Mech Sheet (Smith)

Name:	Build:	Influence Cost: Traits (2 each) + Weapons =
 Cockpi Arm (Le Hull (I Legs: Core: Hull (I Hull (I 	eft): 000 _ > Left): 000 _ > 000 _ > 000 _ > Night): 000 _ >	+1 Armour. 45° Arc of Fire.
(*	0 1 2 3 esel, 4 = Shut Down, * = Destruction (possibly B 14 + Cockpit + = A:	▲ 4 * }
Light Cover: Heavy Cover: Reduce Stability Dmg b Entrenched C	+ 2 at + 4 \mathbf{S}^{-1}	0 Stability tability: 20 + _ = covery (Core x2) + _ =
Weapon:	Hit Stabilit Hit D6 (+Skill) Range Ideal Rng Damage	y Critical Damage Ammo Location Mount Type & Variations: Cost
		Ammo 00000 00000 00000
		Ammo 00000 00000 00000
Strong Hit Effort Critical Hit Critical Boost	Requirements Does not Req Success, Not a Spare Time Roll. Target is Damaged, Once per Attack. Damage, Does not Req Hit.	Ammo 00000 00000 00000 Result Re-roll a single die from this Roll. Deal Crit Dmg (-Targets Armour) to a random (d6) Attribute. +1 Crit Dmg vs all Targets with 0 Stability.
Effort	Does not Req Hit ot Success, Not a Spare Time	Roll. Re-roll a single die from this Roll.

Mech Sheet (Spider)

Name:	Build:	Influence Cost: Tr	aits (2 each) + Weapons =
 Ind Dmg 1) Legs (1 2) Hull (1 3) Arm: 4) Cockpi 5) Hull (1 6) Legs (1 7) Core: 	Left): 000 _ > 000 _ > t: 000 _ > Right): 000 _ >	Notes +1 Armour. 45° Arc of Fire. +1d6 Hit. +1 Armour vs 1st Crit. +1 Armour. 45° Arc of Fire.	Damage
Image: Stability Dmg N Entrenched (Image: Stability Dmg N)	+ 2 + 4	••••••••••••••••••••••••••••••••••••••	
Weapon:	Hit Stab		Type & Variations: Cost
Strong Hit Effort Critical Hit Critical Boost Effort	Requirements Does not Req Success, Not a Spare Time Ro Target is Damaged, Once per Attack. Damage, Does not Req Hit. Does not Req Hit ot Success, Not a Spare T	Result Dil. Re-roll a single die from this Rol Deal Crit Dmg (-Targets Armour) t +1 Crit Dmg vs all Targets with 0	o a random (d6) Attribute. Stability.

Mech Sheet (Knight)

