

多次元機甲戦士道

ME-TOW

メクトン

『TACTICAL・DISPLAY』



REFEREE'S
SCREEN AND 32
PAGES OF NEW
RULES, TIPS, HINTS
ADVENTURES,
AND MORE!

REFEREE'S EXPANSION PACK



ILLUSTRATION BY SCHULHOFF TAM

CRITICAL TRAUMA TABLE

HEAD DAMAGE

1 Hit Remaining: Severe scalp wound. Blood is flowing everywhere, including into your eyes. -1 to all actions.

0 Hits: Skull cracked from major concussion. You pass out from shock and blood loss.

-1 Hits: Skull crushed and victim will be brain dead if medical attention is not instantly received. A medical roll @10 is needed to keep the character alive.

-2 Hits: Skull and face totally destroyed. "He's pulp, Jim."

TORSO DAMAGE

1 Hit Remaining: Blood is everywhere, and you are at -1 to all actions from pain.

0 Hits: Your internal organs have been punctured and are severely damaged. -2 to all actions, and make a Stun/Shock Roll every turn to remain conscious.

-2 Hits: Severe internal damage causes painful death.

LIMB DAMAGE

1 Hit Remaining: Blood covers the limb, and severe muscle/tendon damage reduces either lifting (if Arm) or MA (if Leg) to 1/2 normal.

0 Hits: Limb is broken and useless. All actions are at -1 from the pain.

-1 Hits: Limb suffers multiple breaks and muscle damage. It's useless and all actions are at -3.

-5 Hits: The limb is blown clean off. All that's left is a bloody stump. Character must make Stun/Shock Roll every turn to remain conscious; all actions are at -5.

FALL AND/OR COLLISION DAMAGE

"Meters" is the distance (in human-scale) that a person falls, or the distance an object travels (in a single Turn) to hit the character.

1-3 Meters: The character rolls with the fall/impact. No effect.

4-6 Meters: Wind knocked out of you. Lose 1 Action.

7-9 Meters: Break Arm (1-5 Right, 6-10 Left).

10-12 Meters: Break Leg (1-5 Right, 6-10 Left).

13-15 Meters: Break Ribs (Torso reduced to 1 Hit) and crack skull (Head reduced to 0.)

16-18 Meters: Break Back (Torso reduced to 0 Hits) and suffer Head injuries (Head at 0 Hits.).

19+ : The impact reduces the body to pulp. Character dead.

BODY TYPE MODIFIERS: The above chart can be modified by the character's *Body Type*:

2 Move up two levels
3-4 Move up one level
5-7 Do not move
8-9 Move down 1 level
10 Move down 2 levels

SHOCK OR BURN

Determine the severity of the shock or burn (Referee's discretion) and consult the chart below.

Tiny: No effect

Small: Lose 1 Action from shock.

Minor: Take 1 Hit to all areas, lose 1 Action.

Major: Take 2 Hits to all location, lose next Turn.

Major: Take 3 Hits to all locations, roll Stun/Shock to remain awake.

Critical: Take 4 Hits to all locations, roll Stun/Shock at -2 or pass out.

BODY TYPE MODIFIERS: The above chart can be modified by the character's *Body Type*:

2 Move up two levels
3-4 Move up one level
5-7 Do not move
8-9 Move down 1 level
10 Move down 2 levels

NATURAL RECOVERY TABLE

INJURY TYPE	BODY TYPE				
	2	3-4	5-7	8-9	10
Internal	-2	-1	0	0.5	1
Broken Bones	-2	-1	0	0.5	1
Mangled Limbs	-2	-1	0	0	0
Burns	-1	0	1	2	3
Wounds	-1	0	1	2	2
Bruises	-1	0	2	3	4

REGENERATION/CLONE CHART

INJURY TYPE	BODY TYPE				
	2	3-4	5-7	8-9	10
Internal Injuries	3D	2D	1D	12H	6H
Broken Bones	2D	1D	12H	6H	3H
Mangled Limbs	3W	2W	1W	4D	2D
Burns, Wounds, Bruises	1D	12H	6H	3H	1H
Missing Eye, Fingers	6D	4D	2D	1D	12H
Missing Hand, Foot	12D	8D	4D	2D	1D
Missing Leg, Arm	3W	2W	1W	4D	2D
Entire Clone	6M	5M	4M	2M	1M

H: 1 Hour • D: 1 Day (24 hours) • W: 1 Week (7 Days) • M: 1 Month (4 Weeks)

MEDICAL ATTENTION TABLE

INJURY TYPE	BODY TYPE				
	2	3-4	5-7	8-9	10
Internal	1	1	2	3	3
Broken Bones	0.5	0.5	1	2	2
Mangled Limbs	0	0	0	0	0.1
Burns	2	2	3	4	4
Wounds	2	2	3	4	4
Bruises	3	4	6	7	8

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A MEKTON Z™ SOURCEBOOK



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MK 1901

ISBN # 0-937279-76-5

CONTENTS: One tri-panel Referee's screen and a 32-page booklet featuring new cinematic combat rules, six short adventures, blank ESPer Character Sheets and assorted supplementary gaming material.

MEKTON COMBAT SUMMARY

1 Declare Actions

You have 2 Actions per Turn (unless you're using *Let's Active!*). Choose your Actions as below:

LET'S ACTIVE!

Maneuver Pool	Actions per Turn
0-1	.2
2-4	.3
5-8	.4
9-12	.5
13-16	.6
17-20	.7
21+	.8

ACTIONS LIST MOVEMENT

- **RUNNING:** Move up to 1/2 your total MA at no Action cost. You may run at your full MA in one Action.
- **DRIVING, SKIMMING OR FLYING:** You may move up to 1/2 your total MA in a single Action; to move up to your full MA will take two Actions.
- **ALL TYPES OF MOVEMENT:** You may never move more than your full MA in a Turn, and you may not save MA from one Turn to the next.

ATTACKING

- **SHOOT:** Fire any single weapon (or group of Linked weapons) once per Action.
- **THROW:** Once per Action.
- **STRIKE:** You may Attack with any melee weapon once per Action.
- **CLAW, BITE, PUNCH:** You may attack twice per Action.
- **KICK:** Once per Action.
- **FIGHT:** Any grapple, knockdown or full body blow can be done once per Action.

DEFENDING

- **EVADE:** Evade rolls are made automatically whenever you are attacked, and thus take no Actions.
- **PARRY:** Parry rolls can be made whenever you are attacked, and take no Actions.
- **ESCAPE:** One attempt per Action.

OTHER

- **GET UP:** Once per Action.
- **TRANSFORM/COMBINE:** Once per Action.
- **ENTER VEHICLE OR BAIL OUT (SAFELY):** Once per Action.
- **LIFT OR CARRY:** Once per Action.
- **REPLACE/RELOAD WEAPON:** Once per Action. Note: It takes no Actions to take out a weapon or to throw it away—only properly putting it back takes an Action.
- **PERFORM A NON-COMBAT SKILL ROLL:** Such as rolling Awareness when using Sensors, etc. Once per Action.

2 Move into Range

MOVEMENT COST MOD

TERRAIN TYPE	MA COST
Open (plains, pavement)	.x1
Rough (woods, rocks, rubble)	.x2
Restrictive (jungle, snow, water)	.x3

FIGHTER TURN RADIUS

Mecha Fighter MA	Hexes
8-16	.1
17-24	.2
25-32	.3
33-40	.4
41-48	.5
49+	.6

SHIP TURN TABLE HULL TURN LENGTH

Superlight	.+1 Hexes
Light Weight	.+2 Hexes
Striker	.+3 Hexes
Medium Striker	.+4 Hexes
Heavy Striker	.+5 Hexes
Medium Weight	.+6 Hexes
Light Heavy	.+7 Hexes
Medium Heavy	.+8 Hexes
Armored Heavy	.+9 Hexes
Super Heavy	.+10 Hexes
Mega Heavy	.+11 Hexes

Check the range of your weapons [MZ pg. 92] to target and then move into striking distance:

DRIVING ROLLS

CONDITION	MODIFIER
Base Difficulty	.15+
Wet road	.+2
Terrain obscured (smoke, snow, fog)	.+2
Very tight turn (like a bootlegger turn)	.+2
Driver wounded	.+2
Oil, ice, other slick surface	.+3
Under attack	.+3
Lost control previous Turn	.+5
Performing a jump	.+5
Hydroslick	.+5

DRIVING FAILURES

ROLL RESULT

1-3 Minor Skid: Vehicle stalls out; lose one Action.

4-5 Major Skid: Vehicle ends up stalled and one hex diagonal to the direction of travel; lose one Action, and treat any collision as a ram.

6-7 Spin: Roll 1D6 twice. Each number represents a hex side—first roll represents hex vehicle ends up in, second represents facing of vehicle. Lose one Action and treat any collisions as a ram.

8+ Roll Vehicle: Roll 1D6 twice. Each number represents a hex side—first roll represents hex vehicle ends up in, second represents facing of vehicle, which is now upside down. Take damage as if from a ram, lose one Action and treat any collisions as another ram.

3 Check Modifiers

Range, angle of attack, choice of target and relative size will all affect your attacks, as below:

ATTACK MODIFIERS

Range	Mod	Attacker's MA	Mod	Roadstriker vs Ship	+9
Beyond Combat Range	-.4	0-16	-.0	Interscale (x1)	Mod
Aiming (per Action)	+.1	17-24	-.1	Mekton vs Man	-.6
Attack Arc	Mod	25-32	-.2	Mekton vs Roadstriker	-.3
Attacking Front	+.0	33-40	-.3	Mekton vs Corvette	+.3
Attacking Flank	+.1	41-48	-.4	Mekton vs Ship	+.6
Attacking Rear	+.2	49+	-.5	Interscale (x10)	Mod
Miscellaneous	Mod	Interscale (1/10)	Mod	Corvette vs Man	-.9
Called Shot: Servo	-.3	Man vs Roadstriker	+.3	Corvette vs Roadstriker	-.6
Called Shot: Weapon	-.4	Man vs Mekton	+.6	Corvette vs Mekton	-.3
Called Shot: Thrusters	-.4	Man vs Corvette	+.9	Corvette vs Ship	+.3
Called Shot: Sensors	-.5	Man vs Ship	+.12	Interscale (x100)	Mod
Called Shot: Other	-.5	Interscale (1/5)	Mod	Ship vs Man	-.12
Primed Missiles	-.3	Roadstriker vs Man	-.3	Ship vs Roadstriker	-.9
Melee Charging	-.3	Roadstriker vs Mekton	+.3	Ship vs Mekton	-.6
Swing (per target)	-.1	Roadstriker vs Corvette	+.6	Ship vs Corvette	-.3

MEKTON COMBAT SUMMARY

4 Make Your Attack

Make your attack,
Modifying your Skill Rolls
as you do:

THROWING, INDIRECT FIRE & AREA EFFECT

THROWING DISTANCE

WEIGHT (round up!)	MOD
1/4 Ton	+2 Hexes
1/2 Ton	+1 Hexes
1 Ton	+0 Hexes
2 Tons	-1 Hexes
4 Tons	-2 Hexes
8 Tons	-3 Hexes

WEIGHT (round up!)	MOD
1/4 Ton	+2 Hexes
1/2 Ton	+1 Hexes
1 Ton	+0 Hexes
2 Tons	-1 Hexes
4 Tons	-2 Hexes
8 Tons	-3 Hexes

INDIRECT FIRE TABLE

DISTANCE	RANGE	DIFF
1-2 Hexes	Point-Blank	10
3-4 Hexes	Close	15
5-8 Hexes	Medium	20
9-16 Hexes	Long	25
17+ Hexes	Extreme	30

Modifiers to Difficulty:

- Enemy is not in sight, but is in view of an ally (i.e. a spotter): +5
- Enemy is entirely hidden from view (such as behind cover): +10

HAND-TO-HAND ATTACK TABLE

ATTACK	WA	-DAMAGES-
STRIKES	WA	HUMANS MECHA
• Punch (etc.)	+0	1D2h+ 1K+
• Jab	-5	1D3h+ 2K+
• Chop	-2	Stun (NA)

KICKS	WA	HUMANS	MECHA
• Kick	+0	1D3h+	2K+
• Wheel Kick	-1	1D6h+	3K+
• Crescent Kick	-2	1D6+1h+	4K+
• Thrust Kick	-3	1D6+2h+	5K+
• Spin Kick	-4	1D6+3h+	6K+

BITES	WA	HUMANS	MECHA
• Bite	+1	1D3h+	4K+

KNOCKDOWNS	WA	HUMANS	MECHA
• Throw	-1/10	Special	Special
• Slam	-2/10	1D3+	3K+
• Trip/Sweep	+1	Special	Special

GRAPPLES	WA	HUMANS	MECHA
• Grab	-1	Special	Special
• Pin	+0	Special	Special
• Bearhug	-1	Special	Special
• Dismember	-2	(NA)	Special

FULL BODY	WA	HUMANS	MECHA
• Stomp	-5	(NA)	Squish!
• Tackle	+1	1D3+	3K+
• Ram	+0	+1h/meter	+1K/hex
• Drop	-2	+1h/meter	+1K/hex

5 See Where You Hit

The next step in the combat process, here you will use a random 1D10 roll to determine the location of any successful attack that was not a called shot:

SHIP HIT TABLE

Ship hits automatically strike the Hull; Attack Rolls which hit by 5+ roll below as well as doing Hull damage.

1D10 SHIP LOCATION HIT

1-3	Weapon
4	CIDS
5-6	Sensor Array
7-8	Engines
9	Crew
10	Powerplant*

*If the ship is not "Fragile," this hit should be rerolled.

SHOTGUN HIT CHART

1D10	RESULT
1-2	Head & Torso
3-4	Torso & Left Arm
5-6	Torso & Right Arm
7-8	Left Leg & Right Leg
9-10	Torso & Torso

HUMAN RANDOM HITS

1D10	RESULT
1	Head
2-4	Torso
5	Right Arm
6	Left Arm
7-8	Right Leg (thigh, shin)
9-10	Left Leg (thigh, shin)

MECHA RANDOM HIT CHART

1D10	RESULT
1	Head
2-3	Torso
4	Pod (Torso if no pod)
5-6	Right Side Limb
7-8	Left Side Limb
9	Other (Wing, Tail, etc.)
10	Roll on Special Chart

SPECIAL HIT CHART

- 1-2 Weapon takes damage (chosen randomly; armor protects).
- 3 Sensors (armor protects).
- 4 Flight System (armor protects).
- 5 Shield Mount (no armor protection; Shield is severed).
- 6 Other (random subassemblies). Servo location of subassembly takes 1/2 damage, armor protects.
- 7 Cockpit (gets armor protection, as per Open, Closed or Saddle types). Remaining damage goes to pilot.
- 8-9 Cinematic Damage (roll on next chart)
- 10 Powerplant (gets armor protection). 1/2 damage goes to Torso.

