13 MECHA DEVICES

INTRODUCTION

The mecha rules found in *D20 Modern's* futuristic SRD provide players with a wide variety of options for the customization and creation of mecha designs. As with any modular system, additional options can greatly expand a designer's choices when it comes time to assemble a completely new mecha design. This short PDF adds 13 new pieces of mecha equipment to the selection found in the futuristic SRD.

For even more mecha equipment and rules, see Ronin Arts' *Future: Datastream,* available now. The medium mecha, mentioned in some of the entries in this PDF, can be found in the *Future: Datastream.*

OPEN GAME CONTENT

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ABOUT THE AUTHOR

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ARMOR

NANOFLUIDIC ARMOR (PL 9)

First seen on PL 8 starships, nanofluidic armor consists of a thick gel-like fluid sandwiched in a neutronite armor. Known as "smart" armor, nanofluidic armor instantly concentrates at the point of a physical impact – such as a mecha slam attack or a projectile weapon's attack – and circulates around incoming heat and electrical attacks in order to dissipate energy.

Equipment Bonus: +16.
Armor Penalty: –5.
Speed Penalty: None.
Purchase DC: 20 + one-half the mecha's base purchase DC.

FLIGHT SYSTEMS

EXTERNAL DROP TANKS (PL 5)

Designed to work in conjunction with a mecha flight system that has a limited range (such as the afterburner system or jetpack), external drop tanks double the typical range of a flight system.

Example: A mecha equipped with a jetpack typically has a flight range of 1,000 ft. That same mecha, if equipped with external drop tanks, has its jetpack flight range extended to 2,000 ft.

A mecha must mount a drop tank for each separate flight system that it has installed. A mecha may mount a number of external drop tanks based on its size, see the table below.

TABLE: EXTERNAL DROP TANKS

Mecha Size	Maximum Number of External Drop Tanks
Medium	0
Large	0
Huge	1
Gargantuan	2
Colossal	4

A mecha equipped with external drop tanks that is hit by weapons fire has a 10% chance of the drop tanks detonating, inflicting 10d6 points of damage to the mecha and 6d6 points of damage to everything within the mecha's reach (based on the mecha's size, see the futuristic SRD).

A single flight system may, if the mecha is large enough, be equipped with more than one drop tank.

Equipment Slots: None.
Activation: None.
Range: Personal.
Target: You.
Duration: See text.
Saving Throw: None.
Purchase DC: 3 + one-quarter the mecha's base purchase DC.
Restriction: None.

JUMP JETS (PL 6)

Similar to an afterburner system, jump jets are solid fuel rocket boosters that enable a mecha to jump a greater distance in a single leap. Mecha equipped with jump jets receive a +10 equipment bonus to Jump checks and all maximum jump distances for the mecha are doubled.

Example: A mecha with a speed of 30 ft. equipped with jump jets gains a +10 equipment bonus to Jump checks and may make a long jump of up to 60 ft.

Jump jets are good for only one use; additional activations require additional jump jet systems. A jump jet system must be refueled after each use; jump jet refueling has a purchase DC of 12.

Equipment Slots: 1, must be torso, back, or leg.

Activation: Free action.

Range: Personal.

Target: You.

Duration: 1 round.

Saving Throw: None.

Purchase DC: 5 + one-quarter the mecha's base purchase DC.

Restriction: None.

IMPROVED AFTERBURNER SYSTEM (PL 7)

Nearly identical to the afterburner system (see the futuristic SRD), the improved system maximizes the afterburner's fuel supply, providing a mecha equipped with this system four uses of the afterburner before it must be refueled. The improved afterburner system's game statistics are identical to the standard afterburner except as outlined below. Refueling an improved afterburner system has a purchase DC of 14.

Duration: 1 round (4 times, each use requires a separate activation).

Purchase DC: 10 + one-quarter the mecha's base purchase DC.

Restriction: Restricted (+2).

SENSOR SYSTEMS

SENSOR TOWER (PL 5)

Not so much a sensor as an extension to an existing sensor system, the sensor tower provides the equipped mecha with a duplicate set of its sensor systems on a retractable array that can extend fifty feet into the air. When extended, the mecha's sensor ranges are doubled. Extending or retracting the sensor tower is an attack action. When extended, the tower may be targeted; a sensor tower is not protected by the mecha's hardness and has only 20 hit points.

A mecha may move when its sensor tower is extended, though each round there is a 10% chance that the tower will be accidentally snapped off. If the mecha moves at its maximum ground speed the chance that the tower will be snapped off increases to 25%. Of course, attempting to move into spaces with a ceiling height lower than the tower's height automatically destroys the sensor tower.

A mecha equipped with a sensor tower has one less equipment slot.

Equipment Slots: 1, equivalent.

Activation: Attack action.

Range: Personal.

Target: You.

Duration: See text.

Saving Throw: None.

Purchase DC: 10.

Restriction: None.

