Golemmech

The nastiest, scariest war machines in the solar system are Golemmech (singular and plural). There are hundreds of models on the market, and thousands of customized variants. Like vehicles, custom Golemmech start with a basic chassis, choose the design purpose, and select the desired modifications.

<Sidebar>
Golemmech is a portmanteau of the mythical Jewish divine protector-construct and the anime word for large combat robots (itself an abbreviation of the loanword 'mekanikaru' — mechanical). The first models of Golemmech were designed and marketed as stalwart defenders, relentlessly protecting the community.
Like many previous brand names, Golemmech was so synonymous with the product that it became the default term for the entire class of product.
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Logistics

Basic Features

Golemmech are designed as walking war machines, with several universal features.

- All Armor is Heavy Armor.
- Ejection systems are standard; when Wrecked, all occupants roll Athletics -4 (no penalty if On Hold) to safely launch away, though failure results in damage as normal.
- The size and noise of Golemmech imposes a –1 per Size to Stealth checks.
- Weapons are mounted to the upper hull, unless noted otherwise, which can rotate to face any direction. As walking war machines, Golemmech move like characters with a listed Pace and running die.
- Golemmech are also designed with wheels, treads, or hover systems to allow rapid travel on- or off-road (with the listed Top Speed) though they can't fight effectively in that configuration – treat all weapons as fixed (front) when using Top Speed. Toppling over is a danger; when a Golemmech goes Out of Control it falls, causing (Size)d6 damage to itself and whatever it lands on – a falling golem can be Evaded.
- Driving (Golemmech) is the relevant skill. Without that, rolls to use any of the systems (including weapons and sensors) are –2.

Fuel

Hydrogen fuel cells are good for 12 hours of operations and very stable against combat damage. Refueling costs 100 x Size Cryptodollars.
Nuclear engines were experimented with, but lethal radioactive patches from combat damage made them useless in actual combat.

Repairs

Golemmech are combat machines, and they eventually take a real beating.
The **Chase** rules in the *Savage Worlds* core rules explain how to repair vehicles. Those repairs typically cost 5% of the Golemmech Cost per Wound and Critical Hit. *Example:* Fixing two Wounds and one Critical Hit on a 1.5M Crypto golem would cost 15%, or 225,000 Cryptodollars.

Golemmech Chassis Table

Size	Handling	Pace (Run)	Top Speed (MPH)	Toughness	Crew	Mod Slots	Cost
4 (Large)	+1	12 (d6)	50	15 (4)	1	15	600k
5	0	10 (d6)	45	17 (4)	1	20	750k
6	0	10 (d6)	45	20 (5)	1	25	1M
7	0	10 (d6)	45	22 (5)	1	30	2M
8 (Huge)	-1	10 (d6)	40	25 (6)	1	35	3M
9	-1	8 (d4)	40	27 (6)	1	40	4M
10	-2	8 (d4)	35	30 (7)	1	45	5M

Golemmech have Parry of 2 + half Driving.

Golemmech Purpose Table

Close combat and security Golemmech are designed to directly apply their powerful mechanics. They have a Strength score, which can be used to hit foes either unarmed (Str+d8, Heavy Weapon) or with a weapon.

Purpose	Pace (Run)	Top Speed	Crew Increase	Notes
Close Combat: Close assault and direct fire.	+2 (+1 Step)	+5	--	Strength d12+Size
Ranged Combat: Indirect fire and bombardment.	--	--	1	
Reconnaissance: Observation and skirmishing.	+2 (+1 Step)	+10	--	
Security: Riot and violent emergency response.	--	--	1	Strength d12+ (Half Size)

Golemmech Modifications Table

Modifications can be taken once unless noted otherwise in parenthesis next to the mod name. Modifications use the listed number of Mods to install. Round fractions up.

Modification	Mods	Cost
Amphibious: Capable of moving at half Pace and quarter Top Speed in water.	1	1k x Size
Anti-Missile Counter Measures: Jammers and decoys provide +2 to Evade missiles.	1	5k x Size
Armor (Size): Increases Armor +3 per level of the mod.	1	1k x Size
Autonomous Pilot: Installed Sprite can operate the Golemmech with d10 Skill, as an Extra. It can both drive and fire weapons, at normal multiple action penalties. Giving the sprite a short, verbal command is a free action.	--	7k x Size
Crew Space (Size): Space for up to 2 additional crew or passengers.	2	1k
Electromagnetic Shielding: Vehicle gets +6 to resist EMP.	2	5k x Size
Exposed Crew: 25% chance a normal attack strikes the crew. On a Crew Critical Hit the vehicle's armor provides no protection.	--	-50% of Chassis Cost
Flight: The golemmech is capable of sustained hovering. Increase Pace by 2 and Run by one die type. Increase Top Speed by 25	Size	50k x Size
Handling (3): Each level of this mod increases the handling by 1. Maximum +4 Handling.	1	2k x Size

