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CUSTOM T-FORMS v2.5

Why Custom Transformation Rules? Have you ever come up with a concept for a new mecha form, but none of the current MZ+ forms jive?

What did you do? Maybe threw together some rules and assigned a cost multiplier? Was it balanced? How could you tell?

Even in animé series, you have mecha that don't quite fit the mould. The lions from the Voltron series (*Golian*, in Japan) are beast mecha, but they can fly using gravitic propulsion.

The Cuttle King from the Mekton Mecha Manual I doesn't quite fit any of the official forms either. It was solved by using Beast and Submarine forms with Efficient Transformation. It works, but screams of a rules kludge.

These rules were conceived and hammered out to let players create their own custom mecha at will. By using the same rules, balanced forms can be created.

CREATING CUSTOM FORMS

All forms start out with a cost multiplier for their Basic Form (×0.375). This is the cost for the basic abilities that any given mecha will have. In essence, the Humanoid form is a Basic Form without any options.

Giving a form the bells and whistles, like ×2 Flight Movement, or limitations, such as -2 MV, will increase or reduce it's initial cost. The costs for these options are added (or subtracted) from the cost of the Basic form. Any number of options may be added, the only limit on this is that the minimum cost for any form is ×0.025.

Any form can be the mecha's native form for no cost if the form's cost is ×0.375 or less. If the form's cost is more than ×0.375, as is the case with the Monster form (×0.775), ×0.375 is subtracted from the form's cost to give the form's cost as a native form (×0.4 for the Monster form). If a mecha has multiple forms in addition to Humanoid, the Humanoid form is always considered the native form for determining of cost.

Basic Form:	×0.375 (×0.0 if no options are taken)
Native Form:	×0.375
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×1.5 Flight MA	×0.15
×2 Flight MA	×0.425
Flight Stall Speed*	×0.05
No reverse flight	×0.025
Flyer*	×0.1
No Thruster Mobility	×0.05
No Gravitic Mobility	×0.05
No Wing Mobility	×0.025
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Land MA Increase	×0.1 for +1 MA, +×0.05 per additional +1 MA
No reverse land movement	×0.025
Ground-Effect Gravitics*	×0.025
Ground-Effect Thrusters*	×0.025
Snake-like Mobility Allowed	×0.025
No Wheel Mobility	×0.025
No Tread Mobility	×0.025
No Leg Mobility	×0.025
No GES Mobility	×0.025
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Water MA/2	×0.1
Water MA/1	×0.15
Water Stall Speed*	×0.05
Submerged Stall Speed*	×0.05
No reverse water movement	×0.025
Swimmer*	×0.1
Submersible*	×0.275
Water-bound*	×0.05
No Hydrojet Mobility	×0.025
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-MV	×0.125 per -1 MV
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No Head Hardpoints	×0.025
No Binder Hardpoints	×0.025
No Tail Hardpoints	×0.025
No Wing Hardpoints	×0.025
No Leg Hardpoints	×0.025
No Arm Hardpoints	×0.025
No Hands	×0.05
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Turret*	×0.025
Tank Turret*	×0.075
Unlimited Sensors*	×0.025
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Additional Melee Damage	×0.075 per +1K
Additional Armour SP	×0.125 per +1 SP
Mecharider*	×0.025 per +×1 Mecharider's weight

NOTES

Flight Stall Speed: must move at least 4 MA when flying in a gravity environment.

Flyer: Can fly without a propulsion system; base Flight MA = unmodified Land MA + 6.

Ground-Effect Gravitics: gravitics limited to a maximum of one hex above the ground. If the form has no reverse land movement, then it can't use its gravitics to move in reverse, either.

Mecharider: the riding mecha uses the mecharider's MV instead of its own. For each level of mecharider taken, the mecharider may carry its own weight once over with no movement penalties.

No Flight Mobility: the form may not use thrusters, GES, or gravitics for mobility, and cannot be a Flyer; by implication, it cannot use its wings for mobility.

Swimmer: Can move on water without a propulsion system; includes underwater environmental protection. Cannot submerge.

Submerged Stall Speed: must move at least 4 MA when submerged, or will surface. (Exception: if Water Stall Speed is also taken, then the craft will sink if it doesn't meet the Stall Speed.)

Submersible: Can move on or under water without a propulsion system; includes underwater and high-pressure environmental protection and marine sensors.

Turret: head-mounted weapons have a 360° arc of fire.

