Supplement Rules Chapter SP05:

Mecha

Power Armor Basics

Power armor is a suit of heavy armor that is power assisted with enhanced strength and a complete life support system. The armor responds to the wearer through a special collar worn around the neck that detects spinal messages. The armor acts in symmetry to the movements of the wearer. The suit is atmospherically sealed and has its own atmospheric filtering system and oxygen plant. Together the suit can be sealed for up to 30 days. Its power source gives it a power life of approximately 2 to 3 years depending upon its' activity levels. Interior latches allow the user to exit the armor during power loss or shut down. Removal of armor takes 2 turns with power or 4 rounds without. It is illegal to own or use power armor anywhere in the Empire, unless you serve with or attached to the Empire's military, or one of the Mega-Corporations militaries.

All power armor has their own security codes to keep non-owners from using them. The security level is typically level 8 or higher. If after a user preset number of tries, the user does not correctly enter the code the armor, will intentionally lock out entering codes for 24 hours. If the armor has AI it can be programmed to do other things as well.

Power armor has uses a fire control rod to activate its weapons. Basically this is a fuse that all power to the weapon systems goes through. Removal of this unit locks weapons from firing. Often as security measures the owner is asked to remove his control rod. The rod is located in the center Torso. When removed its hatch remains open, and is lit by a red or blue light. The removal or insertion of the rod takes 1 turn and can only be done by the user. This can be bypassed by an Electrical Engineer skill check with difficulty 5.

All power armor is fitted with jump assist packs that allow the wearer to jump with rocket assistance up to a half mile. Power armor users often refer this to as bouncing. All suits have the same range to allow movement together regardless of weight. Power armor also typically has built-in communications device, magnification-viewing system, and can be modified with other features. Self destruct is optional.

Power Armor Tests

Using power armor is a skill, and not just anyone can do it. The user must be trained to be able to maneuver and control the armor. Pilot Power Armor level 1 is required just to be able to walk in the armor, manipulate objects, and do other simple movements. Running, jumping, bouncing, and other difficult task require skill checks.

The GM should assign difficulty levels as they see fit. Prior to level three, punching, kicking, firing handheld weapon or mounted weapons requires a power armor skill check and the appropriate skill. Afterwards they are resolved normally.

Anyone attempting to punch, kick, fire a handheld weapon uses their normal skills (WS, RS, MS, etc). However if they are attempting to use any of the weaponry that are built into the suit then they will have to check against their Combat Power Armor skill. When repairing either power armor or mecha, the Engineering - Weapons of War skill is used if the appropriate materials are around.

Power Armor Basic Sets

Name	Tech Level	Defense	Armor Points	Cost
Light	6	100	500	100K
Scout	6	200	1000	200K
Standard	6	300	1,500	300K
Medium	6	400	2,000	400K
Heavy	6	500	2,500	500K
Advanced	7	600	3,000	1,000K

Light Power Armor
Role: The Light Combat Power Armor Suit is a standard set of full body power armor. They are mostly used by the Empire, various Mega-Corporations, but may also be found within civilians' hands. It can be found in many occupations and is often used as an alternative to space suits in high gravity situations.

On occasion of impending invasion by the Koranda, or to those stranded on the lost colonies, the Empire has begun to drop these suits as well as weapons and other supplies. They hope to either protect the citizens while the escape or to create partisans of resistance. This is the only legal circumstance that a citizen of the Empire could use power armor.
Size: The suit is approximately 6 feet tall depending upon the height of the user.
Comm/Sensors: The suits sensor package includes comm gear with a 150 mile range, in addition to the following sensors; Telescopic.
Strength: The suit bestows the wearer with strength of 500 and a physical blow can deal 50d10 damage.
Protection (Defense: 100 points. Armor Points: 500. Basic Coverage: all. Advanced Coverage: all.)
Tech Level: 6.
Cost: approximately 100,000 Credits.
Party Availability: This suit is fairly plentiful during these times of war and can be readily purchased in the Empire. They can also be found on most colonies that are Mega-Corporation sponsored.
Black Market Availability: Difficulty 2, and double the price.

Scout Power Armor
Role: The Scout Combat Power Armor Suit was designed for recon mission of the Empire, and MC power armor forces. They are mostly used by the Empire, various Mega-Corporations, but may also be found within civilians' hands. The enhanced sensor package is occasionally used in the exploration of new worlds.
Size: The suit is approximately 6 ½ feet tall depending upon the height of the user.
Comm/Sensors: The suits sensor package includes comm gear with a 1000 mile range, in addition to the following sensors; 360 degree vision (+35 AW), UV/IF, Telescopic, Identification Computer, Energy Source Detector, Bio Scan.
Strength: The suit bestows the wearer with strength of 1000 and a physical blow can deal 100d10 damage.

Protection (Defense: 200 points. Armor Points: 1000. Basic Coverage: all. Advanced Coverage: all.)
Tech Level: 6.
Cost: approximately 200,000 Credits.
Party Availability: This suit is fairly plentiful during these times of war and can be readily purchased in the Empire. They can also be found on most colonies that are Mega-Corporation sponsored.
Black Market Availability: Difficulty 4, and double the price.

