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Mecha tabletop rpg

Please note: Mecha Hack has everything you need to play! This game is based on Black Hack, but it's a complete, standalone game, and doesn't require any additional products in order to use. Costume with Fur Hack! If you're a fan of Gundam, Robotech, Pacific Rim, BattleTech, or Transformers, it's the rules lightweight RPG robot you've been waiting for. Mecha Hack is a persistent role-playing game of titanic warmachines and their intrepid pilots, made with The Black Hack. Mecha Hack is fast, fluid and fun, with a focus on cinematic, narrative gameplay inspired by anime and other fur properties. Inside this 40-page book the size of A5, you'll find the full Mecha Hack; four fur chassis and four pilot archetypes; More than a dozen additional modules for your unique fur; GM tools and mission generators; More than 30 enemy stats Printed monsters, furs and objects; And more! Go into a full, standalone MEcha RPG with everything you need to launch various missions - from full-scale warfare to covert skirmishes, to base defenses, and more. Overcome problems with the quick and simple d20 d20 mechanics with d20 resolution. A form-filled sheet of PDF symbols and print A-stand paper miniatures included! Includes units and terrain markers to use with virtual countertops like Roll20! Create your own unique fur by selecting chassis, pilot, and modules. Set up your fur with tons of extra options: weapons, armor and consumables. Fight more than 30 unique enemies, including hostile fur, monstrous kaiju, enemy groups and more. Capturing the tone of the super robot genre like never before with simple rules for overheating reactors, allied support, and tactical battles with cover and difficult terrain. Prepare the game within minutes using reliable GM tools with mission generators and sample problems. Discover the Lodestar Alpha mini-settings - and the hopeless world of the distant future. Enjoy the great themed art of Brandish Gilhelm from Runehammer Games. Build your fur. Forming a fire stroller. Falling into a war zone. It's time to get in the way, pilots. Watch Mecha Hack in action! This article is skub. You can help 1d4chan by expanding it not to be confused with Macha. Fur is usually controlled by BAGS of flesh. The thought originated in greek myth with Talos, but it was the Japanese who revived the concept. They needed something to fight Godzilla and company. They come in two types: a real robot and a super robot. Where Real includes furs that are supposedly realistic to operate, (see Battletech, Mechwarrior) Super are built to kick the cause of the kerb and do the impossible. The super type precedes the real type for about 10 years or so, popularized by the manga Go Nagai, Mazinger in the early 70's, while the real variety has its roots in the now prolific Gundam franchise, the franchise, began at the dawn of the 1980s. This topic can be further discussed at /m/. Usually seen in the following sizes: Power Armour. It fits over the pilot's body. Size depends on the look of who wears it. Small. The size of a car or SUV. Appleseed presents these beautifully. Warmachine warjacks usually scale about this size. Also see the Middle Dreadnought. The size of a smaller building (15 to 25 meters). See common Gundam or Macross furs. ASs from Full Metal Panic and Warmachine warjacks can be so big. Reaver Titan fits into the top end of this category. Big. The size of the 20th building. Think Eva units from neon Genesis Evangelion, Jaegers from the Pacific. Huge. Things north of 200 meters and rising. The biggest titans fit the bill nicely. In addition, the three highest experimental units in the Supreme Commander or Battle of macross (1200 meters) that dwarf both titans or any real man-made structures. Protoculture is a hell of a drug. XBOX HUEG. Anything more than Huge will come here. From lunar size to size, where you can easily suck up planets and even galaxies. Examples include Unicron from Transformers, Mata-Nui of Bionicle, and titular Tengen Toppa Gurren Lagann (It's actually about the size of our sun. So if the heroes thought this battle would decide the fate of entire galaxies, they fought on galaxies. Then there are the various subtypes: Mechanized. A typical giant metal robot. Flesh. They are commonly called bio furs and are made from meaty bits. See Eureka 7 or Neon Genesis Evangelion. Or attacking Titan, sort of. Not Tyranid Bio-Titans, however, due to the lack of pilots. There's going to be food. Furs are fed from untreated fighting or other similar fiery emotions. Tengen Toppa Gurren Lagann is an example. Sometimes present in the Geass code. Some Gundams, especially those with Pychoframes. Theoretically could fit the bill for Eldar Titans and Wraithlords, and on the same note Warjacks. This type is more often implied than explicitly stated. Most likely, super variety. Combinators. These furs