Meck Wars Unit Record Sheet

Team Number

Meck ID	Player Name
Team Name	Team Colors
Current Match Battle Honors	Meck Net Rating
Team Cumulative Battle Honors	Team Net Rating

Turn Record	Turn 1	Turn 2	Turn 3	Turn 4	Turn 5	Turn 6

ES	APAC	DT	PR	MP	CP Cost
0	8 (mv penalty 2)	8 (mv penalty 2)	6	2 (6-2-2=2)	4

Left Arm Weapon	Right Arm Weapon	Turret Weapon
Short TN / Med TN / Long TN	Short TN / Med TN / Long TN	Short TN / Med TN / Long TN
Type, Damage & Upgrades	Type, Damage & Upgrades	Type, Damage & Upgrades

Trample	Zone melee attack. 2d12 base damage.
Upgrade 1-4	○ Rush
Upgrade 5-8	○ Low Blow
Upgrade 9-12	○ Kick

System Damage Chart

		Critical Hit Chart
○	□	Processor offline.
○	○	Processor stressed. +2 TN for all combat.
○	○	APAC offline.
○	□	Turret weapon offline.
○	□	Left arm offline. No fire with this weapon.
○	○	Left arm damaged. +2 TN.
○	□	Right arm offline. No fire with this weapon.
○	○	Right arm damaged. +2 TN.
○	○	Left leg offline. -50% movement.
○	○	Left leg damaged. -25% movement.
○	○	Right leg offline. -50% movement.
○	○	Right leg damaged. -25% movement.

Die Roll	Software Upgrades Roll 1-6
01	○ Auxiliary power subroutine.
02	○○ Walk/Run software.
03	○○ CP cost reduction.
04	○ Fierce meck.
05	○ Anti-shake software.
06	○○ Improved Melee Software.
07	○○ Projectile weapon marksmanship.
08	○○ Energy weapon marksmanship.
09	○○ Multifire co-processor.
10	○ Melee co-processor.
11	○○ Target selection co-processor.
12	○ Adaptive Learning Net.

Die Roll	Hardware Upgrades Roll 7-12
01	Left arm weapon upgrade. Roll on left arm weapon's chart.
02	Right arm weapon upgrade. Roll on right arm weapon's chart.
03	Turret weapon upgrade. Roll on turret weapon's chart.
04	Trample upgrade. Roll on Trample upgrade chart.
05	○○ Chassis upgrade. Self- repair systems 1/2/3.
06	○○ Chassis upgrade. PR +3/+6/+9.
07	○ Chassis upgrade. APAC 10.
08	○○ Chassis upgrade. ES 2/4/6.
09	○○ Chassis upgrade. Damage threshold 10/12/14.
10	○ Chassis upgrade. Scythe Blades.
11	○ Chassis upgrade. Regenerator.
12	○ Chassis upgrade of Player's choice.

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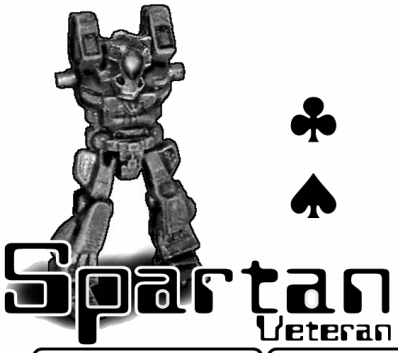

Mech Wars Unit Record Sheet

Team Number

Mech ID	Player Name
Team Name	Team Colors
Current Match Battle Honors	Mech Net Rating

Turn Record	Turn 1	Turn 2	Turn 3	Turn 4	Turn 5	Turn 6

ES	APAC	DT	PR	MP	JJ	CP Cost
4	4	6	5	3	0	3
	mv penalty 1	mv penalty 1		5-1-1=3		

Left Arm Weapon			Right Arm Weapon		
Short TN	Med TN	Long TN	Short TN	Med TN	Long TN
Type, Damage & Upgrades			Type, Damage & Upgrades		

System Damage Chart		Critical Hit Chart
○	□	Processor offline.
○	○	Processor stressed. +2 TN for all combat.
○	○	APAC offline.
○	□	ES offline.
○	□	Left arm offline. No fire with this weapon.
○	○	Left arm damaged. +2 TN.
○	□	Right arm offline. No fire with this weapon.
○	○	Right arm damaged. +2 TN.
○	○	Left leg offline. -50% movement.
○	○	Left leg damaged. -25% movement.
○	○	Right leg offline. -50% movement.
○	○	Right leg damaged. -25% movement.

