

MEKA TAC - GIANT STOMPY ROBOTS EDITION 1.0

Meka Tac by Lloyd Krassner

Giant Stompy Robots Edition by Al

Tactical Giant Robot Combat Rules - Modified.

This is a reworking of the original game - mostly rules clarification, explanations and fleshing out existing mechanics - along with the grafting of elements from a few different games of the same lineage and some alterations to better fit the local style of play. Adjust to taste.

- Al | <http://www.rivetsandsteam.com>

ORIGINAL VERSIONS

A big THANK YOU to all these folks:

MEKA TAC - the game that started it all!

Lloyd Krassner

<http://www.angelfire.com/games2/warpspawn/MekaT.html>

BATTLE REPORT SITE

Conversions and Scenarios by Dan.

<http://www.freewebs.com/mekatacstuff/>

MEKKA ADVANCE

Advanced Mekatac Rules by Rokendo

<http://games.groups.yahoo.com/group/warpspawn2/files/>

MEK LEADER

Lloyd Krassner

<http://www.angelfire.com/games2/warpspawn/ML.html>

MINIATURES CONVERSION

This suggestion was made by David Ashton at

david.ashton@cheshdatasys.co.uk:

Convert hexes to inches and double the range of the weapons.

Check out his Mekatac site!!!

<http://www.tonsha.uklinux.net/meka.html>

GAMING STUFF

Miniatures to represent your giant robots (a.k.a. "mechs") or cardboard counters would also work. Dice required: D4, D6, D8, D10 and D12. Several of each suggested. Paper and pencil.

GAMING SURFACE

Hex map or rules can be modified for open table miniatures. The Battletech Map Sets (either from FASA or FanPro) work well. Or make your own. Use 2 maps for small games and 4 or more maps for larger games.

CARDS

Action Deck of 75 cards.

SETUP

One player chooses or designs the scenario.
The other player picks which side to control.

TURN SEQUENCE

1. Draw Phase
2. Initiative Phase
3. Action Phase

1. DRAW PHASE

MEKATAC-GSRE may be played without using the Action Cards. If so: ignore this phase.

Each player draws up to as many Action cards as the current number of Mechs he controls from the communal deck; this is the player's maximum hand size. Do not count mechs that are off the battlefield or have been destroyed. Players may discard any unwanted Action cards and must discard down to their new hand size if they lost any mechs during the previous turn before drawing new cards. Any number of cards may be played in one turn, but only one BOOST card of any type may be played on a particular mech each turn. Action cards are discarded when played, though you may want to keep them next to mech's unit card or figure until the end of the turn as a mnemonic device. Do not reshuffle the discard pile into the Action Card deck once it runs out; only one deck per battle.

ACTION DECK CARD LIST - The deck contains 10 TACTICS cards, and 5 of all the other cards listed. [B]=BOOST card.	
Card Name:	Notes:
Mech Hustle [B]	Target mech Move Points +4.
Mech Blitz [B]	Target mech Move Points +8.
Dumb Luck	Target dice roll is rerolled.
Salvo [B]	Target mech gets an extra attack with all of its weapons.
Deflection	Target attack misses.
Aimed Shot	Target attack automatically hits.
Critical Hit	Target attack that hits does +1 Critical hit.
Tactics	Negate one Action Card.
Initiative [B]	Target mech gets +10 to Initiative roll.
Hesitate	Target mech cannot attack this turn, but may still move.
Stuck	Target mech cannot move this turn, but may still attack.
Opportunity Attack [B]	Target mech gets an extra attack with one of its weapons at any time this Action Phase.
Fake Out	Target mech activates before it would have normally this turn - but cannot interrupt an active mech.
Diffused Impact	Negate one Critical hit.

2. INITIATIVE PHASE

Roll 1D10 for each mech in play and add its Initiative Modifier and any other modifiers.

3. ACTION PHASE

Mechs activate individually in order from highest Initiative roll to lowest. This phase is not simultaneous, so all damage and other effects are taken immediately.

MOVEMENT

One map hex = 30m. One level of elevation = 30m. Move Points are paid to turn or to move forward one hex. You don't have to spend all of the mech's Move Points, but Move Points may not be saved from one turn to the next.