are made up of various other furs. See Power Rangers and Voltron. See also GaoGaiGar. It is also more likely to be a super variety. Transformers. Furs that have two or more shapes, they can switch between them. See Macross and (durr) Transformers are intelligent robots, not furs. They have passengers, not pilots. For example. Could be either super variety or real real Mecha Games edit fur in board games are usually marketed as vehicles with fluff on the arms and legs. Steve Jackson's Ogre reskin describes it as a giant robot, but the rules are no different from when it was a giant tank. Some games have fluff baked in so hard that it's hard to think of their fur as just tanks with guns. Battletech by FASA (now Catalyst Game Labs), your example is a desktop giant wargaming robot. Robotech RPG by Palladium Books. Known for introducing the idea of MDC, hit points used only furs that differ from SDC hit points used by humans, and with handguns (!), which could switch between SDC/MDC. Palladium lost the rights to Robotech, which means that the license has been transferred to other companies starting in the summer of 2019. Vincent Baker's mechaton. Create bulky monsters from LEGO blocks, contrast them with each other. Mekton R. Talsorian. Absolutely batshit awesome RPG that goes all the way to Demonbane levels crazy. Gundam Senka from T.O.Y International Inc/Aspect. It uses a licensed version of the Mekton zeta system with some modifications, namely costume statistics. Released in Japan in 2000, it has not been officially translated into English and remains in limbo, however fan translations exist. Heavy transmission from Dream Pod 9. They should be exo-ostums, but they can be mecha dwarfs. The Jovian Chronicles also have Dream Pod 9. Where Heavy Gear works more like anime VOTOMS, the Jovian Chronicles is their attempt at Gundam (particularly zeta gundam). Originally there was a Mecton setting. Battle Century G by Gimmick Man. Tabletop RPG, which focuses on a cinematic feel with a voltage sensor that gives everyone power to attack, is essentially turning the game into a rocket tag as the fight continues. Strike Legion includes footage as part of its quest to be every bland science fiction cliche at once. Lancer by Massif Press. The types of furs you make are quite strange in both shape and function, but the setup gives you a feel more in line with Titanfall. Traditional and live role-playing games in the fur genre. For more information, see the next 10 pages in this category, out of 10 total. This list may not reflect recent changes (more). Armored Trooper VOTOMS: Role-playing game Heavy Gear Jovian Chronicles Macros II: Role-playing game MechWarrior (role-playing) Mekton Robot Warriors Robotech (role game) Robotech: The Shadow Chronicles Role-playing game tales from loop (role game) sourced from I'm considering the possibility of immersion in I played some of the Battletech in the 90s but I remember a little), so I wanted to know something about the systems! Tell what happened happened and what's so wonderful about it! For me, the most important details are things like the level of difficulty, how many different things a player is expected to track in combat, rough mechanical balance, and game speed. The least important detail is the default setup - since I always change strongly those anyway, all I really need to know is if some large carrier mechanics are locked on specific vanity settings. Enlighten me! Mekton II (a misguided third actual edition of Mekton) is still my favorite RPG mechanic. It uses the RTal lock system (if you played Cyberpunk 2013 or 2020, you're familiar) and has a really robust, though not too complicated fur-creation system, which was, for me, tons of fun (I used to create furs using these rules just as fun thought exercises). It's a long OOP, but pretty easy to find used. Mekton II (a misguided third actual edition of Mekton) is still my favorite RPG mechanic. It uses the RTal lock system (if you played Cyberpunk 2013 or 2020, you're familiar) and has a really robust, though not too complicated fur-creation system, which was, for me, tons of fun (I used to create furs using these rules just as fun thought exercises). It's a long OOP, but pretty easy to find used. In fact, I haven't played any of these Cyberpunk games. Can I ask for a cv? Mecton zeta is the latest edition of this game. In fact, I haven't played any of these Cyberpunk games. Can I ask for a cv? The main resolution lock is Stat'Skill-1d10 vs. TN It covers a lot of anime Mecha troupe like Idols (Macros like) but can also make a more grounded Mecha action. The main game is the middle crisis at worst, and it has a fairly detailed fur creation system. This is pretty much the only crisp fur game still on the market. Mecha's last games went easier, FATE-like. Last edited: May 25, 2018 The selection of the giant RPG robot is tough, I've been looking for for years and still