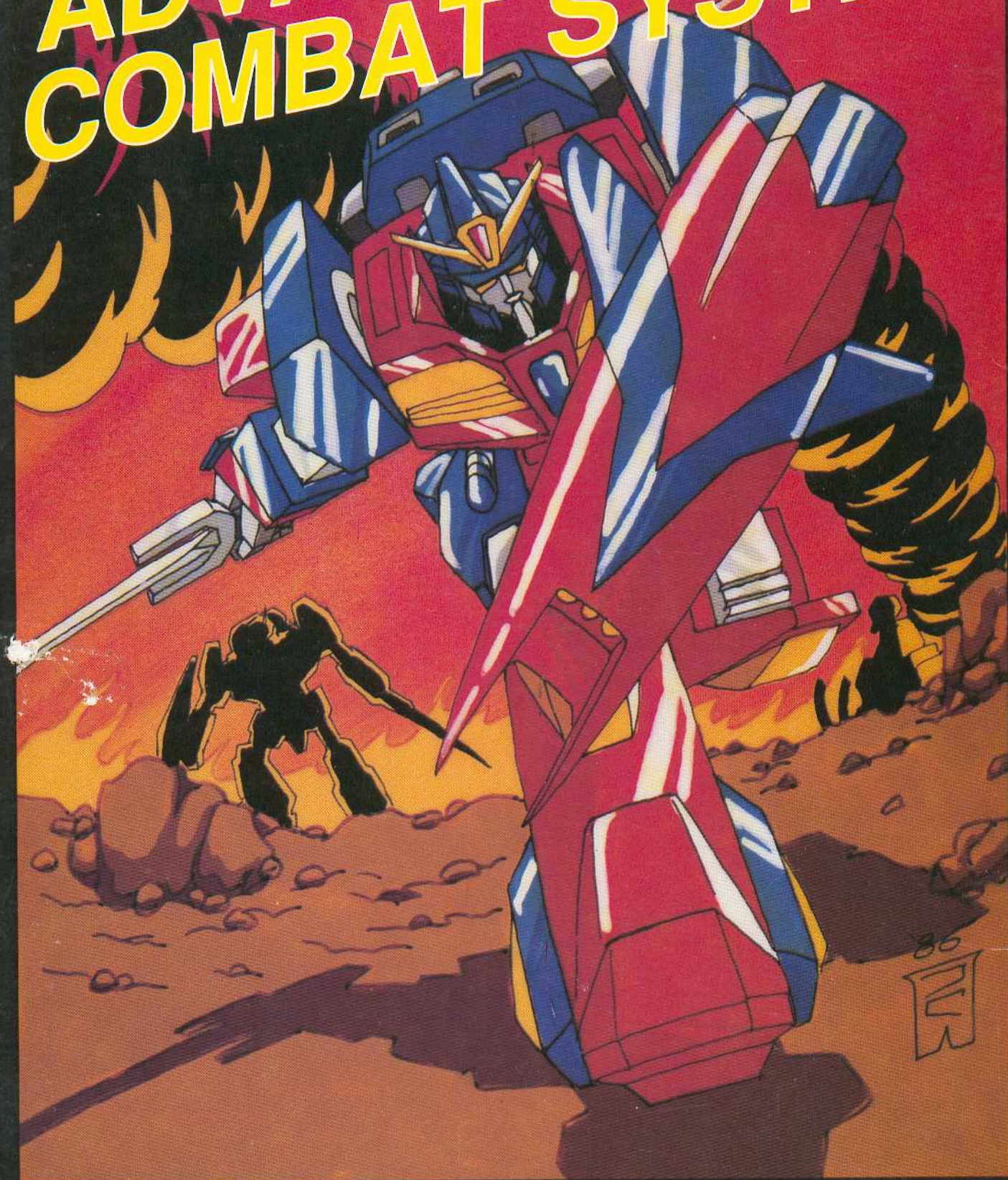


MEKTON™
**ADVANCED
COMBAT SYSTEM**



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MK 1201

Now--Master the art of armored Robotic Combat with the MEKTON Advanced Combat System!
With full color Tactical screen and 28 page Companion Rulebook containing new rules for:

1.0 Advanced Turns

2.0 Close Combat Scale

2.1 Close Combat Terrain

2.2 Underwater Movement

3.0 Piloting Rolls

3.1 Piloting Skill Modifiers

3.2 Advanced Flight Movement

3.3 Advanced Falling

4.0 Advanced Firing Arc

4.1 Advanced Rangefinding

4.2 ECM & ECCM

4.3 Advanced Ranged Weapons

4.4 Advanced Random Targeting

4.5 Aimed Shots Option

5.0 Advanced Missile Combat

5.1 Advanced Automatic Weapon Fire

5.2 Advanced Grenade Targeting

5.3 Advanced Hand to Hand Attacks

5.4 Underwater Combat Rules

6.0 Advanced Ammunition Rules

7.0 Damage Blowthrough Rules

7.1 Secondary Damage Rules

7.2 Knockback Rules

7.3 Advanced Ramming

8.0 Active Dodging

9.0 Variable Armor Knockdown

10.0 Obstructions & Cover

10.1 Smoke & Fire

10.2 Tactical Nuclear Attacks

10.3 Electromagnetic Pulse

10.4 Indirect Fire

10.5 Destroying Obstacles

10.6 Repairs

The MEKTON TACTICAL SYSTEM

A system for mass Armor and Mecha Combat using Basic & Advanced MEKTON rules.

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ISBN #0-937179-02-1

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Box 2288, Aptos, CA 95001-2288

ADVANCED TARGETING TABLE

Mecha Form	Roll for Area Hit on 1D10							
	m.syst.	torso	head	l.limb	r.limb	rotor	f.syst. / weapon	wings
Humanoid		1-4	5	6-7	8-9		10	*
Tank	1-4	5-8					9-10	
Submarine	1-4	5-8	9				10	
S.Craft		1-6					7-10	
A.Fighter		1-4		5	6		7	8-10
Walker		1-3		4-5	6-7		8	9-10
Helicopter		1-6				7-9	10	
Avian		1-3	4	5	6		7	8-10
Beast		1-4	5	6-7	8-9		10	
Roadstriker, 1&2 **	1-2	3-5		6-7	8-9		10	
Other								
Other								

* M.Syst. covers any track, wheel, GE fan nacelle. Attacker chooses wheel or fan as needed.

* Humanoids with wings roll wings as right or left limbs & choose

** 1,2 are Roadstriders in vehicle or bike forms. Humanoid Roadstriders roll on Humanoid section of table

ADVANCED AIMED SHOTS TABLE

Mecha Form	Roll for Area Hit on 1D10							
	m.syst.	torso	head	limb	rotor	f.syst. / weapon	wings	
Humanoid	-25	-20	-30	-25		-35		
Tank	-25	-20				-25		
Submarine	-25	-20	-30			-25		
S.Craft		-20				-20		
A.Fighter		-20		-30		-35	-25	
Walker		-20		-25		-35	-25	
Helicopter		-20			-25	-35		
Avian		-20	-30	-25		-35	-20	
Beast		-20	-30	-25		-35		
Roadstriker 1	-30	-15		-45		-35		
Roadstriker 2	-45	-25		-35		-45		
Roadstriker 3		-25	-40	-30		-45		
Other								

Roadstr.1: Roadstriker attacking Vehicle formed Roadstriker

Roadstr.2: MEKTON attacking Vehicle formed Roadstriker

Roadstr.3: MEKTON attacking Humanoid formed Roadstriker

Roadstriders attacking Humanoid formed Roadstriders. use Humanoid Column

FLIGHT MANUEVER TABLE

Roll	Result
1-5	Lose control of MEKTON, fall 1 level of altitude
6-8	Lose control of MEKTON, fall 2 levels of altitude
9-10	Lose control of MEKTON, fall 3 levels of altitude

ELEVATION/DEPRESSION TABLE

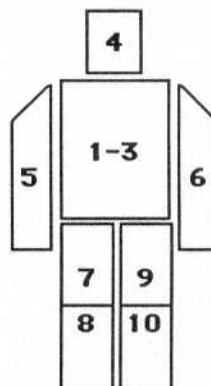
Roll	Going Up	Going Down
1-5	Lose footing, stagger back 1 hex	Lose footing, slide forwards 1 hex
6-8	Lose footing, stagger back 2 hexes	Lose footing, stumble forwards 2 hexes
9	Lose footing, fall on back	Lose footing, fall on face
10	Fall on back, roll back 1 hex	Fall on face, slide forwards 1 hex

BASIC TARGETING

ROLL	LOCATION HIT
1	HEAD
2-3	TORSO
4-5	RT.SIDE LIMB *
6-7	LFT.SIDE LIMB *
8	WEAPON *
9	CHOOSE LOCATION
10	SPECIAL DAMAGE

MAN TARGETING *

Roll 1D10



*revised from Basic MEKTON

SPECIFIC DAMAGE

HEAD

- 1-2 Eye (choose)
- 3-4 Ear (choose)
- 5 Nose
- 6-7 Jaw
- 8-10 General Skull

TORSO

- 1-4 Upper Chest/Back
- 5-8 Lower Back/Abdomen
- 9-10 Groin or Buttocks

ARM

- 1-2 Wrist
- 3-5 Upper arm
- 6-8 Lower Arm
- 9-10 Hand

LEG

- 1-2 Ankle
- 3-5 Thigh
- 6-8 Calf
- 9-10 Foot

BASIC MODIFIERS

SITUATION	MODIFIER
Target is prone	-5
Attacker prone, braced	+5
Target immobile	+20
Attacker changing facing this turn	-10
Attacker using 2 handed weapon 1 handed	-20
Target in flight	-5
Attacker in target's blind side	+5
MEKTON is blind	-40
You are dodging/parrying	-10
Target dodging	-10
Target mansized or smaller	-20
Roadstriker attacking MEKTON	+30
Using Passive ECM	+10

MEKTON TACTICAL SCREEN

For Basic & Advanced
MEKTON Combat

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THROWING TABLE

Classification	Range
Superlight thru Striker	2 Hexes
M.Striker thru Mediumweight	4 Hexes
L.Heavy thru Superheavy	6 Hexes

RAM DISPLACEMENT

Ram Class	Target								
	1	2	3	4	5	6	7	8	9
1	D	B	B	B	B	B	B	B	B
2	D	D	B	B	B	B	B	B	B
3	D	D	D	B	B	B	B	B	B
4	D	D	D	D	B	B	B	B	B
5	D	D	D	D	D	B	B	B	B
6	D	D	D	D	D	D	B	B	B
7	D	D	D	D	D	D	D	B	B
8	D	D	D	D	D	D	D	D	B
9	D	D	D	D	D	D	D	D	D

B=Bounce back 1 hex

D= Displaced forward 1 hex

KNOCKBACK TABLE

Ram Class	1-4 Hits	5-9 Hits	1K	2K	3K	4K	6K+
1	S	K	KB	KB	KB	KB	KB
2	S	S	K	KB	KB	KB	KB
3	S	S	S	K	KB	KB	KB
4	N	S	S	S	K	KB	KB
5	N	N	S	S	S	K	KB
6	N	N	N	S	S	S	K
7	N	N	N	N	S	S	S
8	N	N	N	N	N	S	S
9	N	N	N	N	N	N	S

N=No effect S=Stagger 1 Hex

K=Knocked over in hex

KB=Knocked back 2 hexes, fall over

OBSCUREMENT PERCENTAGE TABLE

No. Hexes Apart	DIE ROLL									
	1	2	3	4	5	6	7	8	9	10
0-3	0	0	0	0	0	10	20	30	40	50
4-5	0	0	0	0	10	20	30	40	50	60
6-7	0	0	0	10	20	30	40	50	60	70
8-9	0	0	10	20	30	40	50	60	70	80
10-11	0	10	20	30	40	50	60	70	80	90
12-13	10	20	30	40	50	60	70	80	90	100
14-15	20	30	40	50	60	70	80	90	100	100

WEAPON ACCURACY & RANGE TABLE

WEAPON TYPE	ACCURACY AT "X" HEXES											
	1	2	3	4	5	6	7	8	9	10	11	12
ALL BEAMS ADDED KILLS	70 +2	70 +2	60 +2	50 +1	50 +1	50 +1	50 +1	50 0	50 -1	50 -1	50 -1	50 -2
ALL GUNS ADDED KILLS	80 +1	70 +1	60 0	50 0	40 0	40 0	40 0	30 0	20 0	10 0	10 0	10 0
ALL MISSILES ADDED KILLS	60 +1	50 0	40 0	40 0	40 0	40 0	40 0	40 0	40 0	0 0	0 0	0 0

PILOTING TABLE

Condition	Modifier
Rubble	- 5
Icy or Wet terrain	-10
Slick Surface	-20
Pilot wounded	-10
Terrain obscured	-10
Mud, snow, sand	-15
MEKTON is also attacking	-20
Unit under attack	-30

HOLDING GROUND TABLE

ROLL	RESULT
1-3	Footplates mired, lose 1 MA
4-6	Footplates sink, lose 2 MA
7-8	Bogged down 1 turn in first hex encountered
9	Bogged down 2 turns in first hex encountered
10	Bogged down 3 turns in first hex encountered

RUBBLED GROUND TABLE

ROLL	RESULT
1-4	Unit stumbles, lose 1 MA
5-7	Unit staggers, lose 2 MA
8-10	Unit falls over in 1st hex entered; must get back up (1 action).

SECONDARY DAMAGE

LEG HITS

1-6	Structural damage only.
7	Servo actuator, lose 1 MA per hit
8	Hydraulic leak; lose 1 level of servo striking power.
9	Telemetry-mecha leg moves erratically--you fall on face.
10+	Internal weapons jam--cannot use leg mounted weapons, but may kick.

ARM HITS

1-5	Structural damage only.
6	Hydraulic leak; lose 1 level of servo striking power.
7	Telemetry actuator; -10% on all arm mounted weapons attacks.
8	Telemetry actuator; arm twitches uncontrollably; drop all hand held weapons
9	Telemetry actuator; all arm mounted weapons fire once.
10+	Telemetry actuator; all arm mounted weapons jammed; unusable.

WING HITS

1-7	Structural damage only
8	Control surface hit; may make no in flight facing changes.
9	Servo actuator; wings may not be retracted.
10+	Telemetry actuator; all wing mounted weapons jam.

HEAD HITS

1-7	Structural damage only
8	Servo actuator; may only use head mounted weapons on targets in hexes directly ahead.
9	Telemetry actuator; all head mounted weapons jam
10+	Telemetry actuator; all head mounted weapons fire once, uncontrolled.

TORSO HITS

1-7	Structural damage only
8	Telemetry actuator; all weapons jam
9	Telemetry actuator; all weapons fire once randomly.
10+	Hydraulic leak; striking strength of all servos reduced 1 level.

FLIGHT SYSTEM HITS

1-7	Structural damage only
8	Thrust outlets hit; lose 1 MA of flight
9	Flight system flameout for 1 turn--you fall.
10+	Flight system throttle jam--automatically must use full flight MA plus additional 4MA

SPECIAL DAMAGE (BASIC)

ROLL

SPECIAL DAMAGE

1-2	MEKTON blind 1 turn (-40 on attacks)
3-4	Servos freeze 1 turn (may not move or take any actions.
5-6	Pilot stunned 1 turn--make no moves or attacks
7-8	Take 1 Kill in electrical damage to any servo attacker chooses
9-10	Power Failure--lose use of all BEAM weapons this turn.

INTERNAL DAMAGE

ROLL

DAMAGE

1-2	Powerplant
3-4	Hydraulics
5-6	Flight System
7	Pilot
8-9	Sensors
10	Choose

TABLE USE KEY

	Basic MEKTON Table
	Advanced Combat Table

ADD TO DAMAGE TABLE

CLASSIFICATION OF SERVO	ADD
Superlight thru Striker	0
Med. Striker thru Mediumweight	1K
Light Heavy thru Medium Heavy	2K
Armored Heavy thru Superheavy	3K

ADVANCED BLOWTHROUGH TABLES

Head Servo w/sensors, pilot

Roll	Area Hit
1-4	PILOT
5-10	SENSORS

Torso Servo w/sensors, pilot

Roll	Area Hit
1-2	PILOT
3-4	SENSORS
5-6	HYDRAULICS
7-10	POWERPLANT

Torso w/sensors only : Reroll
Head servo, sensors only : Blind
Head servo, Pilot only : Pilot Dead

MIDPOINT TABLE

WEIGHT

1-30
31-60
61-90
91-120
121+

HEIGHT

6 meters
12 meters
20 meters
25 meters
32 meters

MIDPOINT

3 meters
6 meters
10 meters
13 meters
16 meters

* At this point, inverse square law requires mecha distribute remaining weight horizontally.