CINEMATIC HIT CHART

- 1 Hydraulics hit. Random limb takes 1/2 damage (armor protects) and ceases to function.
- 2 Blunt Hit. Mek suffers double damage for purposes of determining Knockback, takes 1/2 damage to Torso (armor protects).
- 3 Sensor Overload. Sensors suffer malfunction,

and suit is blinded for 1d6 turns (housing servo takes 1/2 damage, armor protects).

- 4 Flight system cuts out for 1d6 turns (1/2 damage to Torso, armor protects).
- 5 Propulsion jam. Next Turn all you can do is move your full flight MA forward, and hope nothing's in the way (Torso takes 1/2 damage, armor protects).
- 6 Ammo Explosion! If any missiles or projectile weapons are stored inside a servo, they go up in a fireball, destroying the servo from the inside (roll servo randomly, armor protects).
- 7 Random weapon malfunctions for 1D6 Turns, during which time it's useless (housing servo takes 1/2 damage, armor protects).
- 8 Control Jam. All actions at -2 until repaired (Basic repair roll vs. 15; Torso takes 1/2 damage, armor protects).
- 9 Systems shutdown. Mecha useless for next turn (1/2 damage to Torso, armor protects).
- 10 Powerplant Overload. Fuses blow and mecha shuts down for remainder of battle (Torso takes 1/2 damage, armor protects).

MEKTON COMBAT SUMMARY

6 Check Damage

Determine how much damage your attack has done to the area you hit.

MECHA DISMEMBERMENT TABLE

Attacker along top, defender down side.

	SL	LW	ST	MS	HS	MW	LH	MH	AH	SH	MGH
SL	1K	2K	3K	4K	5K	6K	7K	8K	9K	10K	11K
LW	0	1K	2K	3K	4K	5K	6K	7K	8K	9K	10K
ST	0	0	1K	2K	3K	4K	5K	6K	7K	8K	9K
MS	0	0	0	1K	2K	3K	4K	5K	6K	7K	8K
HS	0	0	0	0	1K	2K	3K	4K	5K	6K	7K
MW	0	0	0	0	0	1K	2K	3K	4K	5K	6K
LH	0	0	0	0	0	0	1K	2K	3K	4K	5K
MH	0	0	0	0	0	0	0	1K	2K	3K	4K
AH	0	0	0	0	0	0	0	0	1K	2K	3K
SH	0	0	0	0	0	0	0	0	0	1K	2K
MGH	0	0	0	0	0	0	0	0	0	0	1K

MECHA RAMS

Rammer	Target Damage
01-29 tons	.3K
30-49 tons	.4K
50-69 tons	.5K
70-79 tons	.6K
80-89 tons	.7K
90-99 tons	.8K
100+ tons	.9K

Add +1K per 2 hexes traveled between rammer and target.

AREA EFFECT DAMAGE

Damage to Locations:

KILLS	(1)	(2)	(3)	(4)
1-5	1-5	-	-	-
6-10	5	1-5	-	-
11-15	5	5	1-5	-
16-20	5	5	5	1-5

7 Check Special Effects & Other Factors

Lastly, check for Knockback, Ejection Rolls and other Special Effects.

SCALING EFFECTS

Scale	Damage & Other Factors
Human	1/10
Roadstriker	1/5
Mekton	x1
Corvette	x10
Starship	x100
Excessive	x Anything

HUMAN KNOCKBACK

HITS	EFFECT
1-2	None.
3-4	Stagger on feet. No game effect.
5-6	Knocked back 1 hex.
7-8	Knocked back 2 hexes.
9	Knocked back 3 hexes, lose 1 Action.
10	Knocked back 4 hexes. Make Stun/Shock roll or fall unconscious. Lose all Actions for next Turn.

BODY TYPE ADJUSTMENTS FOR DEFENDER:

BOD 2:	Down 2 Levels
BOD 3-4:	Down 1 Level
BOD 5-7:	No change
BOD 8-9:	Up 1 Level
BOD 10:	Up 2 Levels

MECHA KNOCKBACK

KILLS	EFFECT
1-3	No effect.
4-6	Roll Stun/Shock or lose 1 Action from force of attack.
7-8	Lose one Action from force of attack.
9-10	Knocked down, lose 1 Action.
11-12	Knocked down and back 1 hex, lose 1 Action.
13-14	Knocked down and back 1 hex, lose 2 Actions.
15+	Knocked down and back 2 hexes and lose 2 Actions.

WEIGHT ADJUSTMENTS FOR DEFENDER

1-19 tons:	Move down table 2 points (more knockback).
20-39 tons:	Move down table 1 point (more knockback).
40-69 tons:	Do not adjust table.
70-89 tons:	Move up table 1 point (less knockback).
90+ tons:	Move up table 2 points (less knockback).

EMERGENCY EJECTION

REF+1D10	RESULT
1-6	You are vaporized without knowing what hit you.
7	You get to scream and feel some pain before you go (lucky you).
8	You get to yell the name of a loved one, then die.
9	You get a small flashback to the happiest moment of your (now) tragically short life.
10	You get to make a short, heroic speech ... then explode.
11	You have time for a long heroic speech and a flashback (while wondering where all of the cherry blossoms came from) before you die.
12	You escape with serious wounds (1d6 to all areas).
13	You escape with minor wounds (1d6/2 to all areas).
14+	You escape unharmed.

MODIFIERS TO THE CHART:

Cockpit in the Head:	+2
Escape a Self-Destruct:	+4
Escape a Powerplant Hit:	-2
Escape a Cockpit Hit:	-4
No Escape Pod/Eject Seat:	-6

MEKTON

多次元機甲戦士道

メクトン

TACTICAL DISPLAY

WELCOME, LOYAL MECHAHEADS,

to the *Mekton Tactical Display* (that's fancy Mekton-ese for "Referee's Screen," in case you were wondering). This project completes the core rules of the Mekton Zeta game system. Before we go any further, let's get our terminology clear: "Mekton Zeta" refers to the rules system (*Mekton Z*, *Z+* and this Tactical Display) while "*Mekton Z*" refers to the actual rulebook.

The bulk of the material provided in this Tactical Display consists of *Mekton Z*, *The Movie*. This cinematic combat system presents an alternate method of combat resolution, best used in games where high levels of detail are not desired or needed in combat. A conversion system is included, allowing mecha constructed in *Mekton Z* and *Z+* to be used in *The Movie* if you like. Construction rules are also provided for *The Movie*, so that you can build mecha which are only to be used with the cinematic system.

We have also included a few short, versatile adventure hooks in the Tactical Display. These are designed to be used with *The Movie*, and can be expanded to fit into your campaigns if you like. There are also several extra goodies at the back of the booklet, including some advanced combat rules, guides on how to use MTS to design your characters' weapons, and an MTS system which was accidentally left out of *Mekton Z+*—the Targeting Computer. If you have any comments, questions, or ideas regarding the Mekton Zeta line please write us at:

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TABLE OF CONTENTS

CONTENTS . . .PAGE	CONTENTS . . .PAGE	CONTENTS . . .PAGE
INTRODUCTION 1	Aggendi Infiltration 17	Special, Cinematic & Armor . . .25
Table of Contents 1	Aggendi Attack 18	Using Psi Healing 25
Credits 2	Axis vs the Convoy 19	MTS Questions 25
MEKTON ZETA, THE MOVIE . . .2	Axis Spy 20	MIRVs 25
Structural Integrity 2	The Dion Incident 21	Reconnaissance Systems . . .25
Translating MZ Mecha 2	Kargan Politics 22	HARMS 26
Movie Mecha Construction . .3	NEW COMBAT MANEUVERS . .23	Slave Control Skills 26
Cinematic vs. Tactical 5	Melee Charging 23	Linking Energy Pools 26
The Cinematic System 5	Melee Swinging 23	ERRATA FOR ZETA PLUS 26
The Tactical System 8	Missile Priming 23	PERSONAL WEAPON DESIGN . . .27
Movie Reference Data 10	TARGETING COMPUTER 24	BLANK MOVIE SHEETS 28
MOVIE-STYLE MECHA 12	DARK SECRETS OF ZETA 25	BLANK ESPER SHEETS 30
MEKTON ZETA O.V.A.s 16	Zeta Questions 25	

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MEKTON ZETA—THE MOVIE

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SPECIAL THANKS

To all of the players, testers, and other folks at the '94-'95 conventions. You were too numerous to name. Thank you.

MEKTON ZETA—*The Movie* is a rules variant that allows for fast and furious mecha battles without cumbersome system mechanics getting in the way. It is designed to take advantage of the best aspects of MZ+ and the core system, without detracting from the Anime "feel" of your games. *The Movie* also permits larger-scale battles with a variety of mecha units. Now the aspiring mecha general can field entire armies! Imagine for a moment the outcome of a Soviet Bloc invasion of Western Europe—as the mechatanks come over the hill to run into massed NATO and US mecha units. The mind boggles.

Because this system is designed to allow you to place larger numbers of units on the board, we have added a few innovations to speed play and reduce bookkeeping. Hey, we like the *Mekton Zeta* system, but realize the difficulty of trying to control dozens of MechaSheets at once. With *The Movie*, it's easy.

STRUCTURAL INTEGRITY

The principle idea behind *The Movie* is "Structural Integrity," or "SI" for short. SI replaces both SP for Armor and Kills for Servos and systems in *The Movie's* combat system, serving as a composite measure of how tough and damage-resistant both the Mekton's Armor and Servos are. By consolidating Kills and SP into one rating, and by further determining an average rating of the mecha's overall structure, numerous steps are removed from the processes of construction, play and damage allocation. By reducing the "number-crunching" factor, SI can make your *Mekton Z* game less rules-intensive, allowing for more cinematic play and more focus on roleplaying.

TRANSLATING
MZ MECHA TO
THE MOVIE

Converting *Mekton Zeta* mecha designs to *The Movie* pares down a great deal of numbers, and may seem strange to some players, but don't worry—the changes only make game play faster and easier. Also keep in mind that you can now design mecha from the ground up in *The Movie*; the procedure will be delineated after this section.

To convert your mecha from Zeta to *The Movie*, all of its Servos' Kills and Armor SP must be consolidated into one number—Structural Integrity. Since SI is a composite measure of how tough and damage resistant both the Mekton's Armor and Frame are, it completely replaces Armor SP and Servo Kills. When converting a Mekton built in *Mekton Zeta* and/or with MTS, compute SI as shown below:

- (1) Average Servo Kills (i.e., add up all Kills of all Servos and divide by the number of Servos).
- (2) Divide the result of Step 1 by 2.5.
- (3) Average Armor SP (i.e., add up all SPs of all Servos' Armor and divide by the number of Servos).
- (4) Divide the result of Step 3 by 1.5.
- (5) Multiply result of Step 4 by Armor Multiplier (see "1B. Armor," next page).
- (6) Add the results of Step 2 & Step 5, the round to the nearest whole number.

For example: *The D-Stalker* has 59 Kills distributed among its 8 Servos; $59 \div 8 = 7.375$. As per step 2, $7.375 \div 2.5 = 2.95$. *The D-Stalker* has 48 SP of Armor distributed among the 8 locations; $48 \div 8 = 6$. As per step 4, $6 \div 1.5 = 4$. *The D-Stalker* has Alpha Armor, so the Armor's SI of 4 is multiplied by 1.1; $4 \times 1.1 = 4.4$. Adding the SI of the Frame (2.95) and Armor (4.4) grants a final SI of 7.35, which rounds to 7.

SOME SAMPLE
MEKTON SIs

AdVantage 6	Hermes 6
D-Stalker 7	Kraken 8
Callisto 7	Rampant 7
Callisto 7	Rapier 6
Packfighter . . .8	Talos 15
Gorgon 8	Vigilante 6
Gunther 12	

A NOTE ON THE MOVIE'S MECHA SHEETS: The space assigned to SI is a set of twenty white boxes. When writing out a sheet, fill in as many boxes as 20 minus your SI; an SI of 14 = 6 filled boxes, an SI of 7 = 13 filled boxes, etc. When your *Movie* mecha takes damage, fill in as many boxes as the SI you lost. When all boxes are filled, your mecha is destroyed.

△ Movie Mecha

ムービーのメカ

If you don't want to go through the process of building your mecha in MTS only to reduce them to a single number (SI), you can create your mecha entirely in *The Movie*. While it's somewhat different from what you're used to, mecha construction in *The Movie* is a faster and easier process than in MTS.

STEP 1: Frame and Armor

Begin by determining the unit's SI. SI is bought in two steps: Frame and Armor. The Frame is your mecha design's skeleton—i.e., it represents the Servos of the unit—while Armor denotes the amount of protection those Servos' Armor affords them ('natch).

1A. FRAME: The Frame is bought as one complete chassis, rather than Servo-by-Servo as in *Mekton Z*. You should still decide how many Servos your mecha's Frame has (and what they are), because hit location will still be an issue on some occasions. Note that, while the Frame is supposed to represent your mecha's Servos, there are no Spaces listed here. This is because, as a simplified, streamlined system, *The Movie* does not use Spaces. It is assumed that, one way or another, your mecha-techs will be able to shoehorn all the desired equipment into your unit's Frame. Weapons and equipment should have specified hit locations (Head, Torso, Limbs, handheld, etc.), since you may conceivably lose that location, and thus any Weapons or equipment it has as well.

FRAME CONSTRUCTION TABLE

Frame Rating	SI	Weight	Cost
Superlight	.0.5	.3 t	.20
Lightweight	.1	.7 t	.25
Striker	.1.5	.13 t	.30
Medium Striker	.2	.20 t	.35
Heavy Striker	.2.5	.27 t	.40
Mediumweight	.3	.33 t	.45
Light Heavy	.3.5	.40 t	.50
Medium Heavy	.4	.47 t	.55
Armored Heavy	.4.5	.53 t	.60
Superheavy	.5	.60 t	.70
Megaheavy	.5.5	.67 t	.80

SI: The Structural Integrity for this Frame.
Weight: The number of metric tons that the Frame weighs.
Cost: The price of the Frame in CP.

1B. ARMOR: Like the Frame, Armor is bought as a complete set, rather than Servo by Servo as in *Mekton Z*. Do not include Shields or Command Armor when determining your Armor's SI - they are treated separately.

