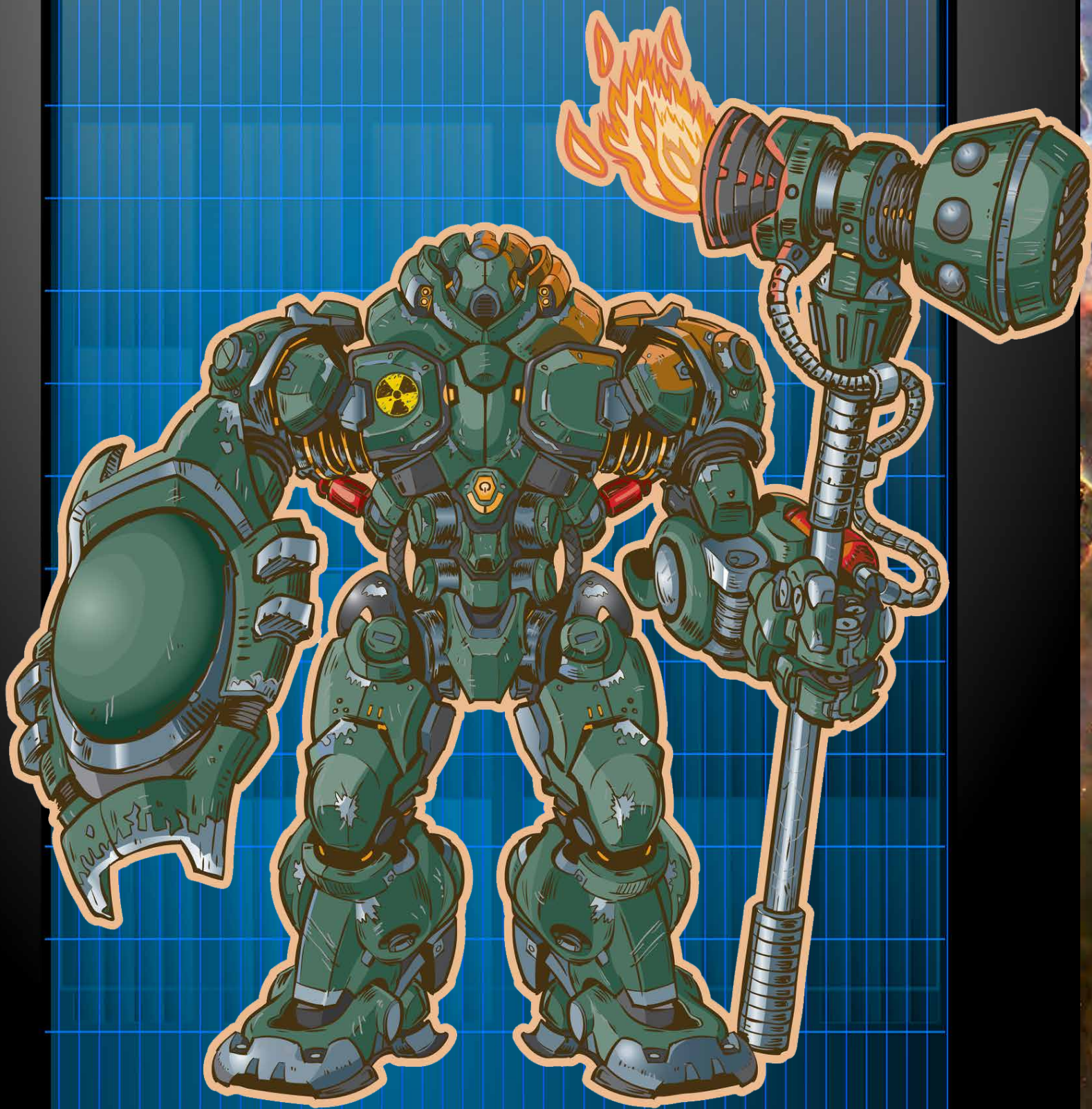
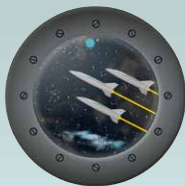


