

GM Mech Combat Sheet

Army Group	Hit D6	Hit	Range	Ideal Rng	Sta Dmg	Crit Dmg	Defence	Armour	Durability	Move	Bodies	Type & Variations:
_____	_____	_____	_____	_____			_____	_____	_____	_____	_____	_____

Army Group	Hit D6	Hit	Range	Ideal Rng	Sta Dmg	Crit Dmg	Defence	Armour	Durability	Move	Bodies	Type & Variations:
_____	_____	_____	_____	_____			_____	_____	_____	_____	_____	_____

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_____	_____	_____	_____	_____			_____	_____	_____	_____	_____	_____

Name: _____ Build: _____ Influence Cost: Traits (2 each) + Weapons = _____

Traits/Notes: _____

Rnd Dmg	Total	Notes	Damage
1) _____(L):	_____		
2) _____(L):	_____		
3) _____:	_____		
4) _____:	_____		
5) _____(R):	_____		
6) _____(R):	_____		
0/7) _____:	_____		

Defence: 14 + Cockpit + _____ = _____

Armour: 3 + _____ = _____
at 0 Stability _____ - _____

Stability: 20 + _____ = _____
Recovery (Core x2) + _____ = _____

Total Legs: _____ = _____

Weapon:	Hit D6	Hit (+Skill)	Range	Ideal Rng	Stability Damage	Critical Damage	Ammo	Location	Mount	Type & Variations:	Cost
_____	_____	_____	_____	_____			_____			_____	_____

Ammo 00000 00000 00000

_____			_____			_____
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Ammo 00000 00000 00000

_____			_____			_____
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Ammo 00000 00000 00000



Strong Hit

Requirements

Result

Effort	Does not Req Hit or Success, Not a Spare Time Roll.	Re-roll a single die from this Roll.
Critical Hit	Target is Damaged, Once per Attack.	Deal Crit Dmg (-Targets Armour) to a random (d6) Attribute.
Critical Boost	Damage, Does not Req Hit.	+1 Crit Dmg vs all Targets with 0 Stability.
_____	_____	_____
_____	_____	_____
_____	_____	_____

Army Group Hit D6 Hit Range Ideal Rng Sta Dmg Crit Dmg Defence Armour Durability Move Bodies Type & Variations:

Name: _____ Build: _____ Influence Cost: Traits (2 each) + Weapons = _____

Traits/Notes: _____

Rnd Dmg	Total	Notes	Damage
1) _____(L):	_____		
2) _____(L):	_____		
3) _____:	_____		
4) _____:	_____		
5) _____(R):	_____		
6) _____(R):	_____		
0/7) _____:	_____		

Defence: 14 + Cockpit + _____ = _____

Armour: 3 + _____ = _____
at 0 Stability _____

Stability: 20 + _____ = _____
Recovery (Core x2) + _____ = _____

Total Legs: _____ = _____

Weapon:	Hit D6	Hit (+Skill)	Range	Ideal Rng	Stability Damage	Critical Damage	Ammo	Location	Mount	Type & Variations:	Cost
_____	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____

Ammo 00000 00000 00000

Ammo 00000 00000 00000

Name: _____ Build: _____ Influence Cost: Traits (2 each) + Weapons = _____

Traits/Notes: _____

Rnd Dmg	Total	Notes	Damage
1) _____(L):	_____		
2) _____(L):	_____		
3) _____:	_____		
4) _____:	_____		
5) _____(R):	_____		
6) _____(R):	_____		
0/7) _____:	_____		

Defence: 14 + Cockpit + _____ = _____

Armour: 3 + _____ = _____
at 0 Stability _____

Stability: 20 + _____ = _____
Recovery (Core x2) + _____ = _____

Total Legs: _____ = _____

Weapon:	Hit D6	Hit (+Skill)	Range	Ideal Rng	Stability Damage	Critical Damage	Ammo	Location	Mount	Type & Variations:	Cost
_____	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____

Ammo 00000 00000 00000

 Strong Hit

Requirements

Result

Effort	Does not Req Hit or Success, Not a Spare Time Roll.	Re-roll a single die from this Roll.
Critical Hit	Target is Damaged, Once per Attack.	Deal Crit Dmg (~Targets Armour) to a random (d6) Attribute.
Critical Boost	Damage, Does not Req Hit.	+1 Crit Dmg vs all Targets with 0 Stability.