Die Roll	Software Upgrades Roll 1-6	
01	○○	Following Fire.
02	○○	Walk/Run software.
03	○○	CP cost reduction. 2/1.
04	○○	Steady shot.
05	○	Anti-shake system.
06	○○	Improved Melee Software.
07	○○	Projectile weapon marksmanship.
08	○○	Energy weapon marksmanship.
09	○○	Multifire co-processor.
10	○	Melee co-processor.
11	○	Target selection co-processor.
12	○	Adaptive Learning Net.

Die Roll	Hardware Upgrades Roll 7-12	
01		Left arm weapon upgrade. Roll on left arm weapon's chart.
02		Left arm weapon upgrade. Roll on left arm weapon's chart.
03		Right arm weapon upgrade. Roll on right arm weapon's chart.
04		Right arm weapon upgrade. Roll on right arm weapon's chart.
05	○○	Chassis upgrade. Self- repair systems 1/2/3.
06	○○	Chassis upgrade. PR +3/+6/+9.
07	○○	Chassis upgrade. APAC 6/8/10.
08	○	Chassis upgrade. ES 6/8.
09	○○	Chassis upgrade. Damage threshold 8/10/12.
10	○○	Chassis upgrade. JJ 3/6/9.
11	○	Chassis upgrade. Regenerator.
12	○	Chassis upgrade of player's choice.

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Mech Wars Unit Record Sheet

Team Number

Mech Name	Player Name
Team Name	Team Colors
Current Match Battle Honors	Mech Net Rating

Turn Record	Turn 1	Turn 2	Turn 3	Turn 4	Turn 5	Turn 6

ES	APAC	DT	PR	MP	CP Cost
6	move penalty 2 / 0	move penalty 4 / 0	5	5	2

Left Arm Weapon	Short TN	Med TN	Long TN	Type, Damage & Upgrades

Right Arm Weapon	Short TN	Med TN	Long TN	Type, Damage & Upgrades

Static Charge	Zone energy attack. Range 0. 1d12 base damage. **TN2**.
upgrade 1-4	○ Knockback
upgrade 5-8	○ Overload
upgrade 9-12	○ Electromagnetic Pulse

System Damage Chart — Critical Hit Chart		
○	□	Processor offline.
○	○	Processor stressed. +2 TN for all combat.
○	○	ES offline.
○	□	Static charge offline.
○	□	Left arm offline. No fire with this weapon.
○	○	Left arm damaged. +2 TN.
○	□	Right arm offline. No fire with this weapon.
○	○	Right arm damaged. +2 TN.
○	○	Left leg offline. -50% movement pts.
○	○	Left leg damaged. -25% movement pts.
○	○	Right leg offline. -50% movement pts.
○	○	Right leg damaged. -25% movement pts.

Die Roll	Software Upgrades Roll 1-6
01	○○○ Cloaking Device.
02	○○○ Walk/Run software.
03	○ CP cost reduction.
04	○○○ Dodge algorithm.
05	○ Anti-shake system.
06	○○○ Improved Melee Software.
07	○○○ Projectile weapon marksmanship.
08	○○○ Energy weapon marksmanship.
09	○○○ Multifire co-processor.
10	○ Melee co-processor.
11	○ Target selection co-processor.
12	○ Adaptive Learning Net.

Die Roll	Hardware Upgrades Roll 7-12
01	Left arm weapon upgrade. Roll on left arm weapon's chart.
02	Right arm weapon upgrade. Roll on right arm weapon's chart.
03	Static shock upgrade. Roll on Static shock weapon's chart.
04	Weapon Upgrade of player's choice
05	○○○ Chassis upgrade. Self- repair systems 1/2/3.
06	○○○ Chassis upgrade. PR +3/+6/+9.
07	○○○ Chassis upgrade. APAC 4/6/8.
08	○ Chassis upgrade. ES 8.
09	○○○ Chassis upgrade. Damage threshold 6/8/10
10	○ Chassis upgrade. Terrain following.
11	○ Chassis upgrade. Regenerator.
12	○ Chassis upgrade of player's choice.