EPIC MECHA: 01 INFANTRYMAN



STARFINDER
COMPATIBLE



EPIC MECHA: 01 INFANTRYMAN

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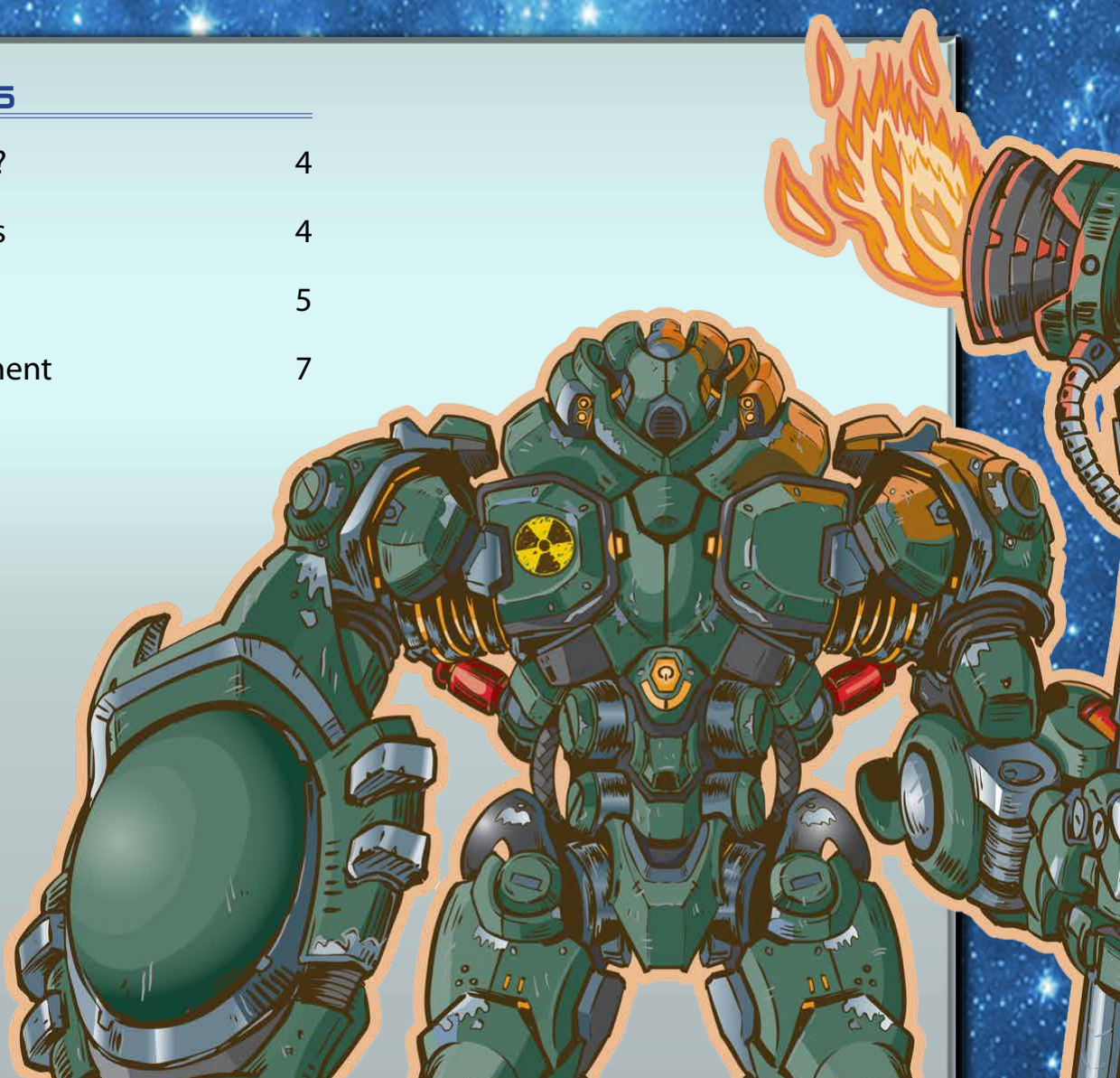
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EPIC MECHA: 01 INFANTRYMAN

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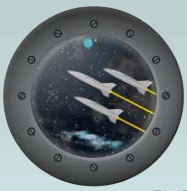


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In ***Epic Mecha: 01 Infantryman***, we introduce the most common mecha on the battlefield, the Infantryman! This 20 foot tall combat machine may be a “beginners” mecha, but don’t be deceived, it’s highly adaptable and can be very effective in the battlefield.