Mod	Slots	Cost
Multi-Ped: Three to six legs. Ignore movement penalties for Difficult Ground.	2	5k x Size
Night Vision: The crew gain Low Light Vision, ignoring Dim and Dark illumination.	--	2k
Pace (3): +2 Pace. +1 step running die per level of the mod.	1	5k x Size
Reduced Pace (3): -2 Pace. -1 step running die per level of the mod to get half size back in mods per level of the mod.	- half size	--
Reinforced Chassis (3): Increase Toughness of the chassis by +1 per level of the mod.	1	1k x Size
Rocket Assisted Jump (3): The golemmech can jump 4" (8 yards) with a Drive Roll. This is an action and is in addition to any movement. They may extend the jump by 1" (2 yards) for each -1 penalty the pilot applies to their Drive Roll. On a Failure, the golemmech suffers a wound and is prone. On a Critical Failure, the golemmech suffers a wound and a Critical Hit and is prone. Each additional level of this mod increases the base jump range by 2".	3	12k X Size
Sensor Suite: Optical, chemical, motion, and other sensors ignore Illumination penalties. Add +2 to Notice specified targets (biological beings, chemical signatures, metals, radiation, etc.) within 500 yards.	1	30k
Sloped Armor: Vehicle armor is sloped to deflect projectiles. Attackers subtract 2 from attack rolls with direct-fire non-energy weapons.	2	3k x Size
Spacecraft: Designed to operate in the vacuum of space. Its secondary propulsion mode will be space flight.	Half Size	25k x Size
Speed (Unlimited): Increase the Top Speed by +10 MPH per level of the mod. (Cannot also have Speed Reduction.)	1	1k x Size
Speed Reduction (3): Reduce Top Speed by -10 MPH to gain 2 Slots per level of the mod.	-2	--
Stabilizers (Unlimited): Reduce the Unstable Platform penalty of one weapon. Improved Stabilizers cost double.	1	1k x Size
Stealth Paint: Dark, radar absorbing paint means Electronics rolls to spot or lock onto the Golemmech are made at -2.	--	15k x Size
Stealth Systems: Heat bafflers, radio absorbent materials, signal scramblers, and camouflage paints make the golem harder to detect and target. Electronics roll to spot or lock onto the Golemmech are -4. Notice rolls with electronic sensors and Shooting rolls with electronic targeting systems are -4.	Size	20k x Size
Strength Increase (Size): Increase Strength +2 per level of the mod.	1	5k x Size
Close Combat Weapon (3): Mount a weapon that deals Str+d8, AP 6. Additional mods increase Damage by one die type and AP by four.	1	3k x Size
Weapons, Fixed (Unlimited): Half Mod cost of all Fixed weapons. Fixed weapons are mounted to portions of the frame of the mech other than the arms. Arms with weapons that can be pointed in any direction require addition structure in the arms to support this and cost the same as turret mounted weapons.	See Notes	--
Weapons, Linked (Unlimited): Total all weapons linked in a set, half Mod cost. (If linking Fixed weapons, half that total.) Linked weapons all fire at the same time. If weapons may be fired individually, they are not considered linked.	See Notes	--
Weapons, Turret (Unlimited): Weapon is mounted in an armored turret that can rotate 360°.	--	--

Modifications can be combined, but the GM has final say. Keep features focused on the goal.
[Sidebar]

Golemmech with the Rocket Assisted Jump ability may choose to my a high-impact landing. Doing so causes 2+Rocket assisted jump level d10+size damage to a Medium Blast Template around the landing site. However, because the descent dampeners are disabled for this landing, the golemmech suffers half of this damage as well. Example: A size 6 golemmech with Rocket Assisted Jump Level 2 does 4d10+6 damage to a MBT area on impact.
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Weapons
Use the Missiles and Vehicular Weapons options available for Vehicles.

Corporate Trappings
Act of God Armaments: One of the leading weapons manufacturers on the market, AGA sells a range of heavily armed golemmech. AGA golemmech tend to mount more (and larger) weapons than most competitors.

