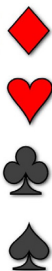




Jumper (veteran)



Meck Unit Record Sheet



Meck Name	Team Number
Team Name	Player Name
Current Match Battle Honors	Meck Net Rating
Team Cumulative Battle Honors	Team Net Rating

Turn Record

1	2	3	4	5	6
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Defensive Systems

ES	0	APAC	8	DT	8	PR	6	MP	2	CP Cost	4
----	---	------	---	----	---	----	---	----	---	---------	---

Weapons Systems

Left Arm Weapon		
Short	Med	Long
TN	TN	TN
Special:		

Right Arm Weapon		
Short	Med	Long
TN	TN	TN
Special:		

Turret Weapon		
Short	Med	Long
TN	TN	TN
Special:		

Melee Weapon

Trample Upgrades (May be combined)

Trample 2d12 area melee attack. All eligible targets in a zone are attacked, friend or foe.	<input type="radio"/> 1-4 Rush If charging an enemy, the Meck may move through enemy-occupied zones without provoking free attacks.	<input type="radio"/> 5-8 Low Blow Targets of this Meck's Trample attack treat their APAC as 1/2 when saving against the damage.	<input type="radio"/> 9-12 Kick One target hit by Trample attack must make APAC save or be knocked 1 zone in random direction. Solid objects in the way cause another APAC save or target takes 1d12 damage.
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Crits and Upgrades

System Damage		Die Roll	Software Upgrades	Die Roll	Hardware Upgrades
<input type="checkbox"/>	<input checked="" type="checkbox"/> Processor Offline. Meck drops like a stone.	1	<input type="checkbox"/> Auxiliary Power. Crit 1 becomes crit 2 if not already marked off.	1	Left Arm Weapon Upgrade. Roll on weapon's upgrade chart.
<input type="checkbox"/>	<input type="checkbox"/> Processor Stressed. +2 TN for all combat.	2	<input type="checkbox"/>	2	Right Arm Weapon Upgrade. Roll on weapon's upgrade chart.
<input type="checkbox"/>	<input type="checkbox"/> APAC Offline. APAC no longer functions.	3	<input type="checkbox"/>	3	Turret Weapon Upgrade. Roll on weapon's upgrade chart.
<input type="checkbox"/>	<input checked="" type="checkbox"/> Turret Weapon Offline. Weapon may not be used.	4	<input type="checkbox"/>	4	Trample Upgrade. Roll on Trample Upgrade chart above.
<input type="checkbox"/>	<input checked="" type="checkbox"/> Left Arm Offline. Weapon may not be used. Also mark off Crit 6.	5	<input type="checkbox"/>	5	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/> Left Arm Damaged. +2 TN with this weapon.	6	<input type="checkbox"/>	6	<input type="checkbox"/>
<input type="checkbox"/>	<input checked="" type="checkbox"/> Right Arm Offline. Weapon may not be used. Also mark off Crit 8.	7	<input type="checkbox"/>	7	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/> Right Arm Damaged. +2 TN with this weapon.	8	<input type="checkbox"/>	8	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/> Left Leg Offline. -50% MP. Also mark off Crit 10.	9	<input type="checkbox"/>	9	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/> Left Leg Damaged. -25% MP.	10	<input type="checkbox"/>	10	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/> Right Leg Offline. -50% MP. Also mark off Crit 12.	11	<input type="checkbox"/>	11	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/> Right Leg Damaged. -25% MP.	12	<input type="checkbox"/>	12	<input type="checkbox"/>



Spartan (veteran)



Meck Unit Record Sheet



Meck Name	Team Number
Team Name	Player Name
Current Match Battle Honors	Meck Net Rating

Turn Record

1	2	3	4	5	6
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Defensive Systems

ES	4	APAC	4	DT	6	PR	5	MP	3	JJ	0	CP Cost	3
----	---	------	---	----	---	----	---	----	---	----	---	---------	---

Weapons Systems

Left Arm Weapon		
Short	Med	Long
TN	TN	TN
Special:		