MOVEMENT COSTS	
Movement and Terrain (what's in the hex):	Move Point Cost:
Change facing 60° - ignore terrain	1
Move forward into hex	1
Hex has rough, light woods, light urban	+1
Hex has heavy woods, heavy urban	+2
Fortifications, reinforced structures	+3
Stream or Water Hex (lakes, oceans, wide rivers)	+1
Changing elevation: for every one level up or down	+1 per level
Get up from being toppled	Entire action, no attacks or movement
Moving backwards	Double total cost

And, yes, the Move Point costs stack. Example: going downhill to enter a lightly wooded river hex would cost 4 Move Points: 1 for moving forward one hex, + 1 for changing one level of elevation, + 1 because the new hex is lightly wooded and + 1 because the new hex contains a river. Move points are paid to enter a hex. If the mech doesn't have enough move points then it cannot enter the hex.

Hexes that contain roads are a special case. Movement along a road counts as clear; all the other terrain is ignored for movement except elevation changes. The mech must exit a road hex and enter the next road hex on the same length of road to gain this benefit. Terrain still counts for cover unless the attacker is also on a connected road hex and there is a straight line of roadway between him and the target.

It only costs 1 Move Point to make a 60° facing change no matter what the terrain is inside the hex. A mech without Jump Jets or Flight System cannot change more than 1 level of elevation moving from one hex to the next, either up or down.

Flight system allows the mech to fly. It takes one Move Point to move forward one hex, or one make 60° turn. It costs two Move Points to change 1 level of elevation up or down. A mech may remain in flight at the end of its activation. Flying mechs can stay airborne without spending Move Points. This is hovering in place and the mech cannot change facing or altitude. It also counts as "did not use Move Points" and gives the "+2 to Hit/+2 to be Hit" and "flying" modifiers. Mechs with Jump Jets can also fly, but must land by the end of their activation or take falling damage (loses 2D6 X 10% of its full Hits). Any mech that falls from a hill for 2 or more elevations will also take full falling damage. Mechs cannot fly or jump backwards.

Any mech that falls from a hill for 2 or more elevations will take full falling damage, though a mech can stumble down one elevation and take no damage. If a mech unintentionally falls into a hex already occupied by another mech, the larger mech now occupies the hex and the smaller one is pushed one hex in a random direction. If both mechs are the same size, then roll off to see which mech occupies the hex. Each mech involved takes falling damage (2D6 X 10% of its full Hits). Roll 1D6 for each of these mechs. On a 1-3 the mech is also toppled and must get up before it can move or attack again.

Mechs that stumble into one another due to knock back follow the same procedure as falling onto another mech (hex occupation and push) but use the table below for determining damage, toppling and facing. Yes, you can have a chain effect where mechs are knocked back into other mechs, who are then are knocked back into other mechs, etc. "Kamikaze" or "ramming" attacks are not allowed.

Knocked Back Into Another Mech - both mechs roll 1d6.	
D6	Effect
1	30% hits damage, topple, random facing.
2	20% hits damage, topple, random facing.
3	10% hits damage, topple, random facing.
4	Topple, random facing.
5	Random facing.
6	No effect.

ATTACKS

A Mech can attack with all of its ranged weapons once per turn during its activation and may attack at any time during their movement - move, shoot a weapon, move some more, shoot another weapon, move yet some more, etc. It may also make one HTH punch/kick OR attack with each of its melee weapons during its activation. Any mech in Line of Sight (L.o.S.) within their weapons' 180° arcs and range is a valid target.

To find the distance between attacker and target: count the number of hexes in the straightest possible route from the attacker to the target. Do not count the attacker's hex for either range or cover. All weapon ranges listed are the maximum range.

Attacks hit on a roll of 7+ on 1D10.

