

# MechaASsemble! Design Scratch Sheet

TOTAL POINT Cost: \_\_\_\_\_ MP

MECHA NAME: \_\_\_\_\_ Pilot/Crew: \_\_\_\_\_ (\_\_\_\_MP) This Sheet may be photocopied freely

Creation Steps	Player/G.M Decisions (MP)	Notes	Trait: Design (pts)	Traits: Exotic (pts)	Traits: Defects (-pts)
Choose Mecha Type		(Suit, a Giant Robot, or a Vehicle)			
Choose Size		Fine, Tiny, Very Small, Small, Medium, Large, Very Large, Huge, Gargantuan			
Mecha Strength: STR					
Hazard Load Tolerance: HLT					
Manoeuvrability: REF					
Handling: DEF					
Mecha Initiative: INI					
Armour Value: AV		Starting AV equals Mecha (STR + HLT)/2			
HIT Points: HITs					
MOV/Type Terrain					
Burrowing		Mecha may move up to its MOV in metres each turn, as a normal Move action or, if "running", up to 2x its MOV in metres per turn. Mecha may also "sprint", moving up to 3x its MOV in metres per turn.			
Aero					
Hydro					
Space Flight					
FTL Flight					
		Total MP	Total MP	Total MP	Total MP -

## Weapons Design

Name	Damage	Base Range	Qualities	Multiplier	Defects	Divisor	MP

# Mecha Combat Sheet

Pilot's Name: \_\_\_\_\_

Faction/Service: \_\_\_\_\_

### Mecha and Pilot Group Attributes

Score	Roll (Attr.)	Notes
STR _____	_____ +3d6	Dmg: _____ Lift: _____
HLT _____	_____ +3d6	Pilot TGH: _____ LIF: _____
REF _____	_____ +3d6	Sprint Modifier: x _____
INT _____	_____ +3d6	
WIL _____	_____ +3d6	
PRE _____	_____ +3d6	Pilot Awareness: + _____

## Derived Attributes

<b>DEF</b>	_____ REF + Handling Mod	
<b>INI</b>	_____ (REF+INT)/2 + Attribute Mod	<b>INI Bonus:</b> _____
<b>AV</b>	_____ ((STR + HLT)/2 + Attribute Mod	<b>Superficial</b> (HLTx1): _____
<b>HITs</b>	_____ (HLT x 5) + Attribute Mod	<b>Light</b> (HLTx2): _____
		<b>Serious</b> (HLTx3): _____
		<b>Critical</b> (HLTx4): _____
<b>MOV</b>	_____ Base MOV Attribute	<b>Top Speed</b>
	<b>Type:</b> _____	_____ kph
	<b>Type:</b> _____	_____ kph
	<b>Type:</b> _____	_____ kph

**Mecha Diagram or Faction Symbol**

**MECHA NAME:**

## Mecha Traits

[illegible]

## Mecha Pilot Skills

[illegible]

## Attacks/Weapons

<u>Attack / Weapon</u>	<u>Rng</u>	<u>Dmg</u>	<u>Amm</u>	<u>Acc/RMod</u>
Punch	_____	_____	_____	____/____
Kick	_____	_____	_____	____/____
_____	_____	_____	_____	____/____
_____	_____	_____	_____	____/____
_____	_____	_____	_____	____/____
_____	_____	_____	_____	____/____

### Mecha Hit Locations

Armour	Location	Roll	Damage	Mod	AV
		3-4	2x damage	-4	
		5	1½x damage	-6	
		6	½ damage	-3	
		7-8	½ damage	-2	
		9	½ damage	-2	
		10-11		-1	
		12	2x damage	-4	
		13	1½x damage	-6	
		14-15	½ damage	-2	
		16-17	½ damage	-4	
		18	½ damage	-3	

Note: Adjust damage after subtracting AV for armour.

## Damage Tracker

		5			10			15			20			25
		30			35			40			45			50
		55			60			65			70			75
		80			85			90			95			00

/ HIT Point Damage

**X** Lethal Damage