Bastion Industries: Bastion is arguably the leading manufacturer of armored golemmech. Bastion designs are noted for their heavy armor and general reliability. Bastion Golemmech receive the armor mod at half the normal mod cost.

Combat Engineering Systems: CES golemmech tend to make use of the explosive ordinance that the company is known for. The initial loadout of missiles is at 75% the usual price.

Marsworks Engineering: Marsworks leads the industry in combat vehicles, and this extends to their line of golemmech. Marsworks was also the first company to manufacture mechs for use in space. The 'spacecraft' mod costs half the usual mod slots.

Ravenlocke Security: Ravenlocke makes armored security vehicles for both internal use and external sale, though the in-house models are a generation or two ahead of the retail models. They also sell unarmed cargo and passenger vehicles for transporting security supplies or groups of captives.

Sentinel Rock Company: SRC is the only manufacturer that can squeeze more weapons into a chassis than CES. Vehicular weapons have their final Mod slots reduced by 1 (minimum one); increase cost by 15%.

UVZ: This Russian security company covers a breadth of security concerns, including military vehicles for land, sea, and air. Not popular outside the homeland, UVZ works hard to keep their government contracts.

Wasteland Traders: Wasteland Traders understands having to operate away from infrastructure. All their ground vehicles are either four-wheel drive or hover and come with solar cells to recharge while away from power stations.

Golemmech Weapons
While they are large weapons of war, Golemmech weapons tend to be short range and, with few exceptions, intended for line-of-sight attacks versus other Golemmech.

Weapon	Range	AP Rounds	HE Rounds	ROF	Mods	Shots	Cost
20mm Grenade MG	24/48/96	—	3d6, AP 2, SBT	2	1	40	1,500
40mm Grenade MG	30/60/120	—	4d8, AP 4, MBT	2	1	40	2,000
Medium Laser	75/150/300	3d10 AP 20	—	1	3	25	750K
Heavy Laser	150/300/600	4d10 AP 30	—	1	4	25	1M
40mm LOS Missile	75/150/300	4d10 AP 30	4d8 AP 15 MBT	1	1	1	60k
66mm LOS Missile	75/150/300	5d10 AP 38	4d10 AP 18 MBT	1	1	1	75K

Weapon	Range	Damage	Damage (MBT)				Cost
80MM LOS Missile	75/150/300	5d12 AP 40	5d10 AP 20 MBT	1	2	1	90k
Medium Machine Gun	30/60/90	2d8+1 AP 2	—	3	1	200	1,500
Heavy Machine Gun	50/100/200	2d10 AP 4	—	3	1	200	2,000
Med. MAW Cannon	100/200/400	4d10, AP 20	—	1	4	20	600k
Heavy MAW Cannon	100/200/400	5d10, AP 40	—	1	6	20	1.5M
51mm Mass Driver	50/100/200	4d8 AP 12	3d8 AP 6 MBT	2	2	24	200k
76mm Mass Driver	50/100/200	4d10 AP 16	4d8 AP 8 MBT	2	3	24	375k
101mm Mass Driver	50/100/200	5d10 AP 25	4d8 AP 12 MBT	2	4	24	750k
Point Defense Gun	24/48/96	2d8 AP 2	—	3	2	200	100k
Point Defense Laser	24/48/96	3d8 AP 4	—	4	3	200	275k
Light Rotary Cannon	24/48/96	3d8 AP 8	3d8 AP 4 MBT	5	3	400	150k
Heavy Rotary Cannon	30/60/90	4d8 AP 10	3d8 AP 5 MBT	5	4	400	300k
66mm WG Missile	150/300/600	5d10 AP 40	5d8 AP 20 MBT	1	2	1	100k
80mm WG Missile	150/300/600	6d10 AP 45	6d8 AP 25 MBT	1	2	1	125k

Grenade Machine Gun: Grenade machine guns fire high explosive dual purpose (anti-personnel / anti-vehicle) grenades.

Laser: Lasers are extremely potent direct fire weapons versus nearly any class of vehicle. The power cost is staggering thus requiring an upgrade to the golemmech power plant (this is reflected in the number of mods required). Technically, the laser does not use ammunition, however the high power going through the focusing lens burns them out in short order. A lens typically lasts for twenty-five shots before requiring replacement. The lenses are designed for rapid replacement and are effectively the same as reloading.

LOS Missile: Line-of-Sight Missiles are short range, dumb fire missiles with no tracking capability. They are fired with a shooting roll, no lock required (or allowed). LOS Missiles are typically loaded in racks and each missile may be fired individually or as a group.

