MEKA TAC - GSRE 2" MAPLESS Q.R.S.

TURN SEQUENCE

- 1. Draw Phase Discard unwanted or excess Action cards, then draw up to the number of mechs the player currently controls.
- 2. Initiative Phase Roll 1D10 for each mech in play and add its Initiative Modifier and any other modifiers.
- 3. Action Phase Move, Shoot & HTH. Mechs activate one at a time from highest initiative to lowest.

MOVEMENT COSTS - Double the regular Move Points, and those for Jump	p Jets & Flight Systems.		
Movement and Terrain (what's in the hex):	Move Point Cost:		
Change facing 60° - 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: for every inch up or down	+1		
Get up from being toppled	Entire action, no		
	attacks or movement		
Moving backwards	Double total cost		

ATTACK MODIFIERS - Attacks hit on a roll of 7+ on 1D10. Add or subtract from d10 roll, not the 7+ target number. Punch, kick and Melee Weapons hit on a 7+ and ignore target's cover.

Situation	Modifier
Attacks at half long range (rounded up) but not point blank.	+1
Attacks by attacker in base-to-base contact with target (not melee/punch/kick)	+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 (every 2" of light woods, 25% of target blocked).	-1
Target has 50% Partial Cover (every 2" of heavy woods, 50% of target blocked).	-2
Target has 75% Partial Cover (75% of target blocked by hills, buildings, etc.).	-3
Target has 100% Cover (attacker does not have L.o.S., behind 2"+ hill, etc.).	No Attack

Shooting "through" a mech in the Line of Site to hit another target: Small size = 25% Partial Cover, Medium size = 50% Partial Cover and Large size = 75% Partial Cover.

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 -2 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 movements 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) 2". On a 1 on 1D6 the mech is also toppled and has a randomly determined facing.			

