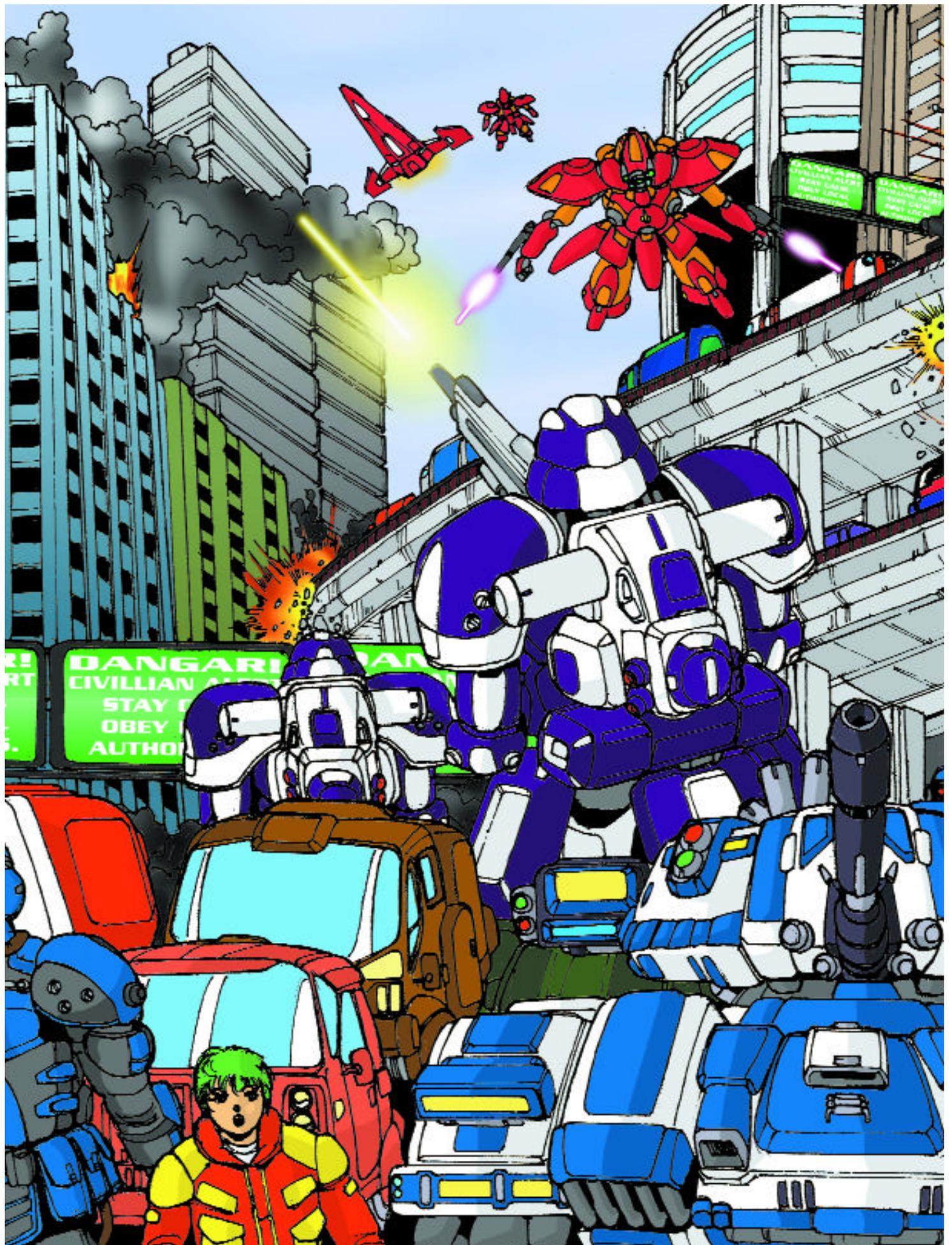


Welcome to the world of **MEKTON ZETA**

ILLUSTRATION BY YUJI KAIDA





THE ANIME GAME: CINEMATIC ROLEPLAYING



If you are totally unfamiliar with anime, it will be very difficult to introduce you to all of its concepts here. But in a nutshell, anime is a style of art and storytelling that have evolved in Japan, where it was discovered long ago that pen and ink could do far more than modern special effects. Ever since then, Animation has been a large part of the SF/fantasy TV and film markets in Japan. With sophisticated plots and gorgeous art, the shows of Japan have developed a strong following over here in the states. If you are interested in finding out more about animation, we advise checking out many of the dubs and subtitles of shows that are available in your local Blockbuster, or check out such magazines as *V-Max*, *Protoculture Addicts* or *Anime UK*. Any one of these should be available through your local comic shop.

Mekton has, since its very inception been based on mecha-oriented anime, from the early "Shogun Warrior" period, up through the "Realistic" period, and out the other side to the current "Mecha Bashing" phase that has become so popular. Over the years the anime side of Mekton has been downplayed, and the technical side has been getting most of the attention. With the publication of *Operation: Rimfire* we attempted to return Mekton to its anime roots, a move that was very successful.

With this new edition, *Mekton Z*, anime has become a very important part of our background. Not a particular show, or even group of shows, but the entire range of mecha anime. It can not be stated strongly enough that *Mekton Z* is in no way an attempt to make a realistic mecha game. Without the conventions of anime to protect them, mecha are clumsy, unbalanced, inefficient, and totally outclassed by any tank or jet. Only through the convention of an artistic medium are such machines even thinkable.

Anime is that medium.

In the worlds of anime, mecha exist because of one thing: they look cool. Mecha have more in common with superheroes than they do with jets or tanks. Anime realizes this, and makes certain allowances. These allowances are generally set up as part of the background for the show in question. If the show has a very heavy amount of melee combat, effective long-range weapons are often removed or made less viable, usually through some sort of obscure techno-babble; guided missiles are often a victim of this.