GM Mech Combat Reference Sheet

Environment:

Road

Move 1 when you Rotate.

Elevated

Hit & Range +2.

Night

Non-adjacent Mechs gain Cover.

Swamp

Difficult Terrain (1/2 Move).
Next Rotate; -45°.

Forest/Building

Difficult Terrain (1/2 Move).
Destructible (GM Discretion).

Lava/Fire (Adjacent)

Difficult Terrain (1/2 Move).
Heat +1 at the end of your Turn.
1 Leg Damage if entered.

Water

Difficult Terrain (1/2 Move).
Next Rotate; -45°.
Heat -1.

Deep Water;
Impassable Terrain.
2 Damage (no Armour) if entered.

Snow/Rain (Falling)

Non-adjacent Mechs gain Cover.
Heat -1 if you Vent Heat.

Damage:

Left Side Attack; Crit Location 1d3.

May not hit below Attribute 1.

Right Side Attack; Crit Location 1d3+3.

May not hit above Attribute 6.

Hull; -4

= Mech Stops Working.

Mech Explodes (see below) on a 1d6 roll of '1'.

Arm/Legs; -2

= Immune to Damage.

Hitting these locations deals 0 Attribute Damage.

All Legs; -2

= Mech Falls Over.

On a 1d6 roll of '5' or '6'; Mech may continue to fight with -1d6 Hit and may not Move or Rotate.

Cockpit Damaged = Pilot is Wounded.

Pilot takes 2 Damage to a random (1d6) Attribute.

Cockpit; -2

= Mech Stops Working.

Pilot dies on a 1d6 roll of '1' or '2'.

Pilot loses 1 Influence (to a minimum of 5).

Core; -2

= Mech Explodes!

Mechs within 2 take 1 Damage (no Armour) to 3 random (3d6) Attributes.

Pilot loses 2 Influence (to a minimum of 5).

Pilot dies on a 1d6 roll of '1' or '2'.

Heat:

Shut Down (6)

Defence reduced to 10.
You can only attempt to perform the 'Vent Heat' System Roll.
Heat -2 per missed System Roll.
Invisible to many digital sensors, may be used to set an Ambush.

Destruction (7+)

Mech Explodes (see adjacent).

Destruction (-1)

Mech dies, but may be Repaired.
Defence reduced to 10.
Invisible to most digital sensors.

Repair/Healing:

Ongoing Care: 12t

Heal any 2 character Attribute Dmg.

Maintenance 12t

Heal any 2 mech Attribute Dmg.
Retro any Mech Trait.

Paramedics: 12

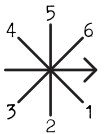
Heal any 3 character Attribute Dmg.
Directly after combat.
Max of 1 roll per 3 Characters.

Rebuild 2x 14t

Heal any 10 Mech Attribute Dmg.
Retro any 6 Mech Attributes.

Scatter

Mech Miss; scatter 1d6 spaces in a random (1d6) direction.
Misses due to Cover; Destroy Cover, don't Scatter.



Attribute Damage & Weapons.

If an Attributes value drops below an Installed Weapon's Mount; that Weapon will stop working (as it is damaged).

Light Cover: +2

Defence

Heavy Cover:

Reduce Stability Dmg by 1 per 2d6 Hit.

+4

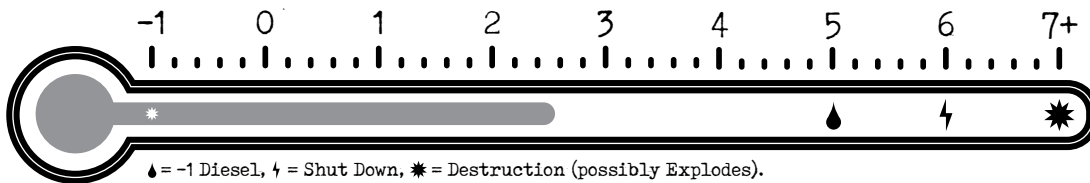
Defence

Entrenched Cover:

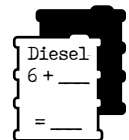
Immune to Critical Hits while you have Stability.

