



RIGHT ARM

LOCATION	ARMOR	DAMAGE
1-3	12 (+6)	
CRITICAL HIT LOCATIONS		
1: Shoulder 2: Shoulder 3: Shoulder 4: Directed EMP		
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.		


RIGHT TORSO

LOCATION	ARMOR	DAMAGE
11-13	15 (+10)	
CRITICAL HIT LOCATIONS		
1 - 2: SRM 6 3: Ammo: SRM 6		
4 - 19: No Critical 20: Destroyed		


RIGHT TORSO (REAR)

	ARMOR 6	DAMAGE
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RIGHT LEG

LOCATION	ARMOR	DAMAGE
7-8	17 (+10)	
CRITICAL HIT LOCATIONS		
1: Hip 2: Hip 3: Hip 4: Foot 5: Heat Sink		
6 - 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		


HEAD

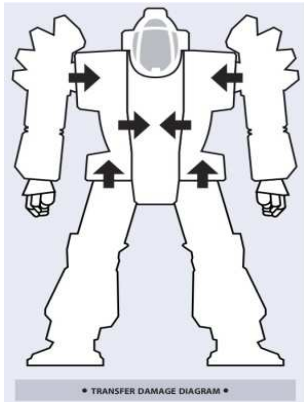
LOCATION	ARMOR	DAMAGE
20	9 (+3)	
CRITICAL HIT LOCATIONS		
1: Life Support 2: Sensors 3: Cockpit 4: Targeting Laser 5: Sensors 6: Life Support		
7-19: No Critical 20: Pilot Killed		
Life Support: -2 Penalty to Cons. Rolls Sensors: -1 Penalty to Attack Rolls Cockpit: One Extra Damage to Pilot		

CENTER TORSO


LOCATION	ARMOR	DAMAGE
17-19	19 (+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: Small Laser		
12 - 19: No Critical 20: Mech Disabled		
Engine: +5 Heat Generated each turn Gyro: -1 to Attack and Movement		

CENTER TORSO (REAR)

	ARMOR 7	DAMAGE
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LEFT ARM

LOCATION	ARMOR	DAMAGE
4-6	12 (+6)	
CRITICAL HIT LOCATIONS		
1: Shoulder 2: Shoulder 3: Shoulder 4: Medium Laser		
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.		


LEFT TORSO

LOCATION	ARMOR	DAMAGE
14-16	15 (+10)	
CRITICAL HIT LOCATIONS		
1 - 5: C6 Master 6 - 7: SRM 6		
8 - 19: No Critical 20: Destroyed		

LEFT TORSO (REAR)

	ARMOR 6	DAMAGE
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LEFT LEG

LOCATION	ARMOR	DAMAGE
9-10	17 (+10)	
CRITICAL HIT LOCATIONS		
1: Hip 2: Hip 3: Hip 4: Jump Jets 5: Heat Sink		
6 - 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		

Command Mech

TONNAGE	40
WALKING SPEED	3
RUNNING SPEED	5
JUMP SPEED	1
Open Tonnage	1

PILOT

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

PILOT BONUSES

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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.

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	NOTES
				MIN (-1)	SHORT	MED (-2)	LONG (-4)		
1	Medium Laser	3	5	-	1-3	4-6	7-9		
2	SRM 6	4	3d4	-	1-3	4-6	7-9	15	
1	Small Laser	1	3	-	1	2	3		
1	Foot	1	1d6	-	1	-	-		
1	Targeting Laser	1	0	-	1-5	6-10	11-15		
1	Directed EMP	3	0	-	1-3	4-6	7-9		

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