ATTACK MODIFIERS - Add or subtract from d10 roll, not the 7+ target number.	
Situation	Modifier
Attacks at half long range (rounded up) but not point blank.	+1
Attacks into adjacent hexes (point blank).	+2
Attacking mech is not using any Move Points this Action Phase.	+2
Attacking mech is toppled.	No Attack
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 (low buildings, light woods, light urban, etc.).	-1
Target has 50% Partial Cover (medium buildings, heavy woods, heavy urban, etc.).	-2
Target has 75% Partial Cover (taller buildings).	-3
Target has 100% Cover (attacker does not have L.o.S., behind 1 level hill, etc.).	No Attack

Attacking with ranged weapons through woods or urban hexes accumulates the % of cover for each hex shot through. When it reaches 100% the target cannot be attacked. For example: you cannot shoot through more than 3 light woods hexes (3 x 25% = 75%) or 1 heavy urban hex (50%). Shooting through a hex containing a mech to hit another target is possible, but the mech in the way provides cover for the target in proportion to its size: small size = 25% Partial Cover, medium size = 50% Partial Cover and large size = 75% Partial Cover. Attacks missing the intended target do not hit the mechs in the way.

Half-hexes containing cover in the line of fire: divide the total number of half-hexes by two, rounding down. Use that number of half-hexes closest to the target as if they were full hexes. Example: there are 3 half-hexes in the line of fire between the attacker and the target. Three divided by two equals one and a half, which rounds down to one. So, just count the closest half-hex to the target as providing cover at their full value. If attacking along the line of two adjoining hexes that grant cover: count the better cover.

Punch, kick and Melee Weapon attacks hit on a 7+ and ignore all of the target's cover.

Attacking from different elevations or altitudes is a bit more complex:

- Count both the horizontal range from the attacker to the target AND the difference in altitude between the two to get the total distance. Five hexes away and three levels higher equal eight hexes of distance. Don't count the attacker's level when determining difference in elevation/altitude.
- If the attacker is higher than horizontally farther away: just use the terrain in the target hex for cover. If the attacker is horizontally farther away than higher: total the difference in elevation/altitude. One hex difference means only count the last half of the distance towards the target for hexes containing cover granting terrain. Two hexes difference would only count the last one-third of the distance. Three hexes difference would only count the last one-quarter of the distance. Round down to nearest full hex.
- Hills between attacker and target will block Line of Sight.
- The edge of elevations can block Line of Sight. If the attacker is shooting "down" and is farther away from the edge than the intended target, then L.o.S. is blocked. If the attacker is shooting "up" and is closer the edge than the intended target, then L.o.S. is blocked. Think of hills on the hex map like steps in a staircase as opposed to gently rolling slopes.

Roll on the critical hit table whenever a single weapon attack does 10 or more points of damage.

CRITICAL HIT TABLE		
D12	System Damaged	Notes:
1	Leg Destroyed	Mech topples & cannot move or change facing but can still attack.
2	Pilot Shaken	Pilot takes 1D6 hits. Note: pilots have 6 hits each.
3	Leg Damaged	Mech -1 to Move Points or Flight System/Jump Jet hit (no jumping/flying & fall if in flight which loses 2D6 X 10% of its starting Hits).
4-5	Weapon Hit	1 random weapon system destroyed.
6	Reactor Core	Mech will explode 1-3 in a 1D6 at the end of every turn as Bomb.
7	Computers	Mech is -1 to hit on all attacks for rest of game.
8	System Shock	Mech can do nothing on its next activation as systems reset.
9	Topple	Mech spends next activation getting up. Randomly determined facing and no movement or attacks.
10	Electrical Fire	Take 1D4 Damage at the beginning of every turn.
11-12	Knocked Back	Mech is knocked back (away from the attacker) 1 hex. A 1 on a 1D6 the mech is also toppled and has a randomly determined facing.

When a mech is destroyed and the pilot has any Hits left: roll 1D6. If the roll is equal or less than the current remaining pilot Hits, the pilot has safely ejected from the destroyed mech. The pilot will land 2 hexes away and in a random direction from the mech. A pilot may voluntarily eject at the beginning of the mech's activation, but on other actions may be attempted. If the mech is armed with one or more Bombs, these will explode after the pilot's landing hex has been determined. The pilot is dead if unable to successfully eject from a destroyed mech. Keep in mind that the 6 Hits for the pilot represent 5 Hits of armored cockpit/ejection capsule and 1 Hit for the actual pilot. The ejection capsule will survive anything except landing in the center of an active volcano.

Once a pilot has safely ejected from a mech, it is considered out of the game. However, if the players agree, ejected pilots may be attacked. Pilots have 1 Hit, 3 Move Points, ignore all terrain movement penalties except water, get all cover benefits, receive an

additional -3 to be hit due to lack of significant signature and have an Initiative Modifier of +5.

