannon, maneuvering thrusters)
- Left Leg (maneuvering thrusters)

Weapons:

- Handheld light beam cannon (Fire Arc Front, Left, and Right; Gunnery [Cannons]; Damage 2; Critical 3; Range [Long], Accurate 1).
- Kesja -- handheld dual-mode weapon.
 - Siege axe mode (Fire Arc Front, Left, and Right; Melee; Damage 6; Critical 2; Range [Engaged]; Cumbersome 3, Sunder, Vicious 2).
 - Heavy bludgeon mode (Fire Arc Front, Left, and Right; Melee; Damage 5; Critical 4; Range [Engaged]; Cumbersome 3, Disorient 2, Knockdown).

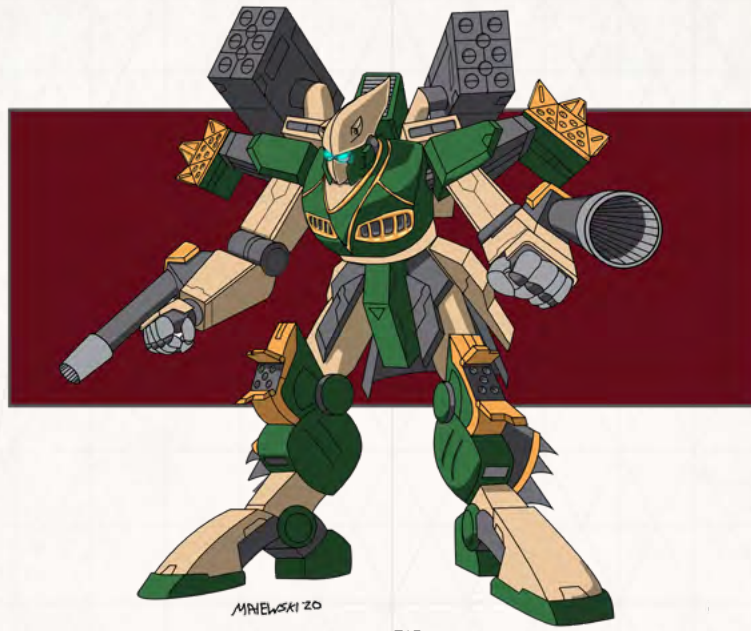
IAPETUS [RIVAL]

4	2/3	2	3	2/3	2
BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
3	4	0	M/R DEFENSE 0 0		ARMOR 2
SILHOUETTE	MAX SPEED	HANDLING	HT THRESHOLD 17		SS THRESHOLD 10

Skills: Brawl 1, Gunnery (Cannons) 2, Melee 3, Mecha Operation 2, Vigilance 1.

Talents: Adversary 1

Pilot Abilities: Nice Backswing (Spend a Maneuver to make a two-weapon combat attack using both modes of the Kesja).



ADM-20S GYMR

2	3	3	3	1	1
BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
3	4	-2	M/R DEFENSE 0 0		ARMOR 2
SILHOUETTE	MAX SPEED	HANDLING	HT THRESHOLD 17		SS THRESHOLD 9

Chassis: Bombardier (Gunnery [Missile] weapons with Barrage increase that quality by 1).

Control Skill: Mecha Operation

Movement Systems: Walking

Complement: One

Passenger Capacity: One

Encumbrance Capacity: 6

Consumables: Four hours

Cost/Rarity: 11,300,000 cr /7 (R)

Hard Points (Used): 7 (7)

Upgrades: Armor Plating 2, Duplicate Weapon 5 (rocket launchers x4, medium missile launcher), Fortified Systems 1, Reinforced Structure 3.