Machine Gun: Some things simply cannot be improved. Standard machineguns are often linked to increase their overall effectiveness.

Magnetic Acceleration Weapons (MAW): MAW fire a solid projectile at extreme velocity, causing significant damage and armor penetration. The power limitations on the magnetic field are the current limiter of firing rates and why MAW are not more common. MAW are AT Guns but do not have HE (high explosive) rounds.

Mass Driver: Mass drivers fire a single large bore round with devastating force. Mass drivers are similar to tank guns; however, they have a larger powder charge than a tank round of the same size, have a higher rate of fire, and they have an internal combustion chamber, so they are capable of firing in a vacuum (and underwater but they are still limited by the water's resistance to penetration thus are practically ineffective).

Point Defense Gun: Point Defense Guns are short range anti-Missile Systems that have a dog-brain AI tasked with tracking and shooting incoming missiles. They fire at short range with a locked ROF of 3 at each incoming missile until they run out of ammunition. The driver may enable or disable the system if they wish to conserve ammo at the cost of accepting hits.

Point Defense Laser: Similar to point defense guns, the laser version targets incoming missiles and destroys them at close range. The much lower power of the laser in comparison to the heavier variants allows many more shots before replacing a lens.

Rotary Cannon: With an impressively high rate of fire, the rotary cannons are designed to pummel an opposing golemmech. Typical rounds are armor piercing though a driver could choose to have their vehicle loaded with high explosive instead.

WG Missile: Wire Guided Missiles are locked on to a target (using standard lock on rules, see Savage Worlds) and will hit unless evaded. WG Missiles are typically loaded in racks and each missile may be fired individually or as a group.

Golemmech Ammunition

Each weapon type has a standard ammunition quantity. Golemmech rarely carry more than one spare ammunition load per weapon. Ammunition may be reloaded while the golemmech is in operation but reloading a weapon takes a full round. This action may be performed by either crew member or an AI if there is one.

Weapon	Rounds	Price
20mm Grenade MG	40	500
40mm Grenade MG	40	1,000
Medium Laser	25	1,500
Heavy Laser	25	2,000
40mm LOS Missile	1	60K
66mm LOS Missile	1	75K
80MM LOS Missile	1	90K
Medium Machine Gun	200	200
Heavy Machine Gun	200	200
Med. MAW Cannon	20	1000
Heavy MAW Cannon	20	2000
51mm Mass Driver	24	240
76mm Mass Driver	24	264
101mm Mass Driver	24	288
Point Defense Gun	200	150
Point Defense Laser	200	1,500
Light Rotary Cannon	400	600
Heavy Rotary Cannon	400	1,000
66mm WG Missile	1	100K
80mm WG Missile	1	125K

Warehouse Aisles

A catalog of available golemmech with entries from all the major manufacturers. These may be used as samples to base your own creations off or they may be used as is.

Golemmech	Size	Handling	Pace (Run)	Top Speed (MPH)	Toughness	Crew	Cost
BI-09 Vanguard	5	0	10(d6)	45	32(16)	2	1.73M

BI-17 Scout	4	1	14(d8)	60	22(10)	1	1.26M
CES Heavyweight Mk III	9	-1	10(d6)	45	44(21)	1	7.41M
UVZ Komanda Bezopasnosti	7	2	14(d10)	95	31(14)	2(10)	2.25M
ME MJ1 Moonwalker	8	-1	10(d6)	40	43(24)	2	11.64M
RS Perimeter	5	0	12(d8)	45	17(4)	2	1.71M
SR Tavarish	6	0	10 (d6)	45	20(5)	2	3.15M
WT Viper	5	1	12(d8)	50	17(4)	1	1.92M
KZ Wasp	7	0	Flying 12(d8)	70	30(11)	2	3.94M
AGA Wrath	8	-1	10(d6)	40	46(27)	2	5.65M

Bastion Industries BI 09 Vanguard (Ranged Combat): The BI 09 is designed to withstand a tremendous amount of damage while providing anti-missile support to itself and nearby allies. With a point defense gun on each shoulder autonomously tasked to target and eliminate incoming missiles as well as a chest mounted 66mm LOS missile array and a heavily reinforced right arm sporting a 76 mm Mass Driver, the Vanguard can give as good as it gets on the battlefield.
Notes: Strength d12, Anti-Missile Counter Measures, Armor (4), Autonomous Pilot, Night Vision, Reinforced Chassis (3)
Remaining Mods: 5
Weapons: 2x Point Defense Guns (Shoulders) Range:24/48/96 Damage:2d8 AP 2 Rof:3 Shots:200, 4x 66mm LOS missiles (Torso) Range:75/150/300 Damage: 5d10 AP 38 ROF: 1 Shots:1, 76mm Mass Driver (Right Arm) Range:50/100/200 Damage: 4d10 AP 16 ROF: 2 Shots: 24

