




RIGHT ARM

LOCATION	ARMOR	DAMAGE
1-3	12 (+6)	
CRITICAL HIT LOCATIONS		
1: Shoulder 2: Shoulder 3: Shoulder 4 - 10: Hatchet		
11 - 19: No Critical 20: Destroyed		
1st Shoulder Hit: -4 to all Weapon attacks from this arm; cannot punch. 2nd Shoulder Hit: No attacks from arm.		

HEAD

LOCATION	ARMOR	DAMAGE
20	9 (+3)	
CRITICAL HIT LOCATIONS		
1: Life Support 2: Sensors 3: Cockpit 4: Flamer 5: Sensors 6: Life Support		
7-19: No Critical 20: Pilot Killed		
Life Support: -2 Penalty to Cons. Rolls Sensors: -1 Penalty to Attack Rolls Cockpit: One Extra Damage to Pilot		

LEFT ARM

LOCATION	ARMOR	DAMAGE
4-6	12 (+6)	
CRITICAL HIT LOCATIONS		
1: Shoulder 2: Shoulder 3: Shoulder 4: Hand		
5 - 19: No Critical 20: Destroyed		
1st Shoulder Hit: -4 to all Weapon attacks from this arm; cannot punch. 2nd Shoulder Hit: No attacks from arm.		

Brute-Mech

TONNAGE	40
WALKING SPEED	4
RUNNING SPEED	6
JUMP SPEED	1
Open Tonnage	1

PILOT



PILOT NAME	
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PILOTING SKILL	+1
GUNNERY SKILL	+1
BASE DEFENSE	10

RIGHT TORSO

LOCATION	ARMOR	DAMAGE
11-13	17 (+10)	
CRITICAL HIT LOCATIONS		
1: Medium Laser 2: Machine Gun 3: Ammo: MG		
4 - 19: No Critical 20: Destroyed		
RIGHT TORSO (REAR)		
	ARMOR 6	DAMAGE

CENTER TORSO

LOCATION	ARMOR	DAMAGE
17-19	17 (+10)	
CRITICAL HIT LOCATIONS		
1: Engine 2: Engine 3: Engine 4: Gyro 5: Gyro 6: Gyro 7: Gyro 8: Engine 9: Engine 10: Engine 11: Machine Gun 12: Machine Gun		
13 - 19: No Critical 20: Mech Disabled		
Engine: +5 Heat Generated each turn Gyro: -1 to Attack and Movement		
CENTER TORSO (REAR)		
	ARMOR 8	DAMAGE


LEFT TORSO

LOCATION	ARMOR	DAMAGE
14-16	17 (+10)	
CRITICAL HIT LOCATIONS		
1: C6 Slave 2: Machine Gun		
3 - 19: No Critical 20: Destroyed		
LEFT TORSO (REAR)		
	ARMOR 6	DAMAGE

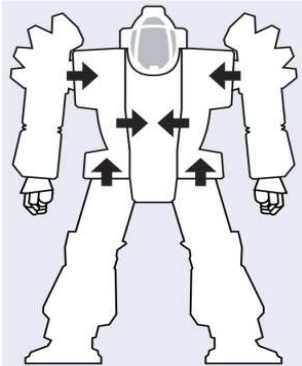
PILOT BONUSES

CONSCIOUSNESS TABLE (D20)		
1 5+	2 8+	3 11+
4 14+	5 17+	6+ DEAD
You must make a roll if you are hit in the head or if your ammo is crit.		


RIGHT LEG

LOCATION	ARMOR	DAMAGE
7-8	18 (+10)	
CRITICAL HIT LOCATIONS		
1: Hip 2: Hip 3: Hip 4: Foot 5: Jump Jets 6: Heat Sink		
7 - 19: No Critical 20: Destroyed		
1st Hip Hit: No Kick or Charge, -1 Move 2nd Hip Hit: -1 Move, -2 Piloting Rolls 3rd Hip Hit: Immobile		

TRANSFER DAMAGE DIAGRAM



LEFT LEG

LOCATION	ARMOR	DAMAGE
9-10	18 (+10)	
CRITICAL HIT LOCATIONS		
1: Hip 2: Hip 3: Hip 4: Medium Laser 5: Machine Gun 6: Heat Sink		
7 - 19: No Critical 20: Destroyed		
1st Hip Hit: No Kick or Charge, -1 Move 2nd Hip Hit: -1 Move, -2 Piloting Rolls 3rd Hip Hit: Immobile		

