MEKTOR TECHBOOK

ADVANCED CONSTRUCTION MANUAL & MECHA REFERENCE GUIDE

CONTENTS

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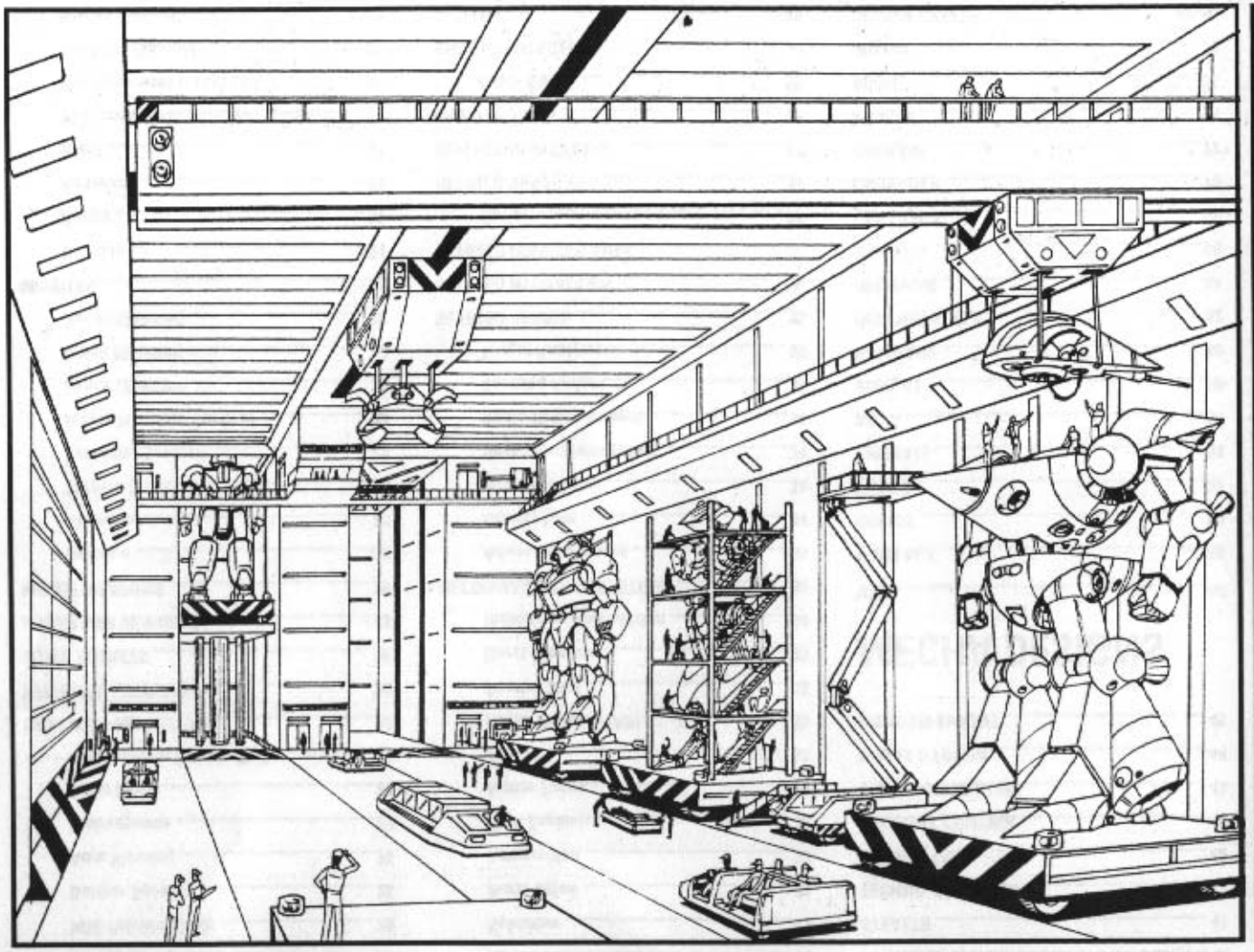
SYSTEM DESIGN

MECHA DESIGNS

Somewhere between the First Mekton War and the Orbital Conflict, there was a fundamental change in how we viewed mecha. The first suits were metal knights engaged in solo combat against a background of petty kingdoms and dictators. But the Archipelago War changed that. Suddenly, we were fielding hundreds of units in the sweeping tide of international warfare. Chivalry was dead and the modern mecha army reality.

—Talliar Alexander

MTS: AN OVERVIEW



Of all the weapons of the Empire, the greatest, and most respected were the Metal Knights. These Knights had served the leaders of the Bendar for generations, righting wrongs, and bringing fear to the Empire's enemies. It is said that these metal giants were shaped like men, so the alien servants of evil would know that it was Man who defeated them.

We have been blessed with possession of many of these metallic giants, and must act to keep them safe and secure. For if the people of Algol ever fall upon evil times, surely it will be these servants of man who shall once again lead man to the destruction of his enemies. . .

-Excerpt from the Book of Kallicar

The Mekton is a powerful tool, both physically and emotionally. There is something that happens to an enemy when he sees his home and family stepped on by a hundred ton metal man.

-Arkon Verian (on the merits of Mekton combat)

Some pilots believe that there is a symbiotic relationship between man and mecha. That the machine becomes an extension of the man, and that the man becomes simply part of the machine. Do not get caught up in this mistaken belief. The mecha is simply a weapon to hit the enemy with, and several inches of armor plating preventing the enemy from hitting you. You are the weapon, the mecha is simply a tool allowing you to reach the enemy and do your damage. Nothing more, nothing less.

-Major Adar Alaris (speech to graduating cadets)

Take good care of her, and she'll do you good. Abuse her, and you'll be going home to mamma in a plastic baggie.

-Any tech, anywhere.

INTRODUCTION

In a realistic universe, any weapon or vehicle, even mecha-sized ones, would come in a great number of varieties. But given the listings in Mekton II, any military structure would have no more than 22 different weapons to equip an entire army of mecha with. Not only is this unlikely, but weapons design itself would probably change from nation to nation, creating an even greater number of options.

It is also likely that any nation or planet that had access to, and used, mecha technologies would design mektons for other than straight combat. So, it is not entirely unheard of that a basic Mekton, such as the Vektor MK-II (*Mekton II*, page 31) would have dozens of variations in both structure and weaponry.

It is for these reasons that MTS was created.

Now players (and gamemasters) are no longer tied to using the same weapons and other basic systems. MTS creates the opportunity to create limitless weapons and adds over a dozen new systems, both offensive and defensive. Now you can create mecha that are truly unique, from their custom constructed weapons to the (expensive) ability to teleport!

Not everyone will use all of MTS. But everyone will use some part of it.

WHAT WILL MTS DO?

Glad you asked.

MTS allows for greater variety in the construction of mecha, from massive firepower platforms to small scout units. MTS will allow the player to custom build every aspect of a mecha, from sensors and servos, to weapons.

In short, MTS will allow the Mekton II player to truly construct any mecha he wishes, limited only by his imagination.

NEW SYSTEMS

Throughout the Mekton Technical Supplement certain concepts will repeatedly appear. While most of these are only slight modifications on the ideas of Mekton II, it is absolutely necessary that these be read and thoroughly understood before continuing on to build a mekton of your own. All of these new ideas and rules are best understood by thinking of them as newer, updated, or more complicated versions of the old methods outlined in the Mekton II mecha construction section. These concepts are used in conjunction with all other systems and will be an overall influence on the construction of the mecha.

COST POINT SPACES

In Mekton II, the concept of space for weapons and other systems has been generalized so that each servo has a given number of spaces, each capable of holding one weapon (and most other systems requiring no spaces at all). Because there are so many more systems in MTS (many of which would clearly require internal space), and because the weapons of MTS range so much more dramatically in size and power, a new system is necessary.

To determine the amount of space in a servo, simply ignore the "spaces" column in the Mekton II rule book and use the *cost* of the servo instead. For this reason, the new space units are called "CP spaces," with the CP standing for Cost Points. Thus a servo costing ten CP's would also have ten CP spaces in which to mount weapons and other systems.

FIG. 1 COST POINT SPACES CHART

Arms & Legs:	#	Head, Wings & Tails	#	Main Body	#
Superlight:	2	Superlight:	1	Superlight:	2
Lightweight:	3	Lightweight:	2	Lightweight:	4
Striker:	4	Striker:	3	Striker:	6
Medium Striker:	5	Medium Striker:	4	Medium Striker:	8
Heavy Striker:	6	Heavy Striker:	5	Heavy Striker:	10
Mediumweight:	7	Mediumweight:	6	Mediumweight:	12
Light Heavy:	8	Light Heavy:	7	Light Heavy:	14
Medium Heavy:	9	Medium Heavy:	8	Medium Heavy:	16
Armored Heavy:	10	Armored Heavy:	9	Armored Heavy:	18
Super Heavy:	11	Super Heavy:	10	Super Heavy:	20
Mega Heavy:	12	Mega Heavy:	11	Mega Heavy:	22

For simplicity's sake, we have reproduced the important information from the charts in Mekton II in Fig. 1.

As in Mekton II, structural integrity may be sacrificed for additional space. Now, however, because the new CP spaces are somewhat smaller than the old spaces, one sacrificed Kill gives two additional CP spaces.

Example: The Shaitan Mark 2, a standard Elaran mecha, has Medium Striker arms. However, the heavy assault version has a 7 CP projectile weapon mounted in its right arm. So, in order to make the weapon fit, 2 extra CP spaces of room are needed. Therefore, one Kill of damage is sacrificed from the servo in the right arm.

Hands (and other gripping devices such as claws or "handy" melee weapons) may carry as many CP spaces worth of equipment as there are spaces in the arm in which they are mounted. If Kills were sacrificed from the arm for additional CP spaces, there would be no increase in the capacity of the hand. It continues to hold as many CP spaces as the original cost of the arm.

It may seem that there is too much space in every servo now, but this is incorrect. Weapons and other systems take up proportionately more space. Just the opposite of servos, systems requiring CP spaces take up as many spaces as they cost. Thus a Mekton II "Plasma Rifle" would take up four CP spaces. Some systems take no CP spaces, and still others take up only a fraction of their cost; such systems are clearly marked in their description in the mechanical catalogue.

Because of the more accurate representation of realistic volume given by the CP space method, it is no longer necessary to assume that a 300mm gun could not be fit into the space provided by a mecha wing. For this reason, the placement restrictions for weapons listed in Mekton II have been completely removed. Any weapon may be mounted in any location provided that the necessary space is available.

WEAPON AND SYSTEM DESIGN

The Mekton II rule book contains a list of various weapons each with their own advantages and disadvantages as well as their listed costs. Though the standard weapon designs listed in Mekton II are not made invalid by MTS (in fact great care was taken to insure that all

weapon costs would remain as unchanged as possible) it is now possible to custom build your own weapons. In addition to weapons, a great number of other systems throughout MTS will make available to you some level of customization; such systems are constructed in the same manner as weapons.

SYSTEM DEFINITIONS:

There are three types of systems in MTS. These are: **Additive, Multiplier,** and **Weapon. Additive** systems are items or machinery that are directly added to the cost of your mecha. **Weapons** are really a sub-unit of additive systems and the rules concerning them are exactly the same. **Multiplier** systems have no basic cost, and influence the performance of the mekton as a whole, and their cost is based on the total cost of your mekton. Transformers from Mekton II are an example of a **Multiplier** system.

WEAPONS

For your convenience, **weapons** have been divided into five separate categories similar to the weapon categories in Mekton II; these categories differ in their inherent efficiencies and deficiencies, as well as a great number of special options available specifically to individual groups. The five categories include:

Beam Weapons: The plasma and laser weapons from Mekton II, as well as any other form of particle or energy projector define this category. Generally disposed to long range and high yields, these weapons will often have a large or endless supply of shots and an equivalently expensive cost.

Projectile Weapons: This category not only includes the 150mm and 300mm guns from Mekton II, but also any other form of rocket-boosted artillery, rail gun, or massdriver cannons. Weapons of this sort are generally disposed to lower costs and greater versatility than beam weapons.

Missiles: That says it all– missiles. Self-propelled, destructive projectiles, conventional or nuclear; rocket, mine, bomb, and grenade types are all available.

Energy Melee Weapons: Both the EMW's and Nova Swords from the original weapons list as well as the destructive products of your imagination. These weapons have no range, and can represent any close-in combat system of an energy nature. Most EMW's are some form of contained laser or plasma field.

Melee Weapons: The final category; Melee Weapons are similar to EMW's but are of a more physical nature. Swords, claws, teeth, baseball bats, and mallets are all members of this category, as well as many other weapons.

The mechanical catalogue contains more detailed descriptions of these various weapon types. Printed with these descriptions are charts corresponding to each of the major weapon statistics (damage, accuracy, range, etc...) and a few additional charts for special weapon variations (wide angle beam weapons, incendiary projectiles, nuclear missiles, etc...). Of these charts, only the damage chart gives costs in whole numbers, while all other charts list numbers to one decimal place and are preceded by an "x" symbol.

The reason for this is that the damage determines the basic cost of the weapon, whereas the other factors modify this basic cost. To obtain the cost of a weapon you have designed, simply multiply the listed costs together. Clearly a range that has a cost like 'x0.6' will reduce the cost of the weapon as a whole, and thus is considered disadvantageous compared to the norm (e.g. range 8 hexes for beam weapons). Similarly, a high accuracy (WA) for a projectile weapon might have a cost associated with it like 'x2.5'; this would obviously increase the cost of the weapon and thus make it more potent than the average projectile with the same damage. All weapons must have a damage and an accuracy; in addition, all beam, projectile, and missile weapons must also have a range.

FIG. 2 ROCKET RUSSEL'S BEAMGUN FROM HELL

10 Kills: Good enough to level the Pentagon.	**Cost: 18 CP's**
-1 WA: Cheap targeting systems.	**Cost: x0.8**
Range 8: Normal for a beam weapon, why not!	**Cost: x1.0**
1 Shot: Keeps with the design conception, and keeps the cost down.	**Cost: x0.5**
Total cost: The product of the above: 18 x 0.8 x 1.0 x 0.5 =	**7.2 CP**

As an example of weapon creation, Rocket Russel– hot mecha designer and weapon tech– decides that some form of back-up weapon is needed for his front-line EDF mecha. Noting that most already have beam sabers (EMW's), Rocket decides that some form of limited-use, high-yield energy projector might be desirable (sort of a mecha-size equivalent to a modern LAW or AT-4 rocket system...) Since Mr. Russel already has a design concept in mind (that is always step one!) he now continues on to step two; he must decide what the actual numerical values will be for the weapon's statistics. He chooses the values seen in Fig. 2 above.

This procedure is not used exclusively to design weapons, some other systems have a similar design and construction procedure. In these cases, simply follow the method above using the cost listed as a whole number (the one not preceded by the "x") as the base cost, and the others as modifiers.

LINKING WEAPONS

In Mekton II it was possible to link one or more weapons within a single limb or servo at the cost of two CP's. Though this is still valid, two more linking methods are now available as well. The way linking is purchased also works a little bit differently. Every weapon linked, after the first, must pay the linking cost listed. So, four autocannons linked in the torso would cost 6 points to link. A link takes up **no** space and has **no** weight.

Interservo Link: Functioning in the same manner as the standard weapon link, this option allows a mecha to link weapons that are not in the same servo. (Even if one or more are in command armor or binder locations.) Because it is slightly more complex than the original linkage type and requires longer wires, this method costs **three CP's** to link each additional weapon, rather than two CP.

Melee Weapon Link: Similar to an interservo link, but it allows two or more non-automated melee weapons to be linked. The cost is **four CP's** per weapon, as the mechanics to make melee weapons strike in unison is more expensive than a standard linkage.

Inter-Mecha Link: Yes, it is even possible to link weapons between multiple mecha. The advantage of this is that only one pilot need roll, and only one pilot need expend an action to fire the linked weapons. Here, a cost of **four CP's** must be paid by each system not in the "controlling"

mecha (eg., the unit that fires the weapons) Should there be multiple systems linked inside the controlling mecha, these may be linked at the cost of two or three CP's each as described above. The controlling suit must be designated when the mecha are designed.

There is another advantage to the linking method provided by MTS. This is called **Weapon Splitting** or **System Splitting**. By use of this method, the CP space requirement of a weapon or system may be split between multiple locations, or indeed, *multiple mecha*! When using this method, each separate location must pay to be linked to each other location as if each were totally different systems (as described above). In both cases, the "controlling" location (and the "controlling" mecha if splitting inter-mecha) must be stated when the weapon is designed. It is from this controlling location that the actual system must be used (eg. an inter-mecha split beam weapon could only be fired by the controlling mecha.) In the case of inter-mecha splitting, each mecha must be within two hexes of each at least one other unit. Hand-held weapons need not be split between multiple hands; it is simply assumed that the weapon is a two (three? four?) handed weapon and may be split at no cost.

Example: Linking can be a difficult process to understand at first, so we give you the following example to serve as a guide.

The Destroyer is a Kargan heavy assault mekton. It has six identical, linked, autofire beam guns, three in each arm. For the purposes of our example the guns cost 6.6 points each. The first gun costs 6.6, the others in the same arm cost 8.6 each, each paying the 2 points to be linked to the first; they cost in total, 17.2. The three guns in the other arm must each pay three points to be linked to the primary gun in the other arm, so they cost 9.6CP each, totaling 28.8. So the total cost of the weapon system is, 6.6 (primary gun)+17.2 (second and third guns, in same arm)+28.8 (three guns in other arm)=52.6.

This may seem a bit complex at first, but there is a simple rule to this: Each weapon after the first must pay the linking cost to the controlling weapon. Large linked systems in multiple locations need not link to each other, just to the controlling weapon.

Note: The controlling weapon is a controller for bookkeeping purposes only; if it is destroyed, it has no effect on the system.

ADDITIVE & COST MULTIPLIER SYSTEMS

A great majority of the systems in MTS have a definite cost associated with them, and with that cost, a definite weight. Systems from Mekton II such as servos, armor, and weapons all fall into this category. The costs of these systems are simply added together as a total basic cost for the mecha.

However, in MTS, as in Mekton II, there exist another group of systems. These "Cost multiplier systems" do **not** have a specific cost, but rather they affect the cost of the mecha as a whole. For example, a x0.2 cost multiplier system costs .2 times the cost of all of the standard (additive) systems.

Example of Purchasing Multiplier Systems: The Stealth Shaitan Zed has several multiplier systems. It has a 1/5 Coefficient energy absorption system (x0.1 system), advanced jump rockets that give a +2 to its leap bonus (x 0.1 system), and a basic cloaking system with fire control and combat cloaking abilities (x 0.8 total system).

If the Stealth Zed's total cost (before the multipliers) was 150 points, to obtain the cost with the multiplier systems added, we would need to multiply the **sum** of all the multiplier systems (0.1+0.1+0.8=1) by the basic cost. The result is then added to the original cost. So, in this case, the cost of the Zed is 150 (basic cost)+150 (multiplier cost)=300

Important Note: It is assumed, unless otherwise stated in the mechanical catalog, that Multiplier Systems **do not increase the weight of the mecha.**

HOLDOUTS FROM MEKTON II:

There are an assortment of smaller, non-vital systems in Mekton II that you may wish to place in a Mekton built with MTS. If this is the case, take the amount of space that their cost indicates. For example, escape pods take 1 CP space, and Spotlights take .2 CP space, etc. These should be listed under additive systems on the mecha sheet; they take up both space and weight.

DAMAGING & DESTROYING SYSTEMS:

The rules for damaging and destroying systems in MTS are virtually the same as the rules for damage in Mekton II. However, there are some special cases and modifications, which will be listed below.

1. **Weapons and armor:** Follows the same rules listed in Mekton II.

2. **Additive systems:** If there is a value for Kills listed on the system description, the system may be targeted and hit much in the same way sensors can be hit in Mekton II. Use random choice to determine what system is hit.

3. **Multiplier systems:** Same as above; if there is a Kills value listed, the system can be hit and damaged normally.

4. **Systems with CP spaces but no listed Kill value:** These systems are only knocked out of action when the servo that contains all, or part of the system is destroyed. So it is critical to keep track of where all the CP spaces for systems are contained in a mecha.

   Example: if a mecha has a beam weapon that is split between its arms, and both arms have CP spaces dedicated to the weapon; when the right arm servo is destroyed, the weapon is put out of action.

   Maneuver Verniers are the exception to this rule. When a mecha loses a servo that contains Maneuver Verniers, the number of CP spaces worth of Verniers destroyed is simply removed. The new bonus for the verniers is then calculated by using the number of CP spaces worth of Verniers remaining on the mecha, and checking the new value on the chart.

5. **Systems that use no CP spaces:** These systems will function no matter how much damage the mecha takes. They are assumed to be an integral part of the mecha as a whole, and will only cease functioning when the mecha is totally destroyed.

EFFICIENCY

With the introduction of MTS, not only weapons, but Mektons in general will have a tendency to grow much larger. It may appear that all suits with high damage capacity, good armor, and/or powerful weapons are exceedingly large. This is because the technology of Algol is such that large-output weapons cannot be miniaturized and thus the two CP per ton and one CP space per .5 CP are simply conventions based on the common norm. Should a more efficient Mekton be necessary for your campaign or combat scenario, it is possible to alter these conventions, though doing so is generally very expensive.

SPACE EFFICIENCY:

The first (and most common) efficiency style is called **space efficiency**. This allows you to put large systems (speaking in terms of CP spaces) into smaller amounts of space. You must simply pay **.5 extra CP for every required CP space you remove from the weapon or system.**

Example of Space Efficiency: The Mako uses a 8 CP plasma gun. Unfortunately, its arm servo is Striker level (4 CP capacity), so it cannot lift its own gun! For the purposes of our example, the Elaran weapons technicians decide to introduce some new power relays and a new containment field for the power-source. The overall effect: the gun is smaller.

In game statistics, 4 CP spaces of size must be removed, so at .5 CP per CP space removed, we have added 2 CP in cost to the Plasma Gun. So the Mako's gun now only takes up 4 CP's worth of space, but costs 10 to buy.

FIG. 3 SCALING CHART

Scale	Cost	Type	Examples
x1/5	x1/3	"Roadstriker"	Cars, Bikes, Power Armor
x1	x1	"Mekton"	Standard Mecha
x10	x25	"Corvette"	Small Spacecraft, Huge Mecha
x100	x500	"Starship"	Starships, Star Bases.

WEIGHT EFFICIENCY:

The other style of efficiency is **weight efficiency**. By means of this, the weight of a given Mekton can be decreased such that a mecha weighing 120 tons could have its weight reduced to 30 tons, making it smaller and much more maneuverable, though no less tough or destructive. This form of efficiency is much less common than space efficiency because of its high cost. The cost of weight efficiency is **two CP's per ton removed**; this cost is added to the mecha's final cost after everything else has been done. (Scaling is actually the final step, and is described in greater detail in the next section.)

SCALING

The Mekton II construction system was designed around a central weight unit (the metric ton), while size was left somewhat nebulous. (Depending on the design, configuration, and build of your mecha it was usually between ten and fifty meters in height.) Mecha of these sizes serve as a good standard, but are not always enough to satisfy the needs of many campaigns. For example, within a strongly role-playing orientated campaign, large mecha may simply be too awkward and find themselves in the parking lot during most adventures.

After all, one can hardly sneak with much subtlety into a criminal lord's hideout in a seventy ton mecha! On the other hand, the addition of smaller mecha are not necessarily enough to suit your needs, either. After all, what good is the Rapier Mk. I when you're in the weightlessness of space surrounded by Kargan starcruisers!

Rather than create entirely separate construction systems for each of these size scales, a method has been created by which a mecha can be designed in the normal size (referred to as 1 to 1) and then altered into a new scale (such as one-fifth, or Roadstriker, scale). This method is, appropriately enough, called Scaling.

To create mecha of a scale other than 1/1, you must first decide which of the three other scales is appropriate for the mecha you have in mind (see Fig. 3).

On the chart (Fig. 3), the first number is the "scale factor." This scale-factor is the number by which all weights, weapon damages and other factors are multiplied.

Once a scale has been chosen, the mecha must be completely designed to every last detail, and it's cost figured. Once this has been done, the following modifications are to be made:

Servos: Scale damage capacity and hand to hand damage bonuses.

Armor: Scale damage capacity up/down as appropriate.

Refined Armor: Scale damage coefficients.

Power Plants: Scale damage capacity.

Sensors: Scale damage capacity.

Sensor Range: Scales up only.

Hydraulics: Scale damage capacity and striking damage bonus.

Mecha Riders: Scale damage capacity.

Ground Movement (Legs, Jumping): Scale movement speed.

Ground Movement (Tracks, Wheels): Do not scale down, up only.

Flight Movement (Fans, Thrusters, Gravetics): Scale movement speed up only.

Weight: Scales.

MV & MA: Do not scale, and must be calculated based on the mecha's original (non-scaled) weight.

Cockpit space (Includes Gunner Cockpit's):

Roadstriker: Does not scale.

Corvette: equivalent to room-sized spaces (bridge, stateroom, etc...) This is space for a single Roadstriker or one-tenth required space for a full mecha (eg. 10 extra cockpit spaces required to house a 1 to 1 mecha.)

Starship: equivalent to complete decks (command deck, crew decks, etc...) This is space for 10 Roadstrikers, one 1/1 mecha, or one-tenth the required space for a corvette.

Escape Pod:

Roadstriker: Ejection system.

Corvette: Life bubble (holds 10)

Starship: Escape module (holds 100)

Storage: Scales volume.

Weapons:

Damage: Scales.

Range: Scales up only.

Accuracy: Does not scale.

Shots, Warm up turns, Burst values, Attack Factors: Do not scale.
Burst radii, Arioc-B, beam reduction: Scale.
Shock weapons: **Cannot be bought above scale 1 to 1.** In the case of scale 1/5 shock weapons, the original damage (in Kills) should be the numerical subtraction to the target's consciousness roll, not the new lower damage.

Cloaking:
Beam refract/ beam protection: Scales.

Command armor:
Armor, damage coefficiants: Scale.

Electronic Warfare (ECM & ECCM):
Beamer ranges: Scale up only.
Radius effect: Scales normally.

Energy pools:
Weapons in portfolios scale normally. (For calculating power requirements, costs are scaled by the scale factor, not the cost factor.)
Available power, Maximum power: Scale.
Portfolio sizes: Do not scale.

Esper Lenses: Only scale effects of ESPer powers.

Internal Automation: Does not scale.

Jump Rockets: Jump bonuses scale up only.

Maneuver Verniers: Do not scale.

Reflector Systems: Quality does not scale. Calculations for reflections should be done using the incoming beam's original damage values (Kills before scaling), rather than the new value.

Remote Units:
Ranges: Scales up only.
Control Multiples: Do not scale.

Reconnaissance Systems: Do not scale.

Shields:
Damage Capacity: Scales.
Parry Factor: Does not scale.

Techno-Organics: Scale Regeneration effects.
MV penalties: Do not scale.

Teleporters: Ranges scale only up.

Thought Control: Does not scale.

Shadow imager: Does not scale.

Transformables: Must meet scale constraints.

V-Max: Does not scale.

Statistical Enhancements: Do not scale.

Once these things have been taken care of, all that remains is to figure the new cost. This is done by multiplying the old cost by the cost multiplier on the chart above (Fig. 3). At this point your mecha is complete.

This method is good for building things that may not be mektons in the conventional sense, but are of use to a campaign or scenario. Such items include cars, bikes, starships, etc... Often it is desirable to choose a transformer mode for these types of constructs as its "natural form" (cf. Transformables.)

BUILDING YOUR MECHA

By now you should have a basic grasp on how MTS works. There are certain systems, like drones and combining mecha that are fairly complex, but there is nothing in MTS that can't be understood with a basic calculator (which we highly advise you use). Building a mekton takes a little longer now than it originally did, but you will discover that the more you use MTS, the quicker it will become.

In the following pages we will give you a walk-through. Consider it an active tutorial, in which we will go over all the steps to the construction of a mecha, stage by stage. We highly recommend using the tutorial below when designing your first few mecha, after that it is up to you and your imagination.

1. **Have a concept in mind.**
The first, and most important step. What is the mecha designed for? Is it a sleek, quick attack unit, designed for in and out battles? Or is it a Juggernaut, designed to stand there, take everything the enemy can throw at it, and keep on fighting? These are important questions for the balance of your unit. The tendency at first will be to pile everything on a single suit, and this will be disastrous. True, it will be powerful, but it will also cost a fortune. Check out the Mecha Catalog elsewhere in the book for some conceptual ideas.

2. **Construct a skeletal design.**
Now that you know what you want your mecha to do, it's time to start the construction.
   A: Choose a body form. Is your mecha humanoid? How may limbs does it have? Does it have limbs?
   B: Buy Servos. Once past Step A, pull out a mecha sheet and start buying the proper servos. Keep your concept in mind; it isn't likely that a quick, transforamble scout-mek will have MegaHeavy servos.
   C: Buy Armor. Same rules apply as step B. Don't overload on armor. Buy what you think would be appropriate for the mecha, no more, no less.

3. **Consider Weapons.**
Now comes the fun part. How is your mecha armed? Hundreds of small mini-missiles? Or a single, huge beam cannon? Use the weapons in Mekton II for a reference, then start building your own. Weaponry in MTS offers some of the greatest variation; make use of it.
   A: Build Weapons. Go to town. Sit down with the weapons systems and go to work.
   B: Do they fit? Probably not. Spend some extra points in Space Efficiency and put them where you want them. Or trim the cost of the weapon down, either process has the same effect. Or possibly you would like to link the weapon between multiple locations? At the end of the process all the mecha-based weapon systems should be in place.
   C: Don't forget ammo for projectile weapons. You'll be sorry if you do.

4. **Buy Shields.**
   A: A good, cheap form of protection. Does your mecha have a shield? If so, what kind?
   B: Choose type of Shield: Standard, Reactive or Active. Do you have more than one type?
   C: Does it fit? Do you want binder space in the Shield?
   D: Place systems in Binder Space.

5. **Other Additive Systems.**
Now buy all other Additive Systems. EW, Sensors, and Environmental Protection are all bought now.
   A: Place systems in the mecha.
   B: Don't forget to use Space Efficiency.

6. **Figure Cost.**
The sum of all the above steps is your Mekton's basic cost. This number, divided by two is the basic tonnage of your unit.

7. **Buy Thrusters.**
If your mecha has any kind of flight platform, buy it now that you have a basic weight. Thrusters add weight to your mecha, so you may need to re-calculate the amount of thrust needed, but only once.

8. **Buy Powerplant.**
You could do this after Weight Efficiency, but it is simpler to do it here. Keep in mind Weight Efficiency may change the level of powerplant you need.

9. **Choose Multiplier Systems.**
Now figure out all the multiplier systems you want on your mecha. With this done, add up all of the multiplier numbers. This is the Total Multiple for your mecha.
   A: Add one to the Total Multiple, and then multiply the resulting number by the basic cost of your mecha (from Step 6). The result is the cost of your mecha with all multiplier systems.

10. **Buy Weight Efficiency.**
Use this to reduce the weight of your mecha as a whole, then add the resulting point cost to the result from Step 9A.

11. **Overview Mecha.**
Look at the mecha as a whole. Do you wish to make changes? Add systems? Maybe you need to add Maneuver Verniers? Go back to the proper step and make any changes you wish.

12. **Buy Command Armor.**
Now decide if you want your mecha to use command armor.
   A: Fill the command armor with any system that you wish; remember that the cost (and weight) for command armor is based on the armor itself, and all the material it contains.

   B: Add the cost of the command armor to the total cost of the mecha (from step 10.)

13. **Scale as Appropriate.**
Use the previous list to determine scale effects.

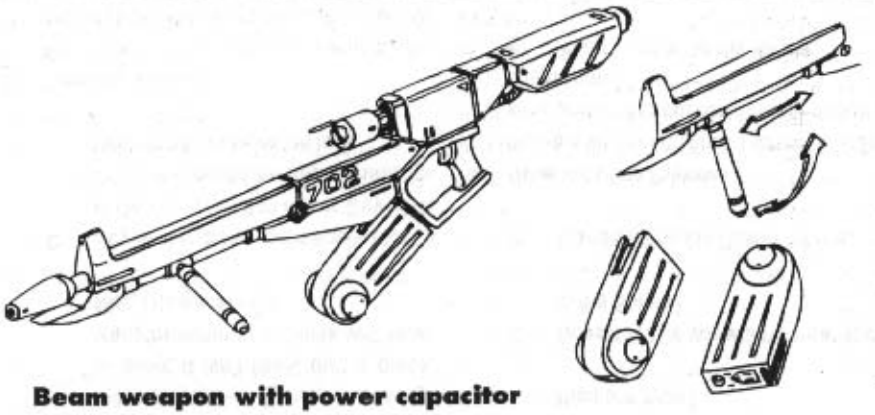
14. **Did you buy drones?**
If you bought drones, now is the time to build them. You design them just as you would design a mecha. Repeat Steps 1 through 11.
   A: Add costs of drones to the number from Step 12B. This is the Final Cost of your mecha.

15. **Figure Stats.**
Now figure the important stats and record them on the mecha sheet. This includes MV, APT, MA etc.

16. **It's a Wrap.**
Name your mecha, record the important pilot's stats, and go to it.

A Note On Rounding:

The ideal rounding for costs on systems is to the tenth. So a weapon that costs 23.46 should round to 23.5. We have discovered that rounding to the whole number does not accurately represent the cost of a mecha or system, and keeping any further places after the tenths place becomes too cumbersome.



Beam weapon with power capacitor

BEAM WEAPONS

Lathrin grimaced; he knew the Kargan pilot had him dead to rights. Red lights showed on the display for both leg servos and the right arm. The next shot would finish him.

"Lathrin." It was Karen, transmitting from her Vantage, "Be careful, jerk, I don't want to lose you now."

"Well," Lathrin murmured to himself, "the boys back in development designed the Mako's back-up system with just this type of emergency in mind."

As Lathrin's finger triggered the weapon, a bright light filled his viewscreen. Hundreds of meters away, the Kargan pilot barely had time to register what had happened before the pillar of raw plasma reduced his mecha to molten scraps.

While Lathrin was busy with his own problems, he didn't see Karen's Vantage explode in a ball of plasma and steel...

Beam weapons are any ranged rifle, cannon, or similar weapon firing laser beams, protons, or other particles. Generally, weapons such as lasers or plasma guns from Mekton II are good examples of beam weapons. However, MTS allows for much greater diversity when dealing with these weapons.

In general, beam weapons have the advantage in range, accuracy, and the availability of extremely high yields. Unfortunately, they also tend to be rather costly.

Damage

Net damage in Kills from any single shot of the weapon. Damage also represents the capacity of the weapon itself to sustain incoming fire. Thus, a weapon that does five Kills of damage, can also take five Kills of damage before being disabled.

Accuracy

Represents how easy, or difficult, it is to hit a given target with the weapon. Increased accuracy may come in the form of a laser targeter, an auto-aim system, or a just plain *bigger* beam.

Shots

Beam weapons, because they do not use ammunition in the sense of the modern firearm,

are usually content to draw power from their mek's power plant. However, some weapons are too large, and thus too draining on the mecha's power supply for this to be possible. Still others require an additional one-use component (such as the nuclear core for an x-ray laser) that might limit the number of possible firings available before replacement or recharge.

Warm Up Time (Weapon Capacitor)

Weapons with a warm up time contain a single capacitor-like element that takes a number of full turns worth of charging before it can be fired. Once the weapon has been fired, the same number of full turns must go by before the weapon may be fired again (eg. action on subsequent turn, second, or third following turn.) Because the weapon will automatically begin the recharge sequence, it is not necessary for your hot-shot mecha jock to hole up in some corner of the battlefield holding down a recharge button on his control panel. Weapons that warm up need not be fired immediately after being charged. The capacitors are assumed to be able to hold their charge indefinitely until needed in combat. **No weapon may have both Limited Shots and Warm Up Time.**

Wide Angle

In general, a spray of beams, each with destructive yield of the original beam. Why? Why else? To destroy lots of enemy mecha! These weapons are particularly favored by large suits for their ability to attack great numbers of smaller mecha.

New Rule!

When a wide angle beam weapon is fired, a single To-Hit roll is made and is compared to the defence roll of each and every target within the weapon's arc. Friendly or otherwise, if it's in range, it's in danger! Attacks are then resolved normally. Wide angle weapons are no more difficult to avoid than normal beams, if a saturation effect is desired, it can be achieved by simply buying higher weapon accuracy. Wide angle beam spreads are assumed to be thin enough that a single mecha within the firing arc will only be hit once; if a thicker beam spread is desired (multiple hits per target) we might suggest Wide Angle Autofire!

Fig. 4 Beam Weapon Tables

Damage

#Kills:	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
Cost:	1	2	3	4	6	8	10	12	15	18	21	24	28	32	36

Accuracy

WA	-2	-1	0	+1	+2	+3
Cost	x.6	x.8	x.9	x1.0	x1.5	x2.0

Shots

#	1	3	5	10	∞
Cost	x0.5	x0.7	x0.8	x0.9	x1.0

Range

Hexes	3	5	6	7	8	9	10	11	12	15
Cost	x.6	x.7	x.8	x.9	x1.0	x1.1	x1.2	x1.4	x1.8	x2.5

Warm Up Time

Turns	0	1	2	3
Cost	x1.0	x.9	x.7	x.6

Wide Angle

Angle	60•	180•	300•	360•
Cost	x3.0	x5.0	x7.0	x9.0

Machinefire

Burst	2	3	5	∞
Cost	x2.0	x3.0	x4.0	x5.0

	Only	Variable
Anti-Personnel	x1.0	x1.8
Anti-Missle	x1.0	x1.8

Fragile: x.75

Machinefire

Machinefire represents any form of weapon likely to strike a target more than once per firing. No matter what you choose as the nature of your weapon, the game effect is always the same. Machinefire weapons function exactly as those from Mekton II (see **Machinecannon**, *Mekton II* pg. 41). Once a to-hit roll is made, an additional hit is scored for each point by which your attack score is above the target's defence roll to a maximum of the burst value of the weapon. Each hit strikes a separately determined location doing the full damage of the weapon.

Limited shots or warm up time for machinefire weapons are assumed to be for an entire burst.

Anti-Missile

These beam systems, rather than being designed for offensive purposes, are a collection of smaller, rapid-firing beams; their purpose is to destroy incoming missiles. Systems of this nature need not be purchased as autofire, as this will have no effect on their performance. (They are assumed to already be of a fast-firing nature.)

New Rule!

When a missile or barrage of missiles is fired at a mecha equipped with an Anti-Missile beam system, the defender may elect to fire defensively rather than parry with a standard shield or binder.

If this is done, the defender with the Anti-Missile system must make a beam weapon attack roll. This roll is then compared to the attacker's missile attack roll. For each point by which the attacker's roll is exceeded by the beam weapon roll made by the defender, one incoming missile is destroyed. The maximum number of missiles that can be destroyed is equal to the Kill value of the Anti-Missile system. Systems purchased as "Only" may only be used for defensive purposes; systems with the "Variable" option however, may be used interchangeably as offensive weapons in the normal manner.

Note: Range is not relevant to Anti-Missile systems, so the range multiple is x1.0.

ANTI-PERSONNEL

Weapons of this type may be used to attack civilian targets such as people and smaller vehicles without needing to resort to those pesky mecha vs. man rules. Attacks of this type are resolved as if the target were simply another mecha. Weapons of this type purchased as "Only" may only be used against civilian-sized targets; systems purchased as "Variable", may be used freely against man and mecha alike.

Note: An Anti-Personnel and Anti-Missile system that doesn't effect mecha targets at all can be purchased for a 1.8 cost multiple.

FRAGILE

This disadvantage means that the weapon is not as structurally sound as it might be. It is destroyed after taking a single Kill. This disadvantage may not be purchased for weapons that do only one or two Kills.

Example Beam Weapons: The primary weapon on the Armored Mako is a hand held plasma rifle that does 6 Kills, has a weapon accuracy of +2, has unlimited shots, and a range of 8. The cost of the Armored Mako's beam rifle is: 8x1.5x1.0=12. It costs twelve points for this rather powerful weapon.

The Vixen, a mobile artillery platform, uses a 10 Kill beam that has a WA of 0, a range of 9, and a sixty-degree wide angle spread. Unfortunately, the weapon can only fire after a three turn warm-up period. The cost for the gun on the Vixen is: 18 x0.9 x1.1 x3.0 x0.6 =32.076

CLOAKING

"Where is it!?" screamed the Ettaran soldier, eyes wild with fear. "Keep calm, you fool!" retorted the gunnery Captain, slapping the new recruit across the face. "He'll soon give himself away, they always do..."

The Captain returned his gaze to the small, periscope-like viewer. Seconds later, the Kargan scout unit, too tempted by the sight of an unprotected ammo dump, uncloaked and fired.

The officer slammed his fist down on the fire switch for the missiles. The sound of the ammo dump explosion was followed quickly by the sound of the missiles impacting on their target.

Often used by recon mecha, the **cloaking system** renders a mecha virtually invisible to the naked eye. By distorting the light around it, the mecha can make itself and any items it is carrying impossible to see at almost any range.

Any observers at a distance greater than ten times the mecha's height must make a difficult awareness roll (20+) to successfully spot the suit. Closer observers need only roll greater than 15+ to spot, and thus be able to shoot at, the cloaked suit. Those who have made their awareness rolls are assumed to be able to retain sighting on the cloaked mecha until it can leave their field of vision (and thus gain the opportunity to hide itself once again).

Cloaking systems are cost multiplier systems and take up no C.P. spaces. Because the actual nature the system is rather vague, the extent of its protection must be determined greatly by yourself or the gamemaster in whose world you are playing, subject to the original conception of the cloaking system's functions.

The cost of a particular system is equal to the sum of the costs of its various aspects. (ie. base + magnetic refract = x.3 + x.1 = x.4)

- x.3 ..... Basic cloaking
- x.1 ..... Magnetic Refract
- x.1 ..... Pulse Refract
- x.1 ..... Beam Refract
- x.3 ..... Fire Control
- x.2 ..... Combat Cloak

BASIC CLOAKING

Provides protection against visual spotting and normal mecha scanner systems. Cloaked suits with just the basic package are unable to fire and stay hidden. Should a suit so equipped choose to fire, it must give away its position to all observers who would be able to see its current location from where they stand. The mekton cannot return to a cloaked status until their first action in the next turn. Returning to cloak takes one action.

MAGNETIC REFRACT

Without this, a magnetic lens could pick you out in an instant. Should however, your cloaking system have this additional option, you will be as hidden from the lens as you are from normal observers.

PULSE REFRACT

What a bummer to be invisible to everyone but that one recon suit. With this, you cannot even be spotted with Recon systems; without it, you are wide out in the open! Your Pulse Refract cloaking field is powerful enough to distort Infra-Red, Ultra-Violet, and other methods used by the Recon system. This does not mean that your engines leave no heat trails, and thus you could still be followed while moving by a mecha equipped with a Recon system. (This effect can also be masked, see *Stealth* Systems.)

BEAM REFRACT

If your cloaking field protects you against light and other forms of electromagnetic waves, why not against laser and other beam weapons? Mecha with Beam Refracting cloaking systems may subtract one Kill directly from the damage of an incoming beam or energy attack before resolving the hit in the normal manner.

FIRE CONTROL

Fire Control allows you to fire weapons from cloak without giving away your position as outlined above. This only applies to ranged weapons, because to attack with a melee weapon would clearly reveal you to the enemy, no mater how invisible you think you are.

COMBAT CLOAK

This option allows a mecha to return to "hiding" even while out in plain view. Once spotted, you can return to hiding (eg. cause enemies to lose spotting) at the cost of only one action.

Note that no cloaking system can protect you against major spotting radars. This is a function of Stealth systems and may only be purchased as part of these systems.

Example Cloaking Systems: Cloaking is a multiplier system. To accurately give an example of this system we need to have a complete mecha to work with. For this example we will use the Viper A-1300 on page 33 of the Mekton II rulebook.

We want to put a cloaking system on this 72 point mecha. We give it a Basic cloaking unit(x.3) and Combat Cloaking ability(x.2). The total system multiplier is .5, so the cost of the "Stealth" Viper is [(72x.5)=32] + 72=108 points.

COMBINING MECHA

"Alright crew, let's hit it.," Ran said, fingering the main transformation switches.

The massive Shairt Omni began to combine. All throughout the battlefield, combatants on both sides watched with awe as the two massive flying fortresses merged into a gigantic version of the standard Elaran Shiart mecha.

"Here goes nothing." Ran's voice echoed through the vacuum of space, heard only by the other members of her squad, the Night Hunters. Taking her coded command to disengage, the squad started to retreat.

Months of planning went into this operation; *Ran thought while her targeting system settled on the Kargan satellite.* With Lathrin down, I hope I have the skill to hit the thing on the first shot.

She fired...

On Algol and elsewhere, the concept of two or more mecha combining into a single weapon of destruction is understandably popular. Though in theory combiners are little more than glorified transformer mecha, the game mechanics necessary for their inclusion into the rules is somewhat more complicated. These types of transformers (combiners) are subject to the same rules as normal transformers, (one action to transform etc...) and all of the following rules.

To design a combining mecha, first design, construct, and write-up the "greater" suit. This is the mekton into which the lesser suits will combine to form, and it need not possess any special mechanics or hardware.

The mechanics for the transformation cost x0.5 of the "greater" mecha and are payed for and carried by the "lesser" component mecha. Thus the machinery may be divided between any or all of the lesser mecha as long as, in total, the entire cost is paid. Transformation mechanics take a number of CP spaces equal to one tenth the number of points that particular component suit is paying for the transformation. These mechanics may be placed in any location(s) and need not be linked. There must always be at least two lesser mecha involved in a combiner.

Example: If a combiner unit costs 300 points and has two "lesser" or component mecha, the two mecha must pay a total of 150 points. These points may be split evenly, or in any combination the player desires. If the mecha split it evenly, they would pay 75 points apiece, and each would need to make space for 7.5 CP spaces for the transformation equipment. These spaces can be placed anywhere on the component mecha.

Once the greater and lesser mecha have been finished, a "damage scale" must be designed. A damage scale is a simple chart that correlates the various servos and components in the lesser mecha to the various servos and components in the single greater mecha. By means of this chart, a hit to a servo on the greater mecha (for example the leg) will also cause damage to the servos from the lesser units used to make up that leg. The only limitation on the arrangement of the damage scale for your particular combiner is that every servo and component that can be targeted (hit) must be accounted for. In addition, every piece must have at least one corresponding piece on the other half of the chart. Finally, servos and command armor must map to either more servos or more command armor, weapons must map to weapons (weapons include energy pools), and other remaining systems may map to any other remaining systems.

FIG. 5 DAMAGE SCALE CHART

COMBINED MECHA	SUB MECHA#1	SUB MECHA#2
Destructor	*Bion Gamma*	*Bion Delta*
Right Arm(10K)	R. Wing(3K) L. Wing(3K)	Torso(9K)
Head(9K)	Head(2K)	Head(5K)
Head Beam Cannon(5K)	Beam Rifle(6K)	

Part of an example chart might look like Fig.5. Thus a hit onto the Destructor's head (after armor and other protection) that did five Kills of damage, would have to also do a total of five Kills (directly to the head servos) of the Bion Gamma and the Bion Delta. This damage must be divided as equally as possible between the two heads. (Clearly 3K and 2K is the most equal division of the damage. In cases such as this one where the damage is not equal to all parts, the defender may choose which receives the 2K and which receives the 3K.)

Should any system or servo be destroyed, any systems corresponding to it on the other side of the damage scale are also destroyed. For example, were the Destructor's head be destroyed, so too would be the heads of the Bion Gamma and the Bion Delta.

However, were the left wing of the Bion Gamma to be destroyed, the Destructor's right arm would also be disabled (i.e., only the items on the opposite side of the scale are disabled.) Thus in this case, the Gamma's right wing and the Delta's torso would both remain intact even though the Gamma's other wing was destroyed.

TRANSLATOR'S NOTES:

This is the system that most people in the playtest revisions had trouble with, and I think it warrants a few notes here. The first thing to remember is that it is simpler than it looks. The Damage Scale Chart exists for two reasons. Firstly, it tells you what parts go where on a combiner (for the sake of artistic values), and secondly, it is used to allocate damage to the component units when the combiner is hit. It serves no greater function. So looking at our sample chart, we know that the right arm of the Destructor is made up of the right and left wings of the Gamma and the torso of the Delta.

TWO FINAL NOTES:

Regardless of total cost, the weight of the greater mecha must be exactly equal to the combined weights of the lesser mecha. Also, be sure your pilots have somewhere to end up, that is to say that if more than one of your lesser mecha has pilots, you'd better buy some spare cockpits for the big mecha!

COMBINING WEAPONS:

Sometimes it is desirable to have two or more weapons combine into one mighty tool of destruction. This is done in a similar manner to combining mecha. First design the greater weapon, then the lesser weapons. The lesser and the greater must all be of the same type (e.g. energy, projectile, energy melee, or melee - but not missile) The greater weapon must occupy the same number of CP spaces as the total of the CP space requirements of the lesser weapons. (This is a good use for efficiency!) Now pay .5x the cost for the greater weapon, allocate the CP spaces, and you're set! Like any transformation, putting together and taking apart combining weapons takes one action.

FIG. 6 COMMAND ARMOR TABLE

CLASS MAIN BODY	ARMS/LEGS	OTHER	CP SPS	ARM.	WT.	ABL. COST	STD. COST	ALP COST	BETA COST	GAMMA COST
SL	S	MW	2	1	.1	2.5	3	3.5	4	5
LW	MS	LH	4	1	.1	4.5	5	5.5	6	7
S	HS	MH	6	2	.1	7	8	9	10	12
MS	MW	AH	8	2	.2	9	10	11	12	14
HS	LH	SH	10	3	.2	11.5	13	14.5	16	19
MW	MH	MgH	12	3	.2	13.5	15	16.5	18	21
LH	AH		14	4	.3	16	18	20	22	26
MH	SH		16	4	.3	18	20	22	24	28
AH	MgH		18	5	.4	20.5	23	25.5	28	33
SH			20	5	.4	22.5	25	27.5	30	35
MgH			22	6	.5	25	28	29	34	40

COMMAND ARMOR

"Ymri's eyes!" shouted Lathrin as the Armored Mako was rocked from the explosion of the Alaxander next to him. "I hope this stuff stays on..." With the destruction of the last Drone, Lathrin was alone, speeding toward the center of the huge Kargan drydock.

Lathrin knew the mission was a suicide run, or Fool's Errands as they were called in the military, but with Karen gone he didn't really care about anything anymore.

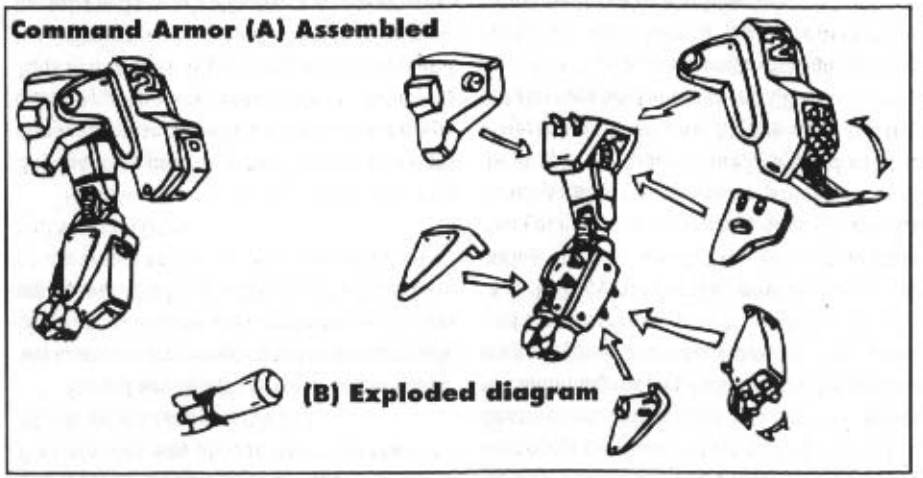
"Target achieved." The voice was her's, a gift on his birthday; Karen had programed his onboard computer to speak in her voice....

"Initiate firing sequence: Alpha-Seti-Walter-Tal." The words triggered the missile systems in the Command Armor, igniting the first volley, and readying the second.

When the explosions started, Lathrin thought back to Tal's speech; how he had said that with the extra armor the Mako had a 70% chance of surviving the explosion of the base's powerplant. Lathrin realized he really didn't care.

Command armor is an ejectable casing that can be attached to the outside of a mecha's servos. It provides extra armor as well as added space in which to mount additional weapons, thrusters, weapons, maneuver verniers, weapons, sensor packages, weapons, other stuff, and weapons. Command armor is purchased by level (i.e. Superlight, Striker, etc...), by the kind of armor it carries, and by the amount of maneuverability it confers or removes.

A servo may mount command armor no more than two levels greater in size than the servo itself. However, it may be as small as desired. Because torsos are larger than limbs, and limbs are larger than tails, heads, or wings, Command armor of a given size (eg. LightHeavy) will be of varying cost and effectiveness depending on the type of servo on which it is mounted. For this reason, command armor comes in three sizes, only one of which is appropriate for a given servo type.



MAIN BODY:

Read across the row to find the statistics for the given level of command armor.

ARMS / LEGS:

Similar to above for main body. Clearly a Mega-Heavy arm can support less equipment than a torso of equal level.

OTHER:

As above. "Other" includes heads, wings, tails and other such stuff.

CP SPACES:

This is the number of additional spaces provided by the command armor location. Command armor takes no CP spaces from the servo to which it is attached.

WEIGHT:

This represents the amount by which the weight of the command armor hinders the maneuverability of the mecha on which it is mounted. The weight factor of a location of command armor may be negated by mounting an additional special maneuver vernier directly onto the command armor itself (such verniers should not be confused with the normal maneuver verniers described under Maneuver Thrusters.) The vernier systems take up some of the CP spaces and cost a little extra, however they bring the weight factor down to zero.

Weight	CPSpace Penalty	Cost
.1	1	2
.2	3	4
.3	6	7
.4	10	11
.5	15	16

The weight factor of all command armor locations (those not equal to zero) are then totaled and subtracted from the mecha's MV.

ARMOR:

This is the number of points of armor provided.

The "type" of the armor (cf. Refined Armor) is determined by the column from which the cost of the command armor location was read.

COST:

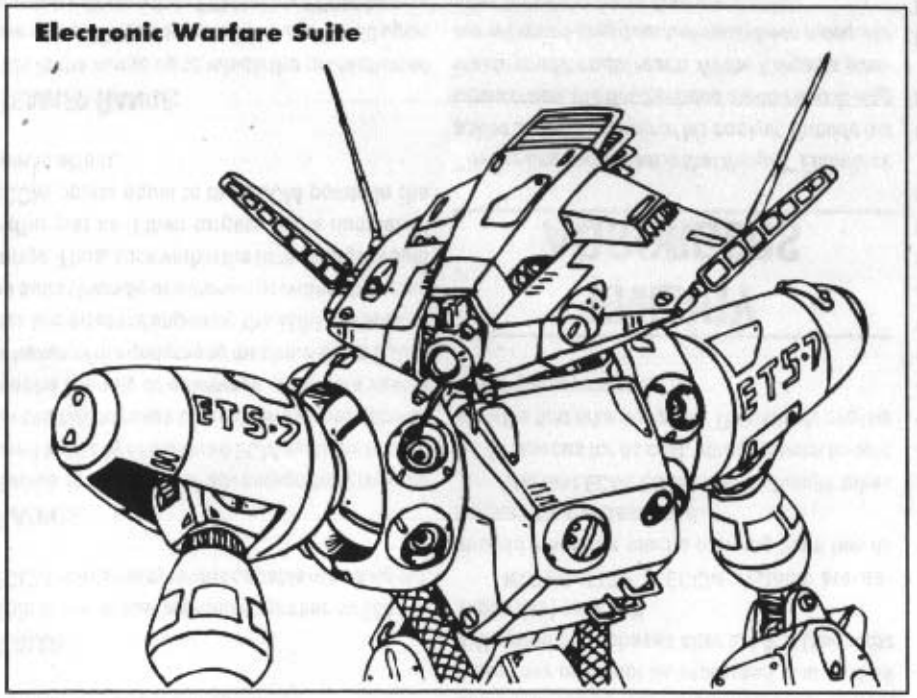
Each of the five cost columns corresponds to a different type of armor protection. All command armor on a given mecha need not be of the same "type."

On any turn, the command armor on a suit may be ejected at the cost of a single action (and thus the maneuver penalty removed). Though the ejection process is quick and easy, this does not mean that it's as easy to put back on; in fact, this takes substantially more time (GM's decision).

When a servo with command armor is hit, the command armor takes damage first and is reduced in stopping power as appropriate. Then the remaining damage (if any) is applied to the systems inside the armor. Should there be any remaining damage, it is then applied to the servo beneath as normal. No matter how much damage a command armor location sustains, it retains its weight penalty until it is ejected.

NOTE ON PURCHASING COMMAND ARMOR:

The player should pay for the command armor and all the systems it contains after the rest of the additive systems are completed for the mecha. Then the player must decide if the multiplier systems (Stealth, Transformation, etc...) affect the unit when the command armor is on or off. If the systems function while the suit is wearing command armor, the cost for the armor is added to the suit, then the multiplier costs are figured. If the mecha cannot use the multiplier systems when the command armor is worn, the multipliers are figured before the cost of the command armor is added on the mecha's final cost.



ELECTRONIC WARFARE (ECM & ECCM)

"Lordy, look at those things." Vino had his finger pointed at the dozens of tiny specks on his radar screen.

"Looks like an entire Kargan attack force, but I can't believe they're that stupid. Our automated defense systems will cut them to ribbons." replied Jana, looking suspiciously at the screen.

"Must have been a malfunction in the system," Vino said, looking closer at the screen. "See, the targets are vanishing off all our sensors, and the readings show them to be too high to have ducked under our radar. Who would be interested in this rock anyway?" He spun his chair to examine another sensor. "Missile target sensors read negative. Maybe it was a pack of Floaters that the sensors picked up on a fluke?"

"Maybe," said Jana, twirling a long strand of blonde hair between her fingers. "But I don't like the smell of this. I'm calling in."

She was halfway to the communicator when the Kargan missiles began to fall.

Electronic warfare systems come in two basic categories (as far as the rules are concerned) into which all such systems fall. The first, ECM (electronic counter measures) serves to hinder enemy electronic surveillance or tracking equipment. The second, ECCM (electronic counter-counter measures) is a special kind of electronic warfare designed to counteract ECM type systems and thus penetrate their effects.

When EW packages are purchased, they must be one of four types: three of which fall into category number one; the fourth is catagory number two. Pilots need not make rolls to use ECM/ECCM type systems, rather, their electronic warfare system has a value (EW points) which is equal to the system's listed value, though it may not exceed the pilot's actual EW skill.

The three ECM systems must be purchased separately, but a single ECCM system is sufficient to protect against all forms of ECM.

The three types of ECM are as follows:

MISSILE JAMMING

Suits attacking a mecha with this form of ECM must subtract the target's ECM points from their to-hit roll.

ECCM vs. Missile jamming: ECCM may be used to counter an opponent's ECM points on a one to one basis. If the attacker's ECCM points are greater than the defender's ECM points (or the opponent has no ECM system), the attacker may add one to any missile attack rolls made against the particular target. The bonus never exceeds one, no matter how much larger the ECCM system may be.

SENSOR JAMMING

Enemy suits must subtract a number of ranks from the effective level of their sensors equal to the number of ECM points the target has (to a minimum of SuperLight). This effective level is what must then be used when checking to determine if your suit is within sensor range.

ECCM vs. Sensor jamming: Should the scanning suit possess ECCM, it may count its ECCM points against the target mecha's ECM points on

FIG. 7 ECM EFFECTS TABLE

VALUE										
#	1	2	3	4	5	6	7	8	9	10
Cost	1	2	4	6	9	12	16	20	25	30

RADIUS						
Hexes	0	1	3	5	7	10
Cost	x1.0	x1.5	x2.0	x2.5	x3.0	x3.5

BEAMER RANGE								
Hexes	0	2	4	6	8	10	20	100
Cost	x1.0	x1.2	x1.4	x1.6	x2.0	x2.3	x2.6	x3.5

a one to one basis. Should the scanning mecha have more ECCM points than the target mecha has ECM points, no additional bonus is gained.

RADAR JAMMING

When attempting to find a mecha with a long-range spotting radar, the scanning mecha must subtract the target mech's ECM points from his scanner-use/Awareness Roll.

ECCM vs. Radar jamming: As with ECCM vs. missile jamming, ECCM points may be counted against enemy ECM points at a one to one basis with the usual plus one to the scanner's roll if the scanner has greater ECCM than the target has ECM.

ECCM

The second type of EW, and the fourth buyable system. ECCM only acts to counter other types of EW. The effects of ECCM are listed under the other types of EW.