As well as technology, the role of mecha themselves vary from show to show, and from universe to universe. Sometimes they are realistic war machines, working alongside other, more conventional weapons. Other times they have taken over the role of war machine altogether. Sometimes they are very powerful; other times a single blow with a medium-powered weapon will reduce them to slag.

So what is anime? The simplest answer is that it's just a cartoon that comes from Japan. But for our purposes it's something a little more. It's a style, or in the words of Cyrano, *panache!* In anime a 16-year-old kid can steal a top secret prototype weapon, be allowed to keep it, and go on to win the war for the good guys. In anime your future wife could be on the other side, trying to kill you! It is these elements of style that separates an anime game from a game that just happens to use giant robots. This style is the core of *Mekton Z*, and it is the foundation that this edition's rules are built on.

This foundation is fictional. All of the rules are therefore based on fiction, not reality. In many cases some of the rules might not work as they should, or may seem to violate the technology and reality that we know. This is done on purpose. *Mekton Z* is designed to simulate animation, not reality.



We like to call it *Cinematic Roleplaying*.





SUMMARY OF THE MEKTON BUILD SHEET

Below is an explanation of the Mekton Build Sheet. A blank one can be found at the back of this book—it's OK for you to photo copy it, we said so. Note that the six sample mecha following this page use a slightly different, but equally usable, format.

Fill this area in with all the **BODY FORMS** your mecha has (p52-53), and their various stats: MV & MR (p65) and MA for running (p65) and flying (p62-64). There's also a space for **MANEUVER POOL** (p65) below.

If your mecha has any **COST MULTIPLIER SYSTEMS**, such as a Hot Powerplant (p64) or any Transformation abilities (p64),

This is your **OVERVIEW** window. Use this space for a small sketch of your mecha. Below, fill in its name, serial number, "title," or whatever else you like) and note its final weight & cost (p61).

This area has spaces for the five primary **MECHA COMBAT SKILLS** (p29-30). Take your character's Skill level, add the mecha's MR, and note the totals in the boxes. This will make combat faster and easier!