ADVANCED COMBAT™ CONVERSIONS TO MEKTON II

1.0 In general, we suggest using the turn system from MEKTON II, as it is a more streamlined roleplaying system. Launching countermissiles, using ECCM and ECM and announcing passive dodging each are one action.

2.1 Close Combat Terrain converts to:

<u>ACS</u>	<u>MEKII</u>
Rubbled	Rough
Water	Water
Holding Ground	Mud, Snow
Open	Open
Elevations	Elevations

3.0 (Piloting Rolls): To make piloting rolls in the MEKTON II system, you should make a standard Difficulty roll with a base Difficulty of 10. Example: You enter a holding ground area. Your Piloting Skill + Reflex Stat= 10. The base Difficulty is 10. If the Referee rolled a 6 (6+10=16), you would need a roll of at least 6 or better to be successful.

3.2 (Advanced Flight): To convert Advanced Flight Manuevers, you must change the percentile based difficulties to 1D10 based, using the table below, and add this value to a base Difficulty of 10. Example: A loop now has a base Difficulty of 10 plus an additional +7 for a total Difficulty of 17 (plus the Referee's die roll). You've gotta be a real stud to pull a loop in a mecha suit.

<u>ACS</u>	<u>-50</u>	<u>-40</u>	<u>-30</u>	<u>-25</u>	<u>-20</u>	<u>-10</u>	<u>-5</u>
<u>MEK II</u>	+8	+7	+6	+5	+4	+3	+2

3.3 (Advanced Falling): You can combine this rule with the MEKTON II rule (pg. 49). Use the MEK II rule to determine damage and rate, and the ACS rule to determine your new facing.

4.0 thru 4.2: These rules remain the same thru both systems with one modification—ECM adds +1 to your defense roll, rather than 10%. To use the Obscurement Table, you need only divide the values by 10.

4.3 (Advanced Ranged Weapons): To use the table, divide all values on the table by 10.

4.4 & 4.5 (Random Shots & Aimed Shots): These tables have been integrated into MEKTON II as the Mecha Random Hit Table and Attack Roll Modifier Tables.

5.0 (Advanced Missile Combat): Use MEK II rules. Heatseekers become rockets. Radar guided become missiles. Strike missiles convert to MEK II versions. Countermissiles act as in ACS, are launched as a separate attack taking one action, and are loaded in rocket launchers in lieu of heat seekers.

5.1 thru 5.3: Use MEK II rules for hand to hand , grenades and automatic weapons fire.

6.0 (Ammunition): These rules work well in MEK II, as long as you modify the +10% to read +1 on your Attack Roll.

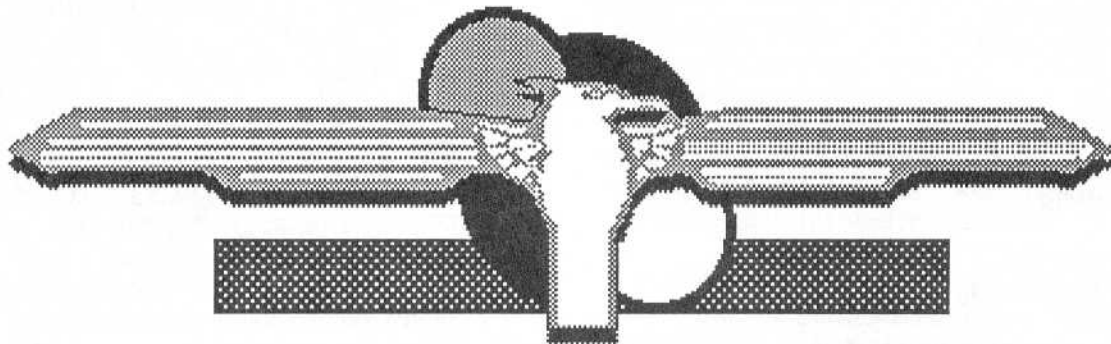
7.0 (Blowthrough), 7.1 (Secondary Damage), 7.2 (Knockback) and 7.3 (Ramming): Use MEK II rules.

8.0 (Active Dodges): A modified version of this rule uses MEK II rules, but requires that you move 1 hex in any direction each time you employ an active dodge as well as using 1 action. However, the active dodge increases your Defense roll by +3.

9.0 (Variable Armor): As written.

10.0: As written. Even in MEK II, your weight (or tonnage) is always roughly equal to one-half your C.P.

All Other rules in this section will directly apply to MEKTON II. Note that the MEKTON TACTICAL SYSTEM is primarily a mass combat variant, and can be directly used with MEKTON II as well.



MECHA DEFENSE COMMAND

MEKTON ADVANCED COMBAT SYSTEM

Technical Manual 0-937279-00-6
Classification: Most Secret

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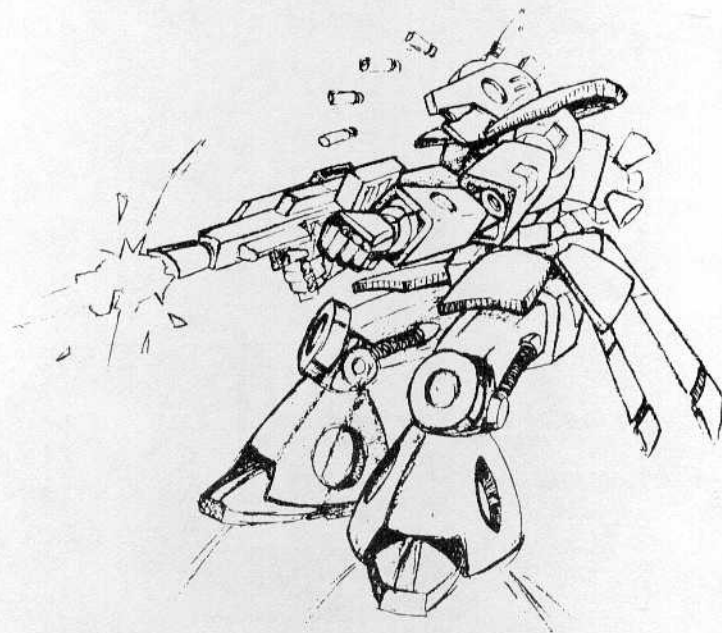
10.4 Indirect Fire

10.5 Destroying Obstacles

10.6 Repairs

The MEKTON TACTICAL SYSTEM

A system for mass Armor and Mecha Combat
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To Roy. The master of Mecha Combat.

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THE ADVANCED COMBAT SYSTEM

(Containing Various Notes On Wreckin' the Robots)

Okay, so you've stomped Tokyo into the ground and you've taken your MEKTON player's group about as far as the old rules will take you. NEVER FEAR, loyal MEKKIE! In this, the ADVANCED COMBAT SYSTEM (cleverly inserted into the nifty new MEKTON TACTICAL SCREEN; the preferred source card for informed mecha mashers), you will find new rules, new options, and new mechanized trivia!

1.0 ADVANCED TURNS (required Companion Rules: None)

In this advanced rule, a better balance is struck between units with two actions as opposed to those with only one or none. This new turn system breaks into 4 PHASES of action:

SETUP PHASE: In this phase, all players:

- a) Roll Reaction Rolls (if using Variable Reaction Roll Rules)
- b) Launch countermissiles (1 action)
- c) Use ECM or ECCM (1 action, depending on ECM type used)
- d) Announce passive dodging (1 action)

PHASE 1 (MEKTONS, Roadstrikers only)

In this phase, a unit may take **1 action**, which may be one of the following:

- a) Make an attack
- b) Ready or change weapon, transform unit, or get up if previously knocked down.
- c) Move up to 1/2 of your total Movement Allowance

Each player takes his action in the order of from highest to lowest reaction speeds for the turn, with high reaction speed units having the option to "pass" and let slower units go first (passing units may take their action at any other point in the phase).

Units may only actively dodge if they have chosen **C** as their action this phase. At the end of the phase, all units may adjust their facing up to 2 hex sides, if desired.

PHASE 2: (All Men, Vehicles & Roadstrikers)

In this phase, the above units execute a phase identical to Phase 1, moving in the following order: all men first, by highest Dexterities; all vehicles second; all Roadstrikers third, by order of highest Reaction Speed.

PHASE 3: (Mecha & Roadstrikers only)

This phase is executed exactly as Phase 1.

2.0 CLOSE COMBAT SCALE (required Companion Rule: 2.1)

In this advanced rule, one hex now equals 50 meters. One **Movement Allowance (MA)** is equal to one hex. Because of this scale reduction, **FOREST** and **CITY** terrains will now be dealt with on an individual tree-by-tree, building by building basis. Units must either go around such obstructions or blast them down.

In Close Combat scale, most MEKTONS are assumed to be somewhere between 15 meters (48 ft) to 30 meters (96ft) tall. You may find it useful to use 1/300 or 1/285th scale figures to represent armored units and mecha (Stay tuned for our new line of official **MEKTON: ARMS & ARMORS** figures, coming this fall from Dark Horse Miniatures. So much for a shameless plug).

In Close Combat scale, only one unit may occupy a given hex at one time. Other units may fire into any of the six surrounding walls of the hex, providing line of sight is not blocked.

Units using Close Combat scale **GROUND MOVEMENT** will move as described in MEKTON, pgs. 26-28, paying 1 MA for every hex moved, unless otherwise defined by the terrain.

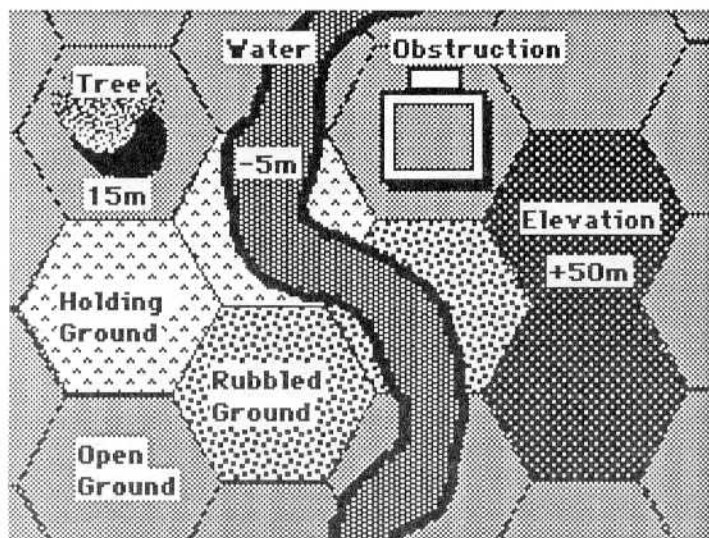
2.1 CLOSE COMBAT TERRAIN (required Companion Rule: 2.0)

In Close Combat scale, there are 6 types of terrain. These terrains are not only symbolized on the Close Combat Map template sections, but are also annotated as such on these templates.

OPEN GROUND is any free and clear terrain, including roads, fields, grasslands and earth. Cost of movement is 1 MA per each hex crossed.

RUBBLED GROUND is any rock, wreckage or rubble strewn ground, making footing dangerous and uncertain. Previously open ground may become rubble ground from debris from combat (Roll 10% chance when a unit in a particular hex is hit, increasing this percentage by 10% each turn in which a unit takes damage in that hex. A successful roll means the hex is now rubble. Movement is 2 MA to 1 hex.

HOLDING GROUND is mud, snow, sand or deep dust, all of which can entrap a MEKTON unit. Movement is 3



MA to 1 hex travelled.

WATER includes shallows (1-5 meters deep), rivers (6-10 meters deep) and oceans (11 meters and deeper). Water may not be waded across if it is deeper than the MEKTON's midpoint (see Midpoint Table), unless the unit is specially adapted to be watertight (pressurization option). Only these specially adapted MEKTONS can swim, paying a cost of 2 MA to 1 hex travelled. Wading MEKTONS will pay 3 MA to 1 hex. Light Armor and Vehicle-type Roadstrikers may only cross shallows; Bike and Personal Armor-type Roadstrikers may not cross water at all.

ELEVATIONS are in 50 meter increments. This means a level 4 elevation is 200 meters high. It takes 1 MA to rise or fall one level of elevation. Depressions are like elevations, but annotated in negative numbers.

OBSTRUCTIONS are buildings, trees, wrecks and dense brush. These may be moved around but not through. You may attempt, of course, to blast the obstruction if desired. On the Close Combat Map Templates, we have given each obstruction a height in meters. Wrecked mecha lying in a hex will automatically have a height equal to that of their midpoint.

2.2 UNDERWATER MOVEMENT

(required Companion Rules: 2.0, 2.1)

In this rules expansion, pressurized and submersible units may move underwater, using water turbines (MA of 8 in water, and paying 1MA per hex travelled) or swimming (jets or fans may not be used underwater). Swimming underwater costs 3MA per hex travelled.

When dealing with underwater situations, treat water as a DEPRESSION, giving it negative values of 50 meters per level of movement. Underwater combat may only take place in ocean hexes 50 meters or deeper. A mecha unit may not dive deeper than 6 hexes (300 meters without being automatically crushed by water pressure!

3.0 PILOTING ROLLS (required Companion Rules: 2.0, 2.1, 2.2, 3.2)

In general, MEKTONS move as described in the Basic Rules, pgs. 26-28. However, this new rule takes PILOTING SKILLS into account. To make a Piloting Skill Roll, a player must make a percentage roll equal to or lower than his current Piloting Skill (or MCS, if he has no Piloting Skill). A piloting roll should be made once each turn that a mecha unit encounters the following conditions:

Condition: Rubbled Ground

When first entering this terrain, units must make a roll to avoid stumbling over debris. Failed attempts roll 1D10 and consult the Rubbled Ground Table.

Condition: Holding Ground

These are all terrains like mud, snow, sand and deep dust which may mire or entrap a unit. Unsuccessful attempts roll 1D10 and consult the Holding Ground Table.

Condition: Elevations & Depressions

For each level of elevation or depression encountered, units must make a Piloting roll. Failed rolls throw 1D10 and consult the Elevation/Depression Table.

Condition: Flight Maneuver

Whenever using one of the flight maneuvers described in section 2.3, you must make a Piloting roll. Failed throws roll 1D10 and consult the Flight Maneuver Table.

3.1 PILOTING SKILL MODIFIERS

(required Companion Rules: 3.0, et al)

In this rule, you may modify your Piloting Skill by terrain factors, pilot condition, maneuver type, etc. When using this rule, check the appropriate section of the Piloting Table.

3.2 ADVANCED FLIGHT MOVEMENT

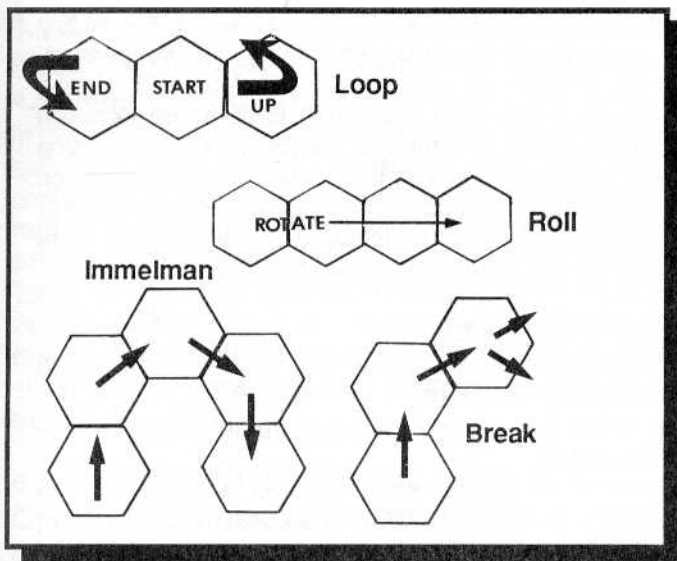
(required Companion Rules: 2.0, 2.1, 3.0)

In Advanced Flight Movement, altitude is in 50 meter increments, as if the air were actually an invisible ELEVATION. For each MA expended, you will rise or fall 1 hex (or 50 meters).

In this rule, mecha units may perform limited aerobatic and dogfighting stunts (we mean *really* limited because a mecha suit has all the aerodynamic characteristics of a rock. A big rock). In most cases, you may already be able to perform these stunts by using the basic flight movement rules in MEKTON--but to make it easier, we will describe these acrobatic moves and assign a Piloting Roll modifier to them (for those hardcores looking for TOP MECHA-type thrills. Failed rolls check the Flight Maneuver Table.

Immelman (-30%): Move forward 2 hexes. Change facing one hexside, right or left. Move forwards 1 more hex, changing facing again by 1 more hex side. Move 1 more hex, rising or dropping 1 level (50 meters) of altitude, and changing facing again by 1 hexside. You should now be headed back in the direction opposite of the way you started, one level higher or lower, and one hex to the side.