WEAPONS

SKL Concealed Chaingun (PL 7)

A significantly upgraded – and miniaturized – version of the T-95 chaingun, the SKL is hidden within a small turret that lies beneath the mecha's surface. By combining the technology found in the NKP Puma pop-up turret with the latest advances in ballistics technology the SKL is both lightweight and a surprising shock when it's first deployed on an enemy. The stock design has enough room for two 50-round ammo belts. Each additional equipment slot devoted to ammo storage has room for four more ammo belts. Each additional ammo belt has a purchase DC of 10.

A mecha equipped with an SKL has one less equipment slot.

Equipment Slots: 1, equivalent.
Activation: Attack action.
Range Increment: 60 ft.
Target: Single target within 600 feet, or autofire.
Duration: Instantaneous.
Saving Throw: None.
Purchase DC: 25 for weapon, 10 for ammo belt.
Restriction: Military (+3).
Damage: 9d6.
Critical: 20.
Damage Type: Ballistic.
Range Increment: 60 ft.
Rate of Fire: S, A.
Magazine: Linked.
Size: Large.
Weight: 60 lbs.

DEFENSE SYSTEMS

Chaff Launcher (PL 6)

Chaff consists of a cloud of millions of tiny metal strips or particles. This detritus interferes with sensors and missiles. Deploying chaff is a move action. The chaff fills a 30-foot square area with these strips or particles. Sensor scans directed at anything within the square take a –10 penalty, and scanning something on the direct opposite side of the chaff field incurs a –5 penalty. Any missile that passes through the chaff field to reach its intended target suffers a 30% miss chance (as though the target has three-quarters concealment).

A chaff cloud dissipates quickly when launched from a land-based mecha: the penalty to sensor scans decreases by 20% each round (round up) until the cloud settles to the ground and is no longer effective. A chaff cloud launched by a flying mecha takes longer to dissipate: The penalty to sensor scans decreases by 10% each round (round up) until the cloud disperses enough that it is no longer effective.

Equipment Slots: 1.
Activation: Move action.
Range: Adjacent area.
Target: 30 ft. square area adjacent to the mecha.
Duration: See text.
Saving Throw: None.
Purchase DC: 4 + one-quarter the mecha's base purchase DC.
Restriction: Restricted (+2).

Mecha Weapon Gadgets

Just as personal gear and weapons can be modified using the gadget system (see the futuristic SRD), so too can mecha weapons be customized. The following are only a small number of gadgets that could be applied to mecha weapons. Consult your GM in order to create a much larger number of gadgets specifically for use with mecha weapons.

Alternate Weapon

Some weapons are capable of serving multiple purposes by integrating two types of weapon into one. This can encompass everything from having an LK8 Armor Piercing Pike installed on a recoilless rifle or chaingun to allowing a weapon to switch between two different types (such as a combination rocket launcher/chaingun) at any given time. When selecting the alternate weapon gadget, choose a second weapon. That weapon is integrated into the base weapon and can be used at any time. The two weapons are forever bonded together – you may not separate the two weapons into their original components. This gadget may be selected multiple times, each time adding a single additional weapon to the base model.

Equipment Slots: 1 + the number of slots the largest weapon requires. Each additional weapon after the first takes another equipment slot.

Restrictions: None.

Purchase DC Modifier: +one-quarter the purchase DC of the lower valued weapon.

Autofire Module

Some projectile and energy weapons are capable of firing in singleshot form only. The autofire module gadget allows these weapons to be fired on autofire.

Equipment Slots: 0.

Restrictions: Singleshot weapons only.

Purchase DC Modifier: +1.

Compact

By eliminating wasted space and using smaller components, some engineers are capable of producing weapons far smaller than their standard counterparts. Any weapon that makes use of the compact gadget requires one fewer equipment slot, though no weapon's equipment slot requirements may be reduced below one slot.

This gadget can only be added to ranged weapons, as most melee weapons rely on size and mass to deliver damage.

Equipment Slots: See text.

Restrictions: Ranged weapons only.

Purchase DC Modifier: +2.

Exoskeletal Armored Shell (PL 7)

Consisting of numerous armored plates fashioned into multiple components that, when mounted, gives a mecha a sort of "suit of armor" that provides it with additional protection beyond its stock armor and defense systems, an exoskeletal armored shell is a temporary piece of gear that can be added to any existing mecha design.

The shell is bolted onto the mecha, reducing the mecha's speed by 15 ft., inflicting a –4 penalty to the operator's Dexterity, and restricting the use of any weapons not carried in the mecha's hands. Few mecha are outfitted with armored shells – typically only combat machines and, even then, only when they are designated for intense combat operations.

An exoskeletal armored shell provides a mecha with 50 bonus hit points and a +5 equipment bonus to Defense (that supercedes the bonus granted by the mecha's stock armor). Once the mecha loses 50 hit points the exoskeletal armored shell is destroyed and the mecha returns to its standard operational capabilities.

Equipment Slots: None.
Activation: None.
Range:.Touch.
Target: You.
Duration: See text.
Saving Throw: None.
Purchase DC: 10 + one-quarter the mecha's base purchase DC.
Restriction: Restricted (+2).