ARMOR CONSTRUCTION TABLE

Armor Rating	SI	Weight	Cost
Superlight	.0.5	.2 t	.10
Lightweight	.1.5	.3 t	.15
Striker	.2	.7 t	.20
Medium Striker	.2.5	.10 t	.25
Heavy Striker	.3.5	.13 t	.30
Mediumweight	.4	.17 t	.35
Light Heavy	.4.5	.20 t	.40
Medium Heavy	.5.5	.23 t	.45
Armored Heavy	.6	.27 t	.50
Superheavy	.6.5	.30 t	.55
Megaheavy	.8.5	.33 t	.60

SI: The Structural Integrity for the Armor. This SI is added to the SI of the Frame—but not yet (see step 1B1, below).
Weight: The number of metric tons that the Armor weighs. This is added to the weight of the Frame.
Cost: The price of the Armor in Construction Points.

1B1. ARMOR MULTIPLIER: This factor reflects the varying Armor Types (Alpha, Beta, etc.) and their effectiveness. Since Staged Penetration is not an issue in *The Movie*, the Damage Coefficients of these refined Armor Types are now factored into the all-encompassing SI rating.

ARMOR TYPES

Type	SI Multiplier	Cost
Ablative	.x0.9	.x0.5
Standard	.x1.0	.x1.0
Alpha	.x1.1	.x1.25
Beta	.x1.25	.x1.5
Gamma	.x1.5	.x2.0



TOTAL SI:

Frame SI + ((Armor SI) x (Armor Multiplier)); round nearest.

BASE WEIGHT:

Frame Weight + Armor Weight.

BASE COST:

Frame Cost + ((Armor Cost) x (Armor Cost Multiplier)).

For example: A Mediumweight Frame with Light Heavy Beta Armor would have an SI of 9 ($3 + (4.5 \times 1.25) = 8.625$, which rounds up to 9). This would weigh 53 tons ($33 \text{ t} + 30 \text{ t}$), and cost 105 CP ($45 + (40 \times 1.5)$).

SI Multiplier: The multiplier listed, being a representation of the Armor Type's Damage Coefficient, is applied to the SI of the level of Armor you purchased in Step 1B. The result is your Armor's actual SI. For example: *Mediumweight Gamma Armor* would have an SI of 6 ($4 \times 1.5 = 6$).

Type: The MTS name of the refined Armor.

Cost: The listed multiplier is applied to the cost of Armor you purchased in Step 1B. For example: *Mediumweight Gamma Armor* would cost 70 CP ($35 \times 2.0 = 70$).

1C. FIGURING SI: Now that you have purchased your Frame, its Armor, and the Armor's Multiplier, you can determine your mecha's Structural Integrity. To do so, refer to the sidebar.

STEP 2: Weapons and Other Equipment

Once your mecha's Structural Integrity has been determined, the rest of the mecha construction process is very similar to *Mekton Zeta*. The primary difference is that you no longer need to worry about Spaces. *The Movie* is fully compatible with all of the Weapons and other systems from *Mekton Zeta* and *Mekton Zeta Plus*—they all work the same as described in those books, with the following exceptions:

2A. WEAPONS: These are designed and purchased just as they are in Z/Z+. The structural Kill capacity of any Weapon will not be needed for record-keeping, only for tallying Weight (add up all Weapon Kills, divide by 2, and add to your mecha's Weight). Remember to designate which Servo each Weapon is located in, since hit location will still be an issue occasionally (but you don't need to worry about Space—it's just an issue of location).

2B. SHIELDS: These are designed and purchased just as they are in Z/Z+. The SP of the Shield is converted into its SI equivalent (that is, $SP \div 1.5$, multiplied by refined Armor Type multiplier). The original SP of the shield (divided by 2, as always) is used to determine Weight. Remember to designate which location the Shield has been assigned to.

2C. OTHER ADDITIVE SYSTEMS: All of these components are designed and purchased just as they are in Z/Z+. Systems with structural Kill ratings (Sensors, Boosterpacks, Wheels and Treads, etc.) will affect Weight but will not affect SI. Remember to designate which Servo each system is located in.

2D. A SPECIAL NOTE ON ENERGY-ABSORBING ARMOR: The Absorption Coefficient will reduce the Mekton's overall SI. An AC of 4/5 or 3/4 drops SI by 1 and an AC of 2/3 or 1/2 drops SI by 2.

STEP 3: Fuel and Propulsion Systems

This works the same way as in *Mekton Zeta* and MTS; once you have the total Weight of your mecha, decide upon the MA you want your mecha to be able to move at, and you can determine how much this system will cost. As always, you should designate which locations have some (or all) of your flight system.

STEP 4: Command Armor

Unlike in MTS, you buy a total package of Command Armor rather than buying it location by location. You may not buy Command Armor that is more than one level greater in size than the Frame's class. A bonus to SI replaces Armor SP, but in all other respects this is the same as MTS.

COMMAND ARMOR TABLE

CLASS	COST	+SI	BALANCE MOD	WEIGHT
SL	.11	.1	-.0	.3 t
LW	.22	.2	-.1	.6 t
STR	.33	.3	-.2	.9 t
MS	.44	.4	-.7	1.2 t
HS	.55	.5	-1.2	1.5 t
MW	.66	.6	-1.7	1.8 t
LH	.77	.7	-2.2	2.1 t
MH	.88	.8	-2.7	2.4 t
AH	.99	.9	-3.2	2.7 t
SH	1.10	1.0	-3.7	3.0 t
MGH	1.21	1.1	-4.2	3.3 t

STEP 5: Cost Multiplier Systems

As with Additive Systems, most of these systems work just as they do in Mekton Zeta and Zeta Plus. There are a few special notes, which are listed below:

TANK FORM: When in Tank Form, the Mekton gains +2 to its SI.

COMBINERS: Since SI replaces SP & Kills, the need for a Damage Scale is eliminated. As with regular Combiners, the total may be greater than the sum of the parts, so SIs need not be added mathematically; three mecha with SIs of 5 could make 1 Combiner with an SI of 20.

MORPHABLE MECHA: Extending takes 0.5 SI to gain 1 Hex of range, while flattening takes 2 SI to fully cover 1 Hex.

SUPER-DEFORMED MEKTONS: SD mecha reduce their SI by 20% (that is, SI $\times 0.8$).

BUILDING FORM: Such mecha have their SI multiplied by 2.

STEP 6: Final Stats and Scaling

All Stats (MA, MV, MP, etc.) are calculated exactly the same way as they are in Z/Z+, and all Scaling calculations are performed exactly the same way as they are in MTS, with Kills being converted to SI as above.

Cinematic vs Tactical △

シネマチックたいタクティカル

Now that you know how to convert, create and use mecha in *The Movie*, a discussion of how to use *The Movie* itself is in order. Being based on the concept of Structural Integrity, *The Movie* is extremely versatile—it can be used to enhance roleplaying, or it can

be used to engage in large-scale wargame-style battles. The fact that these two ideas have very little common ground demonstrates the potential of *The Movie*, which can be tapped in one of two ways: through the Cinematic system or through the Tactical System.

The Cinematic System △

シネマチックのシステム

The general combat procedure in the Cinematic Movie System is the same as in Mekton Z. As always, the attacker rolls MR + Skill + 1D10, while the defender rolls his MR + Piloting + 1D10. If the attacker's roll is higher, the attack hits. As in Mekton Zeta, you may attack targets outside your weapon's Combat Range but within its Maximum Range at a -4 penalty.

Parrying

As in Mekton Z, if the defender fails his Evade Roll he may make a Parry roll. A successful Parry adds the SI of the Shield to the mecha's SI when the damage resolution check is performed. However, any Parried attack which still causes damage automatically reduces the shield's SI by 1 (on top of whatever other damage results occur).

Damage Resolution

Once a hit has been scored, determine the Damage Potential (DP) by subtracting the target's SI from the Kills the attacker's

Weapon does. Roll 2D6 and reference the Damage Chart below. If the DP is less than -3, roll on the "-3" column, and every point less than -3 becomes a negative modifier to the die roll (for example, if the DP in an attack turns out to be -5, the attacker rolls on the "-3" column and subtracts 2 from the result of his 2D6 roll). If the DP is greater than +6, roll on the "6" column, and every point greater than 6 becomes a positive modifier to the die roll (for example, if the DP in an attack turns out to be 8, the attacker rolls on the "6" column and adds 2 to the result of his 2D6 roll). Any rolls on the +6 column that total greater than 12 are instant kills.

Critical Hits

If the attacker beats the defender by 5, he may automatically roll on Cinematic Table 1 (Light Damage). If the attacker beats the defender by 10, he may automatically roll on Table 2 (Serious Damage). If the attacker beats the defender by 15, he may automatically roll on Cinematic Table 3 (Severe Damage).





DAMAGE CHART

Damage Potential										
2D6	+6	+5	+4	+3	+2	+1	0	-1	-2	-3
2	C1	D1	C1	—	—	—	—	—	—	—
3	D2	C1	D1	C1	—	—	—	—	—	—
4	C2	D2	C1	D1	C1	—	—	—	—	—
5	D2	C2	D2	C1	D1	C1	—	—	—	—
6	C3	D2	C2	D2	C1	D1	C1	—	—	—
7	D3	C3	D2	C2	D2	C1	D1	C1	—	—
8	C3	D3	C3	D2	C2	D2	C1	D1	C1	—
9	D4	C3	D3	C3	D2	C2	D2	C1	D1	C1
10	C4	D4	C3	D3	C3	D2	C2	D2	C1	D1
11	K	C4	D4	C3	D3	C3	D2	C2	D2	C1
12+	K	K	C4	D4	C3	D3	C3	D2	C2	D2

Results

D# (STRUCTURAL DAMAGE): “#” is a negative modifier that you subtract from your SI. For every two points you subtract from your SI, subtract 1 point from MA (both walking and Propulsion types) and Mecha Reflex. Due to increasing damage, MR and MA can go below 0 until they are repaired; however, if SI reaches 0 or less, the Mekton collapses in a useless heap of metal, and a Powerplant Explosion check should be made. The effects of D# results are cumulative—if you take a D1 hit (thereby suffering -1 to your SI) and then later took a D2 hit (thereby suffering another -2 to your SI, and -1 to your MR and MA), you now suffer -3 to SI and -1 to MR and MA.

C# (CINEMATIC DAMAGE): Roll on the Cinematic Damage table indicated by the number. These tables include spectacular/catastrophic results that make life difficult for Anime heroes. Feel free to embellish them or alter them, or add fun twists such as delayed effects.

K (KILL): A catastrophic chain reaction causes your Powerplant, fuel, and ammunition to explode. Make your ejection roll as your Mekton is destroyed, and apply Powerplant explosion effects immediately.

Special Weapon Effects

There are several Weapons whose Movie effects differ from Mekton Zeta and MTS. These special Weapon effects are noted below:

ENERGY MELEE WEAPONS: Due to the “Hot knife through butter” effect of

weapons such as energy swords or plasma axes, these weapons shift left one column on the Damage Result chart.

MISSILE SALVOS, LINKED WEAPONS AND AUTOFIRE WEAPONS: Each doubling of the number of hits increases the damage done by 50%; hitting with 2 4-Kill attacks would be treated as a 6-Kill hit, hitting with 3-4 4-Kill attacks would be treated as an 8-Kill hit, hitting with 5-8 4-Kill attacks would be treated as a 12-Kill hit, etc. If a critical hit also occurs, it adds to the final damage (i.e., +1 Kill to the 12 Kills done by the 8-hit attack).

BLAST RADIUS WEAPONS: Since area effect damage is broken into blocks of up to 5 kills, apply the 5-Kill blocks separately; the first rolls its 2D6 Damage Resolution roll regularly, the second rolls its 2D6 Damage Resolution roll on 1 column less, the third rolls on 2 columns less, etc.

NUCLEAR EXPLOSIONS, MEGA-BEAM WEAPONS AND SCATTERSHOT AMMO: These are Weapons which are all capable of hitting every location of their target. In *The Movie*, such weapons add +3 to their 2D6 Damage Resolution roll.

ARMOR PIERCING: Armor piercing weapons shift left two columns on the Damage Result chart.

INTERSCALE COMBAT: If a smaller-Scale mecha unit is attacker a larger-Scale mecha, it subtracts 8 from its Damage Potential per Scale; similarly, if a larger-Scale mecha unit is attacker a smaller-Scale mecha, it adds 8 to its Damage Potential per Scale.

C1: Light Damage

DIE RESULT

- 1 Powerplant malfunction. Make a Mecha Tech Skill roll vs 15 to keep it on-line. If you fail, it goes down for one turn, and comes back on-line the next turn.
- 2 Maneuvering systems jammed—subtract 1 from Mecha Reflex.
- 3 Sensors & Fire Control giving inaccurate targeting information; -2 to all Attack Rolls.
- 4 Limb and/or Frame damaged. One randomly determined limb (see sidebar) is damaged and is now useless, as are all systems mounted in it. If the limb contains a Cockpit, roll on the **Cockpit Hit Table** on the next page.
- 5 Cockpit breach—see **Cockpit Hit Table** on the next page.
- 6 Damage Escalation! Roll on **Table C2**.

C2: Serious Damage

1D6 RESULT

- 1 Powerplant damaged. The Power Plant goes off-line, and you can't do anything as all systems shut down. Make a Mecha Tech Skill roll vs 15 next turn to bring it back on-line. If you fail, it stays down.
- 2 Maneuvering systems jammed—subtract 2 from Mecha Reflex.
- 3 Sensors & Fire Control damaged—range reduced by one half, and subtract 2 from all Attack Rolls.
- 4 Limb and/or Frame destroyed. One randomly determined limb (see sidebar) is destroyed, as are all systems mounted in it. If the limb contains a cockpit, roll on the **Cockpit Hit Table**, and then make a pilot ejection roll.
- 5 Cockpit hit! Armor protection is 1/2. See **Cockpit Hit Table** on the next page.
- 6 Damage Escalation! Roll on **Table C3**.

C3: Severe Damage

1D6 RESULT

- 1 Powerplant damaged. The Powerplant goes off-line, and you can't do anything as all systems shut down. Make a Mecha Tech Skill roll vs 25 next turn to bring it back on-line. If you fail, it stays down.
- 2 Gyro system fault - make a piloting roll vs. 20 after **any** maneuver to stay in control. If you fail, and the Mekton is walking, it falls down. If you're flying, it starts tumbling, etc.
- 3 Sensors & Fire Control damaged, and reporting inaccurate IFF returns. All friendly units are designated as enemies by your fire control computer, and all enemies designated as friends!
- 4 Frame and Weapon malfunction. One body location malfunctions (roll randomly as per the sidebar), and the weapon in it fires uncontrollably. Roll for a random target, and don't forget to include yourself!
- 5 Cockpit hit; ignore armor! See the **Cockpit Hit Table** on the next page.
- 6 Damage Escalation! Roll on **Table C4**, below.

