

MEKA TAC – GSRE: 6mm/1:300/1:285/2” MAPLESS Q.R.S.

Mark 2

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TURN SEQUENCE

- 1. Draw Phase** – Discard unwanted and excess action cards, then draw up to the number of mechs the player currently controls. Action cards intentionally break the rules, so, if there is a conflict between the two, follow the instructions on the action card.
- 2. Initiative Phase** - Roll 1D10 for each mech in play and add its initiative modifier, as well as any other modifiers.
- 3. Action Phase** – Mechs activate one at a time from **highest** initiative to **lowest**. Any persistent effects are resolved, then the mech may move, shoot & melee at any time and in any order during that mech’s activation. Each weapon may be fired once per activation.

MOVEMENT COSTS – Double all mechs’ move points from the regular, hex-based rules. Jump and flight move points are combined with regular move points and can be used for any movement. Backwards, sideways, and forward movement may be mixed together during the same activation.

Movement and Terrain	Move Point Cost
Change facing 90° - ignore terrain.	1
Move forward 1”.	1
Every inch of rough, light woods, light urban.	+1
Every inch of heavy woods, heavy urban.	+2
Every inch of fortification, reinforced structure.	+3
Every inch of stream or water (lakes, oceans, wide rivers).	+1
Changing elevation without flight or jumping: for every inch up or down.	+1
Get up from being toppled.	Entire action. No attacks or movement.
Moving backwards or sideways.	Double total cost

ATTACK MODIFIERS - Attacks hit on a roll of 7+ on 1D10. Punch, kick and melee weapons hit on a 7+, ignore target’s cover.

Situation - modifiers are cumulative!	Modifier
Attacks at half long range (rounded up) but not point blank.	+1
Attacks by attacker at 1” or less from target (not melee/punch/kick).	+2
Attacking mech is not using any move points this action phase.	+2
Target mech jumped or flew during its last activation.	+1
Target mech did not use any move points in its last action phase or is toppled.	+2
Target has 25% partial Cover (every 2” of light woods, 25% of target blocked, shooting through small mech).	-1
Target has 50% partial Cover (every 2” of heavy woods, 50% of target blocked, shooting through medium mech).	-2
Target has 75% partial Cover (75% of target blocked by hills, buildings, etc., shooting through large mech).	-3
Target has 100% cover (attacker does not have line of sight, behind 2” or higher hill, etc.).	No Attack

CRITICAL HIT TABLE – When an individual attack does 10 or more points of damage, roll 1D12 and apply that result, as well.

D12	System Damaged	Notes
1	Leg Destroyed	Mech topples and cannot move or change facing for the remainder of game, but it can still attack.
2	Pilot Shaken	Pilot takes 1D6 hits. Note: pilots have 6 hits each - 5 are the cockpit, the last 1 is the actual pilot.
3	Leg Damaged	Odds/evens: either -2 to move points <i>or</i> flight system/jump jets hit - no jumping/ flying & falls if in flight.
4-5	Weapon Hit	One random weapon system is destroyed.
6	Reactor Core	Mech will explode on 1-3 on 1D6 immediately, causing a 6D10 explosion with a 3” area effect, and removing the mech from the table. If the mech did not explode, then roll at the beginning of each of its activations until it does, or exits the table. It will automatically explode when destroyed by other means.
7	Computers	Mech is -1 to hit on all attacks for the rest of the game.
8	System Shock	Mech can do nothing on its next activation as systems reset.
9	Topple	Mech is knocked over, randomly determine facing. Mech spends an entire activation to get up with no movements or attacks, or may remain on the ground and attack, but cannot use any move points.
10	Electrical Fire	Take 1D4 Damage at the beginning of every activation.
11-12	Knocked Back	Mech is knocked back (away from the attacker) 2”. On a 1 on 1D6 the mech is also toppled and has a randomly determined facing.

