

Five Parsecs from Home 3rd Edition

Mech Rules

Ver 0.1

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Introduction

In the far flung future, in the distant frontiers of Unity Space, there are mechs and freelancers that pilot them.

Whilst often found in established Unity and Corporate forces that can fund such machines, many more can be found within disparate groups: corporate detail, guild lancers, cults, criminals and even in cvillian enterprises. Even rarer still, a few freelancers find themselves wanderers, an integral member of a crew that would accept them.

This fan guide details how to run mechs and pilots for the 3rd edition of 5 Parsecs from Home.

Note that as a first draft, rules are purposefully overtuned to provide the author's intentions, hence are subject to change based on community approval/disapproval.

Titans on the Field

Anywhere between 3.8 to 50 meters tall and aimed with vehicle grade munitions, mechs are dominating presences on the battlefield, and are treated as such both on and off the field. This means that lesser opposition is not likely to bother a crew with a mech. At least, not without significant numbers or mechs of their own.

When running a mech, the following effects apply during the campaign and battle turn.

Campaign:

-Every Turn, you must pay a maintenance fee that represents the cost of repairing, refuelling and rearming the mech. This is represented by the value of Upkeep. At the beginning of every campaign turn, add the corresponding mech's Upkeep to the total number of crew when calculating upkeep.

-Due to its size and mechanical complexity, damages on a mech take time to repair. Every turn, the mech regains 1 hull point. The repair process can be made faster if a crew member chooses to make a repair action.

Battles:

-When the crew decides to bring a mech onto the field, you add an additional 1d6 enemies. You must choose whether to bring the mech onto the field before rolling for enemies, but after rolling for deployment conditions, notable sights and objectives.

-The mech counts as 2 crew members on the field.

-Whilst many mechs may have humanoid forms - and may even have near human agility when piloted by skilled freelancers - suffer many limitations. Notably, they may only benefit from cover if at least 50 percent of its silhouette is obscured. Also, they are

Acquiring a Mech

Mechs are expensive hardware, and so are freelancers. There are two main ways in which a crew acquire a mech.

Crew Creation: Instead of a ship, a crew may choose to start the campaign with a mech. If they do so, they begin the campaign with 1d10 debt (a mech may be expensive, but is still cheaper than a starfaring vessel). Then select one crew member. Instead of rolling for a standard crew member, roll for a pilot (detailed in Creating a Pilot).

Campaign:

During the Campaign Turn, a crew member may opt to search for a pilot who would be willing to sell their services. Roll 1D6 and add the number of crew members who are looking. After rolling, you may opt to spend Credits. Each Credit earns a +1 bonus.

If the result is 6 or higher, you are successful. Pay a fee of $1d6+10$. Add a mech and pilot to your roster.

In a situation in which you require a mech or pilot separately (either a wrecked mech or a dead pilot), you perform the same action outlined above. A pilot costs 3 credits. A mech costs 10 credits.

[The Freelancer]

Freelancer Creation

Due to species tailored calibrations, freelance pilots found in frontier space tend to be humans, hence start with a base human profile.

When rolling for a pilot, roll for motivation from the main Parsecs rulebook (P25-26). Instead of Background and Class, roll on the Pilot Origin Table.

Roll	Pilot Origin	Effect	Resources	Starting Roll
1-10	Military	+1 Combat +1 Savvy	Handgun	-
11-25	Corporate	+1 Combat	1D6 Credits PATRON	-
25-40	Guild	+1 Savvy	Patron	1 High Tech Weapon.
40-55	Criminal	+1 Combat	1D6 Credits RIVAL	-
55-80	Civvie	-	+1D6 Credits	-1 to Maintenance Fee.
81-90	Freelancer	+1 Reaction +2 XP	RIVAL	-
91-95	Novice/Cadet	+1 Luck	-	-
96-100	Roll on 5 Parsecs Class Table	-	-	-

A Freelancer by default has the equipment **Pilot Suit** when recruited by the crew. The Pilot Suit counts as Armor, and must be used to pilot a mech. Due to the mech's cramped cockpit, a pilot may only carry 1 weapon and 2 equipment (one of which must be a Pilot Suit).

When participating in battles on foot, a freelancer may carry two weapons and 4 pieces of equipment.

[The Mech]

Mech Creation

When rolling for a mech, roll from the Mech Table to figure out what base Chassis was found, then roll on the Mech Weapons Subtable (Page 10). The mech comes fully installed with the weapon.

Mech Table

Roll	Mech
1-20	Terrier
21-35	Tortoise
35-50	Hare
51-65	Falcon
66-80	Bull
81-90	Civilian Technical
90-95	Patchwork
95-100	Custom

Mech Ability Score

When on the field, the mech's ability scores are a combination of the it's and the freelancer's ability scores.

