

The Basic System: Mecha



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The Basic System© Mecha

What are mecha? We see them constantly in anime and Manga. Giant machines piloted by kids and jet jockeys. They glorify the wars that are fought in their genre. So how does one create a mecha for The Basic System? This PDF is meant to offer a way for TBS fans to create their Mecha for whatever game they want. There is no setting provided in this text. This is a stripped down mecha creation system.

Building the Mecha

Development Points

Development Points are used to design your mecha. Normally we would just give you categories but we've decided to give you this option instead. To determine **DP** refer to the chart below:

Setting	DP	Description
Real World	150	As close to reality as you can get
Action World	500	The classic Mecha setting
Super World	1000	Those mega Mecha
Godly World	5000	World killers

*Another option is to have players roll 1d10 times 100 for **DP**

Choosing the Scale

When building a mecha, players must first choose the scale they wish to use. The base scale is 1:1 or human size. Here's how the scale work:

Scale	Cost	Description
1:1	0 DP	Human sized
1:10	10 DP	Cars, bikes and power suits
1:100	100 DP	Jet fighters, small shuttles, standard mecha
1:1000	1000 DP	Medium spaceships
1:10000	10000 DP	Large Starships
1:100000	100000 DP	Planet Killers

Choosing the Frame

Players need to decide what their mecha is going to look like. Is it animalistic, humanoid, or some other weird form? Below are the set of frames and the costs:

Frame	Cost	Description
Animalistic	20 DP	Birds, Cats, Dinosaurs and so on
Humanoid	10 DP	The Classic Giant Robot
Vehicle	5 DP	Boats, Cars, Fighters, Cannons and so on.

The Body Parts

Your classic mecha has arms and legs. Each frame type may buy their limbs/parts according to their form. Players may buy additional limbs/parts outside of their normal package. Most of these parts are self explanatory. For ones that do damage please see the **Weapons Section**. Same goes with **Power Sources**. Here's how it works:

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Frame	Limbs/Parts	Cost for Extras
Animalistic	Beak	10 DP
	Claws	15 DP
	Fins	5 DP
	Talons	15 DP
	Tail	20 DP
	Other	GM's call
Humanoid	Head	10 DP
	Arms	10 DP per arm
	Hands	5 DP per hand
	Legs	15 DP per leg
	Feet	5 DP per foot
Vehicles	Wheels	5 DP per wheel
	Wings	10 DP per wing
	Treads	10 DP per tread
All Mecha	Pilots Compartment	50 DP (30 AC)
Power Source	Fusion	100 DP
	Nuclear	50 DP
	Battery	25 DP
	Power Cord	15 DP
	Gas	10 DP
Extra Features	Servo Arms	10 DP per arm
	Ejection Seat	10 DP
	Storage Pod	15 DP per pod
Main Body	Main Body	35 DP
*All mecha frames have a Main Body		

Power Sources

Fusion: This power source is kept in a power pack which can last up to 500 years with minimal usage. This source may be recharged. If the containment field is ruptured then it will cause a **1d10x the scale of the mecha for damage.**

Nuclear: This type of power source is normal for mecha. It has a 100 year life. The energy is kept in a battery pack and disposed of once the power is used up. The biggest problem with this source is that it produces waste. If the power cell is ruptured it will cause **1d6 times the scale of the mecha for damage.**

Battery: The classic way to power a mobile machine. This small energy pack fits into the mecha and provides power for up to 24 hours before needing to be recharged. If it is ruptured then it causes **1d4 damage times scale.**

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Power Cord: I've seen this in anime and as dumb as it is, I've included it in this text. The mecha needs to be attached to a power line to power it. If the line is severed then you have enough power for 10 minutes and the mecha will power down.

Gas: Even the poorest country or organization can afford gas. Just stop in at the local gas station to fuel up. Good for 10 hours of intense work or 24 hours of idle time.

Extra Features

Servo Arms: Used to conduct repairs on your mecha when you aren't in a repair bay.

Ejection Seat: For when you need to escape in a hurry. Make sure you have your space suit on before pulling the lever.

Storage Pod: Works like a backpack. Keep all your extra gear in here.