Destroyed mechs may be removed from the map or left where they fell. It is up to the players, but be consistent. Destroyed mechs can be used as cover as described above. Leaving destroyed mechs where they fell is recommended for salvage opportunities if it's part of a campaign game. Mechs that were destroyed by a Bomb or Reactor Core Critical Hit are always removed from the map and cannot be salvaged.

The battle is usually over once one side suffers 50% loss of Mech Size from their force. But that doesn't mean it can't be to the last mech standing. Your game, your choice - but all players must agree.

SCENARIOS

MEETING ENGAGEMENT

Both forces enter from opposite sides of the battlefield. Have at!

PURSUIT

Make a long/narrow map or table setup. The defenders set up 1/4 of the way along the board. The attackers will setup at the map edge behind them. The attackers win if they prevent at least 50% the defenders from exiting the far, narrow end. Defenders win if they get at least 50% of their force off the far end.

AMBUSH

Defender starts in the middle with 50% of their mechs hidden while the attacker sets up along one of the map edges.

BREAKTHROUGH

Both sides start at opposite edges but one side must cross the board and exit on the other team's side.

RAID

The defenders set up around a warehouse, base or other facility. The attackers must enter the facility, fulfill their objective (grab a counter) and make it back off their side of the board. No points for destroying the enemy.

HOLD

The defenders set up in the middle of the map. Make sure they have a defensible position with plenty of cover. The attackers enter from any edge and try to destroy the defenders. The attackers can only win by destroying all of the defenders. A turn limit should be imposed. The defenders are often out numbered, but it's not necessary.

SEARCH

Set up a cluttered map (jungle, very rocky terrain, ruined city, etc.) and place 6 to 12 objective markers. Only one of the objective markers is the real goal, all the others are dummies or traps (mines, avalanches, bombs, etc). The winner is the one who gets the real goal off their edge of the map.

ARENA

Giant robotic gladiators battle to the death for the amusement of the safely bunkered audience. Options: fill the arena with obstacles and traps, limit the weapons or other systems allowed, etc.

RACE

Set up a course with a 6 to 12 numbered markers spread across the board. First player/team to touch each marker once in any order wins. Whichever mech touches the most different numbered markers by the end of a game with a time/turn limit wins even if the mech was destroyed or the pilot killed.

MECH FORCE CONSTRUCTION

Both players agree on a starting number of Mech Size points for their forces. Select a number of Mech Frames up to the agreed upon total number of Mech Size points.

MECH FRAMES				
MECH SIZE	MOVE POINTS	HITS	SIZE CLASS	INITIATIVE MODIFIER
2	8	20	Small	+3
3	7	30	Small	+2
4	7	40	Small	+1
5	6	50	Medium	+1
6	6	60	Medium	0
7	5	70	Medium	0
8	5	80	Medium	-1
9	4	90	Large	-1
10	4	100	Large	-2
11	3	110	Large	-3
12	3	120	Large	-4

MECH SIZE: This is how "big" the mech is and how many "spaces" the frame has for weapons and other systems, which cannot fit more than there is space available. Example: a Mech Size 4 frame has 4 "spaces" for weapons and other systems.

MOVE POINTS: How fast and agile the mech is.

HITS: Amount of damage the mech can take before it is destroyed.

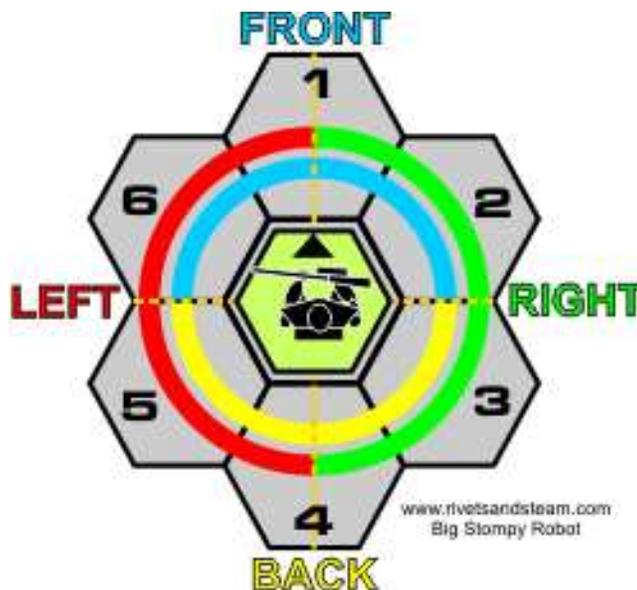
SIZE CLASS: Relative sizes of mechs and determines how much damage it inflicts in melee.