Standard Power Armor
Role: The Standard Combat Power Armor Suit was designed for the infantry role of the Empire, and MC power armor forces. They are mostly used by the Empire, various Mega-Corporations, but may also be found within civilians hands. Only recently in the Koranda war have these become available to the general public.
Size: The suit is approximately 7 feet tall depending upon the height of the user.
Comm/Sensors: The suits sensor package includes comm gear with a 100 mile range, in addition to the following sensors; 360 degree vision (+35 AW), UV/IF, Telescopic, Identification Computer, Energy Source Detector, Bio Scan.
Strength: The suit bestows the wearer with strength of 1500 and a physical blow can deal 150d10 damage.
Protection (Defense: 300 points. Armor Points: 1500. Basic Coverage: all. Advanced Coverage: all.)
Tech Level: 6.
Cost: approximately 300,000 Credits.
Party Availability: This suit is fairly plentiful in the core of the Empire, but rarely can be found on the colony worlds. They will also be loaned or sold by the Empire or MC directly to friendly PCs.
Black Market Availability: Difficulty 4, and double the price.

Medium Power Armor
Role: The Medium Combat Power Armor Suit was designed for all the leader roles of the Empire, and MC power armor forces.
Size: The suit is approximately 7 ½ feet tall depending upon the height of the user.
Comm/Sensors: The suits sensor package includes comm gear with a 1000 mile range, in addition to the following sensors; 360 degree vision (+35 AW), UV/IF, Telescopic, Identification Computer, Energy Source Detector, Bio Scan.

Strength: The suit bestows the wearer with strength of 2000 and a physical blow can deal 200d10 damage.
Protection (Defense: 400 points. Armor Points: 2000. Basic Coverage: all. Advanced Coverage: all.)
Tech Level: 6.
Cost: approximately 400,000 Credits.
Party Availability: This suit is restricted from civilian use within the Empire. Colonies are tolerant of its possession but will not have access to it.
Black Market Availability: Difficulty 6, and triple the price.

Heavy Combat Power Armor
Role: The Heavy Combat Power Armor Suit are available only to the most elite special forces of the Empire and Mega-Corporations.
Size: The suit is approximately 8 feet tall depending upon the height of the user.
Comm/Sensors: The suits sensor package includes comm gear with a 1000 mile range, in addition to the following sensors; 360 degree vision (+35 AW), UV/IF, Telescopic, Identification Computer, Energy Source Detector, Bio Scan.
Strength: The suit bestows the wearer with strength of 2500 and a physical blow can deal 250d10 damage.
Protection (Defense: 500 points. Armor Points: 2500. Basic Coverage: all. Advanced Coverage: all.)
Tech Level: 6.
Cost: approximately 500,000 Credits.
Party Availability: This suit is restricted from civilian use within the Empire. Colonies are tolerant of its possession but will not have access to it.
Black Market Availability: Difficulty 9, and quadruple the price.

Advanced Combat Power Armor
Role: The Advanced Combat Power Armor Suit was designed to counter the Koranda threat. They are available only to the Anti-Koranda Power Armor Forces of the Empire. They are occasionally seen in use with MCs, since they build them, and are not typically fielded under normal circumstances.
Size: The suit is approximately 8 ½ feet tall depending upon the height of the user.
Comm/Sensors: The suits sensor package includes comm gear with a 1000 mile range, in addition to the following sensors; 360 degree vision (+35 AW), UV/IF, Telescopic, Identification Computer, Energy Source Detector, Bio Scan.
Strength: The suit bestows the wearer with strength of 3000 and a physical blow can deal 300d10 damage.
Protection (Defense: 600 points. Armor Points: 3000. Basic Coverage: all. Advanced Coverage: all.)
Tech Level: 7. **Cost:** approximately 1,000,000 Credits.
Party Availability: This suit is restricted from civilian use within the Empire. Colonists will be shocked to see anything of this power, and most likely question the PCs as to its nature, perhaps even alerting the Empire or the local officials. Their reaction is up to the GM.

Black Market Availability: Difficulty 12, and quintuple the price.

Force Field Pod – Alpha
Any power suit of standard or greater size can be attached with this device on the lower back. It creates a 1000 point force field, and can restore 200 points to the force field per round. This basically can negate 200 points of damage per turn without the field dropping. **Tech Level:** 6. **Cost:** approximately 15,000 Credits. **Black Market Difficulty:** difficulty 7.

Force Field Pod – Beta
Any power suit of medium or greater size can be attached with this device on the lower back. It creates a 2000 point force field, and can restore 400 points to the force field per round. This basically can negate 400 points of damage per turn without the field losing any strength. **Tech Level:** 6. **Cost:** approximately 35,000 Credits. **Black Market Difficulty:** difficulty 9.