LIMB HIT TABLE

1D10 LOCATION

- | | |
|-----------|-------------------|
| 1 | Head |
| 2-3 . . | R. Arm |
| 4-5 . . | L. Arm |
| 6-7 . . | R. Leg |
| 8-9 . . | L. Leg |
| 10 . . . | Wing, Tail or Pod |

LIMB HIT
TABLE

1D10 LOCATION

1	Head
2-3 . .	R. Arm
4-5 . .	L. Arm
6-7 . .	R. Leg
8-9 . .	L. Leg
10 . . .	Wing, Tail or Pod

C4: Catastrophic Damage

1D6 RESULT

- 1 Powerplant destroyed; roll Explosion Save. If it's a Cold 'plant, it explodes on a 1. If it's a Hot 'plant, it explodes on a 1-5.
- 2 Motive Systems destroyed. Mecha Reflex is 0.
- 3 Sensors & Fire Control destroyed; -4 to all Attack rolls.
- 4 Limb and/or Frame critically damaged. The circuitry and components in one randomly determined limb (see the sidebar) die in a massive short-circuit. The limb is now useless. Make Mecha Tech rolls vs. 20 for every other location on your Mekton to see if feedback shorts them out as well.
- 5 Cockpit destroyed. Make your ejection roll.
- 6 A catastrophic chain reaction causes your power plant, fuel, and ammunition to explode. Make your ejection roll as your mecha is destroyed.

Cockpit Hits

Subtract 4 (or SI, whichever is less) if your cockpit is Armored, 2 (or SI, whichever is less) if your cockpit is a Canopy, or 0 (if you have a Saddle cockpit) from the normal Damage Potential of the attack. The result is the Damage Potential used on the table below.

COCKPIT HIT TABLE

Damage Potential										
1D6	+6	+5	+4	+3	+2	+1	0	-1	-2	-3
1	S	5	4	3	2	1	—	—	—	—
2	6	5	5	4	3	2	1	—	—	—
3	7	6	5	5	4	3	2	1	—	—
4	8	7	6	5	5	4	3	2	1	—
5	9	8	7	6	5	5	4	3	2	1
6	K	9	8	7	6	5	5	4	3	2

Results

#: Damage done to pilot by shrapnel, explosions, short-circuits, etc. # is the points of Damage done to the pilot's Torso.

S: Pilot Stunned, for (DP) in turns.

K: Pilot Killed.

CINEMATIC COMBAT EXAMPLE

The Rapier Prime fires nine 4-Kill missiles at the X-Gorgon (SI=6); the Rapier Prime rolls a 20. The X-Gorgon attempts to dodge, failing with a 17. The X-Gorgon then tries to parry, rolling a 16; no good. The X-Gorgon will be hit with three missiles (20-17=3); the DP of this hit will be 2 (three missiles hit; 3-4 hits = 2x Damage; the Damage Potential is 8 Kills (4Kx2) minus the X-Gorgon's SI of 6). The Rapier Prime rolls 2D6, getting a 9. A result of 9 on the Damage Chart's "+1" column shows a "C2" result, or Serious Damage. The Rapier Prime rolls 1D6, getting a 5; the X-Gorgon takes a Cockpit hit! We roll 1D6 again, checking the Cockpit Hit Table's "+1" column. Rolling another 5, the X-Gorgon's pilot takes 5 hits of damage to his Torso.

In "Cinematic" terms, the shower of missiles impacted all across the X-Gorgon's armor—they didn't penetrate, but did cause the cockpit's controls to spray sparks, shocking the pilot.

The Tactical System △

タクニカルのシステム

Whereas the Cinematic Movie system is simply a more freestyle, effect-oriented combat system for use when each player controls one or two mecha, the Tactical system is designed for large-scale engagements in which each player controls two or more mecha. The general combat procedure in the Tactical Movie system is the same as in *Mekton Z*. As always, the attacker rolls MR + Skill + 1D10, while the defender rolls his MR + Piloting + 1D10. If the attacker's roll is higher, the attack hits. As in *Mekton Zeta*, you may attack targets outside your weapon's Combat Range but within its Maximum Range at a -4 penalty.

Parrying

As in *Mekton Zeta* and the Cinematic System, if the defender fails his Evade Roll he may make a Parry roll. A successful Parry adds the SI of the Shield to the mecha's SI when the damage resolution check is performed. However, any Parried attack which still causes damage automatically reduces the shield's SI by 1 (on top of whatever other damage results occur).

Damage Resolution

Once a hit has been scored, determine the damage result by subtracting the target's SI from the Kills of the attacker's Weapon:

- If the result is less than zero, then the target takes no damage.
- If the result is exactly zero, then the target's SI drops by 1, but suffers no other penalties (no drop in MA or MR).
- If the result is greater than zero, then the target's SI drops an amount equal to the amount by which the attacking Weapon's Kills exceeds the target's SI.

For example: *The Rapier-Sigma* hits the *Gorgon-X* with its 10-Kill Beam Gun. The *Gorgon-X* has an SI of 6, so its SI drops by 4 to a new SI of 2.

The effects are cumulative—if you take a 2-point hit and then later took another 2-point hit, your SI is now 4 points less than before.

Critical Hits

For every three points by which the Attacker beat the Defender, he adds +1 Kill to Damage his Weapon does. If the attacker beats the defender by 10 or more, he may choose to destroy a component (i.e., any Weapon or System or any Servo other than the Torso) automatically—which component is determined randomly:

LIMB DESTRUCTION TABLE

1D10	LOCATION
1	Head
2	Wing, Tail or Pod
3-4	Arm
5-7	Leg
8-9	Weapon (random)
10	System (Flight, Sensor, etc.; determine randomly)

Special Weapon Effect Notes

There are several Weapons whose Movie effects differ from *Mekton Zeta* and MTS. These special Weapon effects are noted below:

ENERGY MELEE WEAPONS: Due to the "Hot knife through butter" effect of Weapons such as energy swords or plasma axes, these Weapons add two Kills to their damage.

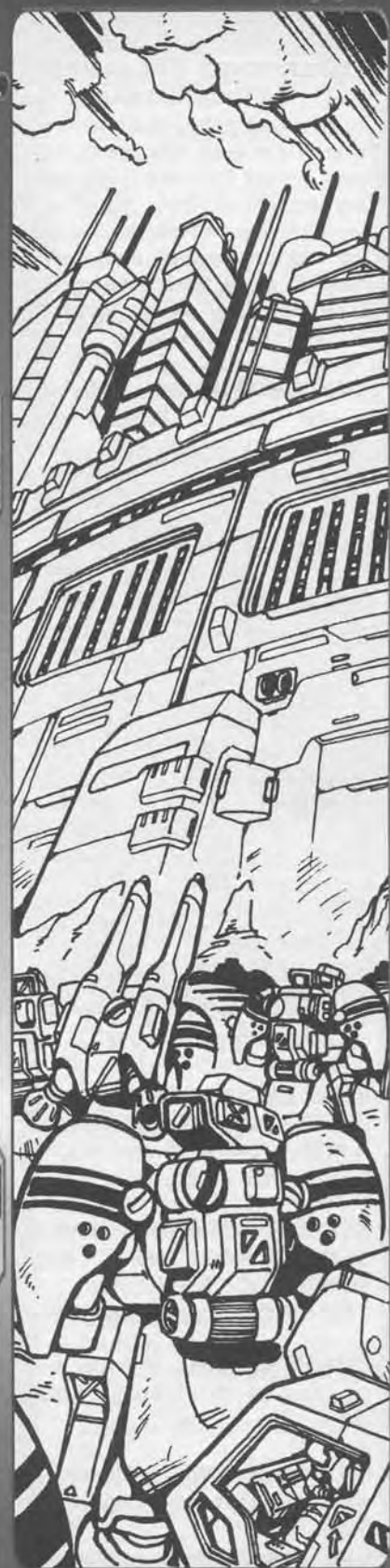
MISSILE SALVOS, LINKED WEAPONS AND AUTOFIRE WEAPONS: Each doubling of the number of hits increases the damage done by 50%; hitting with 2 4-Kill attacks would be treated as a 6-Kill hit, hitting with 3-4 4-Kill attacks would be treated as an 8-Kill hit, hitting with 5-8 4-Kill attacks would be a 12-Kill hit, etc. If a critical hit also occurs, it adds to the final damage (i.e., +1 Kill to the 12 Kills done by the 8-hit attack).

BLAST RADIUS WEAPONS: Area effect damage is not broken into blocks of 5 kills; instead, any target within the Blast Radius of a Weapon takes 1/2 the Weapon's normal damage.

HITTING EVERY LOCATION: Nukes, Mega-Beam Weapons and Scattershot Ammo are all capable of hitting every location of their target. In the Tactical Movie system, such weapons add +1D6 to their damage.

ARMOR PIERCING: Armor-Piercing Weapons shift add two Kills to their damage.

INTERSCALE COMBAT: Smaller-Scale mecha unit attacker larger-Scale mecha divide damage by 5 per Scale; similarly, larger-Scale mecha attacking smaller-Scale mecha multiply damage by 5 per Scale.



Damage Results

D# (STRUCTURAL DAMAGE): "##" is the number you subtract from your SI. For every two points, subtract 1 point from MA (both walking and Propulsion types) and Mecha Reflex. If SI reaches 0 or less, the Mekton collapses in a useless heap of metal, and a Powerplant Explosion check should be made. D# results are cumulative.

C# (CINEMATIC DAMAGE): Roll on the Cinematic Damage table indicated by the number.

K (KILL): Make your ejection roll as your mecha is destroyed, and apply Powerplant explosion effects.

Special Weapon Effects

ENERGY MELEE WEAPONS: Shift left one column on the Damage Result chart.

MISSILE SALVOS, LINKED WEAPONS AND AUTOFIRE WEAPONS: Each doubling of the number of hits increases the damage done by 50%:

2 Hits = Damage x1.5
3-4 Hits = Damage x2.0
5-8 Hits = Damage x2.5
9-16 Hits = Damage x3.0
17-32 Hits = Damage x3.5
32-64 Hits = Damage x4.0

BLAST RADIUS WEAPONS: Apply in 5-Kill blocks; the first rolls regularly, the second rolls on 1 column less, the third on 2 less, etc.

NUCLEAR EXPLOSIONS, MEGA-BEAM WEAPONS AND SCATTERSHOT AMMO: Add +3 to their 2D6 Damage Resolution roll.

ARMOR PIERCING: Shift left two columns on the Damage Result chart.

INTERSCALE COMBAT: Subtract or add 8 to Damage Potential per Scale.

DAMAGE CHART

Damage Potential										
2D6	+6	+5	+4	+3	+2	+1	0	-1	-2	-3
2	C1	D1	C1	—	—	—	—	—	—	—
3	D2	C1	D1	C1	—	—	—	—	—	—
4	C2	D2	C1	D1	C1	—	—	—	—	—
5	D2	C2	D2	C1	D1	C1	—	—	—	—
6	C3	D2	C2	D2	C1	D1	C1	—	—	—
7	D3	C3	D2	C2	D2	C1	D1	C1	—	—
8	C3	D3	C3	D2	C2	D2	C1	D1	C1	—
9	D4	C3	D3	C3	D2	C2	D2	C1	D1	C1
10	C4	D4	C3	D3	C3	D2	C2	D2	C1	D1
11	K	C4	D4	C3	D3	C3	D2	C2	D2	C1
12+	K	K	C4	D4	C3	D3	C3	D2	C2	D2

C1: Light Damage

DIE RESULT

- Powerplant malfunction. Make a Mecha Tech Skill roll vs 15 to keep it on-line. If you fail, it goes down for one turn, and comes back on-line the next turn.
- Maneuvering systems jammed—subtract 1 from Mecha Reflex.
- Sensors & Fire Control giving inaccurate targeting information; -2 to all Attack Rolls.
- Limb and/or Frame damaged. One randomly determined limb (see sidebar) is damaged and is now useless, as are all systems mounted in it. If the limb contains a Cockpit, roll on the **Cockpit Hit Table** on the next page.
- Cockpit breach—see **Cockpit Hit Table** on the next page.
- Damage Escalation! Roll on **Table C2**.

C2: Serious Damage

1D6 RESULT

- Powerplant damaged. The Power Plant goes off-line, and you can't do anything as all systems shut down. Make a Mecha Tech Skill roll vs 15 next turn to bring it back on-line. If you fail, it stays down.
- Maneuvering systems jammed—subtract 2 from Mecha Reflex.
- Sensors & Fire Control damaged—range reduced by one half, and subtract 2 from all Attack Rolls.
- Limb and/or Frame destroyed. One randomly determined limb (see sidebar) is destroyed, as are all systems mounted in it. If the limb contains a cockpit, roll on the **Cockpit Hit Table**, and then make a pilot ejection roll.
- Cockpit hit! Armor protection is 1/2. See **Cockpit Hit Table** on the next page.
- Damage Escalation! Roll on **Table C3**.

C3: Severe Damage

1D6 RESULT

- 1 Powerplant damaged. The Powerplant goes off-line, and you can't do anything as all systems shut down. Make a Mecha Tech Skill roll vs 25 next turn to bring it back on-line. If you fail, it stays down.
- 2 Gyro system fault - make a piloting roll vs. 20 after **any** maneuver to stay in control. If you fail, and the Mekton is walking, it falls down. If you're flying, it starts tumbling, etc.
- 3 Sensors & Fire Control damaged, and reporting inaccurate IFF returns. All friendly units are designated as enemies by your fire control computer, and all enemies designated as friends!
- 4 Frame and Weapon malfunction. One body location malfunctions (roll randomly as per the sidebar), and the weapon in it fires uncontrollably. Roll for a random target, and don't forget to include yourself!
- 5 Cockpit hit; ignore armor! See the **Cockpit Hit Table** on the next page.
- 6 Damage Escalation! Roll on **Table C4**, below.

LIMB HIT TABLE

1D10 LOCATION

- 1 Head
- 2-3 . . .R. Arm
- 4-5 . . .L. Arm
- 6-7 . . .R. Leg
- 8-9 . . .L. Leg
- 10 . . .Wing, Tail or Pod

C4: Catastrophic Damage

1D6 RESULT

- 1 Powerplant destroyed; roll Explosion Save. If it's a Cold 'plant, it explodes on a 1. If it's a Hot 'plant, it explodes on a 1-5.
- 2 Motive Systems destroyed. Mecha Reflex is 0.
- 3 Sensors & Fire Control destroyed; -4 to all Attack rolls.
- 4 Limb and/or Frame critically damaged. The circuitry and components in one randomly determined limb (see the sidebar) die in a massive short-circuit. The limb is now useless. Make Mecha Tech rolls vs. 20 for every other location on your Mekton to see if feedback shorts them out as well.
- 5 Cockpit destroyed. Make your ejection roll.
- 6 A catastrophic chain reaction causes your power plant, fuel, and ammunition to explode. Make your ejection roll as your mecha is destroyed.

