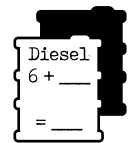
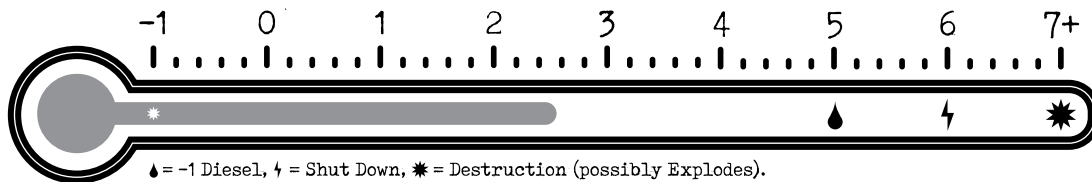


Mech Sheet (Smith)

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

Rnd Dmg	(0-5)	(20)	Trait	Notes	Damage
0) Cockpit	000	—		+1 Armour vs 1st Crit.	
1) Arm (Left):	000	—	> _____	+1d6 Hit.	
2) Hull (Left):	000	—	> _____	+1 Armour. 45° Arc of Fire.	
3) Legs:	000	—	> _____		
4) Core:	000	—	> _____		
5) Hull (Right):	000	—	> _____	+1 Armour. 45° Arc of Fire.	
6) Hull (Right):	000	—	> _____	+1 Armour. 45° Arc of Fire.	



1 Day Travel costs
1 Diesel.

Defence: 14 + Cockpit + ____ = ____ Armour: 3 + ____ = ____

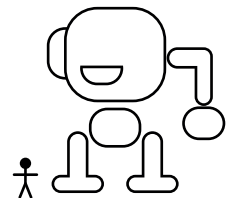
Light Cover: +2 at 0 Stability —

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

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

Stability: 20 + ____ = ____

Recovery (Core x2) + ____ = ____



Weapon:	Hit D6	Hit (+Skill)	Range	Ideal Rng	Stability Damage	Critical Damage	Ammo	Location	Mount	Type & Variations:	Cost
_____	_____	_____	_____	_____	<input type="text"/>	<input type="text"/>	_____	<input type="text"/>	<input type="text"/>	_____	_____

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Strong Hit

Requirements

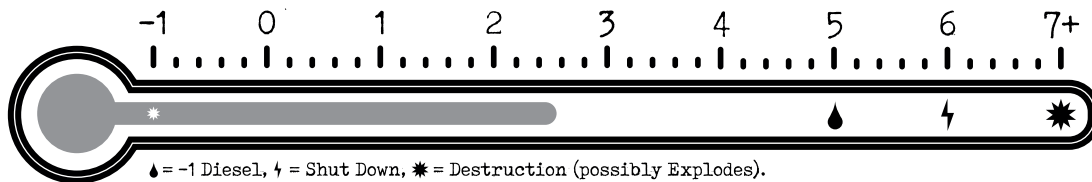
Result

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

Mech Sheet (Spider)

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

Rnd Dmg	(0-5)	(20)	Trait	Notes	Damage
1) Legs (Left):	000	—	> _____		
2) Hull (Left):	000	—	> _____	+1 Armour. 45° Arc of Fire.	
3) Arm:	000	—	> _____	+1d6 Hit.	
4) Cockpit:	000	—	> _____	+1 Armour vs 1st Crit.	
5) Hull (Right):	000	—	> _____	+1 Armour. 45° Arc of Fire.	
6) Legs (Right):	000	—	> _____		
7) Core:	000	—			



Diesel
6 + _____
= _____

1 Day Travel costs
1 Diesel.

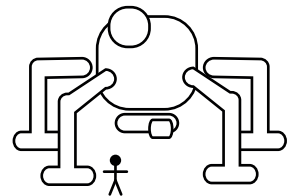
Defence: 14 + Cockpit + _____ = _____ Armour: 3 + _____ = _____

Light Cover: +2 at 0 Stability - _____

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

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

Stability: 20 + _____ = _____
Recovery (Core x2) + _____ = _____



Weapon:	Hit D6	Hit (+Skill)	Range	Ideal Rng	Stability Damage	Critical Damage	Ammo	Location	Mount	Type & Variations:	Cost
_____	_____	_____	_____	_____	<input type="text"/>	<input type="text"/>	_____	<input type="text"/>	<input type="text"/>	_____	_____

