

Table 10-5: Mecha Melee

| Melee Weapon | Damage | Cost | Size |
|------------------------------|-------------|------|------|
| Knife/Dagger/Whip/Bola/Dart | Strength +1 | 3 | 1 |
| Knuckles/Hammer/Shuriken | | | |
| Club/Short Sword/Flail/Chain | Strength +2 | 6 | 2 |
| Nunchaku/Warhammer | | | |
| Staff/Longsword/Spear/Maul | Strength +3 | 9 | 3 |
| Axe/Trident/Tetsubo | | | |
| Really Big Sword/Heat Axe | Strength +4 | 12 | 4 |
| Chainsaw/Large Polearm | | | |

Table 10-6: Sample Mecha Firearms

| Mecha Firearm | Damage | Base Range* | Payload | Type | Cost | Size |
|-------------------|-------------|-------------|---------|------------|-------|------|
| Mecha Revolver | 7 | 175 Yards | 6 AP | Projectile | 7 WP | 2 |
| Mecha Pistol | 8 | 200 Yards | 15 AP | Projectile | 9 WP | 2 |
| Gattling Gun** | 7/10 | 250 Yards | 40 AP | Projectile | 14 WP | 3 |
| Howitzer Cannon** | 9/12 | 300 Yards | 60 AP | Projectile | 18 WP | 4 |
| Light Laser | 5 | 125 Yards | 10 AP | Laser | 11 WP | 1 |
| Laser Cannon** | 4/7 | 175 Yards | 15 AP | Laser | 17 WP | 2 |
| Heavy Blaster | 9 | 225 Yards | 30 AP | Laser | 23 WP | 3 |
| Mecha Crossbow | 8 | 200 Yards | 10 AP | Projectile | 8 WP | 2 |
| Mecha Bow | Strength +2 | Varies | 10 AP | Projectile | 6 WP | 2 |
| Mecha Energy Bow | Strength +2 | Varies | 5 AP | Laser | 12 WP | 2 |

* To determine a mecha firearm's range, multiply its range in the table above by the Mecha Modifier of the mecha to which it belongs. Mecha bows have a range in yards equal to their damage (Mecha Strength + damage bonus) times the Mecha Modifier times 25.

** These weapons are automatic weapons and can fire both single shots and bursts. The number before the slash represents the damage the firearm inflicts with a single shot. The number after the slash represents the damage the firearm inflicts with a burst.

Table 10-7: Mecha Missiles

| Missile Type | Damage | Range* | Blast Radius* | Cost | Size |
|----------------|----------------|----------|---------------|--------|------|
| Light Missile | 5 + 1/Missile | 1 Mile | 5 Yards | 1/2 WP | 1 |
| Medium Missile | 10 + 2/Missile | 5 Miles | 10 Yards | 1 WP | 2 |
| Heavy Missile | 20 + 5/Missile | 20 Miles | 20 Yards | 2 WP | 3 |

* A missile's range and blast radius are multiplied by the Mecha Modifier of the mecha to which it belongs.