

# DATAWEAVER'S CUSTOM TRANSFORMATION RULES

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## DATAWEAVER'S CUSTOM T-FORMS v2.4

### 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 (*Golion*, 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 d

#### All forms start out with a cost multiplier for their Basic Form (x0.375). 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 x2 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 x0.025.

Any form can be the mecha's native form for no cost if the form's cost is x0.375 or less. If the form's cost is more than x0.375, as is the case with the Monster form (x0.775), x0.375 is subtracted from the form's cost to give the form's cost as a native form (x0.4 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:	x0.375 (x0.0 if no options are taken)
Native Form:	-x0.375
-MV:	-x0.125 per -1 MV
Turret*:	x0.025
Tank Turret*:	x0.075
Unlimited Sensors*:	x0.025
Additional Melee Damage:	x0.075 per +1K
Additional Armour SP:	x0.125 per +1 SP
Mecharider:	x0.125
Flight MA x1.5:	x0.15
Flight MA x2:	x0.425
Stall Speed*:	-x0.05
No reverse flight:	-x0.025
Flyer*:	x0.1
No Flight Mobility*:	-x0.15
No Thruster Mobility*:	-x0.05
No Gravitic Mobility:	-x0.05
No Wing Mobility or Hardpoints*:	-x0.05 (-x0.025 each)
Land MA Increase:	x0.1 for +1 MA, +x0.05 per add. +1 MA
No reverse land movement:	-x0.025
Ground-Effect Gravitics*:	-x0.025
Snakelike Mobility Allowed:	x0.025
No Wheel or Tread Mobility:	-x0.05
No Leg Mobility or Hardpoints:	-x0.05
No GES Mobility:	-x0.025
Water MA/2:	x0.1
Water MA/1:	x0.15
No reverse water movement:	-x0.025
Swimmer*:	x0.1
Submersible*:	x0.275
Water-bound*:	-x0.05
No Hydrojet Mobility:	-x0.025
No Binder Hardpoints:	-x0.025
No Tail Hardpoints:	-x0.025
No Arm Hardpoints:	-x0.025
No Hands:	-x0.05
No Head Hardpoints:	-x0.025

## OPTIONS DESCRIPTION

**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.

**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.

**No Thruster Mobility:** If GES are allowed, thrusters act as GES; otherwise, they provide no mobility at all. (This may not be official; if it isn't, it can be removed with no harm to the system).

**No Wing Mobility or Hardpoints:** if the form has No Flight Mobility, the value of No Wing Mobility or Hardpoints is -x0.025; otherwise, it is -x0.05.

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

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

**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-bound:** Cannot move out of water.

### PACKAGES

**Vehicle Package** -x0.125  
No Legs, No Tails, No Arms or Hands, Unlimited Sensors.

**Grounded** -x0.125  
No Wing Mobility or 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:** ..... x0.35  
**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:** ..... x0.375  
**-1 MV** ..... -x0.125  
**+2K Melee Damage:** ..... x0.15  
**Flyer:** ..... x0.1  
**No Wheel or Tread Mobility:** -x0.05  
**No Hydrojet Mobility:** ..... -x0.025  
**No Hands:** ..... -x0.05  
**No Reverse Flight:** ..... -x0.025  
**Final Cost:** ..... x0.35

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 d

**B**elow 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:** ..... x0.3  
**Basic Form:** ..... x0.375  
**x2 Flight MA:** ..... x0.425  
**-2 MV:** ..... -x0.25  
**Stall Speed:** ..... -x0.05  
**No Wheel or Tread Mobility:** -x0.05

### HYBRID (GERWALK)

**Cost:** ..... x0.35  
**Basic Form:** ..... x0.375  
**x1.5 Flight MA:** ..... x0.15  
**-1 MV:** ..... -x0.125  
**No Wheel or Tread Mobility:** -x0.05  
**No Hydrojet Mobility:** ..... -x0.025

### HELICOPTER

**Cost:** ..... x0.25  
**Basic Form:** ..... x0.375  
**Flyer:** ..... x0.1  
**No Wheel or Tread Mobility:** -x0.05  
**No Hydrojet Mobility:** ..... -x0.025  
**No Binder Hardpoints:** ..... -x0.025  
**Vehicle Package:** ..... -x0.125

### TANK

**Cost:** ..... x0.3  
**Basic Form:** ..... x0.375  
**-1 MV:** ..... -x0.125  
**Grounded Package:** ..... -x0.125  
**No Hydrojet Mobility:** ..... -x0.025  
**Tank Turret:** ..... x0.075  
**+2 SP:** ..... x0.25

### SUBMARINE

**Cost:** ..... x0.25  
**Basic Form:** ..... x0.375  
**Water MA/2:** ..... x0.1  
**-2 MV:** ..... -x0.25  
**Submersible:** ..... x0.275  
**Water-bound:** ..... -x0.05  
**No Wheel or Tread Mobility:** -x0.05  
**No Head Hardpoints:** ..... -x0.025  
**Vehicle Package:** ..... -x0.125