IMPORTANT: All electronic warfare systems take one action to operate each time they are used. Thus it may be a good idea to have a separate pilot whose sole function is to operate the EW equipment. An EW system may be used any number of turns provided the appropriate number of actions are spent.

VALUE:

This is the actual maximum number of ECM or ECCM points the system is capable of putting out.

RADIUS:

Radius is an optional advantage that may be used with any of the three ECM systems to confer the full bonuses of the ECM system upon all mecha friendly or otherwise within the radius in hexes of the generating mecha. Radius ECCM has the effect of impeding the ECM systems of all suits (friendly or otherwise) within the listed range. Thus, suits within the listed range would suffer just as if their targets had a number of ECCM points equal to the ECCM points in the raduis effect.

BEAMER RANGE:

This is the range up to which the protection of one of the ECM systems may be conferred upon another unit via a tight ECM beam. ECCM beams serve to hinder the target mecha in the same way as described above under Radius. In this latter case, an attack roll must be made using the EW skill of the firing unit, a successful hit meaning that the beam has achieved its desired effect. ECM or ECCM systems with Beamers and Radius may generate the radius effect described above from any point within the beamer's range. EW beams may be reflected by reflector systems as per Beam Weapons and are considered for purposes of that system to be Beam Weapons with a yield equal to the number of ECM points being applied. EW beams lose (cumulatively) one point of intensity if they are fired from, fired at, or for each time it is reflected by a mecha with an active Beam Refracting cloaking system.

Because EW systems require an enormous amount of similar equipment for all four system types they need not be replicated, and thus all EW systems purchased after the first (and most expensive) cost half.

NOTES: ECM & ECCM systems are destroyed when the mecha carrying them has its sensors hit and destroyed.

The first ECM, ECCM system bought takes full CP spaces for its cost, other systems bought after the first take no space. They simply use the existing equipment.

ENERGY ABSORBERS

"By the Emperor, what is that thing!?" Ebonflack asked to the empty air of his cockpit. Outside his viewscreen, the Brotherhood mecha was laying waste to all it could reach. All the Kargan's plasma weapons might as well have been mosquito bites for all the harm they were doing.

"It's those damnable black plates, I just know it is." he stated as he watched three Deathstaker mecha destroyed by one sweep of the Brotherhood unit's huge gun.

"Why does this pilot hate Deathstalkers so much? They are so out of date, they are only armed with..." Ebonflack suddenly had the answer—he couldn't believe he had been so stupid. A quick look with his image enhancer confirmed his suspicions. In several places the black plates covering the mecha were chipped and damaged.

"All units, attention all units." Ebonflack realized he was breaking protocol by violating radio silence, but now survival was the only thing on his mind. "Attention," he repeated. "All units, use only projectile weapons, repeat, use only projectile weapons. Deathstalkers, Warstalkers and Vipers use your 150 mm guns, all others use your secondary auto cannons. Blow the black plates off this thing, then we can finish it off."

Ebonflack didn't tolerate any interference with his plans, by anyone.

These systems absorb incoming energy pulses and store a portion of the power in massive batteries for later use. Whenever a suit equipped with an energy absorber system is attacked by an energy weapon (beam weapon, energy melee weapon, or nuclear blast) a fraction of the damage equal to the system's "absorption coefficient" is removed from the total number of incoming Kills before normal damage resolution. This number of Kills is then stored in any available energy pools (see Energy Pools, pg. 18) as energy points to be later discharged as attacks or screens. For these purposes all fractions are rounded down.

COST:

Energy absorbers are cost multiplier systems.

FIG. 8 ENERGY ABSORBER TABLE

COST	ABSORPTION COEFFICIENT	CP SPACES	MAXIMUM ARMOR
x.1	1/5	1	4/5
x.2	1/4	2	3/4
x.3	1/3	3	2/3
x.4	1/2	4	1/2

ABSORPTION COEFFICIENT:

This is the fraction of the incoming damage that is removed and stored in the suit's energy pools on a one to one basis (one Kill to one point.) This quantity is also removed from the Kills of the incoming attack before applying the damage to the armor/servo that has been hit.

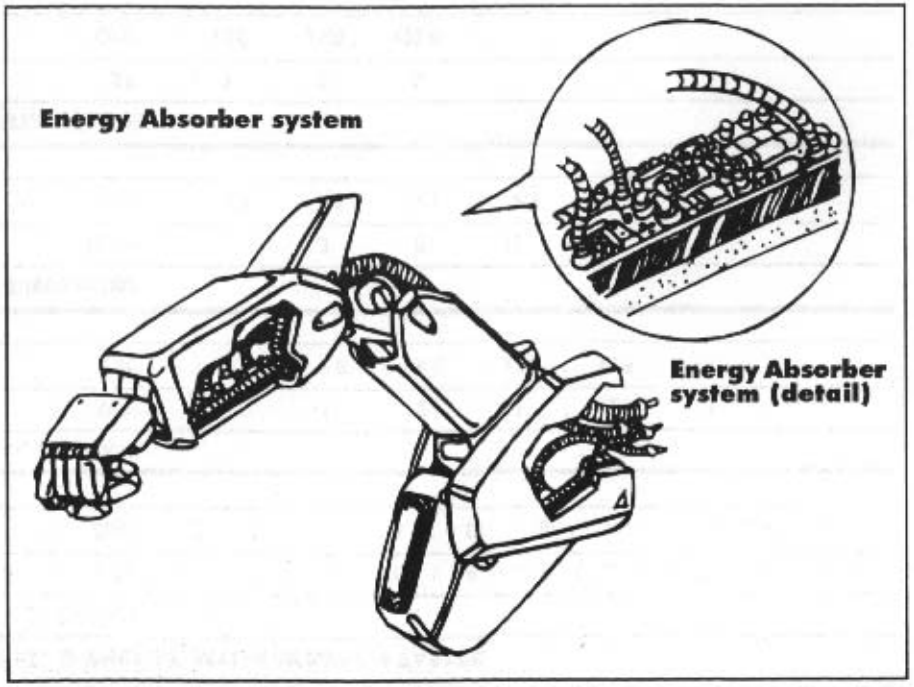
CP SPACES:

Due to the covering nature of the absorption system, each component protected must pay the listed number of CP Spaces. This number of spaces must also be paid by shields that are to receive the protection of the absorption system (thus such shields must be "binders" cf. Shields.) A mecha designer may decide which locations he wishes to protect when the mecha is designed. Only these locations are "protected" when hit, and only these must sacrifice CP spaces. Regardless of how many components the system protects, the cost is still the same.

MAXIMUM ARMOR:

Not only do absorption systems occupy internal space, they must also occupy a portion of the servo's surface where armor would usually be found. For this reason, a "protected" location may carry only the listed fraction of what would be the normal maximum for armor. In the case of binders and command armor locations, the amount of protection is simply reduced to this fraction of its original value. The absorption process takes place when a servo is hit. If a command armor location is hit that is not protected, absorption does not occur, except on the damage that blows through to the (presumably) protected servo underneath.

NOTE: All mecha with an energy absorption system MUST have an energy pool to store the absorbed energy in. Without one, this system is useless.



ENERGY MELEE WEAPONS

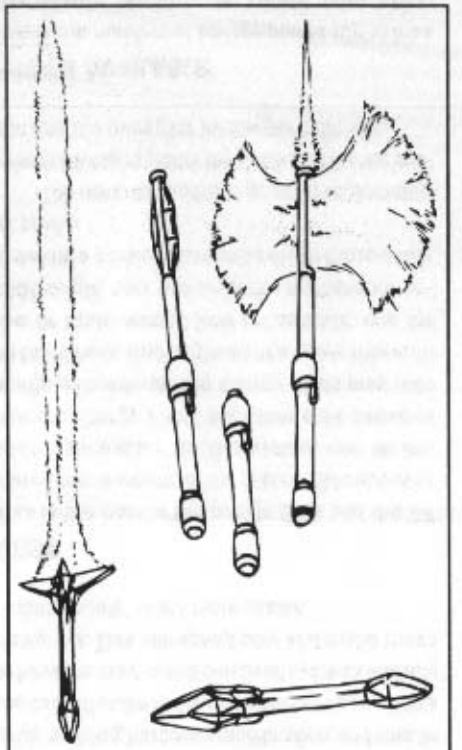
Kinna was hard pressed; the Viper had destroyed her main laser cannon and her head auto-cannons. Now that she was virtually weaponless, the Kargan closed in for the kill.

"Come a little closer, tough guy." Kinna said between clenched teeth. Her maneuver was a risky one, but she had pulled it off before. Luckily the Kargan was falling for it. He was trying to run her down, forcing her to panic before he administered the final blow. Whoever this pilot was, he was a sadist.

A dumb sadist.

Kinna's Shairt Delta held its hands outstretched, almost as if it were pleading, begging the Kargan to spare her life. The Kargan ignored the gesture, flying right up to the Delta and placing the huge plasma cannon in front of the Delta's head. At the same time Kinna activated the energy lance built into the Delta's wrist.

The Kargan pilot was vaporized by the lance before he had the chance to pull the trigger of the plasma cannon.



Energy melee weapons are common, versatile mecha-sized versions of the human-size plasma sword. Highly cost efficient, these weapons provide massive destructive power, as well as accuracy and economical cost efficiency. Other than the CP space requirements for the hands used to wield them, non-automated EMW's take no CP spaces. Automated energy (pg. 18) Melee weapons take CP spaces as normal.

FIG. 9 ENERGY MELEE WEAPON TABLES

DAMAGE										
Kills:	1	2	4	6	8	10	12	15	18	20
Cost:	.5	1	2	4	6	8	11	18	22	31

ACCURACY						
WA:	-2	-1	0	+1	+2	+3
Cst:	x.6	x.8	x.9	x1.0	x1.5	x2.0

TURNS IN USE					
Turns	1	3	5	10	∞
Cost	x.3	x.5	x.7	x.9	x1.0

ATTACK FACTOR			
AF	1	2	5
Cost	x2.0	x5.0	x10.0

DAMAGE:
The same scale as the damage done by Beam Weapons. The damage done is approximately equal to ten times the power (in Megawatts) required to operate the weapon. Energy melee weapons are capable of sustaining damage equal to one quarter of their yield.

ACCURACY:
This is the ease with which a target is hit with a given weapon. This is related to many aspects the weapon's design, chief among which is the weapon's length.

TURNS IN USE:
This is the maximum number of full turns (not actions) that the weapon can remain in use. Similar to limited shots for Beam Weapons, this is a good way to reduce the cost of otherwise extremely expensive weapons.

ATTACK FACTOR (AUTOMATED):
Like wide angle or autofire for Beam Weapons, attack factor is an option that need not be purchased. Weapons with an attack factor are called "automated" or "point defence." In the form of small energy beams or an offensive-oriented energy screen about the suit, this system will automatically attack all enemy mecha coming within one hex of the suit. Such systems may attack a number of separate targets up to its "attack factor" during the course of a single turn, however, they will not (during the course of single turn) attack a single target more than once without the mecha expending actions for the additional attacks as normal. Although automated EMW's are never hand held, they are *often* (not always) mounted away from the main body of the mekton on wings, pylons, or tails.

ENERGY POOLS

"So what's this thing supposed to do?" asked Kamir, pointing to a section of the readout in the plans.

"Its name is the HyperSystems 4520; technically, a plasma relay subsystem and extension unit. We in development have nicknamed it an energy pool." answered the older technician, looking smug.

"Just what is an energy pool?" Jade, Kamir's second in command, inquired .

"Well, my lady," the technician continued, paying more attention to Jade's figure than to her face. "In layman's terms, an energy pool is the power source for any number of plasma-based systems: beam rifles, plasma swords and force fields. The only difference between this power source and the ones already installed on the weapons in question, is that this one has multiple extension units. With the potential for unlimited versatility!"

"I see," interrupted Kamir, "We can use this thing, as a gun, a sword, or a force field, depending on the situation. The advantage in battle this will give us over the enemy will be enormous!"

The technician simply smiled.

Raw energy at your disposal, seething, crackling; waiting for your direction, waiting to do your bidding; to kill, maim, destroy...ahem. An energy pool provides a versatile method in which to give your mecha access to a variety of different weapons and defences without the enormous cost or space requirements or buying each such system individually. When a pool is purchased, the designer creates a "portfolio" of Beam Weapons, Energy Melee Weapons, and Reactive Shields (force fields). The pilot may switch between the various functions in the portfolio at the cost of one action.

Energy pools take up CP spaces in the normal way, and their cost is determined by both the size of the systems that they can emulate, and the number of weapons and shields allowed for by their portfolios. Energy pools are targeted as, and may be linked like, normal weapons. Linked energy pools may fire weapons simultaneously but may not combine their available power.

Systems in portfolios are designed exactly as normal, though weapons of this sort may not have "limited shots," "warm up time," or "turns in use." These systems need not worry about CP space requirements. In one action a pilot may switch the function of the pool between any of the functions of the portfolio. Though the systems in a portfolio can not be changed during combat, it is often possible to modify them with sufficient amounts of reprogramming, hardware modification, and time. In the case of unlimited portfolios it is still a good idea to have the most commonly used systems already designed. This will speed play and make these "infinity pools" much more usable.

COST:
This is the cost of the pool in CP's and the CP space requirement for the system. Because the space necessary for this system can be immense, Energy Pools are often split between multiple locations. The energy pools may also be hand held. One might want a beam rifle with two or three modes (one for autofire, one for wide-angle, etc); this would be well accommodated by a portfolio two or portfolio three energy pool.

The net cost of an energy pool is calculated by multiplying together the base cost for the system and the multiplier for the portfolio size.

POWER AVAILABLE:
This is the number of energy points (CP's) that any single weapon or shield may cost.

FIG. 10 ENERGY POOL TABLES

COST&SPACE	POWER AVAILABLE	MAXIMUM POWER	KILLS
10	Battery	50	5
20	10	40	7
40	0	50	10
60	30	60	13

Portfolio Size						
#	1	2	3	5	10	∞
Cost	x.6	x.75	x1.0	x1.3	x1.5	x2.0

"Batteries" have no available power. Keep in mind that this energy is not "used." It is always in the Pool, and all it does is regulate the level of power that the Pool is capable of simulating in its functions.

MAXIMUM POWER:

An energy pool may store energy points absorbed by energy absorbers. At any time the current energy is equal to the available energy plus any absorbed (stored) energy. Energy pools can emulate systems with costs greater than their "available power" using stored energy to make up the difference; however once the stored energy is used, it is gone. If a pool or battery's current energy should be forced to exceed the listed maximum energy, the pool or battery explodes, automatically taking with it any servos, hands, binders, or command armor locations in which the pool, battery, or portions thereof are mounted. For the cost of one action, a pilot may divert stored energy from one pool to another or "purge" 5 points of it, to help avoid this unfortunate catastrophe. When extra power absorbed from an outside force is used (all the played need do is specify that he is using it), it is expended, unlike the standard Pool energy source.

KILLS:

A pool may take this number of Kills of damage before being destroyed.

PORTFOLIO:

The different pools have different ranges of application. The portfolio value is the number of different systems the pool is capable of emulating. The portfolio size infinity is for "infinity pools": such pools may function as any Beam Weapon, Energy Melee Weapon, or Force Field as is needed. It is advisable to design a number of common-use items to speed play.

TRANSLATOR'S NOTES:

Ok, this is another system that seems to warrant a few comments. Firstly, an Energy Pool is a weapon, and is treated as such. If it mounted in the torso, it is treated exactly as a weapon mounted in the torso (for damage purposes). If it is hand-held it has all of the advantages and disadvantages of a hand-held weapon. Secondly, the weapons and shields that are designed for the Pool are "functions" of that Pool. This is why they don't take up space. If the Pool is hit and destroyed, all of the "functions" are destroyed as well. Thirdly, the Pool can look like whatever you want it to (see below). No matter what forms or functions the Energy Pool has, it can always take the damage listed under its kills.

As an example, we'll take a look at a common anime show. In the series *Mobile Suit Zeta Gundam*, the Zeta uses its beam sabers as ranged beam guns when transformed (in fact, this is a common trend in the Gundam universe; many mecha can), so these weapons have two "functions," one as a beam gun, the other as a beam sabre. So in MTS these would be designed as low-powered Portfolio 2 Energy Pools, with enough space efficiency to make them hand-held. We decide that the Energy Pools look like standard beam sabre "hilts," and we're in business. While this does make the Zeta's "beam sabres" fairly expensive, it does allow for a much greater versatility when dealing with those pesky Titans.

ENVIRONMENTAL PROTECTION

These systems allow the equipped mecha to function normally in an adverse environment. When purchased, the mecha will ignore all the penalties (listed under each environment) that will usually apply to mecha acting in that environment.

It should be noted that all mecha are assumed to be built with a certain level of environmental resistance, so a referee should only apply the penalties to action under "extreme" environmental stress; i.e., the north pole, or a desert world.

Unless otherwise noted, all protection systems take up no CP spaces on a mecha.

ARCTIC:

This protection takes the form of heavy insulators, keeping the mecha warm and preventing the servo joints from becoming brittle.

Cost: 2CP

Penalties without protection: For every day in the arctic environment, the mecha must make a d10 roll. On an 8-10, the mecha's servos have seized up from the cold, and the entire mecha is useless for 1d6 days as the tech crews give it a thorough defrosting.

DESERT:

This system protects the mecha from desert environments, protecting the servos and systems from overheating or getting clogged with sand.

Cost: 2 CP

Penalties without protection: For every three turns spent in active combat, the mecha pilot must make a Luck roll. If the Luck roll fails a random system overheats/jams and fails. A Tech roll will bring the system back on-line.

CHART FOR SYSTEM MALFUNCTION:

1. Servo(chosen randomly)
2. Sensors
3. Weapon(chosen randomly)
4. Other System(chosen randomly)
5. Transformation systems (if mecha is not transformable, then servo)
6. Powerplant: all systems down.

UNDER-WATER:

This system allows a mecha to function normally in and under water. However deep sea units should still buy high-pressure protection.

Cost: 1 CP

Penalties without protection: -2 to all attacks by ranged weapons, and all ranges on projectile weapons are halved. If a non-protected unit is

damaged in the torso (i.e., armor is penetrated and servo is damaged) while underwater, it must surface or risk (75%) flooding and sinking.

SPACE:

This protection not only allows protection from the hard vac of space, but also fine-tunes the thrusters of a mecha so it will not go spinning out of control at the smallest turn.

Cost: 3 CP

Penalties without protection: -2 to all actions (piloting, gunnery, etc.), as the unit is over-reacting in the weightlessness of space. If the torso servo is damaged in any way, the pilot will be exposed to the vaccum of space, and unless protected by a spacesuit, will die.

RE-ENTRY:

With this option, mecha can freely re-enter any planet's atmosphere from orbit. Re-entry protection is the only environment system that takes up space, and may be placed in any or all servos of the mecha. The re-entry system takes up space, so it can be damaged and destroyed normally. If any part of the re-entry system is damaged or destroyed, it will not function.

Cost: 4 CP

Requires: 6 CP spaces

Penalties without protection: If a mecha is forced to re-enter without protection, it is totally destroyed. The only exception to this are mecha with gravitic propulsion, which can make re-entry if necessary, but it may take as long as 5 days to make the long, slow descent.

HIGH PRESSURE:

Mecha equipped with this option are better suited to handle the pressures of the deep sea, or planets with an incredibly heavy atmosphere. The protection takes the form of better designed servos, capable of moving and functioning normally under immense pressure, plus internal over-pressure.

Cost: 4 CP

Penalties without protection: All actions taken while in the environment are at a -2 penalty. In a addition, all successful attacks that penetrate armor on an unprotected suit do 2 extra Kills of damage, as the high pressures continue to twist and damage the servo after the initial attack.

ESPER LENSES:

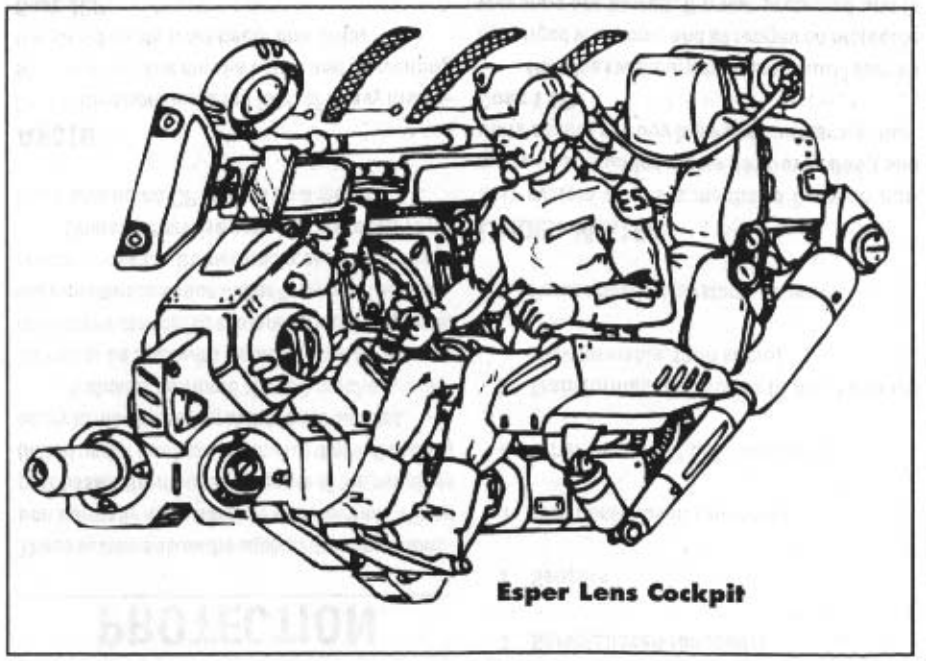
"Do the Elarans know we have her?" asked Jimbil Ran, the representative from the special operations branch of the Kargan military.

"Not a chance in the world," replied Ebonflack, "I shot her out from under her own boyfriend. Even he has given her up for dead." A wicked smile then crossed Ebonflack's face; inside he was relishing the despair that now gripped Lathrin Darkmoor's life.

"Are you sure using an Elaran for the testing is a wise idea? The brainwashing might not hold." Jimbal looked nervous, realizing that the Emperor would blame him for any mistake. "The ESPer lens is a very important project, and while the woman has ranked high on all our tests, she might still hold Elara too close to her heart to be of any use to us."

"Don't worry my friend," Ebonflack's smile broadened as the words came out. "She will soon loathe the entire Elaran people for the weaklings that they are, especially her erstwhile 'lover'. The operation will be a complete success. And our enemies shall be destroyed."

ESPers, psionics, the next era of the human race; an evolution beyond normal men, these people possess mental and metaphysical powers so great that they are feared and revered. An esper lens is a form of psychic enhancer capable of tremendously increasing the psionic ability of the pilot. By means of lens technology, espers capable of teleportation would be able to do the same for their entire mecha. More amazing is the ability of the lens to scale up offensive psychic manifestations to the level of mecha combat. In a scale one mecha, the telekinesis that once moved kilograms now moves as many tons. A blast that once did a few Hits can now do as many Kills.



Esper Lens Cockpit

Esper lenses are constructed in the same manner as weapons with the exception that the final result is a cost multiplier number. Depending on the technology, lenses vary in size and are usually placed in the head, torso, or linked between the two. The ESPer lens is a rare and powerful item. It first appeared on Algol in 1519 (outside of Muria), and was never a "common item." It is unlikely that anyone other than a lord or noble would have access to one.

RANK:

Similar to ECM or ECCM value, this is the maximum level of psionic ability (Psi skill) that the system can scale.

DRAW:

This is the effectiveness with which the lens' computers and electronic hardware compensate for the necessary power required for the enhanced effects rendered by the lens system.

When an psychic pilot channels his energy through the lens, the energy expended [psi points] is equal to the amount of power that would normally be required to perform the ability under normal circumstances, multiplied by the listed value for the "draw." Note that it is possible to design lenses that make it easier to use psionics inside the mecha than elsewhere (eg. draw equal to one half).

FIG. 11 ESPER LENS TABLE

RANK										
#	1	2	3	4	5	6	7	8	9	10
Cost	x.2	x .3	x.4	x.5	x.7	x.9	x1.1	x1.3	X1.5	X1.8

DRAW						
#	x1/2	x1	x2	x5	x10	
Cost	x2.0	x1.0	x.7	x.5	x.3	

BACKLASH				
Hits	0	1	2	3
Cost	x1.3	x1.0	x.7	x.5

PORTFOLIO						
#	1	2	3	5	10	∞
Cost	x.5	x.8	x1.0	x1.3	x1.6	x2.0

CP SPACES				
Spaces	5	10	20	30
Cost	x1.3	x1.0	x.9	x.8

Example: If it is only necessary to expend one PSI point to activate a Psionic power, a Draw of x5 would take five points to activate that power through the lens.

BACKLASH:

Though the greater portion of the electronics for an esper lens are usually located in the head or torso (or both), the fine electronic networks of the lens must also reach through every other component of the mecha. It is this network that allows for the pilot's psychic awareness to be expanded to the limits of his suit, and for his aura to be magnified to the extent of the mechanical body in which he now functions. Unfortunately, this network often has a tendancy to carry electrical pulses and feedback to the pilot when the mecha is hit. As the pilot feels the awesome power of his mecha, so too must he feel its pain. Whenever a servo, command armor location, or any other component with the exception of armor plates and shields, is completely destroyed, the pilot suffers the listed Backlash value worth of Hits directly to his head, ignoring armor or other protection the pilot may be wearing.

PORTFOLIO:

Most lenses are designed only to handle a select group of psionic powers. The portfolio value is the number of such powers that the particular lens is capable of enhancing. Portfolio infinity lenses are the most potent of all; these "infinity portfolios" can enhance any psychic power. The powers in a portfolio must be specified when the mecha is designed.

CP SPACES:

This is the number of CP spaces that the lens must occupy. **Lenses are the only system that may not be efficient, thus they must occupy the listed number of spaces.** Esper lenses may be split between multiple locations (or even multiple mecha) as outlined in Linking Systems. As usual, should any portion be destroyed, the lens is no longer functional.

OPTIONAL MEKTON II PSIONIC SYSTEM.

The People of Algol are the descendants of Humani and Elomoni settlers fleeing the Compact of the Emperor of the Bendar Spiral. As a result, almost every human on Algol has some of the Elomoni heritage in their genes. And, as a result, in addition to wildly ranging hair and eye colors, there is a large, but mostly dormant Psionic pool.

Historically this pool has remained mainly untapped, with the Murians "recruiting" almost all of the Psi-capable Algolians into their "brotherhood."

But with the coming of the Orbital war, and with greater exposure to the Murians after the Murian peace, the various nations of Algol have begun to acknowledge, and even exploit, Psionic potential.

The ESPer lens is designed to be used with this system. If this system does not suit you as a referee, feel free to create one that does. After all, it's your game.

CREATING A PSIONIC CHARACTER:

First, create a character as normal, using all the procedures listed in Mekton II. Include Lifepath and skills.

In order to qualify for Psionic potential, the Character must have a **Luck** stat of greater than 7, and an **Intelligence** stat greater than 5. If the Character meets these requirements, the player must roll 1d10. If the character is male, he has Psionic potential on a 10, if female she has potential on a 9-10. (Records show a greater dominance of Elomani genes in female children on Algol.)

If character has Psionic potential, the player then rolls another d10, recording the number. This is the character's Psi **Power**. It is a stat, and should be recorded with all the other stats. After the character's Psi Power is recorded, the next step is to decide if the character is *Active* or *Potential*.

ACTIVE AND POTENTIAL PSIONICS:

After the character has recorded his Psi Power on his sheet, the referee must decide if the character is an **Active Psionic** or a **Potential Psionic**. If Active, the character is assumed to have full knowledge and limited control of their power. Add four years to the characters life (they spent that time being trained by the government of the referee's choice.) All active Psionics automatically start with 2 Psionic Skills at 1, and one at 3.

If the Character has Potential, they may well spend the rest of their lives without knowledge of their power. There are only three ways a potential Psionic's powers will ever emerge.

1. **Trauma:** Any character in a life or death situation may manifest a level of Psionic power. In this situation the referee may call for a luck roll. If the luck roll succeeds, then they character may make a roll using his Psi Power. If the Roll is equal to, or greater than fifteen, the character's powers manifest in an attempt to save his life (or the life of a loved one).

2. **Schooling:** Almost all highly-trained and powerful Psionics with the **Aura Reading** skill have the ability to recognize a person with Psionic ability. It is possible that a Psionic may take the character under their wing during the course of a game, and teach them how to use their powers. If this occurs, it is left to the referee on how quickly the character learns to master their abilities. All government teaching is a long and complicated situation. If a character enters this type of schooling, it will likely put them out of the campaign for multiple years.

3. **Bonding:** A often painful, rather abrupt method of introducing a novice to their own Psionic abilities. When two psionics, Active or Potential, are within **Telepathic Sending** range, and one uses a power expending more than 4 Psi points, they both run the risk of "bonding" with the other. *Both must roll the same number on a d10, if they do, they bond.* The roll is made every time the situation calls for it, until the Psionic is bonded. No one is certain what the bonding is, or why it occurs, but it is a documented fact. Once two people have bonded there is no returning, they will be bonded for life. The two people bonded become obsessed with each-other, with several possible outcomes.

The two may fall deeply in love (if the opposite sex), or become bitter enemies, or any other combination of strong emotions. They will become totally obsessed with the other, even if they have never seen each other face to face (when a ESPer lens is used, the roll is still made). This can become very deadly if the two bonded are on different sides of a war. While victim's with a strong will can deny the more physical aspects of bonding, they will always be "obsessed" with each other. If a character with Potential has bonded with an Active psionic, that character will begin to show his own talents.

A person can only bond once in their life, and once bonded need never roll for bonding again (even if the original bonded partner is dead).

Psi Points

Once a character becomes an Active Psionic, that character will be assigned *Psi Points*. These points initially start at the same number as the character's Psi Power. These points are recorded on the character sheet. They are a flexible number, and will be expended over the course of using Psionic abilities.

In order to use any Psionic skill, the character must pay the number of Psi points listed with that skill. Psi Points are determined by the Characters Psi Power. The resulting number is the Character's Psi Points. These should be listed as Hit Points would be on the Character Sheet. Used Psi Points are regained with a full 8 hours rest. This rest need not be sleep, but that character can undertake no strenuous actions during this time.

How Psi Points are Spent

Every Psionic power has a listed *Cost*. This is the number of Psi points that must be expended to activate a single level of that Psionic. So a Psi with a cost of 4 would require an expenditure of 4 Psi points to activate 1 level of the power, 8 for 2 levels, etc...

Example: Jillia has a Psi Power of 8, so she has 8 psi points. She has the Telepathy Psi at a skill of 4. She wishes to activate the power. Telepathy has a Psi cost of 1, so for every skill level she wishes to activate will cost her 1 psi point. So she can "fully" use her power of telepathy; it would only cost her 4 points. If she had the skill at 10, she could only activate 8 points worth (her max psi points), or a skill level of 8 when using the skill instead of her full potential of 10.

This means that many characters will have skills in psionics that they can't use, at the moment.

Advancing Psi Points

Psi points are earned like IP. It is up to the Referee on how powerful he wishes to allow his psionics become. If the campaign is low-powered, don't allow the characters to have over their Psi Power in points. If the referee wants a more powerful game, he should allow them to advance however far he feels is appropriate.

Points to Approx. Power Chart

1-20:	Low Power
21-40:	Normal Power
41-50:	Medium Power
51-60:	Medium-High
61-70:	High
71+:	Very High

Resisting a Psi Power

Any person who is "attacked" by a Psi, (has a Power used on them against their wishes) has a chance to resist. This **resistance roll** is a basic opposition roll between the two parties involved. If the attacker wins, the Psi works as normal, if the defender wins, the Psi has no effect, but the attacker expends all the Psi points he put into the attack (this includes the points he used to "activate" the skill, as well as any he pumped into the attack as a bonus). If the Defender is Psionic they have the option of adding their Psi Power and any extra Psi points they wish to put into the defense, in addition to getting the normal stat defense.

The formulas for the opposing rolls are as follows.

Attacker(using Psi)=(Psi skill)+(extra Psi Points expended)+(Psi Power)+(Roll)

VERSUS

Defender(resisting) =(Appropriate Stat[see below])+(Psi Power[if any])+(Psi Points[if any])+(roll)

Powerful Psionics

Psi points work on a sliding scale. It is entirely up to the referee to put a ceiling on Psionic points for His/Her campaign. If the game world has powerful Psionics in it, they should give out Psi Points like IP, and allow the villains to gain greater numbers of points. If the more powerful psionics are not desired, never allow anyone's psi points to go above the basic max of 10, this will keep all Psi activity at a minimum.

When interpreting the effects of an ESPer lens on various powers, the following chart should prove useful.

Scale:	Ranges	Weights	Damages
1/5 scale	x10	x100	x2
1-1 scale	x25	x1000	x10
10-1 scale	x250	x10,000	x100
100-1 scale	x2500	x100,000	x1000

The Skill Categories

All Psionic skills fall into 4 Categories, they are: Mind, Body, Force and Will. These categories define how others resist Psi powers.

Stats used to resist each Psi are listed below:

Mind:	Intelligence
Body:	Body Type
Force:	Luck
Will:	Cool

Note: Luck points *may* be expended to help defend against any form of Psionic attack.

PSIONIC SKILLS:

Following is a partial list of the Psionics found on Algol. An asterisk (*) by a power's name means it is capable of functioning through an ESPer lens.

MIND PSIONIC SKILLS: TELEPATHY*

Cost to Activate: 1 Psi Point per skill level.
Description: Telepathy is the basis for all mind to mind communication. With it, two individuals may communicate over distances, even if they cannot see each other.
Level Effects:

1: The Psionic may send simple thoughts or ideas (*Run!, Look Out!, A Bomb!*, etc).

2: The Psionic may send *or* receive simple thoughts (as above).

3: The Psionic may send *and* receive simple thoughts (as above).

4: The Psionic may send complex patterns (normal speech). Can send to two people at once.

5: The Psionic may send *and* receive complex patterns (normal conversation). Can send to 4 people at once.

6: Conversations with up to 10.

7: The Psionic is capable of transmitting large amounts of data (10 minutes worth of talking in two seconds). Can send to 10 people at once.

8: The Psionic is capable of receiving large amounts of data (as above).

9: The Psionic is capable of sending and receiving huge amounts of information (a good hour's worth of information exchange can take place instantly). Can send to 20 people at once.

10: Can send to 40 people at once.

Range: 100 yards per Psi level, +1Km per extra Psi point expended.

Duration: The mind-to-mind contact lasts up to 10 minutes per skill level, and may be severed by the Psionic at will, or by the recipient on a successful resistance roll.

Special Rules: A telepathic communication has a certain "feel" to it. So the recipient will always know it's a communication, rather than an attack.

EMPATHY*

Cost to Activate: 1 Psi Point per skill level.
Description: The ability to "read" the emotional state of the target, and at higher levels influence them.
Level Effects:

1: The Psionic gets basic feeling from target (*good, bad, indifferent*).

2: Psionic receives more complex feelings (*very good, somewhat bad, pain, etc*).

3: Basic emotional patterns (*love, hate, joy, sadness*).

4: Moderate emotional patterns (*hate Kargans, love Nancy, jealous of Jim, etc*).

5: Complex emotional patterns and their reasons (*I am nervous because I planted a bomb in the airport and I hope no one finds out*).

6: Make slight modifications on existing emotions (*mellow intense hatred, suppress homicidal rage, etc*).

7: Make moderate modifications on existing emotions (*mellow hatred to neutrality, increase like to a moderate love, etc*)

8: Make massive modifications to existing emotions (*like to passionate love, dislike to intense hatred, etc*).

9: Implant moderate emotions (*like or moderate love, dislike or distrust, etc*).

10: Implant intense emotions (*passionate love, suicidal depression, etc*).

Range: 10 yards per Psi level, +100 yards per extra Psi point expended.

Duration: The active modification or reading of a persons emotions are instantaneous. The after effects (if any) last one day per Psi level used. If the changes are massive, or harmful to the character they receive a Cool roll vs. diff. 15 (per day) to break the effects.

Special Rules: Any empathy skill usage on a person is considered an attack, so the target gets the normal chance to resist.

PSI BLAST

Cost to Activate: 3 Psi Points per skill level.
Description: The ability to shoot a bolt of psionic "force" against a psionic foe. The attack is useless against a non-psionic foe. The target must be within visual sight in order for the power to work.
Level Effects:

1: Minor headache, target loses one (next) action.

2: Major headache, target loses two actions.

3: Intense migraine; target loses three actions.

4: Brain twists in its little pan, lose one turn.

5: Major feedback in the ol' noggin; target loses two turns.

6: Brain shuts down, target out of it for 3 turns.

7: Ow! All synapses fire at once! Target suffers one Hit of damage directly to the head.

8: Neural pathways begin to re-route randomly; target suffers two Hits to the head.

9: An overload of Psionic power shorts out most of the brain's functions, three Hits to the head.

10: Massive structural damage, 4 Hits to the target's head, and if he's not dead, a Body Type roll vs. diff 15 to avoid going into a coma.

Range: 5 yards per Psi level.

Duration: As above.

Special Rules: During any time where the target "loses" a turn or action, any action attempted during that time are at a -7, and no psionics may be used. However, a dodge may still be taken without a minus.

SUGGESTION

Cost to Activate: 3 Psi Points per skill level.
Description: The ability to implant and change memories and ideas in others.
Level Effects:

1: Minor modified memory (*change of a num-*

ber in an address or phone number, etc).

2: Larger modified memory (*a person's name, an entire street address, etc*).

3: Minor modifications to an important or often used memory (*Forget one digit in a security code or own phone number, etc).*

4: Major modifications to an important memory (*lover's last name, your address, etc*).

5: Slight implanted memory (*seeing someone on the street, receiving a non-vital phone call, etc*).

6: Sizeable added memory (*I just gave you a 100 dollar bill, you didn't really have a date with your lover, etc*).

7: Massive modified important memories (*you already checked the fuel level in your mekton, your orders were...etc*).

8: Able to place small thoughts that go against basic ideas in the target (*you should leave your front door unlocked tonight, etc*).

9: Large or important false memories in the target (*your lover ran off with someone else, your next door neighbor is a Kargan spy, etc*).

10: The ability to put any memory or idea into another's head (*You want to kill yourself, you want to defect, etc*).

Range: 10 yards per Psi level.

Duration: The false memories or ideas last one day per skill level used.

Special Rules: If actions taken on a false memory are going to have permanent effects on a characters life (suicide, defection, murder, etc.), they get a cool roll vs. diff 15 to break the false memory.

MIND LOCK

Cost to Activate: 2 Psi Points per skill level.
Description: The ability to "freeze" another's mind, to keep them from acting.
Level Effects:

1: -1 to a single action.

2: -2 to a single action.

3: -3 to a single action.

4: -2 to all actions in a turn.

5: Unable to act for an entire action.

6: Frozen for two actions.

7: Frozen for an entire turn.

8: Frozen for two turns.

9: Frozen for three turns.

10: Target frozen for as long as Psionic concentrates.

Range: 20 yards per Psi level. For another 2 points/person, the psionic may affect more than one target.

Duration: As above.

Special Rules: While a target is frozen, the Psionic must concentrate on them for the duration, so the Psionic suffers a -4 to all actions.

PSI BLOCK*

Cost to Activate: 2 Psi Points per skill level.
Description: The ability to use your own powers to negate the effect of another's Psionic ability.
Level Effects:

1: Blocks level 1 Psi.

2: Blocks level 2 Psi.

3: Blocks level 3 Psi.

4: Blocks level 4 Psi.

5: Blocks level 5 Psi. Can use ability to negate attack directed at others.

6: Blocks level 6 Psi. Can use ability to negate attack directed at others.

7: Blocks level 7 Psi Can use ability to negate attack directed at others.

8: Blocks level 8 Psi. Can use ability to negate attack directed at others.

9: Blocks level 9 Psi. Can use ability to negate attack directed at others.

10: Blocks level 10 Psi. Can use ability to negate attack directed at others.

Range: Self, or another within 25 yards.

Duration: Cancels one Psi power.

Special Rules: Any Psionic may, instead of resisting an incoming attack, use Psi block to cancel it. If the Psi used it of higher level than the defender can block, the Psi is reduced in levels by the level of Psi Block used (a level 6 Psi becomes a level 3 if a level 3 Psi Block is used. Psi block may also be used to break an attack or ongoing Psi during it's duration.

POSSESSION

Cost to Activate: 4 Psi Points per skill level.
Description: This Psionic allows the user to "take control" or another's body for a limited amount of time. At higher levels it can be used to transfer minds between bodies.
Level Effects:

1: The user can "see" through the victim's eyes.

2: User can sense all sensations sight, hearing, smell, of the target.

3: Psionic can "take-control" of target's voice, making him say whatever the Psionic wants him to.

4: The user can take total control of the target, but it is like a remote-control (the target can move at the Psionic's will, but the body moves jerkily, like a zombie).

5: User may "move-into" the target's body, and act normally. The victim is forced into the sub-conscious mind.

6: Psionic may possess others, with enough control to act and sound like them. On a successful Cool vs. Cool roll, the psionic may gain access to the victim's memories.

7: Psionic may force a transferal between his body and the targets. The Target will be in the Psionic's body, and the Psionic in the target's.

8: Transferal becomes permanent.

9: Transfer between two targets that are not the Psionic.

10: Permanent transferal between two people other than the Psionic.

Range: Touch.

Duration: One day per level in **Psi Power** the Psionic has. The Psionic may cancel the effect at any time.

Special Rules: The possessing psionic retains all his skills, mental stats, and psionic abilities, while in the new body. His body remains in a coma.

BODY PSIONIC SKILLS:

REGENERATION

Cost to Activate: 2 Psi Points per skill level. This cost is paid once, then the psionic gets the healing as long as he concentrates.

Description: This ability allows the Psionic to use the power of his mind to heal damage to his body.

Level Effects:

1: The psionic can heal one hit of damage for every four turns of concentration.

2: The psionic can heal one hit of damage for every three turns of concentration.

3: The psionic can heal one hit of damage for every two turns of concentration.

4: The psionic can heal one hit of damage for every one turn of concentration.

5: The psionic can heal one hit of damage for every three actions of concentration.

6: The psionic can heal two Hits of damage for every two actions of concentration.

7: The psionic can heal three Hits of damage for every two actions of concentration.

8: The psionic can heal four Hits of damage for every action of concentration.

9: The psionic can heal five Hits of damage for every action of concentration.

10: The psionic can heal all Hits of damage for every action of concentration.

Range: Self.

Duration: Permanent.

Special Rules: Psionic chooses where to remove damage from.

TELEPORTATION*

Cost to Activate: 10 Psi Points per skill level.

Description: The ability to instantly transport yourself and possibly others to another spot, instantly. Teleportation is the most expensive and rare psi skill on Algol. It is advised that the referee keeps strict control on its use and distribution during the game.

Level Effects:

1: Psionic may teleport himself up to one kilometer, to a well known location.

2: Psionic may teleport himself up to two kilometers, to a well known location.

3: Psionic may teleport himself and one other up to three kilometers, to a well known location.

4: Psionic may teleport himself and two others up to four kilometers, to a well known location.

5: Psionic may teleport himself and three others up to five kilometers, to a well known location.

6: Psionic may teleport himself and four others up to five kilometers, to a well known location.

7: Psionic may teleport himself and five others, up to ten kilometers, to a well known location.

8: Psionic may teleport himself and ten others up to twenty kilometers, to a well known location.

9: Psionic may teleport himself and up to 10 others up to thirty kilometers, to a well known location.

10: Psionic may teleport himself and 10 others up to 50 kilometers, to a well known location.

Range: As above.

Duration: Instantaneous .

Special Rules: It takes the psionic one action of concentration to prepare for every level of teleportation. So to activate a level 4 teleport, he would need to spend 4 actions in preparation.

STAT BOOST

Cost to Activate: 3 Psi Points per skill level.

Description: With this power, the psionic may increase the one of his stats for a limited amount of time. The stats that may be altered are: Reflexes, MA and Body Type.

Level Effects:

1: +1 for one action.

2: +2 for one action.

3: +3 for one action.

4: +1 for one turn.

5: +2 for one turn.

6: +3 for one turn.

7: +1 for one day.

8: +2 for one day.

9: +3 for one day.

10: Up to +3 for one week.

Range: Touch or Self.

Duration: As above.

Special Rules: This power may be used on others if the Psionic wishes. All normal resistance rules apply.

HEALING

Cost to Activate: 3 Psi Points per skill level.

Description: This power allows the Psionic to heal injuries on others.

Level Effects:

1: +1 Hit regained.

2: +2 Hits regained.

3: +3 Hits regained.

4: +4 Hits regained.

5: +5 Hits regained.

6: +6 Hits regained.

7: +7 Hits regained.

8: +8 Hits regained.

9: +9 Hits regained.

10: +10 Hits regained.

Range: Touch.

Duration: As above.

Special Rules: All normal resistance rules apply. For each Hit healed, the Psionic must spend an action concentrating on the victim.

FORCE PSIONIC SKILLS:

TELEKINESIS*

Cost to Activate: 3 Psi Points per skill level.
Description: This ability allows the Psionic to manipulate physical objects with the power of his mind.
Level Effects:

1: 10 Kg's move or 1 Hit "blast, or 1 Hit "shield."

2: 20 Kg's move or 2 Hit "blast, or 2 Hit "shield."

3: 30 Kg's move or 3 Hit "blast, or 3 Hit "shield."

4: 40 Kg's move or 4 Hit "blast, or 4 Hit "shield."

5: 50 Kg's move or 5 Hit "blast, or 5 Hit "shield."

6: 60 Kg's move or 6 Hit "blast, or 6 Hit "shield."

7: 70 Kg's move or 7 Hit "blast, or 7 Hit "shield."

8: 80 Kg's move or 8 Hit "blast, or 8 Hit "shield."

9: 90 Kg's move or 9 Hit "blast, or 9 Hit "shield."

10: 100 Kg's move or 10 Hit "blast, or 10 Hit "shield."

Range: 20 yards per level used.

Duration: Movement lasts one action per level. The Hit and Shield functions last one action, and can only attack or protect one target.

Special Rules: A TK attack is first resisted against, then if the resistance fails, the TK damage is applied against armor in the standard fashion.

PYROKINESIS*

Cost to Activate: 3 Psi Points per skill level.
Description: This ability allows the Psionic to create fire from air, and keep it burning without fuel.
Level Effects:

1: Can start fire one (man-sized) hex large.

2: Can start fire two hexes large.

3: Can start fire three hexes large.

4: Can start fire four hexes large.

5: Can start fire five hexes large.

6: Can start fire six hexes large.

7: Can start fire seven hexes large.

8: Can start fire eight hexes large.

9: Can start fire nine hexes large.

10: Can start fire ten hexes large.

Range: 20 yards per level used.

Duration: All fires will burn naturally once set. If there is no fuel to sustain the fire, the psionic may maintain the fire for the level of the fire in turns, at the cost of one action per turn.

Special Rules: There is no resistance roll for Pyrokinesis. Either the character is in the hexes when they catch fire, or they are not. If someone is in a hex that is on fire, if their first action is to leave that hex, they will sustain no damage. Other than this, the damage rules are the same for fire as they are in Mekton II.

ENERGY MANIPULATION*

Cost to Activate: 4 Psi Points per skill level.
Description: The ability to move or "deflect" energy in large concentrations.
Level Effects:

1: One Hit of energy deflection.

2: Two Hits of energy deflection.

3: Three Hits of energy deflection.

4: Four Hits of energy deflection.

5: Five Hits of energy deflection.

6: Six Hits of energy deflection.

7: Seven Hits of energy deflection.

8: Eight Hits of energy deflection.

9: Nine Hits of energy deflection.

10: Ten Hits of energy deflection.

Range: Five yards per level radius centered from the psionic

Duration: One action per level + 1 turn per extra Psi point invested.

Special Rules: This power may be activated at any time during a turn, at the cost of the Psionics next action. If the incoming attack is greater that the stopping power of the Psi, then the number of Hits that could be stopped is simple subtracted from the attack.

WILL PSIONIC SKILLS:

DANGER SENSING

Cost to Activate: 0
This is a special skill, and it works differently than the others. Whenever the Psionic is in danger (ambush, explosion about to happen, etc.), that will threaten his life, the referee rolls a d10. If the result is equal to, or lower than the skill in Danger Sense, the Psionic gets a flash warning. Warnings will be something like, "Explosion," or "Sniper," or "Behind You." All Psionics active or potential get this ability at one. Only active Psionics will be able to advance the skill.

AURA VIEWING*

Cost to Activate: 1 Psi Point per skill level.
Description:
Level Effects:

1: Psionic receives basic info concerning the target. Age, sex, general health.

2: Psionic can tell if the target has Psionic potential.

3: If the target is Psionic, the caster can tell if active or potential.

4: The caster can tell roughly how powerful

the target's Psionics are: Low, Medium, High.

5: Caster can tell what the **Psi Power** stat of the target is.

6: Caster learns how many Psi Points the target has.

7: Caster learns what Psi Skills the target has.

8: Caster learns what level the target's Psi Skills are.

9: Caster can read 2 people at once.

10: Caster can read up to 5people at once.

Range: 10 yards per level + 10 yards per extra Psi Point expended.

Duration: See below.

Special Rules: The viewing takes an instant, but once a person is viewed, the Psionic carries the image of the aura around with him for a month per level of viewing. So the Psionic will instantly recognize that person if he runs across the target again in that time. The normal resistance rules apply.

CLAIRVOYANCE*

Cost to Activate: 3 Psi Points per skill level.
Description: The ability for a Psionic to see with his "mind's eye," events that are happening in a known location, or near a known person. This is visual only, and the Psionic will not have any other sensory input.
Level Effects:

1: Events at a known location, 1km distant.

2: Events at a known location 3km distant.

3: Events at a known location, 5km distant.

4: Events near a known person, 1km distant.

5: Events near a known person, 1km distant.

6: Events near a known person, 3km distant.

7: Events near a known person, 5km distant.

8: Events near a familiar location 10km distant.

9: Events near a familiar person, 10km distant.

10: Events near an unknown person or location, 10km distant.

Range: As above, +2km per extra Psi point expended.

Duration: The Psionic sees one action's worth of sight per skill level. This can be extended by one turn for extra Psi Point expended (above and beyond extra range Psi Points).

Special Rules: The Psionic will generally see 5 yards per level around the target.

OTHER SKILLS

The above list is not meant to be all-encompassing. The referee is encouraged to alter, add or in any way change the nature of psionics to suit his own campaign.

ADVANCING IN PSIONIC SKILLS:

Advancement in Psionic skills is the same as all other skill, with one exception. All Psionic skills cost 2x the normal IP for advancement.

GRAVITIC PROPULSION

"Well, how does the machine stay in the air?" Ebonflack asked, looking up at the huge construct hanging in the Kargan mecha bay. "It looks like it weighs more than a fan carrier."

"It does," answered Kinnison, the main engineer on the DeathBird project. "We have fitted it with a second-stage contra-grav unit, a unit our spies managed to snatch from the Ettarans. The system will lower the overall effects of the mecha's weight.

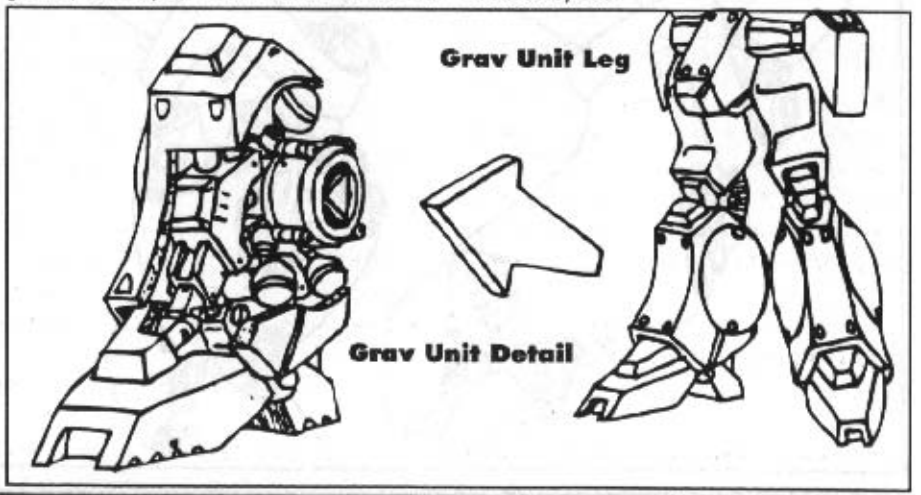
"As far as the engines are concerned, the DeathBird will weigh little more than a common Deathstalker."

"How wonderfully ironic," Ebonflack stated, "That the machine which will destroy the Elaran nation is made up of Ettaran science. And an Elaran pilot."

Useful in all forms of mecha design, a gravitic propulsion system allows a mecha to lift off of the ground, levitate, and move about in a manner similar to that used by the cutting edge grav-cars and grav-bikes. Because gravitic propulsion is absolutely silent and in no way disturbs the surrounding terrain, it is popular among stealth, scout, and other reconnaissance mecha. Even beyond this, gravitics have large applications in starships and other massive constructions. Only with gravitics are such huge constructions capable of freely entering and leaving a planet's atmosphere. In addition, gravitics are directly powered by the mecha's powerplant and need no form of solid fuel as do thrusters, so they are ideal for space uses. Mecha with gravitic propulsion can hover in the same manner as helicopters (see Transformables) and gain a +1 accuracy bonus for all weapons while doing so.

Gravitic propulsion is purchased in the same manner as fans or thrusters. Gravitic propulsion however, **costs two CP's per point of thrust**. Like fans and thrusters, three points of gravitics can be put in 1 CP space.

The base movement for mecha using gravitic propulsion is fourteen. Like fans or thrusters, for every three additional points of gravitic thrust purchased, the mecha's movement speed is increased by one.



INTERNAL AUTOMATION

"System check alpha, commence." Karen's voice was cold as ice. Her hands moved over the control console as if that was the only purpose for their, or her, existence.

"Com-set sequence running." The computer replied.

Good; she thought while loosening the collar of her Kargan flight suit. With the computer able to command all secondary functions, she could concentrate on the destruction of the Crystal Palace.

Its pilot fast asleep; all tech-crews asleep for the night, and yet when it hears the call of battle, it awakens. Internal automation; the no-care co-pilot every loner mecha jock dreams of. Automative computers are a cost multiplier system; which is based on the level at which all of its skills and atributes are rated (the systems "automation level"). Automative computers can not be targeted (or hit) and take only one CP space from the mech's head or torso, regardless of cost.

Automation Level

Level	1	2	3	4	5	6
Cost	x.1	x.2	x.3	x.4	x.5	x.6

Portfolio Size

#	1	3	5	10	25
Cost	x.4	x.7	x 1.0	x1.5	x2.0

Each computer may know only a given number of skills equal to the system's portfolio values. These skills can not be altered during combat, though it is only a matter of rewiring hardware and shifting chips in the mecha bay to replace one program with another. There is no reason that a mecha's computer shouldn't be programmable with non-combat type skills such as general knowledge, mecha tech, or any other. The cost multiplier for an automation system is equal to the product of the multipliers for the automation level and the portfolio size.

Thought control systems may be purchased for automative systems with portfolios of five or greater; this addition will also provide true self-sentience and personality for the computer. This is useful when designing mecha that are in themselves partially or fully alive, and thus self-aware.

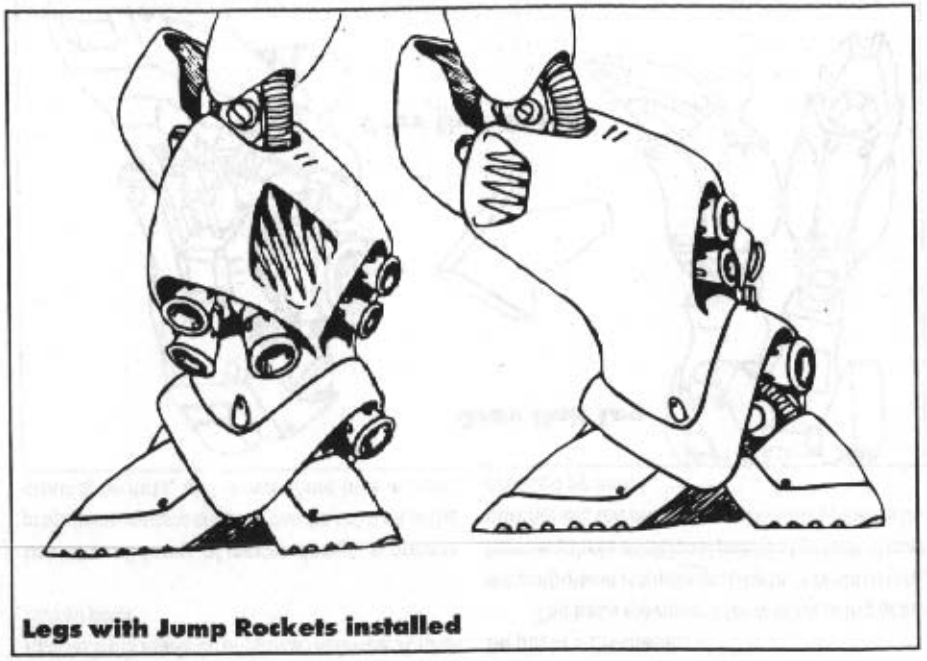
Any number of automative systems may be purchased for a given mekton; each functions as a co-pilot would. This electronic co-pilot effectively has all stats (Tech, Reflex, Cool, etc...) equal to its automation level, and all skills in its portfolio are also equal to this value. Automative computers have their own actions which are calculated normally using the system's reflex.

JUMP ROCKETS

It was seventeen past the fifth hour of the morning when an Elaran scout unit had made visual contact with the DeathBird. It was able to get off only one message before the DeathBird destroyed it with a single shot from the head-mounted plasma jet.

Nearby, the only unit that was able to respond was the 102nd Heavy Ground Assault Force, "Ground Hogs" as they were known.

The only reason the Crystal Palace had any warning at all was because the Ground Hog's had just been equiped with the new "Salvin III," a mecha with re-enforced legs and extra fuel, with an increased jumping range. The majority of the squad managed to live by keeping to ground cover and moving quickly; in the air they would have been easily destroyed.



Legs with Jump Rockets installed

By means of an explosive liquid fuel thrust, Jump Rockets allow a mecha to leap distances greater than that which would normally be allowed for by the massive servos in mecha legs.

Though a mecha may leap as many times as it has actions in a given turn, it may take the full leap bonus from the rockets only once. It may however, split up the bonus between multiple leaps if this is so desired.

Leap Bonus	Cost
+1	x.05
+2	x.1
+3	x.15

Jump rockets are a cost multiplier system and take one CP space from each leg on the mecha. If the mecha has no legs, four CP spaces are required from the mecha's torso.

MANEUVER VERNIERS

"Look out!" Ran yelled, as the DeathBird unleashed a volley of laser fire from its torso. Lathrin, the closest, seemed to be the main target.

"Thanks Lieutenant," Lathrin called over the com system. "But I saw that shot coming a mile off. Whoever is flying this crate uses Elaran tactics. I think we can take the thing out before it reaches the palace."

Lathrin was in the process of luring the DeathBird into a position where Kai could get a good back shot on it with the Delta's main cannon when the message came from the Kargan pilot.

"Surrender, Elaran fools," Karen said over the com, "Surrender or be destroyed."

"Karen!?" Lathrin yelled.

Manuever Vernier Installation

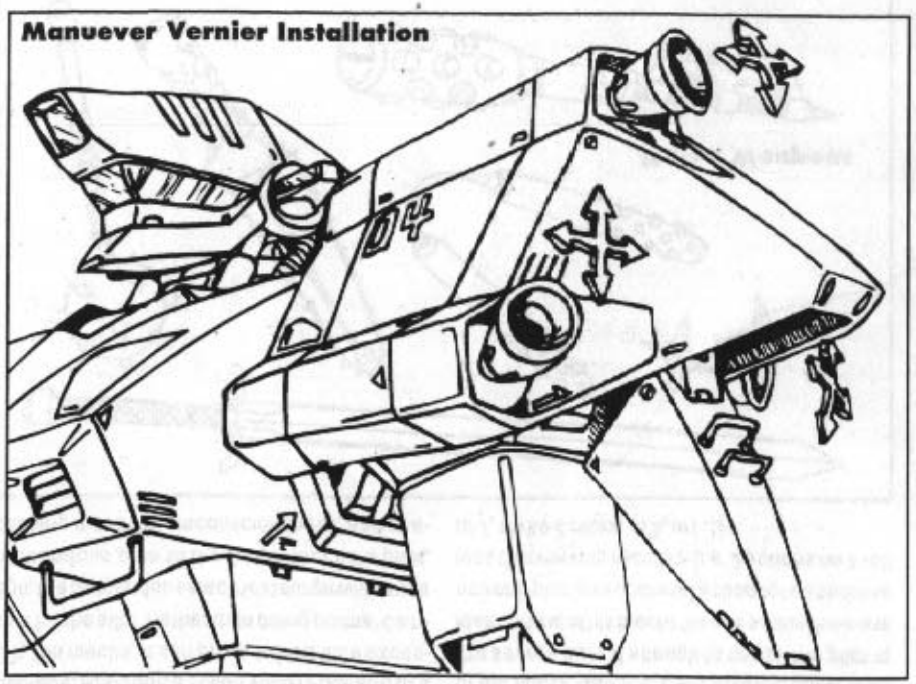


FIG. 12 MANEUVER VERNIER TABLE

MANEUVER BONUSES										
Bonus	+1	+2	+3	+4	+5	+6	+7	+8	+9	+10
Cost	x.1	x.2	x.3	x.4	x.5	x.6	x.7	x.8	x.9	x1.0
CPSpcs	5	10	15	20	25	30	35	40	45	50

Inside the DeathBird, Karen watched with amusement as the Armored Mako simply stopped moving. Her ploy had worked. She lifted the Plasma Cannon and fired. If it were not for Lathrin's strained reflexes, and the excellent maneuverability of the refit Armored Mako, her shot would have scored.