Fill these spaces with the **SERVOS and ARMOR** your mecha has (p54-57). The left-most area is for SP and Kills (to be scribbled on as you take damage), while the other areas are for Servo stats and Armor Stats, respectively.

This section is to be filled out with any **MOVEMENT SYSTEMS** your mecha may have, such as Wheels (p61), Thrusters and/or GES (p62-64). In the case of Thrusters/GES, it is wise to note how many MA points each location provides (p62).

This is the place for your **WEAPONS** (58-60). The stats are listed in the order you use them: WA (added to your Skill), Range, Damage and Shots. Use the Notes column for Burst Values, Blast Radii, Shock Effects, etc.

Your **SENSORS** go here (p57). It is important to know your Sensor Range, since that's how far you may target your weapons. The location of your Sensors is also important because you could lose that Servo, and thus the Sensors as well!

Any **OPTIONS** (p60-61) and the all-important **COCKPIT** (p58), go here. Any **FUEL** your mecha may need to stay airborne (p62) should also be noted here. Below this window is a space for writing up the mecha's **SHIELD** (p58-60).



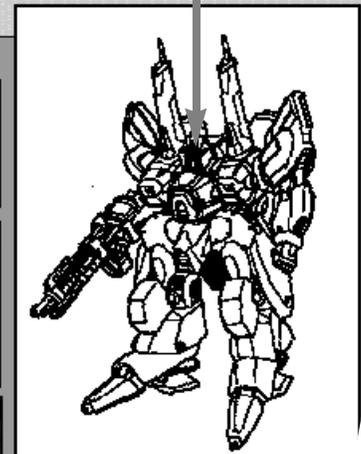
MEKTON STATS					
CONFIGURATION	MV	MR	LANE	MA	FLIGHT MA
Humanoid Mekton	-5		4 axes	9 axes	9 axes
			(70 kph)	(165 kph)	

MANEUVER POOL		COST MULTIPLIERS x0.0	
MELHA COMBAT SKILLS		MULTIPLIER SYSTEM	CP x ?
MECHA DRIVING + MR=		POWERPLANT XS: 1	x0.0
MECHA FIGHTING + MR=			
MECHA MELEE + MR=			
MECHA GUNNERY + MR=			
MECHA MISSILES + MR=			

SERVOS & ARMOR							
SP	KILLS	SERVO	LEVEL	SPACE	COST	ARMOR	COST
5	4	Head	HS	4/1	4	HS	5
5	6	Right Arm	HS	6/1	6	HS	5
5	6	Left Arm	HS	6/1	6	HS	5
5	8	Right Leg	LH	8/0	8	HS	5
5	8	Left Leg	LH	8/0	8	HS	5
5	12	Torso	MW	12/0	12	HS	5
5	0	Pod	MW	12/0	6	HS	5

MOVEMENT SYSTEMS					SENSORS	
MOVEMENT SYSTEM	LOC	SP	CP	K	SENSOR	BACKUP
Main Thrusters (MA)	T	12	12	-	LOC	Head
Sub-Thruster (MA)	RL	4	4	-	RANGE	7m
Side-Thruster (MA)	LL	4	4	-	COMB	1000km
					KILLS	2
					COST	4
					SPACE	1

ARMAMENT									
WEAPON	WA	RANGE	DAMAGE	SHOTS	KILLS	LOC	COST	SPACE	NOTES
Right Hand	+0	Melee	+1K	na	1	R Arm	2	1	Functional manipulator.
Left Hand	+0	Melee	+1K	na	1	L Arm	2	1	Functional manipulator.
Rocket Launcher	+0	7	4K	10	3	R Arm	4	4	-
Rocket Launcher	+0	7	4K	10	3	L Arm	4	4	-
Rocket Launcher	+0	7	4K	10	3	R Leg	4	4	-
Rocket Launcher	+0	7	4K	10	3	L Leg	4	4	-
Autocannon	-2	4	2K	10 bursts	2	Torso	5	6	Linked to other; BV=8.
Autocannon	-2	4	2K	10 bursts	2	Torso	5	6	Linked to other; BV=8.
Heavy Autocannon	-1	7	6K	10 bursts	6	2-H	13	10	Burst Value = 4.
2 Autocannon Reloads	-	-	-	10b each	-	-	1 & 1	-	Stored on rear hip panels.