### BOAT

**Cost:** ..... x0.3  
**Basic Form:** ..... x0.375  
**Water MA/1:** ..... x0.15  
**-1 MV:** ..... -x0.125  
**Swimmer:** ..... x0.1  
**Water-bound:** ..... -x0.05  
**No Wheel or Tread Mobility:** -x0.05  
**Turret:** ..... x0.025  
**Vehicle Package:** ..... -x0.125

### AUTO

**Cost:** ..... x0.25  
**Basic Form:** ..... x0.375  
**+5 Land MA:** ..... x0.3  
**-1 MV:** ..... -x0.125  
**Grounded:** ..... -x0.125  
**No Hydrojet Mobility:** ..... -x0.025  
**No Head Hardpoints:** ..... -x0.025  
**Vehicle Package:** ..... -x0.125

### CYCLE

**Cost:** ..... x0.35  
**Basic Form:** ..... x0.375  
**+5 Land MA:** ..... x0.3  
**Grounded:** ..... -x0.125  
**No Reverse Ground Move.:** -x0.025  
**No Hydrojet Mobility:** ..... -x0.025  
**No Head Hardpoints:** ..... -x0.025  
**Vehicle Package:** ..... -x0.125

**MECHARIDER (GENERIC)**

**Cost:** ..... x0.2  
**Basic Form:** ..... x0.375  
**-2 MV:** ..... -x0.25  
**No Reverse Movement:** .. -x0.075  
**Mecharider:** ..... x0.125  
**Unlimited Sensors:** ..... x0.025

**BEAST**

**Cost:** ..... x0.3  
**+2 Land MA:** ..... x0.15  
**-1 MV:** ..... -x0.125  
**Snakelike Mobility Allowed:** x0.025  
**No Flight Mobility:** ..... -x0.15  
**No Wheel or Tread Mobility:** -x0.05  
**No Hydrojet Mobility:** ..... -x0.025

Sample Custom Forms d

Here are some sample forms created using the Custom T-Form rules. They're much more specialised than the official forms, though samples in animé should be easy to find. As with the official forms, these provide good templates for creating your own forms.

**AMPHIBIOUS AUTO**

**Cost:** ..... x0.325  
**Basic Form:** ..... x0.375  
**Water MA/2:** ..... x0.1  
**+2 Land:** ..... x0.15  
**-1 MV:** ..... -x0.125  
**Swimmer:** ..... x0.1  
**Grounded:** ..... -x0.125  
**No Head Hardpoints:** ..... -x0.025  
**Vehicle Package:** ..... -x0.125

**ANGELMECHA**

**Cost:** ..... x0.45  
**Basic Form:** ..... x0.375  
**Flyer:** ..... x0.1  
**No Hydrojet Mobility:** ..... -x0.025

**ARMoured KNIGHT**

**Cost:** ..... x0.325  
**Basic Form:** ..... x0.375  
**-1 MV:** ..... -x0.125  
**+2 SP:** ..... x0.25  
**No Flight Mobility:** ..... -x0.15  
**No Hydrojet Mobility:** ..... -x0.025

**ARMoured DEVA**

**Cost:** ..... x0.475  
**Basic Form:** ..... x0.375  
**Flyer:** ..... x0.1  
**-1 MV:** ..... -x0.125  
**+2 SP:** ..... x0.25  
**No Thruster Mobility:** ..... -x0.05  
**No Gravitic Mobility:** ..... -x0.05  
**No Hydrojet Mobility:** ..... -x0.025

**AQUASLED**

**Cost:** ..... x0.375  
**Basic Form:** ..... x0.375  
**Water MA/1:** ..... x0.15  
**Swimmer:** ..... x0.1  
**Water-bound:** ..... -x0.05  
**No Wheel or Tread Mobility:** -x0.05  
**No Head Hardpoints:** ..... -x0.025  
**Vehicle Package:** ..... -x0.125

**DESTROID**

**Cost:** ..... x0.45  
**Basic Form:** ..... x0.375  
**+2 SP:** ..... x0.25  
**-1 MV:** ..... -x0.125  
**Unlimited Sensors:** ..... x0.025  
**Tank Turret:** ..... x0.075  
**Grounded:** ..... -x0.125

**TRANSFORMATION BREAKDOWN**

And now for something completely different...

**STAR WARS!**

Specifically the Imperial Walkers (The AT-AT's and AT-ST's).

Imperial Walkers are actually quite simple. They are big, ground bound, and tough.

Let's begin. The only advantages inherent to the form are +2 SP and Unlimited Sensors.

The disadvantages are more obvious: The No Binder Hardpoints, No Tail Hardpoints, No Arm Hardpoints, No Hands, No Wheel or Tread Mobility, No Hydrojet Mobility, No Flight Mobility, No Wing Hardpoints.

Here's the breakdown:

**WALKER (STAR WARS)**

**Cost:** ..... x0.275  
**Basic Form:** ..... x0.375  
**Unlimited Sensors:** ..... x0.025  
**+2 SP:** ..... x0.25  
**No Binder Hardpoints:** ..... -x0.025  
**No Tail Hardpoints:** ..... -x0.025  
**No Arm Hardpoints:** ..... -x0.025  
**No Hands:** ..... -x0.05  
**No Wheel or Tread Mobility:** -x0.05  
**No Hydrojet Mobility:** ..... -x0.025  
**No Flight Mobility:** ..... -x0.15  
**No Wing Hardpoints:** ..... -x0.025

Since the final cost is less than x0.375, it's native form cost is x0.0.