Locations:

- Head
- Torso (Cockpit)
- Right Arm (light cannon, rocket launcher)
- Left Arm (light cannon, rocket launcher)
- Right Leg (mini-missile launcher)
- Left Leg (mini-missile launcher)
- Turret (Volley Missile Launcher)

Weapons:

- 2 light cannons (Fire arc Front, Left, and Right; Gunnery [Cannons]; Damage 2; Critical 4; Range [Long]; Disorient 1).
- 2 rocket launchers (Fire Arc Front, Left, and Right; Gunnery [Missiles]; Damage 4; Critical 3; Range [Long]; Blast 4, Limited Ammo 3, Linked 2).
- Mini-missile launcher (Fire Arc Front; Gunnery [Missiles]; Damage 2; Critical 4; Range [Long]; Barrage 3, Blast 2, Guided 3).
- Volley missile launcher (Fire Arc All; Gunnery [Missiles]; Damage 4; Critical 3; Range [Extreme]; Barrage 5, Blast 4, Barrage 3, Guided 3, May run out of ammo on ☹☹☹, Linked 1).

GYMR [RIVAL]

2	3	3	3	1/2	1/2
BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
3	4	-2	M/R DEFENSE 0 0		ARMOR 2
SILHOUETTE	MAX SPEED	HANDLING	HT THRESHOLD 17		SS THRESHOLD 9

Skills: Brawl 2, Gunnery (Cannons) 1, Gunnery (Missiles) 3, Mecha Operation 2, Vigilance 1.

Talents: Adversary 1

Pilot Abilities: Hunker Down (when performing the Interacting with the Environment maneuver to take cover [page 99, GENESYS CORE RULEBOOK], gain ranged defense 2).



ADM-02A AVATOS Mk II

3	3	1	2	3	3
BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
3	3	+1	M/R DEFENSE 2 2		ARMOR 2
SILHOUETTE	MAX SPEED	HANDLING	HT THRESHOLD 17		SS THRESHOLD 14

Chassis: Striker (Once per turn when using the Aim maneuver, add **A** to the results of the next combat check).

Control Skill: Mecha Operation

Movement Systems: Walking, Flight (+1 max speed while flying).

Complement: One

Passenger Capacity: One

Encumbrance Capacity: 9

Consumables: Six hours

Cost/Rarity: 6,500,000 cr /6

Hard Points (Used): 8 (0)

Upgrades: Anti-Missile, Armor Plating 1, Maneuvering Thrusters 1, Vacuum Seals, Reinforced Structure 2, Beam Coating.

Locations:

- Head (Anti-Missile upgrade, Defense System upgrade, vulcan gun)
- Torso (flight system, heavy beam cannon [stowed], Vacuum Seals upgrade)
- Right Arm
- Left Arm (light shield)
- Right Leg (heavy beam blade [stowed], Maneuvering Thrusters upgrade [split])
- Left Leg (heavy beam blade [stowed], Maneuvering Thrusters upgrade [split])

- Right Wing
- Left Wing

Weapons:

- **Handheld heavy beam cannon** (Fire Arc Front, Left, and Right; Gunnery [Cannons]; Damage 5; Critical 2; Range [Extreme]; Accurate 1, Cumbersome 3).
- **Handheld Beam Sword** (Fire Arc All; Damage 6; Critical 3; Range [Engaged] Linked 1).
- **2 handheld heavy beam blades** (Fire Arc Front, Left, and Right; Melee; Damage 3; Critical 2; Range [Engaged]; Accurate 1, Sunder, Unwieldy 2, Vicious 1).
- **Vulcan gun** (Fire Arc Front, Left, and Right; Gunnery (Cannons); Damage 2; Critical 4; Range [Medium]; Auto-fire).
- **Light shield** (Fire Arc Front and Left; Melee; Damage 0; Critical 5; Range [Engaged]; Defensive 1, Deflection 1, Inaccurate 1).

ENSIGN LAWRENCE & THE ADM-01X AVATOS (NEMESIS)

3	3/4	1/3	2	3	3
BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
3	3	+1	M/R DEFENSE 2 2		ARMOR 2
SILHOUETTE	MAX SPEED	HANDLING	HT THRESHOLD 17		SS THRESHOLD 14

Skills: Brawl 2, Gunnery (Cannons) 4, Leadership 3, Mecha Operation 4, Melee 3, Vigilance 2.

Talents: Adversary 2, Barrel Roll.

Pilot Abilities: Hissatsu Attack (Before making a combat check, spend a story point to add Auto-fire to the attack).