Break (-20% for each hexside changed): Move



forward 2 hexes. Move 1 hex to the right or left, changing facing up to 2 hex sides in the direction of the turn (see illustration)

Loop (-40%): This allows your unit to pull an upwards climb, putting you directly behind your previous position, facing forwards as before (see illustration). A loop costs 8 MA. Mecha units may NOT pull an "outside loop" (i.e., pulling a diving version of this move). It's hard enough to keep these things in the air--don't push your luck.

Roll (-10%): This allows your mecha unit to rotate along it's axis, without changing it's facing, but making it harder to hit (-10%). While performing a roll, you will pay 2MA per hex instead of the normal 1MA.

Spin (-30%): This allows your mecha unit to stay in one hex, rising or falling 2 altitude levels per turn (100 meters), while rotating 3 hex faces each level. This means a spinning mecha starting at a 12:00 facing would rotate to 2:00, 4:00 and 6:00 while falling the first 50 meters, then rotate to 8:00, 10:00 and finally 12:00 again in the next 50 meters.

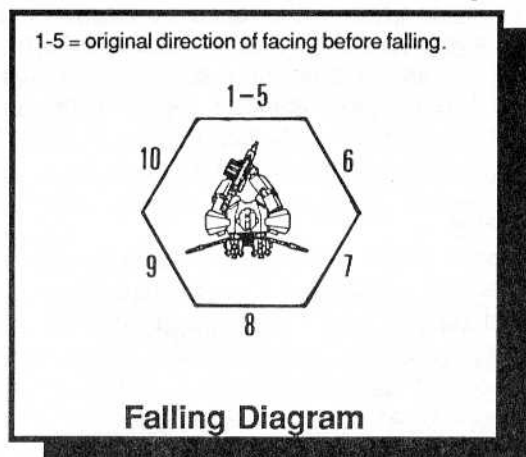
3.3 ADVANCED FALLING (required Companion Rules: 2.0, 2.1)

In Basic MEKTON, units may only fall onto their backs, and may never land on other units. In these expanded rules, units may not only land on their opponents, but may determine orientation after such falls. Falling (whether on other units, or onto the ground) is considered as a RAMMING Attack (see 7.3), substituting altitude for hex distance. Terminal velocity (speed of a free falling MEKTON) is 5 hexes (250 meters) per turn. As you cannot have 2 units in the same hex, one will be displaced--each will roll 1D10--the lowest roll is knocked out of the hex. To determine which hex it is knocked into, roll 1D10 and consult the FALLING DIAGRAM.

To determine orientation after falling, do the following:

- 1) **Roll 1D10.** On an even roll, unit is now on it's back. On an odd roll, unit is on it's front (vehicles with fans or wheels down).
- 2) **Roll 1D10 again,** consulting diagram above. Unit's

Roll 1D10 to determine new hex-facing.

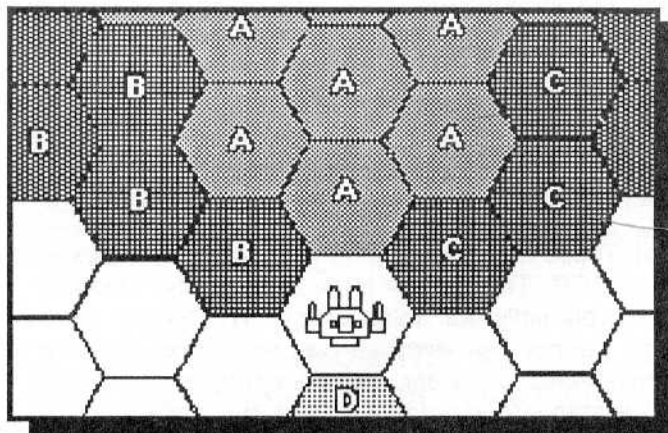


new facing is on the marked hex side.

4.0 ADVANCED FIRING ARC (required Companion Rules:None)

In this advanced rule, units are able to differentiate between targets directly ahead of them and targets to either side. To determine what weapons can be brought to bear, consult the diagram below.

Torso and **leg** mounted weapons may only attack targets in the front, or **A** hexsides. **Right Arm** mounted weapons may attack targets in the **A & C** hexsides. **Left arm** mounted weapons may be used to attack targets in the **A & B** hexsides. **Two handed** and **head mounted** weapons may be used in **A,B & C** hexsides. Active **ECM** and **ECCM** may be used in **A,B & C** hexsides. **Rear** mounted weapons (located on tails or **torsos**, may only fire at targets in the **D** hexside.



4.1 ADVANCED RANGEFINDING (required Companion Rules: None)

In Basic MEKTON, units were limited to visual sensors only. In these rules, we add RADAR, INFRARED and TACTICAL sensors as well. All sensors, no matter which type, operate on the concept of line of sight--i.e., a straight, unobstructed line between target and attacker, encompassed in the attacker's front facing.

Calculating Ranges over Different Altitudes:

When two units at different elevations are establishing line of sight between them, they should always add 1 to the range for every level of elevation between them. For example, Unit A is on open ground, while Unit B is on a hill two elevation levels high. Although, by counting hexes they are only 6 hexes apart, the elevation adds two additional hexes, bringing the range to 8.

SENSOR TYPES

Visual Sensors: These are standard sensors described in Basic MEKTON, costing 1 Construction Point (CP). They may not be used through any building, mountain, tree or wreckage taller than your MEKTON. However, they may be used through smoke, dust, flame or ECM measures (all known as *obscurement*). To determine the extent of this obscurement.

- 1) Roll 1D10 whenever obscurement obstructs line of sight. Obscurement is always taller than your MEKTON unit. Read the die roll down the top of the **OBSUREMENT** table.
- 2) Counting in the straightest possible line from attacker to target, determine the number of hexes between the two. Read this value down the left side of the table.
- 3) Subtract the cross indexed percentage from your attack percentage.

Radar: For an additional 1CP, you may add Radar to your basic sensor pack. It is unaffected by smoke, fire or dust, but can be effected by ECM jamming (see section 4.2). Radar is also less precise--it cannot distinguish a particular part of a target from another. Therefore, you may NOT target a particular area of a target when using radar--you must roll randomly.

Infrared: For an additional 1CP, you may add IR to your basic sensor pack. It acts exactly as radar sensors do, but is unaffected by ECM. However, if a target unit is masked by a heat source (such as fire or smoke cover), IR will be affected. To determine the extent of this, use the same procedure as in determining obscurement against visual sensors.

Tactical: These may be added to your original sensors at a cost of 1CP. This sensor pack contains the following additions (primarily for roleplaying): 1) shotgun mike allowing listener to overhear a whispered outdoor conversation at 200 meters, and any normal conversation through a standard sheetrock wall at 100 meters. 2) A thermosensing camera, allowing a heat-shape image to be filmed outdoors up to 50 meters away.

4.2 ECM & ECCM (required Companion Rules: 4.1, 1.0)

Electronic counter measures and counter-counter measures may be used to jam radar and visual sensors of opposing forces. These may be added to your basic sensor pack at a cost of 4 CP each. ECM can be set to two modes, passive and active. **Passive** ECM uses no

actions, and provides an automatic -10% modifier to any attack made in a 6 hex radius (including your own attacks). Once on, it stays on until turned off. **Active** ECM is a highly directional energy beam that is designed to punch through to protected mecha targeting scopes. Using Active ECM takes up **one** action, and it must be trained on one unit at a time. The advantage is in it's higher chance to obscure your enemy's sensors, and yet leave yours unaffected. Active ECM has a range of 8 hexes.

When using **Active** ECM:

- 1) Determine which unit you will use ECM against during the setup phase of the turn.
- 2) Roll 1D10 and consult the Obscurement Table to see the ECM's effect.
- 3) Electronic Counter-countermeasures may be used to counteract both types of ECM. When using ECCM against active ECM, you should roll 1D10 and subtract this value from your opponent's ECM roll. Check resulting value on the Obscurement Table; his ECM effect on you is now at this new level. When using ECCM against **passive** ECM, a roll of 4 or less will cancel the ECM effects.

4.3 ADVANCED RANGED WEAPONS (required Companion Rules: None)

The ranges listed in MEKTON are what are commonly called *functional ranges*. This means that they are the best average range for both penetration and accuracy. In this advanced rule, the listed ranges vary between **weapon type**, **accuracy**, and **penetration**. The **Weapon Accuracy & Range Table** lists each class of firing weapons, the firing range and the subsequent relationship to damage and accuracy. For the curious, here's the logic:

Lasers & Plasma Weapons are primarily heat energy delivering weapons. The closer they get, the more heat gets delivered. On the other hand, distance doesn't really affect the accuracy of these weapons all that much, because the coherent energy beam provides it's own aiming system.

Most of the damage done by **Projectile Type Weapons** (guns of all types) is from the high explosive (HE) in the tip of the shell, with a very minor amount of damage caused by residual kinetic energy. However, guns don't provide their own tracer system (Although in our Advanced Ammunition Rules, we have provided for tracer shells to help things out) and as a result, an attacker must range his shots. Therefore, guns suffer greatly from increases in range.

Missiles carry a lot of HE in a small space, but detonate on impact. Therefore, the amount of residual kinetic energy from the light missile itself is negligible. Range has no accuracy effect on a missile--it carries it's own tracking and targeting systems with it. It's big problem is it's limited amount of fuel. Therefore, missiles are usually very accurate through all ranges, but have no "coasting" range.

4.4 ADVANCED RANDOM TARGETING (required Companion Rules: None, but 4.5 recommended)

In this advanced rule, you will be able to attack MEKTON and Roadstriker units, no matter what their current configuration, using only one table (nifty, ain't it?). When making a random hit location selection, you will roll 1D10, consult the TYPE section of the **Advanced Targeting Table** to locate the appropriate configuration, then read the table left to right to match the die roll with the area. Note that we've left you a few extra spaces at the bottom of the table to allow you to fit in targeting tables for your own mecha-creations.

4.5 AIMED SHOTS OPTION (required Companion Rules: None, but 4.4 recommended)

In this rule, players may effectively "call" shots for beam, melee, striking and projectile weapons. They may NOT call shots for heat seeking missiles. Shot locations must be declared before firing, and the appropriate modifiers subtracted from your weapon accuracy. To aim a shot, you will consult the TYPE section of the **Advanced Aimed Shots Table**, read the table from left to right to determine the area you want to hit, then subtract the listed modifier.

5.0 ADVANCED MISSILE COMBAT (required Companion Rules 4.5, 10.1; 4.4 recommended)

In these advanced rules, there are 4 distinct types of missiles. These types may not be intermixed within individual launchers or racks (i.e., a launcher may have all of one type or another, but not both), because of the incompatibility of missile sizes.

Changes in Launchers & Racks: While not eliminating the original MEKTON missile delivery systems, recent technology has developed improved versions of the missile rack and the missile launcher (3 CP each). The improved **launcher** is now designed to carry up to 4 of the new radar guided missiles (launching 1 per turn), or up to 40 improved heat seeking or counter missiles (launching 10 in a turn). The redesigned **missile rack** carries 5 radar guided missiles (launching up to 5 per turn, with a -10% modifier for each consecutive launching from the same rack), or up to 50 heat seeking or counter missiles (launching up to 30 missiles per turn, in groups of ten, with a -10% modifier for consecutive launchings).

HEAT SEEKING : These are missiles which lock onto their targets independently, using heat seeking telemetry, with a base weapon accuracy of 30%. This allows a pilot to fire extremely large quantities of them; however, he cannot aim these shots. Instead, heatseeker hits are always rolled on a random targeting table. Heatseekers are always fired in salvos of 10 at a time. To determine how many have hit, you will 1) Roll your hit percentage as

always; 2) Roll 1D10 to determine how many of the 10 missiles hit, with each individual heatseeker doing 2 Kills; 3) Roll a random hit location for each missile which has struck. 4) If firing consecutive groups of heatseekers from a single rack, remember that the first shot has a 30% WA, the second has a 20% WA, and the third shot a 10% WA. Heatseekers are not affected by ECM rules, but if fired through a hex containing burning trees or buildings, they have a 50% chance of detonating harmlessly in the affected hex.

RADAR GUIDED : These are designed to be "radar painted" by the mecha pilot, who chooses a particular area of the target to be hit. You may only radar paint 5 missiles at a time, although these 5 missiles may either be launched from a single rack (with a -10% consecutive firing penalty for each, just like heatseekers) or from up to 5 individual racks (with no penalty). Each individual missile does 5 Kills of damage, and can be affected by ECM but not heat. Radar Guided missiles have a WA of 40%.

COUNTERMISSILES : These missiles are designed to be launched during the setup phase of the turn, and swarm around your MEKTON looking for a chance to knock down incoming missile fire. Fired from Launchers in spreads of 10, they have fuel enough to be active for 1 turn (they then fall to earth, spent). When using countermissiles, you will: 1) Announce countermissile deployment during the setup phase; 2) As each missile hit is announced, roll 1D10 against it. Radar Guided missiles are destroyed on a 3 or less, heatseekers on a 5 or less, and strike missiles on a 2 or less. ECM and heat will not affect countermissiles, and they are *not* affected by consecutive firing penalties.

STRIKE MISSILES (Special Racks only): The improved strike missile is a long range, independently guided unit designed to take out emplacements, knock out satellites, and deliver battlefield tactical nuclear weapons. The improved strike missile carries a larger payload (12K), but may only be launched from a special shoulder-mounted (treat as a *torso space*) rack that carries 2 missiles. You may fire 1 strike missile per action, with a WA of 40%. ECM affects strike missiles.

5.1 ADVANCED AUTOMATIC WEAPON FIRE (required Companion Rule: 4.4)

In this rule, autocannons, machine rifles and other "machine gun" type weapons are treated as an *area* effect; i.e., a hit means the weapon has blanketed the target hex with fire. Damage is dealt with according to the following cases:

1) Autocannons

1a: Roadstrikers vs Roadstrikers. All damage is broken into blocks of 4 Hits each. Each block is randomly rolled on the Random Targeting Table

1b: Roadstrikers vs MEKTONS. All damage goes directly

to one area. This may be selected randomly or aimed for, using proper modifiers for "called" shots.

2) Machine Rifles

2a: MEKTONS vs Roadstrikers. All damage goes directly to the torso area.

2b: MEKTONS vs MEKTONS. Roll 1D10. 1-5, all damage goes directly to one area of the target. This area must be rolled randomly. On 6-10, the damage breaks into 2 groups of 3 Kills each. Each group is then rolled randomly on the Targeting table.

5.2 ADVANCED GRENADE TARGETING

(required Companion Rules: 4.4)

Grenades in this rule are also treated as an "area effect", with damage varying depending on the case.

1) Against MEKTONS

Damage is randomly rolled on the Targeting Table, then all assigned to the rolled area.

2) Against Roadstrikers

Attacker rolls twice on the Targeting Table, assigning damage in 5 Hit increments to each area rolled.

5.3 ADVANCED HAND TO HAND

ATTACKS (Or the Return of Robotic

Kung Fu. Required Companion Rules:

None)

In these advanced rules, not only will you be able to strike with your mecha, but will be able to add a variety of new "robotic martial arts" techniques to your attack abilities (Before you laugh, take a look at Japan's *Shadow Ninja Mecha-warrior Tobikage*, one of the better anime shows on the air. But we digress). These rules cover not only striking and kicking techniques, but also modified judo throws and wrestling holds. Note that your MEKTON attack options allow you to make one striking attack for each arm, and one additional striking attack for each pair of legs. Each of the techniques (unless otherwise described), is normally counted as 1 striking attack.

Technique	W/A	Dam	Description
Punch	50%	1	Basic fist punch
Claw	50%	2	Strike w/talons or pincers only
Chop	40%	2	Edge of hand strike
Elbow Smash	30%	3	Slam w/elbow joint of arm
Kick	40%	1	Basic forward kick
Thrust Kick	30%	3	Power kick to side
Head Butt	60%	2	Head slam into torso
Piledriver	30%	4	Upend opponent, then slam him headfirst into the ground. Uses 2 actions.
Knockover	50%	0	Using both arms, shove opponent off feet.
Judo Throw	40%	2	Throw opponent into any adjacent hex, damaging torso. He must then get up (1 action)
Grab	50%	0	Grab 1 handweapon from opponent, or restrain a limb if average strength of arms is greater than his limb.
Pin	50%	0	Pin opponent's arms to sides
Escape	50%	0	Allows you to escape pins & grabs.