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Laser

Range	Short	Med.	Long
	1-3	4-6	7-9
Target Number (TN)	6	8	10

1d12 Aimed Energy Weapon.
Single Shot only.
Upgrades may be combined.
Right arm weapon only.

1		
Upgrades Roll d12	1-4	○ Rapid Fire.
	5-8	○ X-Ray Laser.
	9-12	○ Increased Power.

2		
Upgrades Roll d12	1-4	○ Rapid Fire.
	5-8	○ X-Ray Laser.
	9-12	○ Increased Power.

Twin Laser

Range	Short	Med.	Long
	1-4	5-8	9-12
Target Number (TN)	6	7	8

1d12 Aimed Energy Weapon.
Single Shot only. Two attack rolls per shot, no penalty. Upgrades may be combined.

1		
Upgrades Roll d12	1-4	○ Rapid Fire.
	5-8	○ X-Ray Laser.
	9-12	○ Increased Power.

2		
Upgrades Roll d12	1-4	○ Rapid Fire.
	5-8	○ X-Ray Laser.
	9-12	○ Increased Power.

Microwaver

Range	Short	Med.	Long
	1-2	3-4	5-6
Target Number (TN)	5	7	9

1d12 Aimed Energy Weapon.
Single Shot only. Ignores AA, and counts DT as half. Upgrades may not be combined.

1		
Upgrades Roll d12	1-4	○ Energy Spike.
	5-8	○ Scramble.
	9-12	○ Increased Power.

2		
Upgrades Roll d12	1-4	○ Energy Spike.
	5-8	○ Scramble.
	9-12	○ Increased Power.

Autocannon

Range	Short	Med.	Long
	1-5	6-10	11-15
Target Number (TN)	6	7	8

2d12 Aimed Projectile Weapon.
Zone fire at +2 TN. Upgrades may not be combined.

1		
Upgrades Roll d12	1-4	○ Armor Piercing Shells
	5-8	○ High Explosive Shells
	9-12	○ Shocker Ammo

2		
Upgrades Roll d12	1-4	○ Armor Piercing Shells
	5-8	○ High Explosive Shells
	9-12	○ Shocker Ammo

Rocket Pod

Range	Short	Med.	Long
	-	9-12	-
Target Number (TN)	-	9	-

Indirect fire rocket launcher. Launches 3 rockets per firing action at a single target zone in range. A hit indicates a rocket has hit the target zone, and gets to attack the target with a TN6 projectile attack, causing 1d12 damage. A miss indicates a scatter roll to determine to which adjacent zone the shot scatters. These rockets are not "smart"; they explode on impact and do not differentiate between friend and foe. Rocket Pods may not be put on opportunity fire. Separate upgrades may be applied to individual rockets in a 3 shot spread, if desired, but may not be combined in one rocket.

3		
Upgrades Roll d12	1-4	○ Armor Piercing Shells
	5-8	○ High Explosive Shells
	9-12	○ Shocker Ammo

Mech Wars
Master Weapon Sheet

1		
Upgrades roll d12	1-4	○ Energy rockets.
	5-8	○ Mini Dervishes.
	9-12	○ Flechettes.

2		
Upgrades roll d12	1-4	○ Energy rockets.
	5-8	○ Mini Dervishes.
	9-12	○ Flechettes.

Condensed Meck Power-Up Table

Roll	Effect	Description
1	Armor	APAC 10 for 3 turns.
2	Phase Shift	+2 TN to be hit this meck with ALL attacks for 3 turns.
3	Damage Boost	1d12 bonus damage on the next 3 ranged attacks.
4	Servo Boost	Two movement actions per turn for 3 turns.
5	Faster Than Light Travel	Site to site teleport to any location in the arena once before the end of the match.
6	Power Rating	+6 Power Rating (PR) for 3 turns.
7	Smart Rockets	Next 2 rocket volleys automatically hit their target zone.
8	Targeting Subroutine	-2 TN bonus on next three ranged attacks.
9	Applique Armor	+4 DT until exceeded by damage.
10	Regeneration	Repair 1 system damage effect of choice.
11	Power Boost	May take 2 combat actions per turn for 3 turns.
12	Entropy!	The Meck takes 1 system damage roll per turn on a failed ES save.

