



Towering Mecha

Rules for adding Giant Robots to your games

It walks and it scares tanks!

For UM001 USE ME 15mm Science Fiction and UM004 Modern Warfare

Encased in armour and towering over the battlefield a mech or mecha is a giant humanoid machine typically with a pilot which can take on the mightiest of other war machines such as tanks. It may also be a sentient artificial intelligence or programmed robot too. Optional bolt on rules for the tallest bi-pedal or quad legged models in your games.

Mechs in Game Terms: Adding Two legged and Four legged mechs and giant robots to your games of USEME is very straight forward and you treat them as follows in your USEME game books. Each mech counts as a character and may not be part of a squad; they are always single. It is TYPE Mech. Unless otherwise mentioned in this article all mech type use the same elan ratings, movement ratings and weapon types as SUPER HEAVY VEHICLE type. Work out the points cost as normal for a super heavy vehicle paying attention to the following additional rules and any costs they have.

What is a Mech?: You are free to call any model you wish a 'mech' but we do advise the following guidelines. Since they are counted as super heavy vehicles you should name a model a mech if, when laid on its back, it is as long as your 'big tanks'. It is not a battlesuit nor a suit of armour or a war droid; those are light or heavy vehicles. A man should be no more than knee height to the model. Mount it on a size appropriate base of say 75mm round which suits its size.

Loading out your Mech: There can be an infinite array of excellent big mechs for your collection; such as the GNATS and Magogs in the HOF and Ion Age 15mm ranges. Therefore as with other vehicles and infantry there is an allocation of places to put a weapon on. A mech may have one or two main weapons plus one or two secondary weapons. Secondary weapons are to deal with enemy Infantry.

Bipedal Mechs in Play: This is a giant in the form essentially of a man; two legs and two arms. They may turn in place up to 180 degrees to face the opposite way at a cost of 2 Inches of movement and as long as it is moving forward it may make forward facing turns of up to 45 degrees at no extra cost. A bipedal mech may not 'hunker down' and is always in line of sight with no cover bonus unless the cover is larger than the mech is. As with vehicles they incur a cost moving through difficult terrain.

Quad Mechs in Play: This is a giant in the form of a horse or even a scorpion in that it has four or so legs and is not bipedal. These are slower than two legged mechs but gain an advantage as a firing platform. They may also not have melee weapons but may stomp enemies. They have a maximum movement rating of 6 Inches during creation. They may not turn in place and may make a 45 degree turn for every inch of forward movement. A quad mech may not 'hunker down' and is always in line of sight with no cover bonus unless the cover is larger than the mech is. Unlike other vehicles their greater stability means they incur no movement penalty on Difficult Ground but they do not gain any movement bonus for Excellent Ground.

Optional New Game Mechanics: Add mechs to your games with these bolt on game mechanics.

Toughness of a Mech: Unlike other armoured vehicles a mech is capable of continuing after a lot more damage. A mech may ignore the first TWO Winged injury results from combat or one Struck injury result before continuing as normal.

Stomp: Mechs have legs and they can kick out at an enemy. This is a melee attack with a range of 2 Inches due to size. Any target hit which fails its defence roll is automatically killed unless it is another mech or super heavy vehicle. All other types are crushed.

Ejecting Pilot: When a mech is destroyed in play it may, unless it is a giant robot (like the HOF142 Mecha X1) eject its pilot. This is done at the moment of destruction and use the deviation system for direction plus 6 Inches of distance where the pilot lands. Pilot is a single Infantry type with a small arm. Create and pay for a pilot as normal in addition to the mech if you use this rule.



Jump Jets: Some mechs have very powerful jets mounted into their legs and back which allows them to glide like a flying rock over a short distance. Once per game the mech can choose to move up to 4 Inches in a straight line (over any terrain or obstacle) and land safely. Cost is 5 Points.

Through Water and Gaps: As a giant humanoid a mech may wade through rivers which would drown infantry or sink normal vehicles. This is done at a rate of 3 Inches rounding down for every Inch forward. Gaps between buildings or other large structures which are too narrow for a super heavy vehicle can be negotiated at the same movement cost as a deep river for a mech as they can contort and ease their way around.

Picking Up and Throwing: This is a special melee attack open to bipedal mechs only. Instead of a normal attack a successful result means the mech has picked up the enemy (infantry or vehicles smaller than it is only) and may then throw it in a ranged attack maximum 8 Inches and the thrown character is automatically killed.

The Issue of Slip: A mech has some advantages in movement and in mobility over other ground vehicles but it also has a problem common to all infantry; that of potentially slipping and falling. When a mech is crossing frozen terrain or water or a slick of oil or mirrored metal in your games it may fall over. At the half way point of each movement action in this terrain roll 1D6 and on a 6 it slips. Roll 1D6 again and on a 1 if falls flat on its back, 2 it falls face down, 3-4 it falls to its knees and 5-6 it regains footing and nothing occurs. It costs 3 Inches of movement to stand from kneeling, it costs all movement for an action to get up when face down. If flat on its back the mech cannot rise without another mech lifting it (automatically successful in base to base contact) or another heavy or super heavy vehicle pulling it which costs an entire turns movement for that unit. This occurs only to Bipedal mechs and not to Quad mechs which cannot fall down this way.



90MM TALL RESIN KIT
WITH TWO HEAD CHOICES INCLUDED

MECHA X1

15MM SCALE

HOF142 GIANT ROBOT

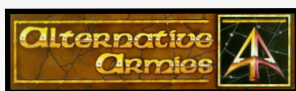


GREY ALIEN SERVILE MACHINE

POST APOCALYPTIC RUST GIANT

Notes: Please note that unless it is immediately apparent that a Mech cannot use an advanced rule or special action then it can use them and pay points cost as normal. For example a Mech cannot be a 'sniper' but it can use 'auto-repair' and it may call for off table support if part of your roster.

Pictures in this Article: During the Covid19 pandemic of 2020 it was not possible for us to take our usual pictures of lovely models for this article. Instead stock images were used from our website. These were from left to right page one HOF147 Spike GNATS, HOF131 Contender GNATS, HOF146 Crookback GNATS and on page two above HOF142 Mecha X1 and then top to bottom IAF169 Arcus Magog, IAF170 Blaes Magog and IAF171 Lann Magog all shown with IAF017 Ellen and Ripley for scale.



CREDITS

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