Right Arm Weapon		
Short	Med	Long
TN	TN	TN
Special:		

Crits and Upgrades

System Damage		Die Roll	Software Upgrades	Die Roll	Hardware Upgrades
Critical Hits					
<input checked="" type="checkbox"/>	Processor Offline. Meck drops like a stone.	1	Following Fire. -2 TN for 2 nd shot at target remaining in LOF between shots. Not cumulative.	1	Left Arm Weapon Upgrade. Roll on weapon's upgrade chart.
<input type="checkbox"/>	Processor Stressed. +2 TN for all combat.	2	Walk/Run Software. +1 MP. Increases minimum MP. Meck is still immobilized at -100% MP.	2	Left Arm Weapon Upgrade. Roll on weapon's upgrade chart.
<input type="checkbox"/>	APAC Offline. APAC no longer functions.	3	CP Cost Reduction. Reduce cost to command this Meck by 1.	3	Right Arm Weapon Upgrade. Roll on weapon's upgrade chart.
<input type="checkbox"/>	ES Offline. ES no longer functions.	4	Steady Shot. -1TN to hit when not moving, Not with Rocket Pods or melee attacks.	4	Right Arm Weapon Upgrade. Roll on weapon's upgrade chart.
<input checked="" type="checkbox"/>	Left Arm Offline. Weapon may not be used. Also mark off Crit 6.	5	Anti-Shake System. Reduce penalty for moving and shooting by 1.	5	<input type="checkbox"/> <input type="checkbox"/> Chassis Upgrade. Self-Repair Systems. +1 to post-match crit roll.
<input type="checkbox"/>	Left Arm Damaged. +2 TN with this weapon.	6	Improved Melee Software. -1 TN bonus with melee combat.	6	<input type="checkbox"/> <input type="checkbox"/> Chassis Upgrade. Power Rating. PR +3. Increase PR (and MP) by 3.
<input checked="" type="checkbox"/>	Right Arm Offline. Weapon may not be used. Also mark off Crit 8.	7	Projectile Weapon Marksmanship. -1 TN with Projectile Weapons.	7	<input type="checkbox"/> <input type="checkbox"/> Chassis Upgrade. Advanced Protective Armor Class. APAC 6/8/10
<input type="checkbox"/>	Right Arm Damaged. +2 TN with this weapon.	8	Energy Weapon Marksmanship. -1 TN with Energy Weapons.	8	<input type="checkbox"/> <input type="checkbox"/> Chassis Upgrade. Energy Shields. ES 6/8.
<input type="checkbox"/>	Left Leg Offline. -50% MP. Also mark off Crit 10.	9	Multifire Co-Processor. Reduce Multifire penalty by 1.	9	<input type="checkbox"/> <input type="checkbox"/> Chassis Upgrade. Damage Threshold. DT 8/10/12.
<input type="checkbox"/>	Left Leg Damaged. -25% MP.	10	Melee Co-Processor. May use melee and ranged combat as one combat action. Apply Multifire rules for ranged weapons.	10	<input type="checkbox"/> <input type="checkbox"/> Chassis Upgrade. Jump Jets. JJ 3/6/9.
<input type="checkbox"/>	Right Leg Offline. -50% MP. Also mark off Crit 12.	11	Target Selection Co-Processor. Each arm may target a separate zone. Multifire rules apply.	11	<input type="checkbox"/> Chassis Upgrade. Regenerator. May repair any damaged system instead of taking a combat action. 1/match.
<input type="checkbox"/>	Right Leg Damaged. -25% MP.	12	Adaptive Learning Net. Meck Becomes Elite. -1 TN to all combat.	12	Chassis Upgrade. Player's Choice. Choose any Chassis upgrade.