HEAT

STARTING HEAT	
HEAT GENERATED	
(TOTAL HEAT SINKS: 12)	
DAMAGED SINKS	
END OF TURN HEAT	

Heat Effects (2d20)

HEAT	MOVE PLTY	ATK PLTY	SHUTD CHECK
29	-5	+5	29+
28	-5	+5	28+
27	-5	+4	27+
26	-5	+4	26+
25	-5	+4	25+
24	-4	+4	24+
23	-4	+4	23+
22	-4	+3	22+
21	-4	+3	21+
20	-4	+3	20+
19	-3	+3	19+
18	-3	+3	18+
17	-3	+2	17+
16	-3	+2	16+
15	-3	+2	15+
14	-2	+2	14+
13	-2	+2	
12	-2	+1	
11	-2	+1	
10	-2	+1	
9	-1	+1	
8	-1	+1	
7	-1		
6	-1		
5	-1		
4			
3			
2			
1			
HEAT OF 30+ IS AN AUTO SHUT DOWN			

WEAPON AND EQUIPMENT QUICK CHARTS								
QTY	WEAPON NAME	HEAT	DAM	RANGE				AMMO
				MIN (-1)	SHORT	MED (-2)	LONG (-4)	
1	Flamer	3	2	-	1	2	3	2 Heat Dam; +1d6 vs Inf
5	Machine Gun	0	2	-	1	2	3	Unlim. +1d6 vs Infantry
2	Medium Laser	3	5	-	1-3	4-6	7-9	
1	Hand	1	1d6	-	1	-	-	
1	Foot	1	1d6	-	1	-	-	
1	Hatchet	2	2d6	-	1	-	-	

PILOT PROFILE FOR:

REPUTATION:

GUNNERY SKILL

+1

Your Movement Modifier

Walked-1

Ran-2

Jumped-3

Penalties from Criticals

Sensors Hit (Cumulative)-1

Shoulder Hit-4

Gyro Hit (Cumulative)-2

Penalties from Heat

See Heat Chart

Your Terrain Modifier

You are prone while firing-2

Aiming through Cover-2

Target's Terrain Modifier

In Light Terrain-1

In Dense Terrain-2

In Water-1

Prone, you are adjacent+1

Prone, you are 2+ away-2

Target's Movement Modifier

Immobile+4

Moved 1-3 Hexes-1

Moved 4-6 Hexes-2

Moved 6-9 Hexes-3

Moved 10+ Hexes-4

Range Modifier

Medium-2

Long-4

Minimum, per hex-1

Terrain Effects on Movement	
Clear	1 MP
Light Woods	2 MP
Heavy Woods	3 MP
Water, Depth 0	1 MP
Water, Depth 1*	2 MP
Water, Depth 2*	4 MP
Elevation Change	1 MP / LEVEL
Rough	2 MP
Rubble*	2 MP
Light Structure*	2 MP
Medium Structure*	3 MP
Heavy Structure*	4 MP
Hard Structure*	5 MP
Facing Change	1 / HexSide
Dropping to Ground	1 MP
Standing Up*	1 MP

\* Requires a Piloting Check for success.

ATTACK WORKSHEET

10

Base Attack

+

+1

Your Gunnery Score

-

Your Movement Modifier

-

Your Penalties from Criticals

-

Your Penalties from Heat

-

Your Terrain Modifier

-

Target's Position Modifier

-

Target Movement Modifier

-

Range Modifier (+2 Med, +4 Long)

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Roll Needed to Hit

PILOTING SKILL CHECKS

REQUIRES PILOTING CHECK TO AVOID FALLING:

o Moving into a hex that contains rubble, water, or other terrains that require a check;

o Jumping with damaged leg or foot actuators;

o Any physical attack hits the Mech except punching;

o Attempting a Charge or Death from Above

o Each time a Gyro is Hit;

o Hip or Foot Damaged;

ROLL NEEDED:

9

Piloting Skill Modifiers

Mech Charged, or was Charged-2

Mech takes 20 points of damage that turn-1

Reactor also shut down that turn-3

Per Hip damaged-2

Per Gyro Hit-3

Pilot is Blind-1

Pilot is Unconscious-5

Entering Water or Falling, per elevation-1

Moving in Medium Building-1

Moving in Heavy Building-2

Moving in Hard Building-5

Per additional roll in same round-1

Recovery Checks generate 2 Heat and require 1 MP

RACE:

CLASS:

LEVEL:

1

SPECIAL ABILITIES