For every mekton of any size, maneuverability is a paramount consideration. Maneuver verniers are sets of small rockets or other propulsion units designed, not for straight line movement, but to allow the mecha thrust and movement directly to the sides, up, down, or even backwards without even requiring the mecha to turn. Needless to say, this is a great asset to the maneuverability of the suit. The maneuver bonus given for the thrusters is applied directly to the mecha's MV. This bonus may not however raise the mecha's total MV above zero. This system is a great asset to larger or otherwise much slower units.

Maneuver verniers are cost multiplier systems that require the listed number of CP spaces. Unlike other systems, verniers may be distributed freely about the mecha without linkage costs. This is because the vernier thrusters are small and quantitative rather than one large item.

MELEE WEAPONS

"Now you die, fool!" Ebonflack shouted over the com. He started maneuvering the Shadow Storm closer to Lathrin's crippled Armored Mako.

"I'll kill you for what you've done to her!" Lathrin replied.

"Why?" said Ebonflack tauntingly. "She is happy now. A respected pilot in her own right and the lover of one of Karga's best. Why, we've even talked about marriage and children; after we conquer your nation, of course."

The two battered suits were now floating face to face. No more than 10 meters separated them. The Shadow Storm lifted its beam cannon.

"Goodbye Lathrin," Ebonflack stated. "You were almost an opponent to worry about."

"Don't count me out yet." Lathrin muttered under his breath. His finger rested on the control that would release the blades in the Mako's forearms. But he had to time it just right. He was hoping Ebonflack would gloat a little longer, come a little closer.

He did.

Often, the sheer destructive capacity of energy melee weapons is not enough to compensate for the cost efficiency, versatility, and pure class of their more tangible cousins. Melee weapons include swords, nets, whips, legs from the mecha of old enemies, or any other form of close range tool. Like energy melee weapons, melee weapons may be held in hands, and in this case require only that they meet the CP space requirement for the hand(s) in which they are held; they take no other CP spaces. Melee weapons may also be mounted directly onto arms or other limbs, and in this case take full CP spaces in the normal manner. Such weapons include teeth, claws, spikes on the knees or shoulders, and many other similar examples.

DAMAGE:

Generally related to the size and weight of the weapon itself, the damage of a melee weapon can be enhanced by the damage bonuses provided by large servos and enhanced hydraulics. Melee weapons are capable of taking as many Kills as they are able to inflict.

ACCURACY:

Related as much to weight as to length, accuracy provides the primary distinction between a whip, a sword, and a mecha-sized sledge hammer.

THROWN (SPECIAL):

Any weapons of this type may be thrown at an opponent at a distance doing normal damage as if the attack were a melee attack. Throwing distance is equal to the throwing distance given on the hydraulics table (cf. Refined Hydraulics.) Once a weapon of this type has been thrown, it must be retrieved before it may be thrown again (cf. *Mekton II* pg. 42.) .

ENTANGLE (SPECIAL):

As whips or nets, these weapons can immobilize a mecha when applied properly. In addition to normal attacks, an entangling weapon may instead choose to grapple (cf. *Mekton II* pg. 44.)

ARMOR PIERCING (SPECIAL):

A drill, saw, or simply very sharp weapon. When a mecha is attacked with an armor piercing weapon, its armor (this includes standard and active, but not reactive shields) counts as if it were four levels lower than its current value.

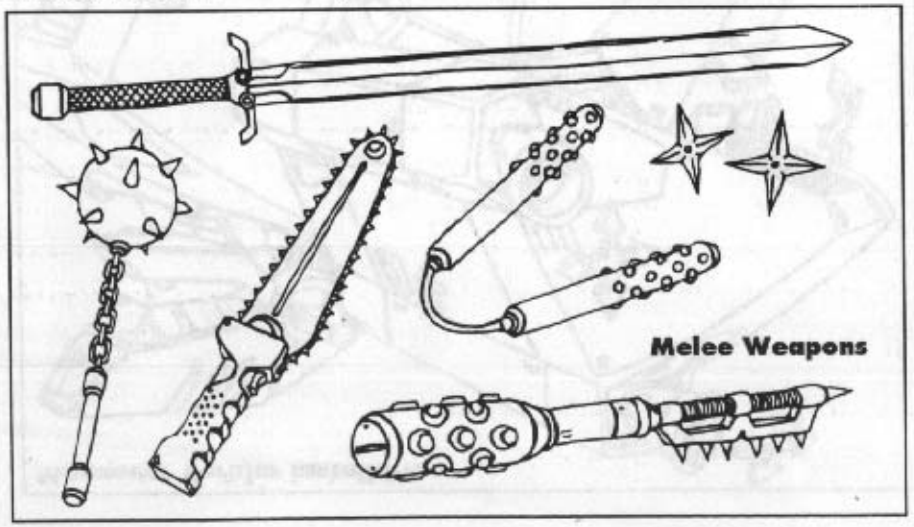
FIG. 13 MELEE WEAPONS TABLE

DAMAGE							
Kills	1	2	3	4	6	10	12
Cost	0.5	1	1.5	2	4	6	9

ACCURACY				
WA	-1	0	+1	+2
Cost	x.5	x.7	x1.0	x1.5

SPECIAL					
Thrown	Entangle	Armor Piercing	Shock	Quick	Handy
x1.2	x1.5	x2.0	x3.0	x2.0	x1.4

SHOCK (SPECIAL):
Shock weapons deliver an electrical shock to the target upon striking in addition to normal damage. Although a billion volts is nothing to a fifty ton mecha, it can prove to be a little excessive for the pilot. Rather than doing normal damage, the tremendous electrical surge will cause tremendous pain to the target mecha's pilot, causing inactivity, unconsciousness, and possible death. When a suit is struck by a shock weapon, the pilot must make a die roll adding his body type number and subtracting the Kill value of the shock weapon. If the result is ten or less, the severe pain is enough to cause the pilot to lose control of his mecha for one action (lose one action), plus an additional action for each three less than ten the result is. (i.e. 2 actions on a roll of 7, three actions at 4, etc...)



Should the roll be below zero, the shock has been simply too great and an additional roll must be made. If this unmodified number is less than the pilot's "stun / shock" number then the pilot is rendered unconscious; if it is greater, he is killed.

Ablative and standard armor, and standard and active shields have no effect against the number subtracted from the pilot's resistance roll. Alpha type armor counts as one third its value against this number, Beta type armor counts at half, and only Gamma type armor and reactive shields count at their full value.

QUICK (SPECIAL):
Claws, talons, hands, and pincers from Mekton II use this ability. This allows weapons with this advantage to attack twice in a single action.

HANDY (SPECIAL):
Like pincers and hands from Mekton II, handy melee weapons may not be hand held, but may themselves act as hands for all purposes.

General Example: The Talon VI, a Kargan shock mecha has two scythe-like blades that extend from the unit's forearms. The blades do six Kills in damage, have a WA of +1 and are both armor piercing and quick. The cost for the weapon is: 4x1.0x2.0x2.0=16 points per blade. So our blades will cost 32 points total.

MISSILES

"Incoming targets, vector six-twenty-niner." Kai's voice was stressed; none of the Night Hunters had more than six hours sleep in the last forty-eight and the fatigue was beginning to show.

"Target acquisition computers show three dozen Kargan missiles; class three Scorpions, unless I miss my guess." While she was speaking, Eliza's hands were flying over the controls of the Hell Cat, trying to activate the anti-missile systems.

"Must be from an automated defense system," Kai stated. "Lathrin was right, the Kargans do have a base in the islands. Now all we have to do is survive this missile barrage, find Lathrin, and put the base out of commission."

"If I were you, I'd just worry about those missiles." Eliza interupted, "Sensors show one missile in ten is armed with a nucleonic warhead. Whatever the Kargan's are up to, they sure don't want any visitors."

Self-propelled, high-explosive shaped charges, missiles are purchased one at a time. Individually missiles are rather inexpensive, but what good is an individual missile? Because of their low cost (and thus low space requirement) a great number of missiles can be placed into a single servo. Groups of missiles of the same type in the same servo are referred to as **packs**.

All missiles in a single pack are assumed automatically to be linked, however only half may be fired in a single round (and the other half some subsequent round.) Multiple "packs" of missiles may be linked together as if each pack were an individual weapon.

Another advantage of missiles is that they may be fired in "salvo." Particularly efficient for large quantities of small missiles, this option allows the firer to treat the missile's attack as a single autofire type attack with a burst value equal to the total number of missiles fired. When missiles are fired in this way, the attack gains a WA bonus equal to the total number of missiles fired divided by five. Though missiles need not be fired "salvo" it is much faster to make the necessary die rolls when large numbers of missiles are involved. It is this option which also makes it possible for large or slower mecha to destroy even

FIG. 13 MELEE WEAPONS TABLE

DAMAGE										
Kills	1	2	3	4	5	6	8	10	14	20
Cost	.1	.15	.2	.3	.5	.7	1	2	5	10

ACCURACY					
WA	-2	-1	0	+1	+2
Cost	x.6	x.8	x1.0	x1.3	x1.6

RANGE IN HEXES													
Range	0 [mine]	3	5	6	7	8	10	14	20	100	200	300	500
Cost	x.2	x.5	x.6	x.7	x.8	x1.0	x1.5	x3.0	x6.0	x8.0	x10.0	x15.0	x22.0
Blast Radius		0		1		3		5		10		20	
Cost		x1.0		x3.0		x5.0		x7.0		x9.0		x20	

SPECIAL				
Nuclear/Balial	Fire Suppressant	ARIOC-B	Smoke	ARIOC-B+Smoke
x10.0	x0.1	x1	x.5	x1.5

the most maneuverable opponents– given sufficient firepower!

DAMAGE:

This is the net warhead payload capacity of the weapon. It is important to bear in mind when purchasing missiles that houses are totaled at four Kills and vaporized at eight, office buildings go at six and are unrecognizable at eleven, parking structures are annihilated at eight and atomized at twelve, and if this is not enough, entire shopping complexes are toast at ten and entirely slagged at thirteen! A missile in flight takes one Kill of damage before being destroyed (c.f. anti-missile beam weapons). Missile launchers take the Kill value of a single missile launched from them before being destroyed.

RANGE:

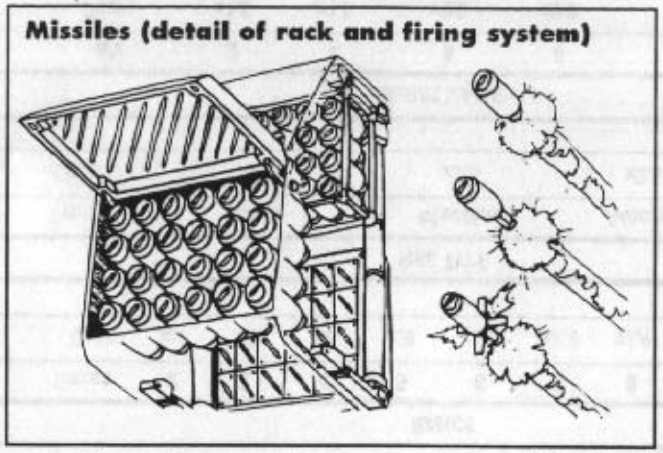
The maximum cruising distance for the missile. Range zero missiles (mines) are not fired, simply left behind to explode automatically when a mecha-sized target enters their hex. Mines must have a zero accuracy, but hit automatically anyway.

ACCURACY:

Laser, wire, or TV-guided, IR or radar-homing; accuracy represents the quality of the target acquisition and tracking systems.

BLAST:

Though most missiles pack shaped charges, it is not impossible to use other types of explosive charges instead. When a **burst** missile goes off, every mekton or other scenery item can expect some damaging shrapnel. These targets must also make piloting rolls and compare them against the original attack roll as if they themselves had been fired upon. Should burst missiles miss however, it is important to see where the missiles detonate. Such stray shots deviate a number of hexes from the target area in a random direction equal to the amount the attack roll was missed by (cf. **Grenade Deviation Table**, *Mekton II* pg. 51). In the case of salvo **blast** missiles, each missile must go somewhere. For each successive missile after the first to have hit, one higher roll would have been necessary. Thus should some missiles hit, the remainder will string away from the target hex (one missed by one, the second by two, etc.... all the way up to the number of missiles fired.) Should all the missiles have missed, there would be a similar effect but beginning a number of hexes away from the target mecha by the amount the original to hit roll was missed by. These strings continue until either all of the missiles fired are accounted for, or the string trails off beyond the actual range of the missiles. In the latter case, all remaining missiles are assumed to have run out of fuel before detonating and are thus lost.



NUCLEONIC/BALIAL CHARGES (SPECIAL):

In the world of physics (that is to say explosives design), there are more kinds of bombs and warheads than simple chemical blasts. With the coming of advanced sciences, molecular reactions gave way to the splitting of the atom, thus was born nuclear technology. Like a tree, this discovery bore many fruits of destruction. When a mecha is hit with a nuclear weapon, it takes the full damage of the weapon to every location. Note that if a mekton has command armor, only the command armor is directly hit. Hand held weapons (other weapons and components are assumed to be more or less protected by the servos in which they are housed) take damage equal to half the damage done by the missile. So do standard and active shields; in addition, such shields provide no protection against the blast; only reactive shields (force fields) provide any true protection. In general, nucleonic weapons have a blast radii of at least one hex, however, it is not impossible to manufacture a form of nuclear shaped-charge (called a "Balial charge") that will affect only the mecha at which it was fired.

FIRE SUPPRESSANT (SPECIAL):

Rather than being an offensive weapon, this type of warhead carries a fire retardant foam or other substance. The number of Kills purchased for the missile represent the chance in ten (10% per Kill) the weapon has of putting out a fire in the target hex. Each turn after a missile has failed to extinguish a fire its chance is reduced by 5%.

This chance is based on the assumption that the fires are the huge hex-filling fires of the *Advanced Combat System*; smaller fires (fires too small to be of danger to mecha-sized units) can be put out automatically.

ARIOC-B (SPECIAL):
Aerosol for Refraction and Interception of Optical and Charged Beams, ARIOC-B missiles provide a cover from laser, plasma and other beam weapons. ARIOC-B missiles must have a burst value. Though these missiles do no damage, they can be targeted at a hex to create an area through which beam weapons either can not be fired, or can only be fired with limited efficiency. The ARIOC-B cloud is centered on the target hex and has radius equal to the "blast" value purchased. Any beam weapons fired through this area will lose a number of Kills worth of effectiveness equal to the Kill value of the missile. Should the Kill value of the cloud be greater than that of the incoming beam attack, the beam is assumed to have been completely stopped. ARIOC-B clouds last only one full turn, thus on the following round (during the same action in which they were fired) they disperse and provide no more protection. ARIOC-B missiles do not limit line of sight.

SMOKE (SPECIAL):
Smoke missiles provide line of sight cover against all mecha not equipped with recon systems or magnetic lenses. Suits which are not so equipped must make a 15+ Awareness roll subtracting the Kill value of the smoke cloud to see targets inside the smoke and a 20+ Awareness roll (also subtracting the Kill value of the smoke missile) to see targets beyond (through) the smoke cloud. Like ARIOC-B missiles, smoke missiles must have a "blast" value, do no damage, and disappear on the following turn as above. Missiles may be both smoke and ARIOC-B if desired.

PROJECTILE WEAPONS

"You never give up, do you?" Karen asked, pointing the huge cannon of the Death Stalker at the open cockpit of the Armored Mako. She couldn't believe the Elsaran was stupid enough to step in front of a 300mm shell.

"Listen Karen," Lathrin said into his helmet radio. Hoping to find a way to reach her, to break her conditioning. "Ebonflack has brainwashed you, used you to get at the squad. Please remember how much I love you..."

Lathrin never got a chance to finish his plea; before he could continue, a warning siren sounded all across the Karganbase. Reacting by instinct, Karen pulled the trigger of the huge cannon.

Lathrin jumped, and was knocked unconscious by the blast...

Projectile weapons lie somewhere between conventional human-sized pistols and rifles and the massive batteries aboard most modern naval vessels, better resembling the latter. Of course the classic 300mm guns are not the only weapons available; any form of high velocity projectile that is not self-propelled (missiles) qualifies. Rail guns and magnetic accelerators make their way into this category, as well as many others.

Projectile weapons may seem very cheap, but ammunition must be purchased separately.

DAMAGE:
As with other weapons, damage is the ability of the weapon (measured in Kills) to destroy enemy mecha, buildings, houses, house pets, and other scenery. Damage is also the number of Kills the weapon can sustain from enemy fire before being destroyed.

Head Autocannon (detail)

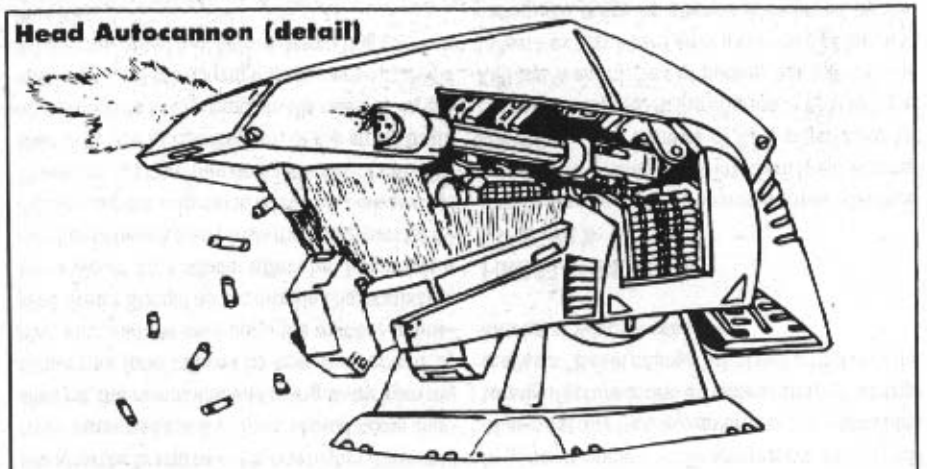


FIG. 13 MELEE WEAPONS TABLE

DAMAGE										
Kills	1	2	3	4	5	6	7	8	10	12
Cost	.5	1	1.5	2	3	5	6	8	10	12

ACCURACY					
WA	-2	-1	0	+1	+2
Cost	x.6	x.8	x1.0	x1.5	x2.5

RANGE										
Hexes	2	3	4	5	6	7	8	9	10	12
Cost	x.4	x.6	x.8	x.9	x1.0	x1.2	x1.4	x1.8	x2.2	x2.5

FIRE TYPE				
Type	Single	Machine	Autofire	Selective
Cost	x1.0	x2.5	x3.5	x4.0

BURST VALUE				
BV	3	4	6	8
Cost	x1.0	x1.5	x2.0	x3.0

ACCURACY:
Generally lower than that of beam weapons, the accuracy of a projectile weapon is the sum total of all relevant aspects of the weapon's design (projectile velocity, targeting, etc...)

RANGE:
Range in mecha-scale hexes.

FIRE TYPE—SINGLE:
This is the common mode of fire (i.e. what you get if you don't buy anything better!).

MACHINE:
Like machine fire from Mekton II: for each point the attack roll is made by above the necessary To-Hit roll, an additional hit is scored doing full damage against a randomly determined location.

AUTOFIRE:
An autofire attack hits one additional time for each point by which the attack roll is made; each hit doing full damage to the same random location.

SELECTIVE:
Selective fire weapons can, at the discretion of the pilot, fire as machine fire or autofire.

BURST VALUE:
All machine fire, autofire, and selective fire weapons must have a burst value; single fire weapons do not need this. As in Mekton II, the burst value is the actual number of projectiles being fired, and thus maximum number of times that a target may be hit from a single attack. For example, a roll of fifteen when a nine was necessary to hit would give four hits if the burst value of the weapon was equal to four.

AMMUNITION:
As stated earlier, projectile weapons must also have ammunition which is purchased separately. This has many advantages: for one, the weapon itself is smaller, and thus may be placed in a smaller servo or hand. Additionally, because ammunition comes in a great number of varieties, this is a cheap method to achieve versatility without purchasing multiple weapon systems.

Ammunition is purchased shot, by shot. A shot is not necessarily a single projectile, but rather enough ammunition for a single firing of the weapon. (E.g., one entire burst for autofire or machine fire weapons). Per shot, the cost of ammunition is equal to one tenth the cost of the weapon itself. This however buys only standard "High Explosive" rounds. Any number of the special weapon advantages may be purchased for ammunition, and the cost is equal to the product of the base ammo cost and the costs of the various ammunition types chosen. Thus, given a 10 CP weapon, HE rounds would cost one CP each. Armor Piercing Scattershot rounds however would cost 1 x 2.0 x 2.5 = 5 CP's per shot.

All ammunition is held in clips. These clips hold 10 "firings" of the weapon, and take a single CP space from the mekton. Each ammunition type must have a separate clip, and may not be combined into one.

Example: A mekton that carries 4 High Explosive rounds, 4 Tracer rounds, and 2 AP rounds must hold three different clips; the 10 rounds may not be combined into a single clip.

HIGH EXPLOSIVE:
This is the standard shell, nothing special, but it's cheap!

FIG.14 AMMOTYPES

Type	Cost	Notes:
High Explosive	x1.0	Standard Ammo Type
Tracer	x1.5	+1 to WA.
Armor Piercing	x2.0	1/2 Armor Protection
Scatter Shot	x2.5	Shotgun Effect
Incendiary	x2.0	Flame Thrower Effect.
Burst Grenade	x3.0	Area Effect
Burst Grenade II	x5.0	More Area Effect
Burst Grenade III	x7.0	Even More Area Effect

TRACER:
These include any form of self-propelled, self-targeting, or high velocity rounds. Such high accuracy rounds give an additional +1 to weapon accuracy when fired.

ARMOR PIERCING (AP):
These special rounds are designed to give additional penetration against those mecha that are simply too heavily protected for normal fire. These gauss, jacketed, or heavy metal core rounds can prove effective even on those occasions where normal firepower is just too feeble. When a mecha is hit with an AP round, all armor levels and shield SP's may only be counted at half (rounding down) the real value.

SCATTER SHOT:
Any shotgun-like or other dispersive shot attack (flame thrower etc...) falls into the scatter shot category. Though not guaranteed to be as effective as a single slug, scatter shot attacks have the advantage of **hitting every location on a target at once.** Damage for these weapons is not done in the normal way, but rather as follows: for each point the attacker rolls above the required To-Hit roll, the target takes one Kill of damage, up to a maximum of the Kill value of the weapon. In the case of machine or autofire attacks, the roll is compared to the number required to hit with each particular shot. For example a four Kill, burst-four autofire, scattershot attack is made on a deserving Kargan; needing an eight to equal the pilot's piloting roll the attacker rolls a thirteen. Thus, one shot hit by five, another by 4, another by 3, and the last by 2; so the damage done would be 4, 4, 3, and 2 Kills in that order to every location on the target mecha. (Note that the shot hitting by five did only four Kills because four Kills was the damage of the weapon.)

BURST GRENADE:
Unlike the shaped charge in a standard HEAP round, burst grenade rounds carry heavier payloads and are designed to explode in all directions rather than simply straight forward into the target's suit. In some ways the projectile equivalent of wide angle beam weapons, burst grenade attacks not only do damage to the target mecha, but also may hit every other mecha, scenery element, or other possible target within one hex of the target

Mekton. Like wide angle, every potential target must make a piloting roll and compare to the initial attack roll; if this roll is failed, the unfortunate bystander is hit in some random location. (Maybe *every* location in the case of scattershot burst grenade ammunition...) In these cases, damage is resolved normally. What happens if you miss? If you miss, the round deviates in a random direction (cf. *grenade deviation table, Mekton II pg. 51*) by a number of hexes equal to the amount the attack roll was missed. Should a burst of grenades miss, then each grenade deviates by a number of hexes equal to the difference between the actual die roll, and the number required to hit with each particular grenade (Similar to missing with a salvo of burst missiles.) Direction in these cases, is rolled only once for all of the grenades. Notice also that is it possible to hit with only some of the rounds, and miss with the remainder in the burst. Watch out for your friends; burst grenades do not discriminate! "Burst grenade II" and "Burst Grenade III" ammunition have a chance of hitting all targets within two and three hexes of the target hex respectively.

Incendiary Ammunition:

Flames, napalm, white phosphorus, thermite, what fun! Incendiary weapons will hit a mecha or other target and continue to burn doing additional damage for several successive turns. After the first round of damage, the target suit will continue to take damage to any location as many times as the location was hit. Every successive turn's damage is equal to half the damage done the turn before. These weapons must be purchased as 8, 4, 2, or 1 Kill yield. The 1/2 Kill rounds to one, and the following 1/4 Kill rounds to zero. Thus a four Kill hit would do 4, 2, 1, and 1 Kills respectively on the four following turns. In situations where the damage is not one of these numbers (scatter shot etc...) after the first turn, the damage should be rounded down closest to 8, 4, 2, or 1 before being divided. For example, If an eight Kill incendiary were to hit your shield (which has seen better days and can stop only three Kills right now), five Kills would go through to your right arm. The next turn the three that went to your shield rounds to two and is halved thereafter down to one. Similarly, the five that hit your right arm would round down to 4 before being halved to two Kills. Thus on at the moment of impact the shield would take 3 Kills and the arm five. Additionally, the shield would take one and one for the next two turns thereafter, and your arm would take two, one, and one Kill at the beginning of the next three turns.

RECONNAISSANCE SYSTEMS

"Alkir's teeth!" Kai cursed, "Looks like we're too late. My sensors are showing the Mako on the island, but it has a hole blasted clean through to the pilot's section."

"Any chance he's still alive?" Ran asked, looking at a tactical readout of the small island.

"The shot looks like it was delivered by a 300mm gun; if it penetrated the pilot's chamber, Lathrin would be spread over the inside of his cockpit like a layer of red paint." Kai answered. "On the other hand, our Kargan friends seem to know we're here."

Ran watched the Kargan mecha rise toward her squad from the island below. She still didn't like trusting life or death matters to scanners, but the information was fairly conclusive. She signaled for a general retreat.

The standard sensor package (refined or otherwise) found in most mecha contains little more than visual, communicators, limited IR, UV, and the array of heads-up displays necessary to fire weapons and operate the other special systems aboard. This is sufficient for most front line combat units; however, it does not even come near to the level necessary for spy satellites, or recon/scout mecha. Both of these carry surveillance systems far more powerful and diverse than the basic sensor package. To the best of our ability we have compiled these systems and listed them here:

Advanced Sensors:

ASP, the Advanced Sensor Package provides the array of systems one would expect from a reconnassance unit: full range electromagnetic sensors (IR, UV, X-ray, microwave, and whatever else), scanners for energy sources, life forms, and radiation, as well as the thermograph technology necessary to track currently moving mecha (and ones that have already passed), on the ground or flying, by their heat trails. In addition to this, ASP units can record sensor input for later playback.

Cost: 10 CP
Requires: 2 CP spaces

Gravity Lens:

Slightly beyond the "standard" level of Algolian technology, the gravity lens creates a gravitic "pipe" through which the other onboard sensors in the mekton may look. Functioning like an invisible, intangible fiberoptic cable, mecha employing the gravity lens system may look around corners and obtain various angles on any given target. This "pipe" may bend and twist any number of times and extend as far as the range of the sensors on board the mecha.

Cost: 5 CP
Requires: 1 CP space

Magnetic Lens:

The magnetic lens allows a mecha to look right through hollow metallic materials (such as mecha); thus creating a three dimensional image made solely of the outlines of the object being viewed.

Cost: 15 CP
Requires: 1 CP space

Resolution Intensifiers:

In a standard (or refined) sensor package, the sensors provide little or no magnification for optical displays. Every resolution intensifier in a mecha will provide x2 (double) magnification and resolution thus if a mecha had three resolution intensifiers objects could be magnified to eight times their original size ($2 \times 2 \times 2 = 23 = 8$) With fourteen the resolution would be $x2^{14} = x16384$; this would be sufficient to record a retinal pattern from a human eye one kilometer away! Resolution intensifiers may also be purchased (separately) to enhance sound in the style of a parabolic microphone.

Cost: .5 CP per level
Requires: 1 CP space regardless of number.

Radio/Radar Analyzer:

This sophisticated electronics package will allow a mecha to trace radio (communicator) and radar (spotting radar) signals to their source, provided the source is within the sensor range of the mecha using the radio / radar analyzer.

Cost: 5 CP
Requires: 1 CP space

Spotting Radar:

A powerful radar system, often requiring a large dish array on the mecha itself, spotting radars can find any non-"stealth" mecha within ten times the sensor range of the mecha using the system. If the target is under cover by more than

50% it cannot be spotted, unless the scanning mekton is using a Gravity Lens.
Cost: 10 CP
Requires: 5 CP spaces

TARGET ANALYZER:

Can be set upon any mecha or large construction that is not cloaked, or stealth within the sensor range of the mecha using the target analyzer. The application of a target analyzer will give weight, movement speed, and a list of all major systems aboard the targeted construction. Major systems include: hydraulics, sensors, weapons, command armor, transformer mecha, and maneuver verniers.
Cost: 5 CP
Requires: 1 CP Space

Note: It is up to the referee to decide how effective the target analyzer is. Some guidelines are: Has the computer ever scanned this particular unit? Are the systems on the target mecha of a technology equal to or lesser than the scanning mecha? Is the mecha new? How good is the information gathering branch of the scanning unit's intelligence corps?

Note: All recon systems work off the mecha's basic sensor package. If the sensors are hit and destroyed, the systems will cease functioning.

REFINED ARMOR

"Listen to me, Karen," Ebonflack smiled politely. "You did a good job in destroying the Elaran pilot. He was endangering the security of this base."

Karen shrugged and turned her back on Ebonflack, suppressing a shudder.

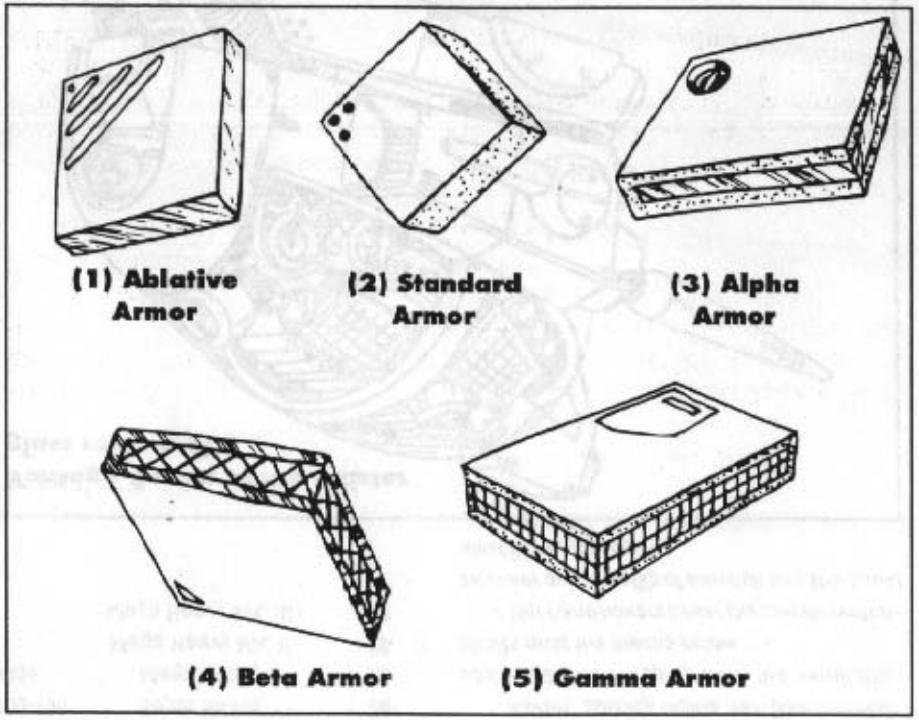
"In any case," Ebonflack continued. "The experiments with the Quarium composites are almost complete, and soon we can leave this island forever."

"What is so important about this 'Quarium' anyway? The Kargan empire has spent thousands of Crowns on creating this base, what's the story?"

"Well Karen, it involves the Shadowstorm 2, and the future military might of the Kargan Empire; I'm afraid that's all I can tell you."

As it became possible to design larger and more destructive weapons on Algol and throughout MTS, so too did it become a necessity that better and greater varieties of armor be developed. Armor is now divided into five distinctive varieties, widely varying in protective capacity and in cost. Though a mecha may not put any more Kills worth of armor on a given servo than would have been allowed in Mekton II, enhanced protection is available in the form of armors that are themselves superior.

In Mekton II, the staged penetration system says that when a Mekton's armor is hit by a blast of one Kill or greater, the armor itself loses one Kill worth of stopping power. (Regardless of the actual size of the blast.) Newer and better types of armor do not lose pieces as easily as the older armor, however. Each of the new armor types has a "damage coefficient." This is the minimum number of Kills that will cause an impacted armor area to lose the usual one Kill worth of protection. If the incoming attack is smaller than the damage coefficient, the armor is simply not damaged in any way. This form of armor is the reason that in many of your favorite mecha shows, mecha carry very large energy melee weapons as backups; in this way it is insured that the mecha will have the necessary punch, even against the best-protected opponents.



The only armor type that does not have a damage coefficient is ablative armor. Much cheaper than the armor of old, ablative armor does not reduce using the staged penetration system at all; rather, it simply blows off like a servo or other component (take three Kills, lose three Kills of armor.)

Armor Size	Cost:
Super Light(1)	1
Light Weight(2)	2
Striker(3)	3
Medium Striker(4)	4
Heavy Striker(5)	5
Medium Weight(6)	6
Light Heavy(7)	7
Medium Heavy(8)	8
Armored Heavy(9)	9
Super Heavy(10)	10
Mega Heavy(11)	11

Armor Type	Cost	Damage Coefficient
Ablative (Ø)	x.0.5	Nil
Standard (S)	x1.0	1
Alpha (a)	x1.5	2
Beta (ß)	x2.0	3
Gamma (∂)	x3.0	4

Though refined armor may cost more (or less) than the armor of Mekton II, this has no effect on the maximum amount of armor allowed on any given servo. Standard and active shields may also be of the refined armor types, and their cost is calculated by multiplying the cost of the shield by the cost of the armor type. The extra costs for the refined armor types do add weight to a mecha.

REFINED HYDRAULICS

"The construction is proceeding according to schedule."

Ebonflack smiled, looking up at the huge metal skeleton of the Shadowstorm 2, almost totally ignoring the words coming from the technician.

"Good." Ebonflack said. "The DeathBird was an excellent test-bed for all the new systems."

"The hydraulics alone are twice as strong as any mecha previously constructed," The technician continued, "And the Quarium armor will be nearly impenetrable."

Neither Ebonflack or the technician noticed the figure in a torn Elaran flight-suit hiding in the ventilation shafts overhead...

Though hydraulics are normally free, it may be desirable to purchase larger, more powerful hydraulic systems capable of greater destructive heights. Larger, tougher hydraulics are now available, as well as lighter, streamlined hydraulics. The latter is cheaper and provides for saved money and space. Hydraulics are cost multiplier systems which use a unique allocation for CP space requirements.

The CP space requirements are paid from each and every servo. (But not command armor locations or other systems that give additional CP spaces such as binders.) In the case of the lighter "space-class" hydraulics, all servos gain an additional CP space because of the space saved with the lighter hydraulics. The latter is also the only system that has a negative cost multiplier, and actually reduces the cost of your mecha.

FIG. 15 REFINED HYDRAULICS

SERVO TYPE	COST	KILLS	SPACE	STRIKE DAM.BONUS	THROW DISTANCE
Space	-x0.2	6	-1	0	3 (in Space)
Standard	0	8	0	0	3
Heavy	x0.1	10	1	+1	4
Super Heavy	x0.2	12	2	+2	5

Mecha with "Space" type servos can only function in space or other zero-g (or near zero-g) environments such as lunar surfaces.

REFINED POWERPLANTS

Lathrin climbed through the skeleton of the Shadowstorm 2, hoping the guard would keep to his schedule of making rounds once a hour.

Soon he saw it: the powerplant. Enough fusion power to level the entire base.

As Lathrin fastened the jury-rigged bomb to the casing of the powerplant; he wondered if Karen was still on the base, and what she was thinking.

When the bomb was attached, Lathrin set the timer.

The two major additions to the existing Powerplant technology are oversized and fragile power plants. These Powerplants provide both better play balance, and additional variety in mecha construction. Oversized powerplants represent the highest technology in megapower output, providing enough energy to supercharge even the largest mecha. Though no mecha is so large as to require oversized powerplants, it is now possible to enhance mecha requiring superheavy and even megaheavy powerplants (cf. *Mekton II* pg. 66)

TONNAGE	REQUIRED SIZE	COST & KILLS
1-19	Superlight	2
20-29	Lightweight	4
30-39	Striker	6
40-49	Medium Striker	8
50-59	Heavy Striker	10
60-69	Medium Weight	12
70-79	Light Heavy	4
80-89	Medium Heavy	16
90-99	Armored Heavy	18
100-109	Super Heavy	20
110+	Mega Heavy	22
	Mega Heavy Mk. II	26
	Mega Heavy Mk. III	30

OPTION:

In the world of Mekton, mecha are run by heavily-armored cold (or at least cool) fusion powerplants. Unfortunately for the mecha and mecha jocks in a great number of anime shows, many mecha are constructed with the much more dangerous hot fusion or free plasma power plants. These "fragile" systems cost only half the listed price, but take only one Kill before being destroyed no matter how big they actually are. Refined powerplants (like conventional powerplants) take no CP spaces regardless of size or ty

REFINED SENSORS

The entire time Lathrin was climbing over the Shadowstorm 2, he was being watched.

Karen, sulking inside her Deathstalker, observed him dropping from the ventilation shafts onto the mecha below.

Her hand hovered over the comm-switches in her suit. One flip of a switch and she could alert the entire base...

Vantage Sensor Array (blister glass removed)

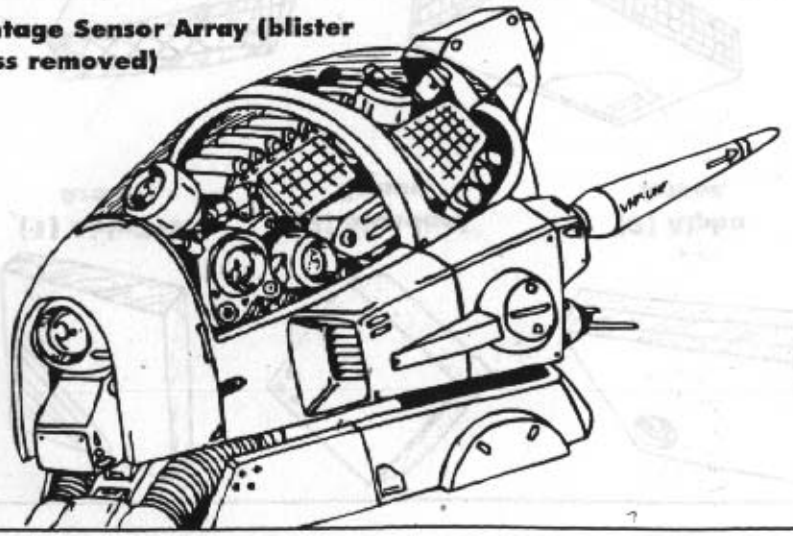


FIG. 16 REFINED SENSORS

SIZE	COST	KILLS	SENSOR RANGE	COMMUNICATION RANGE
SL	0	2	1 kilometer	300 kilometers
LW	1	3	2 km	500 km
S	2	4	4 km	800 km
MS	4	5	7 km	1000 km
HS	6	6	11 km	1300 km
MW	9	7	15 km	1500 km
LH	12	8	20 km	1800 km
MH	16	9	26 km	2300 km
AH	22	10	30 km	3000 km
MgH	32	12	50 km	Planetary (Moons & Near Orbit)

Her sensors told her what Lathrin was doing, and she knew that the small bomb he had would never penetrate the armor on the powerplant.

Instantly, her hands flew over the controls of the Deathstalker, punching in a code her conscious mind had long forgotten.

Miles away, a small light flashed on Kai's sensor panel...

Again, where Mekton II provides only simplified commo systems, MTS makes available a new, much broader range. Sensors contain simple communicators, visual, limited IR and UV, as well as heads-up displays, and other targeting and weapons displays. Larger sensor packages (though they provide no new functions) can take greater amounts of damage, as well as providing enhanced range for communications and other sensor functions. Larger sensor packages will also provide enhanced efficiency for many of the separately available reconnaissance and surveillance packages. All sensors take only one CP space regardless of cost or size.

Secondary sensors are still available and can be purchased for two CP's. Such sensors take two CP spaces, five Kills, and count as Superlight for all other purposes. As many of these secondary sensor packages may be purchased as desired.

REFLECTOR SYSTEMS

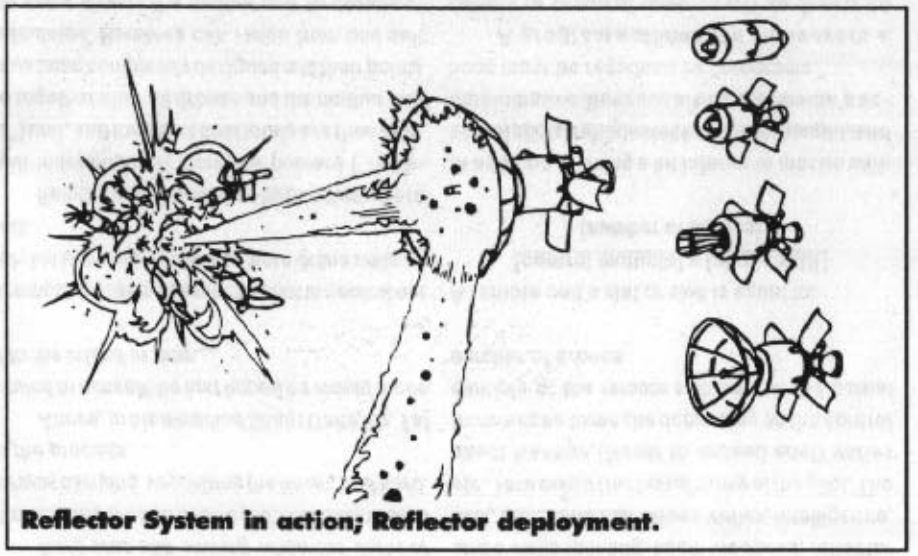
"The signal came from the island, Captain, I'm sure of it."

"Kai, we're a little bit busy here, ok?" Ran responded, as the blast reflected from the Razor glanced off the Shairt Omni, tearing through some armor.

"But Captain," Ellia interrupted over the com line. "The signal was Karen's emergency code. Either Lathrin found her, or she's snapped out of it."

"Listen, everyone." Ran said with the annoyance showing in her voice. "Our first priority is to knock out those damned reflector mirrors, so we can finish off this Kargan patrol. Then, and only then, will we think about going back to that island! Am I understood?"

"Yes, Captain." Kai responded.



Reflector System in action; Reflector deployment.

In keeping with the MTS idea, the exact nature of reflector systems is arbitrary; the effect, however, is rigorously defined, as are the costs. Reflector systems are mirrors or mirrored arrays/fields which can be maneuvered into position by the pilot to reflect (or at least deflect) away beam or automated EMW attacks and thus avoid damage. Though the low maneuverability of many mecha makes it difficult to make the necessary fine adjustments required for efficient and reliable protection, larger mecha will often be found relying on smaller, reflector-equipped, remote drones for such protection. In this way, their small size and maneuverability make it possible for them to provide protection to both themselves and the mother unit. A very versatile system, reflectors may be used for three different purposes.

1) Deflection of incoming beam attack. This is the simplest application of the three reflector system applications. Here a pilot simply attempts to reflect an incoming beam or automated EMW attack in a random manner (heavier emphasis on defence than counterattacking). This type of reflection may be attempted by a mekton with a reflector system, in lieu of a normal parry. To deflect an incoming attack, the defender must make a die roll adding mecha reflex, piloting, and the quality value for the reflector. If this total is greater than the incoming attack roll, then the attack is deflected and no damage is incurred; should however, the attacker have rolled higher, the reflection was unsuccessful and damage is taken as normal.

2) Reflecting an incoming beam at a target (firer or otherwise): To reflect an incoming beam back at the source or another target, the pilot attempting to reflect the beam

must make a roll adding mecha reflex, beam weapon skill, and the reflector's quality rating. From this, the Kill value of the incoming beam must be subtracted in addition to an extra minus five penalty. 1d10 + BW skill + MR + Quality - Kills - 5. If this total is higher than the incoming attack roll, then the beam has been redirected and a new target may be nominated. If this roll is less than the attacker's total to hit score, the defender was struck by the beam and takes damage in the normal way. When firing back a reflected beam, the attack is treated exactly as if it had been fired directly from the reflecting mecha with the following exceptions: wide angle attacks are no longer treated as such, and the total distance traveled (before and after the reflection) must not exceed the weapon's original range maximum. The same total for the reflection roll is also used as the new attack score. Like deflection, reflection is done rather than a normal parry.

3) Redirection of friendly beams: In addition to deflection and reflection of incoming fire from enemy mecha, redirection of beams fired from friendly mecha is also possible (this is possible only for beam weapon attack and not automated EMW's.) To redirect a friendly beam, the redirecting pilot must make a roll adding only mecha reflex and the reflector's quality value. If this is higher than the beam's Kill value, then the beam has been redirected and continues on as if fired from the redirecting mekton. (Subject to the same restrictions as above for beam reflection.) If the total is less than the Kill value of the weapon, the beam was not correctly redirected and the mecha attempting the redirection is grazed by the beam. Mektons that are grazed take one half the yield of the beam to a random location neglecting such factors as autofire.

In the case of redirection, no skill is used, though it is entirely possible to develop a "reflector systems" skill separately that could serve as an additional bonus in redirection attempts, as well as substitute if desired for piloting and beam weapon skills in deflection and reflection attempts respectively. In all three of the applications for the reflector systems, the quality value plays an important role. Quality value represents both the size and the quality of the reflecting surface or method. A reflector may not deflect, reflect, or redirect beams with Kill values greater than three times the reflector system's quality value (lest they be reduced to powder...). Mecha with reflector systems may also deflect or reflect beams not directed at them at the cost of one action with the provision that the beam's path must take it through the hex in which the intercepting mecha is located.

REFLECTOR	QUALITY VALUE					
Q Value:	1	2	3	5	8	10
Cost:	1	4	9	25	64	100

Though reflectors require full CP spaces (and are thus often very large) they may be split between multiple locations but not multiple mecha. Reflector systems are destroyed if the servo, command armor location, binder or other location in which they are mounted is destroyed.

REMOTE UNITS

"Incoming, small missiles at three o'clock." The warning came over the intercom as Kard was preparing for his final bombing run on the Elaran outpost.

FIG. 17 REMOTE UNITS TABLE

REMOTE SYSTEMS											
Class	SL	LW	S	MS	HS	MW	LH	MH	AH	SH	MgH
Control Multiple	.5	1	2	3	4	5	6	7	8	9	10
Cost	1	2	3	4	6	8	10	12	1	18	22

RANGE								
Control Range	0	1	3	5	7	10	15	20
Operation Range	3	5	9	15	21	30	45	∞
Cost	x0.4	x0.7	x0.9	x1.0	x1.1	x1.3	x 1.6	x2.0

Fools, thought Kard as he continued to streak downward, the fusion bomb clenched firmly between the talons of his Razor. How do they expect to stop me with simple missiles? I can out-maneuver any missile made.

Kard ceased to pay any attention to the small, rocketing forms. He didn't even look at his radar screen, which showed the entire flight of objects perform a tight 60 degree turn in formation; something missiles just don't do.

Kard was still smiling when the flight of drones fired on, and destroyed, the fusion bomb he was carrying, vaporizing the Razor, and Kard, in the process.

Above, in his modified Shairt Delta, Dr. Tal smiled to himself; he just hoped he would make it to the island in time....

A remote unit allows a mecha pilot to control not only his own suit, but one or more drone units as well.

Remote units controlled by this system are built independently from the primary ("mother") unit, and the point cost totals are then added together after all drones and the mother unit have been completely designed and their points calculated. Remotes can range from one suit the same size as the mother unit, to dozens of tiny "drones" with the capacity for flight and a minimal weapon which rely only on maneuverability and numbers. Remotes may be even larger (scaled up) or smaller (scaled down) than the mother unit.

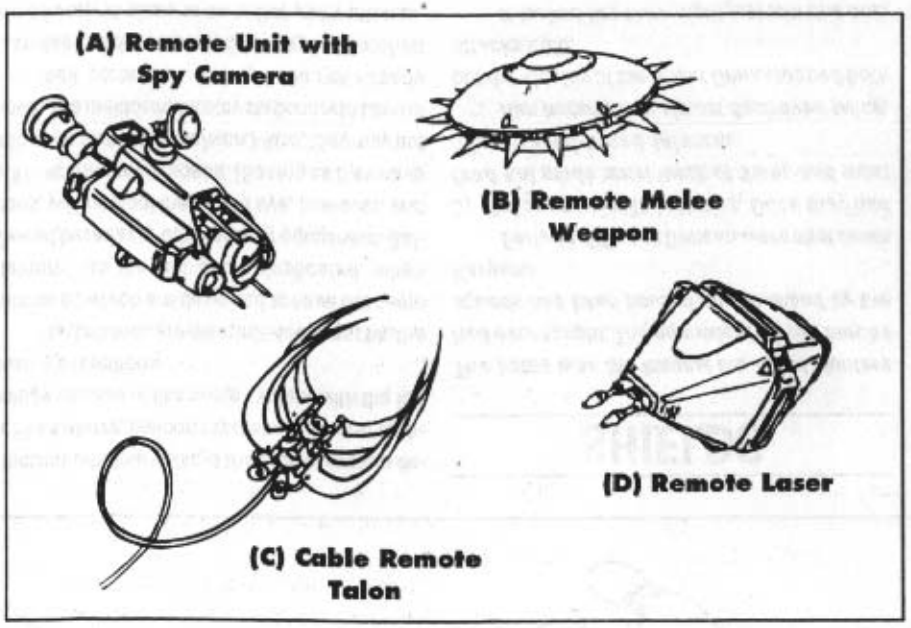
There are, however, some disadvantages to being a remote unit. Because remote units have no pilot of their own, they must operate with the divided attention of the mother unit's pilot. Because of this limiting factor, a remote unit's skills (piloting, beam weapons, reflector skill, etc...) and stat values (reflex, intelligence, etc..) are only a fraction of those of the pilot. The exact fraction (Never to exceed one!) varies from mecha to mecha depending on the control multiple of the remote system and the actual number of drones.

A remote unit's stat or skill is equal to:

$$\frac{\text{[control multiple]} \times \text{[pilot's skill]}}{\text{[number of drones]}}$$

In addition to being a bit inferior to mecha with actual pilots, remotes lack sentient thought, and thus initiative. Because of this, the remote's actions must be regulated by "programs."

A program outlines the maneuvers a remote or group of remotes will do during its



actions. An example program for a three action drone might be "dodge, move to 5 hex range, fire." For a remote, or group of remotes, programming may be changed in one action as long as all the drones having their programs changed are within the control range of the mother unit's remote system.

Once given a program, a drone or group of drones will attempt to follow orders to the best of their ability and then return to the mother unit. It is possible however, to give drones orders such as, "Move to within 4 hexes of target, fire, move to 8 hexes from target, repeat until no enemies remain." In which case the drones would fly in, fire, fly out, etc...until no enemies remained.

Drones will only deviate from their orders if:

A) Their orders are no longer relevant (i.e., target destroyed) in which case they will return to the mother unit.

B) The mother unit is destroyed, in which case the drones will continue as if a "repeat" command has been given, and simply deactivate when and if their orders become irrelevant (as case A).

C) The mother unit or the drone moves such that the drone(s) are farther away than the remote unit's operation range.

CABLE GUNS:

Another, more primitive, form of remote, the cable gun is a single weapon mounted in a small casing (torso) with a small maneuver engine in it. The entire structure is connected to the mother suit by a long reenforced fiber-optic cable. All commands to the remote travel through this cable, and if it is severed the gun will fall uselessly to the ground. Cable guns have a three hex maximum range for operation and control.
Cost: x.6

All the construction rules for making cable guns are the same for construction of regular drones, with the following rule additions. The wire has a 1 kill structure, so any attack that does 1 kill or more to it will sever the wire, making the drone useless. For defensive purposes the wire moves as well as the drone it is attached to [the same defensive maneuver bonuses].

Attacking the wire: The wire may be attacked at any point (hex) between the mother unit and the drone. All melee attacks are resolved normally, but all ranged attacks suffer a -5 to hit penalty. The -5 penalty can be avoided only if the ranged weapon has an radius effect.

SHADOW IMAGER

"Deploy decoys on my mark." Ran's voice was more intense than ever. The stress of the last 24 hours was beginning to show. Lathrin was her second in command, and her friend. If he was alive, the Night Hunters would rescue him. If not, they would make his killers pay.

"Now!" As the words left her mouth, all nine suits released their balloon decoys. Hopefully they would cover the squad during the initial descent.

This time, as the Kargan mektons intercepted, the Night Hunters were ready for them.

The shadow imager creates multiple sensor-real images of the mecha; so holographically real it is impossible for persons or targeting computers to discern the real mecha. The added images (or shadows) appear totally real to the naked eye and even to complex equipment such as mekton sensors. The effect of these sensor-real shadows is that whenever a hit is scored on a mek, a die roll must be made to determine whether or not the true mecha was hit.

Upon scoring a successful hit in the normal fashion, the attacker must make an additional roll: **1D10 + Intelligence + Awareness / Perception. Add +1 for each active ECCM point and the following special bonuses as appropriate for any special systems:**

+1 for ASP (See Recon Systems)
+1 for Spotting Radar
+2 for Target Analyzer

This total is then compared to the following roll made by the pilot of the target mecha: **1D10 + Intelligence + EW skill. Add +1 for each active ECM point and +1 for each active shadow, along with the following modifiers for these extra systems as appropriate:**

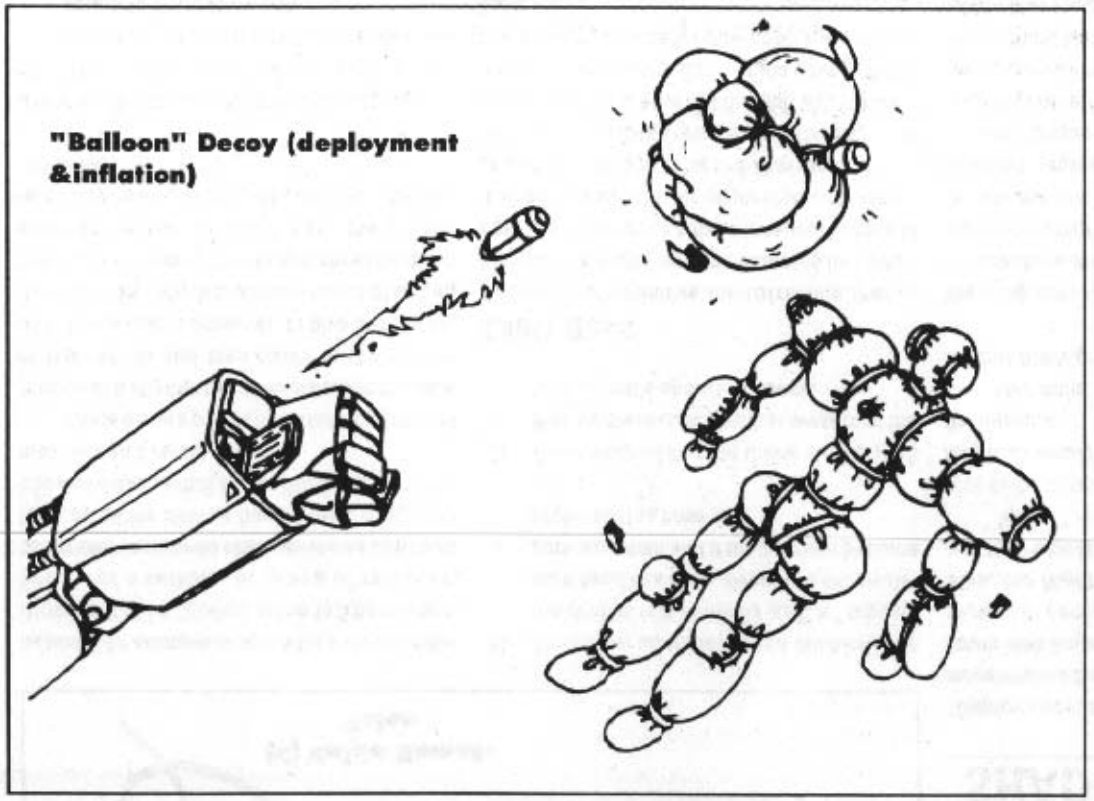
+1 for Chameleon System
+2 for Active Cloaking System
+2 for Stealth Package.

Only if the attacker's roll is higher is a successful hit scored (damage is then proceeded with as normal). Should the attacker succeed in this roll, he may also opt to hit a shadow instead of the true target at his discretion.

When a shadow is hit it is destroyed; it is then clear to the attacker that particular image is no longer real and thus may no longer be counted into the defender's rolls against that specific attacker in the given combat.

The cost of a shadow imager is based on the number of shadows available, and the nature of the system itself.

COST	# OF SHADOWS
x.1	1
x.2	2
x.3	3
x.4	5
Type	Cost
electronic/holographic	x1
balloon	x.7



Electronic/holographic is the type of system described above; balloon represents a lower technology version of this same system with the following exceptions.

The balloons are giant inflatable mecha, the outside of which are designed to have the same "texture" as the suit being duplicated, when viewed by radar or other sensor equipment. Balloons, will not fool the naked eye, however, and will function only in space. (Seeing as they have little or no form of propulsion.) Also, they may not move, so a mekton must stay stationary to benefit from their protection. If they have not already been deployed, however, they may be launched immediately in place of an active parry attempt.

SHIELDS

The battle was the longest the Night Hunters had ever fought. The equivalent of four mecha squads had been housed on the island by the Kargans.

Early on, Ellia and Duncan were shot down by stationary missile batteries. Once they had fired Kai made short work of them, and most other ground-based defences.

Ren herself was almost destroyed twice, but the shields of the Shairt Omni stopped both attacks cold.

It looked like they might just win this one.

Ideal for their cost effectness and versatility, shields are popular among almost all mecha-using cultures. There are three different types of shields, some more efficient than others, but all are used to fulfill the overall defensive needs of many mecha.

The standard and most common type of shield is little more than an enormous hunk of plasteel plating, usually mounted on the arm of a mecha. This plate serves as mobile armor and may be parried with as per the shield rules in Mekton II (pg.44). Because standard shields are wholly external, they require only one CP space from the arm in which they are mounted, regardless of their actual size.

The second type of shield is the active or automatic shield. Automatic shields, as opposed to being attached to the mek's arm, are attached to their own servos and thus can move independently. Automatic shields may parry one incoming attack per round without the mekton's pilot expending an action, and one additional attack for each additional action. A pilot need not specify which location is to be covered, the automatic shield will decide for itself when and where to parry. Because these shields require an enormous amount of machinery to move them about, automatic shields require x.5 CP spaces from whichever servo they are mounted in (the other half is outside and thus requires no space from the servo).

Finally there are reactive shields, or force fields. Force fields can parry a number of incoming attacks without the pilot expending any actions, and without specifying which areas are to be protected. All force fields have a "parry factor" associated with them, which is the maximum number of attacks the field can intercept in a given turn; unlike automatic shields however, additional actions may not be expended for additional parries.

Also unique, force fields do not use staged penetration (as is the case with standard and automatic shields). Instead, force fields simply regenerate to full strength after each hit, provided the hit is not larger than the damage capacity of the field. Should a hit be larger than the damage capacity of the force field, the field (after providing whatever protection it can), overloads and flickers out of existence. Once a force field is destroyed in this manner it can not be used again until the mecha is repaired and a copious quantity of fuses are replaced. Because reactive shields are totally internal, they require full CP spaces. It may not be desirable for a force field to be up at certain times, because of this, force fields may be turned on and off at the cost of one action.