Meek Unit Record Sheet



Spartan (veteran)



Meek Name	Team Number
Team Name	Player Name
Current Match Battle Honors	Meek Net Rating

Turn Record

1	2	3	4	5	6
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Defensive Systems

ES	4	APAC	4	DT	6	PR	5	MP	3	JJ	0	CP Cost	3
----	---	------	---	----	---	----	---	----	---	----	---	---------	---

Weapons Systems

Left Arm Weapon		
Short	Med	Long
TN	TN	TN
Special:		

Right Arm Weapon		
Short	Med	Long
TN	TN	TN
Special:		

Crits and Upgrades

System Damage		Die Roll	Software Upgrades	Die Roll	Hardware Upgrades
Critical Hits					
<input checked="" type="checkbox"/>	Processor Offline. Meek drops like a stone.	1	Following Fire. -2 TN for 2 nd shot at target remaining in LOF between shots. Not cumulative.	1	Left Arm Weapon Upgrade. Roll on weapon's upgrade chart.
<input type="checkbox"/>	Processor Stressed. +2 TN for all combat.	2	Walk/Run Software. +1 MP. Increases minimum MP. Meek is still immobilized at -100% MP.	2	Left Arm Weapon Upgrade. Roll on weapon's upgrade chart.
<input type="checkbox"/>	APAC Offline. APAC no longer functions.	3	CP Cost Reduction. Reduce cost to command this Meek by 1.	3	Right Arm Weapon Upgrade. Roll on weapon's upgrade chart.
<input type="checkbox"/>	ES Offline. ES no longer functions.	4	Steady Shot. -1TN to hit when not moving, Not with Rocket Pods or melee attacks.	4	Right Arm Weapon Upgrade. Roll on weapon's upgrade chart.
<input checked="" type="checkbox"/>	Left Arm Offline. Weapon may not be used. Also mark off Crit 6.	5	Anti-Shake System. Reduce penalty for moving and shooting by 1.	5	<input type="checkbox"/> <input type="checkbox"/> Chassis Upgrade. Self-Repair Systems. +1 to post-match crit roll.
<input type="checkbox"/>	Left Arm Damaged. +2 TN with this weapon.	6	Improved Melee Software. -1 TN bonus with melee combat.	6	<input type="checkbox"/> <input type="checkbox"/> Chassis Upgrade. Power Rating. PR +3. Increase PR (and MP) by 3.
<input checked="" type="checkbox"/>	Right Arm Offline. Weapon may not be used. Also mark off Crit 8.	7	Projectile Weapon Marksmanship. -1 TN with Projectile Weapons.	7	<input type="checkbox"/> <input type="checkbox"/> Chassis Upgrade. Advanced Protective Armor Class. APAC 6/8/10
<input type="checkbox"/>	Right Arm Damaged. +2 TN with this weapon.	8	Energy Weapon Marksmanship. -1 TN with Energy Weapons.	8	<input type="checkbox"/> <input type="checkbox"/> Chassis Upgrade. Energy Shields. ES 6/8.
<input type="checkbox"/>	Left Leg Offline. -50% MP. Also mark off Crit 10.	9	Multifire Co-Processor. Reduce Multifire penalty by 1.	9	<input type="checkbox"/> <input type="checkbox"/> Chassis Upgrade. Damage Threshold. DT 8/10/12.
<input type="checkbox"/>	Left Leg Damaged. -25% MP.	10	Melee Co-Processor. May use melee and ranged combat as one combat action. Apply Multifire rules for ranged weapons.	10	<input type="checkbox"/> <input type="checkbox"/> Chassis Upgrade. Jump Jets. JJ 3/6/9.
<input type="checkbox"/>	Right Leg Offline. -50% MP. Also mark off Crit 12.	11	Target Selection Co-Processor. Each arm may target a separate zone. Multifire rules apply.	11	<input type="checkbox"/> Chassis Upgrade. Regenerator. May repair any damaged system instead of taking a combat action. 1/match.
<input type="checkbox"/>	Right Leg Damaged. -25% MP.	12	Adaptive Learning Net. Meek Becomes Elite. -1 TN to all combat.	12	Chassis Upgrade. Player's Choice. Choose any Chassis upgrade.