Specifically, the mech has innate ability scores of Reaction, Movement, Toughness, Hull (replacing Luck), and Saving Throw that supersede the corresponding ability score of the freelancer that pilots the mech. Reaction, Combat and Savvy scores of the mech are that of the freelancers, though individual mechs may reduce or increase them.

An example of this is presented on the next page:

Pilot: Chirico Vartenan

Motivation: Survival

Origin: Military

Reactions	Speed	Combat Skill	Toughness	Savvy	Luck
1	4	1	4	1	0

Mech: Terrier

Mech	React.	Move	Combat	Toughness	Savvy	Hull	Saving Throw	Traits
Terrier	Pilot -1	5	Pilot	5	Pilot	4	4+	Modular

This will result in the following statistics in battle:

Chirico Vartenan - Terrier

Mech	React.	Move	Combat	Toughness	Savvy	Hull	Saving Throw	Traits
Terrier	0	5	1	5	Pilot	4	4+	Modular

Note that the Terrier's Reaction, Combat and Savvy Ability Scores have been augmented by its pilot. Also note that the mech has a Reaction value of 0. When the mech and the pilot's combined reaction value is 0 and lower, assume that the mech cannot act in the quick reaction turn.

Taking Damage

As the mech is a fully mechanical unit, it does not have a luck value, which is instead replaced by the **Hull** value. As the mech is simply taking damage (rather than dodging out of the way of an otherwise fatal blow), it does not move to a random direction, rather a 1d6 distance directly away from the source of damage.

When the mech takes damage, the mech must make a Savvy test. On a value less than 5, the mech takes a critical hit, and rolls on the critical damage table below:

Roll	Crit	Description
1	Penetration!	Out of sheer bad luck, the source of damage penetrates the cockpit, injuring the pilot. The pilot takes a Shot 1 Dam 0 hit. If the pilot is taken out, the mech is taken out for the battle as well.
2	Grievous Hit	Take 2 hull point damage.
3	Weapon Jam	Randomly choose one weapon on the mech. That weapon is broken for the rest of the battle.
4	Damaged gyros	Reduce Movement by 1.
5	Damaged Targeting System	Reduce Combat by 1.
6	CPU Overload	Until the end of the next turn, the O.S module is disabled. If the mech has no O.S, ignore this result and the mech is Stunned .
7-10	Stun	The mech is stunned.

When the mech is reduced to 0 hulls, the mech is taken out and removed from the battle. At the end of the battle, both the pilot and mech make injury rolls. For this, the pilot rolls on the regular injury table, whilst the mech rolls on the Bot Injury Table.

Mech Customization

At heart highly customizable machines, mechs can be tinkered, modified and upgraded based on their freelancer's whims.

To represent this, mechs have two weapon slots and four module slots corresponding to their type. Whilst weapons may freely be changed prior to the battle, a crew must pay 1 credit to install a module on a mech.

An example of this is displayed below:

Terrier

Mech	React.	Move	Combat	Toughness	Savvy	Hull	Saving Throw	Upkeep	Traits
Terrier	Pilot -1	5	Pilot	5	Pilot	4	4+	+2	Modular

Weapons

Weapon	Range	Shots	Damage	Trait

Modules

Type	Module	Rules
O.S		
Structural		
Equipment		
Bolt-On		

[Mech Loot]

Whilst the core worlds of Unity Space may churn out mech weapons and modules by the hundreds of thousands, the same cannot be said for the frontiers. On the Frontiers, Freelancers must depend on battlefield salvage or chance to upgrade their mechs.

Crews may choose to roll for mech loot when rolling on the Rewards table, or if circumstances result in them rolling twice or more on the loot table.

Mech Loot Table

Roll	Category	
1-25	Mech Weapons	Roll once on the Mech Weapons Subtable.
26-35	Damaged Mech Weapons	Roll twice on the Mech Weapons Subtable. Both are damaged.
36-80	Modules	Roll once on the Mech Module Subtable.
81-85	Damaged Modules	Roll twice on the Mech Module Subtable. Both are damaged.
85-90	Operating System	Roll once on the Operating System Subtable
95-100	Jackpot!	Roll twice on the Mech Loot Table

Mech Weapons Subtable

Roll	Weapons
1-20	Autocannon
21-40	Gatling Gun
41-50	Beam Cannon
51-60	Rocket Launcher
60-70	Mech Flamer
71-80	Kinetic Blade
81-90	Pneumatic Fist
91-100	Power Claw