INITIATIVE MODIFIER: This number is added or subtracted from the mech's initiative roll.

ARMING AND EQUIPING A MECH

Select systems whose total size does not exceed the frame's Mech Size.

All weapons attack into a 180° arc. The Weapon Arcs are: (F)orward, (L)eft, (R)ight, and (B)ack. The arc is assigned when the weapon is installed in the Mech during construction. The arc can not be changed during a battle, but may be changed between games. All weapons can shoot straight up or down, as all arcs overlap in the hex the mech occupies. The arcs do overlap.



WEAPON SYSTEMS					
Beam Weapons:	SIZE	DAMAGE	RANGE	AMMO	Notes:
Laser Gun	1	1D4	6	U	
Laser Cannon	2	1D8	9	U	
Particle Accelerator	3	1D12	12	U	
Missile Launchers:	SIZE	DAMAGE	RANGE	AMMO	Notes: Choose one for each weapon taken- <i>Armor Piercing</i> (AP) gets Damage +1, <i>AI Guided</i> (AI) receives To Hit +1 <i>High Explosive</i> (HE) has an Area of Affect of target hex and adjacent hexes.
Small	1	1D10	12	6	
Medium	1	2D10	18	3	
Large	1	3D10	24	2	
X-Large	1	4D10	30	1	
Ballistic Weapons:	SIZE	DAMAGE	RANGE	AMMO	Notes: Choose one for each weapon taken- <i>Armor Piercing</i> (AP) gets Damage +1, <i>AI Guided</i> (AI) receives To Hit +1 <i>High Explosive</i> (HE) has an Area of Affect of target hex and adjacent hexes.
Chain Gun	1	1D6	4	12	
Rail Gun	2	2D6	8	10	
Rail Cannon	3	3D6	12	8	
Siege Gun	4	4D6	16	6	
Plasma Weapons:	SIZE	DAMAGE	RANGE	AMMO	Notes: +1 to hit, but may only fire once every other turn.
Plasma Gun	1	1D10	2	U	
Plasma Projector	2	2D10	3	U	
Plasma Cannon	3	3D10	4	U	
Fusion Cannon	4	4D10	6	U	
Flamethrowers:	SIZE	DAMAGE	RANGE	AMMO	Notes: +1 to hit and any mechs hit by flamethrowers take automatic damage for 3 turns (when mech activates for 2 nd & 3 rd turn, hit automatic - roll damage).
Small	1	1D4	1	8	
Medium	2	1D8	2	6	
Large	3	1D12	3	4	
Mortars:	SIZE	DAMAGE	RANGE	AMMO	Notes: Indirect fire = only count terrain/cover of target hex. Choose one for each weapon taken- <i>Armor Piercing</i> (AP) gets Damage +1, <i>AI Guided</i> (AI) receives To Hit +1 <i>High Explosive</i> (HE) has an Area of Affect of target hex and adjacent hexes.
Small	1	1D8	6	12	
Medium	2	2D8	8	10	
Large	3	3D8	10	8	

All weapon ranges under water are halved (round down).

Missile Launchers, Ballistic Weapons and Mortars have three possible effects:

- *Armor Piercing* (AP) gets Damage +1
- *AI Guided* (AI) is To Hit +1
- *High Explosive* (HE) has an Area of Effect. The target hex and all adjacent hexes are hit. Use only the to hit roll for the center hex to determine if eligible targets in the adjacent hexes are hit; either they all get hit or no one gets hit.

Assign an effect to each of these types of weapons installed in your mech before the Battle. Multiples of the same weapon system are not required to have the same effect.