Runner (veteran)

Meck Unit Record Sheet



Meck Name	Team Number
Team Name	Player Name
Current Match Battle Honors	Meck Net Rating

Turn Record

1	2	3	4	5	6
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Defensive Systems

ES	6	APAC	2	DT	4	PR	5	MP	5	CP Cost	2
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Weapons Systems

Left Arm Weapon		
Short	Med	Long
TN	TN	TN
Special:		

Right Arm Weapon		
Short	Med	Long
TN	TN	TN
Special:		

Static Charge		
Short -	Med 0	Long -
TN -	TN 2	TN -
Special: 1D12 Area Energy Weapon. Range 0. Does not affect the firing Meck.		

Static Charge Upgrades (May not be combined)

<input type="radio"/> 1-4 Knockback Targets hit by Static Charge must make APAC save or be knocked 1 zone in random direction. Solid objects in the way cause another APAC save or target takes 1d12 damage.	<input type="radio"/> 5-8 Overload +1d12 damage. Meck then takes a System Damage Roll from the strain.	<input type="radio"/> 9-12 Electromagnetic Pulse Target's ES treated as 1/2 against this attack.
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Crits and Upgrades

System Damage		Die Roll	Software Upgrades	Die Roll	Hardware Upgrades
<input checked="" type="checkbox"/>	Critical Hits Processor Offline. Meck drops like a stone.	1	<input checked="" type="checkbox"/> Cloaking Device. +1 TN to be hit by Aimed Fire weapons.	1	Left Arm Weapon Upgrade. Roll on weapon's upgrade chart.
<input type="checkbox"/>	Processor Stressed. +2 TN for all combat.	2	<input checked="" type="checkbox"/> Walk/Run Software. +1 MP. Increases minimum MP. Meck is still immobilized at -100% MP.	2	Right Arm Weapon Upgrade. Roll on weapon's upgrade chart.
<input type="checkbox"/>	ES Offline. ES no longer functions.	3	<input type="checkbox"/> CP Cost Reduction. Reduce cost to command this Meck by 1.	3	Static Charge Upgrade. Roll on Static Charge Upgrade chart above.
<input checked="" type="checkbox"/>	Static Charge Offline. Weapon may not be used.	4	<input checked="" type="checkbox"/> Dodge Algorithm. +1 TN to be hit by Area and Zone attacks.	4	Weapon Upgrade of Choice.
<input checked="" type="checkbox"/>	Left Arm Offline. Weapon may not be used. Also mark off Crit 6.	5	<input type="checkbox"/> Anti-Shake System. Reduce penalty for moving and shooting by 1.	5	<input checked="" type="checkbox"/> Chassis Upgrade. Self-Repair Systems. +1 to post-match crit roll.
<input type="checkbox"/>	Left Arm Damaged. +2 TN with this weapon.	6	<input checked="" type="checkbox"/> Improved Melee Software. -1 TN bonus with melee combat.	6	<input checked="" type="checkbox"/> Chassis Upgrade. Power Rating. PR +3. Increase PR (and MP) by 3.
<input checked="" type="checkbox"/>	Right Arm Offline. Weapon may not be used. Also mark off Crit 8.	7	<input checked="" type="checkbox"/> Projectile Weapon Marksmanship. -1 TN with Projectile Weapons.	7	<input checked="" type="checkbox"/> Chassis Upgrade. Advanced Protective Armor Class. APAC 4/6/8.
<input type="checkbox"/>	Right Arm Damaged. +2 TN with this weapon.	8	<input checked="" type="checkbox"/> Energy Weapon Marksmanship. -1 TN with Energy Weapons.	8	<input type="checkbox"/> Chassis Upgrade. Energy Shields. ES 8.
<input type="checkbox"/>	Left Leg Offline. -50% MP. Also mark off Crit 10.	9	<input type="checkbox"/> Multifire Co-Processor. Reduce Multifire penalty by 1.	9	<input checked="" type="checkbox"/> Chassis Upgrade. Damage Threshold. DT 6/8/10.
<input type="checkbox"/>	Left Leg Damaged. -25% MP.	10	<input type="checkbox"/> Melee Co-Processor. May use melee and ranged combat as one combat action. Apply Multifire rules for ranged weapons.	10	<input type="checkbox"/> Chassis Upgrade. Terrain Following. Pay +1 MP/level to climb vertical or impassable terrain. No extra MP to cross terrain shorter than Meck.
<input type="checkbox"/>	Right Leg Offline. -50% MP. Also mark off Crit 12.	11	<input type="checkbox"/> Target Selection Co-Processor. Each arm may target a separate zone. Multifire rules apply.	11	<input type="checkbox"/> Chassis Upgrade. Regenerator. May repair any damaged system instead of taking a combat action. 1/match.
<input type="checkbox"/>	Right Leg Damaged. -25% MP.	12	<input type="checkbox"/> Adaptive Learning Net. Meck Becomes Elite. -1 TN to all combat.	12	Chassis Upgrade. Player's Choice. Choose any Chassis upgrade.