5.4 UNDERWATER COMBAT RULES

(required Companion Rules: 2.2)

In this rule, units will be able to better simulate the effect of an underwater environment on combat. When engaging in underwater combat, the following rules apply:

1) All lasers must be specially turned (at a cost of 1CP per laser), to the blue green range, or suffer a 1/2 range penalty (round down to nearest range value). Plasma guns and energy melee weapons may not be used, as the resulting steam explosion would destroy both attacker and target. Throwing weapons and guns also may not be used.

2) If using Basic MEKTON rules, all missiles may be used as normal. When using Advanced Missile rules, note that heatseekers may NOT be used underwater, although all other types may be used. Also note that missiles do not have to directly hit the target in order to cause damage. When missiles miss targets, roll an additional 1D10. On a 4 or less, the target takes 1Kill of "shock" damage. The location of this "depth charge effect" damage must be rolled randomly.

3) All melee weapons and striking attacks are at 1/2 accuracy and 1/2 damage, due to water density (round decimal values down).

6.0 ADVANCED AMMUNITION RULES

(required Companion Rules: None)

In this rule, you will be able to vary the types of ammunition used in your projectile weapons. Remember that loads used in different types of guns (300mms, 150mms and Machine Rifles) may not be interchanged. Remember: guns do not come with ammunition--it must be purchased separately.

High Explosive Load (Cost per Reload=1CP):

This is the standard MEKTON projectile shell.

Tracer Load (Cost per Reload= 2CP): This shell load has a tracer element that helps you "follow" your shots (increasing your WA by 10%).

Armor Piercing Load (Cost per Reload=4CP):

Against armor piercing loads, armor's Stopping Power is halved (this means if the armor's normal SP is 10, against AP loads, it is reduced to 5. Decimal values round down).

7.0 DAMAGE BLOWTHROUGH RULES

(required Companion Rules: None)

In this rule, we bypass the "first you have to destroy the entire servo area, then roll for internal hits" rule of MEKTON (This rule was created primarily to give player characters a better chance of survival. But now the kid gloves are off...You wanted tough, advanced rules; you got 'em...). Whenever an **arm, leg, tail or wing** servo takes more than it's maximum damage capacity, that servo becomes scrap metal and is no longer usable. Weapons may not be targeted to it; it may not be used as a shielding or parrying device. All weapons mounted within are destroyed.

When a **torso** or **head** servo takes maximum damage, damage allocates as follows:

- 1) The servo is now destroyed (see damage for arms, legs, tails & wings).
- 2) Subtract the damage done from the remaining Kills the servo had. The result is the amount of blowthrough. For each Kill of blowthrough, roll 1D10 and assign it's location on the appropriate section of the **Blowthrough Table**.

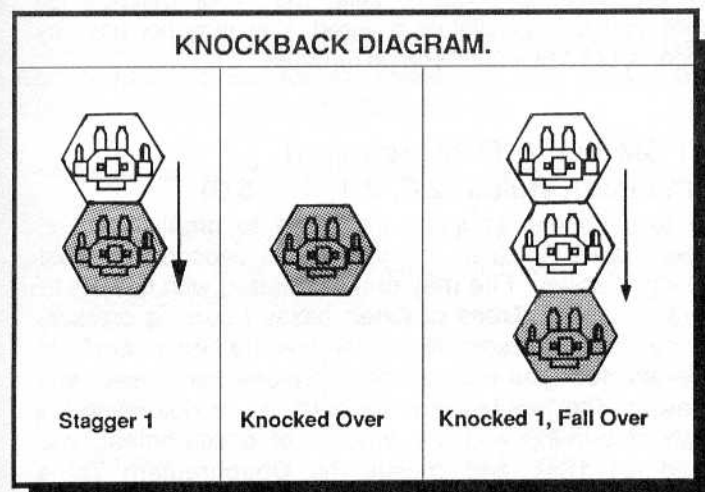
7.1 SECONDARY DAMAGE RULES (required Companion Rules: None)

In basic MEKTON, damage takes effect by reducing overall point values for each area. In this rule, you will be able not only to take point damage, but also designate secondary damages to vital areas (thus better simulating real damage on a real mecha unit). When using this rule, you will: 1) Determine the location of the hit as usual; 2) Roll 1D10 and check the corresponding **Secondary Damage Table**; 3) For each subsequent hit in an area, add 1 to your Secondary Damage roll.

Here's an example. Your mecha unit takes a leg hit. You look at the LEG section of the table, and roll 1D10. You get a 6: *Structural Damage only*. This means nothing extra happens beyond the point damage you've already taken. In the next turn, you take another leg hit. You roll 1D10, adding 1 this time. A roll of 6 would now become a 7, or *Servo actuator; lose 1 MA per hit*. Your mecha will now move a little slower until you can repair it (which is covered in the **Repair** Section of this manual, 10.6).

7.2 KNOCKBACK RULES (required Companion Rule: 7.3)

When mecha units are throwing large amounts of high explosives around, residual knockback effects are going to occur (Newton's Law of Mecha Suits). To determine the extent and effect of this knockback, you should, immediately after being hit: 1) Identify your unit's **Ramming Class** (see rule 7.3); 2) Find the damage



value on the **Knockback Table** corresponding to the amount taken in the attack; 3) Check the **Knockback Diagram** to locate your new position. **Knocked over** units may not attack from the ground; they must get up first (1 action.)

7.3 RAMMING (required Companion Rules: None, but 7.2 recommended)

This rules segment enhances the simpler system for ramming in MEKTON, pg. 31, by taking into account more weight classes and results. Each unit has a **Ramming Class** value listed below.

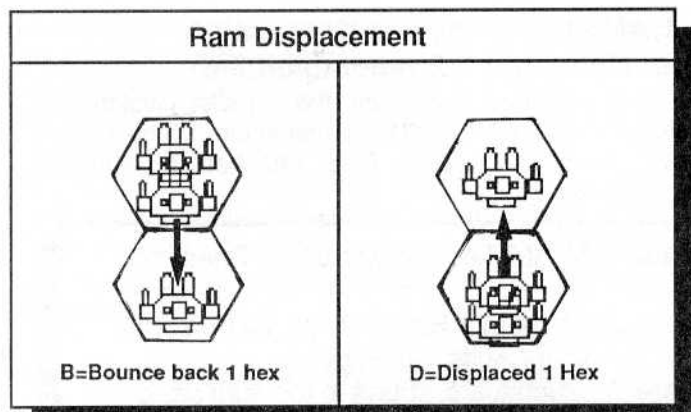
- Class 1:** Light Bikes, Striker Bikes, Sheetrock walls
- Class 2:** Medium & Heavy Bikes, all Personal Armor Suits, Small trees.
- Class 3:** Mechacars, sports to medium sized
- Class 4:** Mechacars, wagons to minivans, Jets, Large trees.
- Class 5:** Vans, Roadhaulers, Brick walls
- Class 6:** Fan Attackers, Tanks, Huge trees
- Class 7:** Mektons, wts. 1-66, Concrete
- Class 8:** Mektons, wts. 67-133, Metal
- Class 9:** Mektons, wts. 134-200+

Ramming Damage will always occur torso to torso with ONE exception: Roadstrikers will always hit the lowest possible section of a MEKTON (usually legs or fan platform). When calculating ram damage, you will: 1) Add 1 Hit for every hex between units involved in the ram; 2) Subtract 2 Hits for tail end collisions; 3) Subtract 1 Hit for sideswiping collisions; 4) Add 2 Hits for head on collisions; 5) Subtract 1 Hit if you are stationary; 6) Multiply this total by your Ramming Class value. The result is how much damage YOU do to your target. To determine the damage you will take, use the same formula, substituting your target's Ramming Class for Step 6.

Because this table covers both MEKTONS and Roadstrikers, we have calculated the damage in HITS, not KILLS. Remember that 10 Hits are equal to 1 Kill. Therefore, a value such as 25 Hits will be equal to 2 Kills, 5 Hits.

Here's an example: We have three units crashing into each other: a Light Bike Roadstriker (Ramming Class 1), a medium Mechacar (Class 4), and a small MEKTON (Class 8). The MEKTON is stationary--the other two units are hitting from a distance of 5 hexes each. The Mechacar does $5 \times 4 = 20$ Hits (2Kills) to the MEKTON. The Bike does $5 \times 1 = 5$ Hits. The MEKTON does $(5-1) \times 8 = 32$ Hits to each. The Mechacar is badly thrashed, and the Bike is destroyed. The MEKTON takes 2 Kills to one leg, and .5 to the other. No problem.

Ramming Displacement: Because two objects can't occupy the same space at the same time, ramming units will automatically displace each other from hexes in which ramming has occurred. Who gives ground is based on the relative sizes of the rammers. After a ram, consult the **Ram Displacement Table** to determine your new positions.



Collision Damage to Objects: If you're planning on eliminating obstacles by ramming them, check the Ramming Class Tables, then determine the number of KILLS the obstacle has by consulting the section on Destroying Obstacles.

8.0 ACTIVE DODGING (required Companion Rule: 1.0)

In this rules variant, there are two types of dodging: **passive** and **active**. Passive dodging occurs when the mecha announces intention of dodging during the setup phase, and maintains a constant -10% modifier to all enemy attacks with the sacrifice of 1 action. This type of dodge is assumed to be simple ducking, bobbing and weaving to avoid near shots.

In Active Dodging, your mecha is actually throwing itself bodily out of the way of incoming fire. This is reflected in the fact that you will actually **MOVE** your unit, expending both 1 MA on the dodge, and 1 action overall for the turn. Here's how it works:

- 1) If you intend to use active dodging in the current turn, you should "save" some movement for this activity. Use of active dodging is a required a sidestep into any adjacent hex, and costs **1 MA**. This action reduces your enemy's to hit percentage by **30%** for that specific attack.
- 2) At the time when you are being attacked, you must announce that you are actively dodging. You may dodge as many separate attacks as you have MA for in that phase, paying the 1 MA cost for each separate dodge.
- 3) In active dodging, you may sidestep into any adjacent hex *away* from the direction of the attack. Your facing will, of course, remain unchanged. You may not sidestep towards an attack. Active Dodging costs 1 action for all dodges executed in the turn.

9.0 VARIABLE ARMOR KNOCKDOWN (required Companion Rules: None)

In basic MEKTON, we introduced the idea of *staged penetration armor*; armor which not only stopped damage, but also was affected by it at the same time. In basic MEKTON, armor dropped one level for every attack it stopped. In this advanced rule, the amount of armor drop varies, based on the amount of damage done in the attack. Damage done in a single attack to one area is added together as one overall value; such as four 2K heatseekers

hitting the same leg servo causing a total of 8K in one attack), and the level of the armor hit.

If the damage done is **less than 1/4th** that of the armor's original Stopping power, the armor does not drop at all. If the amount of damage done is equal or greater than 1/4th, the armor drops 1 level. For example, to drop Medium Heavy Armor (SP of 8) one level, you must do at least 2Kills of damage in the attack.

If the damage done is **equal or greater than 2 times** the armor's original Stopping power, the armor drops 2 levels. For example, to drop Superheavy Armor (SP of 10) two levels, you must do 20 Kills of damage in the attack.

10.0 OBSTRUCTIONS AND COVER (required Companion Rules: 2.0, 2.1)

One of the major advantages of Close Combat Terrain Rules (2.1), is the ability to take advantage of cover. Note that in the Close Combat Terrain Templates included in this rulebook, trees, buildings and elevations are all marked with meter height values. This allows you to hide a mecha behind the nearest tree or building. When hiding behind an obstruction, you should:

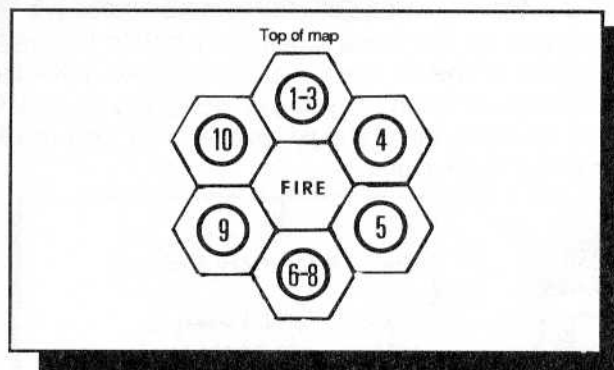
- 1) Determine which of the two possible configurations your mecha is in--**full height** or **half height** (this includes kneeling, lying prone, etc.).
- 2) Check your weight on the **Midpoint Table**. The first column is your height, the second your midpoint. (Note that beastformed mecha are 1/2 of the listed heights for their weights). When standing, your height and midpoint values are as listed on the table. When kneeling, they are halved.
- 3) If the cover is lower or equal to your mecha's midpoint, your legs are covered. You may not use leg weapons, but neither may your legs be targeted. You may use head, arm and torso weapons, but will be open to attack.
- 4) If the cover is equal or taller than your mecha's full height, you are completely covered. You may not use any weapons, but neither can you be targeted.

10.1 SMOKE & FIRE (required Companion Rules: 2.0, 2.1, 4.1, 5.0)

You may choose to ignite obstacles to create fire and smoke (a useful tactic to mess up IR sensors and heat seeking missiles). Fire may only be started with flamers or lasers, and only **Trees** or **Open** hexes (burning grasses) may be ignited. To set a fire, determine the hex or obstacle to be affected (you may choose only one per attack), and fire away. The hex will now be burning. To determine the length of burning and the amount of obscurement, you should roll 1D10 and consult the **Obscurement Table** (the die roll is equal to the number of turns duration as well as establishing the percentage of obscurement). Smoke and fire are automatically taller than any unit on the board. At the end of the fire's duration, it will die out, leaving an open ground hex.

One additional option is fire spread. For each turn a hex is

burning, there is 20% chance that a hex adjacent to that hex will also ignite. When first encountering fire or smoke, roll 1D10 and consult the table above to determine the direction the wind is blowing. This will be the direction in which fire will spread for the remainder of the game. Upon determining which additional hex is now burning, go back to the Obscurement Table and determine duration and density of the new fire. We suggest this rule only be employed in very large combat areas, or you may find combat impossible in a very short time.



10.2 TACTICAL NUCLEAR ATTACKS (required Companion Rules: 10.3)

In reality, nuclear (or nucleonic, in MEKTON) weapons are suicidal. In a game context, they are probably more so. But we feel compelled to offer the following guidelines if you *must* have nukes.

1) One per game. Anything more in a 50 meter per hex grid is mega overkill.

2) Nukes should be exploded only as a means of *establishing* a scenario. This means with units entering the field moments before the drop, or immediately after. They should not be used to stop opposing forces (none of this "Well, you're winning, but I drop the Big One Now." silliness. You Have Been Warned).

3) Drop it in the center of the battlefield. This is the best way to make it fair for all concerned, and avoids the unfortunate effects of ignoring Guideline #2.

Battlefield Tactical Nuclear weapons have the following effects:

1) All objects and units within **8 hexes** of the impact point are immediately destroyed. All other units take damage to all servos as on the table below:

Distance	Damage taken
9hexes	10 K, all servos
10hexes	8 K, all servos
11 hexes	4K, all servos
12hexes	2K, all servos
13hexes	1K, all servos
14hexes	2K, torso only
15hexes	1K, torso only
16+ hexes	Blinded one turn, no other damage.

2) All **trees** are on fire at maximum duration and obscurement. All **buildings** or **structures** are levelled; their hexes are now considered rubble ground. All **water** is now obscured by steam (treat as smoke, rolling 1D10 and consulting the **Obscurement Table**). All *previously* burning fires are extinguished from the shock wave of the explosion.

3) Each Troop unit, armored vehicle, or mecha pilot must roll lower than 6 on 1D10 or die in 10 turns of heat, radiation and shock effects.

4) All armor and mecha units immediately check for effects of *electromagnetic pulse* (sect. 10.4).

10.3 ELECTROMAGNETIC PULSE (required Companion Rule: 10.2)

Electromagnetic pulse (EMP) is a disruptive energy front that overloads and destroys electronic hardware. It is generated by nuclear detonations, or more rarely, supernovas. When encountering EMP, do the following:

1) Determine how far (in hexes), you are from the point of nuclear impact. If the source is a supernova, act as if the source is in the same hex as you are and quit worrying—the impending destruction of the entire planet is going to make anything else seem meaningless by comparison (See *MEKTON EMPIRE* for a discussion of supernovas as a common game hazard).

2) For each servo of your mecha (or total body if you are in an armored vehicle), you will go to the table below and cross reference the level of **Armor Stopping Power** on the servo against the range of the EMP source. The result is the amount of damage the servo has taken.