COCKPIT HIT TABLE

Damage Potential

1D6	+6	+5	+4	+3	+2	+1	0	-1	-2	-3
1	S	5	4	3	2	1	—	—	—	—
2	6	5	5	4	3	2	1	—	—	—
3	7	6	5	5	4	3	2	1	—	—
4	8	7	6	5	5	4	3	2	1	—
5	9	8	7	6	5	5	4	3	2	1
6	K	9	8	7	6	5	5	4	3	2

Cockpit Hits

Subtract 4 (or SI, whichever is less) if your cockpit is Armored, 2 (or SI, whichever is less) if your cockpit is a Canopy, or 0 (if you have a Saddle cockpit) from the normal Damage Potential of the attack. The result is the Damage Potential used on the table below.

Results

#: Damage done to pilot by shrapnel, explosions, short-circuits, etc. # is the points of Damage done to the pilot's Torso.

S: Pilot Stunned, for (DP) in turns.

K: Pilot Killed.



NAME	EMA-227	WEIGHT	COST
	SHRIKE	55 tons	296.5 CPs

MANEUVER POOL				+100%
FORM	MV	MR	LAND	FLIGHT
Mekton	-3		5	20

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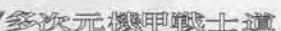
SENSORS	Head	Target-A.	
RANGE	7km	7km	
COMM	1000km	-	

SHIELD	DA	SP	NOTES

SUBASSEMBLY	NOTES
POWERPLANT	XS=5
COCKPIT	Torso, Ejection Pod (2 CP)
PROPULSION	Thrusters (41.3)
Fuel (2,000km)	2 CP
Linkage for Missiles	2 CP
Silent Running (-10 Walk & Fly)	20 CP
Lifewire, Lock, Nightlights	1 CP
Internal Re-Entry Package	5.5 CP
Overcharged Powerplant	x0.15
Maneuver Veniers (+1 MV)	x0.1
Space Protection	x0.05
ACE (+67% Maneuver Pool)	x0.1
Active Cloaking	x0.3
Shadow Imager (1 Shadow)	x0.05

WEAPON	WA	RNG	DMG	#SH	LOC	NOTES
2 Hands	+0	Melee	1+1K	-	Arms	Quick, Handy
Missile Pod	-1	8-64	5K	8	R. Arm	Linked.
Missile Pod	-1	8-64	5K	8	L. Arm	Linked.
Energy Knife	+0	Melee	8K	∞	1-H	Handheld EMW.
Shotgun	+1	6-36	7K	(below)	2-H	Handheld.
Ammo Stock	-	-	-	12	(gun)	Scattershot Ammo.

AWARENESS		MELEE	
PILOTING		GUNNERY	
FIGHTING		MISSILES	



NAME	EMA-226M	WEIGHT	COST
	BEACHMASTER	67 tons	351.8 CPs

MANEUVER POOL				+0
FORM	MV	MR	LAND	HYDRO
Mekton	-4		3	5
Jumps				7

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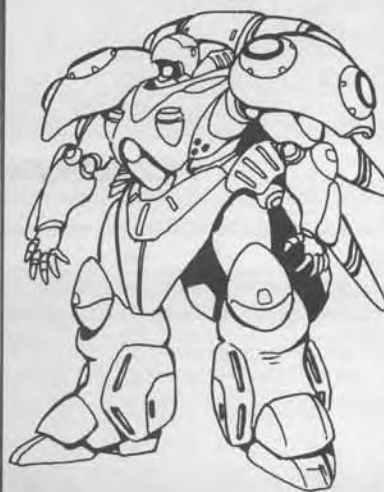
SENSORS	Head	Marine	
RANGE	15km	7km	
COMM	1500km	-	

SHIELD	DA	SP	NOTES

SUBASSEMBLY	NOTES
POWERPLANT	XS=5
COCKPIT	Torso, Maneuver Pod (4 CP)
PROPULSION	Hydro/Jumpjets (37.7 CP)
Linkage for Missiles	6 CP
Liftwire, Lock, Spotlights	1 CP
Hot Powerplant	-x0.1
Underwater Protection	x0.05
Maneuver Verniers (+2 MV)	x0.2

WEAPON	WA	RNG	DMG	#SH	LOC	NOTES
2 Claws	+0	Melee	2+1K	-	Arms	Quick, Handy, A-P.
3x Missile Pods	-1	8-64	5K	8, 8, 8	R. Arm	Linked.
3x Missile Pods	-1	8-64	5K	8, 8, 8	L. Arm	Linked.
Scatter Beam	+0	10-100	6K	WU=2	Torso	60°, BV=3, A-Miss Var.
Scatter Beam	+0	10-100	6K	WU=2	Torso	60°, BV=3, A-Miss Var.
-	-	-	-	-	-	-

AWARENESS		MELEE	
PILOTING		GUNNERY	
FIGHTING		MISSILES	





NAME	EMA-121	WEIGHT	COST
	ARMORED MAKO	85.8 tons	345.4 CPs

WEAPONS						
WEAPON	WA	RNG	DMG	#SH	LOC	NOTES
2 Hands	+0	Melee	1+2K	-	Arms	Quick, Handy.
Missile Pod	-1	8-64	5K	8	R. Arm	Linked.
Missile Pod	-1	8-64	5K	8	L. Arm	Linked.
Energy Claymore	+2	Melee	12K	TIU=7	2-Hand	Rechargeable EMW.
Beam Smartgun	+2	11-121	8K	∞	2-Hand	BV=4.
-	-	-	-	-	-	-

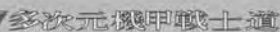
SUBASSEMBLY	NOTES
POWERPLANT	XS=5
COCKPIT	Torso, Escape Pod (2 CP)
PROPULSION	Thrusters (38.6 CP)
1000km Fuel	0
Linkage for Missiles	2 CP
Liftwire, Lock, Spotlights	1 CP
Hot Powerplant	-x0.1
Space Protection	x0.05
Maneuver Verniers (+3 MV)	x0.3



NAME	OMS-1285 BAXXTER	WEIGHT	COST
		82.5 tons	481.5 CPs

WEAPONS						
WEAPON	WA	RNG	DMG	#SH	LOC	NOTES
2 Hands	+0	Melee	1+2K	-	Arms	Quick, Handy.
Missile Pod	-1	8-64	5K	8	R. Arm	Linked.
Missile Pod	-1	8-64	5K	8	L. Arm	Linked.
Beam Gattler	+2	13-160	10K	10	2-Hand	BV=8, All-Purpose, Clip.
-	-	-	-	-	-	(3 extra clips)
-	-	-	-	-	-	-

SUBASSEMBLY	NOTES
POWERPLANT	XS=5
COCKPIT	Torso, Vehicle Pod (6 CP)
PROPULSION	Thrusters (24.8 CP)
1000km Fuel	0
Linkage for Missiles	2 CP
Liftwire, Lock, Spotlights	1 CP
Supercharged Powerplant	x0.3
Space Protection	x0.05
Maneuver Verniers (+1 MV)	x0.1
Space-Only Hydraulics	-x0.1



+100%

STRUCTURAL INTEGRITY

SENSORS

SHIELD

WEAPONS

SUBASSEMBLIES

STRUCTURAL INTEGRITY

SENSORS

SHIELD

WEAPONS

MEKTON PROFILE

PILOT NAME

MEKTON PROFILE

PILOT NAME	Aggendi Warrior
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MEKTON ZETA O.V.A.s

メクトン・ゼータのオー・ヴィ・エイ

WHAT'S AN OVA?

OVA is short for Original Video Animation. While many anime features are made for television or for full-blown theatrical release, more and more anime is being released for the video-only market. OVAs are made for video-release only, and are usually 30-60 minutes in length. OVAs are usually done as a short series—six 30-minute OVAs or three 45-minute OVAs normally make up a typical series. Sometimes, a single OVA (of 45-90 minutes) will be released as a stand-alone feature, and some OVA series have as many as thirteen 30-minute installments.

In Mekton Zeta terms, OVA stands for One-shot Variable Adventure. Such OVAs are short, self-contained scenarios or adventures which can be played by themselves, as a sort of mini-series, or they can be integrated into your existing campaign as an interlude, sidestory, flashback or plot twist. While the OVAs on the following pages are set in the world of Algol, they can be easily changed to fit into your campaign's world background.

OVA SAMPLE NPC:

REON TAMURA

Major Character* (20)

Reflexes: 8

Piloting: 7

Gunnery: 7

Empathy: 7

Leadership: 7

Mekton Zeta can sometimes be a difficult game to run. There's always the tempting possibility to throw characters into mecha, then have them bash bad guys until they get tired or until the Coke™ runs out. We've discovered that far too many referees have trouble getting the right ANIME ACTION feeling into their games. What follows are seven small mini-adventures (OVAs), each of which is designed to highlight a section of *Mekton Z* for the referee to focus on, and potentially add to his own catalog of "cool stuff to throw into a Mekton Zeta campaign."

Each of the OVAs is set in Algol (one of the worlds presented on pages 138-155 of *Mekton Z*). While each OVA uses the background material presented there, they are capable of being converted to any setting, enabling a referee to borrow the ideas presented here and spice up his own campaign. Of the six OVAs printed here, three are mecha-combat oriented and could be quite easily run as stand-alone battles without a referee. The other three are role-playing intensive, and as such need a referee and the usual game structure to fully enjoy. Each of these OVAs are relatively simple adventure seeds, with details left up to the referee to fill in.

OVA STRUCTURE

Each OVA follows the same format. Each OVA will have the following information:

- **BACKGROUND:** The mission briefing of the OVA. This section covers all of the background the players will need when their characters begin the adventure. This is where most of the world-specific information will appear. By changing the information provided in this section, the referee can easily alter the OVA's location from Algol to his own world.
- **TOP SECRET:** Here is the information on the OVA that the referee needs to know: who is doing what, why, and how.
- **SETTING:** Where the main action of the OVA is located.
- **FORCES:** This section will list what mecha (if any) are used in the OVA, as well as important NPCs, special equipment, etc. Keep in mind that these OVAs are a single page long, so you (the referee) might have to do some filling in.

• **BEATS:** An outline of the OVA, with beat notes on running it. If you are unfamiliar with the term "beat," it is simply a method of determining what happens when in a story, and the focus and significance attached to it. If you find (or have) an old copy of *Dream Park the RPG*, you will find an excellent essay on adventure beats on pages 104 to 110.

• **THE WRAP-UP:** A small section on possible outcomes for the OVA, as well as spin-offs and possibilities of using the OVA as a jump-off point for a new campaign.

• **NOTES:** Some comments direct from us to you, about focus and style as you run the OVAs. Might contain some useful GM tips.

All combat in these adventures will use *Mekton Zeta, The Movie* (thoughtfully provided in this book on pages 2-11), so any mecha used here will be the Movie-style mecha listed on pages 12-15 of this booklet. If you would like to fit your own mecha into the battles, feel free to translate them to The Movie. Just try to keep within the point values listed on the mecha that should be in the OVA.

Regarding NPCs—Most of them will only have the statistics and skills pertinent to the obvious roles they will be fulfilling in the OVA. Next to their names in the Forces listing will be a ranking for their stats; these correlate to the Cinematic Characters creation system on page 25 of *Mekton Z*. All of the characters' stats should be generated using the concept method, subtracting the numbers already given for Stats from the point total. Follow the same procedures for skills. Simply determine the number of skill points, and then subtract the points from skills already given. The resulting numbers can be spent on skills of your choice. Experienced characters may have extra experience, in which case his/her name will be marked with an asterisk (*) and will be followed by parentheses enclosing the number of extra skill points that NPC should receive.

Reon Tamura's listing in the sidebar indicates that he would have 80 points for stats, of which 15 are already used by Reflexes and Empathy. Once the other stats are determined (by the referee), Reon's skill points are determined. 20 points are then added to his pool, and 21 are subtracted for the three skills he has listed.

△ Aggendi Infiltration アゲンディにひそまる

Background

The year is 1530 and the people of Algol are in the final stages of attempting to destroy the Aggendi threat to their planet once and for all. The massive orbital fleet, prepared and ready to sail, awaits the final order to launch, an order not yet given.

The reason for the delay—a small group of Aggendi mecha have penetrated the defenses of the planet, and landed on Algol itself. The reason for this action is unknown, but one thing is certain: Unless the Aggendi threat in the system is eliminated, the fleet will be unable to depart. It would leave the planet too vulnerable.

Sightings have been common, but conclusive evidence of alien activity rare. The militaries of Karga and Elara have been busy trying to explore each of these sightings. Mecha squads of ten constantly scour the globe, seeking out the aliens to destroy them.

One squad just got lucky.

Top Secret

The Aggendi are seeking to establish a new mass mind, and thus a new homeworld for themselves. The only planet capable of holding the mass mind in the Algol system is Algol itself. In an attempt to speed up production of the mind, the Aggendi have landed a group of mecha in a remote place—the shattered island-city of Fiora. Under the shattered buildings they have excavated a huge cavern, now containing the bulk of the material that will form the neural net of the massmind.

One squad of lucky mecha-jocks (our PCs) is fortunate enough to run across an Aggendi patrol, engage them, and hopefully follow them back to the proto massmind, which is easily destroyed at this point.

Setting

In the sky around Fiora, on the island itself, and in the final cavern under the destroyed city streets.

Forces

- Elaran Mekton Squad (the PCs)
 - 3 Armored Mako's
 - X (# of other players) Shrike's
- Aggendi
 - 15 Aggendi Warriors

Beats

• **SETUP:** Assign the PCs their mecha, and tell them their mission. They are to patrol part of the sea of Mardak between Arcol and Kaol. Assign one PC as squad "leader", making sure that all tactical decisions are routed through him/her.

• **DISCOVERY:** As the squadron approaches the shattered island, have a mecha's proximity alarm go off. An Awareness roll @15 will determine the source of the disturbance on the island below. Play up the fact that Scavengers and Ettarans often visit the place for salvage.

• **DECISION:** Ask the commander for a decision. Do they investigate the island, or keep a bird's eye view from up here? If they linger for a moment, the Aggendi will come screaming up out of the water, determined to destroy them. All fifteen Aggendi will attack at once if this happens. If the players descend to the island, they will discover recent signs of fighting, and Scavenger mecha lying around in destroyed heaps. If they explore the island, they will find signs of recent excavations.

