

## Sample Mecha Creation

I am going to be playing in a military style game where I am piloting a prototype that is being used to crush the enemies of the state. The enemy has some pretty big mechs too (1:100 Scale).

So the first thing I do is choose my Frame Type. I am thinking Gundam style.

So I pick a Heavy Frame.

50 Material

5 slots

Pilot Penalty: -20

Scale: 1:100

Next I need to pick what type of cockpit I am going to have.

Because I want to have lots of slots, I will just take a Standard Cockpit that will take 2 Slots.

Now I need a Mecha Origin.

Since it's a military game I guess I need a Military mech.

Power Points: 300

Free Points: 100

Gear Points: 100

Lots of points and I'll need them. (500 Total)

Time to start assigning some points.

First I need to get a Power Plant. Again, I am trying to save space, so I take a Power Cell at 40 Rank.

That will leave me with 460 points left.

Power Plant: 40

Power Plant Pool: 4000

(460)

I also need to work my stats:

Pilot Penalty: -20

Might: I can have up to 50, so I will dump 50 points into my Might.

(400)

Since I am using a humanoid mech, I will have 14 locations. Added up with give me a BODY of 700.

Ok, now for Add-Ons.

So I was thinking Gundam. First thing is to buy some weapons.

I want a detachable arm shield: I'll drop 40 points into the Material.

(360)

Got to have an Assault Rifle at 1d10+30 damage, 40 Material. We'll make it fire AP rounds too.

Total Cost: 90

(270)

I'll load a twin rail gun into my head. I have 5 slots.

So I'll make it 1d10+20 Damage and make it AP.

Total Cost: 40 points and it fills 3 slots.

(230)

I want some scanners. So I'll put 20 points into scanners (works like Infravision, Super Sight and Super Hearing) and put that into my head. I argue that scanners should be counted for a single package and it only costs me 20.

Total Cost: 20 points and it fills 2 slots. My head is FULL.

( 210)

No mech would be complete without Beam Swords.

These will be my two super weapons. I'll give them 30 Material each and make them do 1d10+40 damage each . They will attach to my back.

Total Cost: 160

(50)

I need to be able to fly and have life support.

I put 10 points into feet jets. I then dump 40 points into a life support system. This will allow me to survive in space for a bit if I need to. In the end I'll still need to a space suit.

Total Points: 50 points, 1 slot per foot for the jets.

(Points all spent).

I didn't buy any armor for any locations because 50 Material per location is BEASTY!

So what does my Gundam style mech look like?

I'll call it the Shock Trooper.

Pilot Penalty: -20

Might: 40

Body: 700

Power Plant: 40

Power Plant Pool: 4000

### Locations

Head: 50 (Twin Rail Guns) (Sensors)

Chest/Torso: 50 (Cockpit)

Left Upper Arm: 50

Right Upper Arm: 50

Lower Left Arm: 50

Lower Right Arm: 50

Right Hand: 50

Left Hand: 50

Upper Left Leg: 50

Upper Right Leg: 50



Lower Left Leg: 50  
Lower Right Leg: 50  
Left Foot: 50 (Jet)  
Right Foot: 50 (Jet)

**Built-In**

Leg Jets: 10  
Sensors (Head): 20  
Twin Rail Guns: 1d10+20 Armor Piercing Damage

**External Gear**

Shield: 40 Material  
Assault Rifle: 1d10+30 Armor Piercing Ballistic Damage, 40 Material  
Beam Swords (2): 1d10+40 Armor Piercing Beam Damage, 30 Material