

RIGHT ARM

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

HEAD

LOCATION	ARMOR	DAMAGE
20	9 (+3)	
CRITICAL HIT LOCATIONS		
1: Life Support		
2: Sensors		
3: Cockpit		
4: SR Gel Launcher		
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: Cooling Gel (3)		
6 - 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.		

Repair-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	14 (+10)	
CRITICAL HIT LOCATIONS		
1: Cooling Gel (3)		
2: Repair Gel (3)		
3: C6 Slave		
4 - 19: No Critical		
20: Destroyed		

CENTER TORSO

LOCATION	ARMOR	DAMAGE
17-19	16 (+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: Medium Laser		
12: Small Laser		
13 - 19: No Critical		
20: Mech Disabled		
Engine: +5 Heat Generated each turn		
Gyro: -1 to Attack and Movement		

LEFT TORSO

LOCATION	ARMOR	DAMAGE
14-16	14 (+10)	
CRITICAL HIT LOCATIONS		
1: Repair Gel (3)		
2: Repair Gel (3)		
3: Flamer		
4 - 5: Large Laser		
6 - 19: No Critical		
20: Destroyed		

PILOT BONUSES

CONSCIOUSNESS TABLE (D20)

1	2	3
5+	8+	11+
4	5	6+
14+	17+	DEAD

You must make a roll if you are hit in the head or if your ammo is crit.

RIGHT TORSO (REAR)

	ARMOR	DAMAGE
	5	

CENTER TORSO (REAR)

	ARMOR	DAMAGE
	6	

LEFT TORSO (REAR)

	ARMOR	DAMAGE
	5	

HEAT

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

RIGHT LEG

LOCATION	ARMOR	DAMAGE
7-8	16 (+10)	
CRITICAL HIT LOCATIONS		
1: Hip		
2: Hip		
3: Hip		
4: Repair Gel (3)		
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		

\* TRANSFER DAMAGE DIAGRAM \*

LEFT LEG

LOCATION	ARMOR	DAMAGE
9-10	16 (+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		

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	Flamer	3	2	-	1	2	3		2 Heat Dam; +1d6 vs Inf
1	Large Laser	8	8	-	1-5	6-10	11-15		
1	Medium Laser	3	5	-	1-3	4-6	7-9		
1	Small Laser	1	3	-	1	2	3		
1	Hand	1	1d6	-	1	-	-		
1	Gel Dispenser	1	1d6	-	1	-	-		
1	SR Gel Launcher	2	1d6	-	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