WHAT ARE MECHA?

Mecha are heavily armored, giant robots, usually controlled by a pilot inside the mecha. Some races and species call mecha “mechs”, or by other names depending on the configuration of the robot. Most mecha are humanoid in shape, however, variants are sometimes shaped like animals, or extinct creatures from the world of its designers.

Mecha can be used for a number of functions, such as industrial construction and demolition, military armored combat vehicles, unique racing vehicles, or giant robot battles in the entertainment industry. Your mecha could have been outdated military hardware, turned private gladiator, or, used aboard a ship to load cargo and repel pirates in space.

GAME MECHANICS

Mecha operate in the strange cross-section between Huge vehicles and Small starships in the *Starfinder Core Rulebook*. Vehicles are outlined in Chapter 7, while Vehicle Tactical Maneuvers are found in Chapter 8, and Starship information is found in Chapter 9 of the *Starfinder Core Rulebook*.

Because a mecha could be a Huge vehicle used against a person, or a Small starship in starship combats, we will list our mecha using starship rules with adjustment for vehicle stats listed in brackets next to the entry. Additionally, mecha will be given equivalent costs in starship tiers and vehicle levels. Additionally, a credit-based option is available. *Note:* Mecha are *extremely* expensive, and well

beyond affordability of the average player. That is why pilots are issued access to mecha from a higher order of organizations; whether that is the military, or a private investor. If a PC were to steal a mecha, the owners of said mecha would come looking for the thief, and likely put a huge bounty on their head.

While mecha can operate in the vacuum of space, they require thrusters to maneuver. Additionally, mecha lack hyperdrives, and cannot travel between worlds on their own. Some mecha are equipped with shields, while others are not. If a mecha lacks shield capacity, there will be no entry for it in its stat block.

All mecha are equipped with cockpits, rather than any form of crew quarters. The mecha’s cockpit is often built into the head or torso of the mecha. Inside the cockpit is the instrument panels, and the controls that enable the pilot to command the mecha. In the design of the cockpit in a mecha, the instrument panels are almost wholly electronic displays, which are themselves often re-configurable to save space. While some hard-wired dedicated switches must still be used for reasons of integrity and safety, many controls are replaced by multi-function re-configurable controls or so-called “soft keys”. Controls are incorporated onto the stick and throttle to enable the pilot to maintain a head-up and eyes-out position – the so-called Hands On Throttle And Stick or HOTAS concept.

Pilots attempting to sleep in their mecha wake with the fatigued condition, described in Chapter 8 of the *Starfinder Core Rulebook*.



EPIC MECHA: 01 INFANTRYMAN

MECHA

01 INFANTRYMAN TIER ¼ LEVEL 5

Size Tiny [Huge land vehicle (10 ft. wide, 10 ft. long, 20 ft. high)]

Speed 6 [10 ft., full 450 ft. 50 mph];

Maneuverability perfect (+1 Piloting, turn 0)

AC 15; **TL** +0 [**EAC** 13; **KAC** 16; **Cover** total cover]

HP 30 (increment 5) [300 (150)]; **DT** -; **CT** 6
[**Hardness** 10]

Attack (Turret) light laser cannon (2d4) [10d8 F (DC 12)]

Attack (Collision) 1d3+1 [7d8 B (DC 12)]

Power Core Micron Light (PCU 36 of 50 used)

Systems Cockpit, Mk 1 Defenses, Mk 1 mononode, Mk 5 armor,

Modifiers +1 piloting **Complement** 1

Cost 9,025,000

CREW

Pilot Piloting +1

The history of the 01 Infantryman began in the Inner System Wars, when armored all-terrain fighting vehicles were first deployed as a response to the problems of starship bombardment, ushering in a new era of mechanized warfare. Though initially crude and unreliable, mecha eventually became a mainstay of ground and ship-bound armies. By the Colonial Succession Wars, mecha design had advanced significantly, and were used in quantity in all planetary theatres of the war. The Second Inner System War saw the rise of modern mecha doctrine and the rise of the general-purpose main battle mecha, the 01 Infantryman. This mecha still provides the backbone to planetary combat operations today.