haven't found what scratches my particular itch (Ace Pilots, Stock Mecha), but I've read almost every giant RPG robot there. If you want something with a medium level of tactical crunch, tons of customization and focus on being a mercenary, then one of the best ones is right now Lancer. Both pro and anti this system is that it is in beta, but it is an open beta, so while it is still tweaked a lot it is free. There is a kind of set parameters, but it is easily portable on another until you object to the nuclear Mecha that can be easily built and replaced and tons of models. Another drawback is that of Mecha Action is completely narrative and plays like Lady Blackbird than any other game. Chris Perrin's Mecha is completely neutral and can be adapted to anything. It's the rules of light, but has some fun tactical elements. He has a tough scene Which makes it very easy to run games and keep things moving. The downside is that it's not very well suited for long campaigns as there's not much progress, it can also be easy to break if you're not careful. The remnants is one of the best, but it is very attached to a certain type of Mecha Genre, a post-apocalyptic where fur are located rather than built and made of incredibly high technology that the current world cannot replicate. So Mecha series like Gurren Lagann (though less on top), Turn A Gundam, Gundam X and Escaflowne are what he seems to be aping the most. It's very easy to learn a system that plays well and has many interesting ways to create your characters. It uses one D6 plus Modifiers, so the math is simple. The downsides are how closely related it is to its setting (although it's debatable how I ran a short space opera campaign using Leftovers and Warbirds, a Dogfighting Plane RPG from the same designer who uses the same set of rules), and that it's not very suitable for large groups as the characters won't feel very different at first glance. I've read both Mekton zeta and Heavy Gear as well and while they're both not bad they're very off with a lot of problems. In Mekton zeta there was really only 2 attributes that matter when working fur, reflexes and luck, and it's pretty easy to get that very high. It also suffers from a plethora of small modifiers for every little action in the battle of the Ala DnD 3rd edition of the era. These were the switches for me, but they may not be for you. Heavy Gear is a little better, but there are still only 2 attributes (out of 10) and 2 Skills that really matter when working with Mecha, but Heavy Gear makes it harder to min-max itself and still survive. It also has a ton of little modifiers, like the Mekton zeta, including a focus on speed. Although it's quite realistic, it's damn inconvenient. The system is also very lethal, but fortunately not very dependent on the generation of random chi rows. Your skills are rated from 0-5, and each rank gives you a D6 roll, you roll all the d6s, save the best and add a Modifier attribute and any other applicable modifiers. Any extra 6s rolled on the dice add 1 euro in total. On the other hand, I see Heavy Gear being a very solid take on grounded Mecha Action, and I am currently using it as my rollback system if I can't find or write something better. This is what I have at the moment... hope it was helpful. I thought I was Kickstarter for Mecton Zero recently. Now I have my full attention There was a Kickstarter for Mekton zero in 2013. We're still waiting... No way at all. It's been in editing for a few years. bit news was a passive aggressive blog about the editing process... last November. Page 2 is still in development, but you can check the current rules right now for LANCER. This is done by the duo, including web comic Kill six billion demons. Has something out of Battletech or Titanfall to feel the mechanics and scale of things, and I'd classify it as an average crisis game. Kind of big, but here's an intro so people can feel the settings: It's 5014, and our hand of the galaxy is home to trillions. It's not a safe place, but it burns brightly, and for some there is gentle land. From our humble beginnings, humanity has colonized darkness. We set fire to empty worlds and barren moons with civilization, tamed asteroids and gas giants, even built houses in the rigid vacuum of the cosmos itself. We are entrenched all over our hand of the Milky Way galaxy. In every situation and situation, humanity has made its home; life, whatever it may be, continues. Stories begin and end through the stars, although most of them never leave the worlds in which they were born. But for some, their lives are like a river, constantly moving, with the land of their birth left somewhere far behind. Traffickers and smugglers, refugees and immigrants, miners, pirates, volunteers, colonists, soldiers and conscripts: humanity is on the move, always. Wars are dragging hundreds of thousands into the present, trade and migration even more. For