Small 1 1D10 24" 6 Armor Piercing (AP) gets Damage AI Guided (AI) receives To Hit Large 1 2D10 36" 3 AI Guided (AI) receives To Hit High Explosive (HE) has an Area AI	1	DAMAGE	RANGE	AMMO	Notes:
Particle Accelerator 3 1012 24" U	1	1D4	12"	U	
Missile Launchers: SIZE DAMAGE RANGE AMMO Notes: Choose one for each weap Armor Piercing (AP) gets Damage Armor Piercing (AP) has an Area Affect of target hex and adjace Ballistic Weapons: SIZE DAMAGE RANGE AMMO Notes: Choose one for each weap Armor Piercing (AP) gets Damage Armor Piercing (AP) gets Dam	2	1D8	18"	U]
Small 1 1D10 24" 6 Armor Piercing (AP) gets Damage (AP) Damage (A	3	1D12	24"	U	
Small 1 1D10 24" 6 Armor Piercing (AP) gets Damage (AP) Damage (A	,	T	1		
Medium 1 2D10 36" 3 AI Guided (AI) receives To Hit Large X-Large 1 3D10 48" 2 High Explosive (HE) has an Area Affect of target hex and adjaced Affect of target hex and affect of target hex and adjaced				1	Notes: Choose one for each weapon taken-
Large	1	1D10		6	
X-Large	1	2D10		_	, ,
Ballistic Weapons: SIZE DAMAGE RANGE AMMO Notes: Choose one for each weapons: A	1	3D10	48"	2	
Chain Gun 1 1D6 8" 12 Armor Piercing (AP) gets Damage Azil Gun Rail Gun 2 2D6 16" 10 AI Guided (AI) receives To Hit Azil Gunded (AI) receives To Hit Azil Gunded (AI) receives To Hit High Explosive (HE) has an Azil Azil Azil Azil Azil Azil Azil Azil	1	4D10	60"	1	Affect of target hex and adjacent hexes.
Chain Gun 1 1D6 8" 12 Armor Piercing (AP) gets Damage Azil Gun Rail Gun 2 2D6 16" 10 AI Guided (AI) receives To Hit Azil Gunded (AI) receives To Hit Azil Gunded (AI) receives To Hit High Explosive (HE) has an Azil Azil Azil Azil Azil Azil Azil Azil	CTTE	DAMACE	DANCE	Z MM∩	Notes: Change one for each weapon taken
Rail Gun 2 2D6 16" 10 AI Guided (AI) receives To Hit Rail Cannon 3 3D6 24" 8 High Explosive (HE) has an Area Affect of target hex and adjace Affect of t				_	
Rail Cannon 3 3D6 24" 8 High Explosive (HE) has an Area Affect of target hex and adjace Affect of target hex and a					
Plasma Weapons: SIZE DAMAGE RANGE AMMO Notes: +1 to hit, but may only every other turn.		_			
Plasma Weapons: SIZE DAMAGE RANGE AMMO Notes: +1 to hit, but may only every other turn. Plasma Gun 1 1D10 4" U Plasma Projector 2 2D10 6" U Plasma Cannon 3 3D10 8" U Fusion Cannon 4 4D10 12" U Flamethrowers: SIZE DAMAGE RANGE AMMO Notes: +1 to hit and any mechs flamethrowers take automatic days at turns (when mech activates for a turns (when mech activates for a turns (when mech activates for a turn, hit automatic - roll Mortars: SIZE DAMAGE RANGE AMMO Notes: Indirect fire = only contained to the turn. Mortars: SIZE DAMAGE RANGE AMMO Notes: Indirect fire = only contained to the turn. Mortars: SIZE DAMAGE RANGE AMMO Notes: Indirect fire = only contained to the turn. Mortars: 2 2D8 16" 10 Choose one for each weapon taken				_	
Plasma Gun 1 1D10 4" U every other turn. Plasma Projector 2 2D10 6" U Plasma Cannon 3 3D10 8" U Fusion Cannon 4 4D10 12" U Flamethrowers: SIZE DAMAGE RANGE AMMO Notes: +1 to hit and any mechs flamethrowers take automatic damedium Small 1 1D4 2" 8 flamethrowers take automatic damedium 3 turns (when mech activates for a turn, hit automatic - roll Mortars: SIZE DAMAGE RANGE AMMO Notes: Indirect fire = only contained turn. 5 terrain/cover of target hex. Medium 2 2D8 16" 10 Choose one for each weapon taken.	4	400	34"	O	infect of target new and adjacent newes.
Plasma Projector 2 2D10 6" U Plasma Cannon 3 3D10 8" U Fusion Cannon 4 4D10 12" U Flamethrowers: SIZE DAMAGE RANGE AMMO Notes: +1 to hit and any mechs flamethrowers take automatic days Small 1 1D4 2" 8 flamethrowers take automatic days 3 turns (when mech activates for a turn, hit automatic - roll Large 3 1D12 6" 4 3rd turn, hit automatic - roll Mortars: SIZE DAMAGE RANGE AMMO Notes: Indirect fire = only contained the turn of target hex. Small 1 1D8 12" 12 terrain/cover of target hex. Medium 2 2D8 16" 10 Choose one for each weapon taken.	SIZE	DAMAGE	RANGE	AMMO	Notes: +1 to hit, but may only fire once
Plasma Cannon 3 3D10 8" U Fusion Cannon 4 4D10 12" U Flamethrowers: SIZE DAMAGE RANGE AMMO Notes: +1 to hit and any mechs flamethrowers take automatic data flamethrowers take automatic data at turns (when mech activates for a turns (when mech activates for a turn, hit automatic - roll Medium 2 1D8 4" 6 3 turns (when mech activates for a turn, hit automatic - roll Mortars: SIZE DAMAGE RANGE AMMO Notes: Indirect fire = only contained turns for a turn f	1	1D10	4"	U	every other turn.
Fusion Cannon 4 4D10 12" U Flamethrowers: SIZE DAMAGE RANGE AMMO Notes: +1 to hit and any mechs flamethrowers take automatic damage. Small 1 1D4 2" 8 flamethrowers take automatic damage. Medium 2 1D8 4" 6 3 turns (when mech activates for 3rd turn, hit automatic - roll.) Mortars: SIZE DAMAGE RANGE RANGE AMMO Notes: Indirect fire = only contact terrain/cover of target hex. Small 1 1D8 12" 12 terrain/cover of target hex. Medium 2 2D8 16" 10 Choose one for each weapon taken.	2	2D10	6"	U]
Flamethrowers: SIZE DAMAGE RANGE AMMO Notes: +1 to hit and any mechs flamethrowers take automatic damedium Medium 2 1D8 4" 6 3 turns (when mech activates for a surge of turn, hit automatic - roll Mortars: SIZE DAMAGE RANGE AMMO Notes: Indirect fire = only contained for a surge of target hex. Medium 2 2D8 16" 10 Choose one for each weapon taken	3	3D10	8"	U]
Small 1 1D4 2" 8 flamethrowers take automatic day Medium 2 1D8 4" 6 3 turns (when mech activates for activate	4	4D10	12"	U	
Small 1 1D4 2" 8 flamethrowers take automatic day Medium 2 1D8 4" 6 3 turns (when mech activates for activate	1		1	_	
Medium 2 1D8 4" 6 3 turns (when mech activates for Large 3 1D12 6" 4 3rd turn, hit automatic - roll Mortars: SIZE DAMAGE RANGE AMMO Notes: Indirect fire = only constant					Notes: +1 to hit and any mechs hit by
Large 3 1D12 6" 4 3 rd turn, hit automatic - roll Mortars: SIZE DAMAGE RANGE AMMO Notes: Indirect fire = only contained terrain/cover of target hex. Medium 2 2D8 16" 10 Choose one for each weapon taken	1			8	flamethrowers take automatic damage for
Mortars: SIZE DAMAGE RANGE AMMO Notes: Indirect fire = only constant 1 1D8 12" 12 terrain/cover of target hex. Medium 2 2D8 16" 10 Choose one for each weapon taken		1D8	_		
Small11D812"12terrain/cover of target hex.Medium22D816"10Choose one for each weapon taken.	3	1D12	6"	4	3 rd turn, hit automatic - roll damage).
Small11D812"12terrain/cover of target hex.Medium22D816"10Choose one for each weapon taken.	QT7F	рамасе	DANCE	∆MM∩	Notos: Indirect fire - only govet
Medium 2 2D8 16" 10 Choose one for each weapon take				_	-
	_				
12 1200 1200 1200 12000 12					Armor Piercing (AP) gets Damage +1,
J	3	אמנ	∠∪″	В	AI Guided (AI) receives To Hit +1
arge		3 SIZE 1 1 1 1 1 2 3 4 SIZE 1 2 3 4 SIZE 1 2 3 4 SIZE 1 2 3 4	SIZE DAMAGE 1	SIZE DAMAGE RANGE	SIZE DAMAGE RANGE AMMO

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

Armor Piercing (AP) gets Damage +1.

AI Guided (AI) receives To Hit +1.

High Explosive (HE) has an Area of Affect. 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.

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		