Name:	Build:	Influence Cost: Tr	aits (2 each) + Weapons =
 Arm (Left) Hull (Rig) Core: Cockpit: Hull (Rig) Arm (Righ) Legs: 	ht): $\begin{array}{c} 000 \\ 0000 \\ 0000 \\ 0000 \\ 0000 \\ 0000 \\ 0000 \\ 0000 \\ 0000 \\ 0000 \\ 0000 \\ 0000 \\ 0000 \\ 0000 \\ 0000 \\ 0000 \\ 0000 \\ 0000 \\ 0000 \\ 0000 \\ 0000 \\ 0000 \\ 0000 \\ 0000 \\ 0000 \\ 0000 \\ 0000 \\ 0000 \\ 0000 \\ 0000 \\ 0000 \\ 0000 \\ 0000 \\ 0000 \\ 0000 \\ 0000 \\ 0000 \\ 0000 \\ 0000 \\ 0000 \\ 0000 \\ 0000 \\ 0000 \\ 0000 \\ 0000 \\ 0000 \\ 0000 \\ 0000 \\ 0000 \\ 0000 \\ 0000 \\ 0000 \\ 0000 \\ 0000 \\ 0000 \\ 0000 \\ 0000 \\ 0000 \\ 0000 \\ 0000 \\ 0000 \\ 0000 \\ 0000 \\ 0000 \\ 0000 \\ 0000 \\ 0000 \\ 0000 \\ 0000 \\ 0000 \\ 0000 \\ 0000 \\ 0000 \\ 0000 \\ 0000 \\ 0000 \\ 0000 \\ 0000 \\ 0000 \\ 0000 \\ 0000 \\ 0000 \\ 0000 \\ 0000 \\ 0000 \\ 0000 \\ 0000 \\ 0000 \\ 0000 \\ 0000 \\ 0000 \\ 0000 \\ 0000 \\ 0000 \\ 0000 \\ 0000 \\ 0000 \\ 0000 \\ 0000 \\ 0000 \\ 0000 \\ 0000 \\ 0000 \\ 0000 \\ 0000 \\ 0000 \\ 0000 \\ 0000 \\ 0000 \\ 0000 \\ 0000 \\ 0000 \\ 0000 \\ 0000 \\ 0000 \\ 0000 \\ 0000 \\ 0000 \\ 0000 \\ 0000 \\ 0000 \\ 0000 \\ 0000 \\ 0000 \\ 0000 \\ 0000 \\ 0000 \\ 0000 \\ 0000 \\ 0000 \\ 0000 \\ 0000 \\ 0000 \\ 0000 \\ 0000 \\ 0000 \\ 0000 \\ 0000 \\ 0000 \\ 0000 \\ 0000 \\ 0000 \\ 0000 \\ 0000 \\ 0000 \\ 0000 \\ 0000 \\ 0000 \\ 0000 \\ 0000 \\ 0000 \\ 0000 \\ 0000 \\ 0000 \\ 0000 \\ 0000 \\ 0000 \\ 0000 \\ 0000 \\ 0000 \\ 0000 \\ 0000 \\ 0000 \\ 0000 \\ 0000 \\ 0000 \\ 0000 \\ 0000 \\ 0000 \\ 0000 \\ 0000 \\ 0000 \\ 0000 \\ 0000 \\ 0000 \\ 0000 \\ 0000 \\ 0000 \\ 0000 \\ 0000 \\ 0000 \\ 0000 \\ 0000 \\ 0000 \\ 0000 \\ 0000 \\ 0000 \\ 0000 \\ 0000 \\ 0000 \\ 0000 \\ 0000 \\ 0000 \\ 0000 \\ 0000 \\ 0000 \\ 0000 \\ 0000 \\ 0000 \\ 0000 \\ 0000 \\ 0000 \\ 0000 \\ 0000 \\ 0000 \\ 0000 \\ 0000 \\ 0000 \\ 0000 \\ 0000 \\ 0000 \\ 0000 \\ 0000 \\ 0000 \\ 0000 \\ 0000 \\ 0000 \\ 0000 \\ 0000 \\ 0000 \\ 0000 \\ 0000 \\ 0000 \\ 0000 \\ 0000 \\ 0000 \\ 0000 \\ 0000 \\ 0000 \\ 0000 \\ 0000 \\ 0000 \\ 0000 \\ 0000 \\ 0000 \\ 0000 \\ 0000 \\ 0000 \\ 0000 \\ 0000 \\ 0000 \\ 0000 \\ 0000 \\ 0000 \\ 0000 \\ 0000 \\ 0000 \\ 0000 \\ 0000 \\ 0000 \\ 0000 \\ 0000 \\ 0000 \\ 0000 \\ 0000 \\ 0000 \\ 0000 \\ 0000 \\ 0000 \\ 0000 \\ 0000 \\ 0000 \\ 0000 \\ 0000 \\ 0000 \\ 0000 \\ 0000 \\ 0000 \\ 0000 \\ 0000 \\ 0000 \\ 0000 \\ 0000 \\ 0000 \\ 0000 \\ 0000 \\ 0000 \\ 0000 \\ 0000 \\ 0000 \\ 0000 \\ 0000 \\ 0000 \\ 0000 \\ 0000 \\ 0000 \\ 0000 \\ 0000 \\ 0000 \\ 0000 \\ 0000 $	Notes +1d6 Hit. +1 Armour. 45° Arc of Fire. +1 Armour vs 1st Crit. +1 Armour. 45° Arc of Fire. +1 Armour. 45° Arc of Fire. +166 Hit.	Damage
*	+2 at +2 at +4 St +8 Por	▲ 4 *	Diesel 6+ 1 Day Travel costs 1 Diesel.
Weapon: Hit D6	Hit Stability (+Skill) Range Ideal Rng Damage	Damage Ammo Location Mount Image Image Image Image Image Ammo Image Image Image Image Image Ammo Image Image Image Image Image Image Image Image Image Image Image Image Image Image Image Image Image Image Image Image Image Image Image Image Image Image Image Image Image Image Image Image Image Image Image Image Image Image Image Image Image Image Image Image Image Image Image Image Image Image Image Image Image Image Image Image Image Image Image Image Image Image Image Image Image Image Image Image Image Image Image Image Image Image Image Image <td>Type & Variations: Cost</td>	Type & Variations: Cost
EffortDoes itCritical HitTargeCritical BoostDamage	uirements not Req Success, Not a Spare Time Roll. et is Damaged, Once per Attack. ge, Does not Req Hit. not Req Hit ot Success, Not a Spare Time	Result Re-roll a single die from this Rol Deal Crit Dmg (-Targets Armour) t +1 Crit Dmg vs all Targets with 0	l. o a random (d6) Attribute. Stability.

Mech Sheet (Viper)

Name:	Build:	Influence Cost: Tre	aits (2 each) + Weapons =
Rnd Dmg	(0-5) (20) Trait	Notes	Damage
1) Arm (Left):	00	+1d6 Hit.	
2) Legs (Left):	00 >		
3) Cockpit:	00 000 >	+1 Armour vs 1st Crit.	
4) Cockpit:	000 <u> </u>	+1 Armour vs 1st Crit.	
5) Legs (Right)		+ Ariuour vs ist crit.	
6) Arm (Right):			
		+1d6 Hit.	
7) Core:	00 >		
*	1 2 3	4 5 6 7+	Diesel 6 + 1 Day Travel costs 1 Diesel.
Defence: 14 + Coci	kpit + _ = _ Arr	nour: 3+=	
Light Cover:	+2 at 0	Stability -	
Heavy Cover: Reduce Stability Dmg by 1 per 2d6 Hit.	+ 1	bility: 20+_=	
Entrenched Cover: Immune to Critical Hits while you hav	+ 8 Bogo	very (Core x2) + =	, U U
Hit Weapon: Hit D6 (+Skil		ritical amage Ammo Location Mount	Type & Variations: Cost
		Ammo	00000 00000 00000
		Ammo	00000 00000 00000
		Ammo	00000 00000 00000
Strong Hit Require		Result	1
Critical Hit Target is Day	Success, Not a Spare Time Roll. maged, Once per Attack.	Re-roll a single die from this Roll Deal Crit Dmg (-Targets Armour) to	o a random (d6) Attribute.
Critical BoostDamage, DoesEffortDoes not Req	not Req Hit. Hit ot Success, Not a Spare Time Roll	+1 Crit Dmg vs all Targets with 0 S Re-roll a single die from this Roll	