MISCELLANEOUS EQUIPMENT

HANDHOLDS (PL 5)

Specific hardpoints built into the exterior of a mecha intended for troop transport, handholds are most often found on combat mecha. Ground troops, frequently wearing armor though rarely in power armor, use these handholds to hitch rides on allied mecha. Each mecha size category may carry a number of troops as detailed on table below.

TABLE: MECHA HANDHOLDS

Mecha Size	Maximum Number of Troops
Medium	1
Large	2
Huge	4
Gargantuan	8
Colossal	16

Handholds are strategically placed so that carried troops do not interfere with the mecha's operation efficiency. A mecha design needs only purchase this piece of miscellaneous equipment once in order to carry the number of troops as shown in the table above.

Equipment Slots: 0.
Activation: None.
Range: Personal.
Target: You.
Duration: Persistent.
Saving Throw: None.
Purchase DC: 1.
Restriction: None.

RETRACTABLE SKIS (PL 5)

Mounted in the mecha's feet, these massive skis enable the mecha to move at an increased speed over ice and snow. On downhill runs, with the skis activated, the mecha's speed is increased by +20 ft. A Drive skill check is required (DC 10 +1 for every 5 ft. over 20 ft. that the mecha is traveling) each round that the mecha is moving with the skis engaged. On a failed check the mecha tumbles and is knocked prone.

On flat surfaces, tiny thrusters on the rear of each ski boosts the mecha's speed by +10 ft. A Drive check is only required when using the skis in this manner if the mecha makes an attack. Each thruster carries enough fuel to propel the mecha 1,500 ft. Refueling has a purchase DC of 6.

A mecha equipped with retractable skis has one less equipment slot.

Equipment Slots: 1, equivalent.

Activation: Free action.

Range: Personal.

Target: You.

Duration: See text.

Saving Throw: None.

Purchase DC: 2 + one-quarter the mecha's base purchase DC.

Restriction: None.

SELF-DESTRUCT SYSTEM (PL 6)

Designed for expensive prototypes and military and espionage mecha, self-destruct systems ensure that the mecha cannot be captured, analyzed, and reverse engineered. Installing a self-destruct system requires a Demolitions check (DC 20) instead of a Craft (mechanical) check; if the Demolitions check fails by 10 or more, the system detonates, destroying the mecha and possibly harming others nearby.

The default self-destruct system is rigged to detonate when the system is activated by remote (the purchase DC includes a remote detonator that can be carried by the pilot – the remote has a range of 20 miles). With a second Demolitions check (DC 30), the system can be modified to detonate when the mecha pilot ejects (with a Haven escape pod, for example).

The self-destruct system obliterates the mecha regardless of how many hit points it has left. A mecha destroyed by its own self-destruct system has no salvageable parts.

The mecha's self-destruction triggers an explosion of shrapnel that deals 8d10 points of slashing damage to creatures within the mecha's reach. A successful Reflex save (DC 15) reduces the damage by half.

Equipment Slots: None.

Activation: Attack action.

Range: Personal.

Target: You.

Duration: See text.

Saving Throw: See text.

Purchase DC: 10 + one-quarter the mecha's base purchase DC.

Restriction: Military (+3).

ADVANCED GYROSCOPIC STABILIZERS (PL 7)

Your mecha's gyroscope, the internal system that helps the mecha to maintain balance, is a second-generation model, more advanced than the gyroscope found on most standard mecha designs. When piloting a mecha equipped with advanced gyroscopic stabilizers the operator gains a +2 equipment bonus on all move-related checks, including Drive checks, Jump checks, and Climb checks.

A mecha equipped with an advanced gyroscopic stabilizer loses one equipment slot.

Equipment Slots: 1, equivalent.

Activation: None.

Range: Personal.

Target: You.

Duration: Persistent.

Saving Throw: None.

Purchase DC: 8.

Restriction: None.

REMOTE OPERATING STATION (PL 7)

A two-part system, the remote operating station consists of a computerized core that is mounted within the body of a mecha and a secondary cockpit that is either carried in another vehicle (such as a hovertruck or starship) or inside a building. A mecha outfitted for remote operation may either be piloted normally, by someone within the mecha itself, or by remote from the secondary cockpit. A remote operating station has a range of 5,000 ft. if the secondary cockpit is mounted in a land or air vehicle or, if mounted in a starship, the mecha may be operated from a starship in a low orbit.

Piloting a mecha through a remote station imposes a –6 penalty on all attack rolls and Balance, Climb, Drive, Escape Artist, Hide, Move Silently, Pilot, and Tumble checks. An advanced version is available at PL 8, the imposes only a –4 penalty, that is otherwise identical to this basic remote operating station.

The link can be broken by foul weather, destroying the secondary cockpit, or through advanced jamming systems.

A mecha equipped with a remote operating station loses one equipment slot.

Equipment Slots: 1, equivalent.

Activation: None.

Range: See text.

Target: Mecha and one vehicle or location.

Duration: Persistent.

Saving Throw: None.

Purchase DC: 10 + one-quarter the mecha's base purchase DC.

Restriction: Restricted (+2).