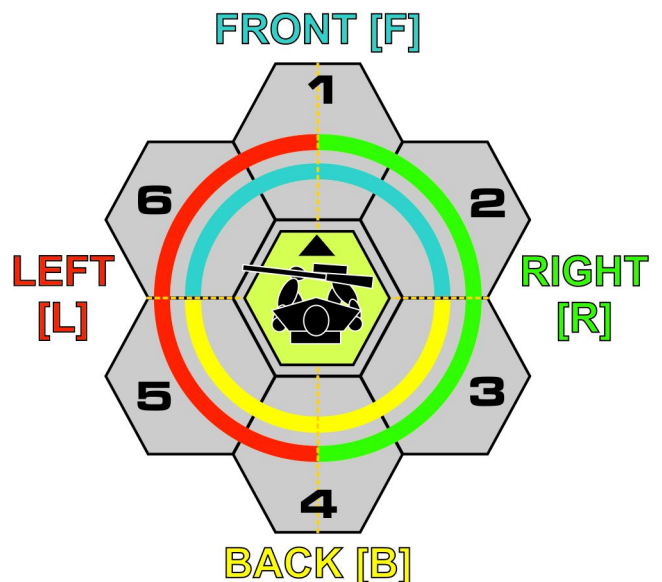
WEAPON SYSTEMS - Ranges have been doubled for games on an open table with terrain and 6mm/1:300/1:285/2" mecha figures.					
Beam Weapons	SIZE	DAMAGE	RANGE	AMMO	Notes: None.
Laser Gun	1	1D4	12"	Unlimited	
Laser Cannon	2	1D8	18"	Unlimited	
Particle Accelerator	3	1D12	24"	Unlimited	
Missile Launchers	SIZE	DAMAGE	RANGE	AMMO	Notes: Choose one type of ammunition for each weapon taken - <i>Armor Piercing</i> (AP) gets +1 damage. <i>Artificial Intelligence</i> (AI) receives +1 to hit. <i>High Explosive</i> (HE) has an area effect of the target and everything within 3" of its base. If the target is hit, then everything within 3" is hit.
Small	1	1D10	24"	6	
Medium	1	2D10	36"	3	
Large	1	3D10	48"	2	
X-Large	1	4D10	60"	1	
Ballistic Weapons	SIZE	DAMAGE	RANGE	AMMO	Notes: Choose one type of ammunition for each weapon taken - <i>Armor Piercing</i> (AP) gets +1 damage. <i>Artificial Intelligence</i> (AI) receives +1 to hit. <i>High Explosive</i> (HE) has an area effect of the target and everything within 3" of its base. If the target is hit, then everything within 3" is hit.
Chain Gun	1	1D6	8"	12	
Rail Gun	2	2D6	16"	10	
Rail Cannon	3	3D6	24"	8	
Siege Gun	4	4D6	32"	6	
Plasma Weapons	SIZE	DAMAGE	RANGE	AMMO	Notes: +1 to hit, but may only fire once every other turn.
Plasma Gun	1	1D10	4"	Unlimited	
Plasma Projector	2	2D10	6"	Unlimited	
Plasma Cannon	3	3D10	8"	Unlimited	
Fusion Cannon	4	4D10	12"	Unlimited	
Flamethrowers	SIZE	DAMAGE	RANGE	AMMO	Notes: +1 to hit, and any mechs hit by flamethrowers take damage for +2 turns; when mech activates for 2 nd & 3 rd turn, the hit is automatic, just roll damage.
Small	1	1D4	2"	8	
Medium	2	1D8	4"	6	
Large	3	1D12	6"	4	
Mortars	SIZE	DAMAGE	RANGE	AMMO	Notes: Indirect fire - only count cover immediately around target. Choose one type of ammunition for each weapon taken - <i>Armor Piercing</i> (AP) gets +1 damage. <i>Artificial Intelligence</i> (AI) receives +1 to hit. <i>High Explosive</i> (HE) has an area effect of the target and everything within 3" of its base. If the target is hit, then everything within 3" is hit.
Small	1	1D8	12"	12	
Medium	2	2D8	16"	10	
Large	3	3D8	20"	8	

HAND TO HAND (HTH) DAMAGE TABLE – Punch and kick have a 360° arc.			
MECH SIZE CLASS	PUNCH	KICK	MELEE WEAPON
Small	1D4	1D6	1D8
Medium	1D6	1D8	2D6
Large	1D8	1D10	2D8

Falling mecha - Any mech that falls more than one elevation level takes falling damage of 2D6 X 10% of its starting mech hits. If mecha falls onto another mech, apply falling damage before collision and displacement.

Mech collision and displacement - Larger mech now occupies the space and the smaller mech is pushed 2" in a random direction. If both mechs are the same size, then roll off to see which mech occupies the space. Both mechs have a 50% chance of toppling with a random facing.

No kamikazes or "derp from above" - A mech may not intentionally collide with another mech.



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