INTERACTIONS

Mecha have a multitude of ways to interact with many different things such as larger, same sized, and smaller starships as well as buildings, vehicles, and creatures.

ATTACKING

Mecha fill a unique gap in that they may often be the size of a normal vehicle and not really on the starship scale. This allows them to target creatures and vehicles, doing massive damage to these objects. Mecha may also specifically be equipped with creature-scaled weapons to save space compared to starship sized laser cannons etc. Powered armors, vehicles, and other such equipment that could be outfitted to be in space are considered to have 1 light weapon slot to place a starship scale weapon per size equivalency.

Anything of size Colossal or larger is considered to be at starship scale and remains the same.

COMBAT ROUNDS

Mecha are of a size that would allow them to participate in both non-starship scale and starship scale battles. These two types of battles are different enough that they don't easily translate without some explanation. In non-starship scale battles, assume that there is no Engineering phase, the Helm phase is equivalent to a move action, and the gunnery phase is equivalent to a standard action. A mecha may fire its weapons twice as a full-round action. Mecha do not get swift actions or reactions.



The following are rules from [Cosmic Odyssey: Pirates of the Starstream](#) from **Fat Goblin Games** for ramming your starship.

RAMMING SPEED

As a full action, you can pilot a starship at up to its full speed in a straight line at its current heading and try to ram one creature or object at the end of the movement, dealing double the starship's collision damage to the target, and half the starship's collision damage to your own starship. Movement during a ram action has all the same restrictions as the race action and requires the same Piloting checks. If you fail any Piloting check during the movement, you fail to ram your target.

If the target of the ram action is a creature, it can attempt a Reflex saving throw against your Piloting check to avoid being hit. If the target of the ram action is another starship the pilot of the defending vehicle can attempt a Piloting check to avoid being hit, with a DC equal to the result of your Piloting check. The attacker wins ties.

Size also matters when it comes to dealing damage. A ship being rammed always takes damage based on the size of the ramming ship. A ramming ship takes damage based on either its own size or that of the ship being rammed, whichever is less. (I.E. a gargantuan battleship ramming a tiny fighter takes damage based on the fighters size, but the same fighter ramming the battleship takes damage based on its own size).

Note: That if a starship fails to overcome its opponents Damage Threshold, then it may still take damage itself (assuming the damage overcomes the Damage Threshold of the

rammer) - it is also worth noting that this can cause critical damage to both ships, as normal.

If the two ships are NOT destroyed, then at that point they will continue to inhabit the same hex, until one ship is destroyed or the crew spends several hours performing repairs and removing one ship from the other. During the time where the ships are entangled in this manner, they can only engage with turrets and weapons in the quadrant facing each other.

RAMMING SPEED

TIER	DAMAGE
1/4	2d8 B
1/3	2d8 B
1/2	3d8 B
1	4d8 B
2	5d8 B
3	5d8 B
4	5d12 B
5	5d12 B
6	6d12 B
7	12d10 B
8	14d10 B
9	16d10 B
10	18d10 B
11	20d10 B
12	11d20 B
13	12d20 B
14	14d20 B
15	15d20 B
16	17d20 B
17	18d20 B
18	20d20 B
19	23d20 B
20	25d20 B



EPIC MECHA: 01 INFANTRYMAN

RAMMING SPEED SIZE MODIFIER

STARSHIP SIZE	DAMAGE
Tiny	-3 dice
Small	-2 dice
Medium	-1 die
Large	—
Huge	+1 die
Gargantuan	+2 dice
Colossal	+3 dice

OPTIONAL EQUIPMENT

The following list are examples of optional equipment which can be mounted to a mecha to enhance its performance.

CLOAKING GENERATOR

Level 14; Price 72,000

By activating this generator, the mecha can become undetectable, as though invisible. Items dropped or put down by an invisible mecha become visible; items picked up disappear. Light, however, never becomes invisible, although a source of light can become so (thus, the effect is that of a light with no visible source). Any part of an item that the mecha carries but that extends more than 10 feet from it becomes visible.

