

## Mechanized Armour Rules

By: Bryant Baxter

The rules for Mechanized Armour (Mecha) are an expansion to the Item Creation rules already in the CASTE core rules defining the effects of taking armour (and to a small degree weapons) beyond the setting guidelines.

### Mechanized Armor (Mecha)

**Parts of the Machine:** A mecha generally consists of various components. These are 'The Husk', which usually have 'Hard Points', which may be used to equip 'Armaments'.

### The Husk

A husk is a suit of armour that has exceeded its 1000 monies (or setting defined amount) guideline making it generally more cumbersome and often requiring special stability controls available only to a high tech age. (These stability control requirements are assumed to be automatic but can be defined better based on the setting.)

Once a Suit of armour's base value (That is value before any talents are added) exceeds 1000 monies (or setting defined amount) it is no longer armour, instead becoming a Husk and gaining the following rules and guidelines:

**Hp and Sp:** Unlike armour, both a Husks Hp and Sp are separate from its wearer (or pilot).

**Equipping:** A Husk is assumed to be somehow able to carry equipment in the same way as any standard character but cannot wear armour. (A standard character has two hands that can generally wield an equipment of 0-500 monies each and can wear an armour worth 0-1000 monies.)

**0hp:** When a Husk reaches 0hp the pilot may opt to have any overflow damage attack their own hit points directly or allow a 'swooning strike' giving the attacker the choice of hard point or Talent purchased for the husk to be destroyed/de-activated. If there are no hardpoints left on the mecha the damage automatically overflows to the Pilot.

**Exceeding 0sp:** If a mecha is unable to expend enough Sp to perform its desired action it may overtax its systems. This lets the pilot use all its systems without cost but puts the mecha's Sp at 0 and renders the unit completely non-functional until its Sp debt is paid and a surplus of sp restored.

**Large:** A husk gains the 'Large' Natural talent for every extra 1000 monies (or setting defined amount) of its base value beyond the initial 1000 monies (or setting defined amount). For example a 1500 monies husk has no 'Large' Talents but a 2000 monies husk would have one instance. A husk can not exceed a value that would give it more than 10 instances of the 'Large' Talent.

### **Large**

#### **Combat [Progressive Natural] 1-10**

**Description:** Your Big! Hows the weather up there? (Each level means the entity is about 1.5 times larger then [Current Large] - 1 )

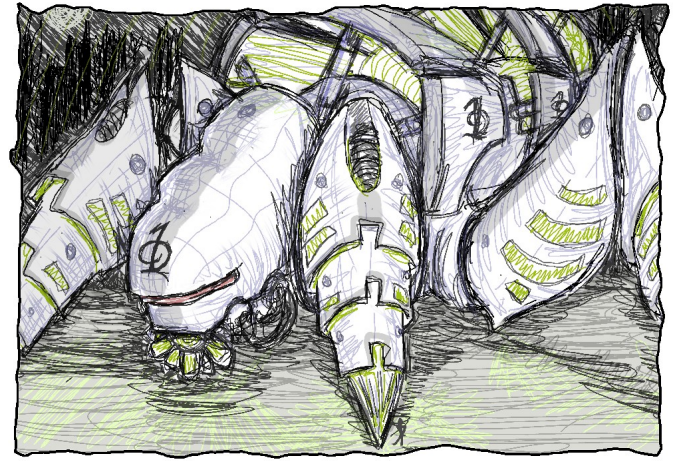
**Effect:** +10hp, +1D6 dmg, -2 combat (As a result of this talent the GM may opt to allow the use of larger equipments and give situational modifiers. )

### Hard Point

**Getting Hard Points:** A Husk gains one Hard Point for every 1000 monies (or setting defined amount) of base value.

**Heavier Alloys:** You may suppress a 'Large' Talent by expending two Hardpoints.

**Hardpoints:** Hardpoints represent Extra space on a husk or heavily re-enforced brace points that can be used for outfitting or arming heavy armaments. A Hardpoint can equip one Armament of up to 500 monies of value or add its 500 monies limit as support for the equipping/mounting of larger weapons.



### Armaments

Armaments are Weapons and armors (or really any equipment) affixed in some way to a Hardpoint. They are purchased the exact same way as the weapons and armors described in the C.A.S.T.E. core rules. When using Heavy Armaments the following rules apply:

**Capacity:** Armaments add their capacity bonuses to the Mecha.

**Independent:** Armaments, when not aiding the husk directly (by helping hold extra heavy armaments for example), act or use one of their talents in addition to any action taken by the Husk. Multiple hardpoints attached to a single armament, but otherwise independent, act as one unit.

**Sp Consumption:** The use of an action from any Armament costs the Mecha one Sp per Hardpoint to which it is affixed. This represents all the energy needed to fire and aim etc.

**Non-Mecha (Guideline)-** Hardpoints, when not on a mecha, can easily be represented by any fixed points of stability such as tripods, pillars, etc. In such a case firing the weapon requires its own source of sp.

**Talents:** Normal Proficiency Talents are not effective with Armaments. A Heavy Armament proficiency (ex: Heavy Gauss Armament Proficiency) is necessary to gain proficiency effects.