Tank Turret: designer's choice of head-mounted or torso-mounted weapons have a 360° arc of fire.

Unlimited Sensors: Sensors not mounted in the head do not suffer a penalty.

Water Stall Speed: must move at least 4 MA while in water, or will sink.

Water-bound: Cannot move out of water.

OTHER OPTIONS

Conditional Movement is rendered almost obsolete by the Mobility Options.

Metaform Legs can also use wings and tails.

Transat Ability is restricted to any form that has 2× Flight MA, rather than being restricted specifically to the Fighter form. Transat Ability must be purchased separately for each form that will be able to use it.

VTOL Ability is almost the same as removing Stall Speed from the form, except when dealing with a native form.

PACKAGES

No Arms ×0.075

No Arm Hardpoints, No Hands.

No Legs ×0.05

No Leg Hardpoints, No Leg Mobility.

No Wings ×0.05

No Wing Hardpoints, No Wing Mobility.

No Flight Mobility ×0.15

No GES Mobility, No Thruster Mobility, No Gravitic Mobility, No Wing Mobility.

Vehicle Package ×0.125

No Legs, No Tail Hardpoints, No Arms, Unlimited Sensors.

Grounded ×0.125

No Wing Mobility, No Wing Hardpoints, No Thruster Mobility, Ground-Effect Gravitics.

BUILDING THE PERFECT BEAST

You may have noticed that one of the official forms, namely the Avian form, is missing from the right. That's because it's here, being used as an example.

Here's what MZ+ says about the Avian form:

AVIAN FORM

COST: ×0.35
 MODIFIERS: -1 MV, +2K in melee
 +6 MA (Flight Only)
 PROPULSION: Land: Legs,
 Flight: None necessary, but may
 use GES, Thrusters or Gravitics.
 HARDPOINTS: Any
 SPECIAL: No hands or hand-held weapons,
 flight without propulsion

And here's the breakdown of components as per the Custom T-Form parlance:

AVIAN FORM

Basic Form: ×0.375
 Flyer: ×0.1
 -1 MV ×0.125
 No Reverse Flight: ×0.025
 No Wheel Mobility: ×0.025
 No Tread Mobility: ×0.025
 No Hydrojet Mobility: ×0.025
 No Hands: ×0.05
 +2K Melee Damage: ×0.15
 Final Cost: ×0.35

No Hydrojets and no Reverse Flight? For those of you that don't have Mekton Zeta Plus handy, Hydrojets aren't listed as an available propulsion system. Also, in the form's description (MZ+ p86), it says that Avian mecha cannot fly in reverse.

OFFICIAL FORMS

Below are the official forms from MZ+ broken down into their components. The Ship Form is absent due to it's effects are more a result of it's size and scale rather than it's form. Also missing are the forms listed under Stupid Mekton Tricks. Their dubious nature bespeaks their exclusion.

FIGHTER	
Cost	×0.3
Basic Form	×0.375
×2 Flight MA	×0.425
-2 MV	×0.25
Flight Stall Speed	×0.05
No Wheel Mobility	×0.025
No Tread Mobility	×0.025
No Hydrojet Mobility	×0.025
Vehicle Package	×0.125

HYBRID (GERWALK)	
Cost	×0.35
Basic Form	×0.375
×1.5 Flight MA	×0.15
-1 MV	×0.125
No Wheel Mobility	×0.025
No Tread Mobility	×0.025
No Hydrojet Mobility	×0.025
Unlimited Sensors	×0.025

HELICOPTER	
Cost	×0.25
Basic Form	×0.375
Flyer	×0.1
No Wheel Mobility	×0.025
No Tread Mobility	×0.025
No Hydrojet Mobility	×0.025
No Binder Hardpoints	×0.025
Vehicle Package	×0.125

TANK	
Cost	×0.3
Basic Form	×0.375
-1 MV	×0.125
Grounded Package	×0.125
No Hydrojet Mobility	×0.025
Tank Turret	×0.075
+2 SP	×0.25
Vehicle Package	×0.125

SUBMARINE	
Cost	×0.25
Basic Form	×0.375
Water MA/2	×0.1
-2 MV	×0.25
Submersible	×0.275
Water-bound	×0.05
No Wheel Mobility	×0.025
No Tread Mobility	×0.025
No Head Hardpoints	×0.025
Vehicle Package	×0.125

