

MECHA

COMPENDIUM

DELUXE EDITION

From epic magical fantasy to the high tech far future, the *Deluxe d20 Mecha Compendium* brings the mechanized action genre to life with detailed mecha design and combat rules, followed by fourteen adventure settings, complete with world background, campaign ideas and pre-designed machines.

The Deluxe d20 Mecha Compendium delivers the firepower and strength that players need to deal with those awkward situations where the party is running for their lives. Control a towering magical knight that can go toe-to-toe with dragons, a transformable superpowered aerofighter, or something in between!

The Compendium holds more than a hundred mecha designs and variants spanning several genres, from magical fantasy to space opera by way of the present day. In addition to many new, never-seen-before designs, the book contains d20 game statistics for **Heavy Gear™**, **Avian Chronicles™**, **Gear Krieg™** and **Gear Krieg Modern™** mecha! Game Masters and players alike will find the Compendium an indispensable aid in populating their campaigns.

DP9-911

WWW.DP9.COM



Requires the use of a Roleplaying Game Core Book published by Wizards of the Coast, Inc.®

ISBN: 1-894814-92-4



9 781894 814928

Printed in Canada

DREAM POD 9



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Special Thanks

To Mark C. MacKinnon and Jeff Mackintosh (Guardians of Order), for their willingness to share the rules and their assistance with rule questions;

To Moses Milazzo, Rachel Mastrapa, and Celinda Kelsey;

To Phil, for the GK-Modern designs.

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Produced & Published by



5000 Iberville, Suite 332
Montréal, Québec,
Canada, H2H 2S6

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Stock #DP9-911

Legal Deposit: October 2003
Bibliothèque Nationale du Québec
National Library of Canada

ISBN 1-894814-92-4
Printed in Canada

Government of Quebec — tax credit for book publishing — administered by SODEC



Chapter One: Basics

The term "mecha" was originally shorthand for "mechanical design" in the Japanese animation world (also known as "anime"). Anything that wasn't a character or a background set was a mecha, from ordinary cars and motorbikes to robots and starships. Since they were needed in greater numbers on shows that featured lots of vehicles and weapons — most of them giant robots and science-fiction series — the term came to be identified with big piloted robots (though most shows adopt specialized term for them, like "mobile armor," "iron troopers" or "powered driver"). For the purpose of these rules, a mecha is any vehicle, suit, construct or giant robot built with Mecha Points (see page 9 and Chapte).

Mecha are not in themselves a pure genre — they are almost always combined with something else to create a brand new world setting. The style of the resulting game will thus depend on the mix of genres and technological levels (this chapter explore the topic at greater length). This Deluxe Compendium presents fourteen different game worlds to explore and play in!



CAMPAIGN STYLES

Mecha of any kind can easily be dropped in almost any kind of campaign available. As long as there is room for equipment or vehicles, there's room for mecha.

Fantasy: Mecha can be dropped in as magical artifacts in almost any standard fantasy world. If sorcerers can animate an iron golem, it is not too much of a stretch to make them bigger and controlled from the inside. They will often be either individually hand-crafted or be legendary items from a forgotten age. Their actual physical nature varies wildly: some will be made of enchanted metal, others are grown from flesh, others still are made of pure magic. Story-wise, fantasy mecha are often comparatively weaker than those in other genres, in order to give a fighting chance to the monsters and creatures that inhabit the rest of the setting, but this is not an absolute rule. *Guardians of Divinity*, page 20, and *Golemsuit Warriors*, page 32, are examples of Fantasy.

Steampunk: A term formed by the combination of "steam power" and "cyberpunk," steampunk usually describe an alternate world where Victorian Age society has mastered a greater technical level. Steampunk also covers the industrial age of many classic "sword and sorcery" fantasy worlds. Mecha from this genre are made of heavy iron plates and polished brass, with tons of rivets and a belching smokestack. *Cities & Empire*, page 48, is an example of Steampunk settings.

Alternate History: Similar to the Steam Punk genre above, the Alternate History angle lets Gamemasters field mecha wherever they wish. Perhaps aliens provided the necessary advanced technologies, or a genius scientist developed them on his own. Alternate History machines are sometimes clunky, sometimes advanced, but they all mix the familiar with the fantastic: UN mechatanks standing guard at the Korean DMZ border, or French Dragoons boarding their gleaming machines to march on Russia under the orders of Napoleon and his clockwork engineers. *Gear Krieg*, page 60, and *Great Machine Decander*, page 90, are examples of Alternate History.

Modern Day/Near Future: Research is currently ongoing in the field of human battlefield augmentations. The DARPA agency in the United States has several programs aimed at producing a battlesuit that will allow an individual soldier to carry as much firepower as a battletank, for use in both open war and counter-insurgency operations. It is easy to imagine that certain shadowy organizations (governments, spy agencies, corporations, terrorist groups) are already equipped with them. *Phoenix Rising*, page 82, is an example of Modern Day mecha settings.

Far Future: As Mankind moves into space, the versatile mecha will certainly be part of its arsenal of tools. Thanks to advanced technology, they will be faster and more powerful, and be used for exploration, construction and defense. Most far-future mecha designs are both tough and fast, and carry a significant amount of guided weaponry. Many feature sophisticated control systems that makes them one with their operator. *Heavy Gear*, page 108, *Jovian Chronicles*, page 126, and *Outworld Changelings*, page 160, are all examples of Far Future mecha settings.