RNG	Stopping Power									
	1	2	3	4	5	6	7	8	9	10
1	6	6	5	5	4	4	3	3	2	2
2	6	5	5	4	4	3	3	2	2	1
3	5	5	4	4	3	3	2	2	1	1
4	5	4	4	3	3	2	2	1	1	0
5	4	4	3	3	2	2	1	1	0	0
6	4	3	3	2	2	1	1	0	0	0
7	3	3	2	2	1	1	0	0	0	0
8	3	2	2	1	1	0	0	0	0	0
	5	4	3	2	1	0	0	0	0	0

3) The last line of the table is the Saving Roll for sensors against EMP. Cross reference the range column and roll 1D10 equal to or lower than the value listed there. A failed roll results in your sensors being burned out completely.

10.4 INDIRECT FIRE (required Companion Rules: None)

Almost all ranged weapon combat in MEKTON is direct fire, involving an open line of sight from attacker to target. In this

rule, we cover the basics of indirect or suppressive fire, an option available only to howitzers (discussed in Tactical System), mecha with 150, 300mm guns, or strike missiles.

In plotting indirect fire, you will first need to determine how the target has been located. This requires the use of a *direct observer*; i.e.; someone who is on the scene, can see the target, and is capable of radioing back to tell you where to shoot. This may be a mecha, armored or troop unit. They must be able to actually see the target themselves--they may not relay a report from another observer.

Once you have determined where your target is, you can fire. In ranging indirect fire, you will need to specify the height of the fire's arc, and whether that arc is sufficient to both clear any obstacles and still have range to hit the target. You do this by describing fire arc in 50 meter elevations, with each level of elevation decreasing your range by 1 hex.

For example, a unit needs to place indirect fire over a 100m mountain range. It's normal range with a 300mm gun is 6. However, it will need to clear two levels of elevation (or 2 hexes), meaning that its horizontal range is now 4.

Once you have determined range, plot the hex in which you wish the fire to hit. Your first direct observer in the area will give you a base 20% chance to hit the target. Each subsequent direct observer will give you an additional 10%, up to **two** additional observers.

Example: Your unit has 1 direct observer spotting for you. This observer gives your attack a basic Weapon Accuracy of 20%. An additional two observers enter the scene. Your Weapon Accuracy increases to 40%. If a third observer enters, he has no effect on the situation.

Should your fire hit the target, you'll roll damage location as on the Random Damage Tables. However, should your fire miss, roll 1D10 and consult Diagram A. Your fire has landed in the hex number corresponding to your die roll.

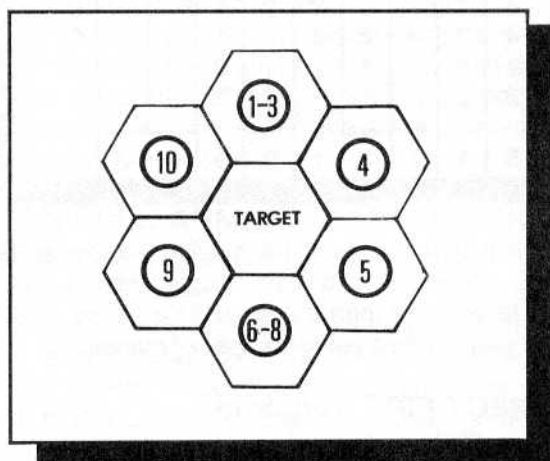


Diagram A

10.5 DESTROYING OBSTACLES (required Companion Rules: None)

One way to get rid of obstacles is to level them with firepower. This may be done by burning them (see section 10.1), ramming or striking them, or blasting them down. Because obstacles are immobile, they have no piloting modifiers to take into account when attacking them--in most cases, you will have no problem hitting them. What is important in this case is how much firepower you will need to destroy an obstacle. In most cases, we have listed the number of KILLS an obstacle can take before it is destroyed right on the Close Combat Template involved. The exception to this is trees; Trees may take 1 Kill for every 5 meters of height. If you are designing your own maps, the following table should give you an idea of kill values to assign to structures.

	Tree: 1K for every 5 meters
	Building: 2K for every 5 meters (in most cases).
	Bunkers: 30K
	Elevations: 10K for every 10 meters. Total destruction of the hex reduces it to rubble ground.

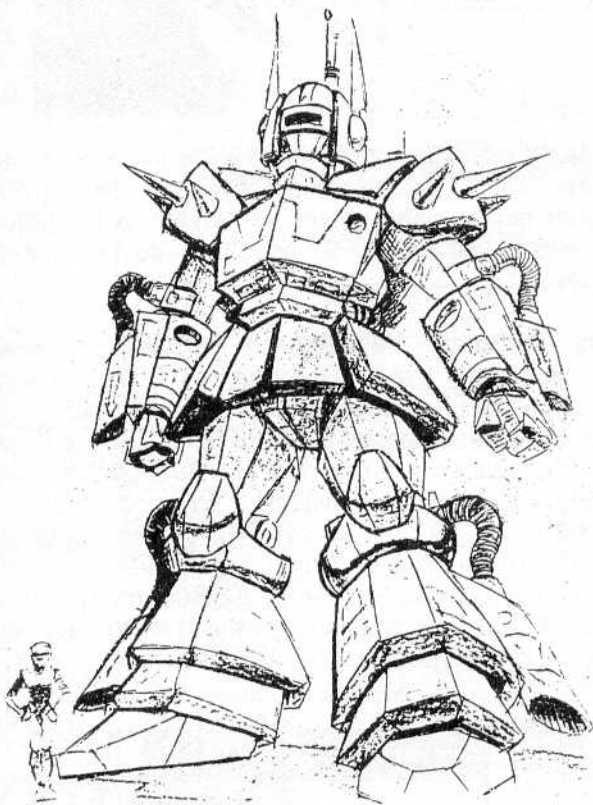
Another important thing about structures is how much weight they may support. In MEKTON, a structure may support up to 2 tons of weight for every KILL it has. Obviously, many buildings will be unable to support the weight of a mecha suit. Also, as a building or bridge takes damage, it's ability to take weight decreases (it now has fewer kills). Remember: a unit's weight is equal to HALF the number of Construction points present, *less* the points of sensors, hydraulics, flight systems, wheels or tracks.

10.6 REPAIRS (required Companion Rule: 7.1)

Major structural damage (i.e.: Kills lost from a servo or part), may not be repaired on the battlefield. Instead, you must finish the battle and limp your mecha back to a support base. There, with the aid of a sharp pencil and the MEKTON rulebook, you will restore your fighting machine to it's former glory just in time for the next battle.

What you can repair is non-structural damage, as encountered in the section on **Secondary Damage** (7.1). Within your mecha are hundreds of back-up systems and diagnostic programs which allow you to rapidly put damaged sections "back on line". To do this, you must roll a percentage equal to or lower than your Mecha Tech Skill (or MCS if you have no Mecha Tech), modified by the following:

Repair	Modifier	Time required
Servo Actuator	-10	1 Action
Telemetry	-20	1 Action
Hydraulics	-10	2 Actions
Control Surface	-20	2 Actions
Thrust Outlets	-30	1 Action
System Cutout	-20	1 Action
System Overthrust	-10	1 Action
Weapon Jam	-05	1 Action



THE MEKTON TACTICAL SYSTEM

The MEKTON TACTICAL SYSTEM is a rules variant that allows for fast and furious mecha battles without cumbersome mechanics. It is designed to take advantage of the best of the Advanced Combat System and the Basic system, without detracting from the anime "feel" of your games.

Tac System also permits large scale battles with a variety of non-MEKTON units, such as tanks, troops, APCs, howitzers and missile carriers. Now the aspiring mecha general can field entire armies. Imagine for a moment, the outcome of a Soviet bloc overrun of Western Europe-- as the tanks come over the hill to run into massed NATO and U.S. mecha units. The mind boggles.

Because this system is designed to allow you to place large numbers of units on the board, we have added a few innovations to speed play and reduce bookkeeping (We like the MEKTON System, but realize the difficulty of trying to control 4 MEKTON Construction Sheets at once. With Tac System, it's easy.).

1.0 TAC SYSTEM TERMS & CONCEPTS

Critical Capacity: This is your unit's base ability to take damage. When you have taken damage greater than this amount in any one attack, it is considered a critical attack, and subject to the results on the Critical Damage Table. Only mecha have a Critical Capacity.

Damage Capacity: This is the overall amount of damage your unit can take. In Tac System, unit damage is not broken into areas, but rather into an all-over body amount. The damage done to your unit is taken from this amount, which is three times that of your Critical Capacity.

Armor Save: This is the amount of damage your armor can stop. Any amount greater than this will go through and be subtracted from your Damage Capacity. Like armor in MEKTON, Tac System armor drops 1 level when it is hit. Armored units and mecha have an Armor Save; troop units do not.

Reaction: This is when your MEKTON goes in the turn order. It is also an index of how maneuverable it is (if you are using Piloting Rolls). Only mecha have a Reaction statistic.

Strength: This is how strong your MEKTON is; i.e., whether it can out-grapple another mecha, or pick up a tank. For every point of Critical Capacity, you will gain three points of Strength. For every point of Strength, your mecha can lift one point of Damage Capacity. Only mecha have this statistic.

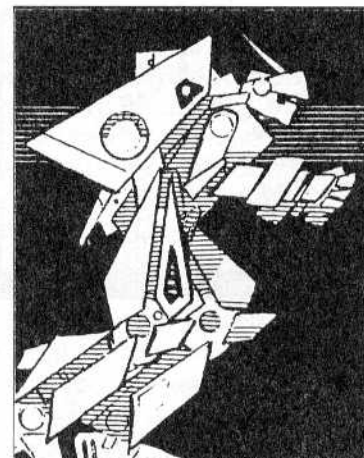
1.1 CONSTRUCTION

There are three types of units which can be constructed in Tac System; MEKTONS, Armored Vehicles, and Troop Squads.

Designing MEKTONS: You can design a MEKTON Tac System unit in one of two ways; either by generating one within the Tac System, or by converting an existing mecha from the MEKTON game. To do the latter, follow these steps:

- 1) Average the kill Values for all servos present on your MEKTON (rounding decimals up). The result is your Critical Capacity.
- 2) Multiply this value by 3. This is your Damage Capacity.
- 3) Add together all armor kill values on your mecha, and divide by the number of servos on the MEKTON, whether covered or not. Round decimal values up. This is your Armor Save.

Unit		Pilot Skills		☐	☐	☐	☐	☐
				Beam	Missile	Grapple	Pilot	Melee
Damage Capacity	☐	Type	WA	RNG	DMG	Shots		
Critical Capacity	☐							
Armor Save	☐							
Reaction	☐							
Strength	☐							



4) Your Reaction value is equal to 10 minus your Critical Capacity. When making Piloting rolls or determining who goes first, add this value to your die roll.

5) To determine your Strength, multiply your Critical Capacity by 3. When engaging in tests of strength against another mecha, you will add your Strength to your die roll.

6) You may carry up to 6 weapons on a Tac System mecha. Pick the 6 most important weapons you want to keep. List them in reverse order of importance (i.e.; from the least important to the most), on the **Weapons** part of the Tac System Record Sheet. Note that you will use the values from the Tac System Weapons Table rather than those from MEKTON.

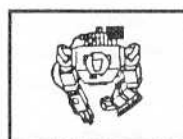
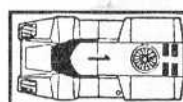
To design a MEKTON with the Tac System, you will have to buy points of statistics (much like you did in MEKTON, but with much smaller numbers). Statistics Points are bought on a 1 to 1 basis. You may spend from 1 to 10 points in each of two areas: **Critical Capacity** and **Armor Save**. The rest of your statistics are derived from these two basic stats, as described in Steps 2, 4 & 5 above. To buy weapons, you will purchase them with the remainder of your points, paying the costs listed in the Tac System Weapons Table.

Getting a Pilot: If you have previously created a pilot in the MEKTON System, you will need to convert him or her over to Tac System. Luckily, this is a pretty painless process. Take a look at the skill. If the number in the ones place of the percentage based skill value is 5 or greater, add 1 to the number in the tens place. If it is less than five, add nothing to the tens place. Now take the value from the tens place and insert it into the appropriate box for Pilot Skills. If you are creating a pilot exclusively for Tac System, you have two options. The first, buying the level of skill, involves paying 1 point for every point of skill in *each* individual area. You may buy up to 10 levels of skill in each area.

The second option is to randomly roll a value (extremely useful for those 100 mecha per side battles), using dice.

We suggest that you roll one die and apply this to all of the Pilot's skills (after all, you're doing this to save time, right?). This should not be used unless all players in the game have agreed to not count Piloting Skills into the cost of their armies.

Selecting Armored Vehicles: Selecting Armored Vehicles (such as tanks, Roadstriders, troop carriers, mobile missile launchers and howitzer units) involves much the same process as designing MEKTONS. You will not need a Critical Capacity, a Reaction or a Strength, as these are purely mecha related values. Your other values (Damage Capacity & Armor Save) will be predetermined by the table listing the types of Armored units available. You need only pay the listed cost for each unit of the type (For an additional 2 CP, you may convert these tread equipped units to hover fans, increasing their MA from 5 to 8).



Armored Unit			
Type		Damage Capacity	
Attack Strength		Armor Save	
Defense Strength		Damage Taken	

Getting Crew: Armored Vehicles, like MEKTONS, do not come with crew-- you must spend points for them. You may spend up to 6 points on your crew in each area; Attack Strength (the value you will add to your die roll when attacking), and Defense Strength (the value you will add to your die roll to evade attacks). You need not spend the same amount in both areas. You might specialize in mostly defensive units, or in a

Squad #	
Attack Strength	
Defense Strength	
Men Killed	

Unit		Pilot Skills		☐	☐	☐	☐	☐
				Beam	Missile	Grapple	Pilot	Melee
Damage Capacity		Type WA RNB B11G Shots						
Critical Capacity								
Armor Save								
Reaction								
Strength								

Unit		Pilot Skills		☐	☐	☐	☐	☐
				Beam	Missile	Grapple	Pilot	Melee
Damage Capacity		Type WA RNB B11G Shots						
Critical Capacity								
Armor Save								
Reaction								
Strength								

Armored Unit			
Type		Damage Capacity	
Attack Strength		Armor Save	
Defense Strength		Damage Taken	

Armored Unit			
Type		Damage Capacity	
Attack Strength		Armor Save	
Defense Strength		Damage Taken	

Armored Unit			
Type		Damage Capacity	
Attack Strength		Armor Save	
Defense Strength		Damage Taken	

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Squad #	
Attack Strength	
Defense Strength	
Men Killed	

Squad #	
Attack Strength	
Defense Strength	
Men Killed	

Squad #	
Attack Strength	
Defense Strength	
Men Killed	

Squad #	
Attack Strength	
Defense Strength	
Men Killed	

Squad #	
Attack Strength	
Defense Strength	
Men Killed	

Squad #	
Attack Strength	
Defense Strength	
Men Killed	

Armored Unit			
Type		Damage Capacity	
Attack Strength		Armor Save	
Defense Strength		Damage Taken	

Armored Unit			
Type		Damage Capacity	
Attack Strength		Armor Save	
Defense Strength		Damage Taken	

Armored Unit			
Type		Damage Capacity	
Attack Strength		Armor Save	
Defense Strength		Damage Taken	

Armored Unit			
Type		Damage Capacity	
Attack Strength		Armor Save	
Defense Strength		Damage Taken	

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Squad #	
Attack Strength	
Defense Strength	
Men Killed	

Squad #	
Attack Strength	
Defense Strength	
Men Killed	

Squad #	
Attack Strength	
Defense Strength	
Men Killed	

Squad #	
Attack Strength	
Defense Strength	
Men Killed	

Range & Accuracy Table for Tac System

WEAPON TYPE	ACCURACY AT "X" HEXES											
	1	2	3	4	5	6	7	8	9	10	11	12
ALL BEAMS ADDED KILLS	7 +2	7 +2	6 +2	5 +1	5 +1	5 +1	5 +1	5 0	5 -1	5 -1	5 -1	5 -2
ALL GUNS ADDED KILLS	8 +1	7 +1	6 0	5 0	4 0	4 0	4 0	3 0	2 0	1 0	1 0	1 0
ALL MISSILES ADDED KILLS	6 +1	5 0	4 0	4 0	4 0	4 0	4 0	4 0	4 0	0 0	0 0	0 0

Tac System Tables & Combat Charts

Tac System Modifiers

SITUATION	MODIFIER
Target is prone	-1
Attacker prone, braced	1
Target immobile	2
Attacker changing facing this turn	-1
Target in flight	-1
Attacker in target's blind side	-1
MEKTON is blind	-4
You are dodging/parrying	-1
Target mansized or smaller	-2
Roadstriker attacking MEKTON	3
Using ECM	-1

Tac System Armored Vehicles

Unit Type	AS	DC	COST	MA	WPN	NOTES
Battletank	3	3	5	6	300mm	Direct fire only
Missile AFV	2	2	2	6	Missiles	5 shots, direct fire only
Strike Missile AFV	2	2	2	6	St.Missile	1 Shot, direct or indirect
ECM Vehicle	2	2	5	6	ECM	On 1 unit per turn
APC	1	2	1	8	Lt.Laser	Carry 1 Squad
Howitzer	2	2	2	4	300mm	Direct & indirect fire
Helicopter	1	2	6	8	Autocannon*	Hovers, air support
Jet	0	1	8	14	Autocannon*	Fastest unit in game
Roadstriker Car	2	1	4	8	Missiles	Military Roadvehicle
Roadstriker Bike	1	1	3	8	Missiles	Military Roadbike

* These units may mount 1 additional missile rack at cost of 3

Tac System Weapons Table

WEAPON	YA	RNG	DAMG.	SHOTS	COST
Lt.Laser	5	8	1K	Unlimited	1
Hvy.Laser	5	8	2K	Unlimited	2
Lt.Plasma	5	8	3K	Unlimited	2
Hvy.Plasma	5	8	4K	Unlimited	4
150mm Gun	4	6	4K	20	2
300mm Gun	4	8	8K	10	4
Autocannon	4	5	6K	15	3
Missiles	4	7	6K	10	3
Strike Missile	3	10	10K	1	4
1H Melee Weapon	5	1	2K	Unlimited	1
2H Melee Weapon	5	1	4K	Unlimited	2
Energy Melee Weapon	5	1	4K	Unlimited	2
2H E.Melee Weapon	5	1	6K	Unlimited	4
Nova Sword	4	1	10K	Once	8
Throwing Weapon	5	3	1K	Unlimited	1
Striking & Improvised Attack	5	1	1K	Unlimited	0
Grappling Attack	5	1	Varies	Unlimited	0

Critical Table

ROLL	RESULT
1	Head Destroyed
2	Sensors: Mecha blind
3	Leg or ground move system: MEKTON may not walk.
4	Hydraulics: Mecha may not move.
5	Powerplant: Mecha blows up
6	Flight System: Mecha falls to earth.
7	Pilot Killed
8	Weapon destroyed; see Target's Weapon List.
9	Arm Destroyed
10	No effect

crack suicide squadron that doesn't care about Defense Strength. That's where strategy comes into play.