Runner (veteran)



Meck Unit Record Sheet



Meck Name	Team Number
Team Name	Player Name
Current Match Battle Honors	Meck Net Rating

Turn Record

1	2	3	4	5	6
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Defensive Systems

ES	6	APAC	2	DT	4	PR	5	MP	5	CP Cost	2
----	---	------	---	----	---	----	---	----	---	---------	---

Weapons Systems

Left Arm Weapon		
Short	Med	Long
TN	TN	TN
Special:		

Right Arm Weapon		
Short	Med	Long
TN	TN	TN
Special:		

Static Charge		
Short -	Med 0	Long -
TN -	TN 2	TN -
Special: 1D12 Area Energy Weapon. Range 0. Does not affect the firing Meck.		

Static Charge Upgrades (May not be combined)

<input type="radio"/> 1-4 Knockback Targets hit by Static Charge must make APAC save or be knocked 1 zone in random direction. Solid objects in the way cause another APAC save or target takes 1d12 damage.	<input type="radio"/> 5-8 Overload +1d12 damage. Meck then takes a System Damage Roll from the strain.	<input type="radio"/> 9-12 Electromagnetic Pulse Target's ES treated as 1/2 against this attack.
---	---	---

Crits and Upgrades

System Damage		Die Roll	Software Upgrades	Die Roll	Hardware Upgrades
<input type="checkbox"/>	<input checked="" type="checkbox"/> Critical Hits				
<input type="checkbox"/>	<input checked="" type="checkbox"/> Processor Offline. Meck drops like a stone.	1	<input type="checkbox"/> <input type="checkbox"/> Cloaking Device. +1 TN to be hit by Aimed Fire weapons.	1	<input type="checkbox"/> <input type="checkbox"/> Left Arm Weapon Upgrade. Roll on weapon's upgrade chart.
<input type="checkbox"/>	<input type="checkbox"/> Processor Stressed. +2 TN for all combat.	2	<input type="checkbox"/> <input type="checkbox"/> Walk/Run Software. +1 MP. Increases minimum MP. Meck is still immobilized at -100% MP.	2	<input type="checkbox"/> <input type="checkbox"/> Right Arm Weapon Upgrade. Roll on weapon's upgrade chart.
<input type="checkbox"/>	<input type="checkbox"/> ES Offline. ES no longer functions.	3	<input type="checkbox"/> CP Cost Reduction. Reduce cost to command this Meck by 1.	3	<input type="checkbox"/> <input type="checkbox"/> Static Charge Upgrade. Roll on Static Charge Upgrade chart above.
<input type="checkbox"/>	<input checked="" type="checkbox"/> Static Charge Offline. Weapon may not be used.	4	<input type="checkbox"/> <input type="checkbox"/> Dodge Algorithm. +1 TN to be hit by Area and Zone attacks.	4	<input type="checkbox"/> <input type="checkbox"/> Weapon Upgrade of Choice.
<input type="checkbox"/>	<input checked="" type="checkbox"/> Left Arm Offline. Weapon may not be used. Also mark off Crit 6.	5	<input type="checkbox"/> Anti-Shake System. Reduce penalty for moving and shooting by 1.	5	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Chassis Upgrade. Self-Repair Systems. +1 to post-match crit roll.
<input type="checkbox"/>	<input type="checkbox"/> Left Arm Damaged. +2 TN with this weapon.	6	<input type="checkbox"/> <input type="checkbox"/> Improved Melee Software. -1 TN bonus with melee combat.	6	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Chassis Upgrade. Power Rating. PR +3. Increase PR (and MP) by 3.
