

Space Aces: **Massive Mechs**



Callsign: _____

Frame: _____

Weapons & Systems:

MK:

MK:

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(Upgrade Weapon or System +1 MK for 5 Bounty Points. Receive +MK bonus to rolls when invoked)

Frame HP:



Current Max

(Start with **15 Max Frame Hit Points**. Mech is destroyed at 0. Spend 2 Bounty Points to Upgrade Frame by 1.)



Reactor:



Current Max

(Start with **2 Max Reactor Points**. Use Reactor Point to roll twice & choose best. Spend 3 Bounty Points to Upgrade Reactor by 1.)

Interlock Activation: ☐☐☐☐☐☐☐

(Mark 1 for every **Benefit** your team rolls.

Spend 5 to **combine Mech Frames** into one Mega Mech. Add each Mech's **Frame Points & Reactor Points** together.

Receive **+1 bonus to each roll** per joined Mech.)

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Bounty Points:



(Start with 20 Bounty Points to build / upgrade Mech.
Earn Class x2 Bounty Points for each Monster defeated)

Mech Frame:

■ Angel
(flight)



■ Raptor
(speed)



■ Rhino
(resistance)



■ Lancer
(accuracy)



■ Raven
(support)

■ Colossus
(enormous)

Weapons: (Buy new Weapon for 5 Bounty Points.)



- Gatling Canon
- Ion Accelerator
- Photon Burst
- Neutron Ram
- Missile Battery
- Beam Rifle



- Laser Discerang
- Blazing Sword
- Razor Claws
- Power Gauntlet
- Plasma Spikes
- Electro Whip



- Impact Hammer
- Shock Net
- Automated Turret
- Arc Blaster
- Thermal Harpoon
- Radiant Spear

Systems: (Buy new System for 5 Bounty Points.)



- Repulsor Jets
- Grapple Cable
- 3D Printer
- Stealth Cloak
- Skynet Drone
- Onboard AI



- Energy Barrier
- Shrike Armor
- Deepscanners
- Afterburners
- Blip Displacer
- Repair Bot



- Kinetic Absorbing
- Graphene Shield
- Holoprojector
- Siege Mode
- Nano-Musculature
- Overclock Hack