If they try to leave, all Aggendi will come out and try to destroy them. If they enter the tunnels (which are mecha-sized) they will have to deal with three different attacks, each of five Aggendi. The last group of five will be in the main chamber, guarding the mass mind (which is easily destroyed once the Aggendi are dispatched).

• **FINALE:** The players find the mass mind and destroy it. As they do, they spot a carved map on Algol, with other spots marked.

Wrap-up

If the characters destroy the nest and the hive mind they will be given medals by Ymri herself, and given a hero's welcome back in Elara. They will also then be assigned to investigate the possibility that the map on the wall marked other Aggendi sights. After a promotion and new mecha, the characters are given the task of searching out and destroying further Aggendi activity on the planet.

Notes

Try to get the players to fight in the tunnels. With a very short LOS and the inability to fly, the Aggendi melee weapons become much more of a threat. It can become a mecha-sized version of *Aliens*® if done right. For a nasty trick, have an Aggendi or two come through a wall or up through the floor in the first round of combat.



△ Aggendi Attack

アゲンディのせめる

Background

As zero hour for the launching of the fleet approaches, everything has been checked and double-checked. Despite the usual problems that go along with an undertaking of this scale, everything has run relatively smoothly. As the final preparations for launch continue apace, something goes terribly wrong. The battleship *Muria*, designed to go toe to toe with the Aggendi ship, suffers an explosion in its engine reactor, setting the launch date back at least a month. While investigations into the cause of the explosion get underway, the outer scouts report incoming mecha! The Aggendi have taken advantage of the confusion in the wake of the disaster to attack!

Top Secret

The Aggendi have a human intellect at their disposal. Nearly ten years ago, a man named Lord Dremmond tried in vain to control the Aggendi horde. He failed and died at the foot of the brain that controlled the Aggendi ship in the Algol system. His body was left there after he tried to destroy all life on the ship.

He failed on all counts, and to make matters worse, his shadow self (the Algolian term for the "astral body" espers are capable of projecting) was able to survive, and was absorbed into the matrix of thought that drives the Aggendi. It is his intelligence that drives the Aggendi to create a new mass mind, his desire for power and a secure base of operations. It is his very humanity that allows the Aggendi to understand humans—their ways and technology—and allows, for the first time in recorded history, the Aggendi to be subtle.

When the Aggendi sensors picked up the disturbance in the fleet, the Dremmond-mind ordered the Aggendi in the system to converge and cripple the fleet while it was still in disarray. This battle was the first indication that the Aggendi were capable of tactical decisions.

Setting

Space around the drydocked fleet in Algolian orbit. Due to the close proximity of all the ships, none of them are capable of using their guns on the invaders; they would just do more damage to themselves.

Forces

As many players as you can stand, using any of the mecha listed on page 12-15. Facing them are twice as many Aggendi warriors as you have players. Being that this represents a major battle, of which the PCs are only a small part,

they are allowed to bring in another mecha if they are shot down. Each player will be allowed one extra suit, making the odds even in the long run, but giving an initial advantage to the invading aliens. If you put a battle like this into a campaign, make sure that the PCs in the initial "swarm" get a bonus to their ejection rolls; they will suffer the brunt of the attack.

Beats

- **SET-UP:** The PCs are hanging around their ship, complaining that they see no action.

- **EXPLOSION:** Suddenly, the ships in the fleet are rocked by a tremendous explosion, sending shock waves throughout the ships and bouncing the characters around. There should be shock and confusion, as everyone tries to figure out if the fleet is under attack. The signal for launch is not given by any of the ships' captains, so the players might be a little confused.

- **DISCOVERY:** The players will discover, by looking out of a nearby viewport, that the entire engine structure of the battleship in the fleet is twisted and blown away, as if by an explosion. Nothing indicates any activity. The go-code is given for launch, and all pilots report to the launching facilities. Then they sit in their mecha for about twenty minutes.

- **PAUSE:** For about twenty minutes conflicting reports come in, but no go-code is given for final launch. The players get some time to relax. It is announced by the ship's PA that the explosion was the result of an accident, and all pilots are to stand down.

- **ATTACK!:** After everything calms down, the alarm klaxons begin to sound, and a go-code is given for launch. Everything is so confused by this point, some pilots don't get going right away, assuming that it's another false alarm. Players might also drag their feet, until the sounds of explosions and battle rock the ship. Now the fleet is under attack.

- **BATTLE:** The battle rages between the fleet mecha and the Aggendi. The battle is over when all of the Aggendi are destroyed by the PCs (we assume that their peers do as good a job with the rest of the lot) or the Aggendi destroy all of the PCs and their reinforcements.

Wrap-up

If the PCs win, you might want to go to adventure #4, where they can try to figure out what caused the explosions in the engines on the battleship.

Notes

Have fun!

THE AGGENDI

These creatures are a warlike, expansionistic race of aggressive insect-reptile hybrids. They once operated through the guidance of the "mass mind," a race-wide telepathic consciousness. It served as a "racial memory" which enabled most Aggendi to be fully-trained warriors almost from the moment they were old enough to lift a weapon. The Aggendi mass mind has been inoperative for countless years, but Dremmond's intrusion into a dormant Aggendi craft at the edge of the Algol system (see *Operation Rimfire*) would seem to have re-established it. This could be bad...

△ Axis vs the Convoy アクシスたいコンウオイ

Background

With the departure of the fleet delayed due to the explosion of the starship *Muria*, resupply efforts have begun in earnest. One such effort is now underway—the loading a new supply of Elaran mecha to the fleet to cover for the ones that were destroyed in the Aggendi attack. The mecha have all been crated for shipment, and are now simply awaiting the final order for orbital launch. A respectable group of mecha pilots (the PCs) has been ordered to guard it—a cushy assignment, as the mecha are stored in a military arcology complex near the Kandar City, and there isn't anyone on the planet who would want a fresh supply of mektons badly enough to attack an army base, would they?

Top Secret

Well, the Axis would. The shipment, guarded sloppily and all arranged for easy transport, is too perfect an opportunity for the Axis to pass up. The understaffed base was easy to infiltrate in the political and military chaos following the attack on the fleet, and having a cooperating agent in the government didn't hurt either. Now, an Axis agent is assigned to most of the fan transports as well as the command station. If the entire plan goes off without a hitch, the theft will go entirely unnoticed until it's too late; if they are caught, well there are Axis pilots in mecha after all. Just because the suit is in a giant crate, it doesn't mean that it can't be ready for battle.

Setting

The military arcology complex near Kandar.

Forces

- **PCS:** 10 Shrikes (page 12)
- **AXIS:** 10 pilots hidden in various mecha in the convoy's shipment. Whenever an agent is activated, determine the suit he is in randomly.

15 agents as drivers for the convoy. There are 20 total vehicles in the convoy, and the 10 mecha holding Axis pilots are not in the Axis driven trucks!

AXIS PILOTS: Secondary Character* (8)

REFLEXES: 8 (PILOTING: 5, GUNNERY: 4, MELEE: 3)

AXIS DRIVERS: Secondary Character* (8)

REFLEXES: 7 (DRIVING: 8, HANDGUN: 4)

Beats

• **PRELUDE:** The characters sit in their mecha, watching all of the trucks getting ready to pull out and head to the docks to deliver the shipment.

• **WARNING:** As the trucks begin to move, the PCs get a garbled warning about the trucks being stolen! But that's impossible: One of the PCs sees a pal of his from the motor pool driving one of the trucks.

• **GIVEAWAY:** The trucks begin to pick up speed, as the back of one explodes open, revealing an Axis-controlled mecha that begins to fire on the PCs.

• **COMPLICATION:** The PCs are ordered to capture the units intact!

• **BATTLE:** The trucks are rolling, and mecha are exploding out of some, while others just keep rolling along. The Axis will attempt to launch just five suits (the ones in trucks with real EMF drivers) to cover the withdrawing of the trucks. Once again, the PCs are ordered to capture the units *intact*.

• **CONFUSION:** To make matters worse, the IFF codes aren't working (these are all listed as friendly suits) and the Axis mecha are easily confused with the players' own! Have players make *Awareness* rolls to be able to tell the two forces apart.

• **ORDERS:** Once again the characters are ordered not to damage any of the mecha. This is odd, because the normal standing procedure is *not* to allow the Axis to escape with any goods; destruction was preferable to capture.

• **FINALE:** If the Axis escape with any mecha, the characters are busted. There are demotions and reprimands that come down from "on high." If the Axis are stopped, the characters are also busted for destroying any mecha that they did. In either case, it is obvious that the military commander of the base is very unhappy that the characters were blamed, and hints to them that they were scapegoats in a political struggle. He will say no more.

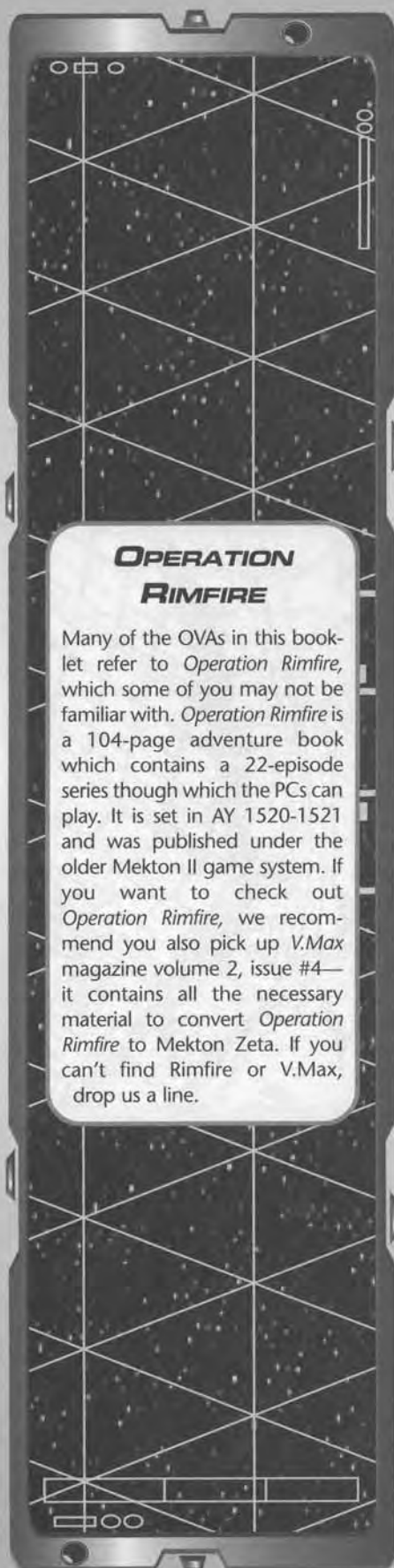
Wrap-up

Disgraced, the players might want to try to clear their names—which will bring them into political struggles, and against an ambitious man named Lord Delaney. If the players dig deeply enough, they might even discover that this man has some pretty deep ties with the Axis.

Notes

This is a bummer scenario. No matter what happens, the players get busted in the end. This is anime, and there's always revenge!





OPERATION RIMFIRE

Many of the OVAs in this booklet refer to *Operation Rimfire*, which some of you may not be familiar with. *Operation Rimfire* is a 104-page adventure book which contains a 22-episode series though which the PCs can play. It is set in AY 1520-1521 and was published under the older Mekton II game system. If you want to check out *Operation Rimfire*, we recommend you also pick up *V.Max* magazine volume 2, issue #4—it contains all the necessary material to convert *Operation Rimfire* to Mekton Zeta. If you can't find *Rimfire* or *V.Max*, drop us a line.

△ Axis Spy

アクシスのしのび

Background

Officers are still recovering from the shock of the *Muria*'s explosion and the Aggendi attack. As the wreckage is sorted and repairs begin, it is discovered that a bomb destroyed the fusion couplers on the *Muria*'s main drive, destroying 40% of the engines and killing 31 crew. Further investigation has revealed that the bomb was of a type commonly used by the Axis. This leads to a disturbing conclusion—the Axis have their own reasons for attacking the fleet. Now the fleet faces a threat from two directions. The Axis agent on the fleet must be sought out and made to answer some serious questions.

Top Secret

The players in this adventure can be either the pilots from Adventure #2, or a group of security officers assigned to the case, or just about anyone on the fleet, as everyone is in on the investigation. Make sure that one of the PCs has a girlfriend, or just a friend, named Kerria Jall.

Kerria has never knowingly worked for the Axis, and doesn't even know that she set the bomb. 11 years ago, she was used by Dremmond to deliver a package. He used his psionic powers to enter her mind and bend her will to his own—this is how Dremmond commanded such loyalty from his followers.

Now that the new massmind is gaining power, it is reaching out to those old links, reactivating Dremmond's old sleeper agents. As Kerria has gone about her business, she collected the parts for the bomb, planted it, and then forgot about it. Sadly, she didn't destroy the evidence; while looking for an extra pair of tights, she discovered the left-over bomb parts.

Setting

The fleet. Kerria's quarters are on the *Muria*.

Forces

KERRIA JALL: Minor Character* (12)

EMPATHY: 6 (ACTING: 3, HUMAN PERCEPTION: 5)

REFLEXES: 6 (PISTOL: 1)

INTELLIGENCE: 8 (EXPERT —PROPULSION SYSTEMS: 6)

Beats

• **SET-UP:** The characters are approached by Kerria, who asks for their help in a delicate matter. If they agree she asks them to meet her in her quarters.

• **ARRIVAL:** When the characters arrive on board the *Muria*, Kerria is in a very disturbed state, nervous and angry.

• **REVELATION:** When the PCs reach her quarters, she shows them the bomb parts she

found them just yesterday. She doesn't know what to do—she's asked her friends for help and advice. Who'd want to frame her?

• **BAD TO WORSE:** The PCs have some time to decide what they will do. Kerria is a nervous wreck, and finally decides to bring the bomb parts to the attention of security. When she tells them, she is arrested—many witnesses place her at the bombing site shortly before the bomb went off. She doesn't remember where she was during the bombing, so she has no alibi. She faces court martial and execution.

• **DECIDING FACTOR:** If the players come forward with the information about her talking with them, she has a chance. She will not mention them (out of loyalty, and fear of implicating them), so if they don't step forward, she is doomed. They will hear the results of the trial—guilty, and the punishment, death—only after the fact. If you feel nice you can give the players the option of stopping the execution at the last minute.

• **A GLIMMER OF HOPE:** If they come forward, they are given 48 hours to collect their evidence to free her. Sadly, as much as they might look, every turn seems to condemn her. If they closely examine her room, they'll find her diary. It refers to bad dreams about a man who scared Kerria when she was a child. His description is very detailed. If they begin asking around, word will reach one of three people: Lathrin Darkmoor, commander of the fleet; Cedric Artis, the commander of the fleet's mecha wing; or his wife, Maria. Any of these three has the power to stay Kerria's execution, and will. All have met Dremmond personally—he is the man Kerria's diary describes.