Force Field Pod – Gamma
Any power suit of heavy or greater size can be attached with this device on the lower back. It creates a 4000 point force field, and can restore 800 points to the force field per round. This basically can negate 800 points of damage per turn without the field losing any strength. **Tech Level:** 6. **Cost:** approximately 100,000 Credits. **Black Market Difficulty:** difficulty 11.

Forearm Claws

Three energy claws have been fitted to either or both forearms. They come in three different sizes for different weights of armor. **Tech:** 6. **Skills:** MS **Range:** Melee. **Damage:** Light/Scout 4d10 (x10) plus strength damage. Standard/Medium 6d10 (x10) plus strength damage. Heavy/Advanced 8d10 (x10) plus strength damage. **Black Market Difficulty:** difficulty 10. **Cost:** approximately: 20K, 30K, 40K by size Credits.

Energy Melee Weapons

An energy melee weapon has been built into the hand of the power armor. They come in three different sizes for different weights of armor. **Tech:** 6. **Skills:** MS **Range:** Melee. **Damage:** Light/Scout 4d10 (x10) plus strength damage. Standard/Medium 6d10 (x10) plus strength damage. Heavy/Advanced 8d10 (x10) plus strength damage. **Black Market Difficulty:** difficulty 10. **Cost:** approximately: 20K, 30K, 40K by size Credits.

Shoulder Laser Blasters

Twin shoulder mounted lasers are linked to a fire control computer within the helmet. Both are focused on a single target. Can be fired until the power armor is drained eventually of power. Note heavy use can dramatically shorten the 2 year power source. Fits all armors. **Minimum Suit Size:** Standard. **Tech:** 6. **Skills:** Combat Power Armor. **Range:** 10/150/300/450/600. **Fire Rates:** although double fire counts as one shot. **Damage:** 200d10 each shot. **Ammo Capacity:** unlimited. **Civilian Availability:** None. **Black Market Difficulty:** difficulty 8, 5% of being available by private seller on Empire worlds. **Cost:** approximately: 50,000 Credits.

Shoulder Laser Machine Guns

Twin shoulder mounted lasers are linked to a fire control computer within the helmet. Both are focused on a single target. Can be fired until the power armor is drained eventually of power. Note heavy use can dramatically shorten the 2 year power source. **Minimum Suit Size:** Standard. **Tech:** 6. **Skills:** Combat Power Armor. **Range:** 10/150/300/450/600. **Fire Rates:** single fire, short burst, long burst, full auto. **Damage:** 100d10, 200d10, 300d10, 400d10 respectively. **Ammo Capacity:** unlimited. **Civilian Availability:** None. **Black Market Difficulty:** difficulty 10. **Cost:** approximately: 150,000 Credits.

Shoulder Missile Launcher

Twin shoulder mounted missile multi launchers and an ammo container fit as a mantle over the shoulders, and upper back. The two 5 missile launchers can fire anywhere from 1 to 10 missiles at a time. Autoloader takes a full combat turn to reload. **Minimum Suit Size:** Heavy. **Tech:** 6. **Skills:** Combat Power Armor. **Range:** 10/150/300/450/600. **Fire Rates:** 1-10. A second percentile roll determines how many hit if more than one is launched. **Damage:** 100d10 each missile. **Ammo Capacity:** 40. (regular grenade shells can be used to refill). **Civilian Availability:** None. **Black Market Difficulty:** difficulty 10. **Cost:** approximately: 300,000 Credits, Ammo is and additional 3,000 credits per round.

Shoulder Rail Gun (Heavy & Up)

A rail gun is mounted to one shoulder linked to targeting computer in the helmet. The other shoulder has a gyro-stabilization system and targeting pod. Ammo is contained in a small pod on the upper back. The rail gun fires one massive round via an electromagnetic catapult at a time at a rate of one per every two action rounds until all rounds are expended. **Minimum Suit Size:** Heavy. **Tech:** 6. **Skills:** Combat Power Armor. **Range:** 10/300/600/900/1200. **Fire Rates:** 1. **Damage:** 600d10 each shot. **Ammo Capacity:** 30. **Civilian Availability:** None. **Black Market Difficulty:** difficulty 10. **Cost:** approximately: 500,000 Credits, Ammo is and additional 2,000 credits per round.

Shoulder Sniper Rifle

A sniper rifle is mounted to one shoulder linked to targeting computer in the helmet. The other shoulder has a gyro-stabilization system and targeting pod. Must be mounted to a standard suit or heavier. Ammo is contained in a small pod on the upper back. The sniper rifles fires one devastating round at a time, at a rate of one per action round until all rounds are expended. **Minimum Suit Size:** Advanced. **Tech:** 7. **Skills:** Combat Power Armor. **Range:** 10/300/600/900/1200. **Fire Rates:** 1. **Damage:** 800d10 each shot. **Ammo Capacity:** 30. **Civilian Availability:** None. **Black Market Difficulty:** difficulty 12. **Cost:** approximately: 650,000 Credits, Ammo is and additional 3,000 credits per round.