



LPJ9934



devil's workshop

WEAPONS OF MECHA DESTRUCTION 2

Requires the use of the d20 Future™ Roleplaying Game, published by Wizards of the Coast, Inc.



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This sourcebook PDF is an additional continuation of the first Weapons of Mecha Destruction. We have added all kinds of new Mecha Body Sizes, Mecha weapons and all kind of new and interesting things that can be used in your local neighborhood game.

MECHA BODY SIZE

ANIMAL TEMPLATED MECHA (PL 7)

These types of Mecha have been built based and templated on the specific body type of a particular animal type. Many of these body types are used for specific needs or other issues that may be pertinent at the time.

Hawk: Hawk templated mecha are based on the shape of a hawk. While these types of mecha are normally built for huge or large sized mecha, they more than make up for it is speed and reaction, while the Gargantuan and Colossal sizes are revered as being "terrors in the air. Hawk templated mecha are rarely seen in PL 7 societies, but are seen more often in PL8 but still not that often. Hawk templated mecha are commonly in use at outer space environments due to their control similarity to spacecraft. All Hawk templated mecha are equipped with PS-15 Panther Claws.

Hawk templated have 10 equipment slots available for Huge and Large sizes and 21 equipment slots available for Gargantuan and Colossal sizes. These slots are located as follows for Huge and Large sizes: Head: 2 slot, Back: 2 slots, Left wing: 2 slot, Right wing: 2 slot and Torso: 2 slots; These slots are located as follows for Gargantuan and Colossal sizes: Head: 2 slot, Cranium: 1 slot, Back: 4 slots, Belt: 2 slots, Left wing: 3 slot, Left leg: 1 slot, Right wing: 3 slot, Right leg: 1 slot, and Torso: 4 slots.

Lion: Lion templated mecha are based on the shape of a lions and other four-legged predators. This type of mecha has come to see more use with military sources as additional support for ground troops. Lion template mecha are commonly seen in PL 7 societies, but are standard issue is militaries in PL8. All Lion templated mecha are equipped with PS-15 Panther Claws and XM-3 Sabertooth Fangs.

Lion templated mecha have 9 equipment slots available for Huge and Large sizes and have 21 equipment slots available for Gargantuan and Colossal sizes. These slots are located as follows for Huge and Large sizes: Head: 1 slot, Back: 2 slots, Front Left leg: 1 slot, Front Right Leg: 1 slot, Rear Left Leg: 1 slot, Rear Right Leg: 1 slot and Torso: 2 slots; These slots are located as follows for Gargantuan and Colossal sizes: Head: 2 slots, Back: 4 slots, Belt: 2 slots, Front Left leg: 2 slots, Front Right Leg: 2 slots, Rear Left Leg: 2 slots, Rear Right Leg: 2 slots, Tail: 1 slot and Torso: 4 slots.

Scorpion: Scorpion templated mecha are based on the shape of a scorpion and other multi-legged predators. This type of mecha has come to see more use with military sources as additional ground troops. Scorpion template mecha are commonly seen in PL 7 societies and are usually found in areas that are desert environment. All Scorpion templated mecha are equipped with SM Scorpion Pincer Claws.

Scorpion templated mecha have 10 equipment slots available for Huge and Large sizes and have 20 equipment slots available for Gargantuan and Colossal sizes. These slots are located as follows for Huge and Large sizes: Head: 1 slot, Back: 2 slots, Left Leg Group: 1 slot, Left Pincer Claw: 1 slot, Right Leg Group: 1 slot, Right Pincer Claw: 1 slot, Tail: 1 slots and Torso: 2 slots; These slots are located as follows for Gargantuan and Colossal sizes: Head: 2 slot, Back: 4 slots, Left Leg Group: 2 slot, Left Pincer Claw: 2 slot, Right Leg Group: 2 slot, Right Pincer Claw: 2 slot, Tail: 2 slots and Torso: 4 slots;

MECHA SUPER-STRUCTURE

NEXT GENERATION CONSTRUCTION (PL 7)

This mecha is on the cutting edge of technology in direct comparison to other mecha of a similar model and make. Normally these mecha have been just finished prototype construction and are the first active types off the assembly line. In gaming terms, all mecha with Next Generation Construction will have its hardness increased by 10 points.

Hardness: +5

Base Purchase DC Modifier: +10

MECHA DEFENSE SYSTEMS

HOLOGENERATORS (PL 8)

Mecha with this system are able to generate a hologram of their mecha that will appear with 100 feet of itself. The holographic mecha will give off false readings to sensor suite as if it is real mecha and the real mecha will increase the effects of concealment by two grades. Thus, an object with three-quarters concealment (*30% miss chance*) would have total concealment (*50% miss chance*) instead.

Equipment Slots: 1

Activation: Attack Action

Range: 100 ft.

Target: Personal

Duration: Persistent

Saving Throw: None

Purchase DC: 30

Restriction: Mil (+3)

MECHA WEAPONS

ARMOR DEFEATING WEAPON SYSTEMS (PL 6)

This weapon system has come into play more and more often in recent years. The basic nature of this weapon system makes it quite valuable and wanted by many. All weapons on a mecha equipped with this weapon system when attacking will reduce their target mecha's hardness by 20 points.

Equipment Slots: None

Activation: Per Weapon

Range: Per Weapon

Target: Per Weapon

Duration: Persistent

Saving Throw: None

Purchase DC: 30

Restriction: Mil (+3)

ENVELOPING WEAPON SYSTEMS (PL 7)

All beam weapons that hit will envelop the target in a the same energy as the beam weapon. The energy enveloping of the target mecha does massive damage to that mecha. In gaming terms, a target hit by a beam weapon with an enveloping weapon system will cause all damage from beam weapons to be doubled.