Mech Module Subtable

Roll	Module
1-3	Enhanced Gyros
4-6	Shock Resistant Cockpit
7-9	Quick Ejection System
10-12	Stealth Coating
13-19	Standardized Parts
20-29	Extra Ammo
30-38	Jump-Pack
39-47	Smoke Grenade
48-56	Dazzle Grenades
57-65	Uparmoured
66-74	Light Refit
75-83	Ablative Plate
84-90	Force Field
91-100	Recoil Compensator

Mech Operating System Subtable

Roll	Operating System
1-10	Fire Control System
11-30	Damage Diagnosis
31-40	Panoramic Sensors
40-50	Fast Adjusting Target Arrays
51-60	Armour Cracker System
61-70	Hyper Reactive Sensors
71-80	CQC Routine
81-90	Command Module
91-100	Sentient O.S

[Glossary]

Mechs

Terrier

Mech	React.	Move	Combat	Tough	Savvy	Hull	Saving Throw	Upkeep	Traits
Terrier	Pilot -1	5	Pilot	5	Pilot	4	4+	+2	Modular

Frontline medium mech of the Unity Guard. A reliable design that has served in numerous fronts for decades, the Terrier serves alongside infantry elements in urban and jungle fronts as an all-terrain fire support and command unit.

As the first of its kind, the Unity Medium is unexceptional yet modular. The versatility of its design means that it often serves the role of first contact when the capabilities of opposition are unknown. Yet its robust structure and engine means that there is plenty of room for field modifications. resulting in countless localized regimental designs and freelancer customs.

Trait: **Modular**

No credits are required when installing or removing equipment from the Terrier.

Tortoise

Mech	React.	Move	Combat	Tough	Savvy	Hull	Saving Throw	Upkeep	Traits
Tortoise	Pilot -2	4	Pilot	6	Pilot	5	3+	+2	Easy Target

Sluggish when compared to the Unity Medium, the Tortoise is deployed when infantry elements require heavy support in terrain dense locales. Manufactured on the basis of taking damage rather than reacting to threats preemptively, structural integrity has been vastly increased at the cost of hull mobility and narrow field of view.

Rather than the standard autocannon and rocket launchers found in the Terrier, the Tortoise is often found carrying flamers and close combat weapons to instill terror.

Trait: **Easy Target**

+1 when firing at this mech.

Hare

Mech	React.	Move	Combat	Tough	Savvy	Hull	Saving Throw	Upkeep	Traits
Hare	Pilot	6	Pilot	4	Pilot	3	4+	+2	Hit and Run

Originally a stripped down Terrier, the Hare represents a standardized model built for recon missions. Less armour and brutal reduction of mechanic redundancies lead to Hares being

extremely well suited to reconnaissance operations and especially reactive pilots. At least, those who do not mind a marked reduction in armour plating and survivability.

Trait: Hit and Run

This mech may dash and fire at a -1 to hit penalty.

Falcon

Mech	React.	Move	Combat	Tough	Savvy	Hull	Saving Throw	Upkeep	Traits
Falcon	Pilot -1	5	Pilot	5	Pilot	4	5+	+1	None

Civilian variant of the Terrier, the Falcon is most often found in Corporate and Tech Guild Private Armies. Due to restrictions by the Unity government from selling military grade mechs, Corporates and Tech Guilds still make do with marked down variants with thinner armour platings.

After all, even a diminished variant is still a terrifying thing to behold on the frontiers, and does its job in stopping local cultists and anti-corporate agitators.

Bull

Mech	React.	Move	Combat	Tough	Savvy	Hull	Saving Throw	Upkeep	Traits
Bull	Pilot -1	4	Pilot	5	Pilot -1	4	4+	+1	None

The Frontier's answer to Unity's mechs. The Frontiers being an oft lawless place, many planetary governments choose to scoff at the Unity Government's restrictions and have built vehicles that are in theory identical. However, due to the Frontier's technological scarcity, the Bull suffers from less precise damage diagnosis systems and electronics.

Civvie Technical

Mech	React.	Move	Combat	Tough	Savvy	Hull	Saving Throw	Upkeep	Traits
Technic	Pilot -2	4	Pilot -1	4	Pilot -1	3	5+	+0	None

It isn't only the armed forces that make use of mechs. While much rarer, legitimate civilian enterprises are known to use the Civvie Technical (or its dozens of off brand spin-offs) for construction and colonization efforts.

This being the frontiers however, it isn't unknown for freelancers and angry labourers to bolt on weapons on the Civvie Technical.

Patchworks

Mech	React.	Move	Combat	Tough	Savvy	Hull	Saving Throw	Upkeep	Traits
Patch	Pilot -2	4	Pilot -1	4	Pilot -2	3	5+	+0	None

Sometimes, madmen who cannot afford to even purchase the Civvie Technical build mechs out of scrap. These cost barely anything to run, but are an insult to the classification of mechs.

