For those who don't know, Mecha combat is fairly straightforward. In most combats, I'll start by highlighting briefly who your opponents are and giving you one number for each. For instance, this current fight would be, "Optimus Prime (75)"

What this means is that Optimus Prime has 75% Piloting skill. Since he leads the good guys' entire nation, this is not unreasonable for someone with his experience. Galvatron would probably be somewhat better, since mecha combat is what he lives for, but Optimus spreads his points around more.

The rolls you need to keep in mind for combat are Initiative, which is your Piloting score + a D10 roll, plus any bonus the vehicle gives you. In the Valkyrie's case, with its integrated viewscreens, this grants a +5 piloting bonus to any piloting rolls. So Cyndle's roll is her Piloting + 5 + d10. This determines her initiative.

Assuming she beats the other guy, she rolls whatever skill she's using next. If she's attacking with energy cannon, she uses Beam Weapons. If she's using autoguns, missiles, or anything kinetic, she uses Missile Weapons. If she closes and punches or attacks with any kind of melee weapon (including beam melee weapons), she uses Melee weapons skill.

If the attack is energy, the targetting bonus is +50%. If it's kinetic, it's +40%. This excludes melee attacks, which are *always* +50%. This is added to the skill you're using, to give you your maximum percentage chance of hitting the target. Then you subtract the number I gave at the beginning for the opponent you're fighting. This gives you your target number to hit the enemy.

This is also why I need your mecha and personal combat statistics, by the way. If I don't have your character sheet, I have no way of knowing if I hit your character on the return shot, since I need the Piloting or Dexterity (for mecha or personal combat) numbers to know if I can hit you or not. So as you upgrade the character, be sure to send the changes to me as well.

The calculation works for you as well. When the enemy attacks, they take their relevant skill, add their targetting bonus, and subtract your piloting skill from that number to give their target number. Optionally, if you wish to lose an action per round, you can choose do dodge, which adds an additional 10% difficulty to their attempt to hit you. This reduces your actions from three to two however. Dodges must be declared at the beginning of the round. The enemy can choose do dodge as well if they wish.

Burst fire, as some weapons have listed beside them, indicates that if you wish, you can fire as many shots in that one action as is listed beside the burst value. However, for each successive shot, a -5% difficulty is added. So if you see a weapon with "BV=3" at the end of it, you know you can choose to fire three shots in one action. Assuming you choose to do this for all three combat actions, you're shooting NINE TIMES in that combat round! The first shot would be at your current to-hit target number. The second shot would be at current -5%, and the third would be at current -10%. Just make sure you have the ammo for it!

There are some simple modifier tables and to-hit tables. Since I'm providing you with the piloting numbers for the enemy mechs, you will *know* if you hit the target or not. If you do, we proceed onward. :) For the attack modifiers, remember that negative is bad, as it takes away from your chances of hitting, and positive is good.

Also note, if you roll a critical hit, you also automatically roll on the Special Damages table, as a bonus on TOP of whatever else you do.

Condition	Attack Modifiers
Target is Prone	-5%
Attacker Prone, Braced	+5%
Target Immobile (any reason)	+20%
Attacker using 2-H weapon one-handed	-20%
Target in flight	-5%
Attacker in flight, attacking target's rear	+5%
Target in city or forest terrain	-5%
Mech is blind	-40%
You are dodging	-5%
Target is dodging	-5%
Target man-sized or smaller ("Squishy")	-20%

If you hit, roll d10 to determine where on the mech you hit. Explanations follow, taken from the Mekton book.

Targeting table

Head	1
Torso	2-3
Right Side Limb (choose)	4-5
Left Side Limb (choose)	6-7
Weapon	8
Choose	9
Special Damage	10

Head: If there is more than one head, attacker gets to choose.
Torso: Obvious, and self-explanatory.
Right Side Limb: Attacker gets to choose which limb is hit. Arms, legs, wings, etc. if they are separate locations.
Left Side Limb: Same as above for the left side.
Weapon: Any weapon on the vehicle can be targeted, including hand-held weapons.
Choose: Anything goes. Not specific targets though. Just general location. (Arms, legs, head, torso, weapons)
Special Damage: Roll on the Special Damage table.
Interceptor Damage: Rolled if the hit result is a Critical success or Critical failure.

Special Damage Table

Mech blind for one turn (-40% to all attacks)	1-2
All servos freeze for one turn (can't act)	3-4
Pilot stunned for one turn (no actions)	5-6
Take 1 Kill in electrical damage to any servo of attacker's choice	7-8
Power Failure. Lose use of all beam weapons for one turn	9-10

Note: Servo in this case defines not just the armature linkages, but the entire body location. An Arm, a Torso, and so on are all defined as "Servos" by the Mekton rules.

Note: Just because any servo location, weapon, or anything else has been hit doesn't automatically mean it's destroyed. On the mech sheet, there's an entry for "Kills" on each weapon, sensor, and subassembly. This is how many kills of damage the piece can take and still remain functional. Most sensor clusters only have a couple of kills though, so odds are you'll lose them on the first direct hit. Weapons can often take multiple shots before ceasing to function, unless you take a tremendously powerful shot, or the weapon is wimpy to begin with. (sometimes you can build a weapon which has the limitation of being "brittle" in order to give it greater than average damage potential. The price is it's easier to take out.)

The servo weight classes also include melee weapon bonuses depending on the strength class of the servo doing the attacking. Note, this only applies in melee combat.

Add to Damage table

Superlight through Striker	+0
Medium Striker through Mediumweight	+1
Light Heavy through Medium Heavy	+2
Armored Heavy through Superheavy	+3

If you are using a two-handed weapon, you average the two servo strength classes together to get your final number. So if you're using two Superheavy arms to wield a two-handed sword, the result is (3+3) / 2 = 3. Sorry, you don't get +6K. ;)