Melee Modifiers

Bonus Modifiers	TN
Attacker is moving/charging into melee	-1TN
Attacker has higher melee weapon class	-1TN
Attacker is larger than target	-1TN
Attacker has higher morale class	-1TN
Defender Scrambled (see Microwaver)	-2TN
Penalty Modifiers	**TN**
Defender has higher melee weapon class	+1TN
Defender is larger than target	+1TN
Defender has higher morale class	+1TN

Gladiator Size Comparison		
Small	Medium	Large
Runners	Humans, Spartans	Jumpers

Melee Weapon Class Comparison		
Improvised	Standard	Above Standard
All Ranged weapons	Sword or Scythe Blades	Jumper's Trample

APAC Table

APAC Rating	Movement Rate Penalty
0	Nil
2	Nil
4	-1
6	-1
8	-2
10	-3

CP Table

Meck Type	Cost to Command
Runner	2
Spartan	3
Jumper	4

DT / Movement Penalty Table

Damage Threshold	Movement Rate Penalty
4	0
6	-1
8	-2
10	-2
12	-3
14	-3

Indirect Fire Scatter Table

Roll 1d12 when a grenade or mini rocket misses its target zone

1	2 or 3	4
5 or 7	Target Zone	6 or 8
9	11 or 12	10

⬆⬆ Attacker facing this direction ⬆⬆

Meck Wars
Quick Reference Sheet

Shooting Modifiers

Bonus Modifiers	TN
Shooter is Elite (A)	-1TN
Penalty Modifiers	**TN**
Target partially obscured	+1TN
Target mostly obscured	+2TN
Shooter is using Jump Jets	+2TN
Shooter is moving (but not using Jump Jets)	+1TN
Shooter is using zone fire with Autocannon or rapid fire Laser or Twin Laser	+2TN
Shooter has weapon damage	+2TN
Shooter has Stressed Core Processor	+2TN
Shooter is using Multifire with 2 weapons	+2TN
Shooter is using Multifire with 3 weapons	+3TN

Rocket Pod Modifiers

Bonus Modifiers	TN
Shooter is Elite (A)	-1TN
Penalty Modifiers	**TN**
Shooter is using Jump Jets	+2TN
Shooter is moving (but not using Jump Jets)	+1TN
Shooter is using zone fire with Autocannon or rapid fire Laser or Twin Laser	+2TN
Shooter has weapon damage	+2TN
Shooter has Stressed core processor	+2TN
Shooter is using Multifire with 2 weapons	+2TN
Shooter is using Multifire with 3 weapons	+3TN

Human Rules Table

Rule	Description
Time on Target (ToT)	Phasing Gladiator plus opportunity fire shooters combine damage against one Meck. Same team only.
Hatred	Likeable and Scary Guys get -1 TN to hit mecks with aimed fire and melee; no bonus for indirect or arcing fire.

Core Hits Table

Roll	System Damaged	Effect	Progresses To
1	Core processor off-line	Out of the match	-
2	Core processor shaken	+2 TN with all combat	1
3	Varies per meck	variable	2
4	Varies per meck	variable	3

Arm Hits Table

Roll	System Damaged	Effect	Progresses To
5	Left arm off-line	No shooting	4
6	Left arm damaged	+2 TN	5
7	Right arm off-line	No shooting	4
8	Right arm damaged	+2 TN	7

Leg Hits Table

Roll	System Damaged	Effect	Progresses To
9	Left leg off-line	-50% MP	4
10	Left leg damaged	-25% MP	9
11	Right leg off-line	-50% MP	4
12	Right leg damaged	-25% MP	11

Movement Loss Table

Move	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16
-25% MP	1	2	2	3	4	5	5	6	7	8	8	9	10	11	11	12
-50% MP	1	1	2	2	3	3	4	4	5	5	6	6	7	7	8	8
-75% MP	1	1	1	1	2	2	2	2	3	3	3	3	4	4	4	4