BOAT	
Cost	×0.3
Basic Form	×0.375
Water MA/1	×0.15
-1 MV	×0.125
Swimmer	×0.1
Water-bound	×0.05
No Wheel Mobility	×0.025
No Tread Mobility	×0.025
Turret	×0.025
Vehicle Package	×0.125

AUTO	
Cost	×0.25
Basic Form	×0.375
+5 Land MA	×0.3
-1 MV	×0.125
Grounded	×0.125
No Hydrojet Mobility	×0.025
No Head Hardpoints	×0.025
Vehicle Package	×0.125

CYCLE	
Cost	×0.35
Basic Form	×0.375
+5 Land MA	×0.3
Grounded	×0.125
No Reverse Ground Movement	×0.025
No Hydrojet Mobility	×0.025
No Head Hardpoints	×0.025
Vehicle Package	×0.125

MECHARIDER (GENERIC)	
Cost	×0.2
Basic Form	×0.375
-2 MV	×0.25
No Reverse Movement	×0.075
Mecharider×5	×0.125
Unlimited Sensors	×0.025

BEAST	
Cost	×0.3
Basic Form	×0.375
+2 Land MA	×0.15
-1 MV	×0.125
Snakelike Mobility Allowed	×0.025
No Flight Mobility Package	×0.15
No Wheel Mobility	×0.025
No Tread Mobility	×0.025
No Hydrojet Mobility	×0.025
No Hands	×0.05
+2K Melee Damage	×0.15



CUSTOM FORMS

Here are some sample forms created using these rules. They're much more specialised than the official forms, though samples in animé should be easy to find.

<u>AMPHIBIOUS AUTO</u>	
Cost	×0.325
Basic Form	×0.375
Water MA/2	×0.1
+2 Land MA	×0.15
-1 MV	×0.125
Swimmer	×0.1
Grounded	×0.125
No Head Hardpoints	×0.025
Vehicle Package	×0.125

<u>ANGELMECHA</u>	
Cost	×0.45
Basic Form	×0.375
Flyer	×0.1
No Hydrojet Mobility	×0.025

<u>AQUASLED</u>	
Cost	×0.375
Basic Form	×0.375
Water MA/1	×0.15
Swimmer	×0.1
Water-bound	×0.05
No Wheel Mobility	×0.025
No Tread Mobility	×0.025
No Head Hardpoints	×0.025
Vehicle Package	×0.125

<u>DESTROID</u>	
Cost	×0.45
Basic Form	×0.375
+2 SP	×0.25
-1 MV	×0.125
Unlimited Sensors	×0.025
Tank Turret	×0.075
Grounded	×0.125
No Hydrojet Mobility	×0.025

<u>FISH</u>	
Cost	×0.475
Basic Form	×0.375
Water MA/2	×0.1
-2 MV	×0.25
Submersible	×0.275
Water-bound	×0.05
No Wheel Mobility	×0.025
No Tread Mobility	×0.025
No Head Hardpoints	×0.025
No Hands	×0.05
+2K Melee Damage	×0.15

<u>MECHARIDER (AQUASLED)</u>	
Cost	×0.5
Basic Form	×0.375
Water MA/1	×0.15
Swimmer	×0.1
Mecharider×5	×0.125
Water-bound	×0.05
No Wheel Mobility	×0.025
No Tread Mobility	×0.025
No Head Hardpoints	×0.025
Vehicle Package	×0.125

<u>MECHARIDER (AUTO)</u>	
Cost	×0.375
Basic Form	×0.375
+5 Land MA	×0.3
Mecharider×5	×0.125
-1 MV	×0.125
Grounded	×0.125
No Hydrojet Mobility	×0.025
No Head Hardpoints	×0.025
Vehicle Package	×0.125

<u>MECHARIDER (BEAST)</u>	
Cost	×0.425
Basic Form	×0.375
+2 Land MA	×0.15
-1 MV	×0.125
Snakelike Mobility Allowed	×0.025
Mecharider×5	×0.125
No Flight Mobility	×0.15
No Wheel Mobility	×0.025
No Tread Mobility	×0.025
No Hydrojet Mobility	×0.025
No Hands	×0.05
+2K Melee Damage	×0.15

<u>MECHARIDER (CYCLE)</u>	
Cost	×0.475
Basic Form	×0.375
+5 Land MA	×0.3
Mecharider×5	×0.125
Grounded	×0.125
No Reverse Ground Movement	×0.025
No Hydrojet Mobility	×0.025
No Head Hardpoints	×0.025
Vehicle Package	×0.125

<u>MECHARIDER (FIGHTER)</u>	
Cost	×0.425
Basic Form	×0.375
×2 Flight MA	×0.425
Mecharider×5	×0.125
-2 MV	×0.25
Flight Stall Speed	×0.05
No Wheel Mobility	×0.025
No Tread Mobility	×0.025
No Hydrojet Mobility	×0.025
Vehicle Package	×0.125



DYNATHYRMS ACTIVATED!!