Active and reactive shields that are "on" will always parry the first attack(s) directed at the mecha in a given turn—thus, the pilot has no control over what attacks will be parried. In the case of mecha with multiple force fields , it must be specified (when the mecha is designed) which is "inside" and which is "outside" (i.e. the order in which the fields will interact with the incoming weapons). In the case of mecha with both reactive shields and other types, the force fields are resolved first. A single attack can not be parried by two shields that are not reactive shields (i.e., multiple standards, multiple active shields, or any combination of the two).

Standard Shields

Class	SL	S	HS	LH	AH	MgH
SP:	2	4	6	8	10	12
Cost	1	2	3	4	6	9

Active Shields

Class:	SL	S	HS	LH	AH	MgH
SP:	2	4	6	8	10	12
Cost:	2	4	6	8	12	18

Reactive Shields

Class:	SL	S	HS	LH	AH	MgH
SP:	2	4	6	8	10	12
Cost:	3	6	9	12	18	27

Parry Factor

PF:	1	2	3	5	10
Cost:	x0.5	x1.0	x1.5	x2.0	x3.0

Binder Space

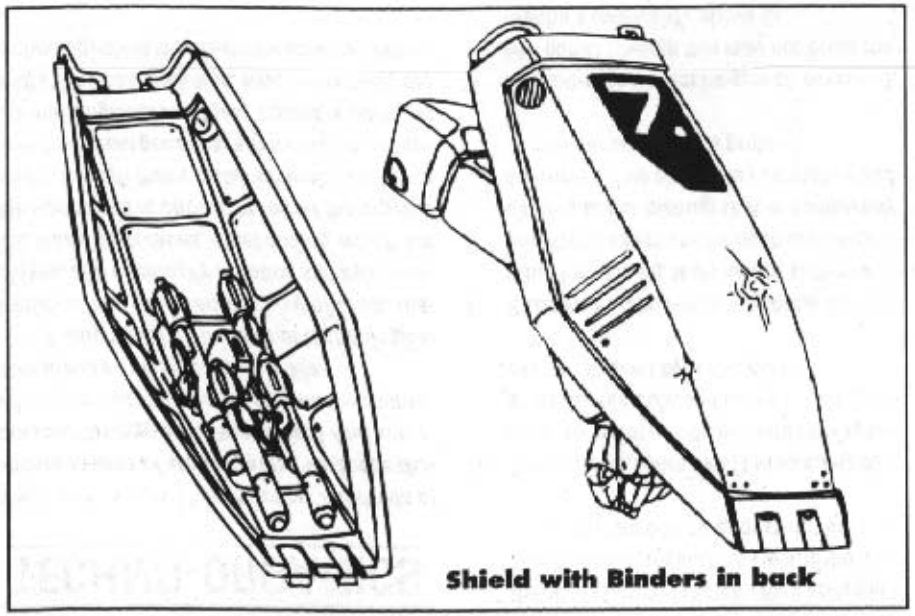
- Kills:	1	3	5	7	9	11
Capacity(CP):	2	6	10	14	18	22
Cost:	x1.1	x1.3	x1.5	x1.4	x1.3	x1.2

CLASS:

Is the general size of the shield, similar to class for servo's.

STOPPING POWER (SP):

The stopping power (in Kills) of the shield. Both standard and active shields are subject to the normal staged penetration rules for armor, in addition, the "refined" armor types may be used on these first two varieties of shields simply by further multiplying the shield system's cost by the cost multiplier for the appropriate new armor type. Reactive shields are not subject to staged penetration, may not use the refined armor types, and use the special rules given above for damage capacity.



Shield with Binders in back

PARRY FACTOR (PF):

Used only for reactive shields, parry factor is the maximum number of incoming attacks a reactive shield may parry in a given turn.

BINDERS:

It is a common practice to put weapons, thrusters, and other systems into standard and active shields to conserve space. A binder is a shield in which a portion of the inside has been hollowed out and thus compromised for space.

BINDER SPACE:

Is the number of Kills that must be sacrificed from the shield's stopping power to give the listed amount of spaces for weapons and other systems. A shield may not sacrifice Kills it does not have for spaces.

BINDER CAPACITY:

The capacity is the actual number of CP spaces worth of equipment that may be placed into the shield.

STATISTICAL ENHANCEMENTS

Many mecha in the world of Algol and elsewhere are designed for purposes other than strict military applications; indeed, quite a few mecha can't survive combat at all. In all cases it is often desirable to have additional hardware that could aid in specific tasks. Clearly, every application might require different hardware. This however, is a concern of design concept rather than system mechanics.

It is possible to purchase systems that will effectively add to the pilot's base characteristics for purposes of making skill rolls: each such system requires 1CP space regardless of added bonus.

Logic processors: + 1 int [cost 2] + 2 int [cost 5] +3 int [cost 11]
Design and decor: + 1 cool [cost .5] +2 cool [cost 1] +3 cool [cost 2]
Technical analyzer: + 1 tech [cost 2] + 2 tech [cost 5] + 3 tech [cost 11]

STEALTH

Ebonflack smiled to himself; the equipment on the Artimis allowed him to watch the battle without giving himself away. He would be totally invisible to all sensors.

He would dearly enjoy watching the Elarans get decimated.

From his hiding point on the side of the mountain, he commanded an excellent view of the entire island. He watched with glee as the Kargan mecha left the hangar bay.

The show would be delightful.

Unlike the cloaking field, stealth is a modification on the internal systems of the mecha: specifically, the armor and flight systems. Special plastics and alloy coating substitute for vital sections of armor, and external plating can absorb radar energies and thus protect the stealth mecha from being located by spotting radars. Mainly, however, modifications to the powerplant, flight, and other locomotive systems, allow the mecha to fly silently, move near-silently on the ground, and not leave heat or radiation trails. Thus stealth suits cannot be followed or tracked with "ASP" systems.

Stealth requires no CP spaces and is a x.2 cost multiplier system.

TECHNO-ORGANICS

One hundred tons of destruction; hundreds of square meters of armor plating, weapons that possess the power to level cities! And somewhere, beneath the security and near-invulnerable armored plating...there is life.

Though the human path of technological evolution had followed the way of tools, machines, and eventually robotics and cybernetics, many alien races, chief among which are the Agendi, have chosen to follow the organic route. Though these cultures have developed their tools from genetics rather than from physics and engineering, there comes a point, as with the human evolution, where inevitably the technology of life must meet the science of steel.

Mecha of this "techno-organic" type are built exactly as any other with the exception that they may also purchase the "techno-organic" system.

Techno-organic mecha are subject to the following rules:

1) Techno-organic mecha possess the power to regenerate. The most potent of all the abilities, the high level bio-enginering used in their construction will allow any damaged servo (torso, head, arm, leg, wing, tail, etc...) or weapons system to regain one Kill at the beginning of each new turn. These systems may heal in this way only if they have not been completely destroyed.

2) Armor plates, command armor, armor locations, standard shields, and active shields also regenerate, but at a much slower rate. These systems will recover only one Kill per day due to their higher density and the power required to create the necessary materials for their construction. As a bove, these things will not be able to return from complete destruction.

3) Powerplants, hydraulics, sensors, and other systems not listed above do not regenerate appreciably, and so they must actually be repaired by technicians.

4) Because a techno-organic mecha, like any other living thing, feels pain, it suffers a -1 penalty on all actions for each system (excluding armor plating) that is *completely* destroyed. This penalty is cumulative and so can become quite a problem.

5) Techno-organic mecha gain an overall +1 MV bonus (though this may not bring the mecha's overall MV above 0).

Techno-organics are a x.5 cost multiplier system and require no CP spaces.

TELEPORTERS

A thousand years of technological advancement ahead of the warp-drives used to propel the million-ton gateships of the Mekton Empire through space, the teleportation system used to transport mecha is totally beyond the inhabitants of Algol. However, in games taking place elsewhere, or in the hands of an alien race or designer, such a system would be most potent indeed.

The teleportation system can move a mecha up to the system's full combat range in one action, ignoring intervening terrain and other factors, provided only that the mecha or its pilot has some method of perceiving the target location.

FIG. 18 TELEPORTER COST

Combat Teleport (hexes)	2	3	4	6	8
Global teleporter (km)	16	81	256	1296	4096
Cost Multiplier	x.4	x.5	x.6	x.8	x1.0

Mecha with teleport capabilities may also "global teleport." Global teleportation has far greater range, but requires almost an hour of preparation beforehand, both to build up power, and to do the necessary computer work to insure a safe and accurate teleportation. In the case of global teleport, the target area need not be in sight. However Global Teleportation is not as accurate as Combat Teleport, so the mecha must teleport to a relatively open area. (parking lot, baseball diamond, open fields, etc)

Mecha may not teleport into, or out of, an area surrounded with a force-field.

Teleportation systems are cost multiplier systems and take no CP spaces.

THOUGHT CONTROL

The first Lathrin knew of the attack was when the missiles from the Shairt Delta slammed into the missile batteries. It was a hour until the bomb would explode. He was still sitting in the frame of the Shadowstorm 2.

Inside the modified Deathstalker, Karen put on the interface helmet. While the Deathstalker was only a practice unit for the DeathBird, it was still a nightmare in battle.

Outside, Lathrin saw the Deathstalker open its pilot's cockpit. It only took him a second to recognize the pilot.

He almost had time to shout her name before the mecha bay was filled with the force of an explosion. The Deathstalker rocked; it had suffered a direct hit from behind. He watched in horror as Karen was thrown out of the open cockpit of the Deathstalker, falling sixty feet to the ground below.

Once more on the forefront of Algolian technology, the thought control system creates a direct link between the mind of a pilot and the body of a mecha, thus eliminating the need for levers, buttons, or other controls; indeed, eliminating any need for the pilot to move at all! Though this system has its disadvantages, it can greatly increase the ability of a mecha to maneuver and react. Additionally, this system will almost invariably cause a bond to develop between the mecha and the pilot. In most cases this bond is beneficial, allowing greater communication between the pilot and the mecha; this too has its disadvantages.

In this bond between the pilot and the unit, there is great possibility for psychic feedback damage. This can cause extensive problems, because the pilot actually feels the damage the mekton is sustaining and it is possible for him (or her) to sustain tremendous quantities of damage, or even be killed. So most thought control mecha are usually very well armored.

Meks equipped with thought control systems are subject to the following rules.

1) Regardless of the suit's current MV it receives a +2 MV bonus. (Which **may** increase this factor above and beyond the normal zero maximum.)

2) The mekton automatically receives an additional action regardless of current number.

3) All weapon accuracies are increased by an additional +1.

4) If the suit has a remote unit, the control multiple is multiplied by two. Other than this, however, remote units receive none of the other thought control system bonuses unless they themselves purchase thought control systems of their own.

5) Because of the bond formed between the mecha and its pilot, for every three Kills of "internal" damage sustained by the mecha, the pilot suffers one hit directly to the head, past any armor or other protection.

No single mecha may stack multiple thought control systems. However, it may be desirable for a suit to purchase multiple systems such that two or more pilots could benefit from the bonuses thus incurred. Thought control systems may also benefit internal automation systems.

Internal automation systems with thought control systems attached will in addition to becoming more efficient (in the manner described above), will also often take on personalities and sentient behavior such as many intelligent mecha from your favorite robot show.

Thought control systems are cost multipliers.

However, x.5 affords the listed bonuses (and penalties) for one pilot or IA system only. Additional pilots and IA systems may be equipped in the above manner for an additional x.1 (e.g., Two cockpits and an IA system could by equipped with thought control for x(.5 + .1 + .1) = x.7)

TRANSFORMABLES

Lathrin rocked Karen in his arms. Her breathing was shallow, and he was afraid she wouldn't last long. She had said his name once, before falling into unconsciousness. The blood from her wound drenched the torn strips of his flight-suit that he held to the back of her head.

"I will take her; your squad needs you." Lathrin's head spun at the sound of the voice. It was Dr. Tal. Lathrin looked past him to the transformed Shairt Delta in the docking bay. Dr. Tal had fired the shot that disabled Karen's Deathstalker.

"I, .. I, will not leave her. I left her once. Now we're together." Lathrin stammered, holding Karen's form close to him.

"I will protect her. GO!" Tal's voice seemed to penetrate the haze around Lathrin's mind.

Lathrin had the Shairt in the air and in mecha form within seconds. All his hate and pain had finally calmed to a smoldering rage. Ebonflack would pay.

Similar to the transformables from Mekton II (pg. 67), the transformables here in MTS represent alternative servo configurations in which a mecha may be built or changed into.

Transformable meks are constructed in the same way as humanoid mektons; once this "natural form" is complete, any number of transformable modes can be purchased for the listed cost multipliers. In addition, a number of CP spaces equal to one tenth the total cost of all of the transformer modes must be payed by any combination of the servos included in the mecha.

Also, the natural form of a mecha need not be humanoid. In the case of transforming or non-transforming meks that have no "humanoid" form, a more appropriate mode may be chosen at no cost to the suit and all of the advantages and disadvantages of the chosen form are applied in full.

Many mecha transformer modes shown here will also only be appropriate for a given list of scales; in such cases this will be listed with the form description.

1) **Tank-form:** **cost x.30**
Modifiers: none
Propulsion: tread, wheel, fan, gravitic
Hardpoints: torsos, "mounted" shield binders
Special: half damage to torso.
Scales: 1x, 10x

Designed to consolidate armored protection, tankform mecha are so efficient at this that they take only half damage from hits to the torso. Designed for ground use, transforming mecha using fans or gravitics may not fly more than one level (=1 hex) above ground. They may, however, use such systems to slow falls so as to take no damage. Additionally, transforming mecha with standard shields will retain the benefit of such shields as if parrying to the torso every turn. This costs no actions, acting as if the shield is actually attacked. Only one such shield may remain functional in this manner.

2) **Aqua-form:** **cost x.20**
Modifiers: +4MA on water surface, +6MA underwater
Propulsion: fan, gravitic
Hardpoints: torsos, heads (shipform only)
Special: water only
Scales: 1x, 10x

Futuristic submarines, aqua-form mecha may only move on or in water (lakes, oceans, etc...) hexes. Aqua-form mecha may also be shiplike (non-submersable.) Such mecha may not travel beneath the surface of the water, but may use head-mounted weapons (turrets.)

3) **Fighter** **cost x.30**
Modifiers: +2MA, -2MV
Propulsion: fan, thruster
Hardpoints: torsos, heads, wings, hand held non-melee
Special: must have wings.
Scales: 1x, 10x

Designed for atmospheric use, fighters are fast moving and formidable. Though they may not be quite so maneuverable as humanoid form (normal) Mektons, this is more than made up for by their higher speeds and tactical versatility.

4) **Astrofighters and Corvettes** **cost x.35**
Modifiers: +4MA, -2MV
Propulsion: thrusters, gravitic
Hardpoints: torsos, heads, wings
Special: minimum move 4 hexes/turn (in atmosphere)
Scales: 1x (astrofighters), 10x (corvettes)

Sleeker and faster than fighters, astrofighters need not even have wings. (Though they may still purchase them if desired for the additional MV bonus in atmosphere.) Because of their design, astrofighters may move no slower than 4 hexes per turn or they will be considered falling. (Whereas by comparison, fighters may fly so slow as to be moving less than 1 hex per turn and thus be considered stopped.) Obviously, this only applies during standard gravity situations.

Corvettes are large ships. Midway between astrofighters and starships, corvettes are capable of entry into and travel through the atmosphere. Corvettes follow the exact same rules as astrofighters, but may purchase any number of scale 1 weapon bays (see *"Scaling and out of scale weapons"*).

Both astrofighters and corvettes are capable of achieving orbit and re-entry.

5) Walkermecha cost x.4

Modifiers:	+2MA
Propulsion:	fan, thruster
Hardpoints:	all
Special:	-2WA for hand held weapons
Scales:	1x only

Mid-way between fighter/astrofighters and manform meks, walkerforms may use all weapons. Attacks however from hands, feet talons, pincers and other hand held or arm mounted melee or ranged weapons are at a -2WA penalty due to the only partially transformed position of the arms.

6) Helicopter form cost x.25

Modifiers:	-2MA, +1 MV, +1 all WA (while hovering)
Propulsion:	fan only
Hardpoints:	torsos, heads, arms, wings
Special:	may hover (see below) MV not to exceed 0
Scales:	1x and 1/5x

Helicopter form meks, or gunships, serve mainly as flying ground turrets. Their low flight speed is mainly of tactical importance. Most useful for the gunship form mecha is the ability to hover. Though manform and some other mecha may dance about in small areas and be considered non-moving, only helicopter gunships may truly hover in one place. While so doing a +1 WA bonus may be added for all weapons.

7) Beast form cost x.30

Modifiers:	+2MV on ground, +1K damage in melee
Propulsion:	legs only
Hardpoints:	any
Special:	no handheld weapons, MV not to exceed 0
Scales:	1x only

Lions, tigers, or bears; beastform mecha are designed to take maximum advantage of their servos and internal mechanical musculature. Because of this they are both more maneuverable and more powerful. Though they may not use any form of hand-held weapons, all arm or leg mounted melee weapons receive an additional +1 Kill bonus to damage.

8) Avian and Dragonform cost x.35

Modifiers:	+1K damage in melee
Propulsion:	legs, thrusters
Hardpoints:	any
Special:	no hand held weapons, MV not to exceed 0
Scales:	1x only

Avian form mecha are in many ways similar to beastform mecha, being subject to all of the same rules with the exception that avian form mecha may fly and in fact many possess wings. Avian forms possessing more than one set of legs, or a set of arms are often referred to as "dragonforms" on Algol, such mecha follow the same rules as Avian mecha.

9) Cycleform cost x.35

Modifiers:	+3MA, +1MV
Propulsion:	wheels, treads, fans, gravitic
Hardpoints:	head, torso, hadheld weapons
Special:	MV not to exceed 0
Scales:	1x, 1/5x

Often it is desirable for smaller mecha and powered armors to transform into cycleforms for easier movement and storage. Heavily used by police and law enforcement agencies all over Algol, cycleform mecha are efficient and versitile. However, because of the pilot's small size compared to that of the cycle, combat armor must be worn for the transformation process to be possible.

10) Autoform cost x.2

Modifiers:	+2MA
Propulsion:	wheels, treads, fans, gravitic
Hardpoints:	torso, shields
Special:	——
Scale:	1x, 1/5x only

Similar to cycleforms, only larger, autoforms may be any type of automotive vehicle. Autoform transformable pilots however, need not wear combat armor.

11) Starship/Starbase cost x.3

Modifiers:	+2MA
Propulsion:	thrusters, gravitic
Hardpoints:	"torsos", "heads", "wings"
Special:	only gravitics may enter atmosphere
Scales:	100x only

Vastly larger than corvettes, starships are capable of interplanetery travel. In fact no mecha so large as to be able to transform into starships have ever been manufactured in the history of Algol; this however, does not mean that it is not possible. Mainly this has been included for those of you actually wishing to build starships, in which case this mode would be chosen as the mecha's "natural form." Mecha of this form without propulsion are often called "starbases" and are placed in orbit high above planet surfaces. Surface bases and orbital colonies are also of this form.

***) Concealment cost x.1**

Often it is desirable for a mecha to transform into another form in such a way as to conceal the fact that it is really a mecha. This can be accomplished by paying x.1 for each form in which the mecha wishes "concealment." Concealed forms will appear just as if the mecha were one of whatever vehicle is being chosen. (Obviously not so useful for beastform or avianform...)

Many of the above transformer modes provide MV bonuses. As with other forms of MV bonuses, these may not serve to increase the mech's MV above zero. (This may only be acomplished with thought control.)

***) Efficient Transformation cost x.1**

This options allows the mecha to take up 1/2 CP spaces for the transformation mechanics. This will allow a smaller mecha the option to use multiple transformer modes without taking up all available internal space. The .1 cost multiplier applies to all the transformer modes a mecha has, so it need only be bought once.

V-MAX SYSTEM

Ebonflack had the advantage; the Shairt Delta couldn't get any sort of weapon's lock-on. On the other hand, the Delta was an open target to the Artimis.

Ebonflack was winning; for every hit Lathrin scored, he returned three. The Shairt Delta was good, and Lathrin was a good pilot. But Ebonflack was better. All Lathrin's tricks were finally used up.

"Lathrin" It was Tal's voice, over the com.

"Get Karen out of here, old man!" Lathrin snapped. "I'm already dead."

"I doubt she will like that idea when she wakes up. Do you want to put her through what you went through?" Tal was smug as usual.

"What choice do I have?"

"Simply initiate power over-run sequence Qued-Selka-Ector." Tal sounded like he was giving instructions to a six-year-old.

"What will that d...." Lathrin was cut off as Ebonflack sliced off the Delta's right leg just below the knee.

Ebonflack was circling around for the kill when the Shairt Delta began to glow noticeably.

It seemed Lathrin did have one more trick up his sleeve.

Power capacitor systems allow a mecha to burn almost all of its internal nuclear power supply, and in doing so, supercharge all internal systems for a brief but glorious instant of destructive power.

Unfortunately, this effect tends to be somewhat dissapating to the mekton's effectiveness once the fuel supplies are exhausted.

This system is effective for a limited number of turns only; this duration determines the cost of the system.

Turns:	1	2	3
Cost:	x.75	x1.25	x2.0

During this time the mecha is subject to the following rules:

1) All normal beam weapons and beam weapons in energy pool portfolios have their range and their damage yield increased by 50%.

2) All energy melee weapons and EMW's in portfolios have their yield increased by 100%.

3) +1MV. This, like thought control systems, may increase the mecha's total MV above zero.

4) All non-energy melee weapons do an additional 2 Kills of damage.

5) Leaping distances are increased by one extra hex.

6) All reactive shields (force fields) and point defence systems ("automated" energy melee weapons) have their PF's and AF's respectively increased by 100%.

7) Reactive shields (force fields) can take 50% again their normal damage capacity.

8) The mecha gains an additional action.

9) The pilot of the mecha may not target specific systems on enemy mecha.

Once, however, this system is no longer active, the now depleted mekton is at a great disadvantage, and is subject to the following rules. These disadvantages apply until the mecha has its powerplant repaired at a mecha repair facility. The repair process takes a minimum of 3 hours to complete.

1) Normal beam weapons and beam weapons in energy pool portfolios do 50% less damage and have 50% less range.

2) All energy melee weapons and EMW's in energy pool portfolios do 50% less damage

3) -1MV.

4) All non-energy melee weapons do one Kill less damage.

5) Jump ranges are reduced by one hex.

6) All reactive shields (force fields) and point defence systems ("automated" energy melee weapons) have their PF's and AF's reduced by 50%.

7) Reactive shields (force fields) take 50% less than their normal damage.

8) One less action (if a mekton's total number of actions is reduced to zero, it is assumed to be totally shut down).

Also, it is possible for a mecha to have two V-max systems. In this case they may be used independently (at separate times,) in which case the mecha will function as listed above both times, or the pair may be applied simultaneously. In the latter case, all of the effects listed for one system are doubled, (e.g. 100% increase in beam weapon strength, 2 extra actions, etc...)

In either case, the mecha is not assumed to have burned out the majority of its internal fuel reserves until after both V-max systems have been used. When this has happened, however, the drain is almost absolute; the machine suffers double the penalties listed above (beam weapons are useless, -2 actions, etc...)

WEAPON MOUNT

In Mekton II, hands are only allowed to be placed on the ends of arms. In MTS, you still need to pay for hands, but in addition to being able to place them on the arms of your mekton, you may place extra "hands" on various servo locations.

For clarity's sake, these extra "hands" are called **Weapon Mounts.**

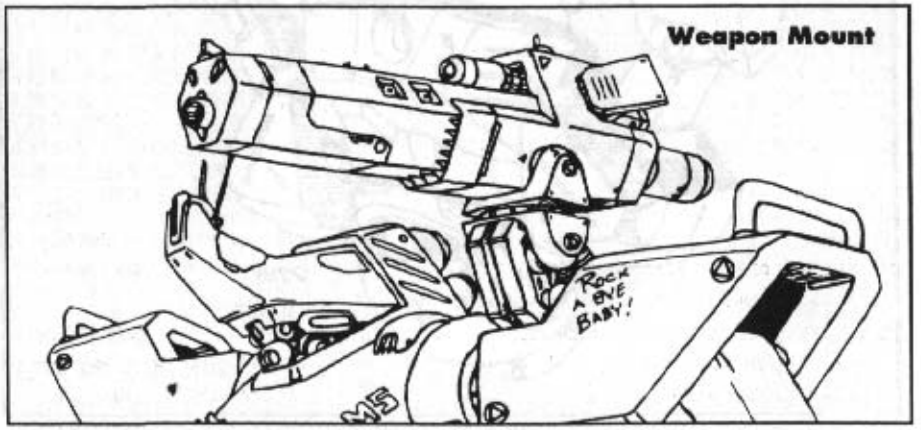
These mounts allow any servo to "hold" a weapon of a CP value equal to the initial CP spaces available to the servo on which the mount is located. For all practical intent, the weapon mount acts exactly like a hand, with one exception. Weapon mounts may not manipulate objects, they simply exist for the holding and targeting of weapons.

Torso servo's may hold two weapon mounts, all other locations only one.

Unlike a hand, which takes no space on its arm, a weapon mount costs 2CP and takes up 2CP worth of space from the servo it is mounted in. Weapons mounted in a weapon mount may be targeted and destroyed as if the mecha were carrying it in a normal hand.

NEW RULE!

When a servo holding a mounted weapon is hit, the defender must make a Luck roll, vs. difficulty 15. If the roll fails, the attack is treated as if it had simply struck the weapon, and is resolved normally. If the roll succeeds, the attack is resolved against the servo. Once a mounted weapon on a servo is destroyed, all attacks against that servo are resolved normally.



VIGIL ELARAN MEKTON SUIT EMA-105

By 1505, it became obvious to the Elaran High Command that the Vector was hopelessly obsolete. In combat against the Mauler and the Rampage, it consistently came out second best. Because of this disparity, the decision was made to produce a newer, more technically advanced version based on the same frame.

The new unit, named Vigil, would use all the technologies that had proven useful on the Vector, while replacing obsolete or outdated ones. The first items scrapped would be the primary and secondary sensor arrays. These "eye-like" targeting sensors on the face would be replaced by a far more protectable "visored" sensor array, and the secondary arrays would be removed from the obvious "target-spike" to a protected area in the unit's torso. No longer would Kargan pilots practice their marksmanship by blinding Vector pilots. The result was a head that looked less like a face, and more like a helmet. An added bonus was an extended sensor package, allowing for greater spotting and communication ranges.

The main obstacle the planning committee faced was showing that a mass-produced version of the Vigil could be built on an acceptable budget. Their final design came in slightly greater than the price of a proposed Vector MkII, but, desperate for a solid combat platform that could match the Kargans, the Defense Council readily approved construction.

With all of the changes and modifications, the Vigil ended up having a considerably different look than its predecessor. Almost all Vigil weaponry was upgraded from the Vector, with rocket launchers and machinecannon removed from the main body to better facilitate armor protection. The old 150mm cannon was replaced by a powerful plasma launcher, and the laser-gun in the head was also upgraded to an auto-fire weapon. This reduced the damage per shot, but multiple attacks could strip the armor off an opponent before they had time to react. Interior missile pods were added to the arms and legs as well.

■ SERVICE RECORD

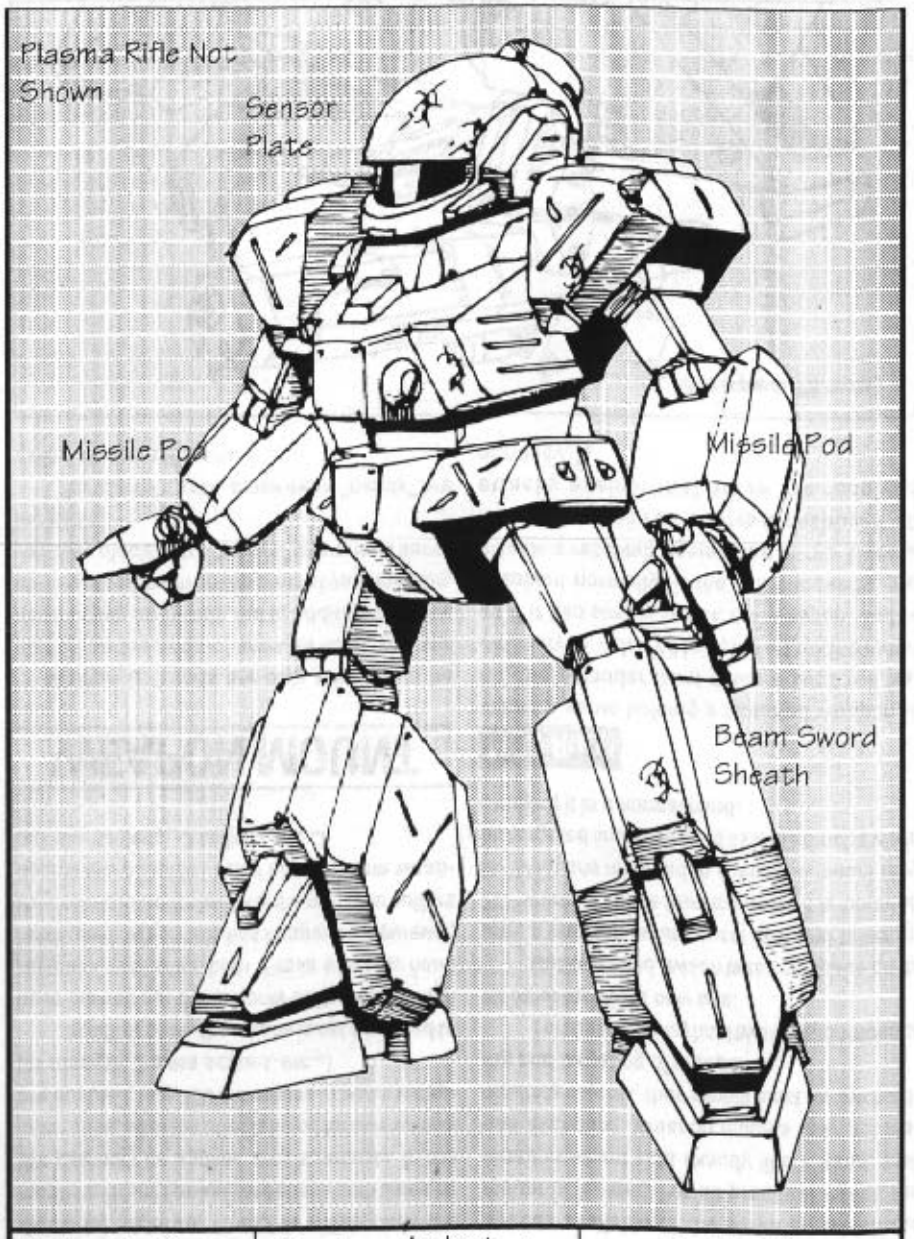
During Archipelago War of 1505 to 1510 the Vigil became the standard of Elaran defense. In order to quickly establish unit effectiveness, the first squadron was deployed in a surprise attack on the Kargan city of Korthad. The initial wing of twelve Vigils, led by Captain Johnathan Stragg in a modified Vigil-M, used their missiles in an effective carpet barrage of military production targets around the city. The wing met only moderate resistance as the Kargans never expected a direct invasion of Kargan soil. The Vigils performed well during the battle, destroying almost all Maulers engaged. After crippling the site, the Elarans quietly left.

The rumor that a dozen new Mektons had completely vaporized Korthad and disappeared without a trace swiftly spread through the Kargan ranks. While this rumor was not quite true, the morale damage to the Kargan troops lasted for weeks, and sent the Kargan High Command a definite message: no place was safe from the new Elaran mecha.

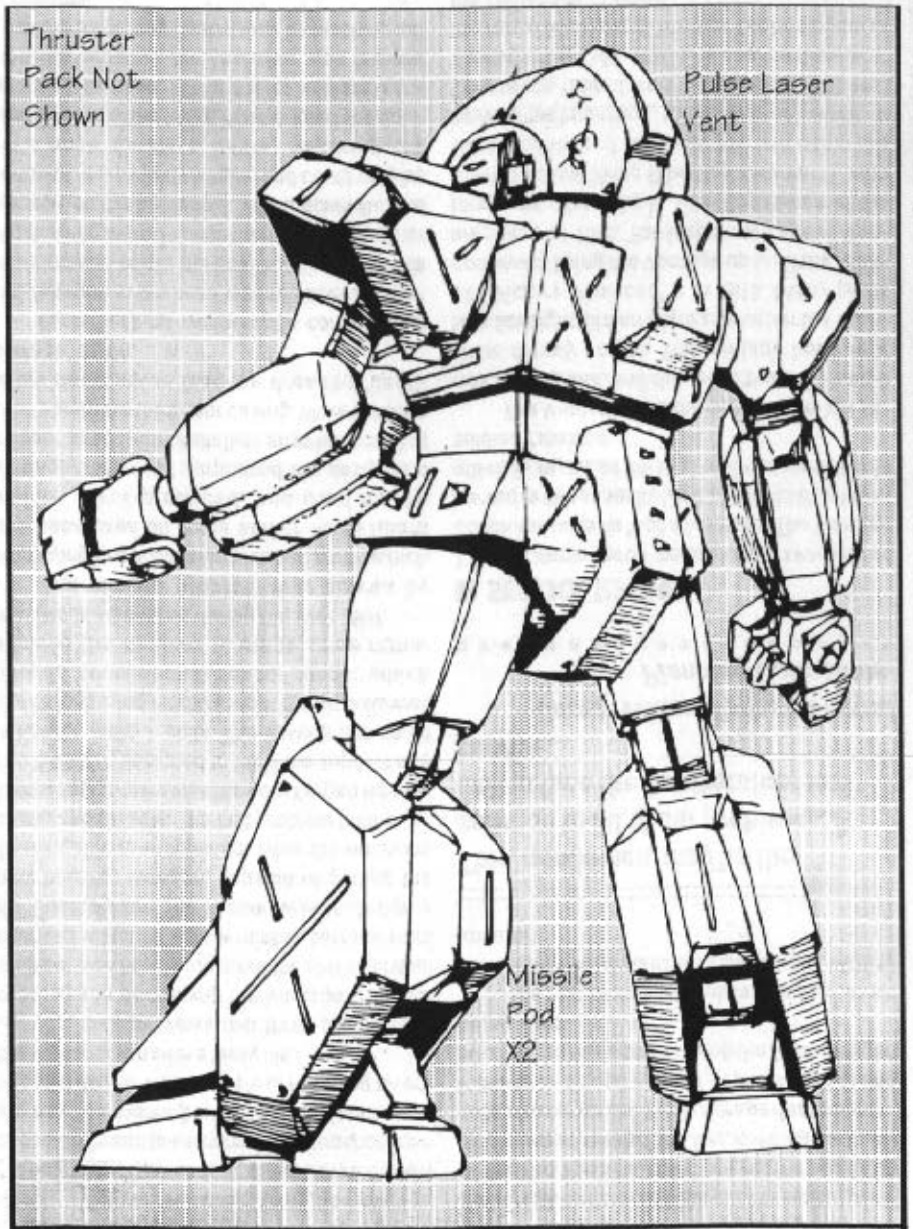
After a successful first mission (without losses), the Vigil was soon assigned to conflict zones in all parts of Algol. One of the most significant displays of the Vigil's combat effectiveness occurred during the Kargan raid on Arcol and Loriel. This conflict, later named The Bay of Blood, forced two and a half squadrons of Vigils to hold out against a substantially larger Kargan invasion force. Through creative use of missiles and selective use of their one Vigil-M, the besieged units managed to hold the Kargans until supporting units arrived to drive the invaders away.

■ VARIATIONS:

Among the standard (and one of the first) modifications of the Vigil was the Vigil Missile-Type (EMA-105M), usually used for strike missions or in a support role. The Dreylan Spp-



Design By: Dison	Checker: Ardest	Revision: 2
Date: 1505	CAD: EDC-12	Manufacturer NADG



Design By: Dison	Checker: Ardest	Revision: 2
Date: 1505	CAD: EDC-12	Manufacturer NADG

Height: 14.2m
Weight: 67.3
Flight Speed: 360mph (aprox.)
Crew: 1
Weapons: Nissan SR-6 Ranged Plasma Rifle
Filsen PL-3 Ranged Repeating Laser
Nissan BW-4 Melee Plasma Blade
Standard NDG Arm-Mounted Shield
4xDeckson Mk IV Missile Pods
Armor: Standard Rildium Plating
Max. Sensor Range:
1000Km/Max Vis, 7Km/Targeting Range

TECHNICAL SPECIFICATION

S49m Plasma Launcher was replaced with a large, hand-held missile launcher, giving the Vigil a heavy weapon with the ability to do damage on a large scale to multiple targets. Pilots preferring the missile's destructive capabilities, rather than the accuracy of the Beam cannon, were often assigned to heavy assault duty.

A single variant of the Vigil (EMA-105F) had wings added for extra air speed and additional payload space for more missiles. Most of these sort of modifications were reserved for officers.

■ DISTINGUISHED PILOTS:

One of the best known pilots of the Archipelago War was Lt. Cmdr. Lonora "Auntie" Cursten of the Deloyer Wing, Koriel. Her service history (dating back to the last years of the Kargan occupation of Elara) showed a fierce determination to resist Kargan aggression at all costs. She had hoped never to see combat again, but when the first Kargan meks decimated Koriel, Cursten knew that war would again dominate her life. In spite of her age, Lonora's determination got her through the rigorous pilot training and won her command of a Vigil squadron. With her seniority and protective nature, her subordinates nicknamed her "Auntie" and labeled her Vigil the "Vigilante."

One of Lt. Cmdr. Cursten's more noteworthy combat experiences was surviving the long-running battle in the archipelago known as the Six Week Hell. Squadrons and individual units from both sides were cut off from their respective carriers as the opposing commands decided to launch preemptive strikes, destroying everyone's ride home. With scores of mektons stranded in hostile, contested territory without orders (and with the enemy lurking about in the same fix), the situation rapidly degenerated. Because of survival skills learned during the Kargan occupation of Elara, "Auntie" managed to keep her squadron alive until other Elaran carriers and rescue vessels could arrive.

MASS-PRODUCED STANDARD ASSAULT MEKTON

VANTAGE ELARAN MEKTON SUIT EMA-108

In early 1508 it became obvious to the Elaran high command that a replacement was desperately needed for the Vigil. The Vigil was currently facing the Rampage, a suit that nearly equaled it, and the newly activated Deathstalker, which was superior in every way. The missile barrage that the Deathstalker could deliver was capable of reducing an entire Vigil to scrap with a lucky hit.

The design crews had three problems to overcome in developing the Vantage. The first problem was how to increase the unit's survival chances when hit with a missile barrage from the Deathstalker. The second was to design a new back-up weapon, capable of putting the finishing blow to an opponent, while still remaining cheap and reliable. The last problem facing the Elaran design team was the new Kargan Hawk's Eye IMS-007, designed to fulfill the support role in Kargan mekton units. The Hawk's Eye could use its long-range radar to spot Elaran units well outside conventional sensor range, which allowed the Kargans to stage some rather disastrous ambushes during the year 1507.

The missile problem was solved by employing a new Daliaum test-bed armor which had been used on some earlier Royal Guard mecha. Mass-produced, and used on the Vantage, the result surpassed the designer's wildest hopes; Deathstalker missiles couldn't even penetrate the armor casing. Now Vantage pilots need never fear the dreaded "death barrage" again.

For a back-up weapon, the conventional Las-Autogun in the head was replaced with an experimental heavy plasma launcher, capable of delivering more damage than almost any other weapon on the battlefield. While powerful and compact, it was fairly fragile, and could only be used once during a battle, requiring the replacement of the entire Plasma Interface upon returning to base. While rather useless as a "back-up" weapon, the Launcher was favored by pilots as a very flashy way of finishing off opponents.

The radar problem turned out to have a simpler solution that the Elarans had hoped. A team of farsighted techs simply designed a low-power ECM radar scrambler into the sensor panel of the Vantage's head. Whenever the heads-up display was activated, the device would randomly reflect radar waves. While not a perfect solution, it did keep a good number of pilots from falling into Kargan death traps during the Archipelagan campaign.

The rest of the materials and weapons on the Vantage were standard Vigil designs, slightly updated.

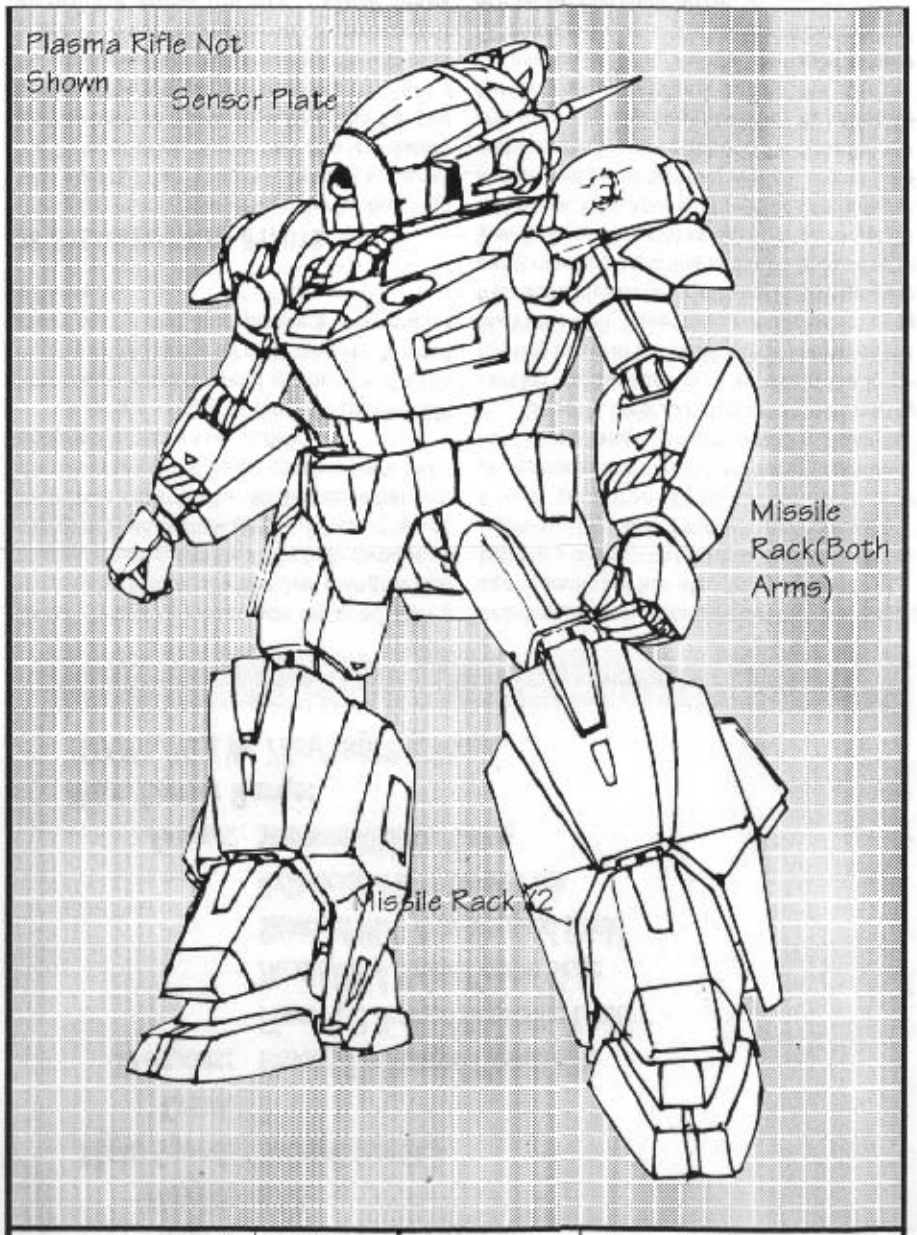
This, gentlemen, may be the solution to all of our problems. A unit to face the Deathstalker and survive...

-Cmndr Wilson Ardest, Central Planning Committee.

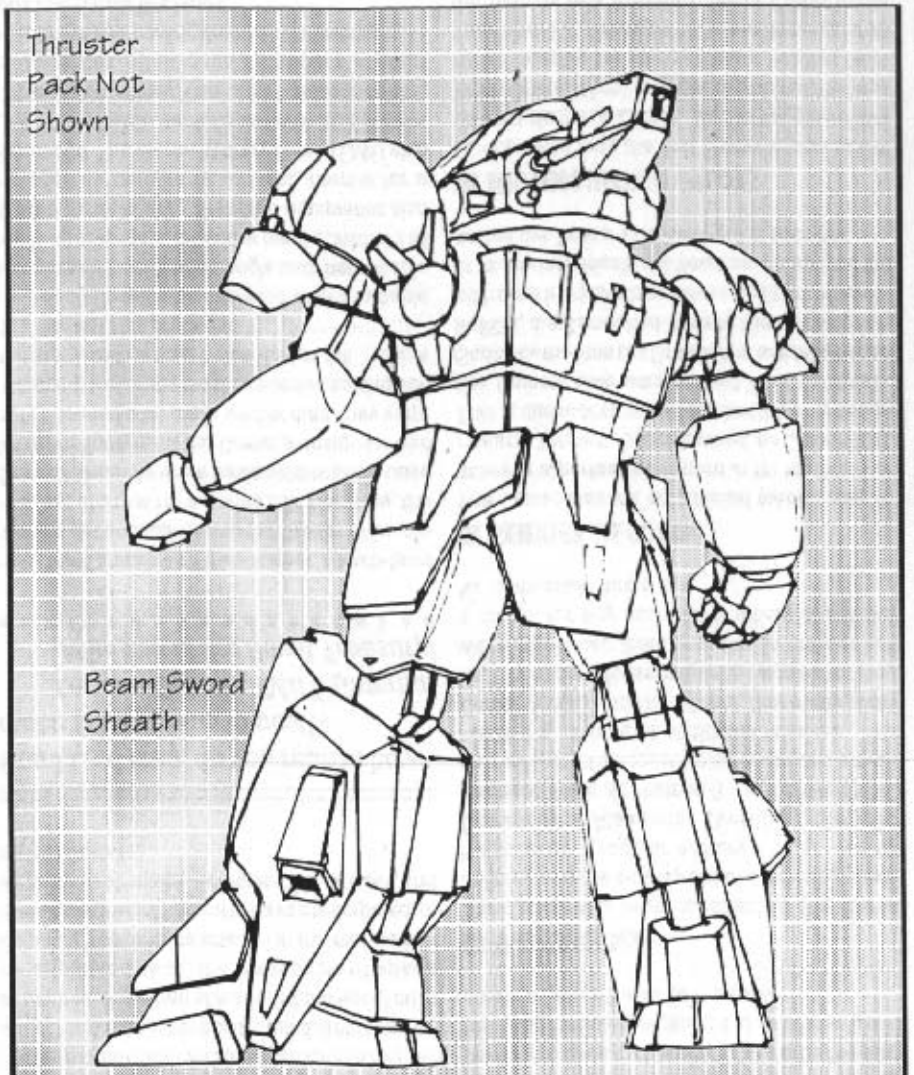
■ SERVICE RECORD

The first Vantages on the battlefield saw duty as command units for Vigil squadrons. The Vantage served in this capacity from 1508 to 1510, when it officially replaced the Vigil as the standard EMF soldier's mekton.

The Vantage was the apex of the 100 series mecha line, and the meks that followed it were merely copies. The Vantage became a familiar sight all over Algol, even after the EMA-113 Victory "replaced" it in 1513. Many pilots continued flying the Vantage up until the Murian peace of 1519. The last known active Vantage was piloted by Lt. Ellia Constance of the 314th Tactical Wing (The Night Hunters), who simply continued to modify her unit using the newest technologies, rather than replacing it. Constance retired from her wing in 1520. Her Vantage, the EMA-108(EL) is now on display at the Royal Museum of Mekton Technologies at the University of Koriel.



Design By: Dison	Checker: Ardest	Revision: 3
Date: 1508	CAD: EDC-12	Manufacturer NADG



Design By: Dison	Checker: Ardest	Revision: 3
Date: 1508	CAD: EDC-12	Manufacturer NADG

Height: 15.1m
Weight: 78.4
Flight Speed: 375mph (aprox.)
Crew: 1
Weapons: Nissan SR-6 Ranged Plasma Rifle
Nissan XM-2 HI Yield Plasma Launcher
Nissan BW-4 Melee Plasma Blade
Standard NDG Arm-Mounted Shield
4xDeckson Mk V Missile Pods
Armor: Rildium-Quarium Composite Plating
Max. Sensor Range:
1000Km/Max Vis, 7Km/Targeting Range

TECHNICAL SPECIFICATION

■ VARIATIONS

The Vantage saw more modifications during wartime than any other 100 series Mekton. There were over sixteen listed mods during the years 1508-09 alone. The most common was the EMA-108C Commander type, which introduced the Elarans to the useful idea of Command Armor, while also upgrading the missile pods and sensor systems.

Another mass-produced variation was the EMA-108S, or undersea Vantage. This unit was the first Elaran mecha to be fully operational underwater and in high pressure. It replaced the Plasma weapons with high-yield missiles.

■ DISTINGUISHED PILOTS

One hero not likely to be forgotten by the Elaran people is Ensign Hansol Vagarra. While assigned to the 121st Sparrow Hawk recon squad during early 1509, Vagarra was cut off and surrounded by a heavy Kargan assault squadron on Kalia. This squadron was an advanced scout for an entire Battalion planning a surprise attack on the military bases at Kandar.

The Kargans had jammed all communications from the Sparrow Hawks and were decimating them. Hansol, realizing that hundreds of civilian workers would perish if warning did not reach the mainland, dove his Vantage directly at the opposing forces. Expecting little fight from the foolish Elaran, the Kargan commander intercepted. But Vagarra had set his unit on self-destruct, and the resulting nucleonic fireball destroyed both Vagarra's Vantage and the Kargan commander's Deathstalker. While most of the participants of the fight were distracted, the Elaran commander disabled the systems on the ECM Deathstalker. The Elaran forces were warned, and the surprise attack was stopped cold by the 101st Naval detachment.

Ensign Vagarra was inducted into the Hall of Heroes in the Crystal Palace, and his sacrifice became a shining symbol of the Elaran cause.

MASS-PRODUCED STANDARD ASSAULT MEKTON

COMET ELARAN MEKTON SUIT EMA-216X

The Comet was the first Elaran X-Mekton; a unit capable of functioning outside the atmosphere as well as within it. This ability to transit between two environments was a true innovation in mecha technologies.

Previous to the Comet's construction, Series 200 mektons had long been known for their speed and maneuverability; the Comet was no exception. A mekton of many firsts, it excelled at its appointed task: the protection of space colonies from enemy attack. In the two battles that Comets were known to have participated in, victory was absolute—complete Axis losses, and no lost Comets.

Good Lord man, do you realize how much this is going to cost!?

Larman Dekker, IMRT. (Internal Minister of the Royal Treasury)

The Comet was a transformer, a multi-form mekton not unusual during the Orbital Wars period, but unusual for a Series 200. Normally, the Series 200 mecha were basic soldier units, used for grunt fighting. If the Comet's designers had truly intended it for mass soldier duty, they were designing the single most expensive soldier suit in history, with a cost twice that of the Turbine (the mekton that preceded it).

Each Comet was designed with a variable anti-missile/mecha, wide-angle laser net capable of hitting all targets, missile or mecha, within a 60 degree forward arc. Standard equipment also included an autofire head laser, normal for a Series 200. The Elaran Military Force (EMF) also saw fit to provide each Comet with 10 Salviane 220 explosive mines. Useful for battles in space, these mines often gave defenders a great advantage by allowing them to herd enemy mektons into handy fire lanes.

In the original Elaran defense plan, each colony was to receive 40 Comets for colony defense. If this plan had come to pass, the Elaran colonies would probably have been *totally* invulnerable from Axis, or Kargan, attack. But the Comet was simply too expensive, and a far-sighted Royal Advisor had the King limit production to 40 units. This made it the only 200-series mekton in the history of Elara to be deemed too good for use, relegating it to an officer's unit position before it ever saw action.

■ VARIATIONS

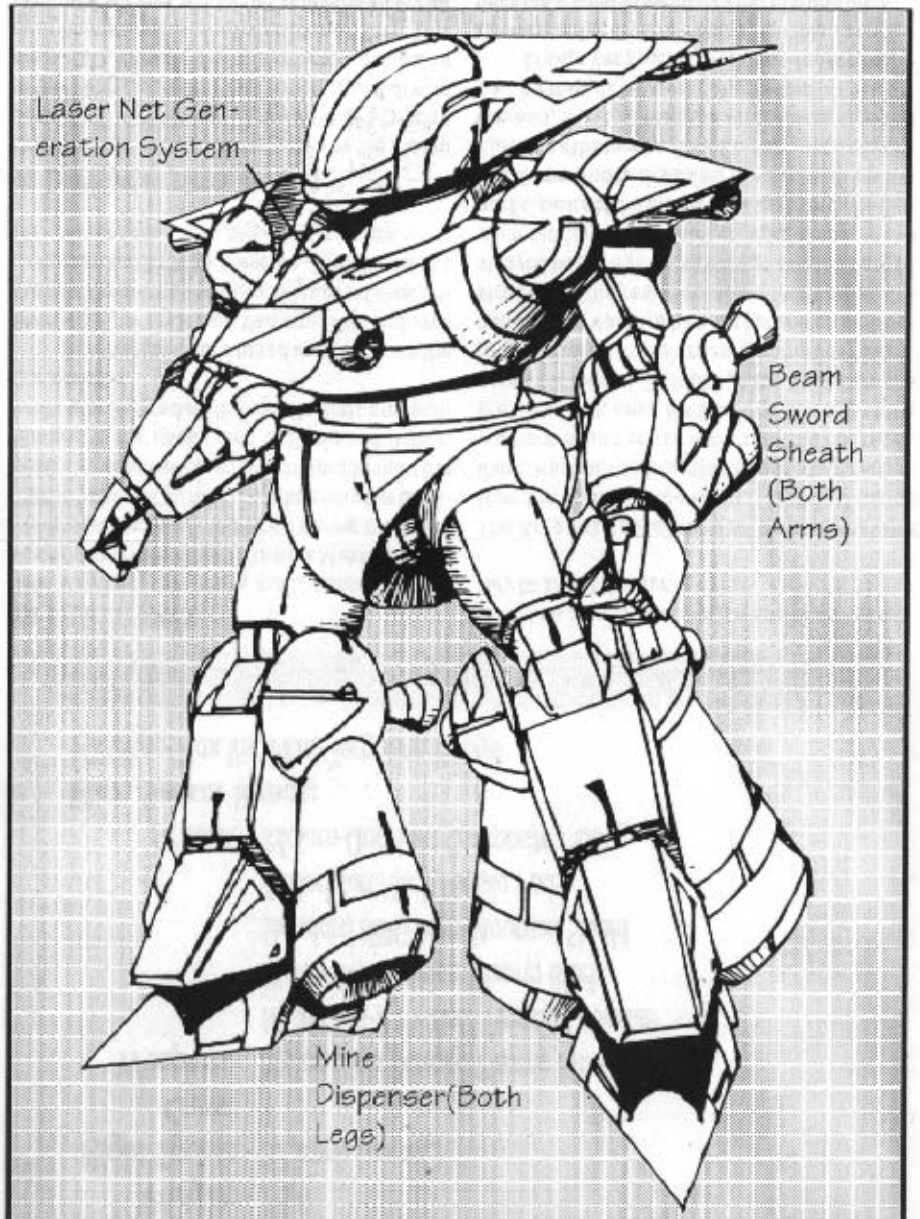
The Comet was never modified by the Elaran military, and the only record of a personal modification by a regular military officer was by Commander Alaxendar Everett of the 23rd Tactical Wing at Nielsen 3. His EMA-216XC carried a small amount of torso command armor, holding a payload of additional missiles. The Comet was so good for its time, that many pilots kept flying them for as long as ten years after they were introduced. Even then, the Comet was still a match for any basic level officer's unit the Kargans could throw at it.

■ SERVICE RECORD

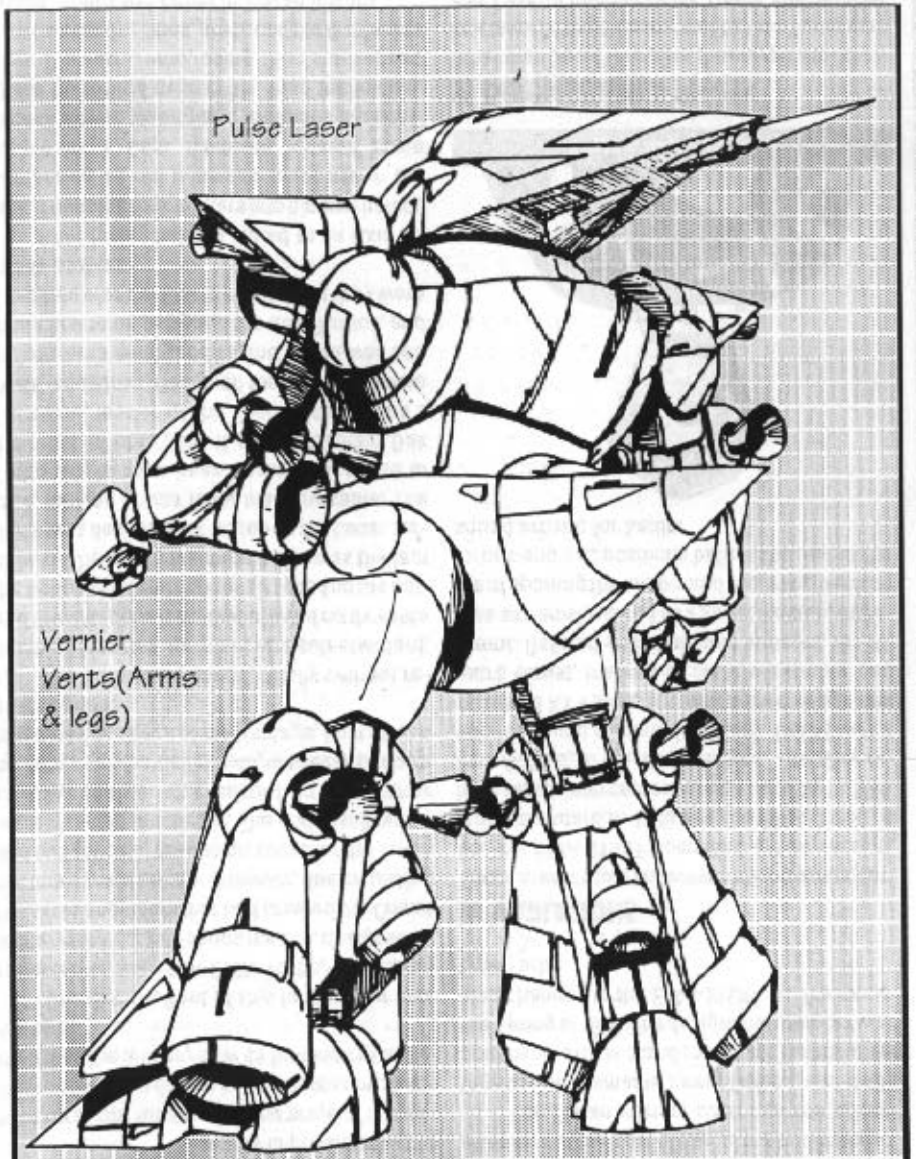
The Comet was the only Elaran mecha ever to achieve a perfect kill record in its first year of release: 10 enemy pilots downed, no Comets lost. This is due mainly to the fact that the only action the Comets saw was against Axis terrorists. Sadly, by the time the Orbital War actually began in 1531, the Comet had already been downgraded from a front line to a reserve position. However, many individuals still flew Comets up until the end of the Orbital War, with great success.

■ DISTINGUISHED PILOTS

Lt. Flair Rian was the first Elaran to see active combat duty in a Comet. Her patrol group (the 115th Orbital Wing) engaged a group of Axis terrorists outside the colony *Elara's Heart* at Neilson Point N-2. Although the Axis units outgunned her patrol's refit Vantages, Rian's Comet made



Design By: SuDac	Checker: Ardest	Revision: 3
Date: 1516	CAD: EDC-22	Manufacturer NADG



Design By: SuDac	Checker: Ardest	Revision: 3
Date: 1516	CAD: EDC-22	Manufacturer NADG

Height: 13.6m
Weight: 79.7
Flight Speed: 420mph(in atmosphere) (aprox.)
Crew: 1
Weapons: Filsen LN-31V "Laser-Net" Auto-Fire LW
Dallian SP-334d Plasma Launcher
2xNisson 224s Melee Plasma Weapon
4xDeckson Mk-VIII Nucleonic Mine
Armor: Standard Rildium Plating
Max. Sensor Range:
1000Km/Max Vis, 7Km/Targeting Range
Modifications to Type:

TECHNICAL SPECIFICATION

Lt. Flair Rian

the difference. In the savage combat around the colony, she was able to engage most of the Axis' units before they ever posed a significant threat; ending by destroying eight of the enemy, four with no assistance. Rian flew her Comet until her discharge in 1527.