Indirect Fire allows a mech to attack with that weapon without L.o.S. as long as it is in range of the target and one of the attacker's teammates has L.o.S. of the target and the attacker. The mechs can network, so as long as there is an unbroken line of L.o.S. of friendly mechs from spotter to attacker then the attack can be made. A mech may attack

without a spotter as long as it has L.o.S. with its target. Only count terrain/cover of target hex for the attack roll.

OTHER SYSTEMS		
TYPE	SIZE	NOTES
Ammo Carrier	1	One weapon (must be specified) gets double ammunition load.
Armor	1	+10 Hits. Mech may have more than one.
Bomb	1	The Bomb is a self destruct mechanism. All mechs in an adjacent space take 6D10 Damage. May be triggered during Activation or will automatically trigger when pilot ejects. One per mech.
Camo Netting	1	May initially deploy as a 'Hidden mech'. Choose one hex, write down the location and keep it secret. The Hidden mech is revealed if it moves/attacks or is in LOS of an enemy mech.
Enhanced Engine	1	Move Points +2. Mech may have more than one.
Four Legs	1	Move Points +2, 1 leg destroyed counts as "Leg Damaged", 2 legs destroyed counts as "Leg Destroyed" on Critical Damage Table.
Flight System	1(S) or 2(M)	Move Points +8, flight. Starting hits of mech are -20%. Medium mechs may get Flight System at a cost of size = 2. Large mechs cannot have Flight System. Does not work under water.
Jump Jets	1(S) or 2(M)	Move Points +4. Clear obstacles. Medium mech may get Jump Jets at a cost of Size = 2. Large mechs cannot have Jump Jets. Does not work under water.
Melee Weapon	1	Swords, clubs, whips, maces, jaws, tails, etc. Mech may have more than one.
Sniper	3	1 weapon per mech (must be specified, a purchased Beam or Ballistic weapons only) gets triple range, but cannot be fired if mech moves (even changes facing), gets +3 damage, and if shot is a critical hit then firer may choose what the result is.
Targeter	1	One ranged attack per turn is +1 to hit. Mech may have more than one, but cannot use more than one Targeter per attack roll.
Transformer	1	Starting hits of mech are -20%. A Transformer has 2 modes. The other mode has 1 or 2 systems that are different from the first mode. For example: the medium mortar is 'replaced' by a Flight System. Weapon Arcs can also change. A transformation takes 1 turn to complete and may not move or attack while transforming. Systems that cannot "disappear" or change between modes include Armor & Missiles.

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

SAMPLE MECH CONSTRUCTION

Let's make a mech at Size 5. That gives us 6 Move Points, 50 Hits, a Size Class of Medium, an Initiative Modifier of +1 and 5 "spaces" for systems. We'll give it a Laser Cannon with a Right Arc [Size 2], a Small Missile Launcher that's High Explosive with a Front Arc [Size 1] and Jump Jets [Size 2 for medium mech]. After naming the mech, we get:

SIZE: 5

MECH NAME: Genericor

SYSTEMS: Laser Cannon [R], Small Missiles (HE)[F], Jump Jets.

STRATEGIC SUPPORT

Any Mech Size "points" not used for force construction may be spent to purchase Strategic Support. Each unspent Mech Size "point" is worth 10 points of Strategic Support. These do not take up any actual spaces inside your mechs.

STRATEGIC SUPPORT - [B]=BOOST card.		
Type	Points	Description
Air Strike	15	One Large Missile attack from your edge of map, once per game. Target must be in L.o.S. of one of your mechs acting as a forward observer. Ignore all cover. Range: 24.
Ambush	15	Once all mechs are in place, you may redeploy one of your mechs. Must be placed on your side of the map and be a legal deployment.
Better Intell	10	After maps are set up but before the mechs are placed, you may rotate one map 180° once per game.
Feint [B]	15	Once all mechs are in place, you may redeploy one of the enemy's mechs. Must be placed on their side of the map and be a legal deployment.
Minefield	20	Choose one hex, write down the location and keep it secret. Reveal to enemy when they enter the hex. The Mine does 4D10 damage automatically to the first mech that steps on it. Must be placed on your side of the map.
Battle Scar [B]	5	One enemy mech starts the battle with D10 points of damage. Do not roll on the CRITICAL HIT TABLE if 10 points are inflicted.
Support Fire	15	One X-Large Missile attack from your edge of the map, once per game. Target must be in line of sight of one of your mechs acting as a forward observer. Only count cover in target hex. Range: 30.
Surprise	10	All your mechs get +10 initiative for the first turn of the game.
Veteran Pilot [B]	10	Mech pilot gets 1 random skill from Pilot Skills table.