But beggars can't be choosers right?

Custom

Mech	React.	Move	Combat	Tough	Savvy	Hull	Saving Throw	Upkeep	Traits
Custom	0	5	Pilot	5	Pilot	4	4+	+3	No Custom the Same

Sometimes, the venerable Terrier - despite its extensive aftermarket of cutting edge upgrade packages - are not enough. The best (and absurdly wealthy), require the best money can buy.

Introducing the Custom. Custom made for the discerning freelancer. Also comes in Dazzle Camo.

Traits: **No Custom the same**

When rolling a custom mech, in addition to the weapons table, roll on the custom mech table once. The mech comes with the equipment fully installed.

Modules

Operating System

Operating System	Effect
Fire Control System	If this mech has two weapons, it can choose to fire both weapons at -1 to hit, provided it does not move.
Damage Diagnosis	When this mech takes damage, reroll savvy rolls to negate damage penalties.
Panoramic Sensors	Treat this mech's reaction as +1.
Fast Adjusting Target Arrays	The mech can dash and fire for -1 to hit.
Armour Cracker System	When this mech fires at the same enemy model as the last turn, change the weapon's traits to <i>focused</i> . Add +1 to the weapon's damage value.
Hyper Reactive Sensors	Once per turn, this mech can reroll one shoot or saving throw roll.
CQC Routine	When rolling to brawl, you may roll two dice and choose the higher value.
Command Suite	At the beginning of every turn, make a savvy roll. On a 5+, you may activate one model that already went on the quick action phase in the slow action phase.
Sentient O.S	At the start of every turn, roll on the operating system table. For the remainder of the turn, this mech possesses the Operating System Corresponding to the roll. If the roll selects Sentient O.S, choose an Operating System for the rest of the turn.

Mech Module Table

Module	Category	Effect
Enhanced Gyros	Structural	Strengthened joints and gyros means that this mech can climb terrain.
Shock Resistant Cockpit	Structural	Whether by high tech gel injections or primitive injections, the cockpit has been made resistant to G-Force and shake-ups. The mech is not affected by shock.
Quick Ejection System	Structural	When this mech is destroyed, the pilot is automatically ejected. P place the pilot 1d6 in a random direction.

Stealth Coating	Structural	<p>Cameleon and Mirror-Tech makes the mech not invisible, but difficult to target over large distances.</p> <p>When fired at by enemy models more than 12 inches away, the mech no longer has the trait Easy Target.</p>
Standardized Parts	Structural	<p>Most mechs on the frontier are venerable machines, which through loving care maintain their factory performance ratings. However, supply shortages in the frontier means that repairs are often done with sub-standard equipment.</p> <p>Structural overhaul with Unity grade equipment reduces Maintenance cost by 2 (to minimum of 0).</p>
Extra Ammo	Equipment	Choose one weapon. The mech may panic fire with that weapon twice for that battle.
Jump-Pack	Equipment	<p>This mech is equipped with flight packs and rockets to boost its movement.</p> <p>When performing the dash action, the mech moves 4 inches, rather than 2.</p>
Smoke Grenade	Equipment	This mech is equipped with smoke grenades that can be deployed within 12 inches. Whilst the smoke remains, models cannot draw line of sight through the cloud.
Dazzle Grenades	Equipment	This mech is equipped with dazzle grenades that can be deployed within 12 inches.
Uparmoured	Bolt-On	Increase the mech's toughness by 1, but reduce its movement value by 1.
Light Refit	Bolt-On	Decrease the mech's toughness by 1, but increase its movement by 2.
Ablative Plate	Bolt-On	When this mech would take its first wound from a weapon with the trait piercing, negate the wound. This can happen once per battle.
Force Field	Bolt-On	<p>Saving throw 5+.</p> <p>The Force Field is unaffected by the piercing trait.</p>
Recoil Compensator	Bolt-On	Choose one weapon equipped on the mech. That weapon either has +6" range, or adds +1 to all shooting rolls.

Mech Weapons Reference

Weapons	Range	Shots	Damage	Traits
Autocannon	30	3	1	Critical
Gatling Gun	24	4	0	Area
Beam Cannon	36	2	2	Focused, Piercing
Rocket Launcher	18	2	2	Heavy, Area
Mech Flamer	12	2	1	Area, Terrifying
Kinetic Blade	B	-	2	Melee, Elegant
Pneumatic Fist	B	-	3	Melee
Power Claw	B	-	4	Melee, Clumsy

Mech:

Mech	React.	Move	Combat	Toughness	Savvy	Hull	Saving Throw	Upkeep	Traits

Weapons

Weapon	Range	Shots	Damage	Trait

Modules

Type	Module	Rules
O.S		
Structural		
Equipment		
Bolt-On		