The Body

How much **Body** does your mecha have? This one is real easy. The material strength of the mecha is important not just to the machine itself but to the pilot. It is important to make sure that your machine won't break under massive stress. Remember material has a natural AC. **You determine Body by multiplying the AC times the scale.** Here are the materials for Mecha and their costs:

Rank	AC	Cost
Below Average	5	5 DP per location
Average	10	10 DP per location
Above Average	15	15 DP per location
Excellent	20	20 DP per location
Extraordinary	30	30 DP per location
Incredible	40	40 DP per location
Awesome	50	50 DP per location
Mighty	70	70 DP per location
Supreme	90	90 DP per location

Determining Main Stats for Mecha

For the most part mecha use the same stats as their pilot. The exception is Strength and Speed. To determine **STR & Speed** use the following formula: **1 DP equals 1 Point for Main Stats.** Remember that once you determine **STR** multiply it times your scale. Your other Main Stats are equal to the pilot UNLESS you have an AI system. You determine **Maneuver** using the following formula: **10 DP per 1 point of Maneuver.**

Piloting

When flying your mecha how does it work? Do you use a stick? Maybe neural interface? You need to choose:



Standard
Cost: 10 DP
Penalty: -5 to AGI

You get in the cockpit and pilot your mecha with a stick and a lot of controls. A pain in the butt to control, you rely on intuition to keep up with the other guys and gals.

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Neural

Cost: 40 DP

Penalty: None

You need t wear a special suit that connects to your neural pathways. This makes the mecha respond as fast as you can.

Remote

Cost: 30 DP

Penalty: -3 to AGI

It's a freek'n video game. At least you think so. While the other guy is getting the snot kicked out of him you are safe in your HQ. The downside to this is someone may jam or hack into your mecha and there isn't a darn thing you can do about it.

VR

Cost: 35

Penalty: None

Same as remote except you are in a simulator that mimics the full function of a cockpit.

Defensive

Mecha need to be able to defend themselves from attacks and hostile environments. How do they do this? They buy armor and force fields. Here's how it works:

Defense Type	Cost	AC
Armor, Light	10 DP per location	10
Armor, Medium	20 DP per location	20
Armor, Heavy	30 DP per location	30
Armor, Super	50 DP per location	50
Force Field	1 DP per AC point	←
*Force fields work like this: You have an AC equal to your Shield Level. If you suffer an attack over your force field AC then it shuts down and runs the risk of overloading. Roll 1d10: 1-5 it overloads, 6-10 it just shuts down. If the force field overloads then you may not use it again until you repair it. Your mecha also takes whatever damage over the force field AC times 10!		
Shield, Small	20 DP	20
Shield, Medium	30 DP	30
Shield, Large	50 DP	50
Armor Extras	Cost	Description
EMP Shielding	20 DP	Prevents damage from EMP attacks
Insulation	40 DP	AC 40 vs. 1 environmental threat (Electricity, Radiation, Heat, Cold, Plasma, Acids and so on)

Movement

Mecha have many different forms of movement. For the most part they just walk. But here are the other options for movement.

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Chart for Buying Additional Speed

Movement	Cost
Ground	1 DP per point in Speed
Air	3 DP per point in Speed
Water	4 DP per point in Speed
Space	6 DP per point in Speed

Built in Thrusters

Cost: 40 DP

These engines are built into the mecha. They function in ALL environments. Starting air **Speed** is 50. For additional points in **Speed** see the chart above.

Fans

Cost: 10 DP

Used for hovercrafts and helicopters, they allow a mecha to fly or hover. Starting air **Speed** is 25. For additional points in **Speed** see the chart above. This will not work in water or space.

Jet Pack

Cost: 20 DP

This detachable backpack allows mecha to fly. Starting air **Speed** is 100. For additional points in **Speed** see the chart above. This will not work in water.

Jump Pack/ Jets

Cost: 10 DP

These jets allow a mecha to leap great distances and also soften their landing. Initial jumping distance is 500 feet. For each **DP** spend you may increase the distance by one.

