

MaKs and 'Mates in MDRG

Mechs can be piloted only by Pure Humans, Clones, Replicants, HOTT, Androids and Vitruvian Mutants and Cyborgs. A Vitruvian is a figure that - despite mutations and implants - is of standard human form.

When one of the above figure types rolls Powered Armour on the Equipment Table roll a dB as a Quality test for that figure. If successful the armour is in fact (roll 1dB):

1-3 = a Maschinen Krieger; or
4-6 = a Landmate.

Mechs use the Q and C of the pilot.

The Mech comes with three Energy Cells.

Mechs require an Upkeep of three Energy Cells per game. This is over and above the normal Upkeep for the pilot and his other equipment and weapons.

Mechs include these standard traits:

Advanced Targeting System*;
Big**;
NBC Suit;
Powered Armour**;
Sniper; and
Super Strength**.

*: ATS costs 8 points.

** : Melee Combat bonuses are cumulative (i.e., +3 for Powered Armour and Super Strength, and another +1 if fighting a smaller opponent).

Plus each suit gets one roll on the following Mech Suite Table:

- 1 Danger Sense;
- 2 Difficult Target;
- 3 Flying;
- 4 Force Field;
- 5 Laser-Reflective Armour; or
- 6 Superior Senses.

Add the cost of the relevant weapon* mounted or carried:

Heavy Laser;
Heavy Rifle;
Lightning Gun; or
Nanite Cannon.

* : None of these weapons can be used in melee.

The suit can also be armed with an RPG, either carried or built in.

All rules pertaining to weapons, equipment and Powered Armour apply.

Unlike regular Powered Armour, the pilot of a mech can dismount from an immobilizing snake-eyes activation failure. Place the pilot figure in base contact with the armour and mark the suit as kaput.

Dismounting costs an action. The pilot figure may move or attack after dismounting if it has actions remaining.

A pilot is assumed to be armed with a melee weapon as normal and may carry a pistol and another personal gun (SMG preferred). The pilot can only wear a Flak Jacket and/or NBC Suit for dismounted protection.

Weapon	Range	Combat	Multiple	Cost
Heavy Laser	Long	User's +3	Yes	13
Heavy Rifle	Long	User's +3	Yes	13
Lightning Gun	Long	User's +2	Yes	11
Nanite Cannon	Long	User's +2	Yes	13