PILOT SKILLS

After a battle or intense period of training a pilot may learn one random skill.

PILOT SKILLS		
D12	Skill:	Notes:
1	Accuracy	One Gun Attack per turn at +1 to hit.
2	Guidance	One Missile Attack per turn at +1 to hit.
3	Agility	Dodge one ranged attack per turn on a roll of 1-3 on D6.
4	Martial Arts	One extra punch (-1 to hit) or kick (-2 to hit) per turn.
5	Weapon Katas	One extra melee weapon attack per turn at -2 to hit.
6	Maneuver	Move Points +1.
7	Tactician	Initiative Roll +2 & Hand size +1.
8	Crushing Blow	HTH/Melee Weapon attacks do +1 damage.
9	Pinpoint Attack	1 Ranged attack per turn that hits is a critical hit.
10	Parry	Block one HTH attack per turn on a roll of 1-3 on D6.
11	Gunnery	Get one extra Gun attack per turn at -2 to Hit.
12	Mechanic	Disregard one Critical Hit against your mech once per game.

A pilot may not have more than one of each skill. If a duplicate or non-applicable skill is rolled for the pilot, choose the next available skill down the list. Example: rolling a 5 "Weapon Katas" is a skill that the pilot already has, so 6 "Maneuver" may be taken, instead.

Below are some sample mech designs. Note that the Missile Launchers, Ballistic Weapons and Mortars have not had their effects (AP, AI or HE) assigned.

SAMPLE MECH DESIGNS		
SIZE	MECH NAME	WEAPONS/SYSTEMS[ARC]
2	Imp	Flight System, Small Flamethrower[F]
2	Sprite	Flight System, Laser Gun[F]
2	Cockroach	1 Armor, Chaingun[F]
2	Ranger	Jump Jets, Small Missiles[F]
2	Grenaider	Jump Jets, Small Mortar[F]
2	Kamikazee	Flight System, Bomb[N/A]
2	Myrmidon	Laser Cannon[F]
2	Gunslinger	2 Laser Guns[L+R]
2	Duelist	Sword & Dagger[L/R]
2	Guardian	Chaingun[F], Small Missiles[F]
3	Spitfire	2 Laser Guns[L+R], Flight System
3	Sharpshot	Railgun[F] & Targeter
3	Logrus	Small Mortar[F], 2 Laser Guns[L+R]
3	Reaper	2 Small Missiles[L+R], Laser Gun[F]
4	Wardog	Four Legs, Jaws[F], 1 Laser Cannon[F]
4	Tasmanian	2 Laser Guns[L+R], 2 Medium Missiles[F]
4	Hedgehog	4 Laser Guns[F+L+R+B]
5	Samurai	Laser Cannon[L], Sword[R], 2 Small Missiles[F]
5	Firestorm	2 Plasma Projectors[L+R], Med Missiles[F]
5	Pheonix	Flight System, 1 Large Flamethrower [F]
5	Genericor	Laser Cannon[R], Small Missiles[F], Jump Jets
6	Lancer	Particle Accelerator[L], 2 XL Missile[F], Targeter
6	Mattock	Mace[R], 2 Armor, Railgun [L]
7	Cyclops	Fusion Cannon[F], 3 Armor
7	Hellion	4 Large Missiles[F], Flail[R], Plasma Projector[L]
8	Demoness	Flight system, Sword[R], Whip[L], 2 Laser Cannons[R+L]
8	Hawklord	2 Railguns[F], Claws[F], 2 L-Missiles[F], Flight system
9	Manticore	Tail[B], 4-Legs, 2 Claws [L+R], Med Flamer[F], 3-S missiles[F]
10	Destromatic	2 Particle Accelerators [R+L], 1 Siege Gun [F]
11	Hurcutron	Club[R], 2 Rail Cannons[R+L], 2 Medium Mortars[F]
12	Titanicus	2 Fusion Cannons[R+L], 2 XL Missiles[F], 2 Med Missiles[F]