Comets also saw service in the reserves, particularly in the Dion Colony Independence War of 1530. Home Guard Wingleader Lt.Cmdr. Cianna Fian commanded a small unit of Comets in several actions on the Pharsis Plateau, as well as leading an assault on the Kargan Enforcer Battalion stationed in Lyrya Rim Crater. In this legendary battle, Cianna Fian's Comet (a modified unit with command armor and a scavenged plasma rifle from a Vantage), defeated a better armed and armored Kargan Razor Type II. Although Fian later acquired a specially-designed mecha personally designed by famed tech Loran Malor, the fiery wing leader still maintained her modified Comet up to her discharge from the Home Guard in 1532.

TURBO ELARAN MEKTON SUIT EMA-219X

During the years 1518-1528, the peace faction within the Elaran Council of Lords grew in power and influence. It soon became nearly impossible for the military to get funding for any project; the advance of Mekton design and development plummeted as the military saw its funding cut at every turn.

One direct effect of this funding cut was reflected in the EMA-219X Turbo, the Elaran military newest 200-series mecha, designed by the same engineers that had created the Comet not three years before. However, due to funding and budget cuts, the design specs for the Turbo were reduced drastically. The end result was a unit incapable of confronting any other contemporary battlefield unit, or to even perform to the design specs of the Vantage, built eleven years before.

The Turbo was almost totally without redeeming features. Its armor was sub-standard, and the weapons it carried offered no threat to the better-armored mektons it faced on the battlefield. The only advantage it had was the fact that it was designed for action on the Lunar surface, making it was fairly maneuverable. The Turbo would have been deservedly exiled to the mists of obscurity, if not for Captain Dak Tremaine, leader of the Dion-based "Mina's Pride" squadron. Designed for quick response to Dion-area emergencies, the squad was one of the first to be assigned the new Turbos, and Tremaine was the first to realize that they were totally useless.

After losing half his squad to an Axis attack, Tremaine took matters into his own hands. Contacting an old business associate in the supply corps, Capt. Tremaine "located" some excess armor plating and weapons systems. These he turned over to his head technician, Olive D'amarra, who, using Dion's advanced construction facilities, produced the first "home grown" command armor in Elaran history.

Soon after its completion, the squad had a chance to test the armor's usefulness. An Axis unit using stolen Shaitans attacked the Elaran civilian housing sector in the Dion colony. Tremaine and his squad responded, driving off the attackers at the cost of four of his command.

The Elaran military soon saw the advantage of Cpt. Tremaine's new Turbos, and made command armor standard on all Turbos after the Spring of 1520. The designation number was also changed to the EMA-219XT, or *Tremaine-type* Turbo.

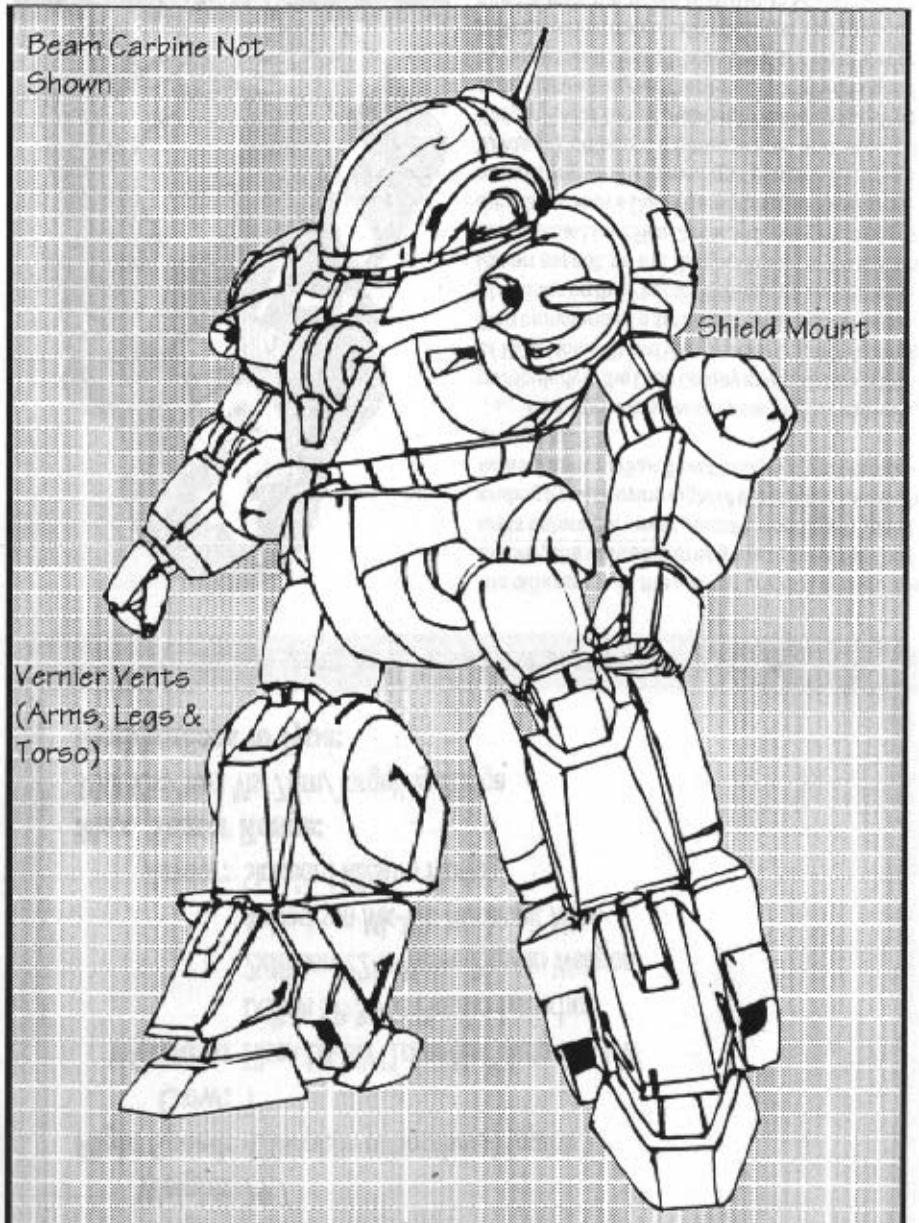
■ VARIATIONS

There are only two known variations on the Turbo: the EMA-219XT command armor version, made standard in 1520 and the EMA-219XL, a long range interceptor version used by Lt. William Arthad, of the "Eagle's Eyes," (another response squad stationed on Dion). The XL was a standard XT Turbo, but with added wings and extra thrust, instead of more weaponry and armor. Refitted with improved sensors, the XL was extremely useful as a scout mekton, capable of spotting the enemy and reporting back on forces and unit positions before the rest of the squad arrived for battle.

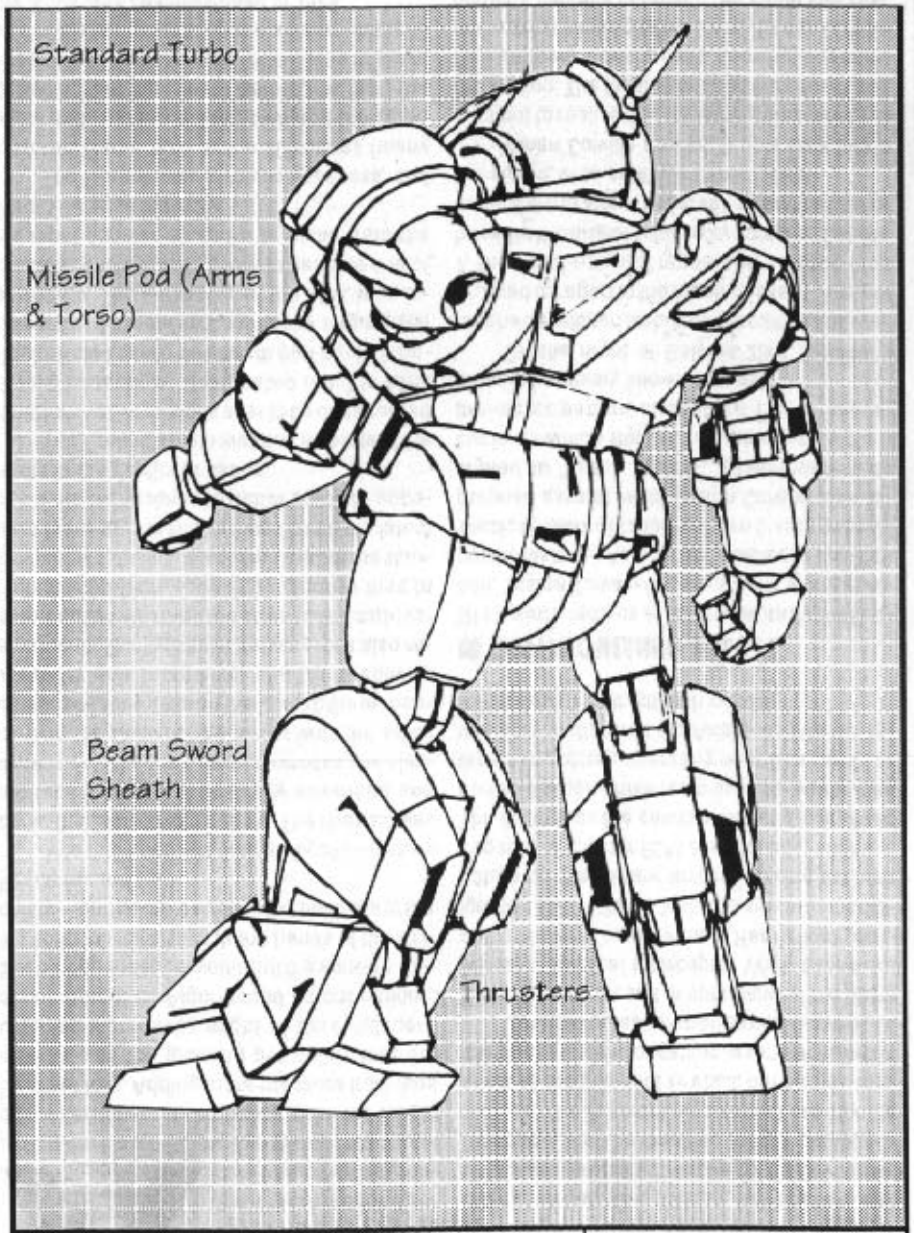
Captain Andrew Dartis

■ DISTINGUISHED PILOTS

Other than David Tremaine, the only pilot to reach Ace level (killing 5 enemy mecha) in a Turbo was was Captain Andrew Dartis. Dartis, stationed on



Design By: Durian	Checker: Ardest	Revision: 2b
Date: 1519	CAD: EDC-22	Manufacturer NADG



Design By: Durian	Checker: Ardest	Revision: 2b
Date: 1519	CAD: EDC-22	Manufacturer NADG

Height: 13.1m
Weight: 65.5
Flight Speed: 350mph(in atmosphere) (aprox.)
Crew: 1
Weapons: Nissan Mk-V Ranged Plasma Rifle
Filsen PL-5 Ranged Repeating Laser
Nissan BW-5 Melee Plasma Blade
Refined NDG Arm-Mounted Shield
2xDeckson Mk III Missile Pods
Armor: Standard Rildium Plating
Max. Sensor Range:
1000Km/Max Vis, 7Km/Targeting Range

TECHNICAL SPECIFICATION

the colony *Nearside Hope*, was the first Elaran to encounter the new Kargan Crusader unit. While on patrol, the Crusader's pilot, one Tarras Kilven, decided to disobey orders and engage Dartis' Turbo squadron, which, through a navigational error, had wandered into a disputed area of space near a Kargan-controlled colony. The fight was swift and terrible, with all but four of the Turbo squad being destroyed in the first two passes by the Crusader.

Soon, the enemy had diminished the Elaran squad to two units: Dartis and his second in command. Although the Crusader was severely damaged in the process, and Dartis was a veteran of over 5 years experience, the Kargan was simply too powerful to stop, and the captian's wingman was soon demolished.

Cpt. Dartis attempted to escape towards the Kargan colony, taking advantage of the 1/2 kilometer "no weapons zone" established around colonies by the Murian Treaty. While this provision of the treaty was almost always ignored, Dartis figured the Kargan pilot wouldn't fire for fear of hitting his own colony. He figured wrong.

Kilven, too excited at the prospect of making ace in one outing, continued firing, hitting the Kargan colony twice and killing 237 civilians. Horrified at the apparent lack of concern for the colonists' welfare, Dartis turned and reengaged, attempting to draw the Crusader away from the colony. In the desperate battle which followed, Kilven destroyed the Turbo, even as his own colony's defensive guns blasted him to bits. Dartis survived the attack by ejecting at the last minute, and was subsequently the only Elaran to have ever been awarded the Kargan Steel Star by his grateful captors. In addition, the destruction of the Crusader was credited to his record, making 10 kills in his Turbo.

Dartis went on to marry a Kargan colonist, and become a leader in the Oribital separationist movement.

MASS-PRODUCED STANDARD ASSAULT MEKTON

FIREBALL ELARAN MEKTON SUIT EMA-223X

After the Axis massacre of 300 Elaran colonists on the Aldevar 2 orbital, the Elaran peace faction, (which all but controlled the Elaran Council), realized that a total de-militarization of the space colonies would be sheer folly. Adding to the pressure from Axis attacks was the growing possibility that the colonies themselves might declare independence from their Algol-bound parent nations. Such independence would put the warmth-giving solar mirror arrays in the hands of the Colonists—unthinkable even to the pacifists of the Peace faction.

Into this turbulent time in Algolian history came the EMA-223X Fireball. The Fireball was perhaps the most technically advanced and expensive 200-series mekton ever designed (excluding the Comet). The armor was the same composite alloy used on the Comet; the maneuverability was incredible, and the firepower enormous. The hydraulic servos were also reenforced to withstand the stress of massdriver launch from Dion, speeding response time to the nearer colonies. In addition to all these standard features, the Fireball was given the latest in stealth technology, to better surprise opponents in the depths of space.

The Fireball's main weapon was one of the most innovative designs ever to be constructed during peacetime. Designated the 23c-MRL (Multi-Role Laser), this beam gun could function under different settings with a single power source. The versatility of the MRL was incredible, and it was to go on to become one of the most popular weapons to come from the Elaran defense industry.

The Fireball was a rousing success, and restored Elaran faith in the 200-series (many pilots and civilians still remembered the Turbo debacle from four years before.) In fact, the Fireball was so successful that it was to serve as the Elaran general space soldier unit until the Nova was commissioned in 1529.

■ VARIATIONS

The most noteworthy Fireball variation was the EMA-223A, an Algol-based ground version of the space unit. This mekton was the first, and only mass-produced mecha to be developed for space, then be modified for the planetside theatre. The A model was almost exactly the same as the standard Fireball, but carried missile packs instead of gatling lasers on its arms.

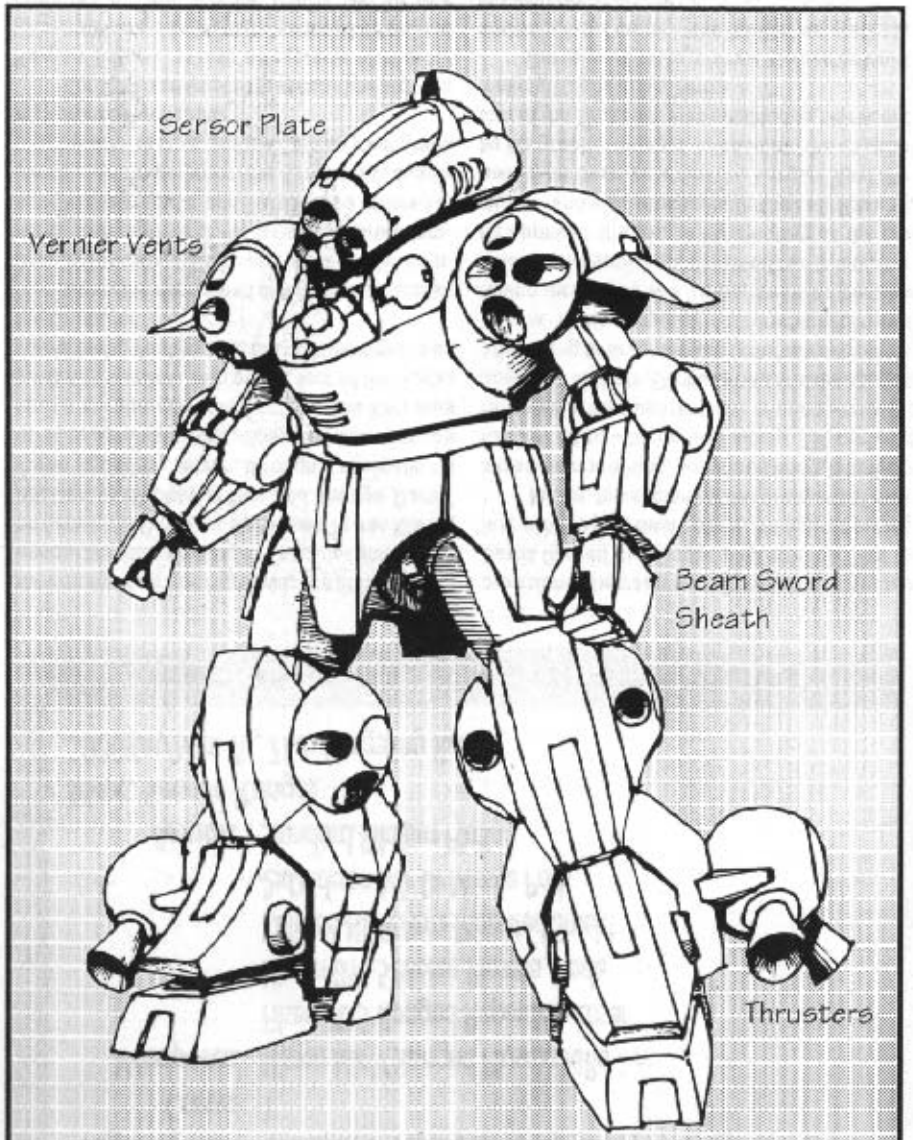
Another notable variation was flown by Lt. Karen Lavan, second in command of the 895th "Visions" Tactical Interceptor Wing based out of the Neilsen 3 colony zone. Her Fireball, designated EMA-229XR, featured superior modification on the sensor arrays, making the unit capable of greater ECM and cloaking abilities. The 895th was the centerpiece of a combined Elaran-Kargan strike team used to locate Axis terror squadrons operating near Dion, and Lavan personally lured the Axis units into the famous Devil's Belt ambush in 1528.

■ DISTINGUISHED PILOTS

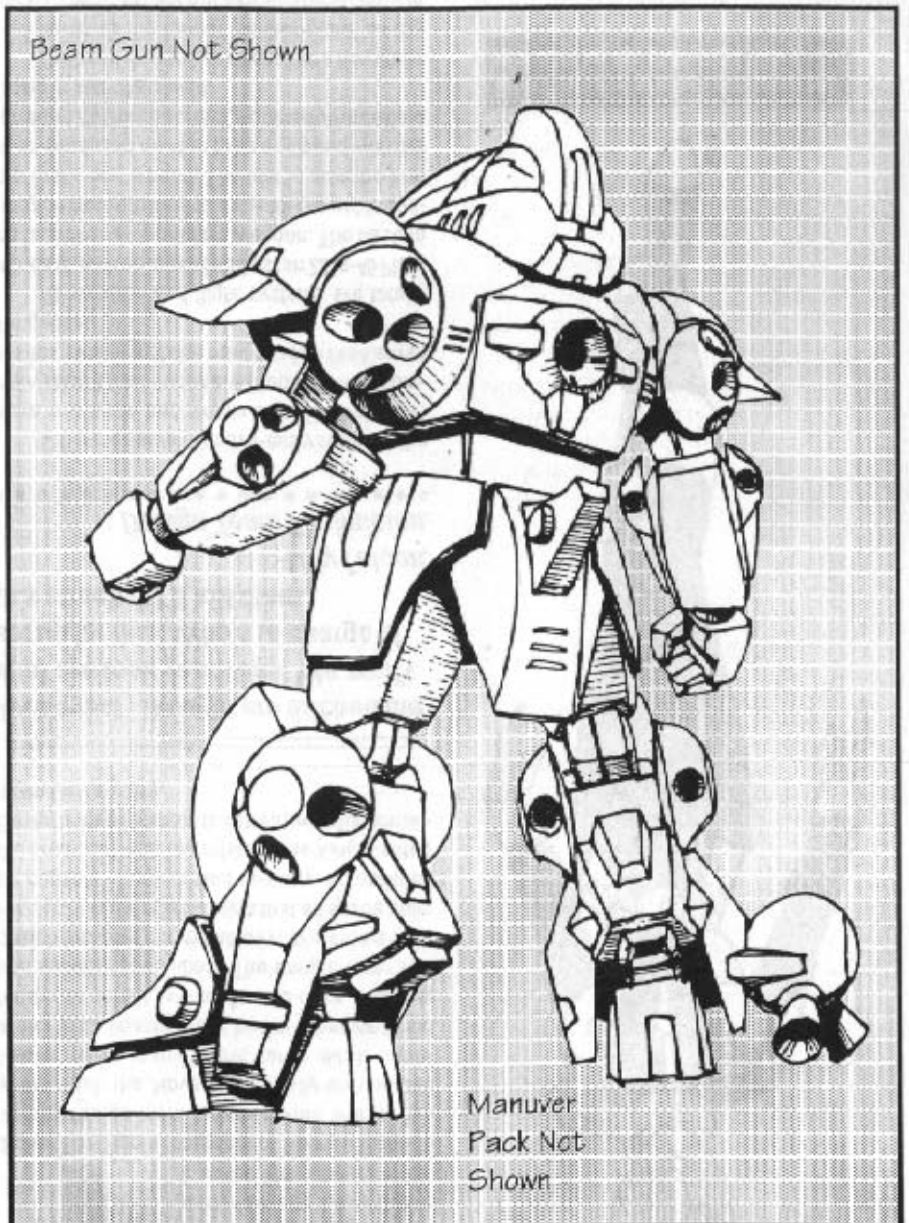
Of all pilots, famous or otherwise, to fly the Fireball, Ensign Talvain Colville stands alone in Algolian history. As a "grunt" soldier in the 35th Tactical "SwordBlades" unit (an Elaran general purpose assault wing) Ensign Colville was assigned to "Space Watch", a two-month duty cycle in which the entire squad would fly a perimeter pattern throughout Elaran space, stopping at every known outpost.

On the night of Gelvain 23rd, Colville's mecha developed stabilizer difficulties and was ordered to report to the repair docks at *Sunlight 1*, the multi-national repair and science labs based in the orbital solar array complex. Colville made the trip alone, separating from the rest of the squad, who continued their patrol.

When Colville arrived, it only took him a moment to realize that something was wrong at the station. The landing beacon was down and Axis units were on the pads. Knowing any communication would give him away, Ensign Colville began a stealthy approach. He could see sev-



Design By: Echert	Checker: Sawall	Revision: 4
Date: 1523	CAD: EDC-24	Manufacturer NADG



Design By: Echert	Checker: Sawall	Revision: 4
Date: 1523	CAD: EDC-24	Manufacturer NADG

Height: 13.8m
Weight: 89.5
Flight Speed: 500mph (in atmosphere, aprox.)
Crew: 1
Weapons: Nissan MRL-3 Multi-Purpose Ranged Rifle
Nissan BW-8 Melee Plasma Blade
Super-Refined NDG Arm-Mounted Shield
Armor: Ridium-Quarium Composite Plating
Max. Sensor Range:
1000Km/Max Vis, 7Km/Targeting Range
Extras: Eckson-Waller Stealth Modifications

TECHNICAL SPECIFICATION

Ensign Talvain Colville

eral cases near the mecha marked with the oblong triangle denoting nucleonic devices. The Axis had finally followed through on their greatest threat: the destruction of the solar arrays. Colville stared at the defensive units still parked in their bays, trying to understand why the base hadn't scrambled (he found out later that an inside accomplice had gassed the entire complex; everyone but the Axis agents on board were knocked unconscious well before the enemy units appeared on scanners).

Not knowing what else to do, he attacked. Only three Axis pilots were in their suits, and of these, one was vaporized instantly when Colville dropped his plasma bombs. For fifteen desperate minutes, the ensign fought alone, engaging multiple Axis units as they launched, until a nearby Kargan interceptor squad came to his aid. In the end, the Axis forces were destroyed, and their plans to destroy the solar arrays ended, by the interference of one man in a malfunctioning mekton. Colville was knighted by King Osmeron, and promoted to the Royal Guards.

NOVA ELARAN MEKTON SUIT EMA-229X

The newest of the Series 200 mecha, the Nova is the Elaran main line unit that would be used in any future Orbital conflict. The product of designer Ellia Elania (daughter of Duncan Elania, a Vector design team member from twenty five years ago), the Nova is basically an updated Vector, using many of the same ideas: better armor than enemy units, heavy firepower, and harder to detect and hit (in this case, cloaking and stealth capabilities). The unique outer hull design (utilizing curved ablative plates) was the result of a royal edict stating that all space units be capable of unassisted re-entry. If hostilities did break out with the orbitals, the King wanted Elaran units to be able to retreat without perishing in the re-entry.

Two eyes! I thought we ditched the dual eye look years ago. We aren't set up for this! Who's in charge of this atrocity? I'll kill them...

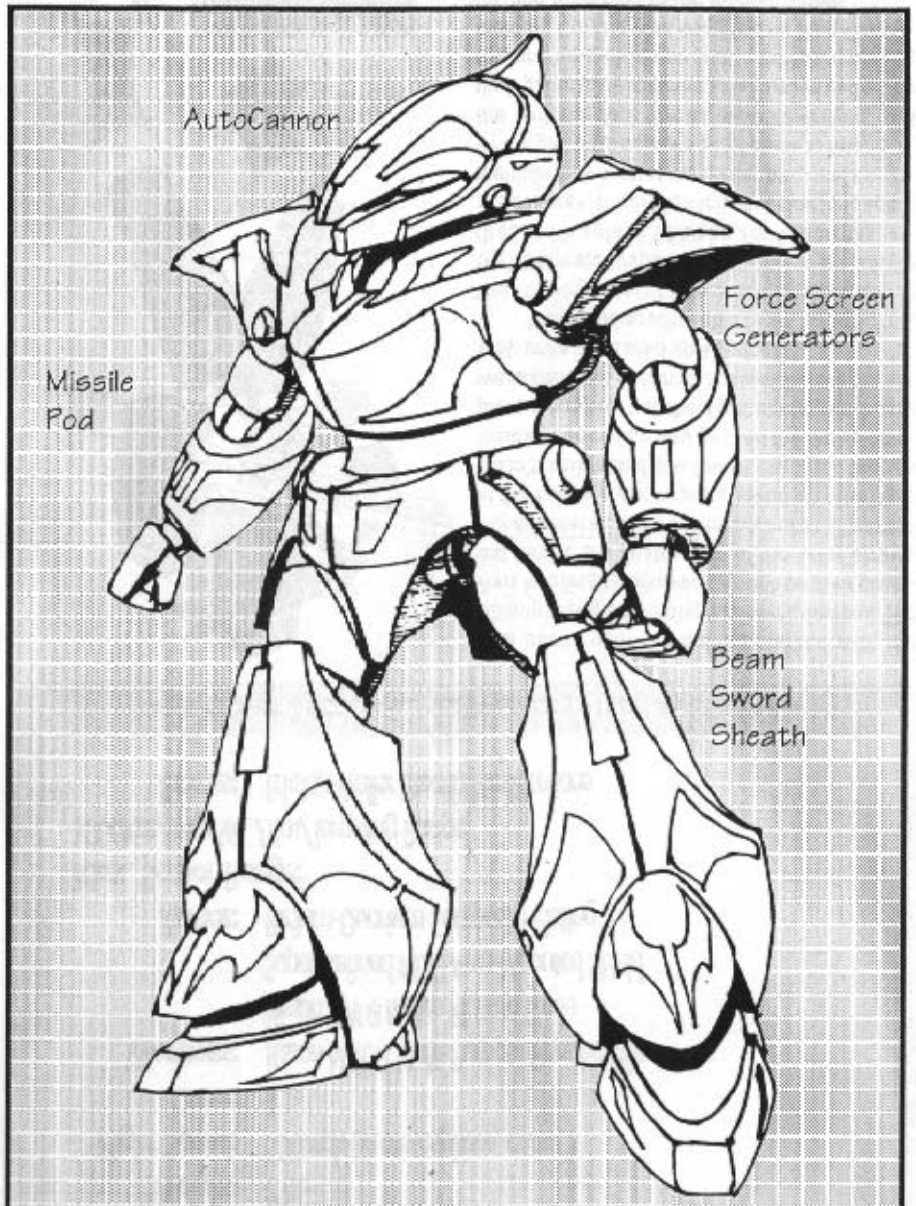
-Lilly Falcon, Design Team Technician.

Other than stealth and re-entry systems, the Nova is a basic and simple unit. The only new innovation it introduces are Stage 3 armor composites, similar to those now used on the Kargan Vengance.

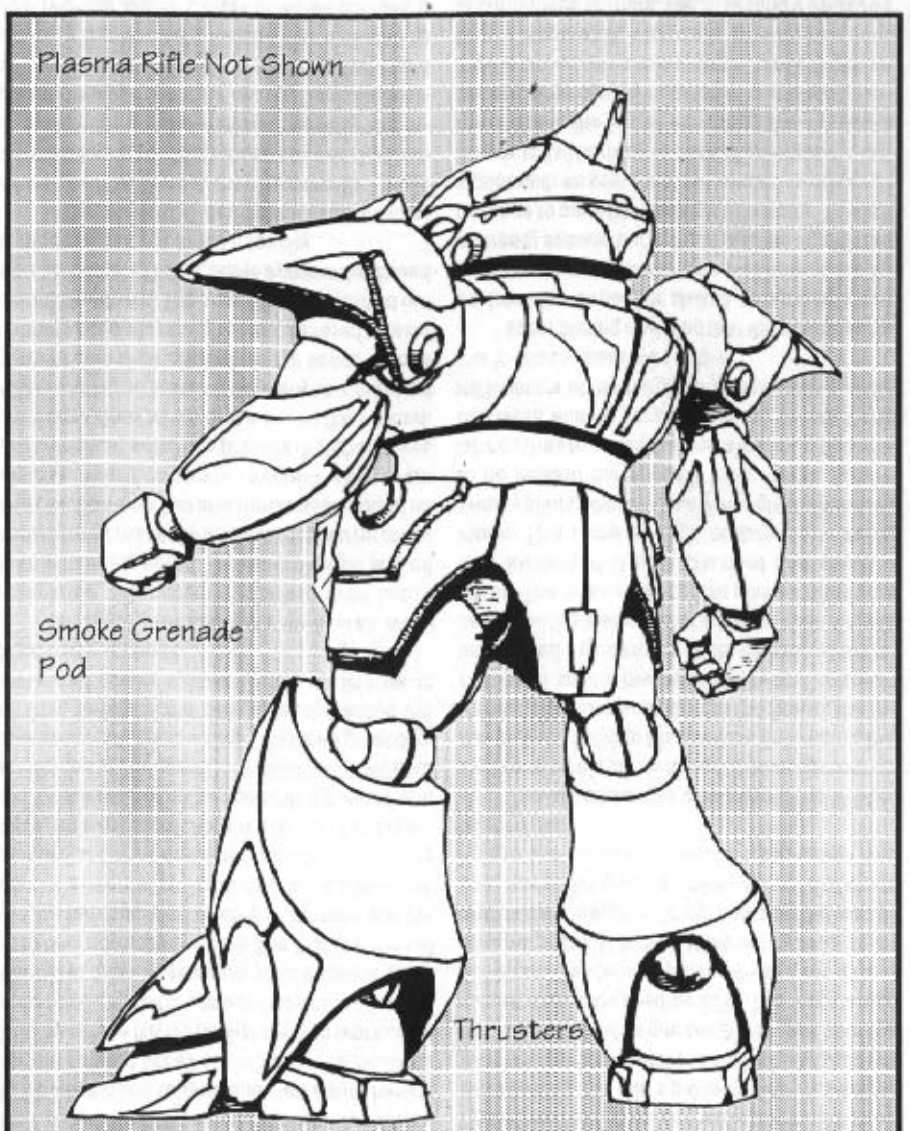
All weapon and flight systems are totally standard, with an upgraded Dyssan 233g-45 Plasma launcher as a primary weapon. The backup weapon has returned to an auto-projectile system in the unit's head. The unit is also the first mass-produced mekton to be equipped with the Ferresen 23A force screen, a powerful force field acting in lieu of a shield.

The head design has also taken a few steps backwards as the former "sensor-plate" on the mecha's head has once again been replaced with

Ellia Elania— product designer and test pilot for the EMA-229X Nova.



Design By: Ellia	Checker: Sawall	Revision: 3c
Date: 1529	CAD: EDC-24	Manufacturer NADG



Design By: Ellia	Checker: Sawall	Revision: 3c
Date: 1529	CAD: EDC-24	Manufacturer NADG

Height: 13.3m
Weight: 59.9
Flight Speed: 360mph (aprox.)
Crew: 1
Weapons: Nissan Mk-XI Advanced Ranged Plasma Rifle
Matarn Style 6 Auto-Cannon
Nissan BW-10 Melee Plasma Blade
Nissan Type 3 Phaze Plasma Screen
Deckson-5 High Burst Smoke Grenade
Deckson High Yield Type 3 Missile
Armor: Quarium-Wilson Style Plating
Max. Sensor Range:
1000Km/Max Vis, 7Km/Targeting Range
Extras: Eckison-Waller Stealth Modifications

TECHNICAL SPECIFICATION

"eyes." However, the sensor capabilities are now powerful enough to make up for the lack of emission area.

■ SERVICE RECORD

The Nova has performed admirably in all simulations and mock combats. However, no known action has yet occurred between a Nova and any enemy unit. Computer and statistical tests indicate no clear advantage over the Kargan Vengance, the Nova's primary "opponent" mekton.

While the Nova remains untested under actual combat conditions, the EMF maintains that it is one of the most combat-ready mektons in the Elaran arsenal. With tensions between planetary governments and orbitals growing everyday, it may not be long before the Nova will be tested in battle.

■ VARIATIONS & DISTINGUISHED PILOTS

In addition to being a designer, Elania is also a top-notch pilot and combat expert. Her original design for the Nova was deemed too expensive, so that lesser model has been designed and mass-produced instead. Having good contacts in Elaran mecha firms, Ellia had her "dream" unit constructed anyway, and designated the EMX-229S, or SuperNova. The suit, painted in the designer's favorite colors of pink and black, is one of the more flamboyant mecha in the Elaran military.

The SuperNova is a true original. Its main weapon is a beam Naganata, and Ms. Elania is capable of using it with deadly efficiency. In fact, the SuperNova, while having an extremely powerful beam gun, hardly ever uses it. The pilot simply preferres hand-to-hand mecha combat.

MASS-PRODUCED SPACE ASSAULT MEKTON

VANDAL ELARAN MEKTON SUIT XME-422X

The Vandal was, like the Vortext, an experimental test bed for the Elaran Defense Force. Aware of the Elarans' desperate need for a new mekton that could deal with the Warlord or Rogue, Dr. Tal knew that something different would have to be developed to give Elara an equal footing should conflict break out in space. To facilitate this, he set the NADG design crew to work on an enhanced capacitor system that would allow the Vandal to draw more power from its powerplant than was normally feasible. The first test runs of the system succeeded only in burning out the mecha's internal systems, causing a premature powerplant shut down (or, in one memorable case, an explosion). As a result, all of the mekton's systems had to be specially insulated and reinforced to withstand the power surge without spontaneously combusting. This took a great deal of time, because the design team wanted the enhanced power system to stay on line for at least thirty seconds.

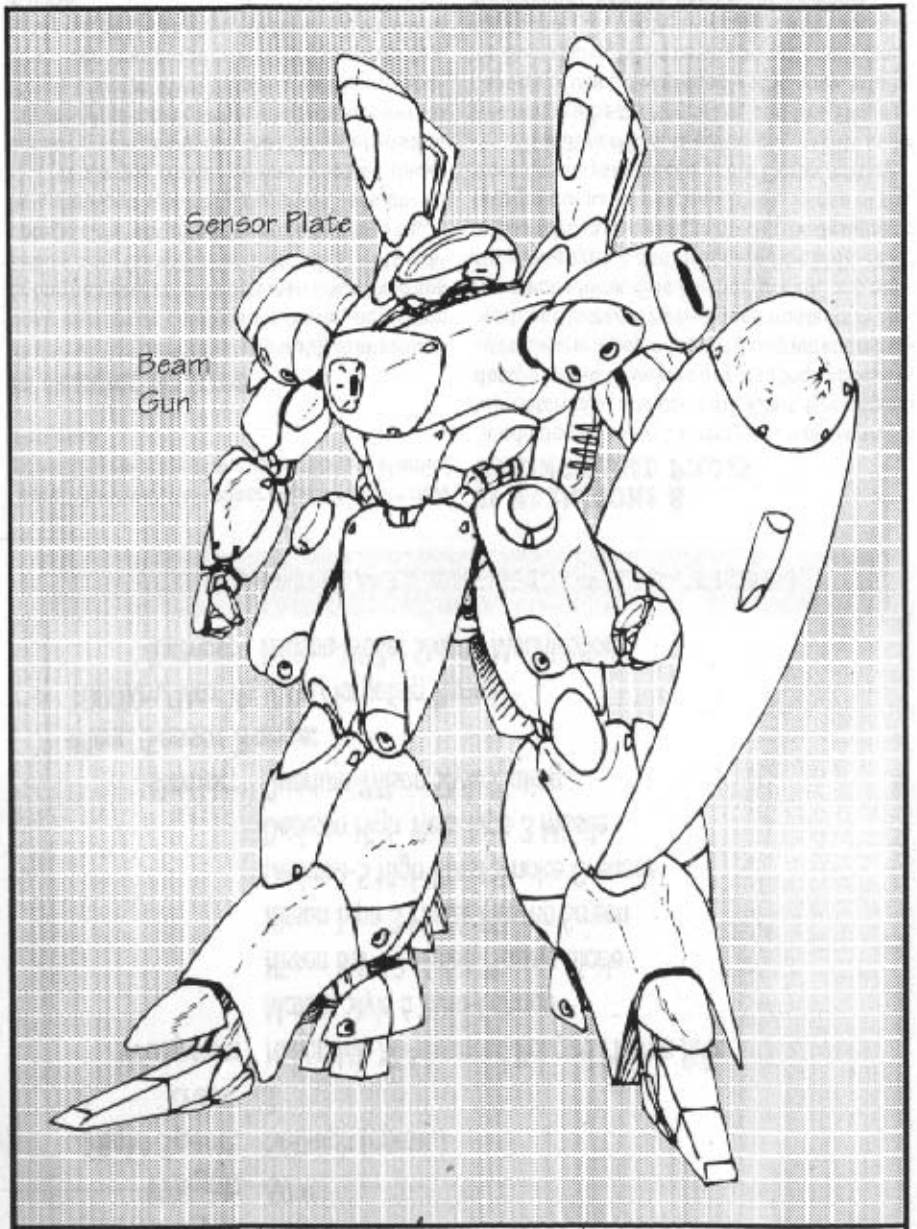
Once the precautionary measures were completed, the system performed even better than initially expected. The supercharger proved not only to increase the test unit's maneuverability and reaction time, but also the damage output on almost every weapon system the team experimented with. The primary drawback was the tremendous strain that it put on the mekton. After running all systems from fifty to a hundred percent over their original design specifcations for thirty seconds straight, most suffered at least partial shutdown. The supercharger burned out a great number of fuses. Some systems continued to function, but not at full capacity.

When the NADG design team started construction of the Vandal, they began with a basic Tempest frame, reinforced with a heavier hydraulic system for greater damage capacity and increased melee impact. An optional "knuckle buster" (an armored, reinforced covering that could slip over the Vandal's hands) was included to deal with the Xhisor Despin in melee combat. It was forged out of compressed ceramet alloy, enabling it to penatrate the armor of almost any mekton with the first strike.

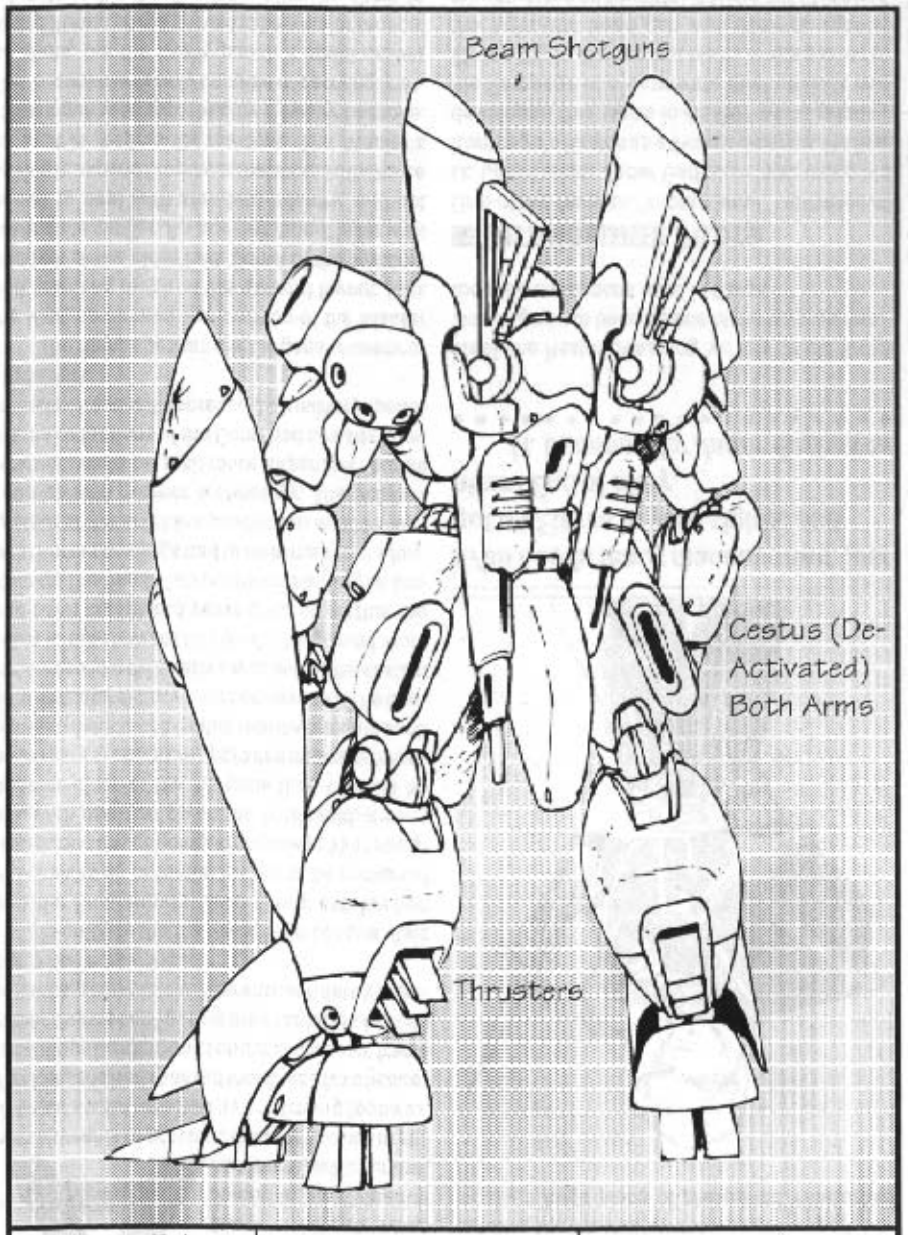
The Vandal's twin plasma rifles (the Vandal was the first unit to come with two main weapons as standard issue) were built with two primary settings: standard and wide angle. On standard setting, the rifle's performance was somewhat similar to that of standard high-output cannons. Its range was one tenth less, but damage output was increased by 25%. The wide angle "shotgun" mode was primarily used for defensive purposes. It proved to be very useful as an anti-missile weapon. To cut costs on the weapons, each was given a limited number of shots before the capacitors reached saturation and burned out.

The supercharger was named the V-Max system after the current head of development for the project, Validus Maximillian. Enhancing the Vandal's performance across the board, the increase in speed, maneuverability and reaction time saved a great many pilots who found themselves on the losing end of a duel or even a mass battle. The beam output of the plasma rifles was also increased in both standard and shotgun mode. This came as a great surprise to many enemy pilots who previously thought themselves to be beyond the Vandal's firing range. Astonished pilots reported that even the knuckle busters were able to penetrate an additional thirty millimeters of the toughest armor plating while the V-Max system was active.

Later testing revealed that the power surges from the capacitor should be split into two separate bursts. If the system was only active for a twenty second burst, there was no significant damage to any of the mekton's circuitry. This left a pilot with an additional ten second reservoir of power to fall back on in case of emergency. Unfortunately, the jolt of activating the system a second time usually resulted in completely fusing the circuits of certain systems, rendering them totally incperable, especially plasma weapons and magnetic barriers. The 30 second V-Max and



Design By: Echert	Checker: Sawall	Revision: 4
Date: 1522	CAD: EDC-24	Manufacturer NADG



Design By: Echert	Checker: Sawall	Revision: 4
Date: 1522	CAD: EDC-24	Manufacturer NADG

the 20/10 were built with identical hardware. The difference was simply a programming change that had to be implemented at base. A few desperate pilots using the 20/10 system would activate the first charge and then activate the second one in the middle of the first charge's cycle. For the final ten seconds of the system's usage, the supercharger's effects were all doubled. This made the Vandal extremely deadly for ten seconds, but was also a very quick way to put the unit out of commission (or blow it up).

As with most other high-end, Algol-built mecha after 1521, the Vandal was constructed with both anti-gravity and normal rocket thrusters. For returning to Algol from orbit, the armor and all external components were treated with low-friction, heat-resistant atmospheric re-entry coating.

TECHNICAL SPECIFICATION

Height: 10.4m
Weight: 28.3t
Flight Speed: 360mph (aprox.)
Crew: 1
Weapons: 2x Nissan MRL-W2 Multi-Purpose Plas. WP
Filsen PL-3 Ranged Repeating Laser
Nissan Type 4 Melee Plasma Blade
Standard NDG Arm-Mounted Shield
Armor: Quarium Plating
Max. Sensor Range:
3000Km/Max Comm, 30Km/Targeting Range
Extras: Drummond-Tal Type 2 Psionic Amp.Sys.
Maxamillion 20/10 V-MAX
Power Amplification System

■ DISTINGUISHED PILOTS

One of the the more flashy pilots in the EMF to date is Lt. Commander Hector "Gunner" Alverez. First assigned his Vandal when promoted to flight leader of the "Ravens" (636th Tactical), a unit consisting of Fireballs stationed on Dion, Alverez is the consummate "show-off." When his Vandal arrived painted in its standard grey and black, he had his techs repaint the unit in his favorite colors of red and gold. Called before several boards of inquiry on charges of "behavior unbecoming an officer," his record on the battlefield usually has been sufficient to protect him from a court-martial. Alverez made history when he single-handedly engaged a squadron of Axis Rouges. He managed to destroy three units and escape (with major damage). Alverez' favorite tactic is to use both shotguns simultaneously, one in each hand; when they run out, he goes to the back-up torso cannon.

■ SERVICE RECORD

The Vandal has seen very little active combat, and most engagements have been small scale. However, in 75% of the military actions the unit has been involved in, the Vandal has destroyed the enemy and taken little or no damage.

RAMPAGE KARGAN MEKTON UNIT IMK-05

As the war in the Archipelago raged on, the factions involved were forced to upgrade their hardware just to survive, with elements of previous designs that were still deemed useful retained as continuing features. The Kargans had realized that it was far cheaper to continue building units on the same basic frame rather than reconfiguring their factories to build something completely different each time the Emperor had a new idea.

Eventually the Etarrans, Halo League, Axis and the Freelancers Guild firmly established themselves as potential forces to be reckoned with during the ongoing Archipelago War struggle. With new forces on the battlefield, it soon became clear to the Kargans that it would be necessary to continue upgrades and new development plans for all military hardware until such time that total victory could be assured. The continuation of the IMK series was one of the easiest steps to take toward this goal. The ground work had been completed years prior so all that the *Kamas* (The "family" structure of the Kargan Empire) Korrax holdings had to do to maintain a fairly state of the art mass production mekton was keep up with current technology. The finished product would be a bit more expensive, but all the major factions of the Court had already been forced to drastically increase their military spending budget.

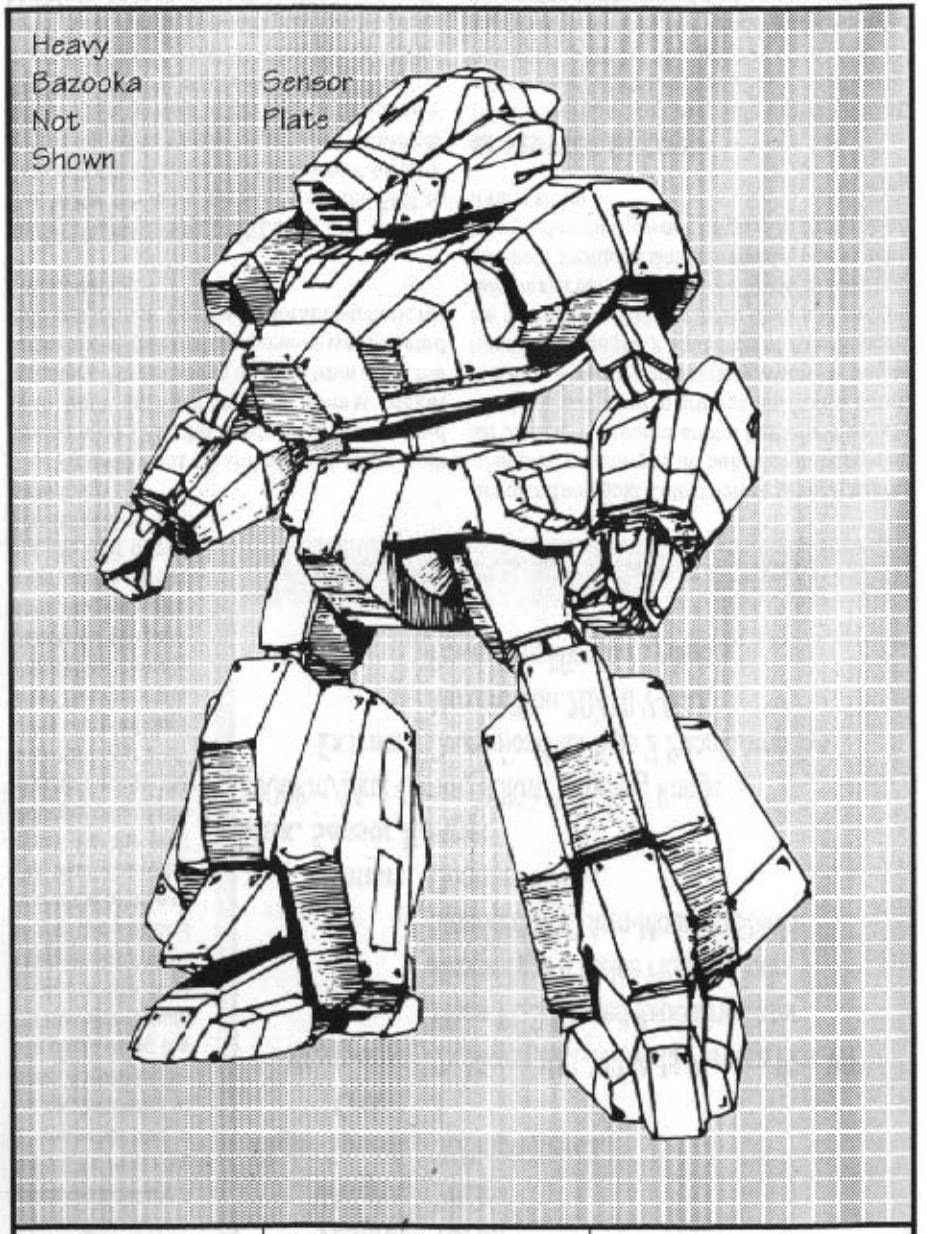
The Rampage was the Kargans' answer to the Vigil, continuing the tradition of the Mauler and retaining much of the general layout, look and feel of the older unit. Some of the systems were quite similar. An anti-personnel laser was added to deal with standard infantry, without having to expend firepower that would otherwise be kept in reserve for mektons. The Mauler's 150mm gun was replaced by a heavy bazooka. This bazooka was only capable of carrying limited shots, but the heavy punch it could deliver with different shells proved to be a major tactical advantage for the Kargans, allowing them to change the entire tactical role of a Rampage simply by giving it different ammunition. For melee combat, the "*Rastas*" sword was developed. Basically a huge piece of sharpened, reinforced steel, the Rastas (meaning 'victory' in old Karg) was to go on to become one of the favored mekton melee weapons used in Karga.

Who needs fancy maneuvering, just get an Elaran in your sights, and blam! End of story.

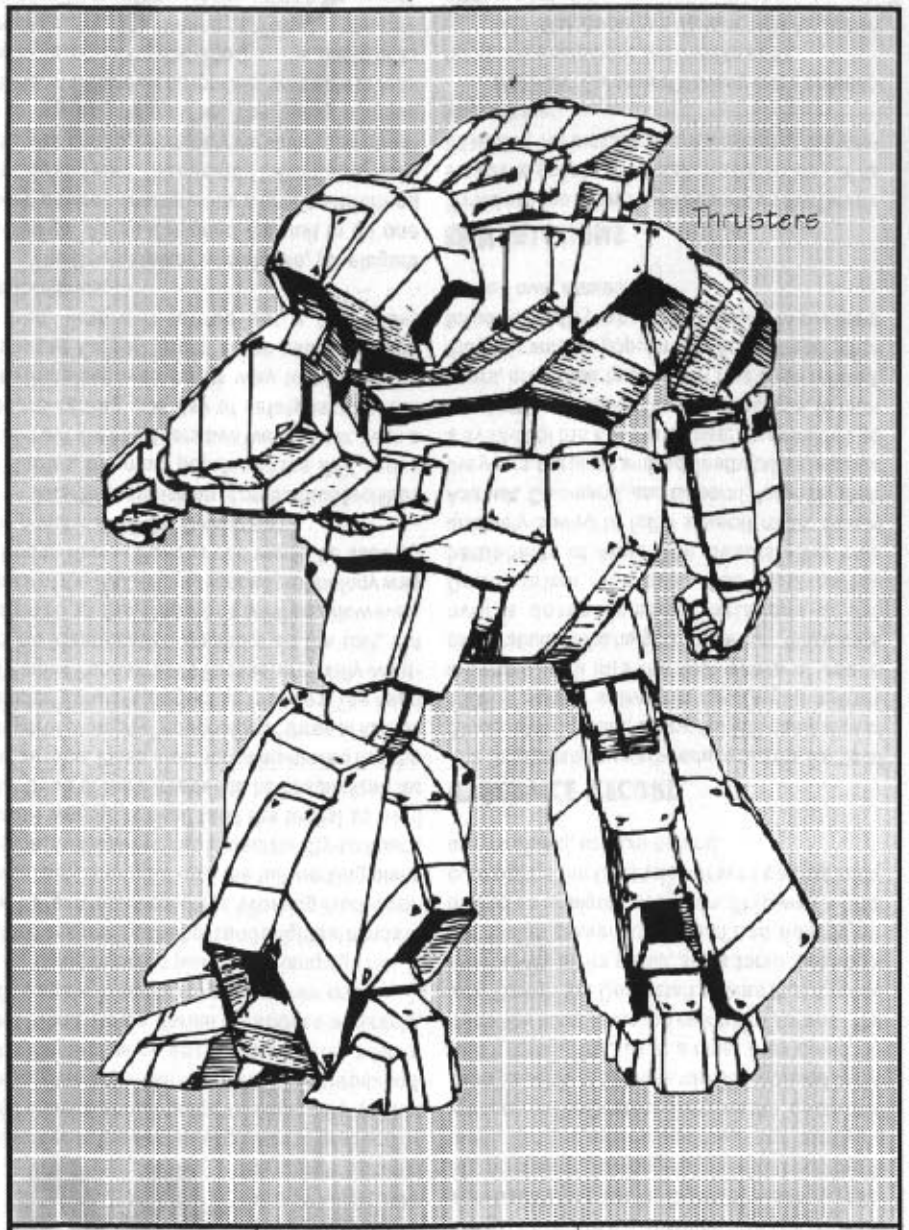
Lt. Commander Jader Gadraken

■ DISTINGUISHED PILOTS:

One of the favorite "recreational" activities of Lt. Commander Jader Gadraken was using his Rampage's Rastas as a thrown weapon. He first developed this tactic in AL1507 while piloting his Rampage in a desperate duel against two Elaran Vigils. Having lost his bazooka earlier in the fight (the head gun was useless against mecha-sized opponents), he was out of ranged



Design By: Draxx	Checker: Korrax	Revision: 1
Date: 1505	CAD: K-13	Manufacturer Korrax



Design By: Draxx	Checker: Korrax	Revision: 1
Date: 1505	CAD: K-13	Manufacturer Korrax

Height: 14.2m
Weight: 77.4t
Flight Speed: 310mph (aprox.)
Crew: 1
Weapons: Korrax LP-IV Heavy Projectile Cannon
Korrax Rastas Type 2
Standard Issue Korrax Shield
Kemen-Korrax AP Laser Model IV
Armor: Standard Rildium Plating
Max. Sensor Range:
1000Km/Max Vis, 7Km/Targeting Range

TECHNICAL SPECIFICATION

weapons. He had *heard* in one briefing that the Rastas was designed to be balanced and aerodynamic, but had never really given the concept much thought before. Feeling that there was nothing else to lose, he took aim and let the blade fly. Fate smiled upon him as the sword sunk deep into the torso of the charging Vigil, piercing the cockpit and killing the pilot. Instead of brushing this experience off as dumb luck, he chose to develop this skill and hone it to an art. When promotion came and Lt. Com. Gadraken was advanced up to a squad leader, he insisted on keeping the Rampage as part of his standard mekton complement.

■ Service Record

With the advent of the Rampage, mekton battles advanced from being one-on-one fights between pilots, and developed into solid military tactics. The Rampage filled a large hole in the Kargan military plan: a unit that was designed to work in large numbers, yet was capable of inflicting as much damage as possible to one target. Rampages could act as squads, or as single units. Singularly, an individual Rampage was rather weak, but in formation, when they could cover each other, they were deadly; each had only one main gun, but it was capable of delivering massive damage. The only reserve weapon the Rampage had was the Rastas, and the shield it carried rarely saw use.

The Rampage was the beginning of the "specialized" mecha, units designed for things other than mekton to mekton battles. And while the actual unit didn't serve for more than 5 years, the contribution of the Rampage to mekton tactics is one of the greatest in the history of Algol.

■ Variations

The one, and only variation on the Rampage was the IMK-05HA, or Heavy Assault Rampage. The unit had two 300mm cannons mounted in its torso, and a missile rack capable of carrying nucleonic charges. The 05HA was able to inflict more damage on a single target than any other mekton recorded up to 1508.

DEATHSTALKER KARGAN MEKTON UNIT IMK-08

With the advent of the Vantage, the Emperor soon realized that the only hope to win the current summer offensive in the Archipelago was to produce an unit equal in power to the Vantage, very quickly, faster than any mekton had ever been produced. The Emperor once again turned to his advisor and friend, Arkon Verian to produce a miracle; once again, the wily Arkon gave him one.

Using rejected plans for a Rampage Mk. II, Arkon assembled the best and brightest minds of the Kargan technical class. Working in utter solitude, they emerged with the full working plans for the Deathstalker in an incredible fifty-six hours. Arkon worked himself (and the techs) so hard that three of them needed to be hospitalized for exhaustion. Plans clutched in his mailed fist, the Emperor promptly "nationalized" three of *Kamas* Pendax's mecha production facilities. The head of Kamas Pendax, Lord Racssa, originally wanted his identification numbers on the unit, but deferred to the Emperor's wishes. However, much of the IMK-08's advanced technology was gifted to Kamas Pendax and would be used on the popular KMP-09, *Devastator*.

After the acquisition of production facilities in Kerriss, the most popular of the IMK series rolled out the bay doors two weeks later. With a record-setting *one* day of safety testing, the Deathstalker was on its way to relieve the besieged Kargan forces at the battle of Blood Island, where it turned out a legendary performance.

