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 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.

WEAPON SYSTEMS					

Beam Weapons:	SIZE	DAMAGE	RANGE	AMMO	Notes:
Laser Gun	1	1D4	12"	U	
Laser Cannon	2	1D8	18"	U	
Particle Accelerator	3	1D12	24"	U	

Missile Launchers:	SIZE	DAMAGE	RANGE	AMMO	Notes: Choose one for each weapon taken- *Armor Piercing* (AP) gets Damage +1, *AI Guided* (AI) receives To Hit +1 *High Explosive* (HE) has an Area of Affect of target hex and adjacent hexes.
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 for each weapon taken- *Armor Piercing* (AP) gets Damage +1, *AI Guided* (AI) receives To Hit +1 *High Explosive* (HE) has an Area of Affect of target hex and adjacent hexes.
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"	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 hit by flamethrowers take automatic damage for 3 turns (when mech activates for 2nd & 3rd turn, hit automatic – 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 terrain/cover of target hex. Choose one for each weapon taken- *Armor Piercing* (AP) gets Damage +1, *AI Guided* (AI)receives To Hit +1 *High Explosive* (HE) has an Area of Affect of target hex and adjacent hexes.
Small	1	1D8	12"	12	
Medium	2	2D8	16"	10	
Large	3	3D8	20"	8	

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