<input type="checkbox"/>	<input checked="" type="checkbox"/> Right Arm Offline. Weapon may not be used. Also mark off Crit 8.	7	<input type="checkbox"/> <input type="checkbox"/> Projectile Weapon Marksmanship. -1 TN with Projectile Weapons.	7	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Chassis Upgrade. Advanced Protective Armor Class. APAC 4/6/8.
<input type="checkbox"/>	<input type="checkbox"/> Right Arm Damaged. +2 TN with this weapon.	8	<input type="checkbox"/> <input type="checkbox"/> Energy Weapon Marksmanship. -1 TN with Energy Weapons.	8	<input type="checkbox"/> <input type="checkbox"/> Chassis Upgrade. Energy Shields. ES 8.
<input type="checkbox"/>	<input type="checkbox"/> Left Leg Offline. -50% MP. Also mark off Crit 10.	9	<input type="checkbox"/> <input type="checkbox"/> Multifire Co-Processor. Reduce Multifire penalty by 1.	9	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Chassis Upgrade. Damage Threshold. DT 6/8/10.
<input type="checkbox"/>	<input type="checkbox"/> Left Leg Damaged. -25% MP.	10	<input type="checkbox"/> <input type="checkbox"/> Melee Co-Processor. May use melee and ranged combat as one combat action. Apply Multifire rules for ranged weapons.	10	<input type="checkbox"/> <input type="checkbox"/> Chassis Upgrade. Terrain Following. Pay +1 MP/level to climb vertical or impassable terrain. No extra MP to cross terrain shorter than Meck.
<input type="checkbox"/>	<input type="checkbox"/> Right Leg Offline. -50% MP. Also mark off Crit 12.	11	<input type="checkbox"/> <input type="checkbox"/> Target Selection Co-Processor. Each arm may target a separate zone. Multifire rules apply.	11	<input type="checkbox"/> <input type="checkbox"/> Chassis Upgrade. Regenerator. May repair any damaged system instead of taking a combat action. 1/match.
<input type="checkbox"/>	<input type="checkbox"/> Right Leg Damaged. -25% MP.	12	<input type="checkbox"/> <input type="checkbox"/> Adaptive Learning Net. Meck Becomes Elite. -1 TN to all combat.	12	<input type="checkbox"/> <input type="checkbox"/> Chassis Upgrade. Player's Choice. Choose any Chassis upgrade.

Meck Wars Master Weapons Sheet



Laser

	Range	Short 1-3	Med 4-6	Long 7-9
	TN	6	8	10
	1d12 aimed energy weapon. Right Arm only.			

Laser 1 	<input type="radio"/>	Rapid Fire
	<input type="radio"/>	X-ray Laser
	<input type="radio"/>	Increased Power

Laser 2 	<input type="radio"/>	Rapid Fire
	<input type="radio"/>	X-ray Laser
	<input type="radio"/>	Increased Power

Laser Upgrades (may be combined)

1-4 Rapid Fire
Weapon may use zone fire at +2 TN penalty.

5-8 X-Ray Laser
Ignore target cover bonuses. Line Of Fire still required.

9-12 Increased Power
+1d12 damage.

Twin Laser

	Range	Short 1-4	Med 5-8	Long 9-12
	TN	6	7	8
	1d12 aimed energy weapon. Two attacks per target per combat action.			