The Deathstalker was simple, yet elegant in design. Arkon designed the unit to do one thing: destroy enemy units; a task it preformed quickly and well. The updated 150mm auto-cannon was cheap, extremely versatile, and deadly to any enemy mekton. The heavy ablative shield, standard on all models, was able to stop far more incoming damage than the shield of its predecessor, the Rampage. The Dio-ganamium alloy Rastas (sword) served as a terror tool, to intimidate novice Elaran pilots. It represented slow, painful death in a Kargan's hands. The wings, added on the common IMK-08hm, were very useful for carrying flights of missiles, (usually nucleonic) for long-range aerial bombardment. But the most memorable and terrifying weapon on the Deathstalker was the "death barrage", a salvo of 50 small missiles housed in the unit's torso. Fired 25 at a time, they could reduce the most powerful mecha to scraps. The only flaw in the Deathstalker was that it relied too heavily on its shield; so its torso, holding a hot fusion powerplant, wasn't as heavily armored as it might have been. This was a fatal oversight if the Deathstalker was caught without its shield, or from behind.

■ SERVICE RECORD

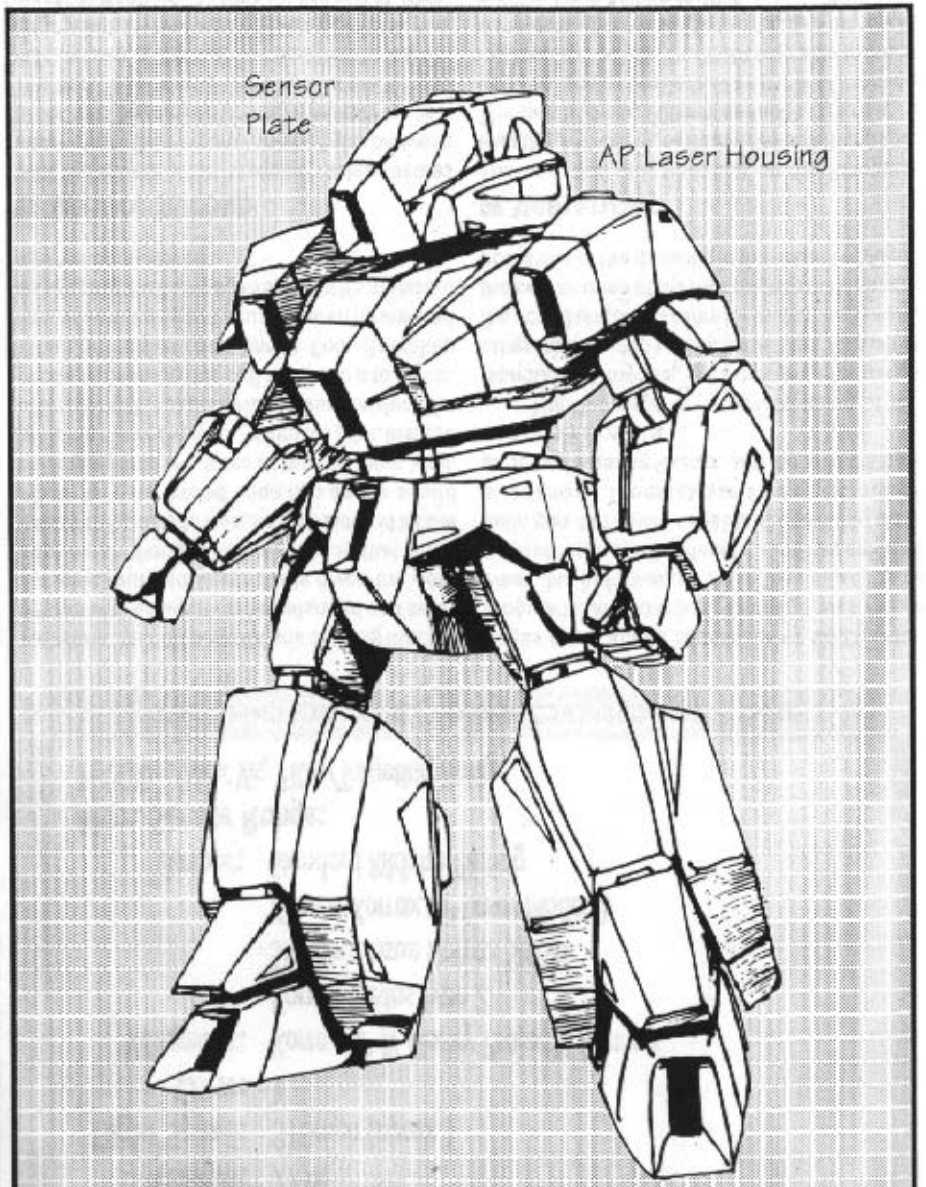
The Deathstalker was introduced at the Battle of Blood Island (Kalia), during the Fall campaign of 1508. It served actively in the Kargan military machine well into the first years of space exploration. At the height of its career, there were over a dozen common variations of the Deathstalker, and over 1000 units on the battlefields of Algol. The Deathstalker was uniquely suited to fulfill several roles: Heavy Assault, Command, and General Purpose. Over the years, the black and red Deathstalker became a symbol of the Kargan Empire; you couldn't go into battle on Algol without seeing one. In later years, after their torso armor had been refitted, they became so popular that Ettaran and other forces would try to capture them just to use them in their own armies.

■ VARIATIONS

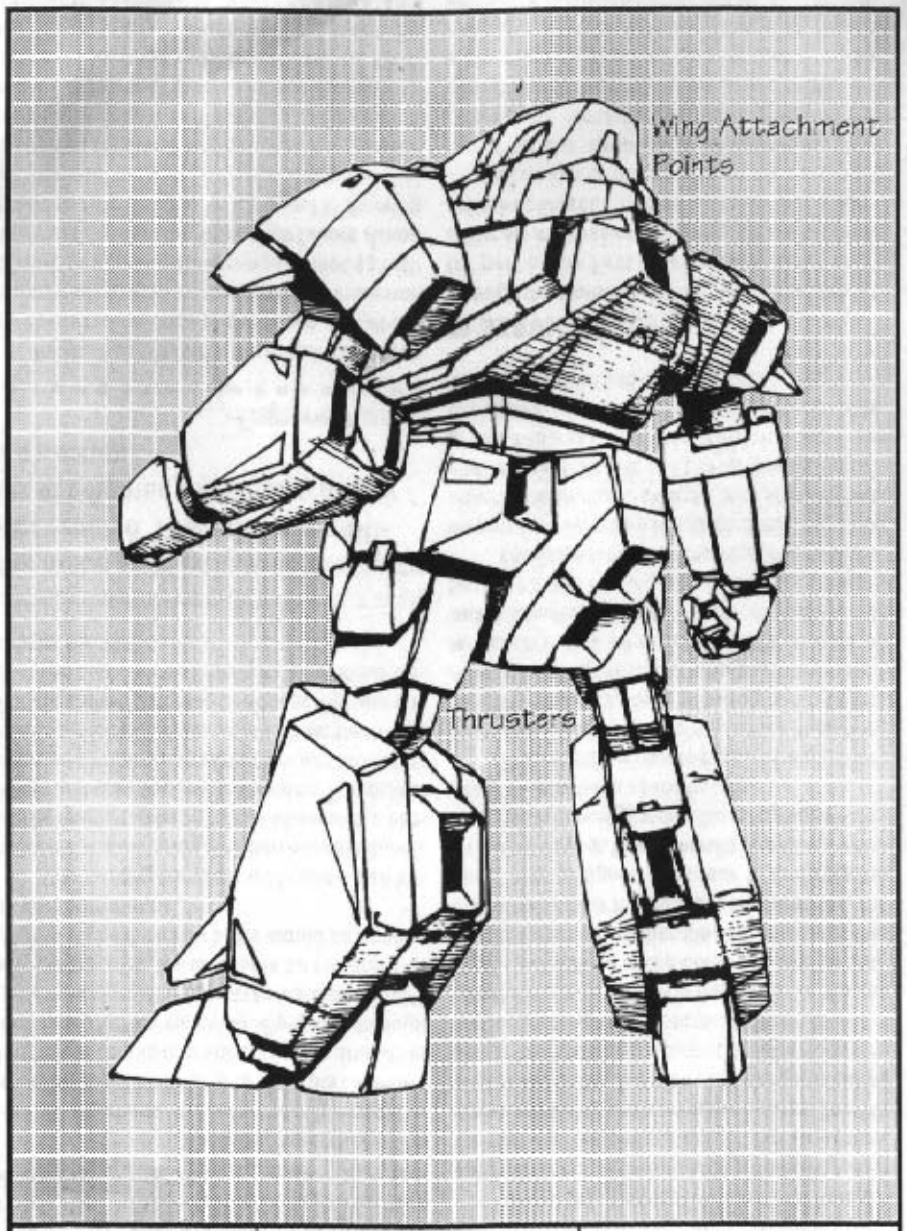
There are too many modifications on the Deathstalker to go into any detail, but for an idea of its flexibility, we include a partial listing of the variations here:

IMK-08c: Command Variant; extra communications equipment and missile pods.

IMK-08v: Undersea Variant; refit for action underwater.



Design By: Draxx	Checker: Korrax	Revision: 2a
Date: 1508	CAD: K-13	Manufacturer Korrax



Design By: Draxx	Checker: Korrax	Revision: 2a
Date: 1508	CAD: K-13	Manufacturer Korrax

Height: 14.2m
Weight: 77.4t
Flight Speed: 310mph (aprox.)
Crew: 1
Weapons: Korrax LP-IV Heavy Projectile Cannon
Korrax Rastas Type 2
Standard Issue Korrax Shield
Kemen-Korrax AP Laser Model IV
Armor: Standard Rildium Plating
Max. Sensor Range:
1000Km/Max Vis, 7Km/Targeting Range

TECHNICAL SPECIFICATION

IMK-08a: Heavy Assualt; 2x300mm cannons mounted on the shoulders.

IMK-08r: Recon; extra sensors and ECM capabilities.

IMK-08p: Polar Action; refit for arctic duty with various heat-based weapons.

■ DISTINGUISHED PILOTS

In the lengthy history of Kargan combat flights, one Deathstalker pilot stands above all others: Flight Commander Dar Koma. Perhaps the most famous, and recognized, pilot of the entire war, he flew active duty for over seven years. The only unit he ever flew was a modification of his original Deathstalker. The suit itself was nearly destroyed several times, but Dar always had it rebuilt, never replaced. Overtime, the special mekton was even given its own designation number, IMK-08dk. Popular and favored by the throne, Koma was always able to requisition any new technology available and have it placed on his unit. His legendary career abruptly ended when he violated orders and engaged several Axis units attacking an unarmed Ettaran transport. He succeeded in destroying the Axis attackers at the cost of his own unit. Assumed dead, Dar was made a Martyr of the Kargan People, with the Emperor claiming Elarans ambushed the national hero. However, *after* the war, Dar returned to Karga with two children and an Ettaran wife. Shortly after his return, he and his family emigrated to space, where he would later become a leader in the colony separationist movement.


Flight Commander Dar Koma

IMPERIAL MASS-PRODUCED MEKTON

HELLWING KARGAN MEKTON UNIT IMK-11

One of the more unusual designs for an IMK unit, the Hellwing was a unique mekton designed by Lord Commander Relghen Raakusz, a member of the Steel Brotherhood and a personal friend of the Emperor. His relationship to the Court allowed Relghen to requisition special parts and other equipment for the Hellwing. By going through many commercial businesses as well as military contractors, he was able to ensure that only the highest quality parts would be used in his personal mecha.

After serving for years and building an impressive list of victories, Relghen became bored, until he encountered an Elaran Mako on the battlefield and was decisively defeated. The defeat triggered an obsession within him and time after time he unsucessfully sought to beat the Mako pilot in combat. Refusing to accept that any enemy pilot could be his better, he blamed his defeats on his hardware.

One of the most unique soldier units ever created. The strike capabilities of a fighter, the staying power of a mekton.

-Emperor Korax.

Relghen quickly set out to acquire a Kargan unit that was superior to the Mako, but at the time no such mekton existed. Using his influence at Court, he managed to arrange a meeting with Arkon Verian. In return for a few favors Arkon agreed to help Relghen in his quest to develop the 'ultimate' mekton. With the enlisted aid of companies small and large, civilian and military, plans were drawn and theories were tested. Relghen also used his ties with the Emperor to keep track of what new breakthroughs KMA was having with its Razor mecha project. By borrowing ideas from many sources and keeping updated with all of the latest events in the war, Relghen hoped to make his Hellwing as close to state-of-the-art as possible.

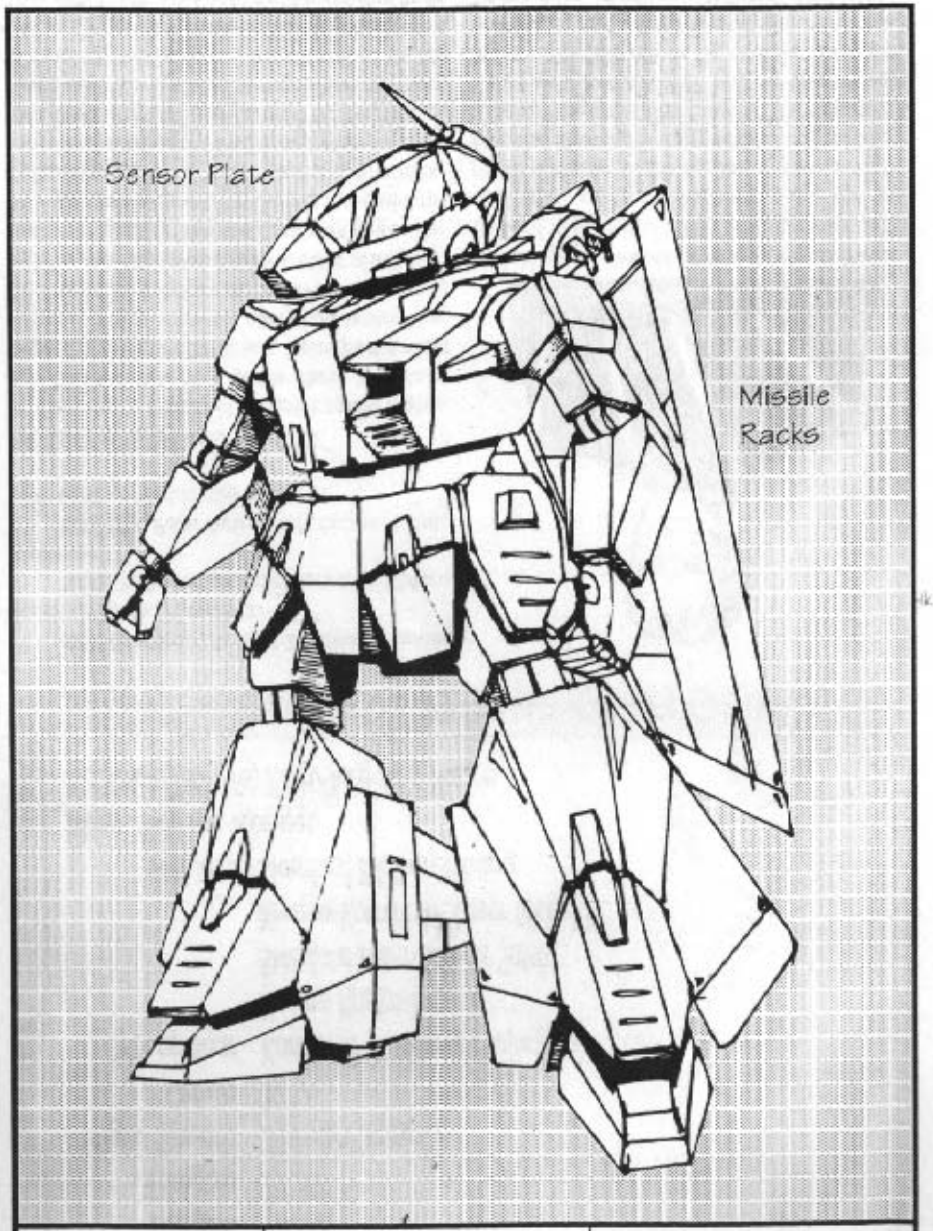
One of the most important criteria Raakusz outlined for his team was that the Hellwing had to be fast—after seeing the Mako in action, maneuverability was a primary concern. The rifle was based on the Jac's (an early Kargan mekton) design but had a higher output, greater accuracy and longer range at the sacrifice of fire rate. Great lengths were also taken to duplicate the plasma saber technology of the Elarans while an anti-missile laser heavier than the Jac's was installed in the head (just for intimidation purposes, the beam was designed to appear to fire from the Hellwing's eyes). Heavy missile launchers were mounted in the wings to give the unit greater wide-scale destructive capability.

The most impressive piece of equipment included in the Hellwing's arsenal, however, was the barrier system, allowing a unit to momentarily focus a magnetic field tightly enough to actually stop physical assaults as well as beam attacks. It usually took about ten seconds for the field to reintegrate after initial contact.

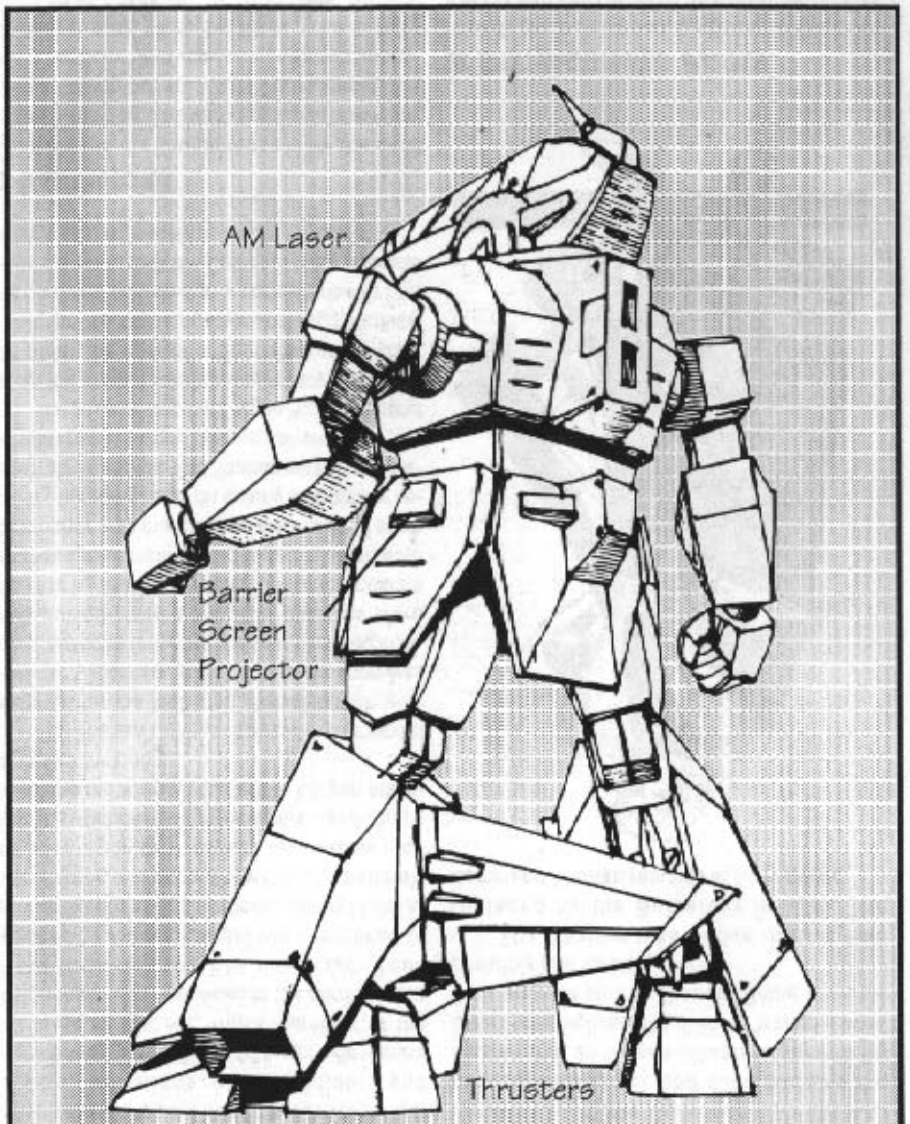
The Emperor was so impressed by Raakusz' design that he commanded the Hellwing to be constructed by Kamas Korrax, under the IMK line. But, as with almost all "power house" mass-produced mektons, the Hellwing was too expensive to keep in active production for long. Only about 50 would ever be built.

■ SERVICE RECORD:

Though the Hellwing did not debut until the latter part of the First Mekton War, it still made quite an impression, meeting different Elaran units in climactic battles on many occasions. The very sight of this mecha on the battlefield could tip the balance of morale enough to change the outcome of a battle. Many Elaran pilots were terrified by the presence of the Hellwing, claiming that it could spontaneously appear in a flash of lightning. These of course, were all exaggerations (as far as we can tell).



Design By: Raakusz	Checker: Korrax	Revision: 1
Date: 1511	CAD: K-13	Manufacturer Korrax



Design By: Raakusz	Checker: Korrax	Revision: 1
Date: 1511	CAD: K-13	Manufacturer Korrax

Height: 13.8m
Weight: 78.6t
Flight Speed: 500mph (aprox.)
Crew: 1
Weapons: Korrax JAC-V Projectile Cannon
Kemen-Korrax Anti-Missile Laser Type 2
Korrax-Delias Force Shield
Damman Plasma Blade Mk. IV
2xKorrax-Fremond 8 Type Missile Racks
Armor: Standard Rildium Plating
Max. Sensor Range:
1000Km/Max Vis, 7Km/Targeting Range

TECHNICAL SPECIFICATION

■ DISTINGUISHED PILOTS

The most notable conflict in which the Hellwing participated was a bold attempt by the Kargan High Command to capture the arcology city of Arcadia. This assault deep into Elaran territory was a last ditch effort to decisively win the First Mekton War and crush any further Elaran resistance. Due to the Hellwing's high airspeed and Raakusz' personal piloting skills, the Commander was chosen to drive a wedge through both Elaran defenses and interceptors, creating a large enough diversion to allow other Kargan forces to follow in his wake.

Once again, Raakusz faced little or no challenge until his old adversary, Elaran Flight Leader Ganavar Dahrmon, arrived in his Mako. The two nemisises engaged in a running battle that lasted for quite some time as Dahrmon tried to lead the Hellwing away from the major conflict area. Raakusz did not realize that he was also being led into a trap. As the duel continued into nightfall, he followed the Mako into a dark arroyo where he was ambushed by Lt. Merrisci Turland in her Shrike.

Much to the surprise of the two Elaran pilots however, the Hellwing seemed unscathed by this sneak attack. The two Elarans proceeded to double-team Raakusz, but the Hellwing's superior airspeed allowed him to choose the range at which they would fight. The dogfight continued until the Kargan forces realized that superior numbers of Elaran reinforcements were on the way. At this point, a strategic withdrawal was ordered. Raakusz stayed behind with other Hellwings long enough to ensure the safe retreat of all remaining units. He then used his final missiles to barrage the area and make good his escape. This was the last face to face combat between the Hellwing and it's Mako adversary, and to his everlasting frustration, Raakusz never again had an opportunity to defeat Dahrmon.

SHAITAN KARGAN MEKTON UNIT IMK-17X

After the Comet had made its spectacular debut, the Kargan Emperor deemed it necessary to deploy a higher profile unit in space. Since the IMK designers were already occupied with the continued mass production of Raiders, variations of the Raider, and development of the Berserker, more designers had to be sought out. Those members of the design team who had aided in the construction of the Hellwing (woh had not already been acquired by Kamas Korrax) were recruited to work on this project, given the necessary facilities to start work, and access to whatever materials and information they required to complete their task. The ultimate result of their work was perhaps one of the most innovative of the Kargan mass-produced mektons.

The Shaitan's rifle was based on the model designed for the Hellwing. Power output was increased, but the overall size of the weapon was compressed to facilitate a lesser cloaking cost. Twin pulsed-plasma shoulder cannons were added to be used on strafing runs or for medium range suppression fire. A eight-pack cluster rocket launcher was mounted on the inside of each arm for bombing raids on enemy colonies or removal of mine fields. The Shaitan was also outfitted with two standard plasma sabers.

The price ceiling that Kargan High Command set on the project was approximately two and a half times the cost of a Deathstalker. To their credit, the Shaitan design team managed to meet this goal and also design a competent unit that could compete with the Comet in many aspects without costing nearly as much.

■ VARIATIONS

In and of itself, the Shaitan was a fairly standard soldier's mekton. The variations of it, however, were anything but standard. For example, the IMK-17xc Command version was the first mass-produced mekton to be fitted with a fully functional cloaking device. This device increased the cost of the unit drastically, but the Emperor decided that near invisibility in battle for Kargan officers was worth the cost.

■ SERVICE RECORD

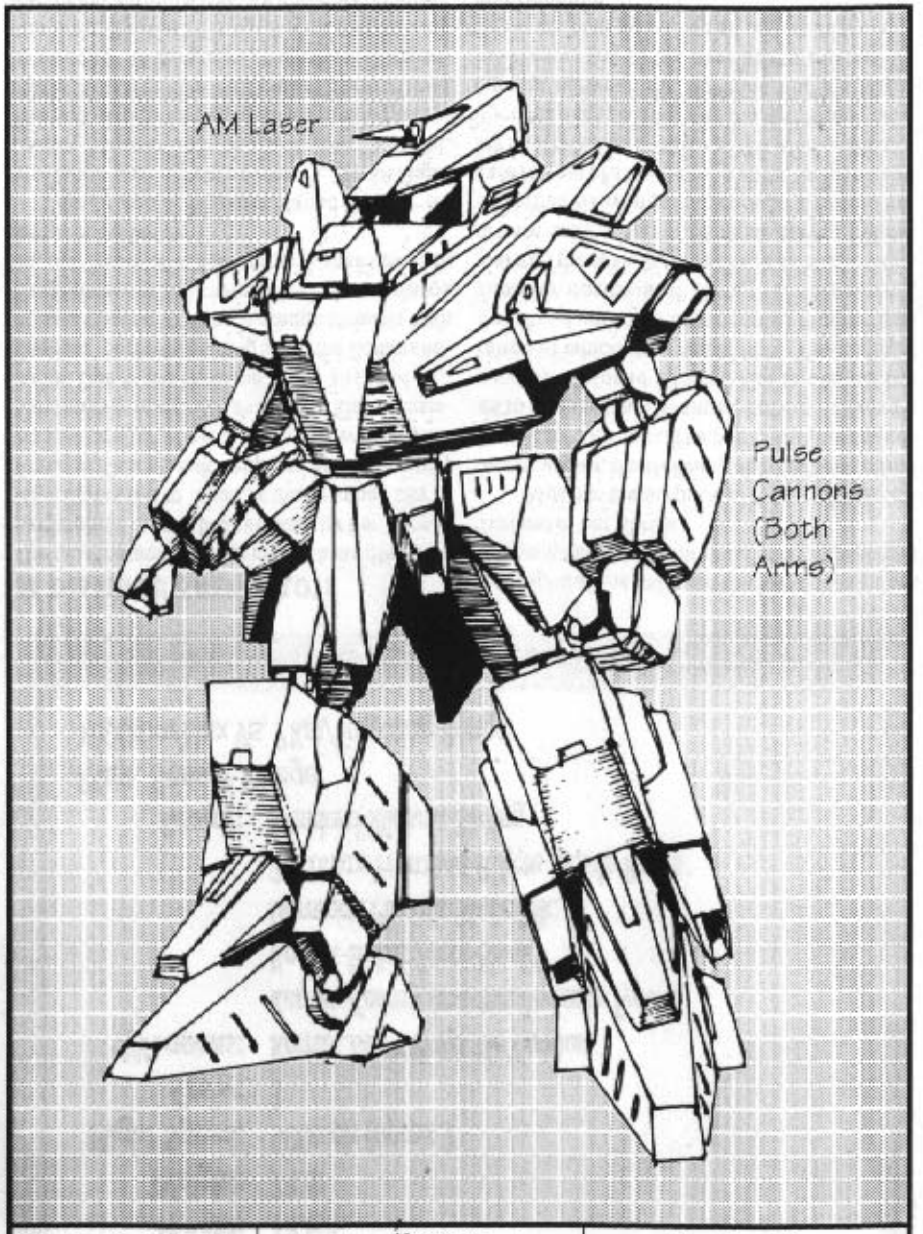
Being the first mass-produced mekton to use a cloaking field, the Command Shaitan was notably successful, and soon became the mekton that all Kargan officers wished to fly. Even some high ranking officers "traded-down" their suits to pilot a Shaitan. Being invisible certainly had its attractions.

The Shaitan was active until it was replaced by the Berserker in 1525. The Command Shaitan remains in active duty.

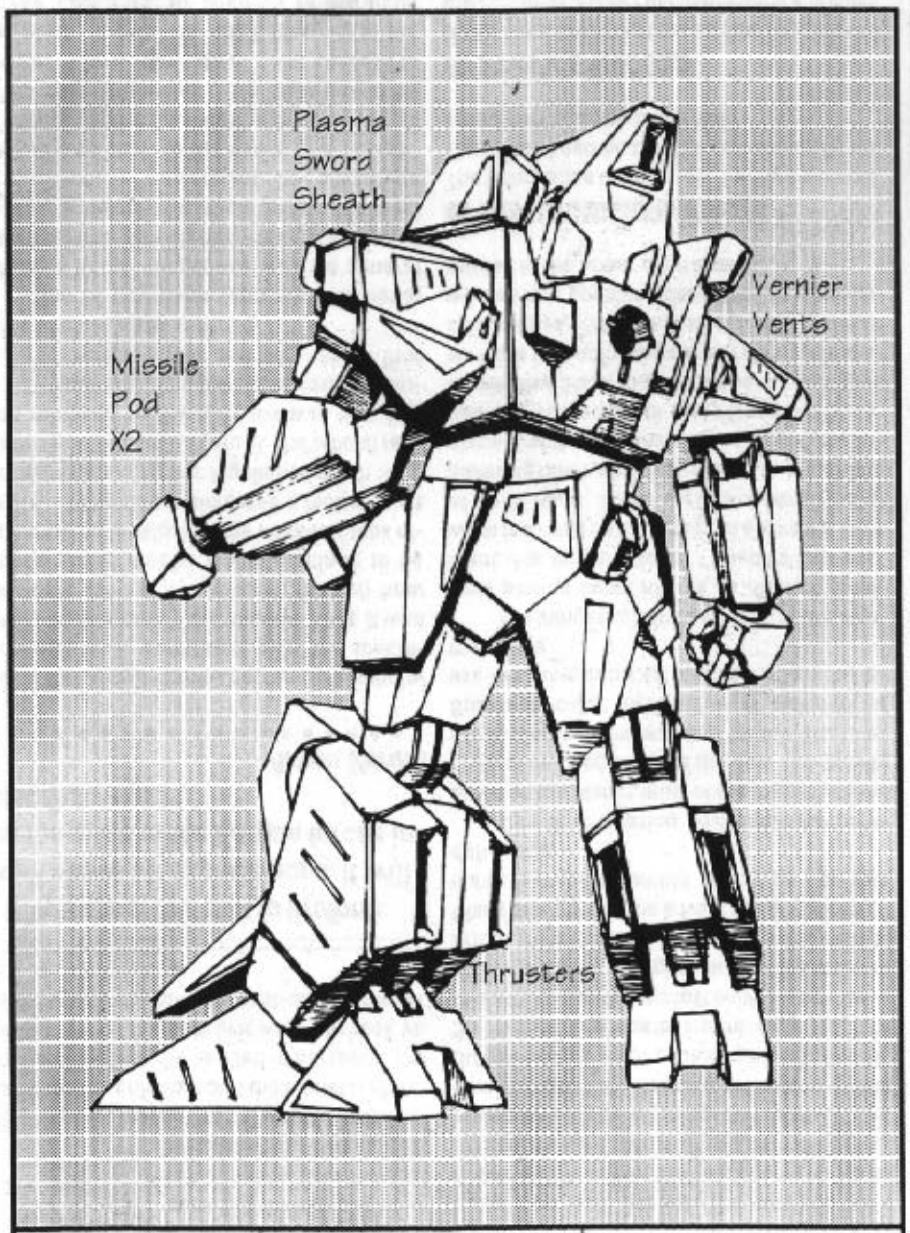
Lieutenant Hiendrich Kardak

■ DISTINGUISHED PILOTS

Friends since childhood, Lieutenants Hiendrich Kardak and Kenz Woorkis went through most of



Design By: Stark	Checker: Korrax	Revision: 3
Date: 1517	CAD: K-17	Manufacturer Korrax



Design By: Stark	Checker: Korrax	Revision: 3
Date: 1517	CAD: K-17	Manufacturer Korrax

Height: 14.6m
Weight: 78.5t
Flight Speed: 420mph (aprox.)
Crew: 1
Weapons: Korrax JAC-X Projectile Cannon
2xDallion Pulse Lasers
Kemen-Korrax Anti-Missile Laser Type 3
2xFredrickson Plasma Blade Mk. II
2xKorrax Type 8 Missile Racks
Armor: Advanced Rildium Plating
Max. Sensor Range:
1000Km/Max Vis, 7Km/Targeting Range

TECHNICAL SPECIFICATION

their training and combat duties together. After receiving their commissions and surviving the Archipelago War (where they served with distinction during the conflict later known as the Six Week Hell), both were each assigned Shaitans and given Deathstalker squadrons to command. Since the two of them had proved to be an effective team in the past, High Command made sure that both of their squadrons were assigned to the Kargan's Dion base.

Whenever an enemy unit or squadron approached, their standard procedure was for each to launch with about half of their respective squadrons, leaving the other half behind to protect the base. The two would then double-team the enemy squadron leader hoping to dispatch him as soon as possible. This combination served well to protect Kargan bases against enemy attack until 1531, when Home Guard forces led by Lt. Cianna Fianover and the base through a Halo-supported space-to-ground assault. Although Kardak and Woorkis fought valiantly, they were no match for an attack force backed by two Arcadia-class spacecrusiers, and Woorkis was killed during the defense of the Base Command dome.

Shaitans were also the primary training vehicle for the now legendary Lt. Commander Yvonnivir Ebonflack, of the Emperor's Guards. While Ebonflack's combat record later won him access to many of the Kargan forces most advanced test units, his customized Shaitan was the centerpiece of the elite Bloody Hand Squadron, which figured prominently in the later Archipelago War. During the opening actions of the Battle of the Murian Sea, Ebonflack's distinctive black and red mekton was responsible for the sinking of three Elaran fan carriers and the destruction of at least four enemy mecha.

IMPERIAL MASS-PRODUCED SPACE MEKTON

VENGANCE KARGAN MEKTON UNIT IMK-30X

Though the Murian Peace was a period of time enjoyed by all, the Kargans soon felt the tides of opinion in space flow towards separationism in early 1530. The Emperor realized that if war did break out between the colonists and the planetary forces, mecha would be needed in numbers. The guidelines for the new unit would be mek vs. mek superiority, but at a cost-efficient level.

I fully expect this unit to preform well above all expectations. It will be the pride of the Kargan forces in less than a year.

-Arkon Verian

Once the design information and preliminary concepts were completed, all of the specifications were sent to the Imperial Seat. It was decided, for safety reasons, that all new space-bound mecha would continue to be constructed on Algol. Some colonists took offense, saying that it indicated a lack of trust for the spacers by the Algolians (which was, by this point, absolutely true). The official reason released by the Kargans was that this policy move would help with the current planetside unemployment and depression that their economy had suffered.

One of the major (and most obvious) changes in the Vengeance was the general decrease in its size. By decreasing the size and mass of a mekton, the whole unit could run off a much smaller powerplant. The advantage gained was that in the event of a "crash" shutdown and subsequent explosion (as so often seen in combat), the blast would be smaller. This matter was of great concern to the environmentalists, and especially to the space colonists. In addition to altruistic purposes, the Kargans had one main advantage to adopting the smaller-sized mecha: they could be launched into orbit en-mass, and very quickly, as well. Because the mektons were downsized, however, their equipment had to be shrunk as well. Most of the technological advancements during this period dealt with the miniaturization of selected mechanisms. While the processes were usually quite expensive, the expenditure was tolerated. As a result of this mecha shrinkage, most units' frames were no longer sturdy enough to support the massive armor plating found on their predecessors. Many thought that the advantage of speed and maneuverability would make up for this deficiency.

Due to increasing environmental pressures on the planet, most of the major factions of Algol had begun to use the new anti-gravity propulsion system invented by the Ettarans. Standard rocket thrusters were included for use in space, or for extra speed within the atmosphere.

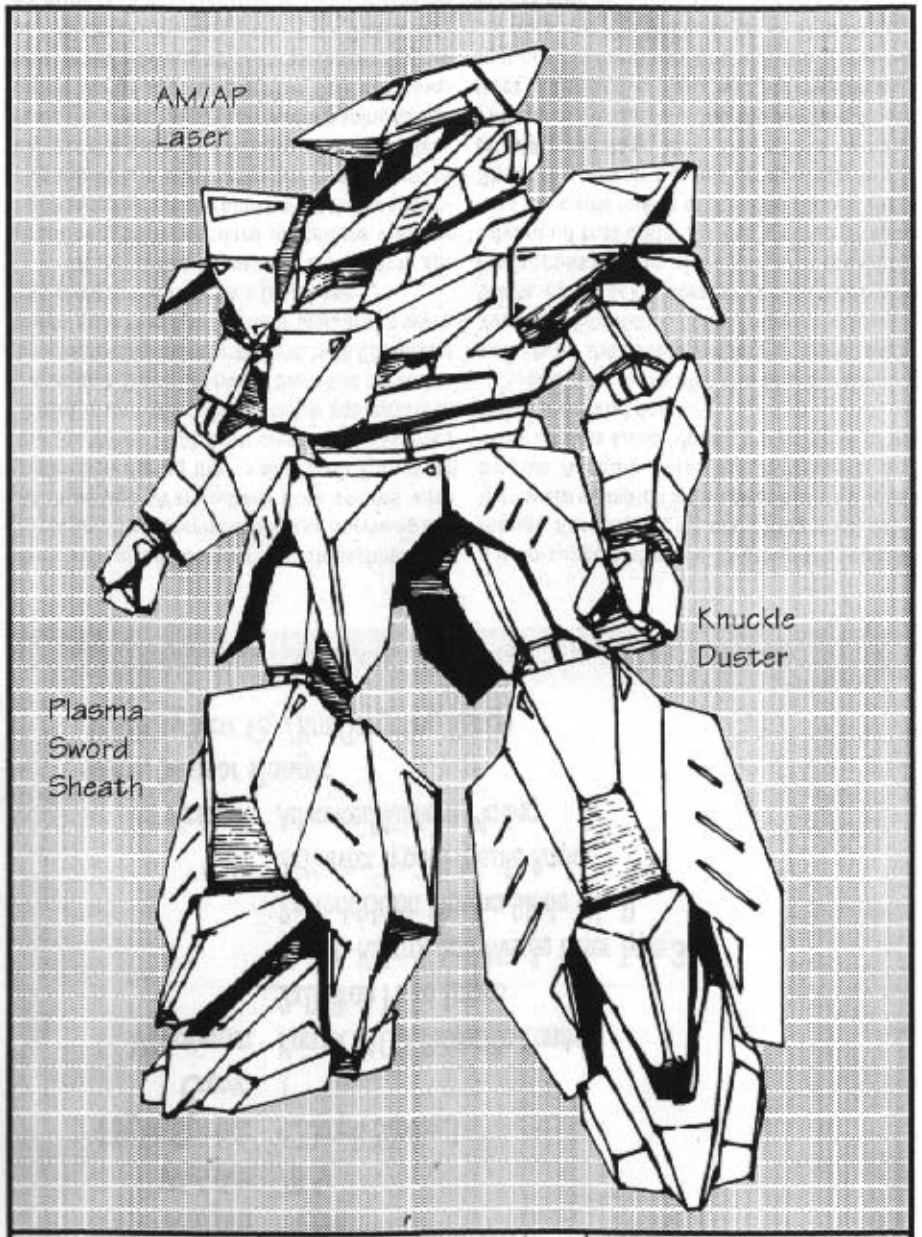
The Vengeance was equipped with a standard plasma beam rifle as its primary armament. For melee combat "Knuckle Dusters" were mounted on the forearms above the back of each hand. These weapons consisted of battering ram-type devices that would lock into place over the fist to be driven straight into target. The contact plate was forged out of ceramet alloy. Some pilots would personalize their mektons by forming the contact plates into specific shapes. Patterns of stars, skulls, or even words were popular indentations to leave imprinted in the armor of an enemy.

■ DISTINGUISHED PILOTS

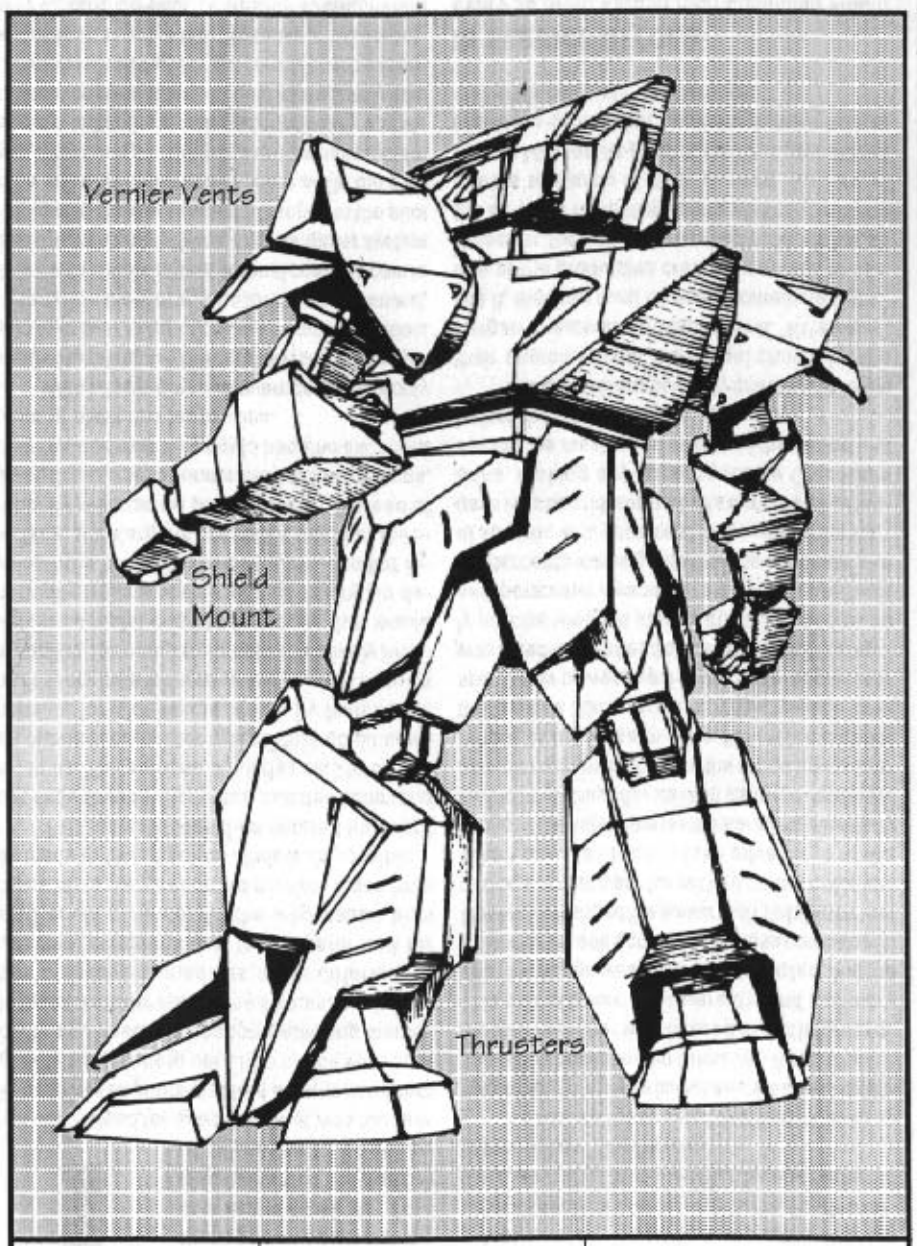
The Vengeance is a new unit, barely a year old. There has been no time for any unusually talented pilot to come to the fore.

■ SERVICE RECORD

If hostilities break out between the spacers and the colonists, expect the Vengeance's primary



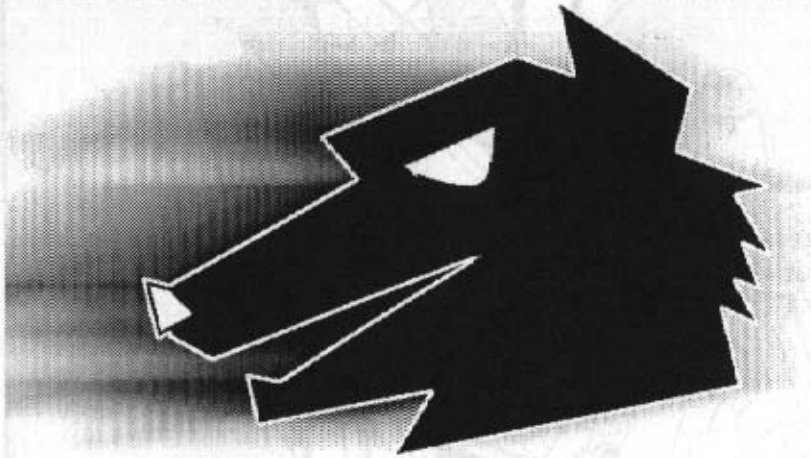
Design By: Yuh	Checker: Korrax	Revision: 1
Date: 1530	CAD: K-20	Manufacturer Korrax



Design By:Yuh	Checker: Korrax	Revision: 1
Date:1530	CAD: K-20	Manufacturer Korrax

Height: 11.4m
Weight: 58.9t
Flight Speed: 420mph (aprox.)
Crew: 1
Weapons: Dallian TL-14c Plasma Rifle
Kemen-Korrax Anti-Missile/AP Laser
Korrax Simdarum Shield
2xKorrax MWH-04 "Knuckle Dusters"
Armor: Simdarum Plating
Max. Sensor Range:
1000Km/Max Vis, 7Km/Targeting Range

TECHNICAL SPECIFICATION



The Kargan Shadowhunter symbol, Kamas Korrax elite unit.

area of operations to be in space. There, it will be used for Scouting, Strike, and Point Defence missions. Due to economic considerations, the Vengeance will probably serve an active duty period far longer that any previous Kargan main line mek.

■ VARIATIONS

There are no variations on the Vengance as of yet. However, there are plans for a cloaking version and a command version. There are also rumors that Kamas Korrax is working on a thought-control system, to be fitted into a modified Vengance.

CRUSADER KARGAN MEKTON KMM-19X

The Kargans soon realized that if the space colonies declared independence, war would break out. They also knew that the number of pilots who could be quickly trained for space combat was too few. Those Kargan pilots that had experienced zero gravity before were sent into space with specially-equipped information-gathering mecha. In these units they performed a number of practice maneuvers under as many different, or extreme, condtions that the Emperor and his staff could think up. All the information from these tests were recorded multiple times from as many different points of view as possible.

This material was then entered into various experimental computer-assisted command systems. The purpose of all this was to create an onboard computer system that could compensate for pilot inexperience. By feeding the necessary data for zero-gravity combat into an autopilot, the computer could effectively function in stressful combat situations that would normally leave a novice pilot panicking. In developing a self-sufficient reactive combat interface, the Kargans created a unit that theoretically required no pilot. However, instead of using these units as unmanned drone mektons, they realized that they could become excellent training platforms for rookies.

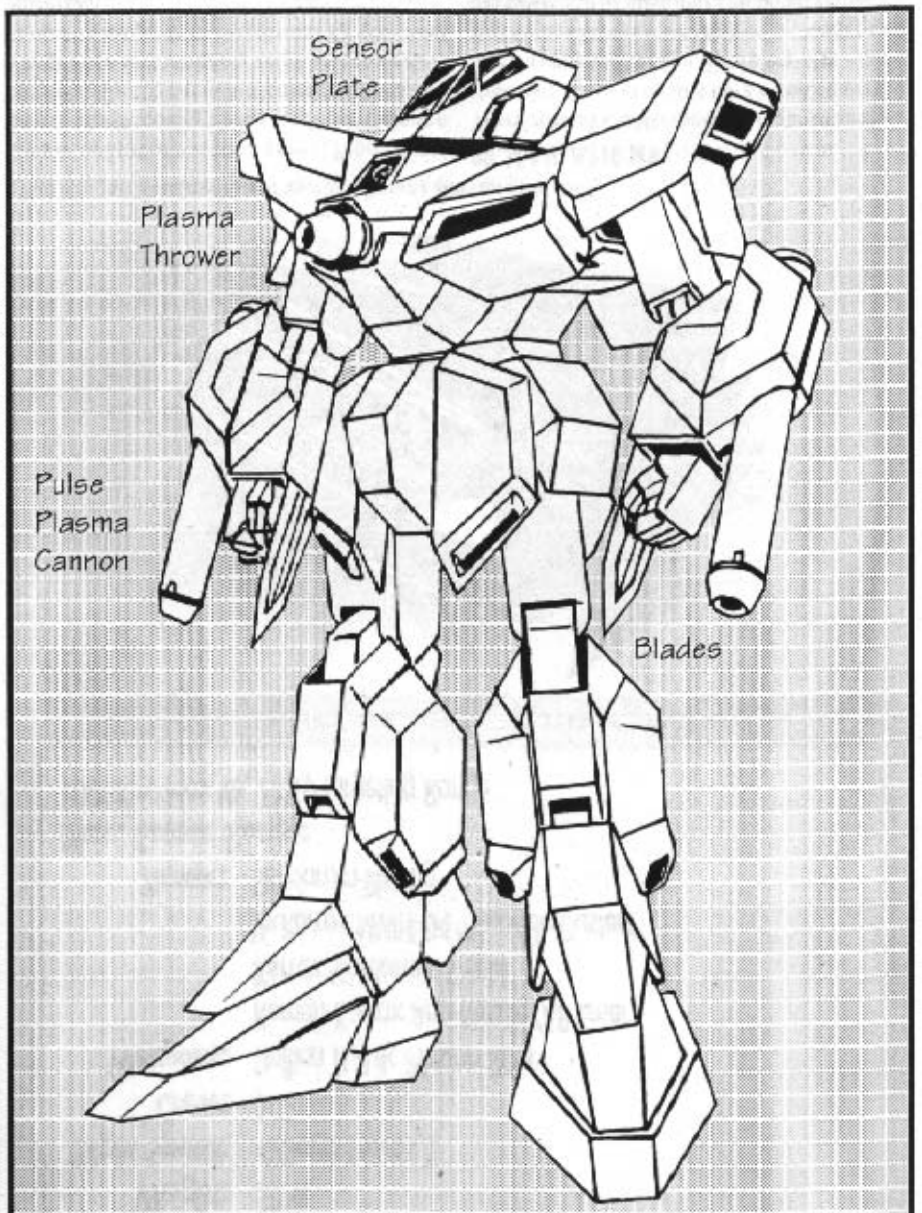
With a floating manual override, the pilot only needed to relinquish the controls for the computer to take over all functions in a combat situation. If at any time the pilot wished to resume command, they could simply initiate manual control again to take the computer off-line. The computer system would also display suggested tactics to the pilot if the unit was under attack. Even while the pilot was in full control of the unit, the computer system would monitor the action and continually update its decision parameters. It could immediately take command when the pilot lost control due to unconsciousness, shock or fear. Because of this perpetually vigilant "co-pilot", it was not an uncommon sight for a unit's cockpit to be completely shot out, while the mekton continued to fight. The computer knows no fear, and will never retreat from combat unless specifically ordered to do so. For this reason many pilots from the other factions referred to this unit as "The Zombie."

To reduce the strain of decision-making on the computer's part, a fairly basic weapons selection was chosen for the Crusader. A rapid-pulse plasma launcher was housed in each forearm. This pair of linked guns were the unit's primary offense. Range was limited due to the fact that the Crusader was designed to be a close combat unit. This lack of ranged fire power didn't inhibit the unit during combat near (or within) space colonies. When enemies tried to take advantage of the range of the main guns (as the Kargans knew they would) the Crusader utilized its torso-mounted plasma cannon, with twice the range and power output as the forearm guns. For melee combat there was a blade swivel-mounted to each forearm. A low power, rapid-pulse wide-angle laser was fitted into the head of the Crusader. This highly precise weapon system could be used as an anti-personnel weapon, or a point defense laser to intercept incoming missiles. The continued use of specific anti-personnel weapons by the Kargans was considered barbaric by many other factions, making any appearance by Crusaders among the most hated events of the period just before the Orbital Conflict.

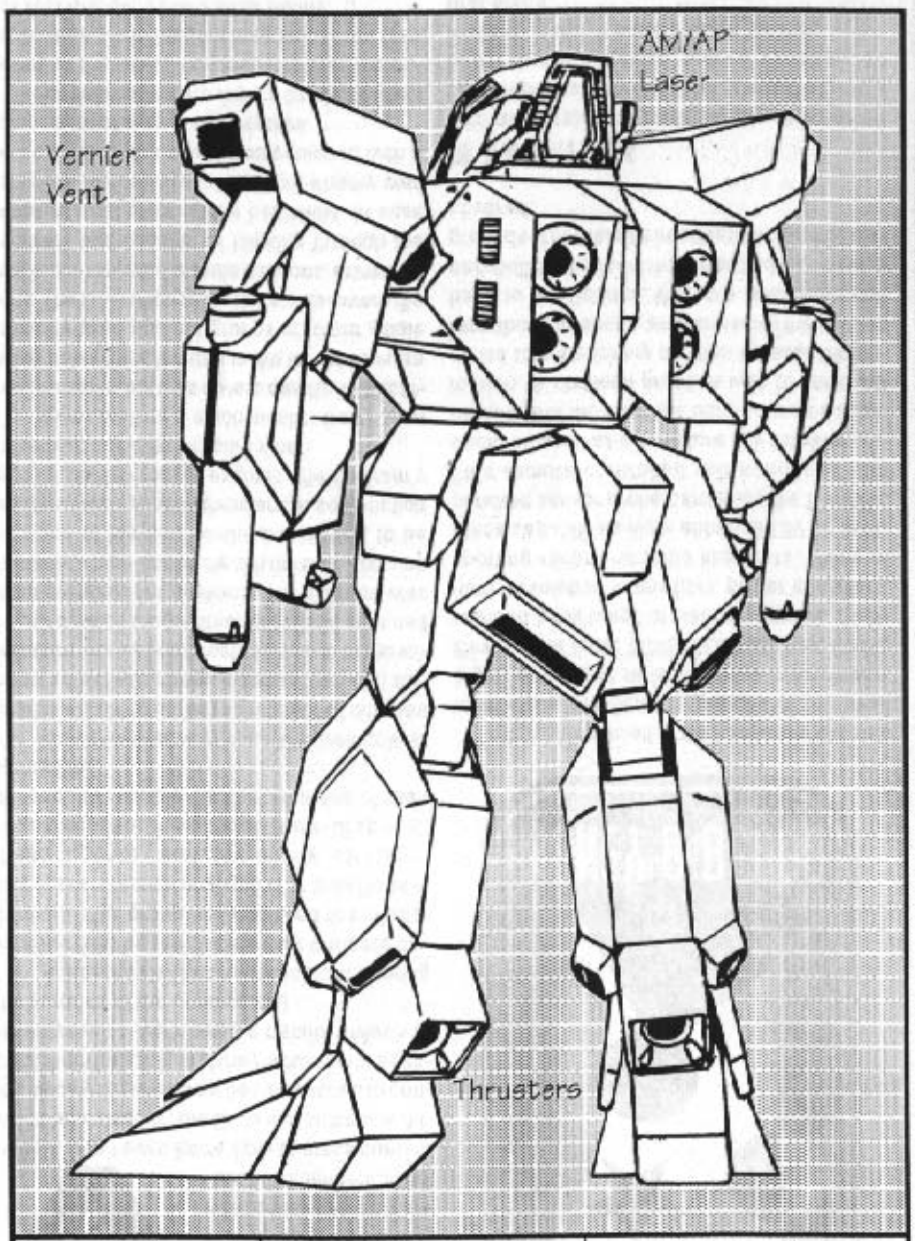
The general unpopularity of this unit among their enemies made it the ideal choice for the Kargan's next mass production unit. "If they don't like it, then we must be doing something right," one of the production crew was quoted to say. However, the Korrax Kamas had its hands full, so the Emperor handed the plans and construction quotas to Darkis Mathar, current Warlord of Kamas Mathar. As a result, the Crusader did not see mass-production, but enough were built to make the colonists very nervous.

■ SERVICE RECORD

Every so often Kargan High Command would



Design By: Larvek	Checker: Mathar	Revision: 3c
Date: 1519	CAD: K-20	Manufacturer Mathar



Design By:Larvek	Checker: Mathar	Revision: 3c
Date:1519	CAD:K-20	Manufacturer Mathar

Height: 9.7m
Weight: 32.9t
Flight Speed: 420mph (aprox.)
Crew: 1/0
Weapons: 2xMathar T6-V Melee Blades
2xMathar Pulse Plasma Weapons
K&K Anti-Missile/AP Laser
Mathar Style 4 Plasma Thrower
Armor: Advanced Rildium/Sindarium Plating
Max. Sensor Range:
1800Km/Max Vis, 20Km/Targeting Range
Extras: Mathar Mk. I Computer Reaction System

TECHNICAL SPECIFICATION

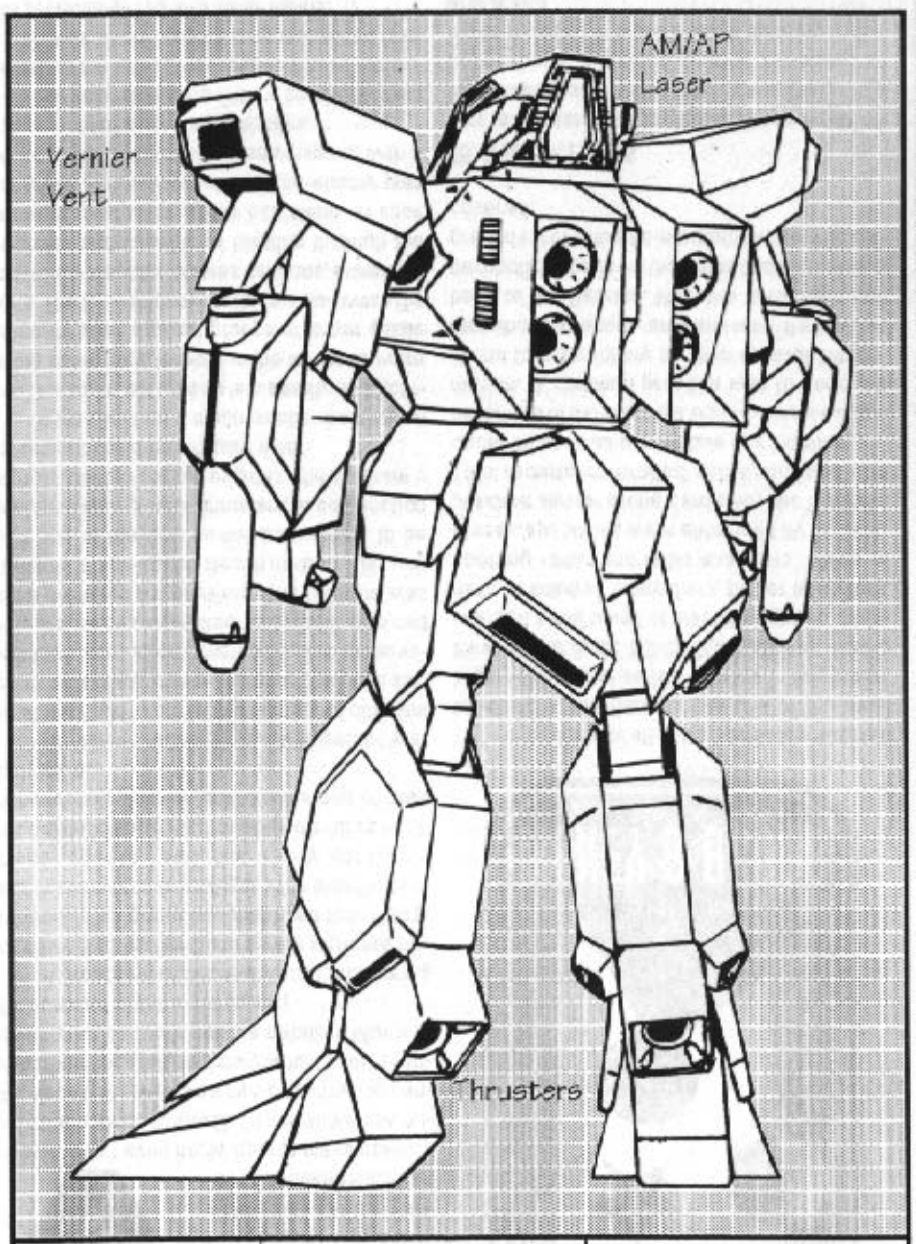
dispatch a substantial group of Crusaders to a colony targeted for a "lesson," on what was referred to as a "Purge" mission. The units would be preprogrammed with orders to puncture the colony wall and kill "dissidents." These missions were always completely unmanned since the computer had no sense of morality, and this form of colonial genocide was always extremely brutal and terrifying. Since the Kargans only "disciplined" their own colonies, the other Algolian factions were helpless to interfere, lest they break the Peace compact signed with the Murians. Imagine a swarm of units armed with anti-personnel lasers that could kill hundreds in a single burst, directed by a controller that would just as soon slay an entire family with children as it would attack an enemy mekton. All purges were kept secret from groundside civilians and the majority of Kargan military personnel. High Command could simply dismiss all accusations from the Halo League and Nearside Federation as propaganda.

