

ANOTHER 13 MECHA DEVICES

BY PHILIP REED

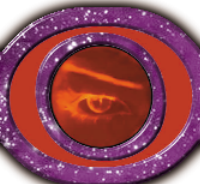
Welcome back, mecha fans. In this latest release, a sequel to *Future: 13 Mecha Devices* and *Future: 13 More Mecha Devices*, you'll find another thirteen pieces of mecha equipment and weaponry to use on your own mecha designs. As with the other releases in this series the devices in this PDF must be approved by your gamemaster before they may be used in a game session.

WHAT'S REQUIRED TO USE THIS PDF?

In order to use *Future: Another 13 Mecha Devices* you will need the modern and future SRDs, available free online. This PDF also assumes that you own Ronin Arts' previous mecha-related PDFs, *Future: 13 Mecha Devices* and *Future: 13 More Mecha*

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SUPERSTRUCTURE

Devices (but not the individual mecha PDFs or *Future: Mecha Companions*). No other Ronin Arts products are required to use this PDF.

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ABOUT THE AUTHOR

Philip Reed has been working professionally in the roleplaying game industry since 1995. In that time he has worked for such companies as West End Games, Privateer Press, and Steve Jackson Games. Today Philip spends his days at home running Ronin Arts, writing and designing new games, and reading whatever books interest him at the time. To learn more about Philip Reed – and Ronin Arts – please visit www.philipjreed.com/php and www.roninarts.com. The approved Ronin Arts fan forum can be found at www.raforums.com.

SUPERSTRUCTURE

MOLECULARLY REINFORCED NEOVULCANIUM (PL 8)

Using advanced metallurgical and nanotech sciences, technicians during the Energy Age are capable of reinforcing neovulcanium with hundreds of

thousands of nanites, each grasping the very molecules around it and creating a stronger, more durable bond.

Hardness: 35.

Base Purchase DC Modifier: +4.

DEFENSE SYSTEMS

AX-9 JAMMING SYSTEM (PL 7)

This system covers the mecha's body with hundreds of small transmitters, each one of which constantly projects an electronic signal specifically designed to foil sensor systems. A mecha equipped with an active AX-9 jammer is instantly spotted on sensor systems but the AX-9 makes correctly identifying details about the mecha difficult – the sensor operator's Computer Use check suffers a –10 penalty due to the AX-9's interference.

Activating or deactivating the AX-9 requires an attack action but once activated the system requires so little power that it will remain operational until the pilot shuts it off.

A mecha equipped with an AX-9 jamming system has one less equipment slot.

Equipment Slots: 1 (equivalent).

Activation: Attack action, see text.

Range: Personal.

Target: You.

Duration: Persistent, see text.

Saving Throw: None.

Purchase DC: 29..

Restriction: Military (+3).

EMERGENCY ARMOR FOAM SYSTEM (PL 7)

This Gravity Age mecha device consists of dozens of small tanks, each packed with a thick liquid and connected to numerous nozzles that are scattered across the mecha's body, that activate the instant the mecha suffers damage. Once activated, the system automatically sprays liquid into the damaged sections of the mecha and within seconds the liquid transforms into thick foam that hardens, patching the damaged sections of the mecha's shell.

The tanks of the emergency armor foam system are packed with a number of hit points worth of armor foam equal to one-half the mecha's hit point total.

Example: A Scourge (200 hit points), modified to carry an emergency armor foam system, would have 100 hit points worth of armor foam packed into its tanks.

Each time the mecha suffers damage the damage is first subtracted from the armor foam's hit point supply – representing the system expending liquid to repair the damage – and once the armor foam system's hit point supply is depleted the system will not function until recharged (purchase DC 12 and requiring one hour to fill the tanks).

A mecha equipped with an emergency armor foam system has two less equipment slots.

Equipment Slots: 2 (equivalent).

Activation: None.

Range: Personal.

Target: You.

Duration: See text.

Saving Throw: None.

Purchase DC: 28.

Restriction: Military (+3).

SOUND SUPPRESSOR (PL 7)

This advanced system, similar to the Gravity Age sound suppressor that is used on some hand-held energy weapons, generates a field of sonic energy that cancels sound produced within the field, granting the mecha with a +10 equipment bonus to Move Silently checks. The system must be activated and deactivated (requiring an attack action), but once activated it will remain functioning for no more than one minute, after which point the system automatically shuts down and cannot be used again for one hour (the amount of time the sound suppressor requires to fully recharge).

A mecha equipped with a sound suppressor has one less equipment slot.

Equipment Slots: 1 (equivalent).

Activation: Attack action, see text.