Bastion BI17 Scout (Reconnaissance): The Bastion BI17 Scout is designed for stealth and speed while still living up to Bastion's reputation of high durability and combat effectiveness. The four-legged Scout can leap from concealment underwater and strike with lethal force with its back mounted 76mm Mass Driver turret or chest mounted 80mm WG Missiles. It can also hold off infantry with a pair of shoulder mounted light rotary cannons.
Notes: Strength d12, Amphibious, Armor (2), Multi-Ped, Reinforced Chassis (1), Sensor Suite, Stealth Paint
Remaining Mods: 0
Weapons: 76mm Mass Driver (Back) Range:50/100/200 Damage: 4d10 AP 16 ROF: 2 Shots: 24, 2x Linked Light Rotary Cannons (Shoulders) Range: 24/48/96 Damage: 3d8 AP 8 ROF: 5 Shots: 400, 2x 80mm WG Missiles (Torso) Range:150/300/600 Damage: 6d10 AP 45 ROF:1 Shots:1

CES Heavyweight Mk III (Close Combat): One of the heaviest golemmech on the field, the CES Heavyweight series have been in the game since the first golemmech rolled off the factory floors. The MK III improves upon the series already devastating fist weapons and now sports a massive dual barrel heavy laser on the left shoulder as well as 8 80mm WG missiles in the torso. While some drivers have complained about short-range targeting with inner torso missiles, they are always happy to see their opponent's missile pod get shot off in combat. EMP shielding and a short-range rocket assisted jump system rounds out this golemmech combat systems.
Notes: Strength d12+13, Anti-Missile Counter Measures, Armor (5), Electromagnetic shielding, Night Vision, Reinforced Chassis (2), Rocket Assisted Jump (1), Strength Increase (2), Close Combat Weapon (3)
Remaining Mods: 9

Weapons: Close Combat Weapon (Str + d12 AP14), dual-linked Heavy Laser (Left Shoulder) Range:150/300/600 Damage:4d10 AP 30 ROF:1 Shots:25, 8x 80mm WG missiles (Torso) Range:150/300/600 Damage: 6d10 AP 45 ROF:1 Shots:1

UVZ Komanda Bezopasnosti (Security): The UVZ Komanda Bezopasnosti is the first of its class to pair a golemmech with an APC. With space for 10 soldiers and a top speed of nearly 100 miles per hour, this golemmech is legendary for getting troops in place to defend an area. Armed with an array of anti-personnel weapons, along with its terrifying scythe-like right arms weapon, the Komanda Bezopasnosti has earned its nick name of the grim reaper.
Notes: Strength d12+3, Armor (3), Crew Space (5), Handling (2), Night Vision, Pace (2), Sloped Armor, Speed (5), Close Combat Weapon (2)
Remaining Mods: 1
Weapons: Close Combat Weapon (Str + d10 AP10), Quad linked Heavy Machinegun (Left Arm) Range: 50/100/200 Damage: 2d10 AP 4 ROF:3 Shots:200, 20mm Grenade Machinegun turret (Right Shoulder) Range:24/48/96 Damage:3d6 AP 2 SBT ROF:2 Shots:40

ME MJ1 Moonwalker (Ranged Combat): Marsworks Engineering's MJ1 Moonwalker is the most popular golemmech for extra planetary use. With a sealed cockpit and zero g navigational thrusters, the Moonwalker lives up to its name for being able to function in low or high gravity with or without atmosphere. Armed with four-barrel gatling lasers on each arm, a Heavy MAW cannon in a turret on the right shoulder, and a rack of 6 TOW missiles on the left shoulder, the Moonwalker is more than equipped to handle anything that the planet, moon, or asteroid can throw at it.
Notes: Strength d12, Armor (6), Night Vision, Rocket Assisted Jump (3), Sensor Suite, Spacecraft, Stealth Paint)
Remaining Mods: 2
Weapons: 2 x Quad-linked Gatling Lasers (Both Arms), Heavy MAW Cannon turret (Right Shoulder) 6x TOW Missiles (Left Shoulder)

