Pilot Sheet

Character Name: _____   Nationality: _____

Trait

Level +1 per 3 Sessions.   o o / o o = __   > _____

Max Influence: Lv + 4 + __ = __   > _____

Current Influence: Start with 3.   __

	(0-5)	(12)	Trait
1-2) Brawn:	o o / o o o	__	> _____
3-4) Brains:	o o / o o o	__	> _____
5-6) Bravado:	o o / o o o	__	> _____
Luck:	o o / o o o	__	> _____

Trait

		4+ or 1-Attribute	Trained	Tools	Total	Trait
x6	Wealth (Luck):	(+1/-1)	(+1/-2)	+ __	+ __ = __	> _____
	Persuasion (Bravado):	(+1/-1)	(+1/-2)	+ __	+ __ = __	> _____
	Leadership (Brawn):	(+1/-1)	(+1/-2)	+ __	+ __ = __	> _____
	Insight (Bravado):	(+1/-1)	(+1/-2)	+ __	+ __ = __	> _____
	Physical (Brawn):	(+1/-1)	(+1/-2)	+ __	+ __ = __	> _____
	Stealth (Luck):	(+1/-1)	(+1/-2)	+ __	+ __ = __	> _____
	Resolve (Bravado):	(+1/-1)	(+1/-2)	+ __	+ __ = __	> _____
	Awareness (Luck):	(+1/-1)	(+1/-2)	+ __	+ __ = __	> _____
	Nature (Brawn):	(+1/-1)	(+1/-2)	+ __	+ __ = __	> _____
	Culture (Bravado):	(+1/-1)	(+1/-2)	+ __	+ __ = __	> _____
	Medicine (Brains):	(+1/-1)	(+1/-2)	+ __	+ __ = __	> _____
	Mechanics (Brawn):	(+1/-1)	(+1/-2)	+ __	+ __ = __	> _____
	Electronics (Brains):	(+1/-1)	(+1/-2)	+ __	+ __ = __	> _____
	Robotics (Brains):	(+1/-1)	(+1/-2)	+ __	+ __ = __	> _____
	Aliens (Brains):	(+1/-1)	(+1/-2)	+ __	+ __ = __	> _____
	Mechamancy (Luck):	(+1/-1)	(+1/-2)	+ __	+ __ = __	> _____
x2	Small Arms:	Brains/Bravado + __ = __				> _____
	Heavy Arms:	Brawn/Luck + __ = __				> _____
x4	Passion:	Bravado + __ = __				> _____
	Fortitude:	Brawn + __ = __				> _____
	Destruction:	Luck + __ = __				> _____
	Patience:	Brains + __ = __				> _____

Spare Time Points:
+1 per Session.
Max = Brains +2

Start with 4.

Perks:
+1 per 3 Levels.

Complications:
+1 per 4 Levels.

Start with 1.

Research:
3x 12t = Rare Knowledge.
          or Language.

Cogs:
4 Cogs = +1 Influence.
1 Cogs = +1 Wealth.

Start with 2.

Equipment Slots:
Brawn + __ = __

Notes: _____

_____

🎲 **Strong Hit**   **Requirements**   **Result**
Effort   Does not Req Hit or Success, Not a Spare Time Roll.   Re-roll a single die from this Roll.

_____   _____   _____

_____   _____   _____

Mech Sheet

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

Rnd Dmg		(0-5)	(20)	Trait	Notes	Damage
1) _____(L):		oo ooo	—			
2) _____(L):		oo ooo	— > _____			
3) _____:		oo ooo	— > _____			
4) _____:		oo ooo	— > _____			
5) _____(R):		oo ooo	— > _____			
6) _____(R):		oo ooo	— > _____			
0/7) _____:		oo ooo	— > _____			