Of course, the mecha is not silenced, and certain other conditions can render the recipient detectable (such as crossing water). If a check is required, a stationary invisible mecha has a +50 bonus on its Stealth checks. This bonus is reduced to +25 if the mecha is moving. The spell ends if the mecha makes any attacks. For purposes of this effect, an attack includes any spell targeting a foe or whose area or effect includes a foe. Exactly who is a foe depends on the invisible mecha's perceptions. Actions directed at unattended objects do not break the effect. Causing harm indirectly is not an attack. If the mecha attacks directly, however, it immediately becomes visible.

Special The cloaking generator requires 5 PCU, and can be equipped in a 01 Infantryman without any other modifications. This requires an Engineering check, DC 32. If successful, the cloaking generator can be used for 1 minute, and requires an equal amount of time to recharge before being used again.

ROCKET SLEDGE

Level 3; Price 1 BP [300,000]

This melee weapon is a rocket powered bludgeoning weapon. The rocket sledge deals 2d4+1 [10d8+7 B (DC 12)], and can be wielded as a two-handed weapon. When used in both hands, assume the 01 Infantryman has a Strength score of 25, which adds [+10] damage instead of the [+7] listed.

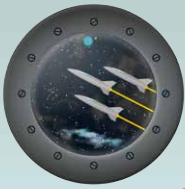
Special The rocket sledge uses 5 PCU.

SHIELD, MECHA HEAVY

Level 1; Price 2,000

Mecha heavy shields can be held in one hand by the mecha. They provide a +1 to their starship AC, or a +2 to their vehicular EAC and KAC. Mecha heavy shields require no BP or PCU.

Special As a standard action, you can use a mecha heavy shield to grant any creature size Large or smaller total cover until the beginning of your next turn. When using a mecha heavy shield in this way, you must choose one edge of your space. That edge is treated as a solid wall for attacks targeting any creature directly behind the shield. They gain total cover for attacks that pass through this edge and no cover for attacks that do not pass through this edge. The shield does not, however, provide cover against targeted spells; a spellcaster can cast a spell on them by targeting the shield you are holding.



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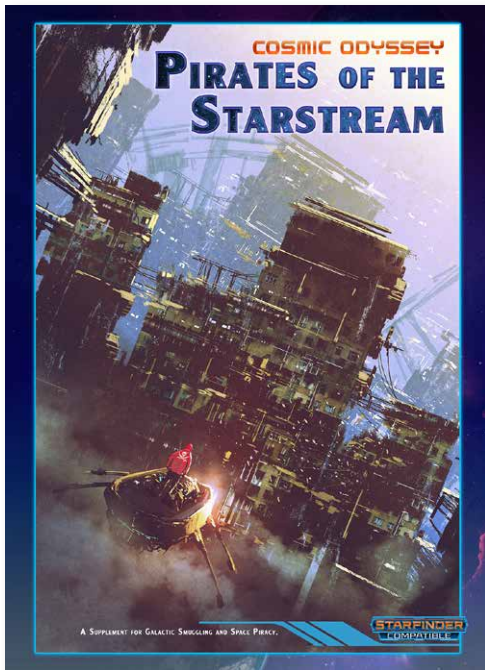
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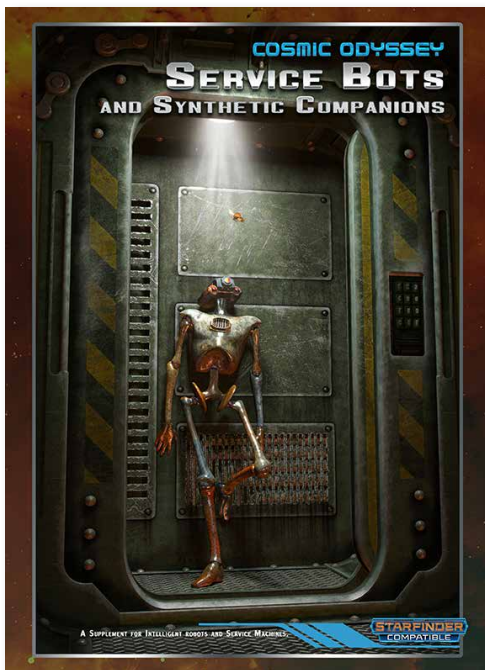


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