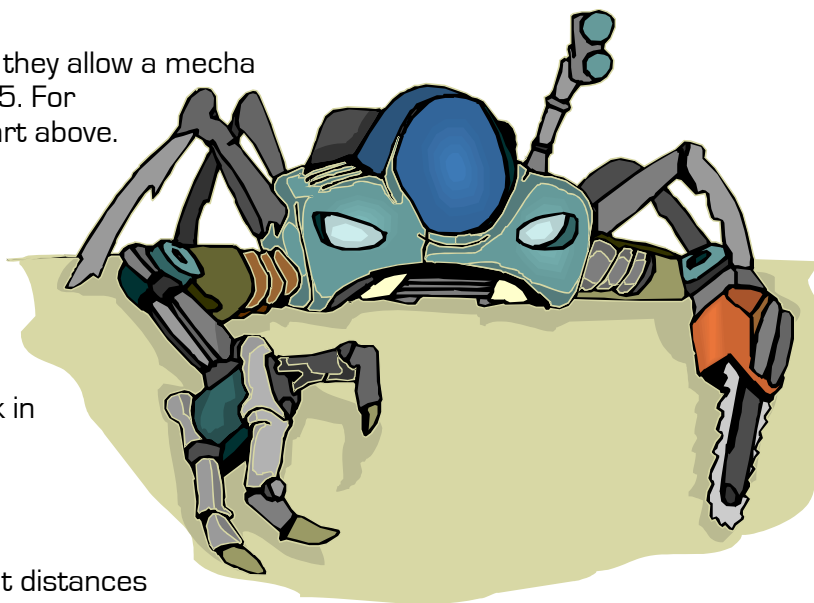
Super Jets

Cost: 150 DP

These engines allow speeds to fast that they can leave the atmosphere. Starting air/space **Speed** is 1000. For additional points in **Speed** see the chart above. This will not work in water.

Weapons

To buy weapons for your mecha all you need to do is use the chart of weapons below and multiply the damage by the mecha scale (to determine new damage). So if you have a weapon that does **1d6 damage** and you are a **100 scale** mecha, the weapon will do **1d6x100**. Range is also multiplied by scale.



500

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Melee Weapon	Damage	# Hands	Special	Cost
Knife	1d6	1		5 DP
Short Sword	2d6	1		15DP
Medium Sword	3d6	1		15 DP
Large Sword	5d6	2		15 DP
Hand Axe	2d6	1		10 DP
Medium Axe	3d6	2		15 DP
Large Axe	4d6	2		15 DP
Mace	4d6	1		15 DP
Whip	1d6	1		10 DP
Spear	3d6	2		20 DP
Staff	4d6	2		10 DP
Katana	5d6	2		15 DP
Vibro-Knife	2d6	1	Armor Piercing	20 DP
Vibro-Sword	5d6	1	Armor Piercing	30 DP
Beam Sabre	4d6	1		40 DP
Beam Sword	6d6	1		40 DP
Energy Whip	2d6	1		30 DP
Beam Axe	7d6	2		40 DP
Claws/Talons	2d6			15 DP

Weapon	Damage	Range	Ammo	FR	# Hands	Special	Cost
Hold-out Pistol	1d6	50	6	2	1		10 DP
Light Automatic Pistol	2d6	40	7	3	1		15 DP
Medium Automatic Pistol	3d6	70	6	2	1		15 DP
Heavy Automatic Pistol	4d6	75	6	2	2		20 DP
Light SMG	3d6	120	20/32	3/10/32	2		20 DP
Medium SMG	4d6	175	30	3/12/30	2		20 DP
Light Rifle	6d6	1000	10	3	2		20 DP
Medium Rifle	8d6	2000	4	2	2		20 DP
High Powered Rifle	10d6	2500	12	3	2		30 DP
Automatic Rifle	6d6	350	20/30	3/12/30	2		30 DP
Shotgun (slug)	8d6	20	10	2	2	Knock Down	20 DP