Cost	Rating
1	Inexperienced
2	Recruits
3	Garrison
4	Regulars
5	Veterans
6	Elite

Purchasing Troop Units: Troop units in Tac System come in 10 man squads (if you are planning to use 1/300th armor or figures for combat, you should mount them in groups of ten per base), and move at an MA of 3. They must obey all terrain restrictions, and may not cross water unaided. Troops, unlike Armored Vehicles and MEKTONS, have no Armor Saves or Damage Capacities. Instead, they have a rating called **Men Killed** (Which means just what it sounds like). For every two men you have in a squad, the squad can cause 1 Kill of damage. This means a 10 man squad can cause 5 points of damage. Everytime you LOSE a man, your ability to damage is reduced as well. Odd men do not count towards your ability to cause damage (three men will still only cause 1 Kill of damage in an attack).

How do you lose a man? Everytime you take damage, **subtract** the amount done from the total number of men you currently have in the squad. This means that if a squad takes 4 points of damage, four men have been lost, and the squad's effectiveness reduced to 3 Kills of damage. Squads can be wiped out very easily--their biggest advantage is that infantry is (in game terms) cheap. The only cost you will pay in purchasing Troop units is the cost of assigning a Attack and Defense Strength to the entire squad. To do this, you should use the same processes used to select vehicle crews, above.

2.0 TAC SYSTEM COMBAT

Turn Order

The first thing in a Tac System battle is to determine the order of combat. Units move in the following order: MEKTONS first, Armored Vehicles (Roadstrikers are considered Armored Vehicles) and aircraft second, and Troops third. The turn sequence divides into 5 phases:

Phase One: Setup (used primarily in Advanced Tac System). Units deploy ECM, Counter missiles; announce Dodging.

Phase Two: Action Phase. Units may make attacks in this phase. Moving mecha units may make 1 attack now, or wait until the Second Action phase. Mecha which are not moving may attack once this phase, and once in the Second Action Phase, but they may not make two attacks in one phase. All other units, whether moving or not, may make 1 attack in one or the other phase. An attack is defined as *firing or using one weapon once, or making one physical attack.*

Phase Three: First Movement. Units move in following order: MEKTONS, Armored Vehicles, Troops. Units may use any or all movement in this phase.

Phase Four: Second Action Phase. Units which have not used up all of thier attacks may make **one** now.

Phase Five: Second Movement Phase. Units with MA remaining may use this movement now.

Determining whc goes first: To determine turn order among mecha, at the start of the turn, each player will roll 1D10 and add his Reaction Statistic. The highest roll will go first, then next highest. Ties re-roll. If there are a great number of mecha, you may wish to roll as a side, rather than as individuals. In this case, follow the procedure for Armor and Troops below.

Armor and Troops take initiative as sides, with one side's Armor and Troops moving together. To determine initiative at the start of the turn, each player will roll 1D10, with the highest roll going first. Ties re-roll.

Facing

Mecha facing is as described in MEKTON, pg. 25 and 26, or in the Advanced Combat System. Firing arc is through the front three sides of the hex, although you may elect to use the alternate method in the ACS, section 4.0. Armored and troop units have turret or hand held weapons, allowing them to fire in any direction. Helicopters and jets have the same firing arcs and facings as do MEKTONS.

Movement & Terrain (Mecha, Troops and Armor)

Terrain is as described in the Advanced Combat Rules, sections 2.0, 2.1, 2.2, and 2.3. You may also wish to use Rules 2.3 (Advanced Flight Movement), 3.0 (Piloting Rolls) and 3.2; in this case, adapt the piloting percentages given by dividing by 10.

MEKTONS determine their Surface MA in the following manner: 1) Subtract your Critical Capacity from 14. The result is your ground MA. 2) Fan equipped MEKTONS fly at an MA of 10. Jet equipped mecha fly at an MA of 12.

Movement values for Armor are listed on the Armor Table.

Movement (Jets and Helicopters)

In general, Helicopters and other rotorcraft move as mecha do in both Advanced Combat System and MEKTON. Helicopters may also hover (at no MA cost), and rotate to any hex side with no movement or firing penalty. They may not engage in acrobatic maneuvers.

Jets may only move in *strafing passes*. In a strafing pass, the jet enters the map from any one of the four sides, traveling in a straight line, and exiting the map at the opposite side. It may make no facing or direction changes during this pass, although it may elect to climb or dive. Jets must use their entire Movement Allowance of 14 during the turn, although this may be divided between first and

second movement phases. They may attack any target which is within range of this strafing pass.

Ranged Combat

Ranged Combat (using missiles, guns and energy weapons) is based on the values in the Tac System Weapons Table. Ranges are listed under the RNG section. As an option, we have provided a version of the Weapon Accuracy Table, modified for Tac System. In case you have a lot of units on the board and want to get done in time for supper).

Melee, Grappling & Striking Combat

In general, melee and striking combat is as in MEKTON, although you may choose to modify this with applicable rules from the Advanced Combat System. Grappling attacks are made using the section on Advanced Hand to Hand (5.3) in the Advanced Combat System, dividing modifier values by 10 for Tac System combat, and taking Damage from the unit's Damage Capacity.

Attack Resolution

To resolve an attack/defense situation, you must:

1) MEKTON attackers will add their Skill level in the appropriate Weapon Skill, plus applicable modifiers from the Tac System Conditions Table, to the roll of 1D10. Armored and Troop units will do the same, substituting their Attack Strength for the appropriate Weapon Skill.

2) MEKTON defenders will add their Piloting Skill, their Reaction Value, and applicable modifiers from the Tac System Conditions Table, to the roll of 1D10. Armor and Troop units will substitute Defense Strength for Piloting Skill.

3) If the total Attacker value is highest, the target is hit. If the Defender value is equal to or higher than the Attacker value, the attack misses. If you are planning to run large campaigns, we suggest you buy a large number of micro-polyhedrals and assign one to each unit. A small paint mark on both unit base and the die will make it easy to roll a lot of values at once. If you can't find micro-polyhedrals, write us. We've got lots of em (and will sell them to you in little 10 die bags for 50 cents each, postage not included).

Damage Resolution

Damage takes place immediately after an attack. Damage values are listed in the Tac System Weapons Table, although these values may be modified if you are using rules with add-to-damage tables. To resolve damage:

1) Subtract the current Armor Save Value from the damage done. Remaining damage will be taken off the unit's Damage Capacity. When this value is at 0, the unit is destroyed.

2) Should the damage going to the Damage Capacity

value exceed that of the unit's Critical Capacity, roll an additional 1D10 and consult the Critical Damage Table. The effect takes place immediately.

3) Troop units have no Armor Save or Critical Damage. Each point of damage eliminates one man of the 10 man squad. For every two men present in a squad, the Troop Unit can do 1 Kill of damage to it's target.

3.0 ADVANCED TAC SYSTEM

With the rules outlined above, you will be able to have hours of combat with literally dozens of mecha and armored units to a side. In it's design, Tac System is intended to be a smooth, rapid, low-bookkeeping simulation of what MEKTON does in greater detail.

But we know you. Sooner or later, you're going to want to clutter it up with a lot of "realism" stuff. Well, we're ready. Short of the advanced rules for targeting, almost all of the Advanced rules in MEKTON can be used right here. So there.

Close Combat Scale (2.0), Close Combat Terrain (2.1), Underwater Movement (2.2), Advanced Falling (3.3) : These may be used as written.

Advanced Flight (3.2), Piloting Rolls (3.0): These may be used as written, taking care to divide all percentage values by 10.

Advanced Firing Arc (4.0): This will be purely subjective, but if you are using 1/300th figures, you may wish to assign a location to certain weapons ("Gee Bob, doesn't this gun-shaped arm look like a plasma rifle?"). This will allow you to use this rule as described.

Advanced Rangefinding (4.1): This rule may be used as described, using the modified Tac System table for same.

ECM & ECCM (4.2): By dividing all values on the Obscurement table by 10, this rule may be used as written.

Advanced Ranged Weapons (4.3) By dividing all values on the Obscurement table by 10, this rule may be used as written.

Advanced Missile Combat (5.0): This rule is somewhat modified. There are only three types of missiles in Tac System; missiles, countermissiles, and Strike missiles. Missiles are fired as a single attack, doing 6 Kills. Strike missiles are fired as one attack, doing 10 kills. To use countermissiles, you must announce that they are deployed during the Setup Phase. When missiles are launched at you, you may roll one countermissile strike (in lieu of an attack). Roll 1D10. On a 4 or less, one incoming missile attack is destroyed. Missiles travelling through a hex on fire will explode prematurely on a roll of 5 on 1D10.

Advanced Hand to Hand (5.3): By dividing the W/As by 10, this rules set can almost be used as written. Note that all damage will go directly to the unit's Damage Capacity. When resolving Grabs, Pins and Escapes, use your unit's Strength plus your Grappling Skill, added to a 1D10 die roll. Your opponent does the same, with the high roll winning.

Underwater Combat (5.4): As written. Missiles may be used underwater.

Knockback Rules (7.2): If incoming damage is equal to your Critical Capacity, you are staggered one hex. If greater, you are staggered one and fall over. If damage is less, there is no effect.

Ramming (7.3): Do the following. 1) Add the number of hexes between the two units. 2) Add 1 for every point of Critical Capacity you have above that of your target. Subtract 1 for every point below that of your opponent. 3) The total is the damage you have caused. 4) Reverse the process to determine what damage you have taken. The unit with the highest Critical Capacity displaces the other unit; equal CCs roll 1D10, with low roll being displaced.

Active Dodge (8.0): Translates directly. Divide the attack reduction by 10.

Obstructions and Cover (10.0): For every point of Damage Capacity, your MEKTON has 1 meter of height. It's midpoint is one half this. Beast mecha halve thier basic height values. All Armored Vehicles are three meters tall and have no midpoint. Troops are roughly two meters tall. All other values apply. Note that troops may HIDE inside buildings (one floor for every 4 meters of height) and shoot from windows.

Tactical Nuclear Weapons (10.2), Smoke & Fire (10.1): Translates directly by dividing the Obscurement Table Values by 10.

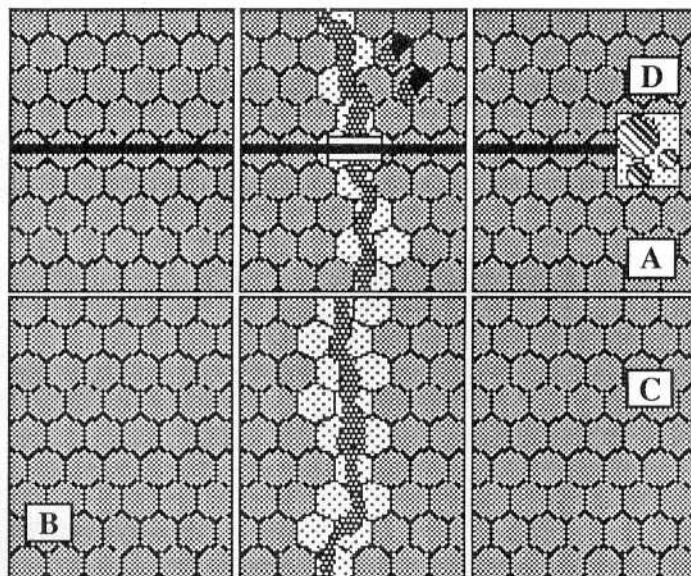
Electromagnetic Pulse (10.3): Translates directly. Use Armor Save , and apply the damage to the unit's Damage Capacity or Men Killed.

Indirect Fire (10.5) : In general, this rule translates directly as used in Advanced MEKTON. The only major difference is that you must divide the attack percentages by 10, and damage will be applied to first the armor, then the Damage Capacity of the hit unit. Any Unit can act as an observer.

Destroying Obstacles (10.5): This translates directly. Note that obstacles have no Defense Strength.

3.0 A SAMPLE SCENARIO FOR TAC SYSTEM

The following is a simple scenario for two players using Tac System. This scenario has a set time limit (12 Turns), to make it a fast and easy-to-use introduction to mass MEKTON combat. Good Luck and Good Hunting!



THE BRIDGE AT 10 MILE RIVER

In classic "Remember the Alamo" fashion, a small force of Elaran MEKTON pilots find themselves facing a superior force of Kargan invaders. The holding force must not allow the Kargans to capture the refinery. On the **sixth** turn of the game, Elaran Armored & troop units will reinforce the defenders. Elarans must hold out for 12 turns.

Terrain: Photocopy 2 copies of Open Ground Terrain, 1 each of Open Road, Bridge, River & Refinery. Place in configuration as shown.

Elaran Forces: 24 points (to be divided among mecha as desired).Elarans enter the board at Position A. Mission is to take the refinery by moving all combat forces into the Refinery area (D).