Twin Laser 1 	<input type="radio"/>	Rapid Fire
	<input type="radio"/>	X-ray Laser
	<input type="radio"/>	Increased Power

Twin Laser 2 	<input type="radio"/>	Rapid Fire
	<input type="radio"/>	X-ray Laser
	<input type="radio"/>	Increased Power

Twin Laser Upgrades (may be combined)

1-4 Rapid Fire
Weapon may use zone fire at +2 TN penalty.

5-8 X-Ray Laser
Ignore target cover bonuses. Line Of Fire still required.

9-12 Increased Power
+1d12 damage.

Autocannon

	Range	Short 1-5	Med 6-10	Long 11-15
	TN	6	7	8
	2d12 aimed projectile weapon. May use zone fire at +2 TN.			

Auto-cannon 1 	<input type="radio"/>	AP Shells
	<input type="radio"/>	HE Shells
	<input type="radio"/>	Shocker Ammo

Auto-cannon 2 	<input type="radio"/>	AP Shells
	<input type="radio"/>	HE Shells
	<input type="radio"/>	Shocker Ammo

Auto-cannon 3 	<input type="radio"/>	AP Shells
	<input type="radio"/>	HE Shells
	<input type="radio"/>	Shocker Ammo

Autocannon Laser Upgrades (may not be combined)

1-4 Armor Piercing Shells
Target's APAC treated as 1/2 against attacks by this weapon.

5-8 High Explosive Shells
3d12 Damage.

9-12 Shocker Ammo
2d12 energy attack. Target's ES treated as 1/2.

Microwaver

	Range	Short 1-2	Med 3-4	Long 5-6
	TN	5	7	9
	1d12 aimed energy weapon. Ignores AA. Target DT is treated as 1/2 when hit by this weapon. Left arm only.			

Microwaver 1 	<input type="radio"/>	Energy Spike
	<input type="radio"/>	Scramble
	<input type="radio"/>	Increased Power

Microwaver 2 	<input type="radio"/>	Energy Spike
	<input type="radio"/>	Scramble
	<input type="radio"/>	Increased Power

Microwaver Upgrades (may not be combined)

1-4 Energy Spike
Target makes an additional save. If failed, target takes a Temporary Crit. Result 1= target eliminated (roll normal crit after match as usual). Result 2 and 3= target unable to move or attack for 1 or 2 turns.

5-8 Scramble
Target makes an additional save. If failed, target is unable to move or attack until after next activation.

9-12 Increased Power
+1d12 damage.

Rocket Pod

	Range	Short -	Med 9-12	Long -
	TN	-	9	-
	Indirect fire weapon. 3 rockets fired at 1 target zone per combat action. Roll to hit target zone individually. A miss is resolved on the Scatter chart. Make a 1d12, TN6 area attack against all occupants of zone hit by each rocket.			

Rocket Pod 1 	<input type="radio"/>	Energy Rockets
	<input type="radio"/>	Mini Dervishes
	<input type="radio"/>	Flechettes

Rocket Pod 2 	<input type="radio"/>	Energy Rockets
	<input type="radio"/>	Mini Dervishes
	<input type="radio"/>	Flechettes

Rocket Pod Upgrades (may not be combined)

1-4 Energy Rockets
1d12 TN 5 energy area attack.

5-8 Mini Dervishes
1d12 projectile area attack, TN 6. Each rocket becomes a Whirling Dervish (see Injurius games) that moves two zones only once in a random direction.

9-12 Flechettes
1d12 direct fire zone attack. Roll three attacks per combat action. Range / TN is short 1-3 / TN 4, medium 4-6 / TN 7, long 7-9 / TN 9.