• **PROOF:** Once the players have done what they can, the powers that be arrange for an interview with Kerria, and they bring in a Murian by the name of Laian to help with the interrogation. In it, the truth comes out. The players are given commendations and promotions for their excellent performances in this matter, and for sticking by their friend.

• **WRAP-UP:** Kerria is exonerated of all wrong doings, and Laian psychically burns out the Dremmond link. The players are sworn to secrecy, and are going to find themselves suddenly in the inner circle, where they will be told of just who Dremmond is, and what he did (see *Operation Rimfire* for full details).

Notes

Of all the OVAs, this one is the most connected to Algol, and is a good jumping-off point for an Algolian campaign.

△ The Dion Incident

ディオンのこと

Background

While the Aggendi invasion has unified Algol to a certain extent, political struggles are still going on behind the scenes. One of the latest ones to crop up has been the old hatred and fear of the Axis. Over the last ten years it seemed that the Axis went to great pains to clean up their image, only to have all of their good reputation blown in the last few months. It seems that once again the word Axis is going to become synonymous with ruthless killers and psychopaths.

The latest incident is a good example: An entire residential area on Dion was killed, wiped out by an combination explosion/nerve gas attack. No one wants to have to worry about the Axis and the aliens, so a system-wide clamp-down is in effect, and many of the smaller operations of this splinter group, normally ignored, are being watched with an eagle's eye.

Top Secret

This scenario is designed to be played with Axis player characters.

As much as the attacks bother the rest of Algol, they bother Xoniver Ebonflack, the leader of the Axis, even more. He has not ordered the theft of the mecha from Elara, nor the bombing of the fleet, nor the attack on Dion, nor any of the dozen or so other crimes the Axis has been implicated in. They were preformed by his agents, and the few he managed to "interview" claimed they were only following orders, but he has been unable to follow the chain back to discover who gave those orders. Somewhere in his organization there is a threat to his power, and that is not to be tolerated. He has sent a team of agents to discover the cause of the problem on Dion, and eliminate it.

Unknown to Ebonflack, the threat comes from Gremond Traxx, a clever man who has decided to make a grab for power with Lord Delaney of the Elaran government. Traxx will discredit the current Axis leadership, then turn it over to Delaney, who will bring the rest of the Axis under Elaran "control" and have a military force capable of forever swinging the balance of power Delaney's way.

Setting

The subterranean city of Dion 1 on the moon Dion.

Forces

GREMOND TRAXX: Major Character* (40)

REFLEXES: 8 (PISTOL: 6, DRIVING: 5)

COOL: 7 (INTIMIDATE: 5, LEADERSHIP: 8)

TRAXX'S THUGS: Secondary Character

REFLEXES: 7 (PISTOL: 8, DODGE & ESCAPE: 4, HAND TO HAND: 3)

Beats

• **ARRIVAL:** The PCs are flown into the city one week after the disaster. They are weaponless and separated; they are to meet in the hotel. Everything goes off without a hitch, until it is time to collect their weapons from the safe in the hotel. They have been found out, and the weapons are gone. In their place is a small note, inviting them to a meeting at a local park.

• **THE MEETING:** Assuming that at least some of them go (and others are likely waiting in ambush; they are Axis after all) they will find a small group of men, many Axis agents they know, others unknown. The leader asks them a simple question: "Will you join us? We will make the Axis a legitimate power, not hunted criminals. Do not attempt to contact your old controller. The time is soon; what is your choice?" They will give the PCs a day to decide.

• **FOLLOW UP:** What do the players do from here? That's their decision. Whatever their choice is, it will shape the events on Algol for years to come. That's the way of anime—people caught up in extreme circumstances.

Wrap-up

This is designed as the most flexible and open ended adventure in the group. What the players decide to do here will have a major impact on the balance of power in the entire system (in anime, events always focus on the characters, not the other way around). If they decide to stay loyal to the Axis, they are likely to smash Traxx's operation and expose Delaney. If they side with Traxx, it could lead to a total revamping of the Axis image, as a secret police organization working for the Elaran Council under Lord Delaney.

Notes

This adventure is a classic example of how the PCs are really the movers and shakers of anime stories, showing that in many cases, the future does indeed ride on their decisions.



△ Kargan Politics カーガじんのあつかう

KARGAN
POLICY

Karga is a vast martial empire of treacherous noble families (Kamas) and oppressed serfs, all crushed under the heavy jackboots of the all-powerful Emperor. He is supported by the KAAVAAK secret police. Assassination, imprisonment, torture, exile and suppression are KAAVAAK's weapons; total rule is its policy. The current Emperor murdered his predecessor with his own war knife, and Kargan politics shows no sign of improvement, with powerful Kamas constantly struggling for advantage and control of the vast imperial war machine.

Background

In the aftermath of Arkon Verian's assassination in 1521, the forces in the Kargan Imperial Forum have been thrown into a tailspin. When his son was killed in an Axis raid (sponsored by the Steel Brotherhood), Korax made the very unpopular choice of designating his young daughter the heir to the Kargan throne. The objections did not stem from her gender (there have been three Kargan Empresses) but rather her personality—the girl is a self-professed scholar, not a fighter.

There has *never* been a Kargan on the throne who could not hold it through physical means (if necessary). This has caused a split in the very fabric of Kargan culture, one side clinging to the rituals and traditions of the past, and the other willing to embrace a new world with new ideas. The latter is a decided minority.

There is little secret in the fact that Korax is in declining health, and that the politics in the situation must soon come to a head. And there are many who feel the entire point would be rendered moot if Korax's daughter were to meet with an unfortunate accident. An accident could be easily arranged under the current situation: A party is being held in her honor at a local university. Tonight the heir must die.

Top Secret

Korax is dying. All of the assassination attempts and battle wounds have finally caught up with him. His private physicians have given him a year, at most, to live. And though he has beaten the odds many times in the past, it doesn't look like this will be one of them.

He also knows that his daughter faces an uphill fight if she is to inherit the throne, which she must. Korax is a man of honor, and promises made must be kept. Arkon Verian predicted great things for the Kargan nation if Keriell Korax were to take the throne, and Korax intends to see her there.

He has heard of a potential assassination plot, and has arranged an escort for his daughter, a group of loyal young Kargan soldiers (our PCs) who will also enjoy a good party. His daughter will be guarded without ever knowing it!

Setting

The University at Kardak.

Forces

KERIEL KORAX: Major Character* (20)

REFLEXES: 4 (FENCING: 2, DANCING: 6)

INTELLIGENCE: 9 (AWARENESS: 8, EXPERT—BIOLOGY): 7

STEEL BROTHERHOOD GOONS: Primary Character

REFLEXES: 8 (HAND TO HAND: 8, PISTOL: 8)

Beats

• **THE PARTY BEGINS:** All of the PCs arrive in the entourage of the Lady Korax. There is a great deal of fun, and it becomes obvious that the young princess is quite a biologist, and the gem of the academic community.

• **FIRST ATTEMPT:** The players are going to have to keep a sharp eye out. One of the ten thugs at the party plants a poisonous scorpion on the back of Keriell's gown. If the players make an Awareness roll @20, they can spot the critter. They might also feel it brush against their hand if they are lucky to get a dance with the lady. If they fail to notice it, she does, and kills it with no harm to herself.

• **SECOND ATTEMPT:** Players making an Awareness roll @15 see another goon approaching the lady with something that looks like a sharpened stick. He wears a heavy glove to handle it, and seems nervous. It is a blade of Deathgrass, ready to inflict its spoors into a new host. The goon wields it as a knife, and will use it in melee. If cut with it, the character has only a 30% chance of surviving emergency surgery to remove the spoors. This is a good guy to kill with a gun—that stick is dangerous.

• **INTERLUDE:** Time for some romance. Pick the most intelligent PC (in how he plays, not just skills) and have the lady ask him for a dance. He has caught her eye. You might want to have everyone else at the party get serious cases of envy.

• **FINALE:** After the two subtle attempts fail, the goons just open up with guns. The players can take a bullet for her, or try to save her in a less flashy way, but there will be three rounds of gunfire before the goons run. Shame on the character from the romantic interlude if he won't take a bullet for her.

Wrap-up

It should be pretty easy to foil the goons. And if a PC is smart he may get a well placed girlfriend out of it. This is the type of adventure to stick between mecha fights if your group is getting tired of them.

Notes

This adventure is just for some fun and social interaction. Play up the mystery angle if you wish, allowing for more murder attempts, and deduction by the players to figure out how many assassins there are, and who they are.

ADVANCED COMBAT MANEUVERS

せんどうのたくみなけいこ

As your Mekton Zeta campaign gains speed, you'll find your Mekton Zeta players becoming more skilled, more experienced and more creative in their mecha-combat techniques. In anticipation of this event, we offer you these new combat maneuvers,

to be used either by or against your players.

Note that of the three maneuvers listed below, Melee Charging and Melee Swinging can be performed by characters as well as mecha (with distances and damages scaled appropriately, of course).

Melee Charging △

メレーのせめる

- **DEFINITION:** Moving into a target, weapon-first, adding damage to the melee attack.
- **WA MOD:** -3 to the WA of the Melee Weapon.
- **EFFECT:** Adds +1K damage for every three hexes travelled before striking the target. The attack, and one Action's worth of movement, are performed in one Action.
- **EXAMPLE:** Ivy, in his BrightBurner (which has an MA of 34), is facing a Drakken. The BrightBurner is 9 Hexes away from the Drakken, and is wielding a +1WA, 6-Kill Burn Saber. The BrightBurner charges the Drakken, taking 1 Action to do so (it can easily move 9 Hexes in one Action, and the attack is included); this will be a -2WA, 9-Kill attack.

Melee Swinging △

メレーのふる

- **DEFINITION:** Swinging a Melee Weapon or EMW in a wide arc so as to hit any and/or all targets within melee range at once.
- **WA MOD:** -1 per target. Only targets within Melee Range may be so slashed, and only one attack roll is made (compared to each of the targets' defense rolls).
- **EFFECT:** Allows multiple targets to be attacked in one Action.
- **EXAMPLE:** Rory, in his Dash Panther, is surrounded by three Drakkens. The Dash Panther draws its +1WA, 6-Kill MagDasher and swings at the three Drakkens; this will be one -2WA attack, compared against each Drakken's defense roll, with each hit delivering 6 Kills.

Missile Priming △

ミサイルのようい

- **DEFINITION:** Programming salvo-fired Missiles to home in on a pre-designated location on any and all targets.
- **WA MOD:** -3 WA to the Missile attack. Priming a Missile attack also requires 1 Action previous to the actual attack's Action.
- **EFFECT:** When firing his Missiles, the attacker can designate a single location on the Mecha Random Hit Chart (2 is the most common) to be hit first by any salvo of Missiles. This location will be where the chain of Missile hits starts, others will move down the Mecha Random Hit Chart as normal.
- **EXAMPLE:** Kyle, in his Fury, is fighting two Drakkens. The Fury has numerous +0 WA, 8-Kill Missiles, and Kyle decides to fire ten at each Drakken; he spends one action priming the attack for hit location 2 (Torso), then with his other Action he fires at -3WA. He beats the first Drakken by 2 (hitting with 2 Missiles) and the second by 6 (6 Missiles hit). The first Drakken is hit twice in the Torso (locations 2 and 3), while the second takes three 8-Kill hits to the Torso (locations 2, 3, 4), two 8-Kill hits to the right Arm (locations 5 & 6) and one hit to the left Arm (location 7).



TARGETING COMPUTERS

ターゲッティンのコンピューター

THE LOST MTS SYSTEM—OR THE LAST MTS SYSTEM?

Both, actually. The Targeting Computer is a very useful system which really should have been in Mekton Zeta Plus. However, its need and its game usage were both figured out after Z+ had gone to the printers! We had no choice but to put it here.

In the next printing of Z+, we intend to put the Targeting Computer into the Cost Multipliers section of Z+. Until then, it's here.

By no means do we intend to keep coming up with additional MTS systems, thereby forcing you to buy every supplement in order to keep up with the Tech Curve. We're not that cruel.

Once you've been roleplaying for a while, you'll find new words popping into your vocabulary. Among the many words to be found in the lexicon of roleplaying slang is the term "Brick." In Mekton Zeta terminology, a Brick is a heavily-armed and armored type of mecha design—essentially, a mobile artillery platform which tends to just stand there, absorb any damage thrown its way and then ruthlessly demolish anything stupid enough to stay in range. With such tremendous amounts of firepower and armor protection, they usually suffer from an almost crippling Maneuver Value. While such a value is entirely appropriate for representing a Brick's tendency to be unable to dodge incoming attacks, the flip side (a Brick's consequential inability to hit anything it shoots at) can be inappropriate at best; while Bricks may be horribly slow, they should still be able to hit their chosen targets on occasion, right?

Right. There is a way out of this predicament—you can outfit your mecha with an enhanced Targeting Computer system. This supplemental MTS system serves to represent the capabilities of a Brick (or any other type of mecha design, for that matter) which is outfitted with sophisticated target detection, acquisition and engagement equipment. Intelligent fire-control support computers, artillery triangulation experts systems, holographic target designers, psychically-aimed weapons arrays, time-warp trajectory correction units, holistic tarot-based enemy motion anticipators or even crystal ball-style magical guidance are all possible variations on the basic theme of the Targeting Computer.

Cost & Function

A Targeting Computer is a Cost Multiplier System and take no Spaces from your mecha. However, since the Targeting Computer is tied in to the main Sensor suite, if your mecha's primary set of Sensors are destroyed, the Targeting Computer is also destroyed and the benefits of the system are completely lost. Even if you have Backup Sensors, the Targeting Computer is disabled when the primary set of Sensors has been destroyed, since the Targeting Computer must be configured for a preprogrammed set of sensor data input.

TARGETING COMPUTER

TM	COST
1	x0.05
2	x0.1
3	x0.15
4	x0.2
5	x0.25
6	x0.3
7	x0.35
8	x0.4
9	x0.45
10	x0.5

Explanation of TM, or "Targeting Modifier"

The advantage to having a Targeting Computer is that it offsets the effects of your mecha's Maneuver Value, but for **ranged weapon attacks only**. In other words, if your mecha is outfitted with a Targeting Computer, your pilot's Mecha Gunnery and Mecha Missiles skills will improve by an amount equal to the Targeting Computer's TM. However, this improvement can only **offset** Maneuver Value—it can never **increase** the pilot's base skill rolls.