-1   0   1   2   3   4   5   6   7+

◉ = -1 Diesel, ϟ = Shut Down, ✳ = Destruction (possibly Explodes).
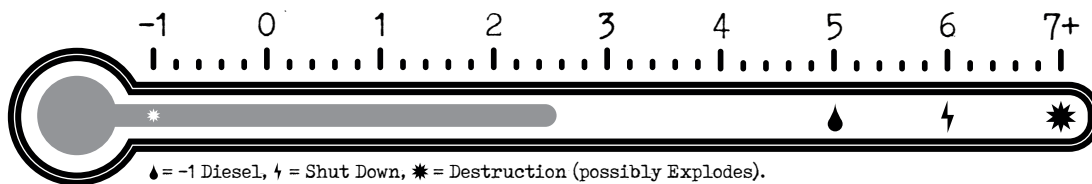
Diesel 6 + ___ = ___

1 Day Travel costs 1 Diesel.

Defence: 14 + Cockpit + __ = __

Light Cover: + 2

Heavy Cover: + 4
Reduce Stability Dmg by 1 per 2d6 Hit.

Entrenched Cover: + 8
Immune to Critical Hits while you have Stability.

Armour: 3 + __ = __

at 0 Stability - __

Stability: 20 + __ = __

Recovery (Core x2) + __ = __

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

Ammo OOOOO OOOOO OOOOO

| _____ | ____ | ____ | ____ | ____ | ☐ | ☐ | ☐ | ☐ | ☐ | _____ | ____ |

Ammo OOOOO OOOOO OOOOO

| _____ | ____ | ____ | ____ | ____ | ☐ | ☐ | ☐ | ☐ | ☐ | _____ | ____ |

Ammo OOOOO OOOOO OOOOO

🎲 Strong Hit

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.
_____	_____	_____
_____	_____	_____

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.

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 charatcer Attribute Dmg.

Paramedics: 12
Heal any 3 charatcer Attribute Dmg.
Directly after combat.
Max of 1 roll per 3 Characters.

Maintenance   12t
Heal any 2 mech Attribute Dmg.
Retro any Mech Trait.

Rebuild   2x 14t
Heal any 10 Mech Attribute Dmg.
Retro any 6 Mech Attributes.

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'.

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

```
      5
  4   |   6
    \ | /
3 —— + —— 6... 
    / | \
  3   |   1
      2
```
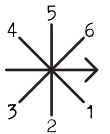
Attribute Damage & Weapons.
If an Attributes value drops below an Installed Weapon's Mount;
that Weapon will stop working (as it is damaged).

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.

Weapon:	Strong vs:		Weak vs:
_____	_____		_____
_____	_____		_____

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					
Passion: + __			Fortitude + __			Destruction + __			Patience + __		
Rush	!	Move = Legs. Rotate 45°.	Reverse	!	Move backwards = Legs -2.	Charge	!	Move = Legs +2. Use 1 Melee/Support.	Maneuver	12!	Move = Legs +1. Rotate 2x 45°.
Give Orders	12	Use 1 Support/Tactical. An Ally Recovers.	Rearm	12	Recover Reload 2 Weapons.	Power Up	12!	Next Attack; +1 Crit Dmg.	Take Aim	12	Next Attack; +1d6 Hit & Crit Loc +/-1.
Quick Shot	!	Use 1 Gun/Melee.	Vent Heat	12	Heat: -2. Power Up/Down.	Bombard	!	Use 1 Weapon. +2 Sta Dmg.	Overwatch	12!	Use 1 Weapon, in response to a Roll.
Rushed Shot	!!	Use 1 Gun/Melee. Rotate 45°.	Brace	14	Armour +1.	Unleash	!!	Use 2 Weapons or 1 with +1d6 Hit.	Careful Shot		Use 1 Weapon.

Attack Roll vs Target's Defence
Attack Roll Dice   Hit = Deal your Weapons Stability Damage.
+Hit -2 per Rng Increment beyond 1st.   Free Critical Hit vs Mechs with 0 Stability.