

BRICKMECH RECORD SHEET

Player Name: _____

Mech Name: _____

Movement: _____ points

Bonuses:

Initiative: _____ Targeting: _____ Dodge: _____

Armor

<input type="checkbox"/>									
<input type="checkbox"/>									
<input type="checkbox"/>									
<input type="checkbox"/>									

Die Type		#	Location				
Attack			Left Arm	Left Shoulder	Torso	Right Shoulder	Right Arm
Melee Range	_____	(initial max 6)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>				<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Short Range	_____	(initial max 6)	<input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/>
Long Range	_____	(initial max 6)	<input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/>
Defense		_____					
		(initial max 5)					

Attack Roll = Roll total # of Attack Dice for that range, add Targeting Bonus, and add any modifiers

Defense Roll = Roll # of Defense Dice, add Dodge Bonus, and add any modifiers

Modifiers:

Heat: -1 to Attack and Defense for each heat marker
Firing Arc: -1 to attack thru a secondary arc

Cover: +1 to Defense for 1-25% cover
+2 to Defense for 26-50% cover
+4 to Defense for 51-75% cover

Attacked from behind: -3 to Defense if attacker is outside of all defender's firing arcs

Damage = Total of Attack Roll - Total of Defense Roll. Cross the first 5 points of damage off your Armor Points above. If you take five or more damage, use the Massive Damage Table below.

Massive Damage Table

If you take Massive Damage, first roll a die to determine which location took damage. If this first result is a location that no longer exists on the Mech, follow the arrows to the first location which does exist. Then roll a die once for every five full points of damage (5 points = 1 roll, 10 points = 2 rolls, etc.) to determine the effect of the damage. Dodge, Targeting, and Initiative bonuses can all become negative numbers. Dice and Movement Points cannot be reduced below 0. Do not reroll the Effect Roll if it results in no effect to the Mech. If a unit lost Attack Dice, note the change both in the number of dice and on the location. If a shoulder or arm loses all dice, remove it from the Mech.

Location Roll →	1	2	3	4	5	6
Effect Roll ↓	Legs	Left Arm →	Left Shoulder →	Torso	← Right Shoulder	← Right Arm
1	Lose Secondary Firing Arc***	Lose one Short Range Attack Die**	Lose one Short Range Attack Die*	Lose one Short Range Attack Die	Lose one Short Range Attack Die*	Lose one Short Range Attack Die**
2	Lose one Defense Die	Lose one Short Range Attack Die**	Lose one Short Range Attack Die*	Lose one Long Range Attack Die	Lose one Short Range Attack Die*	Lose one Short Range Attack Die**
3	-1 Movement Point	Lose one Long Range Attack Die**	Lose one Long Range Attack Die*	Lose one Defense Die	Lose one Long Range Attack Die*	Lose one Long Range Attack Die**
4	-1 Targeting Bonus	Lose one Long Range Attack Die**	Lose one Long Range Attack Die*	-1 Targeting Bonus	Lose one Long Range Attack Die*	Lose one Long Range Attack Die**
5	-1 Dodge Bonus	Lose one Melee Attack Die**	-1 Dodge Bonus	-1 Dodge Bonus	-1 Dodge Bonus	Lose one Melee Attack Die**
6	-1 Initiative Bonus	Lose one Melee Attack Die**	-1 Targeting Bonus	-1 Initiative Bonus	-1 Targeting Bonus	Lose one Melee Attack Die**

*If a shoulder loses all its Attack Dice of all types, it is destroyed. If there is still an arm attached, remove the arm and leave it on the playing field for others to scavenge. Make a note of its remaining dice. Remove the shoulder from the Mech and the game. Remember that an arm must be attached to a shoulder—it may not be attached directly to the torso.

**If an arm loses all its Attack Dice of all types, it is destroyed. Remove the limb from the Mech and the game.

***Lose the Secondary Firing Arc of the side from which the attack came. If attack was straight-on, roll a die; 1-3=left, 4-6=right.

CREATING A MECH

1. Assemble your BrickMech from the modular components provided: one leg assembly, one torso assembly, two shoulders, and two arms. Make sure to use a right arm and shoulder for the right side and a left arm and shoulder for the left side.
2. Next, you have to come up with BrickMech stats:

Movement Points: Roll 1 die and record the result from the table below in the proper slot:

1:	5 Movement Points
2-3:	6 Movement Points
4-5:	7 Movement Points
6:	8 Movement Points

Armor Points: Roll 1 die and record the result from the table below in the proper slot on the record sheet:

1:	25 Armor Points
2:	27 Armor Points
3:	29 Armor Points
4:	31 Armor Points
5:	33 Armor Points
6:	35 Armor Points

Attack and Defense Dice: Roll 1 die and make a note of the result from the table below in the proper slot on the record sheet:

1-2:	18 dice total
3-4:	19 dice total
5-6:	20 dice total

You have this many dice to allocate as Melee, Short, and Long Range Attack Dice, and Defense Dice. No more than six may be put in one Attack category and no more than five in Defense. Decide how many you'll allocate to each category and write those numbers on the appropriate lines on the record sheet.

Next, the boxes to the right of your number of dice represent where the weapons for those ranges are in your Mech. Cross out the boxes over your total number of dice, keeping in mind:

- Melee dice can only be allocated to arms.
- Defense Dice do not get allocated.
- Each of the five locations must have at least one die.

3. **Bonuses:** You have three +1 bonuses which you may allocate among Targeting, Dodge, and Initiative however you wish. Record these on your record sheet now.
 - The Targeting bonus adds to all attack rolls.
 - The Dodge bonus adds to all defense rolls.
 - The Initiative bonus adds to all initiative rolls.