Anyone familiar with Voltron knows that the lions can fly. The problem with the Beast form, as it stands, is it can't fly! What to do?

Using these advanced transformable rules, remove the No Flight Mobility, since the lions could fly. However, they only used Gravitic propulsion, so we'll add in No GES Ability, No Thruster Mobility, No Wing Mobility and No Wing Hardpoints (While the Black Lion did have wings, they didn't apparently improve it's flight capability, and it didn't have weapons in the wings). We also remove the "Snake-like Mobility" since these are lions.

This is the final version of the Voltron Lion Form.

VOLTRON LION FORM

Basic Form:	×0.375
+2 Land MA:	×0.15
-1 MV:	×0.125
No GES Mobility:	×0.025
No Thruster Mobility:	×0.05
No Wing Mobility:	×0.025
No Wing Hardpoints:	×0.025
No Wheel Mobility:	×0.025
No Tread Mobility:	×0.025
No Hydrojet Mobility:	×0.025
No Hands:	×0.05
+2K Melee Damage:	×0.15
Final Cost:	×0.3

TENTACULAR MONSTROSITY

The Mekton Mecha Manual I gave us the Cuttle King at the expense of using Efficient Transformation to represent having the Beast and Submarine forms at once.

What was desired was an amphibious mecha that was vicious in melee combat. Taking the relevant advantages of both forms, we get: +2 Land MA, Water MA/2, +2K Melee damage bonus, and Submersible. And the disadvantages of both (that aren't self-contradicting): -1 MV, No Hands, No Flight Mobility, No Wheel Mobility and No Tread Mobility.

Here's the cost Breakdown:

CUTTLE KING FORM

Basic Form:	×0.375
+2 Land MA:	×0.15
Water MA/2:	×0.1
-1 MV:	×0.125
No Flight Mobility Package:	×0.15
No Wheel Mobility:	×0.025
No Tread Mobility:	×0.025
No Hands:	×0.05
Submersible:	×0.275
+2K Melee Damage:	×0.15
Final Cost:	×0.675

From the final cost we subtract ×0.375 as this is the mecha's native (and only) form, for a cost of ×0.3. Not quite as expensive as the ×0.4 for Beast form and Efficient Transformation, and it has all the desirable traits we want.



MECHARIDER (VTOL)	
Cost	×0.475
Basic Form×0.375
×2 Flight MA×0.425
Mecharider×5×0.125
-2 MV×0.25
No Wheel Mobility×0.025
No Tread Mobility×0.025
No Hydrojet Mobility×0.025
Vehicle Package×0.125

MERMECH	
Cost	×0.4
Basic Form×0.375
Water MA/2×0.1
-2 MV×0.25
Submersible×0.275
Water-bound×0.05
No Leg Mobility×0.025
No Leg Hardpoints×0.025

MONSTER	
Cost	×0.775
Basic Form×0.375
+2K Melee Damage×0.15
+2 SP×0.25

SKYCYCLE	
Cost	×0.275
Basic Form×0.375
×1.5 Flight MA×0.15
Stall Speed×0.05
No Wheel Mobility×0.025
No Tread Mobility×0.025
No Hydrojet Mobility×0.025
Vehicle Package×0.125

VTOL	
Cost	×0.35
Basic Form×0.375
×2 Flight MA×0.425
-2 MV×0.25
No Wheel Mobility×0.025
No Tread Mobility×0.025
No Hydrojet Mobility×0.025
Vehicle Package×0.125

WALKER (À LA STAR WARS)	
Cost	×0.275
Basic Form×0.375
Unlimited Sensors×0.025
+2 SP×0.25
No Binder Hardpoints×0.025
No Tail Hardpoints×0.025
No Arm Hardpoints×0.025
No Hands×0.05
No Wheel Mobility×0.025
No Tread Mobility×0.025
No Hydrojet Mobility×0.025
No Flight Mobility×0.15
No Wing Hardpoints×0.025