every ten stable homes, there is one family worth that has been uprooted, good or bad. The flashing gate is the point of the galaxy. These massive, space-related station - gates - fold space and time into a bubble to facilitate almost instantaneous faster light travel, opening all angles deep to the daring. This journey is common for those with permission, money, or permission to enjoy it: Thousands of ships travel through Blink every standard day for trade, migration, travel, war or nefarious purposes. Omninet connects all humanity to each other, a decentralized network that connects every computer, every server, every thing to everything. More than just a way of communicating, more than just a way for distant worlds to read galaxy news and listen to music spheres, Omninet facilitates government and industry. Data is a new wealth, and Omninet allows you to share the wealth of all worlds. Manna, a universal currency, unites all the disparate peoples of the human diaspora. A single currency is based on a combination of material wealth, labor, intellectual property, experience and data - that any market on any planet would accept as a fair currency. When the richness of the galaxy's raw resources is available for exploitation, it becomes valuable not gold, but data. This vast spread of humanity, these trillions of souls, can only be controlled by one body: the Union, the hegemonic council that rules from the Cradle, the ancestral home of the human diaspora. Earth and Mars, Mercury and Venus. Saturn, Jupiter, Neptune and Uranus. Io. Titan. Europa. Phobos Deimos. Sol. These worlds and moons are around this yellow stars make up the cradle, the seat of the union's power, and the heart of humanity. The Union controls the triumvirate of progress: the Gate of Megnania, The Omninet and Mannou. Without a triumvirate, without the Union, the galaxy falls into chaos. All this so, the Union, the Cradle - and especially the Earth itself - are the things and places of myth for the vast majority of humanity, fictionalized in Omninet dramas and novels, dreaming of children and wanderers, idealized as the promised land or cursed as a pit from where we came from religions across the galaxy. Few have ever seen the Union administrator, or suffered a Union Naval Campaign. Despite all its control over human affairs, the Union prefers to rule from a distance. The galaxy, despite its interconnectedness, is a dangerous place. Rebellion, rebellion, piracy, civil wars - even wars between worlds - erupt and burn their way through the Union space, although only the most desperate or dangerous conflicts require the direct attention of the Union. Disputes between the subject of the State of the Union are common enough that there is a need for separate military and militias: Five major manufacturers have stepped up the supply of weapons and armor to those who mann enough to afford them and Omninet links with enough bandwidth to load them. Players come into this wide and dangerous environment. You take on the role of a mechanized cavalry pilot - a fur pilot, or just a pilot for short - in a squadron with other players. Regardless of the conflict, regardless of the scale, you can bet that the mechanized cavalry will participate; Together, you and your squadron will operate missions like the tip of a spear, fighting only in the most dangerous and important commitments. You are the backbone, the heroes, the knights in shining armor, decorated with aces sent when all hope seems lost and victory must be guaranteed. In short, you, the players, the cavalry And here are a few more about how it presents the role of fur pilots: Your character in the world of LANCER is a mechanized cavalry pilot. Dragoons. The mounted infantry, equipped for any situation, is the basis of any modern Marine corps. Reliable, solid, and built to dish as much as you can take, you are ready for any situation, anytime, anywhere. Catafrazes. Large, on cover in armor and bubbles with weapons. Slowly to start, once you get your car moving you become like a real estate object and stop the force. Hussars. Scouts, infiltrators, black operatives. Under the cover of darkness or in plain sight, you are hidden, silent, effective and deadly. No walls can stop you, no shields can withstand you, no one can see you. Lansers. Not only the tip of the spear, but also the spear itself; When there is a lightning strike, you bolt. You patrol the very edge of the conflict, avoiding damage, looking to exploit the weak In your enemy's enemy You play like a cavalry. Whatever the role, regardless of the terrain, regardless of the enemy, you are the one who gets called to break the siege to draw the line. To save the day. Your pilot hails from the world and culture of your choice and description, but the person is changed or otherwise. You may call the Earth home, but it is extremely rare to be born on Earth in the Age of The Union - remember, in