Meck Wars Quick Reference Sheet

Power-Ups

Roll	Effect	Description
1	Armor	APAC 10 for 3 turns. Reroll if desired if APAC already 10. No movement penalty.
2	Phase Shift	+2 TN to be hit with all attacks for 3 turns. If rolled again, replace or reroll.
3	Damage Boost	+1d12 damage bonus for next three ranged attacks. If rolled again, cumulative or reroll. May not be used with indirect fire.
4	Servo Boost	Two movement actions per turn for three turns. If rolled again, replace or reroll.
5	Faster Than Light Travel	Site to site teleport to any location in arena once before end of match. Cumulative.
6	Power Rating	+6 Power Rating (MP) for next three turns. If rolled again, replace or reroll.
7	Smart Rockets	Next two rocket volleys automatically hit their target zones. If Meck has no functioning Rocket Pods, reroll. If rolled again, cumulative or reroll.
8	Targeting Subroutine	-2 TN bonus on next three ranged attacks. If rolled again, cumulative or reroll.
9	Applique Armor	+4 Damage Threshold until exceeded by damage. If rolled again, reroll.
10	Regeneration	Immediately repair 1 system damage result of choice. If Meck has no damaged systems, reroll.
11	Power Boost	May take 2 combat actions per turn for the next three turns. If rolled again, replace or reroll.
12	Entropy!	Meck takes 1 system damage roll every time it activates on a failed energy attack save. May transfer Entropy upon successful melee attack or touch on friendly Meck. If rerolled, no additional effect, but do not reroll.

Size Comparison

Small	Medium	Large
Runners	Humans, Spartans	Jumpers

Melee Weapon Comparison

Improvised	Standard	Above Standard
Ranged Weapons	Sword or Scythe Blades	Trample

System Damage

Roll	System Damaged	Progress to
1	Processor Offline. Meck drops like a stone.	-
2	Processor Stressed. +2 TN for all combat.	1
3	Varies per Meck	2
4	Varies per Meck	3

Roll	System Damaged	Progress to
5	Left Arm Offline. Weapon may not be used. Also mark off Crit 6.	4
6	Left Arm Damaged. +2 TN with this weapon.	5
7	Right Arm Offline. Weapon may not be used. Also mark off Crit 8.	4
8	Right Arm Damaged. +2 TN with this weapon.	7

Shooting Modifiers

Bonus Modifiers	TN
Shooter is Elite	-1 TN
Shooter gets a Command Point	-1 TN
Penalty Modifiers	TN
Target partially obscured (aimed or zone fire)	+1 TN
Target mostly obscured (aimed or zone fire)	+2 TN
Attacker moving (but not using Jump Jets)	+1 TN
Attacker using Jump Jets	+2 TN
Attacker using Zone Fire with +2 TN penalty	+2 TN
Shooter has Limb/Weapon Damage	+2 TN
Shooter has Stressed Core Processor	+2 TN
Multifire with 2 ranged weapons	+2 TN
Multifire with 3 ranged weapons	+3 TN

APAC Table

APAC	MP Penalty
4	-1
8	-2
10	-3

DT Table

DT	MP Penalty
6	-1
8	-2
12	-3

Command Point Cost

Meck Type	CP Cost
Runner	2
Spartan	3
Jumper	4

Scatter Table

Roll 1d12 when indirect fire weapon misses target zone		
1	2 or 3	4
5 or 7	Target Zone	6 or 8
9	11 or 12	10

↑ Attack from this direction ↑



Melee Modifiers

Bonus Modifiers	TN
Attacker moving/charging into melee	-1 TN
Attacker has higher melee wpn class	-1 TN
Attacker is larger than target	-1 TN
Attacker has higher morale class	-1 TN
Defender Scrambled or Immobilized	-2 TN
Penalty Modifiers	TN
Defender has higher melee wpn class	+1 TN
Defender is larger than target	+1 TN
Defender has higher morale class	+1 TN

Human Rules

Rule	Description
Time on Target (ToT)	Phasing Gladiator plus any on Opportunity Fire combine damage against 1 target. Declare all participants before making attack rolls. Same team only.
Hatred	Likeable and scary Guys get -1 TN to hit Mecks with ranged and melee combat. Not with indirect or arcing fire.

Movement Loss

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
-100% MP	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0