Taking these factors into consideration, it isn't difficult to understand why the colonists desperately sought independence from the Algolian factions.

■ DISTINGUISHED PILOTS

Some pilots were actually allowed to take part in the Purge missions, but these were few and far between. Kallvas Ragaello was considered to be a sick and twisted individual even by his Kargan comrades. He had a reputation of shooting at civilians and being responsible for senseless property damage. Word eventually reached High Command, and they knew something would have to be done about his actions. Many wanted to dismiss him because of his negative effect on morale. Wtih his exceptional combat record (and sadistic tendencies), he was assigned to oversee some of the colony "peacekeeping" missions. Whenever he could, he would sneak aboard one of the preprogrammed Crusaders and actually take part in the annihilation of civillians.

KAMAS MATHAR SPECIALIZED SPACE MEKTON



Design By: Larvek	Checker: Mathar	Revision: 3c
Date: 1519	CAD: K-20	Manufacturer Mathar

Height: 9.7m
Weight: 32.9t
Flight Speed: 420mph (aprox.)
Crew: 1/0
Weapons: 2xMathar T6-V Melee Blades
2xMathar Pulse Plasma Weapons
K&K Anti-Missile/AP Laser
Mathar Style 4 Plasma Thrower
Armor: Advanced Rildium/Sindarium Plating
Max. Sensor Range:
1800Km/Max Vis, 20Km/Targeting Range
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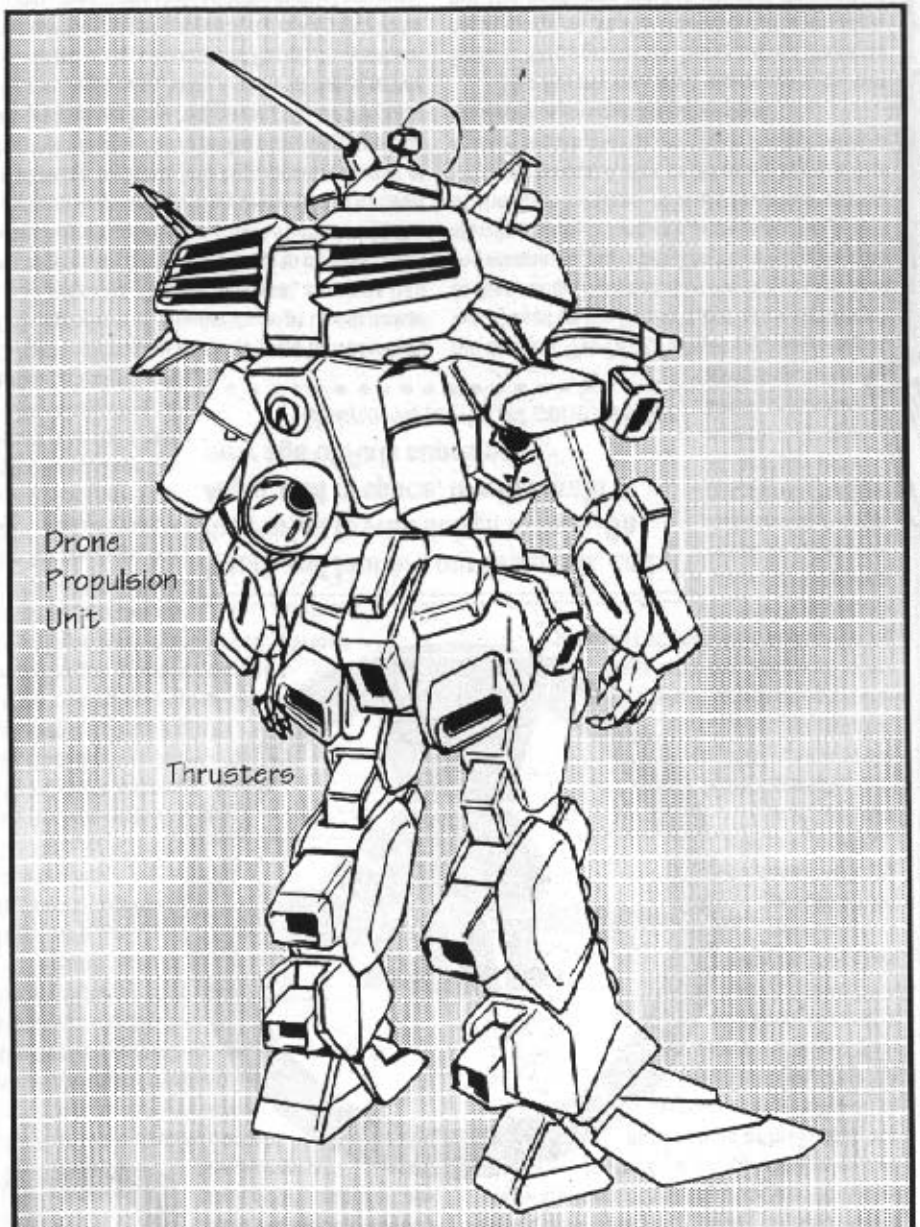


Design By: Firmal	Checker: FMC	Revision: 2
Date: 1513	CAD: FM-00	Manufacturer Azarti

Height: 12.4m
Weight: 48.9t
Flight Speed: 430mph (aprox.)
Crew: 1
Weapons: 2xTrevvan SP75 Beam Scattergun
2x Trevvan C280 Plasma Cannon
2xGetzder Z30 Type 30 Missile Pod
Leynan XCR Barrier System
Armor: Compressed Ceramet Alloy
Max. Sensor Range:
1800Km/Max Vis, 20Km/Targeting Range
Sensor Drone: 2600Km Max Vis Additional 128x Magnification For Sight and Sound
Full Electromagnetic, Heat, and Radiation for Scanning and Playback

TECHNICAL SPECIFICATION

■ DISTINGUISHED PILOTS

Imila Ali-fennal was a Guild pilot who had dealings with both the Kargans and Axis on a few occasions. The Kargans once foolishly tried to capture her and her Gadram after she had helped them locate a nest of Shafirin guerillas. Upon payment for the job, they attempted an ambush, but she was prepared. Thanks to the sensor drone, Imila had already pinpointed all Kargan meks in the area.

When they attacked, she unleashed a barrage of smoke missilies to blind every mecha in the vicinity but hers. During the confusion, she grabbed the money and began to systematically destroy the Kargan units. When the dust cleared, and only the Gadram was standing, the Kargans knew never to try that trick again. The few times that she worked for the Axis, Imila was normally just asked to cause distractions, and run high speed interference for teams of agents trying to sneak into various Kargan or Elaran bases. She also sold them a number of very detailed pictures of different testing facilities and military installations.

One of her favorite hobbies was hovering at extreme altitudes, finding interesting people to spy on, then taking their pictures and listening in on their conversations. Any discussions of military importance were recorded for later use, but she would often eavesdrop on civilians just for kicks.

SPECIALIZED RECON/INTERCEPTOR MEKTON

PARIAH AXIS MEKTON AMF-X16s

During the earliest parts of the Karga-Elara conflict, those who would eventually lead the splinter faction known as the Axis were usually content to watch as the war transpired without involving themselves overmuch. However, during the lull in fighting that historians would later use to separate the First Mekton War from the Archipelago War, these more extreme political leaders decided that Emperor Korax I wasn't doing enough to ensure Kargan global domination.

They had engineered various terrorist attacks on different islands in the Archipelago, but this was all just a cover for their real intentions. Over the years, the Axis had been acquiring a good number of Kargan mektons by theft, salvage or desertion. With a plethora of Mauler through Deathstalker class mektons at their disposal, the Axis had become a truly dangerous force to contend with. After constructing their own factories in the southern Archipelago, they were able to convert all of these mektons into high-powered units of their own design. The expense of this upgrade was not great since they had never paid for the base units to begin with. With a force of these newly converted units, codenamed Pariah, they set out to show the Kargan people that the Axis should be running the Empire instead of the current Emperor.

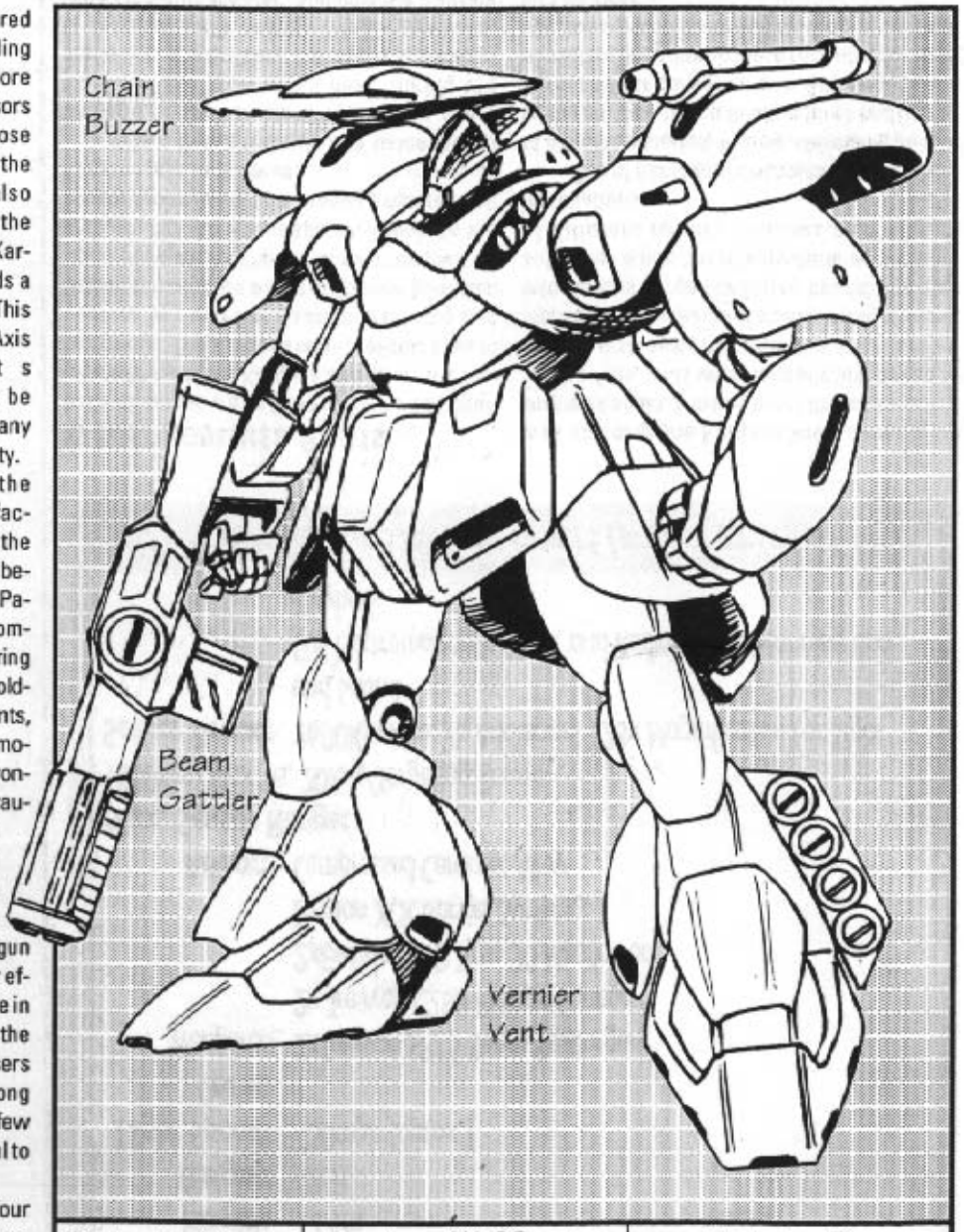
Death and fear are our weapons, and the Pariah is well suited to both. On Algol, and in space, it will herald a new age of Axis supremacy.

-Unknown terrorist commander.

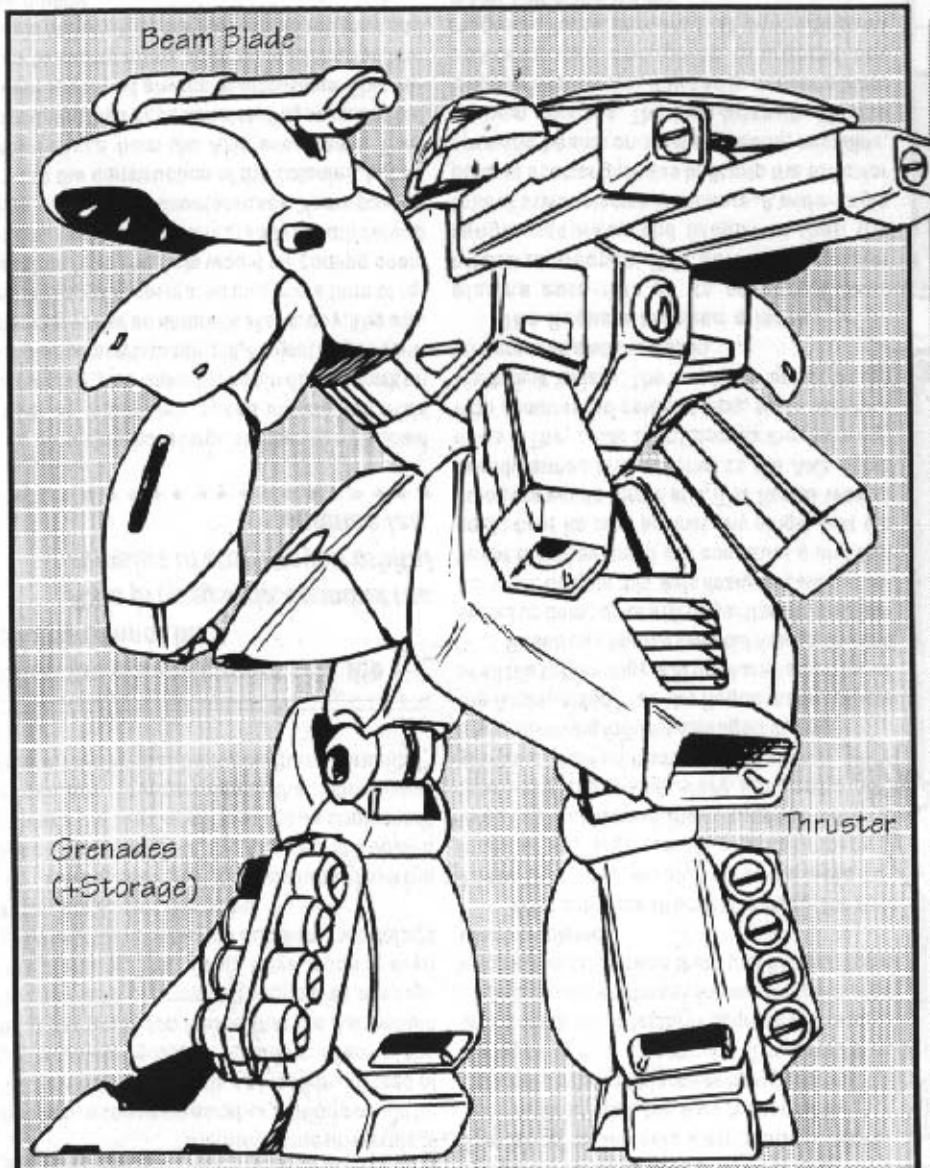
The Pariah was built on the frame shared by the Rampage and Deathstalker, so finding replacement parts was never difficult. More heavily armored than any of its predecessors (as the Axis could not afford to lose either pilots or mektons), the armor design was also modified away from the standard "sharp" Kargan lines towards a baroque style. This insured that Axis units wouldn't be confused with any other nationality.

One of the more expensive facets of this unit was the fact that Axis officials believed that armoring the Pariahs with the improved compressed ceramet alloy, and powering them with safer cold-fusion powerplants, would be a good morale booster. A stronger, sturdier hydraulic system was adapted to the frame, giving it an advantage in melee combat. The Pariah's beam submachine gun was based on the Raider's, but had a shorter effective range, countered by the 67% increase in the weapon's rate of fire. The Pariah retained the standard anti-missile and anti-personnel lasers of the Deathstalker; obvious favorites among these terrorists. A pilot could easily spray a few square blocks of area, and have the potential to kill every man-sized target in sight.

The Pariah was also equipped with four Ballal-charge grenades. These served the same basic purpose as the Deathstalker's missiles, but the grenades yielded greater damage. A



Design By: Varmis	Checker: AX-02	Revision: 3a
Date: 1516	CAD: Type 2	Manufacturer Axis



Design By: Varmis	Checker: AX-02	Revision: 3a
Date: 1516	CAD: Type 2	Manufacturer Axis

Height: 16.8m
Weight: 88.2t
Flight Speed: 4900mph (aprox.)
Crew: 1
Weapons: Baurelen 525a Beam Gun
Dankreth M1-AP Laser
Joraszn EP-36 Power Saw
Vellghe GD-3K Rocket Launcher
2xBraavs Binder System
WURS Type 13 Plasma Sabre
Axis/WGPB Balial Charge Grenade
Armor: Ceramet Composite
Max. Sensor Range:
1000Km/Max Vis, 7Km/Targeting Range

TECHNICAL SPECIFICATION

high-output beam blade was the primary melee weapon, but the Pariah also sported a larger version of the Jac's Speed Cutter called the Chain Buzzer (yet another tool of psychological warfare). For artillery bombardment this unit was equipped with a long range Bazooka. Most Pariahs carried an ammuntion pack with differing shells for specific purposes: armor-piercing for most situations, scatter shot for armor ablation, burst grenades for grouped multiple targets, incendiary bursts for maximum property damage, incendiary scatter shot for maximum armor ablation, etc...

■ VARIATIONS

There were no variations constructed by the Axis forces for the Pariah. Such luxuries could not be afforded by the Axis, who didn't have the mass-production facilities of the other nations on Algol.

■ SERVICE RECORD

Originally designed as a terrorist unit, the Pariah performed well enough to hold its own against most contemporary mektons. So, as the years passed, it went from high-profile terrorist mekton to front-line unit.

The Pariah served as the backbone of the Axis military forces throughout the remainder of the Murian Peace. Still active in 1530, the Pariah is one of the longest-lived mektons to serve on Algol. It was eventually downgraded to basic soldier's duty when the Rogue appeared in late 1525.

AXIS TERRORIST SPACE MEKTON

ROGUE AXIS MEKTON AMF-X25

Because of their political policies, the Axis were denied the opportunity to be represented in space. It was determined that granting them the same privileges of political recognition as other factions would be acknowledging the Axis as a nation, instead of just a splinter group of terrorists. Many of the other factions also feared that the Axis would use any form of orbital stronghold as a weapons platform. This would have made it even easier for them to launch nucleonic warheads at targets across the globe.

Having been politically excluded from the space colony project, the Axis secretly vowed to make the lives of all spacers as unpleasant as possible. "If we are denied the right to live in space, then all shall be denied the opportunity!"

What the enemy cannot see, the enemy cannot hit.

Axis propaganda, found at the remains of a destroyed orbital science lab.

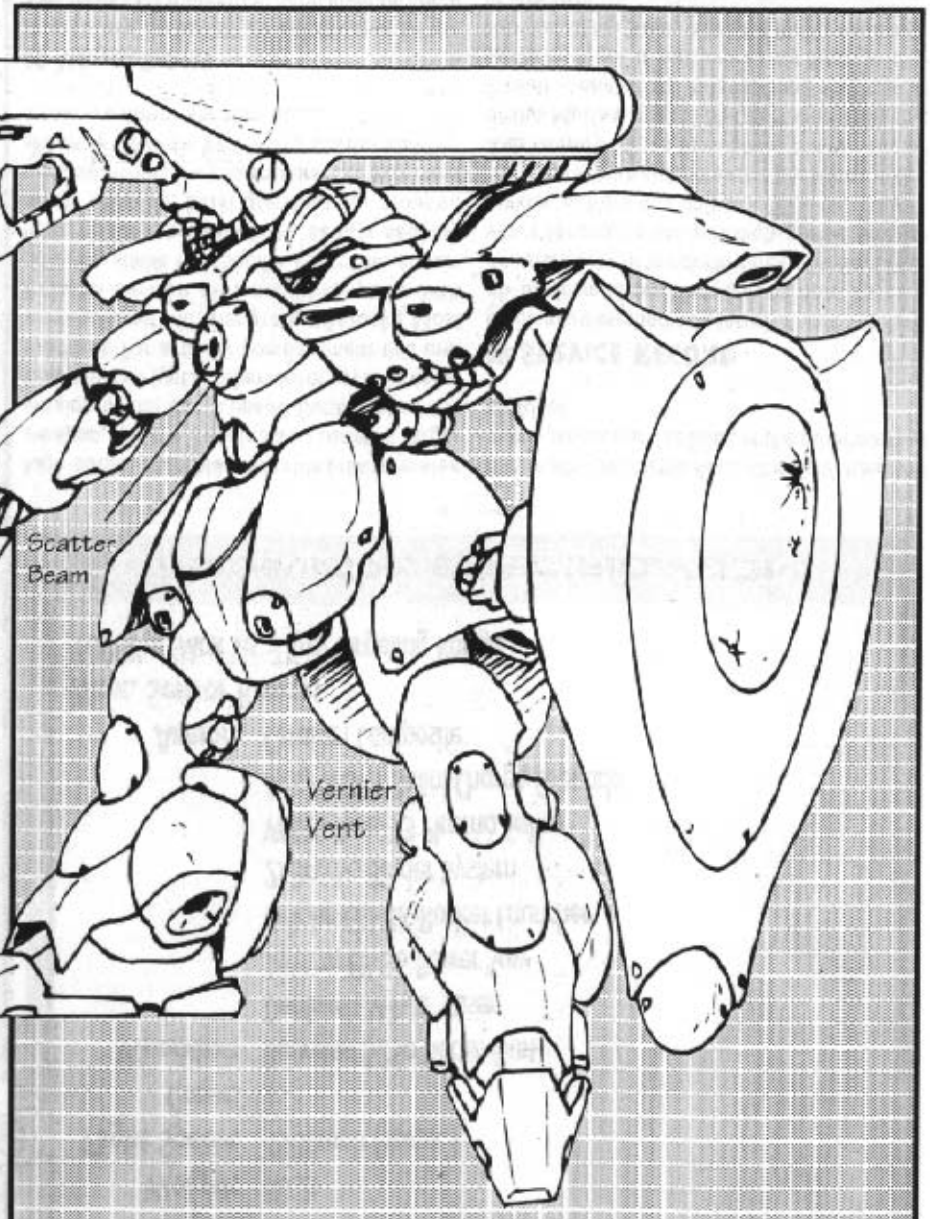
Knowing that a large number of units could never be moved into space undetected, Axis Command gave orders to begin design work on a high-powered stealth unit. Project Rogue commenced under an umbrella of secrecy. The other nations of Algol feared that some form of retaliation from the Axis would be coming soon, and so kept their militaries ready to both defend their capitals and counterattack. Years passed during the construction of the colonies, but no major strike from the Axis ever came. They continued their occasional raiding missions, but never launched any major offensives. This began to worry many political leaders, for few could believe that the Axis would roll over and die quietly.

After the pro-orbital political rallies of 1525, Axis leaders rejoiced as dissension spread throughout the colonies; here they saw an avenue for their revenge. As tensions rose and massive troop movements were made from Algol to orbit, the Axis managed to conceal a successful satelite launch during a staged launch catastrophe. The satelite was a small orbital factory equipped with several electronic warfare systems to mask its presence in low orbit. It was there that Project Rogue was completed.

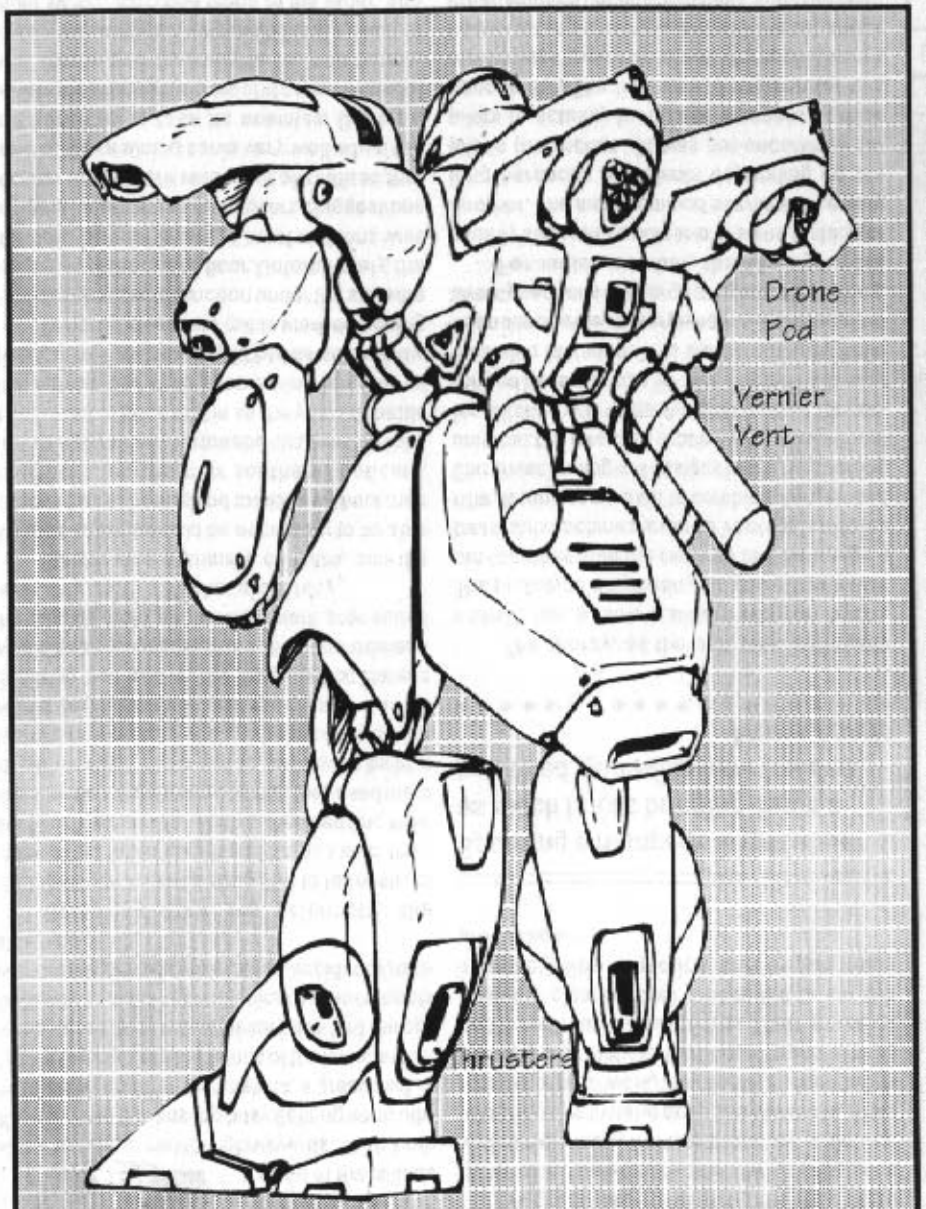
With only a small orbital factory, the Axis knew that they would never be able to maintain any large quantity of units in space. With this fact in mind, they chose to build a few very expensive, very advanced mektons. Built up from the remnants of a few surviving Infidels damaged during the Archipelago War, the Rogue made full use of all the technology that the Axis had on hand.

Based on a twenty year-old design, the unit ended up being quite a bit larger than its contemporaries. Despite this, Axis designers were confident that they could still construct a unit that could hold its own against any single unit the colonists would throw at it. The Rogue was as heavily armed and armored as the Axis could make it. They could afford to armor the entire unit with compressed ceramet alloy, since only four were built initially. The amount of armor on the binders was also increased.

The Rogue was given a large plasma auto-rifle as its primary offensive weapon. This gun had a greater range, accuracy and firepower than the Infidel's twin plasma launchers. A wide-angle plasma scatter gun was built into the torso for spraying beams on smaller mecha, missilies, or even civilians. The high-intensity Plasma Bomber system was devised to deliver a blast concentrated enough to overcome the magnetic force barriers that now equipped many command mecha.



Design By: Dalian	Checker: AX-02	Revision: 4
Date: 1525	CAD: Type 2	Manufacturer Axis



Design By: Dalian	Checker: AX-02	Revision: 4
Date: 1525	CAD: Type 2	Manufacturer Axis

Height: 16.7m
Weight: 391.2t
Flight Speed: 530mph (aprox.)
Crew: 1
Weapons: WURS Type 14 Plasma Sabre
Gaurrsen Bladed Strike Manipulator
Gaurrsen Type 3 Balanced Throwing Axe
WURS D550 Plasma Rifle
Palgean 550 Beam Scattershot
Vankourth Type 110 Magnetic Barrier
2x Broavs Binder System Type 2
WGPB X220 Plasma Bomb
Armor: Compressed Ceramet Alloy
Max. Sensor Range:
3000Km/Max Vis, 30Km/Targeting Range
Extras: Axis-WURS Psi-Amp System
Axis-WGPB Remote Controlled Stealth Drone System

TECHNICAL SPECIFICATION

From technological information gained when they recovered a Guild sensor pod, the project engineers included a complement of six remote beam gun units. With built-in stealth and cloaking systems of their own, they provided the Rogue with near-invisible fire support that could also double as long range artillery.

■ SERVICE RECORD

Once violence between the colonies and the planetside nations appeared imminent, the Axis took this as their cue to wreak as much havoc as possible. They launched the Rogue squadron to attack different colonies at random intervals (so as to provoke fighting between them). While this tactic was somewhat effective, it did not stop the Halo League from uniting the colonies against Algol. Confronted with unification, the planet-bound factions were forced to reach some form of limited cease-fire to deal with this new orbital threat. This meant that the Axis forces would not have to combat colonial and Algolian forces simultaneously. Following the Halo League's threat to destroy the Solar Heating Mirror, the Axis held a poltical rally that actually managed to gain some popular support from both Kargan and Elaran civilians. Thus, the Rogue fulfilled its original mission.

ELITE AXIS STEALTH & STRIKE MEKTON

MORAY INDEPENDENT ISLANDER MEKTON SMT-12

With the countless battles taking place in the Archipelago between 1504-1517, some of the islands were veritable mekton graveyards. With both Kargans and Elarans too busy fighting each other to clean up after themselves, a great deal of technology fell into the hands of the islanders. In some cases, they would never have had the opportunity to make technological advancements without this considerable (albeit, accidental) outside help.

Gathering their top scientists, the Archipelagan Alliance struggled to reconstruct some of the fallen Elaran and Kargan units from the First Mekton War. Rather than sending their first functional units into combat, they used them to gather more parts and to eventually build a factory in a remote area, where construction would begin on their own mechanized army. Realizing that neither the Kargans nor Elarans would be too pleased with preparations to defend the islands from all comers, work proceeded feverishly under a blanket of secrecy.

Stealth was a primary concern, and the Alliance knew it would be necessary to be able to move forces from island to island without their neighbors (northern or southern) noticing. Travelling by air was far too obvious, even at night. It occurred to them that in all the years of battle that surrounded their lives during this 'war of giants,' there had been very little undersea activity.

The project leaders got to work designing a mekton that could function under the extreme pressures of the ocean floor. Unfortunately, the standard bipedal layout of most mektons was not ideal for undersea maneuvers. Suggestions of other forms were made, but all realized that none of these would serve very well when the unit surfaced to face its enemies. During a debate measuring the pros and cons of bipedal land forms and hydrodynamic sea forms, someone questioned the feasibility of a unit that could switch from one mode to the other. The concept was initially laughed at, but with no better ideas present, the design group began to think about it seriously.

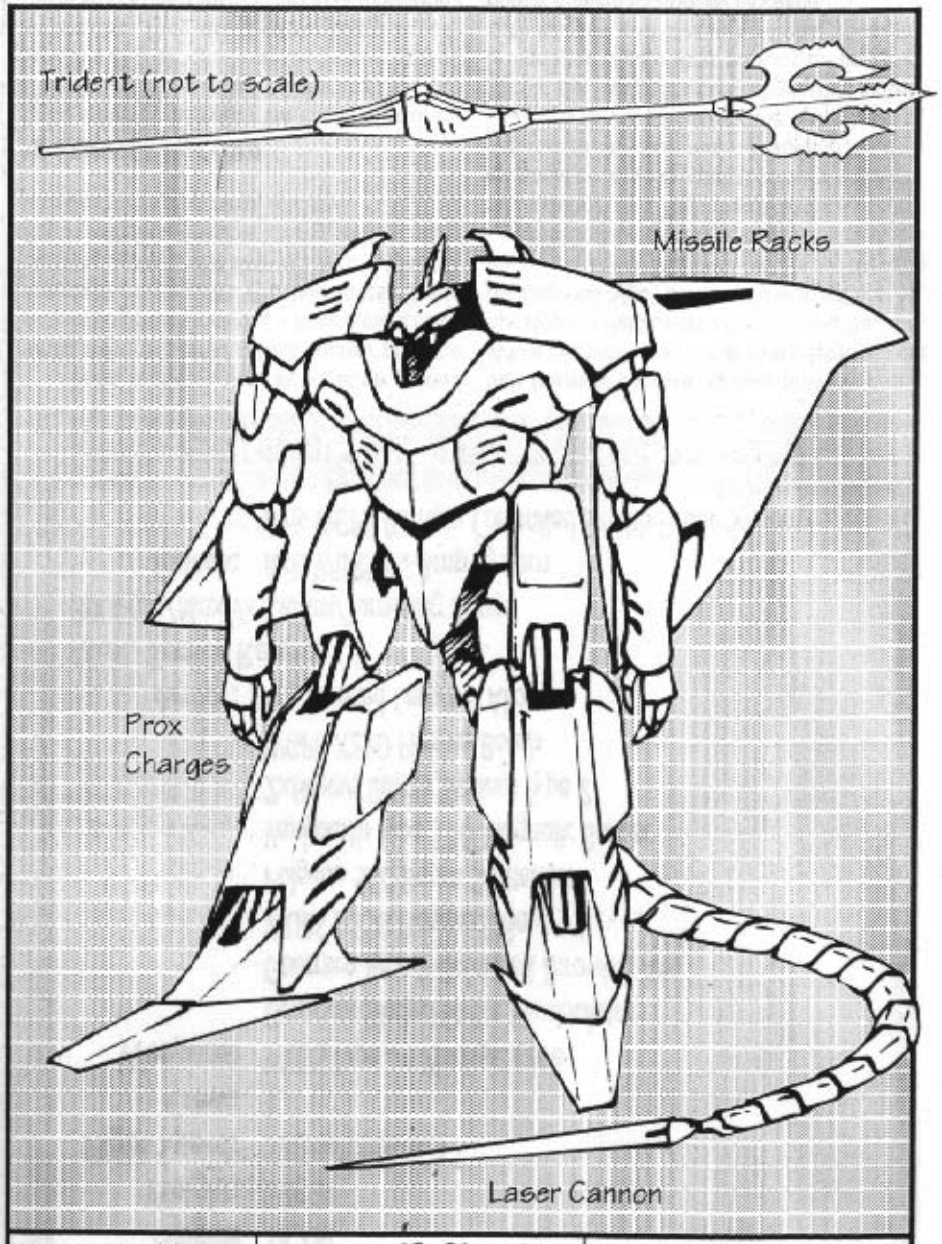
A great deal of testing took place to determine if they could realistically construct a variable geometry frame with enough structural integrity to withstand deep sea pressure. After months of hard work, they finally succeeded in building a prototype that could transform at depth without malfunctions. Their greatest obstacle cleared, they proceeded to set the assembly line in motion and began mass production.

Spearing a Rampage is just about as much fun as bringing down a poisoned spine-fish bare handed.

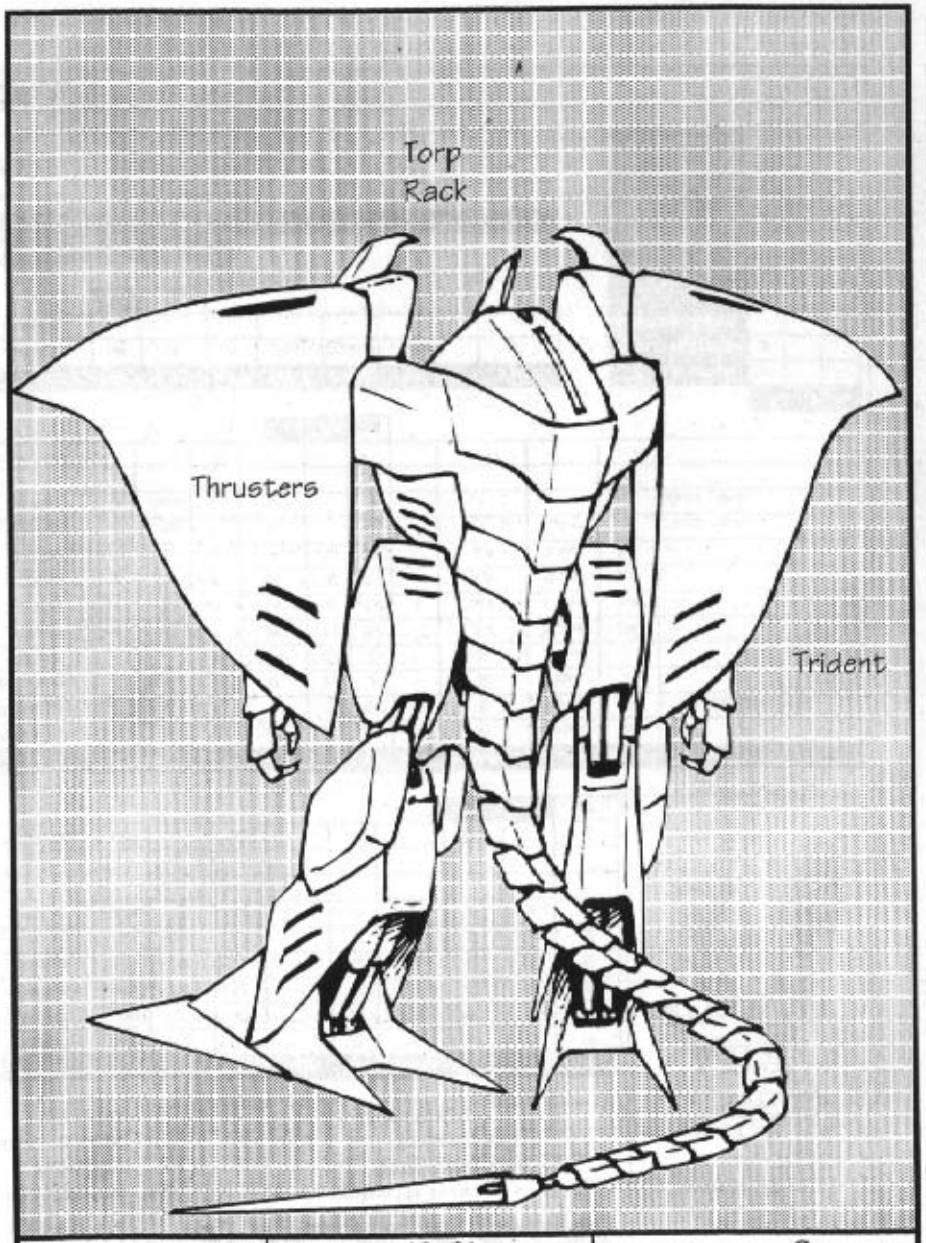
-Marie Aharis

The Moray, as the unit was eventually named, had a fairly standard weapon layout. The prototype's repeating plasma carbine was put together from the remains of a Rampage's beam submachine gun and a Vantage's plasma rifle. It took some time to combine Kargan and Elaran technological designs into a functioning unit, but the exercise proved very educational for Alliance scientists. A higher-output, longer-ranged beam cannon (inspired by the Hellwing) was also included. This would normally have been used as the primary weapon, but it required twenty seconds to charge the gun before firing.

For melee combat, the Morays were usually seen with a polearm of some fashion or another. The most common seemed to be very long harpoons or tridents depending on the pilot's preference. (It was not uncommon for pilots to actually hurl these weapons at their opponents!) The final issued weapon for this mekton was an electrified net. Moray pilots were known to tangle an opponent with the net, shock the enemy into unconsciousness, and drag them



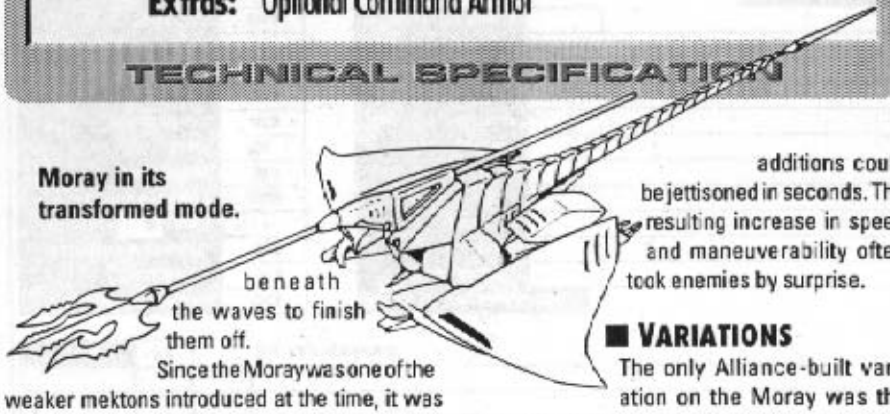
Design By: Margra	Checker: IS-01	Revision: 2
Date: 1512	CAD: EDO2	Manufacturer Var.



Design By: Margra	Checker: IS-01	Revision: 2
Date: 15:2	CAD: EDO2	Manufacturer Var.

Height: 12.8m
Weight: 48.9t
Flight Speed: 400mph (aprox.)
Crew: 1
Weapons: Pires EK Hybrid Beam Gun
Pires S60c1 Beam Cannon
Haldo T52/AA Net Shocker
Haldo MT4 Harpoon or MT5 Trident
Armor: Heavy Ceramic
Max. Sensor Range:
1000Km/Max Vis, 7Km/Targeting Range
Extras: Optional Command Armor

TECHNICAL SPECIFICATION



Moray in its transformed mode.

beneath the waves to finish them off.

Since the Moray was one of the weaker mektons introduced at the time, it was usually the underdog in one-on-one situations. To alleviate this problem without designing a whole new mekton, the Alliance design team constructed supplementary equipment to enhance the performance and increase the survivability of the Moray. These bolt-on additions gave the unit more armor protection, and a supply of missiles to keep opponents at a distance and focus their attention on something else (besides the mecha). The extra bulk tended to slow the Moray down, but once the supply of missiles was spent and the armor offered no more protection, these additions could be jettisoned in seconds. The resulting increase in speed and maneuverability often took enemies by surprise.

■ VARIATIONS

The only Alliance-built variation on the Moray was the SMT-12f, a flying unit. This mekton was very similar to the Moray, but was designed for land and air use, and was capable of only limited undersea work.

■ SERVICE RECORD

The Moray was so popular with the Alliance that it, or similar up-dates, have been the primary defense of the island nations since the time of its introduction. The SMT-29v, newest generation of the Moray, is currently on active duty in 1530.

MASS-PRODUCED MULTI-FORM MARINE MEKTON

MEKTON

Name of Mekton: VIGIL
Pilot Name:
Maneuver Value: -6
Pilot Reflex:

Actions Per Turn: +0
Total Cost: 134.6
Tonnage: 67.3
Mecha Reflex:

EMA-105

Servo Location:	Type:	Spaces:	Kills:	Taken:	CP:	Armor:	Type:	CP:	Total:
Torso	MW	12	12		12	5	S	5	17
Head	MW	12	12		12	5	S	5	11
Right Arm	MW	12	12		12	5	S	5	12
Left Arm	MW	12	12		12	5	S	5	12
Right Leg	MW	12	12		12	5	S	5	12
Left Leg	MW	12	12		12	5	S	5	12
Power Plant	MW	-	12		12		SCOL		12
							Total Cost		88

Weapon:	WA:	Range:	Kills:	Damage:	Shots:	CP:	Eff:	Total Cost:	Location:	Space	Special
Plasma Rifle	+1	8	6	6K	rf	6	-	6	R. Hand	6	
Pulse Laser	+0	4	1	3K	5	6.5	15	8	Head	5	Fragile, Autofire BV5.
Beam Sword	+1	Melee	1	4K	rf	2	-	2	R. Hand	2	
Shield	-	-	6	-	NA	3	-	3	L Arm	1	
Missiles	-1	5	5	5K	10	2.4	-	2.4	R Arm	2.4	
Missiles	-1	5	5	5K	10	2.4	-	2.4	L Arm	2.4	
Missiles	-1	5	5	5K	10	2.4	-	2.4	R Leg	2.4	
Missiles	-1	5	5	5K	10	2.4	-	2.4	L Leg	2.4	
Right Hand	+1	Melee	1	1K	-	1	-	*	R. Arm	0	Quick, Handy
Left Hand	+1	Melee	1	1K	-	1	-	*	L Arm	0	Quick, Handy
					Total Cost	38.5					

Sensor:	Type:	Cost:	Kills:	Range:	Comm:	Location:	Spaces:
Main	LN	1	3	25M	SCOR M	Head	1
Back-Up							
	Total	1					

Other Additive Systems (ECM etc.)			
System:	Cost:	Space:	Game Effects & Notes
Link	3		Arm Missile Pods
Link	3		Leg Missile Pods
Total	6		

	1	2	3
Movement Type:	Th		
Cost of System:	9		
Additional Thrust:	-		
Cost:	9		
Space(Cost/3):	3		
Efficiency:	-		
Total Cost:	9		
Total Space:	3		
Total MA:	12		
Thrust Location:	ST		

MEKTON

Multiplier Systems

System:	Cost:	Space:	Game Effects & Notes
Total	X.0		(Includes Hydraulics)

Cost(w/o Multipliers):	134.6
Base Weight:	67.3
Cost(After Multipliers):	134.6
Efficiency(-0 tons):	0
Cost(w/Efficiency):	134.6
Final Weight:	67.3
Scale:	1/1
Scaled Weight:	67.3
Scaled Cost:	134.6
Remote Cost(Total for All):	0
Command Armor Cost:	0
Total Cost:	134.6
Total Weight (With Command Armor):	67.3

Remote Systems Information	
Control Multiple:	
Class:	
Base Cost:	
Notes:	
Control Range:	
Operation Range:	
Range cost* Multiplier:	
Remote Skill:	
*Wire Connected:	
Number of Remote's:	
Total Cost Per Remote:	

Hydraulic Type:	Cost:	Kills:	Spaces:	Damage Bonus:
Standard	0	0	0	0

Remote Build Information		
Servos:	Weapons:	Other Systems:
Costs:		Total Costs

Command Armor

Location:	Armor:	Type:	Class:	Spaces:	CP:	Contents:
				Total Cost		

MEKTON

NAME OF MEKTON: VANTAGE
PILOT NAME:
MANEUVER VALUE: -6
PILOT REFLEX:

ACTIONS PER TURN: +1
TOTAL COST: 156.8
TONNAGE: 78.4
MECHA REFLEX:

EMA-108

SERVO LOCATION:	TYPE:	SPACES:	KILLS:	TAKEN:	CP:	ARMOR:	TYPE:	CP:	TOTAL:
Torso	MW	12	12		12	4	A	6	18
Head	MW	12	12		12	4	A	6	12
Right Arm	MW	12	12		12	4	A	6	13
Left Arm	MW	12	12		12	4	A	6	13
Right Leg	MW	12	12		12	4	A	6	13
Left Leg	MW	12	12		12	4	A	6	13
Power Plant	MH	-	16		16		X00+1		16
							TOTAL COST		98

WEAPON:	V/A	RANGE:	KILLS:	DAMAGE:	SHOTS:	CP:	EFF:	TOTAL COST:	LOCATION:	SPACE	SPECIAL
Plasma Rifle	+1	8	6	6K	inf.	6	-	8	R. Hand	6	
Plasma Launcher	+1	8	1	10K	1	6.8	-	8.8	R. Hand	6.8	Fragile
Beam Sword	+1	Melee	1	4K	Inf.	2	-	2	R. Hand	2	
Shield	-	-	8	-	NA	4	-	4	L. Arm	1	Standard Armor
Missiles	0	5	5	5K	10	3	-	3	R. Arm	3	
Missiles	0	5	5	5K	10	3	-	2.4	L. Arm	3	
Missiles	0	5	5	5K	10	3	-	2.4	R. Leg	3	
Missiles	0	5	5	5K	10	3	-	2.4	L. Leg	3	
Right Hand	+1	Melee	1	1K	-	1	-	1	R. Arm	0	Quick, Handy
Left Hand	+1	Melee	1	1K	-	1	-	1	L. Arm	0	Quick, Handy
						TOTAL COST		32.8			

SENSOR:	TYPE:	COST:	KILLS:	RANGE:	COMM:	LOCATION:	SPACES:
MAIN	LW	1	3	2KM	500KM	Head	1
BACK-UP							
	TOTAL	1					

OTHER ADDITIVE SYSTEMS (ECM ETC.)

SYSTEM:	COST:	SPACE:	GAME EFFECTS & NOTES
LINK	3		Arm Missile Pods
LINK	3		Leg Missile Pods
ECM	4	4	Radar ECM 3, (Head)
TOTAL	10		

	1	2	3
MOVEMENT TYPE:	TH		
COST OF SYSTEM:	12		
ADDITIONAL THRUST:	+1		
COST:	3		
SPACE(COST/3):	5		
EFFICIENCY:	-		
TOTAL COST:	15		
TOTAL SPACE:	5		
TOTAL MA:	13		
THRUST LOCATION:	ST		

MEKTON

MULIPLIER SYSTEMS

SYSTEM:	COST:	SPACE:	GAME EFFECTS & NOTES
TOTAL	X.0		(Includes Hydraulics)

COST(W/O MULTIPLIERS):	156.8
BASE WEIGHT:	78.4
COST(AFTER MULTIPLIERS):	156.8
EFFICIENCY(-0 TONS):	0
COST(W/EFFICIENCY):	156.8
FINAL WEIGHT:	78.4
SCALE:	1/1
SCALED WEIGHT:	78.4
SCALED COST:	156.8
REMOTE COST(TOTAL FOR ALL):	0
COMMAND ARMOR COST:	0
TOTAL COST:	156.8
TOTAL WEIGHT (WITH COMMAND ARMOR):	78.4

REMOTE SYSTEMS INFORMATION

CONTROL MULTIPLE:	
CLASS:	
BASE COST:	
NOTES:	
CONTROL RANGE:	
OPERATION RANGE:	
RANGE COST MULTIPLIER:	
REMOTE SKILL:	
WIRE CONNECTED:	
NUMBER OF REMOTE'S:	
TOTAL COST PER REMOTE	

HYDRAULIC TYPE:	COST:	KILLS:	SPACES:	DAMAGE BONUS:
STANDARD	0	8	0	0

REMOTE BUILD INFORMATION

	SERVOS:	WEAPONS:	OTHER SYSTEMS:
COSTS:			
		TOTAL COSTS	

COMMAND ARMOR

LOCATION:	ARMOR:	TYPE:	CLASS:	SPACES:	CP:	CONTENTS:
				TOTAL COST		

MEKTON

Name of Mekton: COMET
Pilot Name:
Maneuver Value: -3
Pilot Reflex:

Actions Per Turn: +2
Total Cost: 395.0
Tonnage: 79.7
Mecha Reflex:

EMA-216X

Servo Location:	Type:	Spaces:	Kills:	Taken:	CP:	Armor:	Type:	CP:	Total:
Torso	MW	16	10		12	6	A	9	21
Head	MW	6	6		6	6	A	9	15
Right Arm	HS	6	6		6	6	A	9	15
Left Arm	HS	6	6		6	6	A	9	15
Right Leg	LH	8	8		8	6	A	9	17
Left Leg	LH	8	8		8	6	A	9	17
Power Plant	AH		18		18		Coc-2		18
							Total Cost		118

Weapon:	WA:	Range:	Kills:	Damage:	Shots:	CP:	Eff:	Total Cost:	Location:	Space	Special
Laser Net	+0	8	6	6R	Inf.	58.8	12.9	51.8	T+R&L A.	26	60° N.A. Anti-Missile(Var)
Pulse Laser	+0	4	1	3R	5	6.5	.5	7	Head	8	Fragile, Autofire BV3
Beam Sword	+1	Melee	1	4R	Inf.	2	-	2	R. Hand	2	
Beam Sword	+1	Melee	1	4R	Inf.	2	-	2	L. Hand	2	
Mines	+0	0	8	8R	2	2.8	-	2.8	R. Leg	2.8	Nukes
Mines	+0	0	8	8R	2	2.8	-	2.8	L. Leg	2.8	Nukes
Right Hand	+0	Melee	1	1R	-	-	1	1	R. Arm	2	Quick, Handy
Left Hand	+0	Melee	1	1R	-	-	1	1	L. Arm	2	Quick, Handy
						Total Cost		70.4			

Sensor:	Type:	Cost:	Kills:	Range:	Comm:	Location:	Spaces:
Main	5	2	4	4KM	800KM	Torso	4
Back-Up							
	Total	2					

Other Additive Systems (ECM Etc.)			
System:	Cost:	Space:	Game Effects & Notes
Link	3		2 Arms & Torso for Laser Net
Total	3		

	1	2	3
Movement Type:	HR		
Cost of System:	12		
Additional Thrust:	+4		
Cost:	12		
Space(Cost/3):	8		
Efficiency:	-		
Total Cost:	24		
Total Space:	8		
Total MA:	16		
Thrust Location:	4R		
	4L		

MEKTON

Mulipler Systems

System:	Cost:	Space:	Game Effects & Notes
Verniers	x.2	10	+2 MV, 1 Each Leg, 4 Each Arm
Multi-Form	x.35	-	Astrofighter
Total	x.55		(Includes Hydraulics)

Cost(w/o Multipliers):	217.4
Base Weight:	108.7
Cost(After Multipliers):	307.0
Efficiency(-29 tons):	58
Cost(w/Efficiency):	395.0
Final Weight:	79.9
Scale:	1/1
Scaled Weight:	79.9
Scaled Cost:	395.0
Remote Cost(Total for all):	0
Command Armor Cost:	0
Total Cost:	395.0
Total Weight (With Command Armor)	79.9

Remote Systems Information	
Control Multiple:	
Class:	
Base Cost:	
Notes:	
Control Range:	
Operation Range:	
Range cost multiplier:	
Remote Skill:	
Wire Connected:	
Number of Remote's:	
Total Cost Per Remote:	0

Hydraulic Type:	Cost:	Kills:	Spaces:	Damage Bonus:
Standard	0	8	0	0

Remote Build Information		
Servos:	Weapons:	Other Systems:
Costs:		
	Total Costs	0

Command Armor

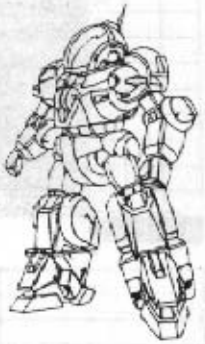
Location:	Armor:	Type:	Class:	Spaces:	CP:	Contents:
				Total Cost	0	

MEKTON

NAME OF MEKTON: TURBO
PILOT NAME:
MANEUVER VALUE: -4
PILOT REFLEX:

ACTIONS PER TURN: +1
TOTAL COST: 144.0
TONNAGE: 65.5
MECHA REFLEX:

EMA-219X



SERVO LOCATION:	TYPE:	SPACES:	KILLS:	TAKEN:	CP:	ARMOR:	TYPE:	CP:	TOTAL:
Torso	MS	10	10		10	4	S	4	14
Head	MS	7	4		5	4	S	4	9
Right Arm	MS	6	6		6	4	S	4	10
Left Arm	MS	6	6		6	4	S	4	10
Right Leg	MS	6	6		6	4	S	4	10
Left Leg	MS	6	6		6	4	S	4	10
Power Plant	LH		14		14		Cool+1		14
							TOTAL COST		77

WEAPON:	WA:	RANGE:	KILLS:	DAMAGE:	SHOTS:	CP:	EFF:	TOTAL COST:	LOCATION:	SPACE	SPECIAL
Beam Carbine	+2	8	4	4K	10	5.4	-	5.4	R. Hand	5.4	
Pulse Laser	+0	4	1	3K	5	6.5	.5	7	Head	6	Fragile, Autofire BV3
Beam Sword	+1	Melee	1	4K	Inf.	2	-	2	R. Hand	2	
Shield	-	-	6	-	NA	4.5	-	4.5	L. Arm	1	Alpha Armor
Missiles	+0	5	5	5K	10	3	-	3	Torso	3	
Missiles	+0	5	5	5K	10	3	-	3	R. Arm	3	
Missiles	+0	5	5	5K	10	3	-	3	L Arm	3	
Left Hand	+0	Melee	1	1K	-	-	1	1	L. Arm	0	Quick, Handy
Right Hand	+0	Melee	1	1K	-	-	1	1	R. Arm	0	Quick, Handy
							TOTAL COST	27.9			

SENSOR	TYPE:	COST:	KILLS:	RANGE:	COMM:	LOCATION:	SPACES:
MAIN	LW	1	3	2KM	500KM	Head	1
BACK-UP	LW	2	3	1KM	300KM	Torso	2
	TOTAL	3					

OTHER ADDITIVE SYSTEMS (ECM ETC.)

SYSTEM:	COST:	SPACE:	GAME EFFECTS & NOTES
LINK	6		Torso&Arm Missiles
ENV.	5		Space & Desert Protection
TOTAL	11		

	1	2	3
MOVEMENT TYPE	Th		
COST OF SYSTEM	9		
ADDITIONAL THRUST	+1		
COST	12		
SPACE(COST/3)	3		
EFFICIENCY	-		
TOTAL COST	12		
TOTAL SPACE	4		
TOTAL MA	13		
THRUST LOCATION	2RL		
	2LL		

MEKTON

MULIPLIER SYSTEMS

SYSTEM:	COST:	SPACE:	GAME EFFECTS & NOTES
VERNIERS	x1	5	+1 MV, 2 Each Leg, 2 Each Arm, 1 Torso.
TOTAL	x.1		(Includes Hydraulics)

COST(W/O MULTIPLIERS):	130.9
BASE WEIGHT:	65.5
COST(AFTER MULTIPLIERS):	144.0
EFFICIENCY(- TONS):	0
COST(W/EFFICIENCY):	144.0
FINAL WEIGHT:	65.5
SCALE:	1/1
SCALED WEIGHT:	65.5
SCALED COST:	144.0
REMOTE COST(TOTAL FOR ALL):	0
COMMAND ARMOR COST:	0
TOTAL COST:	144.0
TOTAL WEIGHT (WITH COMMAND ARMOR):	65.5

REMOTE SYSTEMS INFORMATION

CONTROL MULTIPLE:	
CLASS:	
BASE COST:	
NOTES:	
CONTROL RANGE:	
OPERATION RANGE:	
RANGE COST MULTIPLIER:	
REMOTE SKILL:	
WIRE CONNECTED:	
NUMBER OF REMOTES:	
TOTAL COST PER REMOTE:	0

REMOTE BUILD INFORMATION

SERVOS:	WEAPONS:	OTHER SYSTEMS:
COSTS:		TOTAL COSTS: 0

HYDRAULIC TYPE:	COST:	KILLS:	SPACES:	DAMAGE BONUS:
STANDARD	0	5	0	0

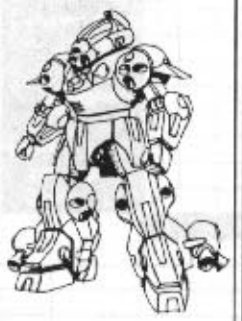
COMMAND ARMOR

LOCATION:	ARMOR:	TYPE:	CLASS	SPACES:	CP:	CONTENTS:
				TOTAL COST	0	

MEKTON

NAME OF MEKTON: FIREBALL
PILOT NAME:
MANEUVER VALUE: -3
PILOT REFLEX:
ACTIONS PER TURN: +2
TOTAL COST: 394.6
TONNAGE: 89.5
MECHA REFLEX:

EMA-223X



SERVO LOCATION	TYPE:	SPACES:	KILLS:	TAKEN:	CP:	ARMOR:	TYPE:	CP:	TOTAL:
Torso	MW	12	12		12	6	A	9	21
Head	MW	6	6		6	6	A	9	15
Right Arm	MW	7	7		7	6	A	9	16
Left Arm	MW	7	7		7	6	A	9	16
Right Leg	MW	7	7		7	6	A	9	16
Left Leg	MW	7	7		7	6	A	9	16
Power Plant	SH		20		20		Cool+2		20
							TOTAL COST		120

WEAPON:	WA:	RANGE:	KILLS:	DAMAGE:	SHOTS:	CP:	EFF:	TOTAL COST:	LOCATION:	SPACE	SPECIAL
Var. Beam Gun	-	-	10	-	(20)	40	25	66	2 Hand	14	Energy Pool, Portfilo 3
"Rapid Fire"	-2	8		3K		[18]					Machinfire BV5
"Pulse-Cannon"	+1	11		3K		[18.9]					1 Turn Warm-Up
"Sweeping Beam"	+0	8		4K		[18]					180° Wide Angle
Beam Sword	+1	Melee	2	6K	Inf.	4	-	4	R. Hand	4	
Shield	-	-	8	-	NA	8	1	8	L. Hand	7	BArmor
Left Hand	+0	Melee	1	1K	-	-	1	1	L. Arm	0	Quick, Handy
Right Hand	+0	Melee	1	1K	-	-	1	1	R. Arm	0	Quick, Handy
						TOTAL COST		81.0			

SENSOR:	TYPE:	COST:	KILLS:	RANGE:	COMM:	LOCATION:	SPACES:
MAIN	S	2	4	4KM	300KM	Head	1
BACK-UP	SL	2	3	1KM	300KM	Torso	2
	TOTAL	4					

OTHER ADDITIVE SYSTEMS (ECM ETC.)