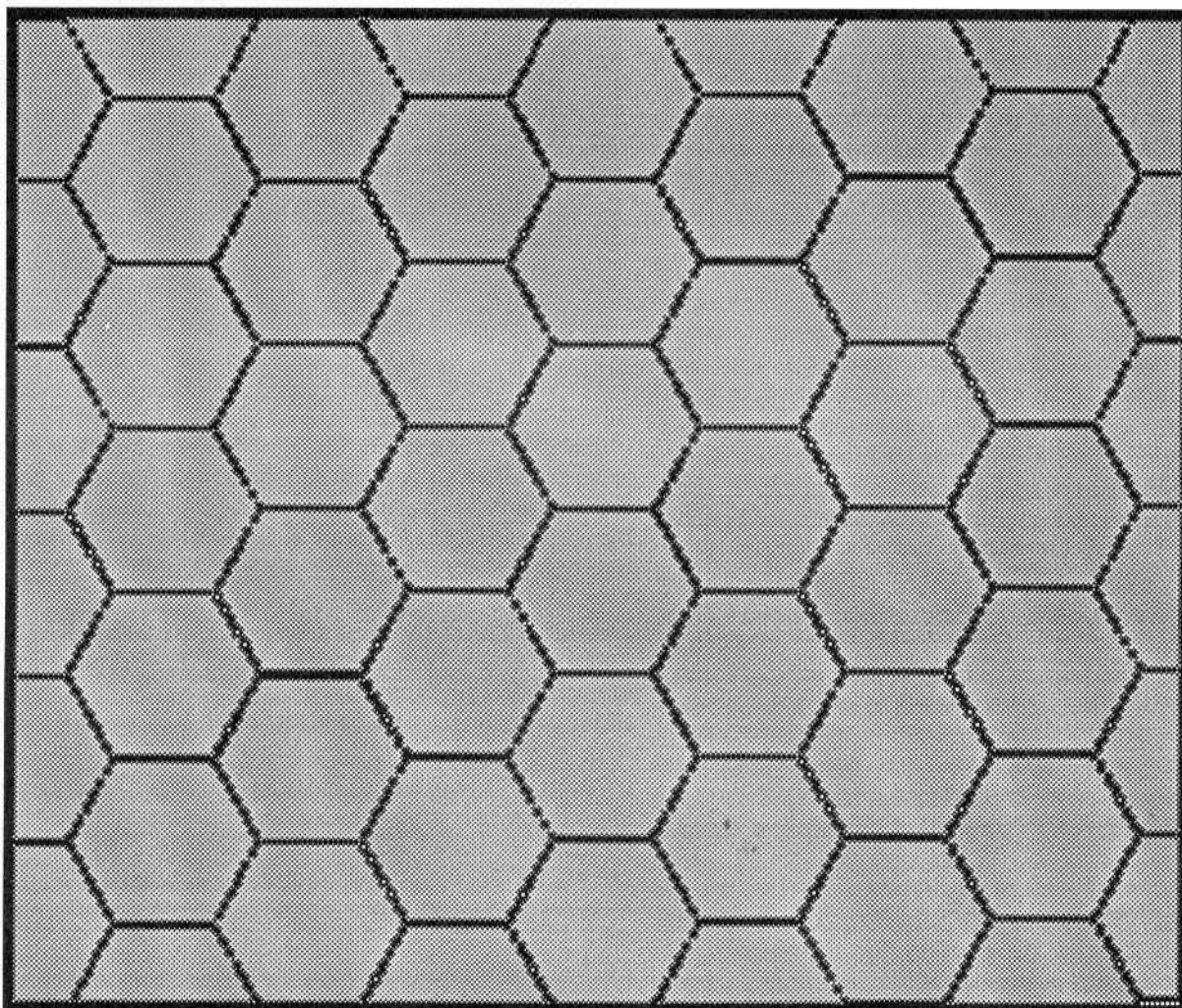
Kargan Forces: 48 points (to be divided among mecha as desired).Kargans enter the board at Position B. Mission is to keep Kargan attackers from entering Refinery area (D)

Elaran Reinforcements: 2 Battletanks, 4 Missile AFVs, two Troop Squads with APCs. Will enter the map at C.

Victory Conditions: Kargans must move at least 2/3rds of all of their units into the Refinery Area (D), and remain there for at least 4 turns. Elarans must keep Kargans from entering and holding D for duration of 12 turns. Neither side may destroy the refinery to keep it from enemy hands. If neither objective is completed, session is a draw.

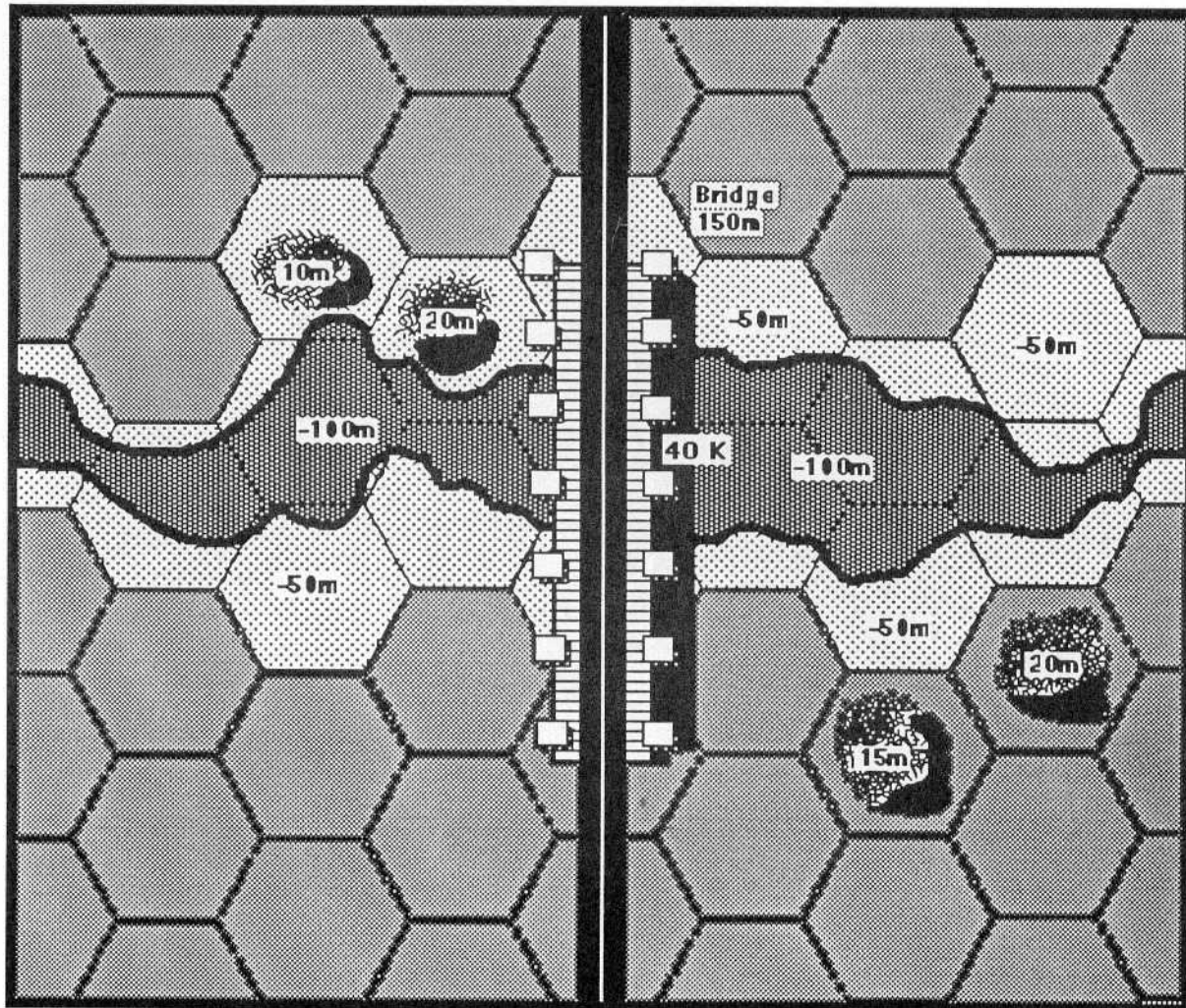
You've now completed the MEKTON ADVANCED COMBAT SYSTEM. Remember; this document is rated as MOST SECRET, and should never be allowed to fall into enemy hands. Improper use of this information by the wrong parties could cause the destruction of *your* forces of the field of combat. Now get on out there and give 'em hell!

CLOSE COMBAT MAP TEMPLATES: These templates are designed for your own personal use. Photo copy as many as needed & mount on cardboard if desired.



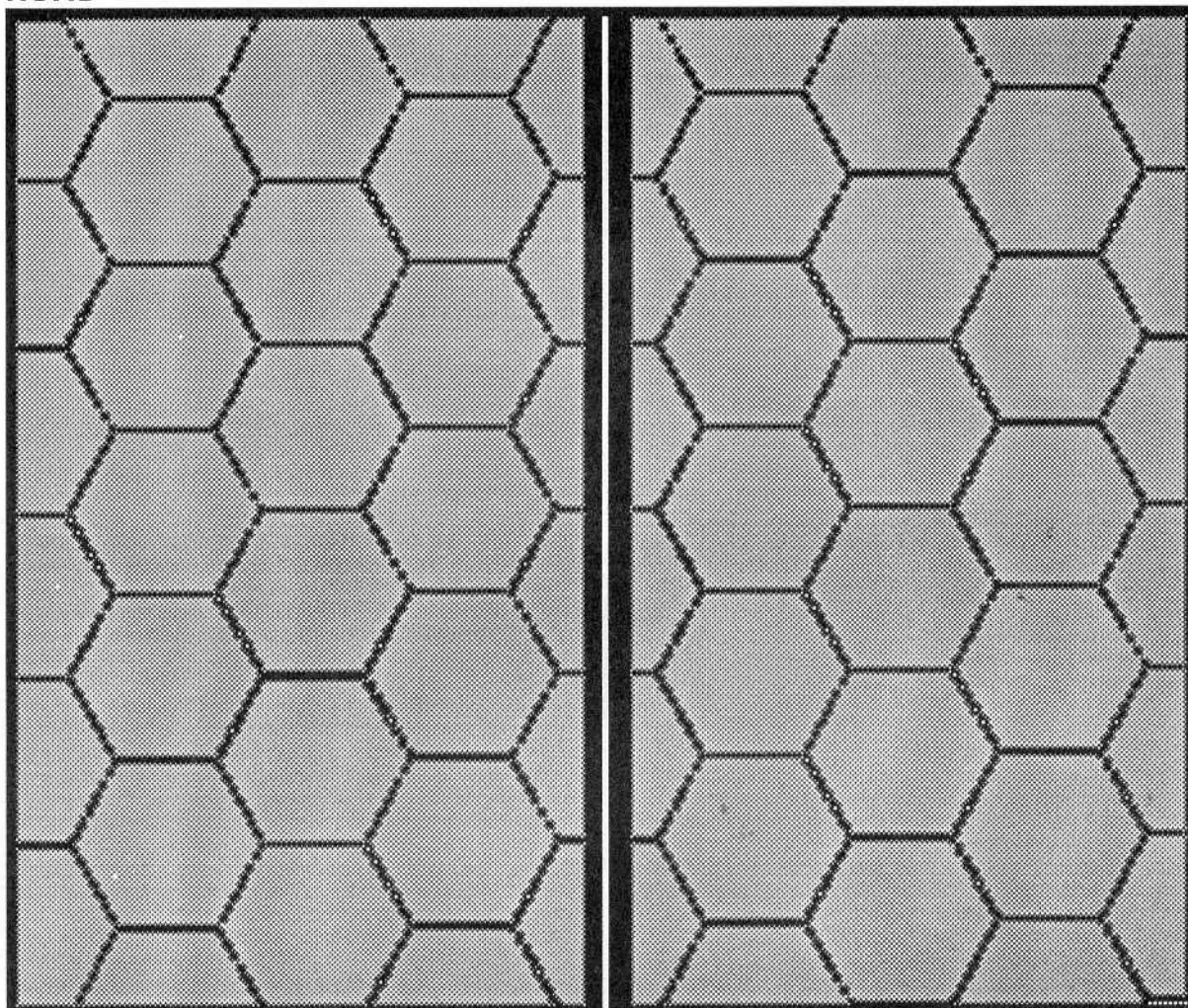
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BRIDGE SECTION



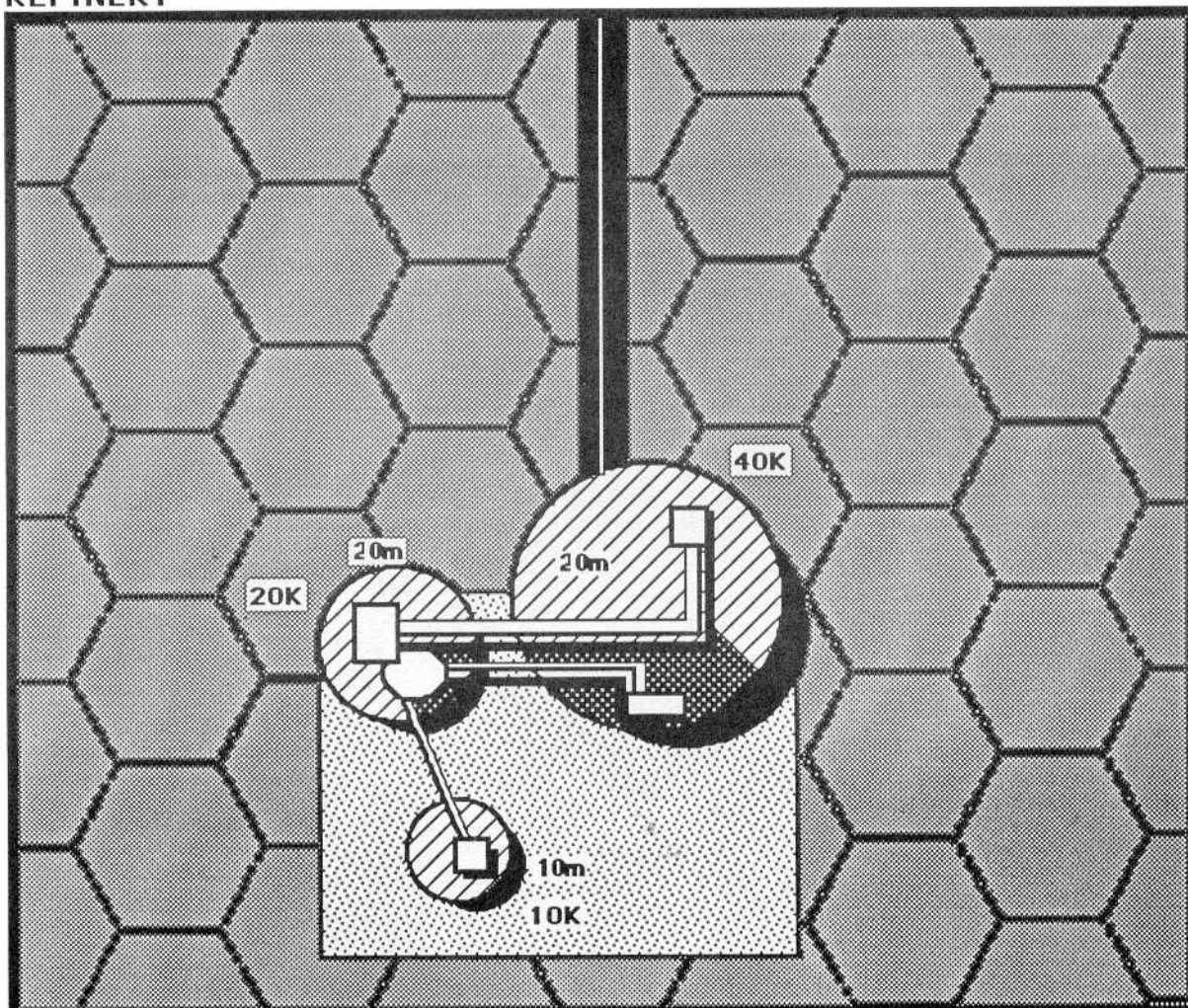
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ROAD



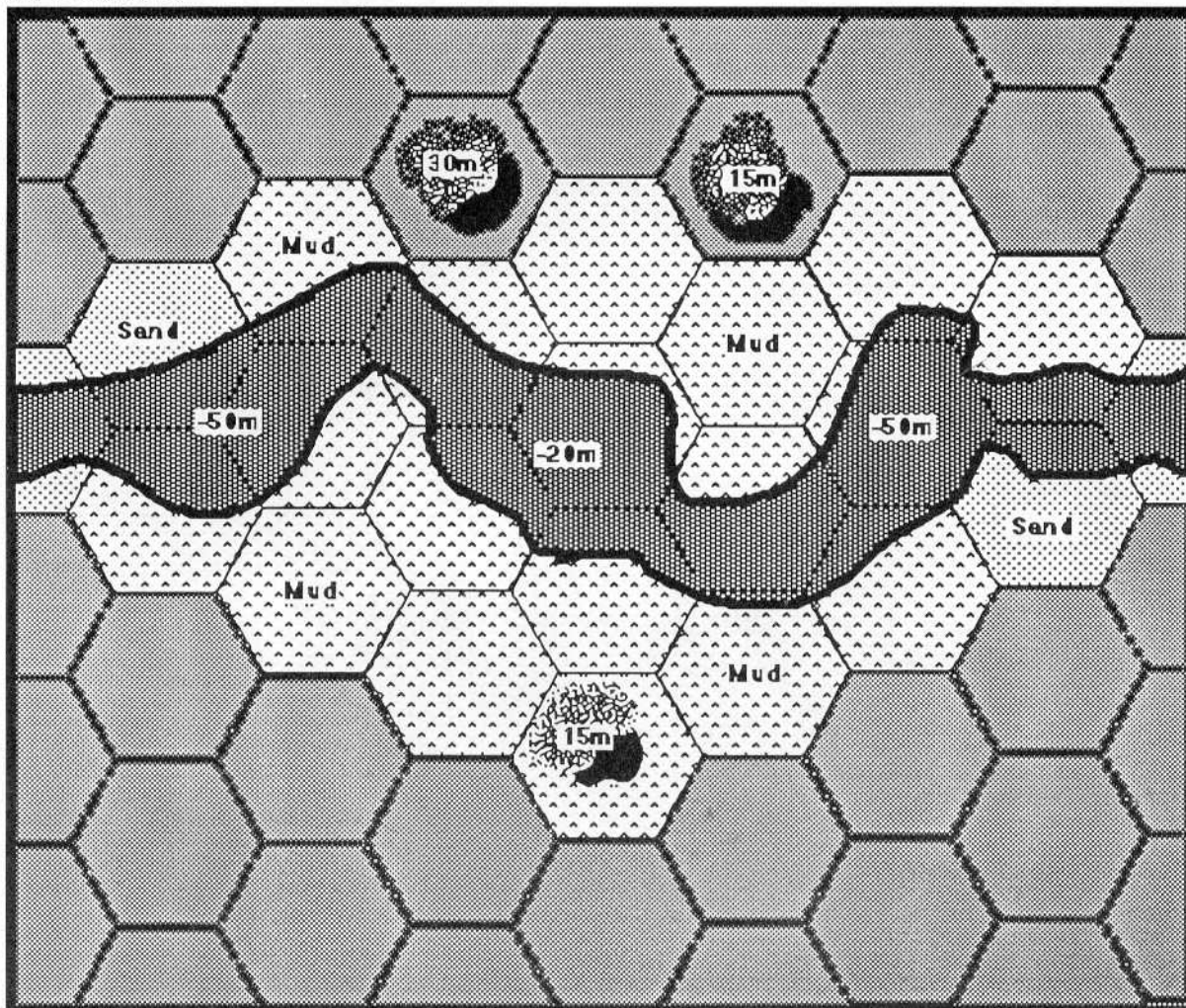
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REFINERY