Ravenlocke Security Perimeter (Security): Designed for rapid security support, the Perimeter is one of Ravenlocke's very few golemmech designs. The Perimeter boasts a light rotary cannon on each arm, a shoulder mounted Medium MAW cannon and a hardened steel hammerhead left fist.
Notes: Strength d12+2, Night Vision, Pace (1), Close Combat Weapon (1)
Remaining Mods: 3
Weapons: Close Combat Weapon Str+d8 AP 6, 2x Light Rotary Cannon (Stabilizer, arms) Range: 24/48/96 Damage: 3d8 AP 8 ROF: 5 Shots: 400, Medium MAW Cannon (Stabilizer, shoulder) Range:100/200/400 Damage:4d10 AP 20 ROF:1 Shots:20

Sentinel Rock Tavarish (Ranged Combat): Sentinel Rock makes very few Golemmech however, the ones that they do make are legends in the industry. With an augmented sensor suite, night vision, and sloped armor as well as a broad spectrum of weapons, the Tavarish is a force to behold.
Notes: Strength d12, Sensor Suite, Night Vision, Sloped Armor
Remaining Mod Slots: 4
Weapons: Medium MAW Cannon (Right arm) Range:100/200/400 Damage:4d10 AP 20 ROF:1 Shots:20, dual-Linked Heavy Rotary Cannons (Left Arm) Range:30/60/90 Damage: 4d8 AP 10 ROF: 5 Shots: 400, 10x 80mm LOS Missiles (right shoulder) Range:75/150/300 Damage: 5d12 AP 40 ROF:1 Shots:1

WT Viper (Close Combat): Wasteland Traders, ever the outdoor survival experts, have created the Viper. Designed to use its matchless camouflage to lie in wait and strike at the opportune time, either with a devastating blow from its right arm mounted "Fang" dual spike, or with its modest selection of ranged cannons and missiles.

Notes: Strength d12+5, Night Vision, Stealth Systems (1), Close Combat Weapon (1)
Remaining Mod Slots: 0
Weapons: Close Combat Weapon Str+d8 AP 6, Quad-linked Heavy Machine Guns (Left Arm) Range: 50/100/200 Damage: 2d10 AP 4 ROF:3 Shots:200, 8x 80mm WG missiles (Torso) Range:150/300/600 Damage: 6d10 AP 45 ROF:1 Shots:1, Dual Linked 40mm Grenade Machine Gun (Right Arm) Range:30/60/120 Damage: 4d8 AP 4 MBT ROF:2 Shots:40

Kensei Zero Wasp (Ranged Combat): After Kensei Zero's debut success with their legendary Scorpion golemmech, they have retooled their operation and came out swinging with the second in their lineup. The only flying golemmech in this season's catalog, the Wasp is groundbreaking and influential. With heavy sloped armor and a reinforced chassis, the Wasp can take a hit and with its pair of 76mm mass drivers on its arms and a rack of 5 66mm wire guided missiles, it has a mighty sting as well. A pair of point defense guns rounds out this mighty machine's systems.
Notes: Strength d12, Armor (2), Autonomous Pilot, Electromagnetic shielding, Flight, Reinforced Chassis (2), Sloped Armor
Remaining Mods: 0
Weapons: 2x Point Defense Guns (Shoulders) Range:24/48/96 Damage:2d8 AP 2 ROF:3 Shots:200, 2X 76mm Mass Driver (Arms) Range:50/100/200 Damage: 4d10 AP 16 ROF: 2 Shots: 24, 5x 66mm WG Missile (Torso) Range:150/300/600 Damage: 5d10 AP 40 ROF:1 Shots:1

Act of God Armaments Wrath (Ranged Combat): The AGA Wrath golemmech is a living legend on the battlefield. Few golemmech have as many kills as this model. A heavy laser is on a shoulder-mounted turret, Light Rotary cannons are on each arm and a rack of 20 40mm LOS missiles occupies the left shoulder.
Notes: Strength d12, Anti-Missile Counter Measures, Armor (7), Night Vision, Sloped Armor
Remaining Mods: 12
Weapons: Heavy Laser (Improved Stabilizer) (Right Shoulder) Range:150/300/600 Damage:4d10 AP 30 ROF:1 Shots:25, 2x Light Rotary Cannon (Stabilizer, Arms)) Range: 24/48/96 Damage: 3d8 AP 8 ROF: 5 Shots: 400, 20x 40mm LOS missile (shoulders) Range:75/150/300 Damage: 4d10 AP 30 ROF: 1 Shots: 1