SYSTEM:	COST:	SPACE:	GAME EFFECTS & NOTES
Es.Pod	1		Last ditch out.
ENV.	6		Space Protection
TOTAL	7		

	1	2	3
MOVEMENT TYPE:	HR		
COST OF SYSTEM:	12		
ADDITIONAL THRUST:	+6		
COST:	18		
SPACE(COST/3):	10		
EFFICIENCY:	-		
TOTAL COST:	30		
TOTAL SPACE:	10		
TOTAL MA:	18		
THRUST LOCATION:	5RL		
	5LL		

MEKTON

MULTIPLIER SYSTEMS

SYSTEM:	COST:	SPACE:	GAME EFFECTS & NOTES
VERNIERS	x.3	15	+3 MV, 1 Each Leg, 6 Each Arm, 1 Torso.
STEALTH	x.1		See "Stealth" Page 41
TOTAL	X.4		(Includes Hydraulics)

COST(W/O MULTIPLIERS)	239
BASE WEIGHT	119.5
COST(AFTER MULTIPLIERS)	334.6
EFFICIENCY -30 TONS)	60
COST(W/EFFICIENCY)	394.6
FINAL WEIGHT:	89.5
SCALE:	1/1
SCALED WEIGHT:	89.5
SCALED COST:	394.6
REMOTE COST(TOTAL FOR ALL):	0
COMMAND ARMOR COST:	0
TOTAL COST:	394.6
TOTAL WEIGHT (WITH COMMAND ARMOR):	89.5

REMOTE SYSTEMS INFORMATION

CONTROL MULTIPLE:	
CLASS:	
BASE COST:	
NOTES:	
CONTROL RANGE:	
OPERATION RANGE:	
RANGE COST MULTIPLIER:	
REMOTE SKILL:	
WIRE CONNECTED:	
NUMBER OF REMOTE'S:	
TOTAL COST PER REMOTE:	0

HYDRAULIC TYPE:	COST:	KILLS:	SPACES:	DAMAGE BONUS:
STANDARD	0	8	0	0

REMOTE BUILD INFORMATION

SERVOS:	WEAPONS:	OTHER SYSTEMS:
COSTS:		TOTAL COSTS 0

COMMAND ARMOR

LOCATION:	ARMOR:	TYPE:	CLASS:	SPACES:	CP:	CONTENTS:
				TOTAL COST	0	

MEKTON

NAME OF MEKTON: NOVA
PILOT NAME:
MANEUVER VALUE: -2
PILOT REFLEX:

ACTIONS PER TURN: +2
TOTAL COST: 476.1
TONNAGE: 69.9
MECHA REFLEX:

EMA-229X

SERVO LOCATION:	TYPE:	SPACES:	KILLS:	TAKEN:	CP:	ARMOR:	TYPE:	CP:	TOTAL:
Torso	MW	12	12		12	6	B	12	24
Head	MW	6	6		6	6	B	12	18
Right Arm	MW	7	7		7	6	B	12	19
Left Arm	MW	7	7		7	6	B	12	19
Right Leg	LH	10	7		8	6	B	12	20
Left Leg	LH	10	7		8	6	B	12	20
Power Plant	SH		20		20		Cool+2		20
							TOTAL COST		136

WEAPON:	WA:	RANGE:	KILLS:	DAMAGE:	SHOTS:	CP:	EFF:	TOTAL COST:	LOCATION:	SPACE	SPECIAL
Plasma Rifle	+2	10	10	10K	Inf.	32.4	18.4	50.8	2 Hand	14	
Auto Cannon	+0	3	2	2K	*	4.5	.5	5	Head	4	MachineFire, BvB
*Ammo					5	10	-	10	Torso	1	AP
Beam Sword	+1	Melee	2	6K	Inf.	4	-	4	R. Hand	4	
Beam Sword	+1	Melee	2	6K	Inf.	4	-	4	R. Hand	4	
Force Screen	NA	-	4K	-	NA	9	-	9	Torso	9	PF3
Missiles	+0	5	8	8K	1	6	-	6	R. Arm	8	
Smoke Grenade	NA	10	3	[3]	1	6	-	6	L. Arm	8	Radius 10, Area-B/Smoke
Left Hand	+0	Melee	1	1K	-	-	1	1	L. Arm	0	Quick, Handy
Right Hand	+0	Melee	1	1K	-	-	1	1	R. Arm	0	Quick, Handy
						TOTAL COST		96.8			

SENSOR:	TYPE:	COST:	KILLS:	RANGE:	COMM:	LOCATION:	SPACES:
MAIN	S	2	4	4KM	800KM	Head	1
BACK-UP	SL	2	3	1KM	300KM	Torso	2
	TOTAL	4					

MOVEMENT TYPE:	1	2	3
	TH		
COST OF SYSTEM:	9		
ADDITIONAL THRUST:	+5		
COST:	15		
SPACE(COST/3):	5		
EFFICIENCY:	-		
TOTAL COST:	24		
TOTAL SPACE:	5		
TOTAL MA:	17		
THRUST LOCATION:	4RL		
	ALL		

OTHER ADDITIVE SYSTEMS (ECM ETC.)

SYSTEM:	COST:	SPACE:	GAME EFFECTS & NOTES
ENV.	7		Space & Re-Entry Protection
TOTAL	7		

MEKTON

MULIPLIER SYSTEMS

SYSTEM:	COST:	SPACE:	GAME EFFECTS & NOTES
VERNIERS	x.2	10	+2 MV, 5 Each Leg.
STEALTH	x.1		See "Stealth" Page 41.
TOTAL	x.3		(Includes Hydraulics)

COST(W/O MULTIPLIERS):	267.8
BASE WEIGHT:	133.9
COST(AFTER MULTIPLIERS)	348.1
EFFICIENCY -64 TONS)	128
COST(W/EFFICIENCY)	476.1
FINAL WEIGHT:	69.9
SCALE:	1/1
SCALED WEIGHT:	69.9
SCALED COST:	476.1
REMOTE COST(TOTAL FOR ALL):	0
COMMAND ARMOR COST:	0
TOTAL COST:	476.1
TOTAL WEIGHT (WITH COMMAND ARMOR):	69.9

REMOTE SYSTEMS INFORMATION

CONTROL MULTIPLE:	
CLASS:	
BASE COST:	
NOTES:	
CONTROL RANGE:	
OPERATION RANGE:	
RANGE/COST MULTIPLIER:	
REMOTE SKILL:	
WIRE CONNECTED:	
NUMBER OF REMOTE'S:	
TOTAL COST PER REMOTE:	0

HYDRAULIC TYPE:	COST:	KILLS:	SPACES:	DAMAGE BONUS:
STANDARD	0	8	0	0

REMOTE BUILD INFORMATION

	SERVOS:	WEAPONS:	OTHER SYSTEMS:
COSTS:			
TOTAL COSTS		0	

COMMAND ARMOR

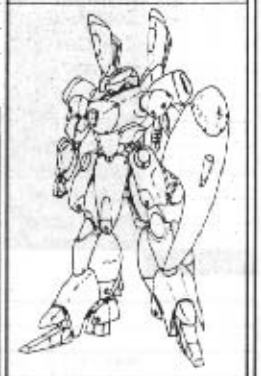
LOCATION:	ARMOR:	TYPE	CLASS:	SPACES:	CP:	CONTENTS:
				TOTAL COST	0	

MEKTON

Name of Mekton: VANDAL
Pilot Name:
Maneuver Value: -2
Pilot Reflex:

Actions Per Turn: +2
Total Cost: 2023.3
Tonnage: 28.4
Mecha Reflex:

XME-423X



Servo Location:	Type:	Spaces:	Kills:	Taken:	CP:	Armor:	Type:	CP:	Total:
Torso	HS	10	10		10	7	y	21	31
Head	HS	5	5		5	6	y	18	23
Right Arm	MS	5	5		5	6	y	18	23
Left Arm	MS	5	5		5	6	y	18	23
Right Leg	HS	6	6		6	7	y	21	27
Left Leg	HS	6	6		6	7	y	21	27
Power Plant	MS		8		8		Coo+2		5
							Total Cost		161

Weapon:	WA:	Range:	Kills:	Damage:	Shots:	CP:	Eff:	Total Cost:	Location:	Space:	Special
Beam Gun	+2	9	10	10K	5	25.8	9.9	33.7	Torso	4	
Beam Shotgun	+1	7	5	5K	5	23.3	9.2	32.5	Hand	5	60°WA, Variable Anti-Missile
Beam Shotgun	+1	7	5	5K	5	23.3	9.2	32.5	Hand	5	60°WA, Variable Anti-Missile
Beam Sword	+2	Melee	3	12K	inf.	16.5	5.5	22.3	Hand	5	
Cestus	+2	Melee	1	4K	NA	9	3.5	12.5	R. Arm	2	AP, Glick(Mounted)
Cestus	+2	Melee	1	4K	NA	9	3.5	12.5	L. Arm	2	AP, Glick(Mounted)
Shield	-	-	10	-	-	36	1	37	L. Hand	0	Gamma Armor
R. Hand	+2	Melee	1	1K	-	1	-	2	R. Arm	0	Quick, Handy
L. Hand	+2	Melee	1	1K	-	1	-	2	L. Arm	0	Quick, Handy
						Total Cost		201.3			

Sensor:	Type:	Cost:	Kills:	Range:	Comm:	Location:	Spaces:
Main	AH	22	10	30km	3K cm	Head	1
Back-Up							
	Total	22					

Movement Type:	1 KW	2 THR	3
Cost of System:	3		
Additional Thrust:	+0	36	
Cost:	6	36	
Space(Cost/3):	1	12	
Efficiency:	-	5	
Total Cost:	6	41	
Total Space:	1	2	
Total MA:	14	+12	
Thrust Location:	LT	TRAIL	

Other Additive Systems (ECM Etc.)

System:	Cost:	Space:	Game Effects & Notes
Adverse	15		Desert, Water, Space, Re-Entry & Arctic
Xtras	1.5		Escape Pod, Wire-Lift, Lights
Link	15		Link all Servo's for Eager Lens
Mount	6		Cestus Mounts
Total	37.5		

MEKTON

Multiplier Systems

System:	Cost:	Space:	Game Effects & Notes
V-Max	1.25		
V-Max	.75		See V-Max on Page 44.
Eager Lens	.32	20	Rank 3, Draw 2, Backlash 0, Portfolio 3.
Total	x2.32		(Includes Hydraulics)

Cost(W/O Multipliers):	478.8
Base Weight:	235.4
Cost(After Multipliers):	1619.1
Efficiency(-207 tons):	414
Cost(W/Efficiency):	2024.1
Final Weight:	28.4
Scale:	1/1
Scaled Weight:	28.4
Scaled Cost:	2024.1
Remote Cost(Total for all):	0
Command Armor Cost:	0
Total Cost:	2024.1
Total Weight (With Command Armor):	28.4

Remote Systems Information

Control Multiple:	
Class:	
Base Cost:	
Notes:	
Control Range:	
Operation Range:	
Range Cost Multiplier:	
Remote Skill:	
Wire Connected:	
Number of Remote's:	
Total Cost Per Remote:	

Remote Build Information

Servos:	Weapons:	Other Systems:
Costs:		Total Costs

Hydraulic Type:	Cost:	Kills:	Spaces:	Damage Bonus:
Heavy	x1	10	-1	+1

Command Armor

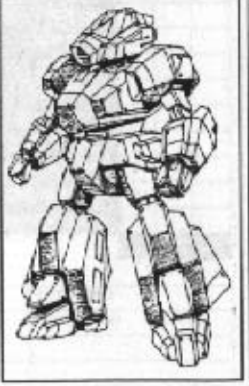
Location:	Armor:	Type:	Class:	Spaces:	CP:	Contents:
				Total Cost		

MEKTON

Name of Mekton: RAMPAGE
Pilot Name:
Maneuver Value: -7
Pilot Reflex:

Actions Per Turn: +0
Total Cost: 154.7
Tonnage: 77.4
Mecha Reflex:

IMK-05



Servo Location:	Type:	Spaces:	Kills:	Taken:	CP:	Armor:	Type:	CP:	Total:
Torso	MW	12	12		12	6	S	6	18
Head	MW	6	6		6	6	S	6	12
Right Arm	MW	7	7		7	6	S	6	13
Left Arm	MW	7	7		7	6	S	6	13
Right Leg	MW	7	7		7	6	S	6	13
Left Leg	MW	7	7		7	6	S	6	13
Power Plant	LH		14		14		Cool		14
							Total Cost		96

Weapon:	WA:	Range:	Kills:	Damage:	Shots:	CP:	Eff:	Total Cost:	Location:	Space:	Special
Hv. Bazooka	0	8	7	7K	*	8.4	-	8.4	2 Hand	8.4	
*Ammo					10	8.4	-	8.4	Torso	1	Standard
*Ammo					4	8.4	-	8.4	Torso	1	Scatter Shot
*Ammo					2	8.4	-	8.4	Torso	1	Burst Grenade II
AP Laser	+1	6	2	2K	Inf.	1.6	-	1.6	Head	1.6	Anti-Personnel
Rastas	+1	Melee	3	3K	NA	1.5	-	1.5	R. Hand	1.5	
Shield	-	-	10	-	NA	4	-	4	L. Hand	4	Ablatible(AH)
R. Hand	+1	Melee	1	1K	-	1	-	1	R. Arm	0	Quick, Handy
L. Hand	+1	Melee	1	1K	-	1	-	1	L. Arm	0	Quick, Handy
								Total Cost		42.7	

Sensor:	Type:	Cost:	Kills:	Range:	Comm:	Location:	Spaces:
Main	LW	1	2	1KM	300KM	Head	1
Back-Up							
	Total	1					

	1	2	3
Movement Type:	HR		
Cost of System:	12		
Additional Thrust:	+1		
Cost:	3		
Space(Cost/3):	5		
Efficiency:	-		
Total Cost:	15		
Total Space:	5		
Total MA:	13		
Thrust Location:	ST		

Other Additive Systems (ECM Etc.)

System:	Cost:	Space:	Game Effects & Notes
Total			

MEKTON

Mulipler Systems

System:	Cost:	Space:	Game Effects & Notes
Total			(Includes Hydraulics)

Cost(w/o Multipliers):	154.7
Base Weight:	77.4
Cost(After Multipliers)	154.7
Efficiency(- Tons):	0
Cost(w/Efficiency):	154.7
Final Weight:	77.4
Scale:	1/1
Scaled Weight:	77.4
Scaled Cost:	154.7
Remote Cost(Total for All):	0
Command Armor Cost:	0
Total Cost:	154.7
Total Weight (With Command Armor):	77.4

Remote Systems Information

Control Multiple:	
Class:	
Base Cost:	
Otes:	
Control Range:	
Operation Range:	
Range Cost Multiplier:	
Remote Skill:	
Wire Connected:	
Number of Remote's:	
Total Cost Per Remote:	

Hydraulic Type:	Cost:	Kills:	Spaces:	Damage Bonus:
Standard	0	6	0	0

Remote Build Information

Servos:	Weapons:	Other Systems:
Costs:		
	Total Costs	

Command Armor

Location:	Armor:	Type:	Class:	Spaces:	CP:	Contents:
				Total Cost		

MEKTON

Name of Mekton: DEATHSTALKER
Pilot Name:
Maneuver Value: -5
Pilot Reflex:

Actions Per Turn: +1
Total Cost: 134.3
Tonnage: 67.2
Mecha Reflex:

IMK-08

Servo Location:	Type:	Spaces:	Kills:	Taken:	CP:	Armor:	Type:	CP:	Total:
Torso	HS	10	10		10	4	S	4	14
Head	HS	5	5		5	4	S	4	8
Right Arm	MS	5	5		5	4	S	4	8
Left Arm	MS	5	5		5	4	S	4	8
Right Leg	HS	6	6		6	4	S	4	10
Left Leg	HS	6	6		6	4	S	4	10
Right Wing	S	6	3		4	0		0	4
Left Wing	S	6	3		4	0		0	4
Power Plant	LH		1		7		Hot+1		7
							Total Cost		76

Weapon:	MA:	Range:	Kills:	Damage:	Shots:	CP:	Eff:	Total Cost:	Location:	Space:	Special
Auto Cannon	0	6	4	4K	*	5	-	5	R. Hand	5	MachineFire 3V3
*Ammo					10	5	-	5	Torso	1	Standard
*Ammo					5	5	-	5	Torso	1	AP
AP Laser	+1	6	2	2K	Inf.	1.6	-	1.6	Head	1.6	Anti-Personnel
Blade	-0	Melee	4	4K	NA	4.5	-	4.5	R. Hand	4.5	
Shield	-	-	12	-	NA	4.5	-	4.5	L Hand	4.5	Ablatible(MgH)
Missiles	+1	10	4	4K	10	5.9	-	5.9	R Mkg	5.9	
Missiles	+1	10	4	4K	10	5.9	-	5.9	R Mkg	5.9	
Missiles	-0	8	1	1K	50	5	-	5	Torso	5	
R. Hand	+1	Melee	1	1K	-	1	-	1	R. Arm	0	Quick, Handy
L. Hand	+1	Melee	1	1K	-	1	-	1	L. Arm	0	Quick, Handy
						Total Cost		41.3			

Sensor	Type:	Cost:	Kills:	Range:	Comm:	Location:	Spaces:
Main	S	2	4	4KM	BOCRM	Head	1
Back-Up							
	Total	1					

Other Additive Systems (ECM Etc.)			
System:	Cost:	Space:	Game Effects & Notes
Link	3		Wing Missile Racks
Total			

	1	2	3
Movement Type:	HR		
Cost of System:	9		
Additional Thrust:	+2		
Cost:	6		
Space(Cost/3):	5		
Efficiency:	-		
Total Cost:	15		
Total Space:	5		
Total MA:	14		
Thrust Location:	ST		

MEKTON

Multiplier Systems

System:	Cost:	Space:	Game Effects & Notes
Total			(Includes Hydraulics)

Cost(W/O Multipliers):	134.3
Base Weight:	67.2
Cost(After Multipliers):	134.3
Efficiency(- tons):	0
Cost(W/Efficiency):	134.3
Final Weight:	67.2
Scale:	1/1
Scaled Weight:	67.2
Scaled Cost:	134.3
Remote Cost(Total for All):	0
Command Armor Cost:	0
Total Cost:	134.3
Total Weight (With Command Armor):	67.2

Remote Systems Information	
Control Multiple:	
Class:	
Base Cost:	
Notes:	
Control Range:	
Operation Range:	
Range Cost Multiplier:	
Remote Skill:	
Wire Connected:	
Number of Remote's:	
Total Cost Per Remote:	

Hydraulic Type:	Cost:	Kills:	Spaces:	Damage Bonus:
Standard	0	6	0	0

Remote Build Information		
Servos:	Weapons:	Other Systems:
Costs:		Total Costs

Command Armor

Location:	Armor	Type:	Class:	Spaces:	CP:	Contents:
				Total Cost		

MEKTON

NAME OF MEKTON: HELLWING
PILOT NAME:
MANEUVER VALUE: -3
PILOT REFLEX:

ACTIONS PER TURN: +2
TOTAL COST: 190.9
TONNAGE: 79.6
MECHA REFLEX:

IMK-11

SERVO LOCATION:	TYPE:	SPACES:	KILLS:	TAKEN:	CP:	ARMOR:	TYPE:	CP:	TOTAL:
Torso	MS	10	7		8	4	S	4	12
Head	MS	4	4		4	2	S	2	8
Right Arm	MS	7	4		5	4	S	4	9
Left Arm	MS	7	4		5	4	S	4	9
Right Leg	MS	7	4		5	4	S	4	9
Left Leg	MS	7	4		5	4	S	4	9
Right Wing	S	6	3		4	1	S	1	5
Left Wing	S	6	3		4	1	S	1	5
Power Plant	AH		1		9		Hot+2		9
							TOTAL COST		73

WEAPON:	WA:	RANGE:	KILLS:	DAMAGE:	SHOTS:	CP:	EFF:	TOTAL COST:	LOCATION:	SPACE	SPECIAL
JAC Rifle	+1	9	3	3K	*	10.1	.1	10.2	2 Hand	10	MachineFire 3V3
*Ammo					5	5		10.1	R. Arm	1	(5 shots in gun+5 in clip)
*AP Ammo					5	10.2		10.2	L Arm	1	Armor Piercing
AM Laser	+1	NA	4	(4)	Inf.	4		4	Head	4	Anti-Missile
Plasma Blade	+1	Melee	2	6K	5	2.8	-	2.8	R. Hand	2.8	
Barrier Screen	-	-	8	-	1	6	-	6	Torso	6	Reactive PFI
Missiles	+0	10	2	2K	8	5.4		5.4	R. Wing	5.4	1 Hex Burst
Missiles	+0	10	2	2K	8	5.4		5.4	L. Wing	5.4	1 Hex Burst
R. Hand	+1	Melee	1	1K	NA	1			R. Arm	0	Quick, Handy.
L. Hand	+1	Melee	1	1K	NA	1			L. Arm	0	Quick, Handy.
						TOTAL COST		51.1			

SENSOR:	TYPE:	COST:	KILLS:	RANGE:	COMM:	LOCATION:	SPACES:
MAIN	S	2	4	4KM	800KM	Torso	1
BACK-UP							
	TOTAL	2					

	1	2	3
MOVEMENT TYPE:	HF		
COST OF SYSTEM:	12		
ADDITIONAL THRUST:	+5		
COST:	27		
SPACE (COST/3):	9		
EFFICIENCY:	-		
TOTAL COST:	27		
TOTAL SPACE:	9		
TOTAL MA:	17		
THRUST LOCATION:	3RL		
	3LL		
	3T		

OTHER ADDITIVE SYSTEMS (ECM ETC.)

SYSTEM:	COST:	SPACE:	GAME EFFECTS & NOTES
LINK	3		Wing Missile Pods
ESC. POD	1		Just in Case...
TOTAL	4		

MEKTON

MULIPLIER SYSTEMS

SYSTEM:	COST:	SPACE:	GAME EFFECTS & NOTES
VERNIERS	x2	10	+2 MV, 3 Each Leg, 2 Each Arm
TOTAL	x2		(Includes Hydraulics)

COST(W/O MULTIPLIERS):	158.1
BASE WEIGHT:	79.55
COST(AFTER MULTIPLIERS):	190.9
EFFICIENCY -0 TONS):	0
COST(W/EFFICIENCY):	190.9
FINAL WEIGHT:	79.6
SCALE:	1/1
SCALED WEIGHT:	79.6
SCALED COST:	190.9
REMOTE COST(TOTAL FOR ALL):	0
COMMAND ARMOR COST:	0
TOTAL COST:	190.9
TOTAL WEIGHT (WITH COMMAND ARMOR):	79.6

REMOTE SYSTEMS INFORMATION

CONTROL MULTIPLE:	
CLASS:	
BASE COST:	
NOTES:	
CONTROL RANGE:	
OPERATION RANGE:	
RANGE COST MULTIPLIER:	
REMOTE SKILL:	
WIRE CONNECTED:	
NUMBER OF REMOTE'S:	
TOTAL COST PER REMOTE:	

HYDRAULIC TYPE:	COST:	KILLS:	SPACES:	DAMAGE BONUS:
STANDARD	0	8	0	0

REMOTE BUILD INFORMATION

	SERVOS:	WEAPONS:	OTHER SYSTEMS:
COSTS:			
		TOTAL COSTS	

COMMAND ARMOR

LOCATION:	ARMOR:	TYPE:	CLASS:	SPACES:	CP:	CONTENTS:
				TOTAL COST	0	

MEKTON

NAME OF MEKTON: SHAITAN
PILOT NAME:
MANEUVER VALUE: -5
PILOT REFLEX:

ACTIONS PER TURN: +1
TOTAL COST: 302.7
TONNAGE: 78.5
MECHA REFLEX:

IMK-17X

SERVO LOCATION:	TYPE:	SPACES:	KILLS:	TAKEN:	CP	ARMOR:	TYPE:	CP:	TOTAL:
Torso	HS	10	10		10	5	A	7.5	17.5
Head	HS	7	4		5	5	A	7.5	12.5
Right Arm	HS	10	4		6	5	A	7.5	13.5
Left Arm	HS	10	4		6	5	A	7.5	13.5
Right Leg	HS	6	6		6	5	A	7.5	13.5
Left Leg	HS	6	6		6	5	A	7.5	13.5
Power Plant	MH		18		18		Cool+1		18
							TOTAL COST		100

WEAPON:	WA:	RANGE:	KILLS:	DAMAGE:	SHOTS:	CP	EFF	TOTAL COST:	LOCATION:	SPACE	SPECIAL
Adv. JAC Rifle	+1	9	4	4K	*	15.8	-	15.8	R&L H+T	15.8	MachineFire BV4
*Ammo	-	-	-	-	10	15.8	-	15.8	Torso	1	Standard
*AP Ammo	-	-	-	-	2	6.5	-	3.6	Torso	1	Armor Piercing
Pulse Cannon	+2	6	1	1K	Inf.	6	-	6	R. Arm	6	MachineFire BV Inf.
Pulse Cannon	+2	6	1	1K	Inf.	6	-	6	L. Arm	6	MachineFire BV Inf.
AM Laser	+1	NA	4	(4)	Inf.	4	-	4	Head	4	Anti-Missile
Plasma Sword	+0	Melee	2	8K	10	4.9	-	4.9	R. Hand	4.9	
Plasma Sword	+0	Melee	2	8K	10	4.9	-	4.9	L. Hand	4.9	
R. Hand	+1	Melee	1	1K	NA	*			R. Arm	0	Quick, Handy.
L. Hand	+1	Melee	1	1K	NA	*			L. Arm	0	Quick, Handy.
Missiles	+0	10	2	2K	8	4	-	4	R. Arm	4	
Missiles	+0	10	2	2K	8	4	-	4	L. Arm	4	
						TOTAL COST		73.9			

SENSOR:	TYPE:	COST:	KILLS:	RANGE:	COVER	LOCATION:	SPACES:
MAIN	S	2	4	4KM	500KM	Torso	1
BACK-UP							
	TOTAL	2					

OTHER ADDITIVE SYSTEMS (ECM ETC.)

SYSTEM:	COST:	SPACE:	GAME EFFECTS & NOTES
ENVIRON	3		Space
LINKS	9		(Pulse Cannons) (Rifle+Torso) (Missile Racks)
TOTAL	12		

	1	2	3
MOVEMENT TYPE:	HR		
COST OF SYSTEM:	9		
ADDITIONAL THRUST:	+3		
COST:	9		
SPACE(COST/3):	6		
EFFICIENCY:	2		
TOTAL COST:	20		
TOTAL SPACE:	6		
TOTAL MA:	15		
THRUST LOCATION:	3RL		
	3LL		

MEKTON

MULTIPLIER SYSTEMS

SYSTEM:	COST:	SPACE:	GAME EFFECTS & NOTES
VERNIERS	x2	10	+1 MV, 4 Each Leg, 2 in Torso
CLOAK	(x3)		Optional Basic Cloak, cost becomes 3x66.4 CP
TOTAL	x2		(Includes Hydraulics)

COST(W/O MULTIPLIERS):	208.9
BASE WEIGHT:	104.5
COST(AFTER MULTIPLIERS):	250.7
EFFICIENCY(-28 TONS):	52
COST(W/EFFICIENCY):	302.7
FINAL WEIGHT:	78.5
SCALE:	1/1
SCALED WEIGHT:	78.5
SCALED COST:	302.7
REMOTE COST(TOTAL FOR ALL):	0
COMMAND ARMOR COST:	0
TOTAL COST:	302.7
TOTAL WEIGHT (WITH COMMAND ARMOR):	78.5

REMOTE SYSTEMS INFORMATION

CONTROL MULTIPLE:	
CLASS:	
BASE COST:	
NOTES:	
CONTROL RANGE:	
OPERATION RANGE:	
RANGE COST MULTIPLIER:	
REMOTE SKILL:	
WIRE CONNECTED:	
NUMBER OF REMOTE'S:	
TOTAL COST PER REMOTE:	

HYDRAULIC TYPE	COST:	KILLS:	SPACES:	DAMAGE BONUS:
STANDARD	0	8	0	0

REMOTE BUILD INFORMATION

SERVOS:	WEAPONS:	OTHER SYSTEMS:
COSTS:		TOTAL COSTS

COMMAND ARMOR

LOCATION:	ARMOR:	TYPE:	CLASS:	SPACES:	CP:	CONTENTS:
				TOTAL COST	0	

MEKTON

NAME OF MEKTON: VENGANCE
PILOT NAME:
MANEUVER VALUE: -2
PILOT REFLEX:

ACTIONS PER TURN: +2
TOTAL COST: 305.3
TONNAGE: 58.9
MECHA REFLEX:

IMK-30X

SERVO LOCATION:	TYPE	SPACES:	KILLS:	TAKEN:	CP:	ARMOR:	TYPE:	CP:	TOTAL:
Torso	S	6	6		6	4	B	8	14
Head	MS	8	2		4	4	B	8	12
Right Arm	S	4	4		4	4	B	8	12
Left Arm	S	4	4		4	4	B	8	12
Right Leg	S	6	3		4	4	B	8	12
Left Leg	S	6	3		4	4	B	8	12
Power Plant	LH		14		14		Cool+2		14
							TOTAL COST		88

WEAPON:	WA:	RANGE:	KILLS:	DAMAGE:	SHOTS:	CP:	EFF:	TOTAL COST:	LOCATION:	SPACE	SPECIAL
Plasma Rifle	+1	10	5	5K	Inf.	36	21	58	2 H+T	13	MachineFire 3V3
AM/AP Laser	+1	8	4	(3)	10	4.9	-	4.9	Head	4.9	Anti-Personnel/Anti-Missile
Plasma Sword	+0	Melee	2	8K	10	4.9	1	5.9	R. Hand	3.9	
Shield	-	-	6	-	NA	6	2	8	L. Hand	4	Beta Armor
Knuckle Duster	+2	Melee	4	4K	NA	3	-	3	R. Arm	3	
Knuckle Duster	+2	Melee	4	4K	NA	3	-	3	L. Arm	3	
R. Hand	+1	Melee	1	1K	NA	1			R. Arm	0	Quick, Handy
L. Hand	+1	Melee	1	1K	NA	1			L. Arm	0	Quick, Handy
						TOTAL COST		85.8			

SENSOR:	TYPE:	COST:	KILLS:	RANGE:	CONN:	LOCATION:	SPACES:
MAIN	S	2	4	4KM	BOOKM	Torso	1
BACK-UP							
	TOTAL	2					

OTHER ADDITIVE SYSTEMS (ECM ETC.)

SYSTEM:	COST:	SPACE:	GAME EFFECTS & NOTES
ENV.	7		Space+Re-Entry
TOTAL	7		

	1	2	3
MOVEMENT TYPE:	HE	GRA	
COST OF SYSTEM:	9	18	
ADDITIONAL THRUST:	+6		
COST:	18	18	
SPACE COST(*3):	9	6	
EFFICIENCY:	3	-	
TOTAL COST:	21	18	
TOTAL SPACE:	6	6	
TOTAL MA:	15	14	
THRUST LOCATION:	3R, 3LL	3R, 3LL	

MEKTON

MULIPLIER SYSTEMS

SYSTEM:	COST:	SPACE:	GAME EFFECTS & NOTES
VERNIERS	x1	5	+1 MV, 2 Each Leg, 1 in Torso
TOTAL	x1		(Includes Hydraulics)

COST(W/O MULTIPLIERS):	261.8
BASE WEIGHT:	100.9
COST(AFTER MULTIPLIERS):	221.3
EFFICIENCY(-42 TONS):	84
COST(W/EFFICIENCY):	305.3
FINAL WEIGHT:	58.9
SCALE:	1/1
SCALED WEIGHT:	58.9
SCALED COST:	305.3
REMOTE COST(TOTAL FOR ALL):	0
COMMAND ARMOR COST:	0
TOTAL COST:	305.3
TOTAL WEIGHT (WITH COMMAND ARMOR):	58.9

REMOTE SYSTEMS INFORMATION

CONTROL MULTIPLE:	
CLASS:	
BASE COST:	
NOTES:	
CONTROL RANGE:	
OPERATION RANGE:	
RANGE COST MULTIPLIER:	
REMOTE SKILL:	
WIRE CONNECTED:	
NUMBER OF REMOTE'S:	
TOTAL COST PER REMOTE:	

HYDRAULIC TYPE:	COST:	KILLS:	SPACES	DAMAGE BONUS:
STANDARD	0	6	0	0

REMOTE BUILD INFORMATION

SERVOS:	WEAPONS:	OTHER SYSTEMS:
COSTS:		TOTAL COSTS

COMMAND ARMOR

LOCATION:	ARMOR:	TYPE:	CLASS	SPACES:	CP	CONTENTS:
				TOTAL COST	0	

MEKTON

Name of Mekton: CRUSADER
Pilot Name:
Maneuver Value: -2
Pilot Reflex:

Actions Per Turn: +2
Total Cost: 574.8
Tonnage: 33
Mecha Reflex:

KMM-19X

Servo Location:	Type:	Spaces:	Kills:	Taken:	CP:	Armor:	Type:	CP:	Total:
Torso	HS	10	10		12	7	B	14	24
Head	S	3	3		3	5	A	7.5	10.5
L Arm	MS	5	5		5	6	A	9	14
R. Arm	MS	5	5		5	6	A	9	14
L Leg	MS	6	6		6	7	A	10.5	16.5
R Leg	MS	6	6		6	7	A	10.5	16.5
Power Plant	HS		1				+cc+2		5
							Total Cost		100.5

Weapon	WA:	Range:	Kills:	Damage:	Shots:	CP:	Eff:	Total Cost:	Location:	Space	Special
Blade	+2	Melee	1	4K	-	12	5	17	R. Arm	2	Quick, AP
Blade	+2	Melee	1	4K	-	12	5	17	L. Arm	2	Quick, AP
Multi-Shot Beam	+1	5	4	4K	Inf.	8.4	3.2	11.6	R. Arm	2	Mach.Fire BW3
Multi-Shot Beam	+1	5	4	4K	Inf.	8.4	3.2	11.6	L. Arm	2	Mach.Fire BW3
AP Shot	+2	5	1	1K	Inf.	5.7	1.8	7.5	Head	2	BOMA, A-Miss./A-Per. only
Heavy Shot	+1	10	8	8K	Inf.	14.4	5.7	20.1	Torso	3	
R. Hand	+1	Melee	1	1K	-	1	-	1	R. Arm	2	Quick, Handy
L Hand	+1	Melee	1	1K	-	1	-	1	L. Arm	2	Quick, Handy
						Total Cost		86.8			

Sensor:	Type:	Cost:	Kills:	Range:	Comm:	Location	Spaces:
Main	LH	12	8	12 km	LBR x1	Head	1
Back-Up	SL	2	5	1 km	300 km	Torso	2
	Total	14					

Other Additive Systems (ECM Etc.)

System:	Cost:	Space:	Game Effects & Notes
Adv. Ea.	7	6	Space, Re-Entry
Lights	.02		
Links	12		Both Beam Guns, Both Blades
Link	3		Re-Entry System split between legs
Total	22.2		

Movement Type:	1 GRV	2 THR	3
Cost of System:	6	-	
Additional Thrust:	-	18	
Cost:	18	18	
Space (Cost/3):	2	6	
Efficiency:	-	2	
Total Cost:	18	20	
Total Space:	2	2	
Total MA:	14	+6	
Thrust Location:	2T	2T	

MEKTON

Multiplier Systems

System:	Cost:	Space:	Game Effects & Notes
Verniers	x.1	5	+1 MV, 1sp Torso, 2sp per Leg
Internal Alts.	x.35		Automation Level 5 Portfolio 3; Skills: Pilot5, Beam Weap.5, Melee Weap.5
Total	x0.45		(Includes Hydraulics)

Cost(W/O Multipliers):	261.5
Base Weight:	138.8
Cost(After Multipliers):	379.2
Efficiency: -97.8 Tons:	195.6
Cost(W/Efficiency):	574.8
Final Weight:	33
Scale:	1/1
Scaled Weight:	33
Scaled Cost:	574.8
Remote Cost(Total for all):	
Command Armor Cost:	
Total Cost:	574.8
Total Weight (With Command Armor):	33

Remote Systems Information

Control Multiple:	
Class:	
Base Cost:	
Notes:	
Control Range:	
Operation Range:	
Range Cost Multiplier:	
Remote Skill:	
Wire Connected:	
Number of Remote's:	
Total Cost Per Remote:	

Remote Build Information

Servos:	Weapons:	Other Systems:
Costs:	Total Costs	

Hydraulic Type:	Cost:	Kills:	Spaces:	Damage Bonus:
Standard	0	0	0	0

Command Armor

Location:	Armor:	Type:	Class:	Spaces:	CP:	Contents:
				Total Cost		

MEKTON

Name of Mekton: Gadram
Pilot Name:
Maneuver Value: -2
Pilot Reflex:

Actions Per Turn: +2
Total Cost: 1248.6
Tonnage: 48.7
Mecha Reflex:

FMS-1213

Servo Location:	Type:	Spaces:	Kills:	Taken:	CP:	Armor:	Type:	CP:	Total:
Torso	MS	7	8		8	7	T	21	29
Head	S	2	3		3	5	T	15	18
Right Arm	MS	4	5		5	7	T	21	26
Left Arm	MS	4	5		5	7	T	21	26
Right Leg	MS	5	6		6	6	T	18	24
Left Leg	MS	5	6		6	6	T	18	24
Power Plant	MW		12		12		Cool+2		12
							Total Cost		159

Weapon:	WA:	Range:	Kills:	Damage:	Shots:	CP:	Eff:	Total Cost:	Location:	Space:	Special
Beam Sprayer	+1	5	3	3K	Inf.	25.2	11.4	36.6	R. Arm	2.4	60° WA, MachineFire BV2
Beam Sprayer	+1	5	3	3K	Inf.	25.2	11.4	36.6	L. Arm	2.4	60° WA, MachineFire BV2
Shock Launcher	+2	8	7	7K	Inf.	15	7	22	Torso	1	
Shock Launcher	+2	8	7	7K	Inf.	15	7	22	Torso	1	
Missiles	+0	8	1	3K	30	15	5	20	R. Leg	5	
Missiles	+0	8	1	3K	30	15	5	20	L. Leg	5	
Force Shield	-	-	10	-	-	54	27	81	Torso	1	FF 10
R. Talon	+1	Melee	1	2K	-	5.6	-	5.6	R. Arm	0	Quick, Handy, AP
L. Talon	+1	Melee	1	2K	-	5.6	-	5.6	L. Arm	0	Quick, Handy, AP
						Total Cost		259.4			

Sensor:	Type:	Cost:	Kills:	Range:	Comm:	Location:	Spaces:
Main	LH	12	8	20km	1.5K km	Torso	1
Back-Up	SL	2	5	1km	300 km	Head	2
	Total	14					

Other Additive Systems (ECM Etc.)

System:	Cost:	Space:	Game Effects & Notes
Adverse	19		All
Xtras	12		Tech Analyser, Escape Pod,
Ell	5		Vernier Space to D
ECM	36		Radar(4), Sensor(6), Missile(4) Jamming, ECCM(6)
Total	72		

	1	2	3
Movement Type:	Grav	Thr	
Cost of System:	6		
Additional Thrust:	+0	24	
Cost:	18	24	
Space/Cost/3):	2	8	
Efficiency:	-	3	
Total Cost:	18	27	
Total Space:	2	2	
Total MA:	14	+8	
Thrust Location:	2T	2T	

MEKTON

Mulipier Systems

System:	Cost:	Space:	Game Effects & Notes
Verniers	2	0	+2 MV
Total	x3		(Includes Hydraulics)

Cost(W/o Multipliers):	557.4
Base Weight:	278.7
Cost(After Multipliers):	724.6
Efficiency(-230 tons):	460
Cost(w/Efficiency):	1184.6
Final Weight:	48.7
Scale:	1/1
Scaled Weight:	48.7
Scaled Cost:	1184.6
Remote Cost(Total for all):	64
Command Armor Cost:	0
Total Cost:	1248.6
Total Weight (With Command Armor):	48.7

Remote Systems Information

Control Multiple:	1
Class:	LW
Base Cost:	2
Notes:	
Control Range:	20
Operation Range:	Inf.
Range cost multiplier:	20
Remote Skill:	
Ware Connected:	No
Number of Remote's:	1
Total Cost Per Remote:	64

Hydraulic Type:	Cost:	Kills:	Spaces:	Damage Bonus:
Heavy	x1	10	-1	+1

Remote Build Information

Servos:	Weapons:	Other Systems:
LW		5 Grav Thrust
MS Pow(P)(+2MV)		MH Sensor
3 Alpha Arm		ASP
		Res Int. Lvl 7 (A/V)
Costs: 16.5		47.5
	Total Costs	64

Command Armor

Location:	Armor:	Type:	Class	Spaces:	CP:	Contents:
				Total Cost		

MEKTON

Name of Mekton: PARIAH
Pilot Name:
Maneuver Value: -6
Pilot Reflex:

Actions Per Turn: +2
Total Cost: 584.3
Tonnage: 88.2
Mecha Reflex:

AMF-X16S

Servo Location:	Type:	Spaces:	Kills:	Taken:	CP:	Armor:	Type:	CP:	Total:
Torso	MW	11	12		12	8	B	16	28
Head	HS	4	5		5	7	B	14	19
Right Arm	HS	5	6		6	7	B	14	20
Left Arm	HS	5	6		6	7	B	14	20
Right Leg	MW	8	7		7	8	B	16	23
Left Leg	MW	8	7		7	8	B	16	23
Power Plant	SH		20		20		Coolx2		20
							Total Cost		153

Weapon:	WA:	Range:	Kills:	Damage:	Shots:	CP:	Eff:	Total Cost:	Location:	Space:	Special
AP Laser	+2	3	1	1K	Inf.	27	1	3.7	Head	.7	60°WA, Anti-Personnel
Beam Gattler	+1	5	5	5K	Inf.	16.8	5.4	22.2	R. Hand	6	MachineFire BV5
Grenade	+0	3	1	4K	2	30	.5	30.5	R. Leg	2	Ballz
Grenade	+0	3	1	4K	2	30	.5	30.5	L. Leg	2	Ballz
Bazooka	+0	10	7	7K		13.2	0.6	13.8	2 Hand	12	
Ammo					10	26	-	26	Torso	1	AP
Ammo II					10	32.5	-	32.5	Torso	1	Scattershot
Binderx2				7		15.6		15.6	R&L Arm	1	Binder, 60° spaces
Beam Blade	+1	Melee	3	10K	Inf.	3	1	9	L. Binder	6	
Chain Buzzer	+1	Melee	2	6K	Inf.	3	1	9	R. Binder	6	AP
R. Hand	+1	Melee	1	1K	-	1	-	1	R. Arm	0	Quick, Handy
L. Hand	+1	Melee	1	1K	-	1	-	1	L. Arm	0	Quick, Handy
						Total Cost		136.3			

Sensor:	Type:	Cost:	Kills:	Range:	Conv:	Location:	Spaces:
Main	MS	4	5	7 km	1K cm	Head	1
Back-Up	SL	2	3	km	300 cm	Torso	2
	Total	14					

	1	2	3
Movement Type:	THR		
Cost of System:	12		
Additional Thrust:	+12		
Cost:	24		
Space(Cost/3):	8		
Efficiency:	2		
Total Cost:	26		
Total Space:	4		
Total MA:	16		
Thrust Location:	R&LL		
	27		

Other Additive Systems (ECM etc.)

System:	Cost:	Space:	Game Effects & Notes
Xtras	5		Liftvars&Lights
Total	5		

MEKTON

Multiplier Systems

System:	Cost:	Space:	Game Effects & Notes
Warlars	.2	10	+2 MV, 2 R&L Arm, 2 R&L Leg, 2 Torso.
Total	X.3		(Includes Hydraulics)

Cost(W/O Multipliers):	380.3
Base Weight:	190.2
Cost(After Multipliers):	494.4
Efficiency[-102 Tons]:	204
Cost(w/Efficiency):	584.3
Final Weight:	88.2
Scale:	1/1
Scaled Weight:	88.2
Scaled Cost:	584.3
Remote Cost(Total for all):	0
Command Armor Cost:	0
Total Cost:	584.3
Total Weight (With Command Armor):	88.2

Remote Systems Information

Control Multiple:	
Class	
Base Cost:	
Notes:	
Control Range:	
Operation Range:	
Range Cost Multiplier:	
Remote Skill:	
Wire Connected:	
Number of Remote's:	
Total Cost Per Remote:	

Hydraulic Type:	Cost:	Kills:	Spaces:	Damage Bonus:
Heavy	x.1	10	-1	+1

Remote Build Information

Servos:	Weapons:	Other Systems:
Costs:		Total Costs

Command Armor

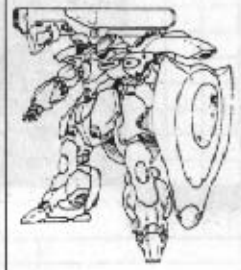
Location:	Armor	Type:	Class:	Spaces:	CP:	Contents:
				Total Cost		

MEKTON

Name of Mekton: ROGUE
Pilot Name:
Maneuver Value: -3
Pilot Reflex:

Actions Per Turn: +2
Total Cost: 2347.8
Tonnage: 120
Mecha Reflex:

AMF-X27



Servo Location:	Type:	Spaces:	Kills:	Taken:	CP:	Armor:	Type:	CP:	Total:
Torso	MIV	11	12		12	8	Y	24	36
Head	HS	4	5		5	7	Y	21	26
Right Arm	HS	5	6		6	7	Y	21	27
Left Arm	HS	5	6		6	7	Y	21	27
Right Leg	MIV	6	7		7	8	Y	24	31
Left Leg	MIV	6	7		7	8	Y	24	31
Power Plant	Mgn3		30		30		Cool+2		30
							Total Cost		200

Weapon:	WA:	Range	Kills:	Damage:	Shots:	CP:	Eff:	Total Cost:	Location:	Space:	Special
Beam Rifle	+1	11	10	10K	Inf.	50.4	22.2	72.6	R Hand	6	MachineFire BM2
Scatter Beam	+1	5	4	4K	Inf.	27.2	12.6	39.8	Torso	2	60° MA, A-M, A-Per(var)
Plasma Bomber	+3	3	15	15K	Inf.	25.9	11.4	37.3	Torso	3	3 turn warm-up
Beam Sword	+2	Melee	3	12K	Inf.	16.5	6	22.5	Hand	4.5	
Axe	+2	Melee	3	10K	Inf.	21.6	7.8	29.4	Hand	6	AF, Thrown
Binder				7		11.7		11.7	L Arm	1	Binder, 6CF spaces Alpha
Binder				7		11.7		11.7	R Arm	1	Binder, 6CF spaces Alpha
Force Shield				10		54	25	79	Torso	4	FF 10
R. Hand	+1	Melee	1	2K	-	1	-	5.8	R Arm	0	Quick, Handy
L. Hand	+1	Melee	1	2K	-	1	-	5.8	L Arm	0	Quick, Handy
						Total Cost		312.8			

Sensor:	Type:	Cost:	Kills:	Range:	Comm:	Location:	Spaces:
Main	AH	22	10	30 km	3K km	Head	1
Back-Up	SL	2	5	km	300 km	Torso	2
	Total	24					

Other Additive Systems (ECM Etc.)

System:	Cost:	Space:	Game Effects & Notes
Environ	15		Artic, Desert, Water, Space & Re-Entry
Eff	20		Eff for M. Verniers
Link	6		Remote Sys. split between head and binders
Total	.5		

	1	2	3
Movement Type:	H-R		
Cost of System:	24		
Additional Thrust:	24		
Cost:	48		
Space(Cost/3):	16		
Efficiency:	6		
Total Cost:	54		
Total Space:	4		
Total MA:	20		
Thrust Location:	2R&L		

MEKTON

Muliplier Systems

System:	Cost:	Space:	Game Effects & Notes
Verniers	.5	0	+3 MV
Stealth	.1		See Stealth
Cloaking	.5		Basic, Mag. Pulse, Beam, Combat.
Total	x1.8		(Includes Hydraulics)

Cost(w/o Multipliers):	652.8
Base Weight:	326.4
Cost(After Multipliers):	1827.8
Efficiency(206.4 tons):	412.8
Cost(w/Efficiency):	2240.6
Final Weight:	120
Scale:	1/1
Scaled Weight:	120
Scaled Cost:	2240.6
Remote Cost(Total for all):	106.8
Command Armor Cost:	
Total Cost:	2347.8
Total Weight (With Command Armor):	120

Remote Systems Information

Control Multiple:	6
Class	LH
Base Cost:	10
Notes:	
Control Range:	10
Operation Range:	30
Range Cost Multiplier:	1.3
Remote Skill:	
Wire Connected:	No
Number of Remote's:	6
Total Cost Per Remote:	17.8

Hydraulic Type:	Cost:	Kills:	Spaces:	Damage Bonus:
Heavy	x1	10	-1	+1

Remote Build Information

Servos:	Weapons:	Other Systems:
SL Torso	Beam Gun	6 Thrust
SL Power	WA+1, Rngs, 4K	
2 Alpha Armor		
Costs: 7	4.8	6
	Total Costs	17.8

Command Armor

Location:	Armor:	Type:	Class:	Spaces:	CP:	Contents:
				Total Cost		

MEKTON

Name of Mekton: MORAY
Pilot Name:
Maneuver Value: -2(-3)
Pilot Reflex:
Actions Per Turn: +1
Total Cost: 354.9
Tonnage: 38.8(39.7)
Mecha Reflex:

SMT-12

Servo Location:	Type:	Spaces:	Kills:	Taken:	CP:	Armor:	Type:	CP:	Total:
Torso	HS	10	10		10	7	5	7	17
Head	S	3	3		3	5	5	5	5
Right Arm	MS	5	5		5	6	5	6	11
Left Arm	MS	5	5		5	6	5	6	11
Right Leg	HS	6	8		8	7	5	7	13
Left Leg	HS	6	6		8	7	5	7	13
Tail	MS	4	4		4	4	5	4	8
Power Plant	HS		1		5		Hot+1		5
							Total Cost		86

Weapon:	WA:	Range:	Kills:	Damage:	Shots:	CP:	Eff:	Total Cost:	Location:	Total:	Special
Beam SMG	+1	7	4	4K	Inf.	7.2	-	7.2	2 Hand	7.2	MachineFire BY2
Beam Cannon	+1	10	6	6K	Inf.	8.8	2.3	10.9	Tail	4	1 Turn Warm-Up
Trident	+1	Melee	2	6K	Inf.	9.6	-	9.6	2 Hand	9.6	Throw, AP
Net Shocker	+1	Melee	1	2K	Inf.	5.4	.2	5.6	Hand	5	Tangle, Shock, Thrown
R. Hand	+1	Melee	1	1K	NA	1	-	1	R. Arm	0	Quick, Handy
L. Hand	+1	Melee	1	1K	NA	1	-	1	L. Arm	0	Quick, Handy
Command Weapons totaled under cost of Command Armor.											
<Torpedo	+1	8	8	8K	4	15.6	1.6	17.4	C. Armor	12	1 Hex Blast
<Subroc	0	8	2	2K	80	12	-	12	C. Armor	12	
<Prox Charge	0	0	4	4K	12	3.6	-	3.6	C. Armor	3.6	3 Hex Blast
						Total Cost		35.3			

Sensor:	Type:	Cost:	Kills:	Range:	Comm:	Location:	Spaces:
Main	MS	4	5	7 km	15 km	head	1
Back-Up							
	Total	4					

Other Additive Systems (ECM Etc.)			
System:	Cost:	Space:	Game Effects & Notes
Adverse	5		Water, Pressure
Xtras	2.2		Escape Pod, Lights, Damage Control
Eff	1.3		Eff for Transformer, SP=0
Total	8.5		

	1	2	3
Movement Type:	HOV		
Cost of System:	6		
Additional Thrust:	12		
Cost:	9		
Space(Cost/3):	6		
Efficiency:	1		
Total Cost:	10		
Total Space:	4		
Total MA:	12		
Thrust Location:	4T		

MEKTON

Multiplier Systems

System:	Cost:	Space:	Game Effects & Notes
Verniers	x.1	5	+1MV, 5 in Torso
Multiform	x.2	0	Aquaform (Command Armor Compatable)
Total	x.3		(Includes Hydraulics)

Cost(w/o Multipliers):	143.8
Base Weight:	71.9
Cost(After Multipliers):	186.9
Efficiency(-33.1 tons):	66.2
Cost(w/Efficiency):	253.1
Final Weight:	38.8
Scale:	1/1
Scaled Weight:	38.8
Scaled Cost:	253.1
Remote Cost(Total for all):	0
Command Armor Cost:	101.8
Total Cost:	354.9
Total Weight (With Command Armor):	85.7

Remote Systems Information

Control Multiple:	
Class:	
Base Cost:	
Notrs:	
Control Range:	
Operation Range:	
Range Cost Multiplier:	
Remote Skill:	
Wire Connected:	
Number of Remote's:	
Total Cost Per Remote:	

Remote Build Information

Servos:	Weapons:	Other Systems:
Costs:		
	Total Costs	

Hydraulic Type:	Cost:	Kills:	Spaces:	Damage Bonus:
Standard	0	8	0	0

Command Armor

Location:	Armor:	Type:	Class:	Spaces:	CP:	Contents:
Torso	4	Alpha	LH	12	20	4 Torpedo
L. Arm	2	Standard	HS	6	8	40 Subroc
R. Arm	2	Standard	HS	6	8	40 Subroc
R. Leg	3	Standard	HS	6	8	6 Prox Charges
L. Leg	3	Standard	HS	6	8	6 Prox Charges
			Total Cost		84.8	

MEKTON

Name of Mekton: _____ **Actions Per Turn:** _____

Pilot Name: _____ **Total Cost:** _____

Maneuver Value: _____ **Tonnage:** _____

Pilot Reflex: _____ **Mecha Reflex:** _____

Servo Location:	Type:	Spaces:	Kills:	Taken:	CP:	Armor:	Type:	CP:	Total:
							Total Cost		

Weapon:	WA:	Range:	Kills:	Damage:	Shots:	CP:	Eff:	Total Cost:	Location:	Space	Special
							Total Cost				

Sensor:	Type:	Cost:	Kills:	Range:	Comm:	Location:	Spaces:
	Total						

	1	2	3
Movement Type:			
Cost of System:			
Additional Thrust:			
Cost:			
Space(Cost/3):			
Efficiency:			
Total Cost:			
Total Space:			
Total MA:			
Thrust Location:			

Other Additive Systems (ECM Etc.)

System:	Cost:	Space:	Game Effects & Notes
Total			

MEKTON

Muliplier Systems

System:	Cost:	Space:	Game Effects & Notes
Total			(Includes Hydraulics)

Cost(w/o Multipliers):	
Base Weight:	
Cost(After Multipliers):	
Efficiency(tons):	
Cost(w/Efficiency):	
Final Weight:	
Scale:	
Scaled Weight:	
Scaled Cost:	
Remote Cost(Total for all):	
Command Armor Cost:	
Total Cost:	
Total Weight (With Command Armor):	

Remote Systems Information

Control Multiple:	
Class:	
Base Cost:	
Range:	
Control Range:	
Operation Range:	
Range Cost Multiplier:	
Remote Skill:	
Wire Connected:	
Number of Remote's:	
Total Cost Per Remote:	

Remote Build Information

Servos:	Weapons:	Other Systems:
Costs:		
	Total Costs	

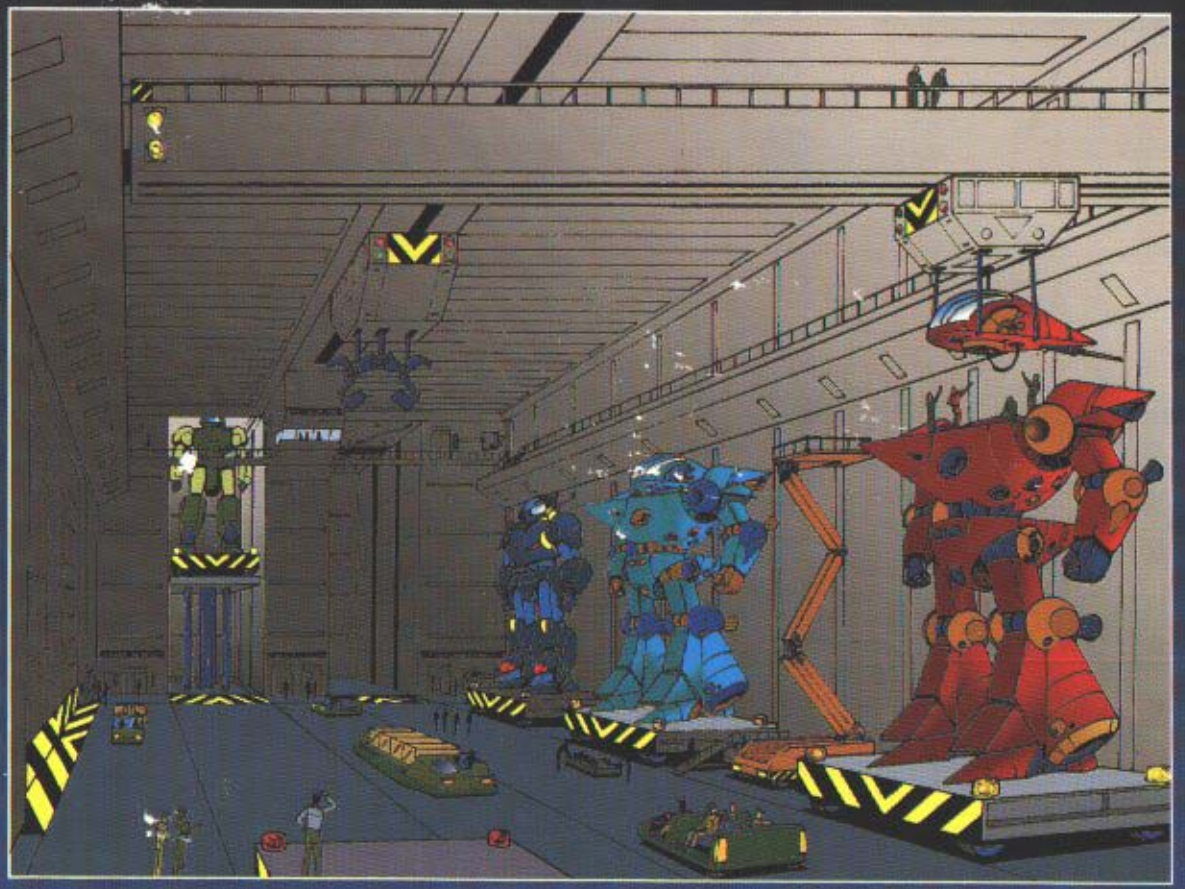
Hydraulic Type:	Cost:	Kills:	Spaces:	Damage Bonus:

Command Armor

Location:	Armor:	Type:	Class:	Spaces:	CP:	Contents:
				Total Costs		

MEKTON

"There was nothing between Lathrin and the command post. Suddenly, from out of thin air, a Kargan Shaitan appeared off his right flank. Lathrin spun and blind-fired, hoping to disturb the Kargan's aim. Luck smiled upon him, as two of the plasma bolts hit the Shaitan's torso. A raw-plasma fireball lit the evening sky where the Kargan had been. *Lucky shot*, thought Lathrin to himself as he continued his descent toward the enemy command post. *But when did Kargan Mektons get the ability to turn invisible?*"



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