

game data

mecha name

size

mecha modifier

forms

maneuverability

attributes

level

Strength

Reflexes

Endurance

Perception

Intelligence

Wits

Charisma

Resolve

skills

level

movement

MMR

MMR

Land

tunneling: 1/2 speed

tunneling: full speed

mark chosen options

Air

altitude: 50 miles

trans-atmospheric

hover capability

mark chosen options

MMR

Sea

submerge: 1/2 mile

submerge: 3 miles

mark chosen options

Space

no special options

MMR

mark chosen options

gimmicks

description

forms available

range

duration

pp

arsenal

damage

range

ammo

forms available

size

missiles

damage

range

payload

forms available

size

shields

structure points

resistance factor

forms available

size

action stats

total

Turns Per Round

Mecha Fighting

action total

defense total

Mecha Piloting

action total

defense total

Resistance Factor

total

Structure Points

Structure Points lost

Pool Points

total

Pool Points spent

notes



Mecha Record Sheet