the world of LANCER, it has been millennia since we left Earth, and most of humanity lives among the stars and inhabited worlds in our hand of the Milky Way. At LANCER, humanity is familiar and strange in equal measure. As a pilot, you represent the final product of heavy and capital investments by your employers or officers, whether corporate, state, tribal, mercenaries, noble family, military, etc. thanks to a combination of training, natural skill, combat experience and neural enlargement, the pilot furs equivalent of an old knight, flying ace or other prestige class warrior. The system is quite simple for scenes with pilots outside their furs, but significantly more involved and tactical for fur combat. The furs are divided into core and frame. The core is permanent, representing not only a set of central systems, but also the skill of the pilot, experience, preferences and the ability to customize and adapt their furs to optimize them for the style of the pilot. The frame, on the other hand, can be changed, since you can insert the core on any of the frames you have a license to use. The frames include small modifiers for statistics, a series of attaching different types of weapons on which to place weapons, and some system points to spend on various

special systems. Also, if you have a second level of a given license (they go up to level 3), you can use a special system solely for that particular frame, which usually complement or potentialize them to a particular shtick very well. You level from zero to 15 by completing missions, with it each level you bonus stats, system points, accuracy, HP, and even weapons mounts for your core, as well as licenses that give you access to new frames, weapons and systems. The level also gives you more talents, qualities Pilots have such as being a great leader, having a special connection with AI or being a siege specialist. Perhaps a special mention, since it's not necessarily a thing in other IH RPGs, electronic warfare is affordable, and you could easily make fur (and pilot) specializing in breaking enemy furs and frying their systems or, with specific investments, take control of them in a limited way. Last edited: May 25, 2018 I want as LANCER more than I do... I think there's just too much Battletech in its DNA... I want like LANCER more than I do... I think there's just too much Battletech in its DNA... By saying I think some things such as the whole whole Track heat thing and flight systems is expensive and not that well somewhat at odds with some other available technology... Over the past few years, I've been supporting the Port for Heavy Gear written by another member here for the West End game D6 Rules. The link in my signature will lead you to all the PDF files currently available, and I have more planned this summer. Last edited: May 26, 2018 There are several games d20 Mecha as well. For d20 Modern - Fur Crusade from the Polygon issue, as well as d20 Future Supplement. d20 Mecha Guards Order Mecha Compendium by DP9, based on d20 Mecha SRD and Autonomous Armageddon 2089: Total Mongoose War. Last edited: May 26, 2018 There are several games d20 Mecha as well. For d20 Modern - Fur Crusade from the Polygon issue, as well as d20 Future Supplement. d20 Mecha Guards Order Mecha Compendium by DP9, based on d20 Mecha SRD and Autonomous Armageddon 2089: Total Mongoose War. I wouldn't recommend any d20 Mecha products, the level system doesn't work with static fur stats and the strength of application as damage and precision for melee attacks kinda breaks things up when your Mecha have a massive power mod. Chris Perrin's Mecha is completely neutral and can be adapted to anything. It's the rules of light, but has some fun tactical elements. It has a tough scene structure that makes it very easy to run games and keep things moving. The downside is that it's not very well suited for long campaigns as there's not much progress, it can also be easy to break if you're not careful. It's fair to just want to add that our goal was to ver a lot of inline with the chicken coop story in creating your Mecha anime series more than the traditional Mecha/character stat progression. So this may be a long-term campaign just not in the traditional sense, developing settings to be seasons of your fur campaigns. I just wanted to say it. Thank you. Sick to go away again ... On the updated front Lancer v1.7 looks amazing, updated character mechanics, amazing new art ... if you like Mecha RPGs you are bound to do it for yourself to check it out. In 2013, there was a kickstarter for Mekton zero. We're still waiting... No way at all. It's been in editing for a few years. The last bit of news was a passive aggressive blog about the editing process... last November. The most recent news, in fact, was a full refund for everyone, and the promise is still giving us our stuff when it's actually done. Done. best mecha tabletop rpg