Range: Personal.

Target: You.

Duration: 1 minute, see text.

Saving Throw: None.

Purchase DC: 25 (medium, large, and huge mecha); 30 (gargantuan and colossal mecha).

Restriction: Military (+3).

WEAPONS

DARKPATH RECOILLESS RIFLE (PL 6)

This Fusion Age design combines the devastating firepower of the Warpath recoilless rifle, an Information Age weapon design, with advanced sound suppression gear. This powerful weapon is a favorite with stealth mecha pilots since it packs more of a punch than most silenced weapons — even lasers typically generate a distinctive searing sound as they fire, the laser's energy burning the very air molecules.

Correctly identifying the direction from which a Darkpath was fired requires a successful Listen check (DC 15).

Each shell deals 10d6 points of damage, and the weapon's magazine holds 20 shells. Since it is based on the same frame, the Darkpath and Warpath recoilless rifles can freely interchange ammunition and magazines.

Note: All statistics not listed below are identical to that of the Warpath recoilless rifle.

Equipment Slots: 1 for rifle, must be hand (or arm if Large); 1 for each 20-round magazine.

Activation: Attack action.

Range Increment: 40 feet.

Target: Single target within 400 feet, or out-of-fire.

Duration: Instantaneous.

Saving Throw: None.

Purchase DC: 23 for rifle and 20-round magazine, 15 per additional magazine.

Restriction: Military (+3).

NS-541 NEURAL DISRUPTOR (PL 8)

This advanced, illegal weapon projects a conical-shaped beam of sound that is specifically

designed to negatively impact the human brain. Based on earlier technology, the neural scrambler, the NS-541 was deemed too inhumane by the various governments across the galaxy and the weapon never — publicly — went beyond the experimental stage. In truth, though, most covert mecha teams have at least one NS-541 in their possession.

When fired, requiring an attack action, all human and humanoid characters within the weapon's targeted area may not take any actions whatsoever, though they move at their normal speed under the command of another individual. When the affected characters are removed from the weapon's area of effect, they have no knowledge of events that took place while they were restrained. The weapon's beam persists as long as the trigger is held down; anyone firing an NS-541 may take nothing beyond move actions or else the weapon's beam ends and anyone in its path is free of the weapon's effect.

Characters with any sort of protection against sonic attacks may make a successful Fortitude save (DC 15) to resist the effects of the NS-541.

Equipment Slots: 2.

Activation: Attack action, see text.

Damage: See text.

Critical: —.

Damage Type: Sonic.

Range Increment: 90 feet.

Area: Cone.

Rate of Fire: Single.

Duration: Instantaneous, see text.

Saving Throw: See text.

Size: Huge.

Weight: 65 lb.

Purchase DC: 40.

Restriction: Illegal (+4).

MISCELLANEOUS EQUIPMENT

MICROPHONE, DIRECTIONAL (PL 5)

This simple device is a high-powered microphone attached to a short, movable boom that can be used to listen to far away conversations and sounds. Activating a directional microphone is an attack action, during which time the pilot retracts the mike from its special, protective housing, and aims it at a chosen target. For as long as the mike is active the mecha pilot gains an equipment bonus to Listen checks dependent upon the distance from the mike to the target, as shown on the following table:

Distance to Target	Listen Bonus
0-75 ft.	+20
76-150 ft.	+16
151-200 ft.	+12
201-250 ft.	+8
251-275 ft.	+6
276-300 ft.	+4
301-325 ft.	+2
326+ ft.	—

If the mecha moves while the microphone is activated the Listen bonus is completely negated by the sound created by the mecha.

Equipment Slots: 0.

Activation: Attack action, see text.

Range: 325 ft.

Target: One 30-ft. square area.

Duration: See text.

Saving Throw: None.

Purchase DC: 20.

Restriction: Restricted (+2).

SECURITY SYSTEM (PL 5)

This simple mecha device consists of pressure-sensitive sensors, several concealed loudspeakers, and an electronic lock that seals the mecha's hatches and maintenance ports. Within thirty seconds of being touched (or ten seconds if any of the hatches or ports are interfered with) the system emits a shrill alarm that persists until the system is switched off (a hand-held remote, small enough to slip into the pilot's pocket, is included with the system). A successful Disable Device check (DC 30) is required to deactivate the system — before or after it has been set off.

The mecha's pilot must activate and deactivate the system using an attack action.

Equipment Slots: 0.

Activation: Attack action, see text.

Range: Personal.

Target: You.

Duration: Persistent, see text.

Saving Throw: None.

Purchase DC: 13.

Restriction: None.