MEKTON PROFILE				
NAME	WEIGHT	COST		
Defense Mekton "Rapier"	58.85 tons	161.9 C		

SUBASSEMBLIES				
COCKPIT	# CREW	OPTIONS	SPACE	CP
Torso	One	E-Pod	2	2

SUBASSEMBLIES	LOC	SPACE	CP	K
Link (Autocannons)	T	-	1	-
Lifelines	T	-	0.3	-
2 Spotlights	H	-	0.4	-
Anti-haft Code Lock	T	-	0.2	-
2 Micromanipulators	Arms	1 each	1 & 1	-
1000km Fuel	P	-	-	-
53.5 x0.1 = +5.35 tons				

SHIELDS				
SHIELD	DA	SP	LOC	COST
-	-	-	-	-

MEKTON COMBAT SUMMARY

1 Move into Range

Checking the range of your weapons [pg. 92] to target, you first move into striking distance:

FIGHTER TURN RADIUS

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

MOVEMENT COST MOD

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

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 ROLL FAILURES

ROLL RESULT

1-3 Minor Skid: Vehicle stalls out; lose one Action (see diagram).

4-5 Major Skid: Vehicle ends up stalled and one hex diagonal to the direction of travel (see illustration); 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.

2 Make Your Attack

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

ATTACK MODIFIERS

Condition	Mod
Beyond Combat Range	.-4
Man vs Roadstriker	.+3
Man vs Mekton	.+6
Man vs Ship	.+12
Roadstriker vs Man	.-3
Roadstriker vs Mekton	.+3
Roadstriker vs Ship	.+9
Mekton vs Man	.-6
Mekton vs Roadstriker	.-3
Mekton vs Ship	.+6
Ship vs Man	.-12
Ship vs Roadstriker	.-9
Ship vs Mekton	.-6

CALLED SHOT MODS

Location	Penalty to Hit
Servo	.-3
Weapon	.-4
Thrusters	.-4
Sensors	.-5
Other*	.-5

HAND-TO-HAND ATTACK TABLE

ATTACK (WA)	DAMAGE	
	MEN	MECHA
• Punch, etc. WA: +0	1D2h+	1K+
• Chop WA: -2	Stun	(NA)
• Jab WA: -5	1D3h+	2K+
• Kick WA: +0	1D3h+	2K+
• Wheel Kick WA: -1	1D6h+	3K+
• Crescent Kick WA: -2	1D6+1h+	4K+
• Thrust Kick WA: -3	1D6+2h+	5K+
• Spin Kick WA: -4	1D6+3h+	6K+
• Bite WA: +1	1D3h+	4K+
• Throw WA: -1/10	* Special *	* Special *
• Slam WA: -2/10	1D3+	3K+
• Trip/Sweep WA: +1	* Special *	* Special *
• Grab WA: -1	* Special *	* Special *
• Pin WA: +0	* Special *	* Special *
• Bearhug WA: -1	* Special *	* Special *
• Dismember WA: -2	* Special *	* Special *

MA ATTACK PENALTIES

MA	Penalty to Attack
8-16	.-0
17-24	.-1
25-32	.-2
33-40	.-3
41-48	.-4
49+	.-5

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

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
17-32+ 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



MEKTON ZETA

The complete system for real anime sci-fi adventure! Streamlined construction for all types of mecha, from transformable automobiles to kilometer-long starcruisers. Fast, detailed rules covering all kinds of anime action, from planet-busting devastation to kung fu blows—all with the style and flash of your favorite Japanese Animation Shows!

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Romance.
Giant Robots.
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THE ANIME MECHA ROLEPLAYING GAME