**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 the 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 Thruster Mobility and No Wing Mobility or 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**

**Cost:** ..... x0.325  
**+2 Land MA:** ..... x0.15  
**-1 MV:** ..... -x0.125  
**No Thruster Mobility:** ..... -x0.05  
**No Wing Mobility or Hardpoints:** ..... -x0.05  
**No Wheel or Tread Mobility:** -x0.05  
**No Hydrojet Mobility:** ..... -x0.025  
**No Hands:** ..... -x0.05  
**+2K Melee Damage:** ..... x0.15

After subtracting the 0.375 for being a native form (While the lions could merge to form Voltron, they couldn't transform.) the final cost is -x0.05. However, since Native forms can't go negative, it becomes x0.0.

**FISH**

**Cost:** ..... x0.475  
**Basic Form:** ..... x0.375  
**Water MA/2:** ..... x0.1  
**-2 MV:** ..... -x0.25  
**Submersible:** ..... x0.275  
**Water-bound:** ..... -x0.05  
**No Wheel or Tread Mobility:** -x0.05  
**No Head Hardpoints:** ..... -x0.025  
**No Hands:** ..... -x0.05  
**+2K Melee Damage:** ..... x0.15

**MECHARIDER (AQUASLED)**

**Cost:** ..... x0.5  
**Basic Form:** ..... x0.375  
**Water MA/1:** ..... x0.15  
**Swimmer:** ..... x0.1  
**Mecharider:** ..... x0.125  
**Water-bound:** ..... -x0.05  
**No Wheel or Tread Mobility:** -x0.05  
**No Head Hardpoints:** ..... -x0.025  
**Vehicle Package:** ..... -x0.125

**MECHARIDER (AUTO)**

**Cost:** ..... x0.375  
**Basic Form:** ..... x0.375  
**+5 Land MA:** ..... x0.3  
**Mecharider:** ..... x0.125  
**-1 MV:** ..... -x0.125  
**Grounded:** ..... -x0.125  
**No Hydrojet Mobility:** ..... -x0.025  
**No Head Hardpoints:** ..... -x0.025  
**Vehicle Package:** ..... -x0.125

**MECHARIDER (CYCLE)**

**Cost:** ..... x0.475  
**Basic Form:** ..... x0.375  
**+5 Land MA:** ..... x0.3  
**Mecharider:** ..... x0.125  
**Grounded:** ..... -x0.125  
**No Reverse Ground Movement:** ..... -x0.025  
**No Hydrojet Mobility:** ..... -x0.025  
**No Head Hardpoints:** ..... -x0.025

**MECHARIDER (FIGHTER)**

**Cost:** ..... x0.425  
**Basic Form:** ..... x0.375  
**x2 Flight MA:** ..... x0.425  
**Mecharider:** ..... x0.125  
**-2 MV:** ..... -x0.25  
**Stall Speed:** ..... -x0.05  
**No Wheel or Tread Mobility:** -x0.05  
**No Hydrojet Mobility:** ..... -x0.025  
**Vehicle Package:** ..... -x0.125

**MECHARIDER (VTOL)**

**Cost:** ..... x0.475  
**Basic Form:** ..... x0.375  
**x2 Flight MA:** ..... x0.425  
**Mecharider:** ..... x0.125  
**-2 MV:** ..... -x0.25  
**No Wheel or Tread Mobility:** -x0.05  
**No Hydrojet Mobility:** ..... -x0.025  
**Vehicle Package:** ..... -x0.125

**MERMECH**

**Cost:** ..... x0.4  
**Basic Form:** ..... x0.375  
**Water MA/2:** ..... x0.1  
**-2 MV:** ..... -x0.25  
**Submersible:** ..... x0.275  
**Water-bound:** ..... -x0.05  
**No Leg Mobility or Hardpoints:** ..... -x0.05

**MONSTER**

**Cost:** ..... x0.775  
**Basic Form:** ..... x0.375  
**+2K Melee Damage:** ..... x0.15  
**+2 SP:** ..... x0.25

**SKYCYCLE**

**Cost:** ..... x0.275  
**Basic Form:** ..... x0.375  
**x1.5 Flight MA:** ..... x0.15  
**Stall Speed:** ..... -x0.05  
**No Wheel or Tread Mobility:** -x0.05  
**No Hydrojet Mobility:** ..... -x0.025  
**Vehicle Package:** ..... -x0.125

**VTOL**

**Cost:** ..... x0.35  
**Basic Form:** ..... x0.375  
**x2 Flight MA:** ..... x0.425  
**-2 MV:** ..... -x0.25  
**No Wheel or Tread Mobility:** -x0.05  
**No Hydrojet Mobility:** ..... -x0.025  
**Vehicle Package:** ..... -x0.125