

THE CARDS

Card Name

Special Rules

Sub-type

Card Type

Weapon

Ballistic

Stats

Artwork

VULCAN CANNON	
Barrage	
Weapon	Ballistic
3 AR	
2 DT	
2 WE	
1 PC	
2 PE	
3 DO	

MECH CONSTRUCTION RULES

POWER

Total up the total Power Consumption (PC) of all the parts used on your Mech.

Next, total up the Power Output (PO) of all the Power Generators on your Mech.

Compare the total Power Consumption (PC) with your total Power Output (PO).

If the total Consumption (PC) is greater than the Power Output (PO), then your Mech needs more power generators added before you can play.

WEIGHT

Total up the total Weight (W) of all the parts currently on your Mech.

Compare the total Weight (W) to your Maximum Weight (MW) of the Mechs Locomotor.

If the total Weight (W) is greater than the total Maximum Weight (MW), then your Mech is "over-weight" and you must remove some parts otherwise your Mech will be considered "Overweight" and suffer substantial penalties during the game.

ATTACHING CARDS

VULCAN CANNON	
Barrage	
Weapon	Ballistic
3 AR	
2 DT	
2 WE	
1 PC	
2 PE	
3 DO	

GALAXIA SHIELD	
Regenerate (1)	
Shield	
5 AR	
2 DT	
1 WE	
3 PC	
-	
-	

Support, Armour, Modifications, Shield & Pilots are all attached to the "Base cards."

To Attach a card, lay it over the base part you are attaching it to apply the effects like the example given on the left.

MINIMUM PARTS

Each Mech you build must consist of the following parts to be considered complete and legal:

- >> 1 Locomotor
- >> 1 Cockpit
- >> 1 Pilot (attached to the Cockpit)
- >> 1+ Weapon
- >> 1+ Power Plant

MODIFICATIONS

Modification cards modify the base part card that they are applied to. They change the Stats of the card they are attached to (or add or remove Special Rules).

No base card may have more than 1 Modification applied to it.

COMBAT RULES SUMMARY

ROLL "ATTACK" & "EVASION"

Both Players roll a 10-sided dice.

THE DEFENDER ADDS:-

- > Locomotor's Speed (SP)
- > Target Parts Armour (AR)

THE ATTACKER ADDS:-

- > Weapon Penetration (PE)
- If doing a Shooting action:-
 - > Pilots Accuracy (AC)
- If doing a Charging action:-
 - > Locomotor's Speed (SP)



If Defenders Score is Higher than Attackers Score

If Attackers Score is Higher than or Equal to Defenders Score

Miss!

Your action is wasted. Move onto the next Action or Mech

Hit!

Move onto Resolve Damage - see the box to the right!

FIRING MULTIPLE WEAPONS

For each weapon after the 1st fired, you suffer a -2 Accuracy penalty to your Attack rolls this turn.

The Defender only rolls a single Evasion roll for all incoming shots. The Attacker rolls separately for each weapon fired.

WEAPON JAMS

If you roll a natural '1' on your Attack roll, your weapon have "jammed" and becomes unusable for the near future whilst the weapons internal systems work to clear the jam.

If your weapon jams during firing, your attack automatically misses, place a "Jam counter" (a coin will do) on top of the weapon.

Before you can attack with the jammed weapon again, you must do an "Unjam" action (which removes one Jam Counter per Unjam action performed).

SWAP PLAYER

If you have used both your actions, then the next player to your left gets chance to act with one of their Mech that hasn't acted yet this turn.

RESOLVE DAMAGE

Subtract your Combat Total from the Defenders Combat Total. This is known as the "Penetration Score".

If the Penetration Score total is 0 or greater, you've penetrated the armour and can apply Damage!

Take the Penetration Score and add the Damage Output (DO) of your weapon to this score. This is new total is how many Damage Points you've done with this attack.

Count up the Damage Counters on that part (if any) that is has accumulated so far and add the damage done with this attack. This is the "Damage Pool."

Start by applying damage to the target stack of cards in the following order:
Shields -> Armour -> Base Part

The defending player gets to chose which order to apply damage to if they have multiple Shields and/or Armour parts on the part.

Once you know which particular card to apply damage to, compare the Damage Pool to that card's Damage Threshold (DT).

If the total remaining in the Damage Pool is equal to or higher than the Damage Threshold (DT), then remove that card immediately, then remove the number of damage points from the Damage Pool equal to the number of points in the destroyed Damage Threshold (DT).

Continue doing this step until your Damage Pool is insufficient to remove a card, or the base part is destroyed. If you have insufficient damage to remove card, place a counter on that part to indicate damage done.

VICTORY CONDITIONS

If a base part is removed (after any shields or armour), then you need to check that the Mech is still able to take part of the battle by checking that none of the following conditions have occured:

- >> The Mechs Cockpit is destroyed
- >> The Mech doesn't have any Power Plants left
- >> The Mech doesn't have any weapons left

CHECK MORALE

See side bar to the right for rules for Pilot Morale.

ACTIONS

Each Mech under your control gets 2 Actions that they can perform each turn from the following list:

- > Aim
- > Charge! (counts as 2 actions)
- > Evade
- > Shoot
- > Unjam Weapon



Aim: Mech pilots may choose to Aim for 1 of their actions per turn, they gain a +4 bonus to their Pilots Accuracy (AC) rating for the following shot.

Evade: Mechs that are Evading gain a bonus equal to half their Locomotor's Speed per Evade action taken until next turn. This bonus is in addition to the normal bonus you get from your Mech's Locomotor's Speed.

Shoot: A summary of the Shooting rules is given to the right.

Charge! The Charge action is the same as the Shoot action, but instead of using the Pilot's Accuracy, use the Locomotor's Speed instead. Only Melee weapons can be used with a Charge! action.

Unjam Weapon: You may unjam a single jammed weapon.

PILOT MORALE

Pilots must test Morale if any of the following conditions are met:

- >> The Mech takes more Damage Points from an attack than the Pilot's Bottle Threshold (BT)
- >> Mech loses a "Base Card" (not attached cards)
- >> Gets attacked by a weapon with the Frightening Special Rule

HOW TO TAKE BOTTLE TESTS

When a Bottle Test is required, roll a D10. Apply any of the modifiers that apply:

- >> +1 for each additional Damage Point above the Pilot's Bottle Test (if your BT is 4 and you suffer 6 points of Damage, you'll get a +2 penalty to your Bottle Test roll (6 - 4 = 2))
- >> If the weapon being used is a Frightening weapon, it may have a number given in brackets (example, Frightening (2)). If it has a number in brackets, then apply the number given in brackets as a penalty.

If you roll lower or equal to the affected Pilot's Fortitude (FO) stat after modifications, then you have passed the Bottle Test - nothing further happens.

If you roll over your Fortitude (FO) stat, then the pilot has lost the will to fight and disengages from combat immediately - that Mech no longer takes any further part in the battle and is removed from play.