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Light Machine Gun	6d6	450	30	15/45	2		40 DP
Medium Machine Gun	10d6	800	Belt	8/24	2		40 DP
Light Laser Pistol	1d6	50	20	2	1	Armor Piercing	20 DP
Medium Laser Pistol	3d6	100	30	2	1	Armor Piercing	20 DP
Heavy Laser Pistol	4d6	150	40	2	2	Armor Piercing	30 DP
Laser SMG Light	2d6	100	40	3/10/30	2	Armor Piercing	30 DP
Laser SMG Medium	3d6	200	50	3/15/30	2	Armor Piercing	40 DP
Laser SMG Heavy	4d6	250	50	3/15/30	2	Armor Piercing	40 DP
Laser Rifle	5d6	1000	30	3/15/30	2	Armor Piercing	40 DP
Heavy Laser Rifle	8d6	2000	100	3/30/50	2	Armor Piercing	40 DP
Rail Gun	1d6x10	2000	150	3/30/50	2	Armor Piercing	50 DP
Ion Pistol	2d6	50	20	2	1	Stuns	20 DP
Ion Rifle	5d6	75	30	2	2	Stuns	30 DP
Particle Beam Rifle	1d6x10	50	10	2	2	Does damage x10 against flesh	40 DP
Laser Bazooka	1d6x10	1000	10	1	2	Armor Piercing	15 DP

When designing a mecha you also may have built in abilities. Here are a few samples:

Weapon	Cost	Description
Eye Lasers	25 DP	1d6 damage, 400 range 1 DP per additional point of damage
Beam Attack	40 DP	5d6 damage, 1000 range 1 DP per additional point of damage
Flame Attack	35 DP	4d6 damage (plus additional burn damage) 1 DP per additional point of damage
Sonic Attack	35 DP	4d6 damage, 300 range 1 DP per additional point of damage

*Players may also have built in weapons from the Weapon Charts

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Additional Features

Here's your chance to customize your mecha. It is here that you buy all the goodies that make your mecha work for you.

Artificial Intelligence Computer

Cost: 10 DP +1 DP per additional point

Your mecha is smart. It is able to run scans and other functions without prodding. When the pilot needs advice they may inquire.

Item	Cost	Description
Combat Computer	25 DP	+10 to combat actions
Communications	1 DP per mile	Basic Communication
Multi-targeter	30 DP	May hit multiple targets at -1 per target
Scanners	1 DP per mile	Basic Scanning abilities
Self Destruct	100 DP	2d10 times scale for damage
Survival Kit	10 DP	Everything you need to survive
Towline	25 DP	High density wire used for towing

Cosmetic

Cost: 2 DP per item

Some mecha jocks love to decorate their mecha. So for each cosmetic design (call-signs and such) it costs **2 DP**.

Comfort Items

Cost: 3 DP per item

If you are going to pilot a war machine you might as well have all the comforts of home. These items include DVD players, CD Players, padded seats and so on.

Powers

Mecha may also have powers. Please use the TBS powers list. **Powers cost DP instead of PP.** [please note that Regeneration acts as a self repair option]



Weight

I bet you were wondering where the heck the weight for your mecha comes from. Well here we go. To make it real easy just multiply your total **DP** by your scale and this is your **Weight** in pounds. Remember **2000 lbs equals 1 ton**.

Congrats! You now have a mecha!

A quick rules note:

Hitting Different Scales

If players are attacking mecha of larger scales or smaller scales there are some modifications to take into account. Players receive a +10 to hit for each scale above their own. So if a 1:1 person (regular human) is attacking a 1:100 creature then they receive a +20 to hit, because 1:100 is two scales above 1:1.

Now what if players are attacking a smaller scale mecha? Then they receive a -5 per scale level below their own. The reason why the modifiers are not balanced is because large creatures take up more space. So while you may be quick, the odds of you getting out of the way of a foot that is forty feet wide is pretty slim.

Damage for both systems

When attacking a creature of a smaller scale, players multiply their scale to the damage. So, if a mecha fires at a man, the mecha is 1:100 and the man is 1:1. The damage would be multiplied times 100. When mecha from equal scales are fighting there is no scale multiplier. The **AC** remains the same. But when a smaller scale is attacking a larger scale, then you multiply the defender's **AC** by their scale size!

*something else: **STR** is adjusted when mecha of the same scale are fighting. You divide the **STR** by the scale. *So if your mecha has a **STR** of 200 and you are a 1:100 scale mecha then against someone of the same scale your **STR** would be 20. We do this because melee weapons use the **STR** MSB as a damage bonus.*

BUT WAIT! HOW THE HECK DO I CREATE A PILOT?

You will want to buy the first issue of The Basic System's magazine *Tofu & Hand Grenades* to get the scoop on how to create your mecha jock.

For more TBS Products visit us online at:
<http://dillygreenbeangames.com/TheBasicSystem.html>

Watch for *Tofu & Hand Grenades*
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