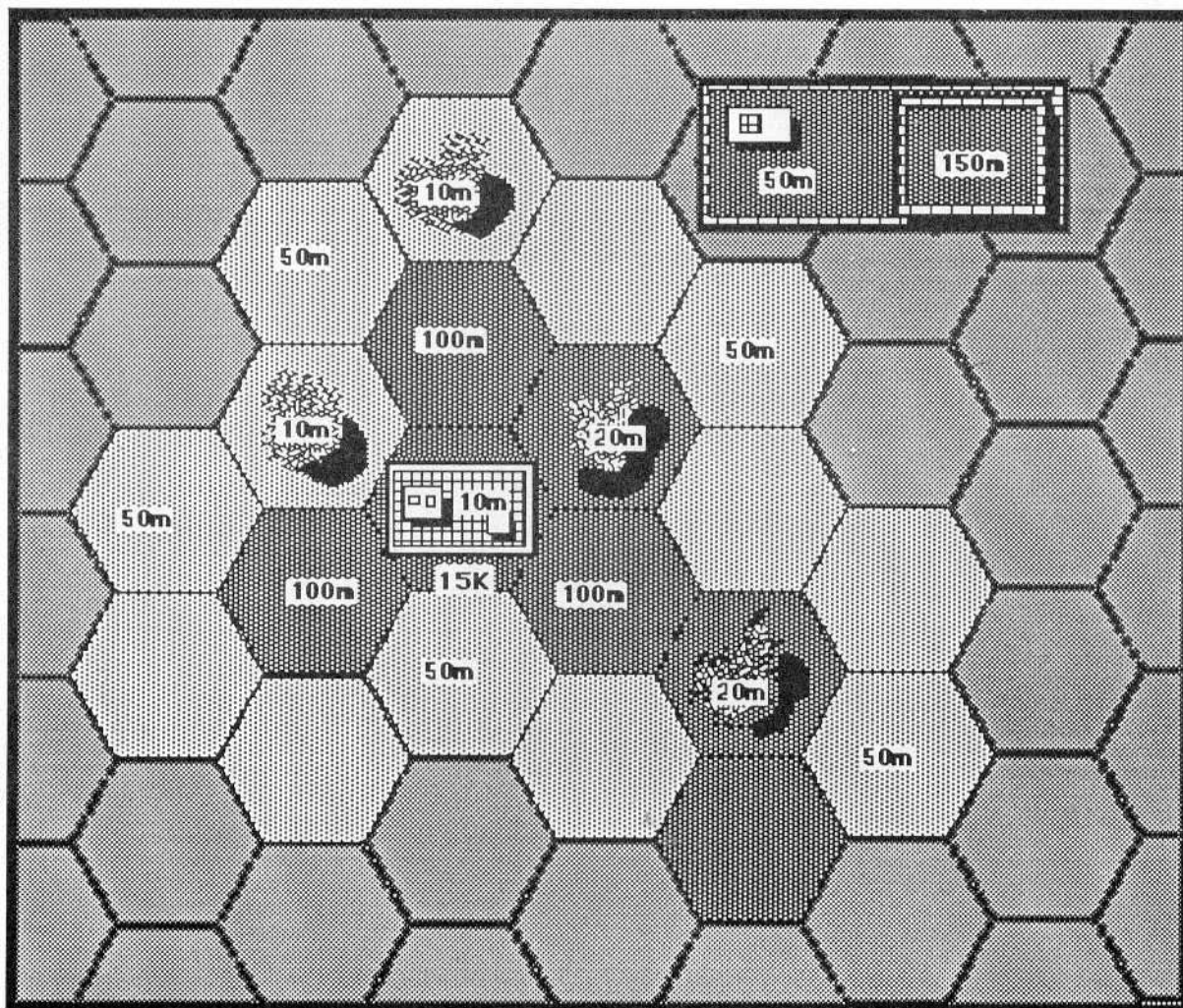


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RIVERBED

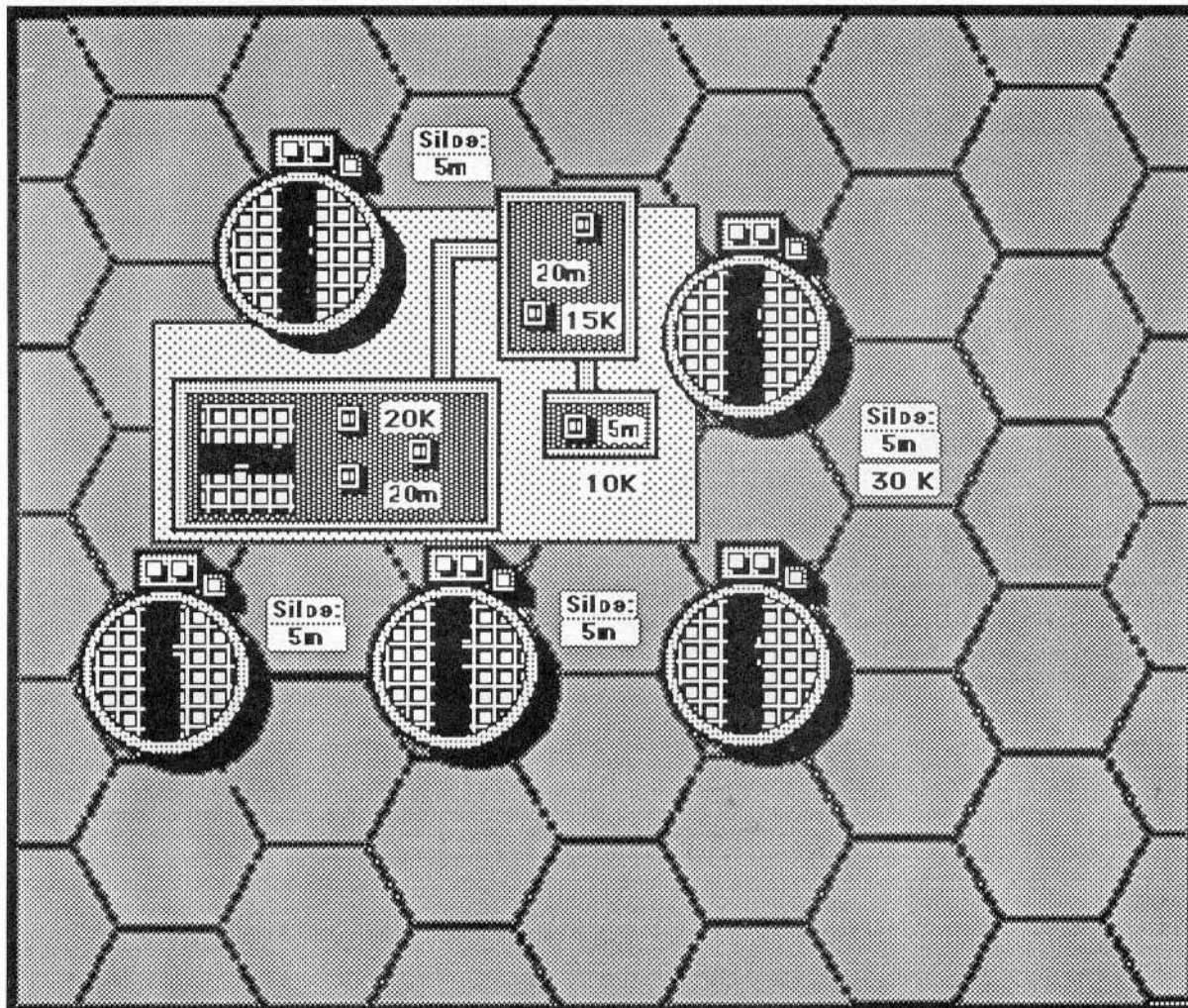


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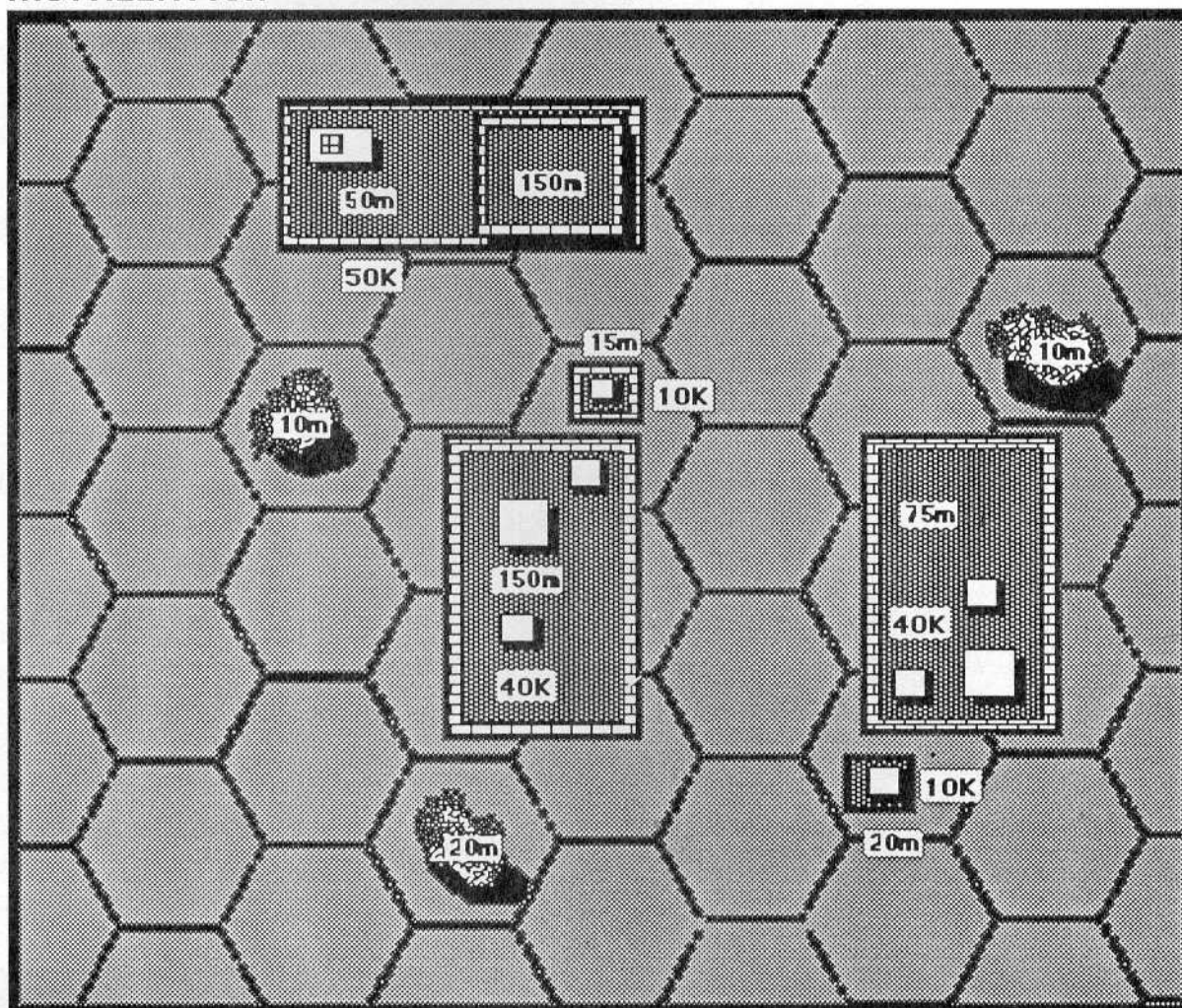
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MEKTON BASE



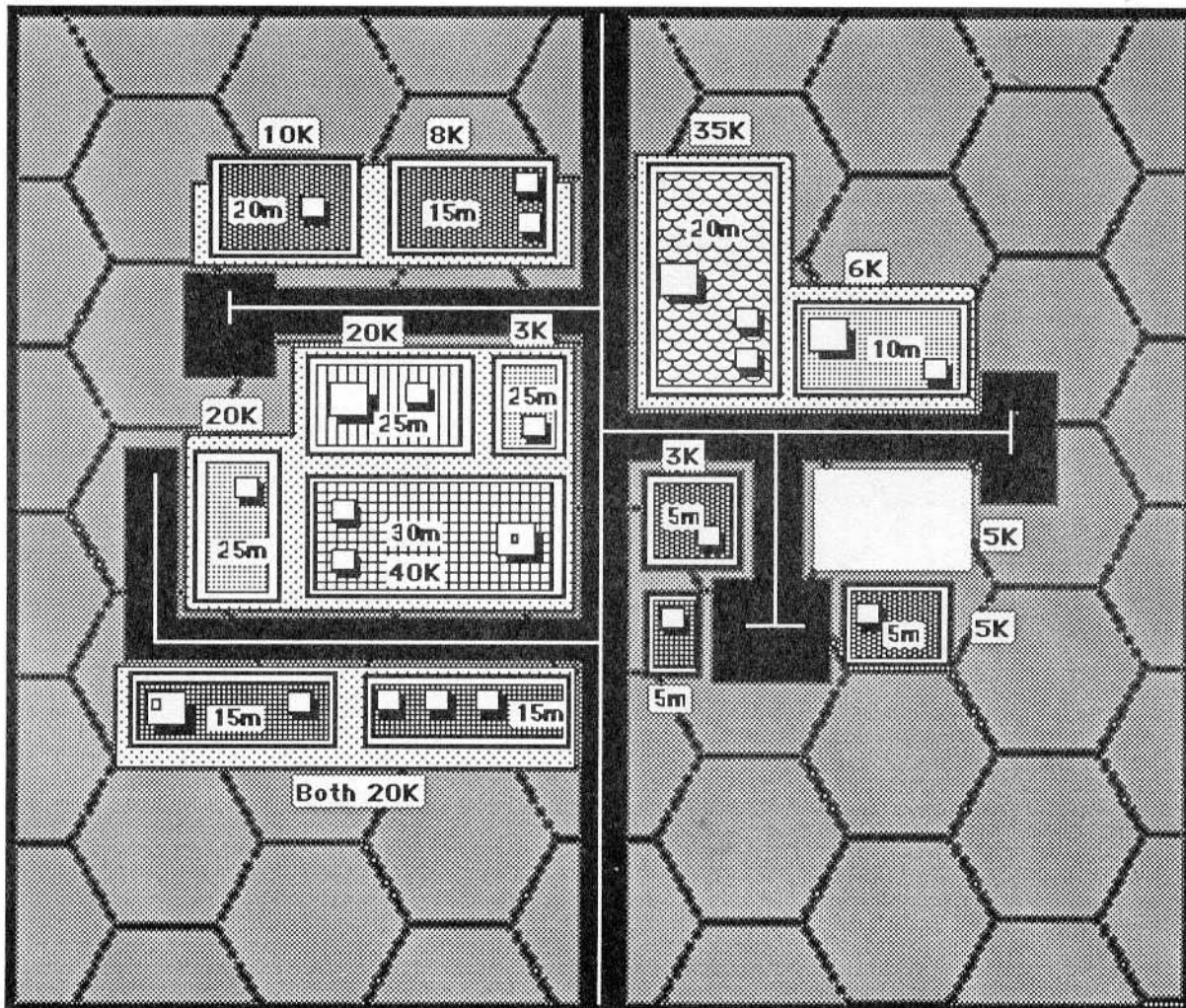
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INSTALLATION



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CITY HEX



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