As this concept may seem a little complicated at first, let's take a look at an example: Torvic is the pilot of the Kuroi Shiki (that's "Black Type" for you Anime-to-English sticklers). Torvic's Reflexes Stat is 8 and his Mecha Gunnery and Missiles skills are +6, so his base ranged attack rolls are (8+6=) 14 +1D10. His personally customized and enhanced Mekton, the Kuroi Shiki, has a Maneuver Value of -7, so Torvic's Mecha Reflexes is (8-7=) 1, which makes his ranged attack rolls (1+6=) 7 +1D10. However, the Kuroi Shiki has a Targeting Computer with a Targeting Modifier of 5, so Torvic's actual ranged attack rolls are (7+5=) 12 +1D10. If the Kuroi Shiki had a Targeting Computer with a Targeting Modifier of 9, Torvic's ranged attack rolls would be only 14 (not 16), because Targeting Computers can only offset the effects of Maneuver Value—they cannot grant any bonus.

DARK SECRETS OF ZETA

ゼータのひみつ

They come for us at conventions...
They find us through the Internet...
They reach out and touch us over
the phone lines... They bury us with mail...
They want the Dark Secrets of Zeta!

Well, OK, we'll give it to them.

As we all know, MTS is an incredibly
versatile gaming tool, allowing you to build

any mechanism from anime, manga and the
various pantheons of science fiction.
However, it may not be immediately obvi-
ous to readers how to get the effects they
want. That's what Dark Secrets of Zeta is all
about. Here, we will provide hints and tips
on how to get the best mileage out of your
Mekton Zeta game.

△ Zeta Questions

ゼータのどひ

Special, Cinematic and Armor

Some people are unclear as to whether
Special and Cinematic hits get Armor protec-
tion. Yes, they do. The Special hits generally
list whether they get Armor protection or not,
but the Cinematic hits do not. That is because
all of the Cinematic hits get Armor protec-
tion! The only way to get a Cinematic hit
which ignores armor is if you beat your oppo-
nent by 10 or more, and then rolled a
Cinematic hit. Unlikely, but not impossible.

Using Psi Healing

At the higher levels of the power, the
Psionic Healing ability certainly heals more
damage than the lower levels, but it also
takes more time and costs more Psi Points.
You cannot simply perform Level-1 Healing
multiple times—using this Psi power can
only be done once per injury, except that
another ESPer who had a higher level of Psi
Healing than the initial PSI-Healer could
make an attempt to improve the patient's
condition.

△ MTS Questions

エム・ティ・エスのどひ

The key to all MTS issues is *effect*—
MTS's systems are based on game effect,
not real-world classifications and catego-
rizations. Always ignore semantics. Got a
close-range flamethrower? You could build
it as an EMW. Want long, tentacled fingers?
You don't necessarily need to extend the
range of your hands—a Hex covers 50
meters anyway (that's over 150 feet)!
Whenever you're out to build something
that isn't obviously covered by MTS, always
think about the device's *effect*, then find
the MTS system that has a similar effect to
what you're looking for. All else is fancy
window dressing.

MIRVs

Missiles sometimes carry numerous submun-
itions called MIRVs (Multiple Independently-
targeted Re-entry Vehicles). Several animes
feature missiles with similar capabilities,
Megazone 2-3, *Gallforce* and *Crusher Joe* being
among them.

The question has been put to us—how *do*
you build a MIRV-carrying missile in MTS?

Simple: You *don't* build a Missile—you build a
Remote. Take a small Torso servo, carve out as
many Kills as you can for extra Spaces, skip
Armor entirely, and then cram the Remote with
as much Propulsion and as many Missiles as
you wish (Space Efficiency may be useful here).
Then buy a small (CM=1 or 2) Remote Control
system to allow you to launch these Remotes.

If you want a cruise missile, skip the
Remote Control, instead Internally Automating
the Remote. You can also design an ICBM or
other long-range, single-warhead missile by
replacing your Remote's load of Missiles with a
single Mine (a Missile with a Range of 0).

Whichever payload you choose, the
Remote "missile" will be a write-off, assumed
to be destroyed once its payload is delivered.
It's also not as expensive as you'd think!

Reconnaissance Systems

We have been asked an interesting ques-
tion regarding Reconnaissance Systems:
The rules say that Reconnaissance Systems
"will cease functioning" if the main Sensors



GOMEN NASAI...
 ("Please Forgive Us")

—or—

**THE MEKTON ZETA
 PLUS ERRATA LIST**

Well, here we go again.

Mekton Zeta Plus has been very well-received—we've gotten a lot of positive feedback at cons as well as through Email and snailmail alike. We appreciate it.

Still, accidents will happen. Zeta Plus has a few errors and/or omissions in its pages. We felt it necessary to clear them up, right here, right now.

We'll continue to produce errata as necessary, in the back of the newest release. Stay tuned.

are destroyed, but how do you destroy Recon Systems?

The answer is twofold: 1) any Reconnaissance Systems placed in the same location as the Sensors will be destroyed when the Sensors are destroyed; 2) Reconnaissance Systems placed in a different location than the Sensors can be destroyed if a 6 is rolled on the Special Hit Chart (and the Armor is penetrated and the Reconnaissance System comes up randomly), or if a Called Shot (at a -5 penalty) is made and the Armor is penetrated.

HARMS

Another popular modern-milspec missile gimmick is the concept of HARMS (Homing Anti-Radiation Missiles), which seek and track Radar signals, such as are broadcast by the detection systems of aircraft and military airbases. Such missiles follow Radar signals back to their source, using the target's own sensors as guidance.

How are HARMS designed in MTS? They aren't. The guidance method of a Missile is a special effect. Since Sensor packages are assumed to have limited Radar capabilities, just give your Missile(s) a high WA and say they home in on their target's Radar signals. Spotting Radar would not make any difference, since it only increases the range of the Radar signal; you'd need to design a Missile

with a long enough Range to seek such-long-range Radar signals, then apply the same "colorful" description to the Missile's guidance. If referees or players wish to get more specific, they should feel free.

Slave-Control Skills

It has been asked whether mecha with Slave-type controls require the pilot to use personal combat skills (Dodge & Escape, Hand-to-Hand, etc.) instead of mecha-combat skills (Piloting, Gunnery, etc.) to operate the Slave mecha. The answer is that Human-Scale mecha require the use of personal combat skills, while Roadstriker-Scale mecha use mecha combat skills.

Linking Energy Pools

Enterprising young mechaheads have asked us if Energy Pools can be Linked so as to share their "Power Available" and "Maximum Power" ratings, thereby forming truly awesome weapons? Why yes! If you Cross-Linked a 30-Power, 60-Max Energy Pool to a 50-Max Battery and somehow managed to fully charge both Energy Pools, you could actually fire a 110CP Beam Weapon! Cross-Linked Energy Pools could also "shunt" absorbed energy from one Pool to another, larger Energy Pool, thereby preventing one from overloading and exploding.

△ Z+ Errata

ゼータ・プラスのエラッタ

NOTE: We've compiled all the comments and errors that we could, but *Mekton Zeta Plus* hasn't been available all that long, so it's very possible that more errata for Z+ will crop up over the coming months. Please feel free to send us your comments, questions and problems with Z+. We'll keep on this topic in upcoming errata installments.

PAGE 32: Dive-Bombing is, as the rules stand, easier to perform on a moving target than an immobile building. It should state that bombing a moving target, such as a Mekton, incurs an additional -5 Attack Roll penalty).

PAGE 39-40: There are two references to Scattershot ammo delivering only 1/2 damage; once in the Scattershot entry, once in the Blast Radius entry. This is **WRONG**; Scattershot ammo can do up to full damage.

PAGE 61: *Zeta Plus* stated that GES propulsion requires Fuel to function. In *Mekton Z*, it is clearly stated that GES does *not* use Fuel. The rule in *Zeta Plus* is correct; GES propulsion does need Fuel.

PAGE 75: The Cloaking section mentions the mecha's height for determining how difficult it is to spot a Cloaked Mekton, but it doesn't list how to determine a Mekton's height. We assumed that you, as imaginative types, would arbitrarily decide upon your mecha's height, since it can vary drastically from concept to concept. However, as a stand-in rule for humanoid mecha: **Height = Torso Servo's Kills x 1.5**. Thus, the smallest Mekton is 3 meters tall, average size is 18 meters and the largest Mekton stands 33 Meters tall. Note that this guideline is set for 1:1 Scale; smaller or larger-Scale mecha will need to be adjusted as the designer sees fit.

PAGE 107: Nowhere in the Human Scale section is it mentioned that with powered suits or armor which are designed to be **worn** by their pilot, **any** damage which exceeds the suit's Toughness or Servo Hits goes straight to the corresponding body location of the pilot. Thus, if a suit of armor takes a Leg hit which penetrates the armor and exceeds the Servo's Hits, the wearer's leg takes any remaining damage that blows through. Ouch.

△ Weapon Design じきのへいきのデザイン

A commonly-requested Dark Secret of Zeta is a way to design characters' weapons in MTS. While this can be done straight through 1/10 Scaling, the procedure listed below is a little more accurate. Have fun.

Damage

The method for translating damage is as listed in the Human Scale section of Zeta Plus; simply divide by 6 to get dice values for damage. (Kills x2.5) ÷ 6 = D6 of damage.

K	1	2	3	4	5	6	7	8	9	10
D6	d/2	1d	d+2	2d-1	2d	2d+3	3d-1	3d+2	4d-1	4d+1
K	11	12	13	14	15	16	17	18	19	20
D6	4d+3	5d	5d+2	6d-1	6d+2	7d-1	7d+1	7d+3	8d-1	8d+2

Range

The Combat Range is equal to (unscaled Combat Range x5 meters), while the Maximum Range is equal to (unscaled Combat Range x25 meters).

R	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18
C	10	15	20	25	30	35	40	45	50	55	60	65	70	75	80	85	90
M	50	75	100	125	150	175	200	225	250	275	300	325	350	375	400	425	450

R = 1:1 Range (Hexes), C = 1/10th Combat (Meters), M = 1/10th Maximum (Meters)

Burst Value

This is a measure of how fast your weapon can be fired. Pump, lever, revolver and semi-automatic weapons have no Burst Value (a BV of 1), while full-auto weapons generally measure their rate of fire in "rounds per minute (cyclic)," which tells you how many bullets the weapon could fire in a minute—if it had enough ammo for a full minute of fire. Equivalent values in Cyberpunk ROF terms are also provided.

Burst Value	1	2	3	4	5	6	7	8	∞
RPM (Cyclic)	sa	300	450	600	750	1000	3000	6000	∞
Cyberpunk ROF	2	10	15	20	25	33	50	100	∞

Concealability

As with weight, whatever is appropriate. It depends upon the concept you have for your weapon, and is (as always) subject to referee discretion.

Weight

Up to you. Normally, 1:1 Kills/2 = kilograms, but this comes out a little heavy. Since all 1/10th scale designs are assumed to be used by humans, the weight is purely a special effect.

Cost in ¥

(Square Root of (1:1 Cost in CP +10)) x100 = Cost in ¥. Ammo Cost: 1:1 Kills ÷10 = ¥ per round (not per burst), with ammo multipliers applied to the ¥ cost.

Example Weapon Design:

Let's say we wanted to design a 10mm Combat Pistol. The damage should be about 2D6 (or 5K, which costs 5cp), the range should be around 15-75m (that's 3-7 Hexes, which multiplies the cost by x0.71) and the WA can be left at +0 (cost x1.0). The final cost will be 5 x0.71 x1.0, which is 3.55. 3.55 +10 = 13.55, the square root of which is 3.68. 3.68x100 = ¥368.00. The cost of a typical clip (say, 15 rounds) would be ¥7.50 (5K ÷10 = ¥0.50, 0.5 x15 = 7.5).

WA = +0, Range = 15-75m, Damage = 2D6, Shots = 15, Cost = ¥368.00 (+¥7.50 per clip)

In Mekton Zeta Plus, snuggled in amongst the hordes of new concepts and rules, is the powerful and versatile Scaling system. Through Scaling, you can create anything from suits of personal armor to gigantic battleships. You can even custom-design personal weapons for your character. In fact, such an endeavor is highly recommended—weaponry can help to flesh out your character's personality.

Weapon design is concept driven. First, decide what you want: a medium pistol, a pocket magnum, an anti-armor machinegun? From the concept, decide upon damage and range. Also set the Burst Value (if any) and choose the number of shots it can fire. Accuracy will depend upon the concept. Concealability and weight are up to you. Finally, you determine the cost and you're set.

Please note that the numbers you'll get here are slightly different from what you've seen in the equipment chapter of Mekton Zeta. Don't worry—all of the weapons from the book are still valid, and the costs come out to almost exactly the same values as you'd get here.



MEKTON PROFILE

NAME

WEIGHT

COST

MANEUVER POOL

FORM MV MR LAND FLIGHT

STRUCTURAL INTEGRITY

SENSORS

SENSORS

RANGE

COMM

SHIELD

SHIELD DA SP NOTES

SUBASSEMBLIES

SUBASSEMBLY NOTES

POWERPLANT

COCKPIT

PROPULSION

PILOT NAME

AWARENESS

MELEE

PILOTING

GUNNERY

FIGHTING

MISSILES

WEAPONS

WEAPON WA RNG DMG # SH LOC NOTES

MEKTON PROFILE

NAME

WEIGHT

COST

MANEUVER POOL

FORM MV MR LAND FLIGHT

STRUCTURAL INTEGRITY

SENSORS

SENSORS

RANGE

COMM

SHIELD

SHIELD DA SP NOTES

SUBASSEMBLIES

SUBASSEMBLY NOTES

POWERPLANT

COCKPIT

PROPULSION

PILOT NAME

AWARENESS

MELEE

PILOTING

GUNNERY

FIGHTING

MISSILES

WEAPONS

WEAPON WA RNG DMG # SH LOC NOTES

メクトン

PROFESSION/TEMPLATE

AGE

CHARACTER STATS

INTELLIGENCE	Education
COOL	Stability
REFLEXES	Run
ATTRACTIVENESS	Jump
EMPATHY	Anime Leap
TECH ABILITY	Stun
LUCK	Lift
MOVE ALLOWANCE	EV
BODY TYPE	Throw
PSI POTENTIAL	Psi Points

1D10: 1 2-4 5 6 7-8 9-10
LOC: HEAD TORSO R.ARM L.ARM R.LEG L.LEG

SP:
HITS:

CHARACTER PROFILE

NAME

EQUIPMENT

WT. COST

WEAPON

WA

RANGE

DAMAGE

SHOTS

BV

CONC

WEIGHT COST

SKILL

LVL

IP

TOT

SKILL

LVL

IP

TOT

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