STARLIGHT VISION SYSTEM (PL 5)

A starlight vision system equips the mecha's cameras and viewport with a passive light gathering system virtually identical to that used in standard night vision goggles, providing the mecha pilot — and all crew — with the ability to see 100 ft. in the darkness (also known as darkvision, see the Modern SRD). A starlight system requires some light to function, such as from the moon or stars of a night sky, and is worthless in total darkness. As with night vision goggles, the system is equipped with an infrared illuminator that provides enough light to grant the mecha's pilot and crew with darkvision out to 30 ft.

MISCELLANEOUS EQUIPMENT

Equipment Slots: 0.
Activation: None.
Range: Personal.
Target: You.
Duration: Persistent.
Saving Throw: None.
Purchase DC: 20.
Restriction: None.

VOICE AMPLIFICATION SYSTEM (PL 5)

This device enables the mecha's pilot to be heard over most exceedingly loud noises. Most often used on police and security mecha, the voice amplification system is especially effective during riot control situations. This device grants the mecha pilot with a +2 equipment bonus on Intimidate checks.

Activating and deactivating the voice amplification system is a free action.

Equipment Slots: 0.
Activation: Free action.
Range: 400 ft. (+2 bonus up to 250 ft., +1 bonus from 251 to 400 ft.).
Target: All characters and creatures within range.
Duration: See text.
Saving Throw: None.
Purchase DC: 15.
Restriction: Licensed (+1).

REVERSE-JOINT LEAPFROG LEGS (PL 6)

More of a refit than a piece of equipment, the Leapfrog system replaces the mecha's standard leg design with reverse-jointed legs that bend in the opposite direction, similar to the legs of a cat or a frog. These new legs grant the mecha with superior jumping capabilities, granting a +10 equipment bonus on Jump checks and doubling the mecha's maximum Jump distance.

Equipment Slots: 1, must be boots.
Activation: None.
Range: Personal.
Target: You.

Duration: Persistent.
Saving Throw: None.
Purchase DC: 10 + one-quarter the mecha's base purchase DC.
Restriction: None.

QUADRUPEDAL AND SIX-LEGGED MECHA WITH REVERSE-JOINT LEGS

The Leapfrog legs, as described, are specifically intended for two-legged mecha. A quadrupedal mecha equipped with the system is more expensive (purchase DC is 15 + one-quarter the mecha's base purchase DC) and less effective (+5 equipment bonus to Jump checks; Jump distance is still doubled).

A six-legged mecha may not be equipped with reverse-joint legs.

STRESS ANALYZER (PL 6)

This small, electronic device scans characters within range, searching for subtle variations in the characters' voices and eyes so that the device's operator can better tell when someone is lying. When activated the stress analyzer provides the mecha pilot with a +5 equipment bonus to Sense Motive checks. The stress analyzer is specifically designed for use with human characters; when used with a non-human, sentient character the bonus is reduced to +1. The mannerisms and behaviors of alien races can be programmed into the stress analyzer, allowing the system to grant the full +5 equipment bonus to non-humans. This upgrade has a purchase DC of 10 and requires five hours — *for each race added to the system.*

Equipment Slots: 0.
Activation: None.
Range: 30 ft.
Target: All characters within range.
Duration: Persistent.
Saving Throw: None.
Purchase DC: 14.
Restriction: Restricted (+2).

BATTLE HARNESS (PL 7)

In some extreme instances, mecha are assigned to extended duration combat missions, dropped into hostile territory with no chance of extraction or combat support for several days. In such cases the supplies a typical mecha is capable of carrying are insufficient for the expected needs; this is when a battle harness is frequently mounted on the mecha.

A battle harness is similar to the type of harness infantry and Special Forces wear – a carefully designed piece of equipment that allows one so outfitted to comfortably carry an excessive amount of gear – but specifically designed for a mecha frame. A single battle harness allows the mecha to temporarily carry an extra number of equipment slots worth of mecha gear, exact number determined by the mecha's size.

Mecha Size	Battle Harness Equipment Slots
Medium	2
Large	4
Huge	6
Gargantuan	8
Colossal	10

Carried equipment may be any reasonable mecha device or weapon, though it is frequently limited to food and water for the mecha's crew, emergency repair gear, and extra ammunition. The GM has final say in what can or cannot be carried in a battle harness. It is important to note, though, that equipment carried in a battle harness cannot be used until it is properly installed on the mecha.

Equipment Slots: 0.

Activation: None.

Range: Personal.

Target: You.

Duration: Persistent.

Saving Throw: None.

Purchase DC: 16.

Restriction: None.

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