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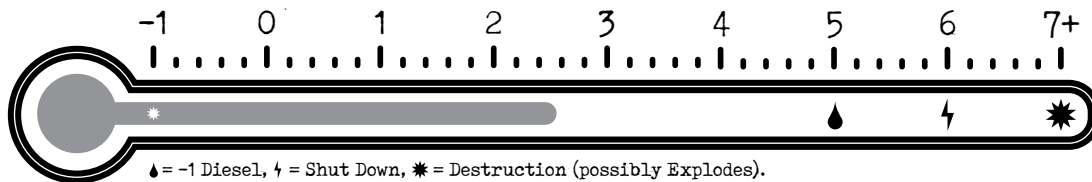
Strong Hit Requirements Result

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

Mech Sheet (Knight)

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

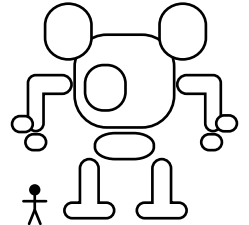
Rnd Dmg	(0-5)	(20)	Trait	Notes	Damage
1) Arm (Left):	000	—	> _____	+1d6 Hit.	
2) Hull (Right):	000	—	> _____	+1 Armour. 45° Arc of Fire.	
3) Core:	000	—	> _____		
4) Cockpit:	000	—	> _____	+1 Armour vs 1st Crit.	
5) Hull (Right):	000	—	> _____	+1 Armour. 45° Arc of Fire.	
6) Arm (Right):	000	—	> _____	+1d6 Hit.	
7) Legs:	000	—			



Diesel
6 + _____
= _____
1 Day Travel costs
1 Diesel.

Defence: 14 + Cockpit + _____ = _____ **Armour:** 3 + _____ = _____
Light Cover: + 2 at 0 Stability —
Heavy Cover: + 4
 Reduce Stability Dmg by 1 per 2d6 Hit.
Entrenched Cover: + 8
 Immune to Critical Hits while you have Stability.

Stability: 20 + _____ = _____
Recovery (Core x2) + _____ = _____



Weapon:	Hit D6	Hit (+Skill)	Range	Ideal Rng	Stability Damage	Critical Damage	Ammo	Location	Mount	Type & Variations:	Cost
_____	_____	_____	_____	_____	<input type="text"/>	<input type="text"/>	_____	<input type="text"/>	<input type="text"/>	_____	_____
_____	_____	_____	_____	_____	<input type="text"/>	<input type="text"/>	_____	<input type="text"/>	<input type="text"/>	_____	_____
_____	_____	_____	_____	_____	<input type="text"/>	<input type="text"/>	_____	<input type="text"/>	<input type="text"/>	_____	_____
_____	_____	_____	_____	_____	<input type="text"/>	<input type="text"/>	_____	<input type="text"/>	<input type="text"/>	_____	_____
_____	_____	_____	_____	_____	<input type="text"/>	<input type="text"/>	_____	<input type="text"/>	<input type="text"/>	_____	_____
_____	_____	_____	_____	_____	<input type="text"/>	<input type="text"/>	_____	<input type="text"/>	<input type="text"/>	_____	_____
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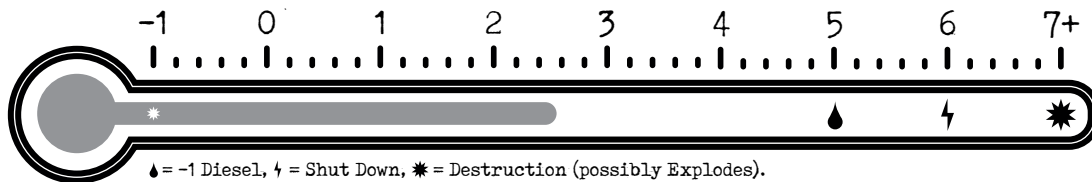
Strong Hit Requirements Result

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

Mech Sheet (Viper)

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

Rnd Dmg	(0-5)	(20)	Trait	Notes	Damage
1) Arm (Left):	000	—		+1d6 Hit.	
2) Legs (Left):	000	—	> _____		
3) Cockpit:	000	—	> _____	+1 Armour vs 1st Crit.	
4) Cockpit:	000	—	> _____	+1 Armour vs 1st Crit.	
5) Legs (Right):	000	—	> _____		
6) Arm (Right):	000	—	> _____	+1d6 Hit.	
7) Core:	000	—	> _____		



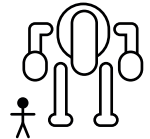
Diesel
6 + _____
= _____
1 Day Travel costs
1 Diesel.

Defence: 14 + Cockpit + _____ = _____ Armour: 3 + _____ = _____

Light Cover: + 2 at 0 Stability —

Heavy Cover: + 4 Stability: 20 + _____ = _____
Reduce Stability Dmg by 1 per 2d6 Hit.

Entrenched Cover: + 8 Recovery (Core x2) + _____ = _____
Immune to Critical Hits while you have Stability.



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

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_____	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____
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Strong Hit

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