Equipment Slots: 2 (*Large or Huge*); 3 (*Gargantuan or Colossal*)

Activation: Per Weapon

Range: Per Weapon

Target: Per Weapon

Duration: Persistent

Saving Throw: None

Purchase DC: 30

Restriction: Mil (+3)

MIRV MISSILE SYSTEM (PL 6)

A multiple independently targetable re-entry vehicle, or MIRV, missile system is one of a collection of small missile that are launched together using the MIRV system with the effect of having multiple missiles attacking on target. In gaming term Mecha that are equipped with this missile system will gain an additional 50% damage to a target.

Equipment Slots: None

Activation: Attack action

Range: Per missile type

Target: Per missile type

Duration: Per missile type

Saving Throw: Per missile type

Purchase DC: 25 + one-quarter the mecha's base purchase DC

Restriction: Mil (+3)

OVERLOADED MISSILE SYSTEM (PL 6)

All missiles on this mecha have been rewired to produce a monstrosly more powerful explosive effect upon detonation. Missiles with the overload missile system will cause all damage from missile to be doubled.

Equipment Slots: 2 (*Large or Huge*); 3 (*Gargantuan or Colossal*)

Activation: Per Weapon

Range: Per Weapon

Target: Per Weapon

Duration: Persistent

Saving Throw: None

Purchase DC: 30

Restriction: Mil (+3)

SM SCORPION PINCER CLAWS (PL 7)

A mecha equipped with this weapon has had the hands replace with oversized pincer claws similar to a scorpion's. These claws are quite powerful and can easily

rend and tear the strongest of metals or material. The amount of damage is based on the mecha's size: Large 2d8, Huge 3d8, Gargantuan 4d8, and Colossal 5d8+2. The pincer claws have a critical threat range of 20. The pincer claws are one size category smaller than the mecha's size category.

Equipment Slots: 1 must be hand (*Large or Huge*); 2, must be hand and arm (*Gargantuan or Colossal*)

Activation: Attack action

Range: Touch

Target: Single target within reach

Duration: Instantaneous

Saving Throw: None

Purchase DC: 15 + one-quarter the mecha's base purchase DC.

Restriction: None

XM-3 SABERTOOTH FANGS (PL 7)

A mecha equipped with these reinforced alloy fangs and teeth can rend and crush most armor plating with child like ease. The fangs claws convert the mecha's slam attack into a bite attack that deals slashing damage. The amount of damage is based on the mecha's size: Large 2d8+1, Huge 3d8+2, Gargantuan 4d8+3, and Colossal 5d8+4. The fangs have a critical threat range of 19–20. The claws are one size category smaller than the mecha's size category.

Equipment Slots: 1, must be Head

Activation: Attack action

Range: Touch

Target: Single target within reach

Duration: Instantaneous

Saving Throw: None

Purchase DC: 15 + one-quarter the mecha's base purchase DC.

Restriction: None

MECHA MISCELLANEOUS SYSTEMS

EXO-MECHA SUPPORT HARNESS (PL 6)

Increases Equipment Space by +5 for Large and Huge Mecha; and +10 for Gargantuan and Colossal Mecha

Size	Size Mod.	Equipment Slots	Hit Points
Colossal	–8	Per each Mecha	Per each Mecha
Gargantuan	–4	Per each Mecha	Per each Mecha

Size	Base Speed	Fighting Space	Reach
Colossal	50 ft.	30 ft. by 30 ft.	20 ft.
Gargantuan	40 ft.	20 ft. by 20 ft.	20 ft.

Equipment Slots: None

Activation: None

Range: Personal

Target: You

Duration: Persistent

Saving Throw: None

Purchase DC: 18 + one-quarter the mecha's base purchase DC.

Restriction: None

GESTALT CONFIGURATION (PL 7)

This system makes it possible for two or more mecha to join together to create one much larger united mecha of either Gargantuan or Colossal size. This system is quite useful in making several less powered mecha that may not be able to handle a situation one-on-one operate together as a singularly powerful mecha that is more powerful as a whole then its part.

Gestalt configuration mecha with equal slots totaling 12 to 22 are considered to be Gargantuan sized; Gestalt configuration mecha with equal slots totaling 23 and more are considered to be Colossal sized. Only mecha with the same gestalt configuration can form a united mecha. To form with more than one Gestalt Configuration, a mecha must purchase one Gestalt configuration for each united mecha.

Equipment Slots: 3 equipment slots, only for Large and Huge Mecha

Activation: Full action

Range: Touch

Target: Per Mecha

Duration: Instantaneous

Saving Throw: None

Purchase DC: 15 + one-quarter the mecha's base purchase DC.

Restriction: Res (+2)

VEHICLE TRANSFORMATION CONFIGURATION (PL 7)

This type of mecha was created to have a dual purpose of being not only a mecha but also that of some type of vehicle. This vehicle can be anything from a small car to a tractor-trailer to a jet. When the mecha is in its vehicle transformed configuration the mecha will act just like the vehicle it is templated like. For example, if the vehicle transformation configuration is of jet airplane then the mecha will perform just like a jet, including flying, but still has all of the equipment that it possessed in its mecha form. The transformation from mecha to vehicle or vice versa will take a Full action.

Equipment Slots: 4 equipment slots, only for Large and Huge Mecha

Activation: Full action

Range: Personal

Target: You

Duration: Persistent

Saving Throw: None

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

Restriction: Res (+2)

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