+8

Defence



▲ = -1 Diesel, ⚡ = Shut Down, ★ = Destruction (possibly Explodes).



1 Day Travel costs 1 Diesel.

NPC Mech System Rolls:

A PC rolls first, 2 Rolls per pilot, != +1 Heat, Each System Roll may only be successfully rolled once per Turn.

Fast					Slow						
Rush	!	Move = Legs. Rotate 45°.	Rearm		Recover Reload 2 Weapons.	Charge	!	Move = Legs +2. Use 1 Melee/Support.	Maneuver	!	Move = Legs +1. Rotate 2x 45°.
Quick Shot	!	Use 1 Weapon.	Vent Heat		Heat: -2. Power Up/Down.	Unleash	!!	Use 2 Weapons or 1 with +1d6 Hit.	Careful Shot		Use 1 Weapon.

Attack Roll vs Target's Defence

Attack Roll Dice
+Hit -2 per Rng Increment beyond 1st.

Hit = Deal your Weapons Stability Damage.
Free Critical Hit vs Mechs with 0 Stability.

GM Personal Combat & Non_Combat Reference Sheet

Primary Skills:

Typical Skill Roll Difficulty = 12 or 14.

Wealth (Luck)	Physical (Brawn)	Nature (Brawn)	Electronics (Brains)
Persuasion (Bravado)	Stealth (Luck)	Culture (Bravado)	Robotics (Brains)
Leadership (Brawn)	Resolve (Bravado)	Medicine (Brains)	Aliens (Brains)
Insight (Bravado)	Awareness (Luck)	Mechanics (Brawn)	Mechamancy (Luck)

Personal Combat Skills:

Small Arms
Heavy Arms

Mech System Roll Skills:

Passion
Fortitude
Destruction
Patience

Infantry Group:	Strong vs:	Weak vs:
Durability: ____ Attack Rolls: + ____ Damage: + ____		
Notes: _____		
Infantry Group:	Strong vs:	Weak vs:
Durability: ____ Attack Rolls: + ____ Damage: + ____		
Notes: _____		
Skill Infantry:	Strong vs:	Weak vs:
Brawn: ____ Brains: ____ Bravado: ____ Attack Rolls: + ____ Enemy Attack Rolls: - ____		
Notes: _____		
Skill Infantry:	Strong vs:	Weak vs:
Brawn: ____ Brains: ____ Bravado: ____ Attack Rolls: + ____ Enemy Attack Rolls: - ____		
Notes: _____		
Skill Mech:	Strong vs:	Weak vs:
1) ____: ____ 3) ____: ____ 5) ____: ____ 0/7) ____: ____ Attack Rolls: + ____ Enemy Attack Rolls: - ____ Dmg: +1 Received Dmg: -1		
2) ____: ____ 4) ____: ____ 6) ____: ____		
Notes: _____		

Healing:

Ongoing Care: 12t	Paramedics: 12
Heal any 2 character Attribute Dmg.	Heal any 3 character Attribute Dmg. Directly after combat. Max of 1 roll per 3 Characters.

Damage Location:

1-2) Brawn
3-4) Brains
5-6) Bravado

Personal Combat Actions:

PCs act first, 2 Actions per Character, Weapons grant -2/+2 Description Bonus to all Weapons for each applicable 'Strong/Weak vs'.

Move	Move 4.	Dodge	Enemies suffer -2 to harm you (Stacks).	Small Arms	14	Target takes 1 Attribute Dmg.
Think	Make a Skill Roll. Ready a Weapon.	Aim	+2 to your next Attack Roll (Stacks).	Heavy Arms	16	Target takes 1d3 Attribute Dmg.