

Fast Play Mech rules

1. These rules are designed for simple and fast play Mech Machine war games.

2. A player usually commands one mech. The game plays out in a set sequence:

SETUP: Each Player rolls up the stats for the Mech.

Hit Points (HP) (add +10 to the roll. this may vary according to the scenario.)

Laser Attack (LA) add 2 to your roll

Laser Range (add +3 to the roll)

Missile/Melee Attack (MA) add 3 to your roll

Missile Range (subtract -1 from the roll, with a minimum of "1")

Laser Defense (LD) after rolling, subtract 4 to a minimum of "1".

Missile/Melee Defense (MD) after rolling, subtract 3 to a minimum of "1"

Speed Bonus (Red Mechs are all automatically light Mechs and therefore get a bonus of +2 in addition to their speed bonus rolls)

Attack Bonus (Blue Mechs get an additional +2)

Defense Bonus (Other Mechs get an additional +2)

Customization Points (Customization Points are the exception. The players rolls 3D6. This number is the total points a player can add to any stats he wishes.

All Mechs have 6 heat boxes.

The player writes down his rolls for each of these categories onto his Mech Data Sheet.

3. Sequence of Play

a. Initiative (roll in the first turn only). Highest roll followed by the next highest and so on... This sequence is permanent for the whole game.

b. Each player may have three actions during his chance to do something:

Actions: Cool Off, Move, Attack, Self-Heal

Cool Off: When a Mech conducts any fire attack, it starts to heat up.

As one of the three actions, a player may choose to cool off one box at a time. Cooling one box counts as one action. Every attack fills one heat box. Once all heat boxes are full, the Mech shuts down for the remainder of this and the whole of the next turn... this means that the Mech is a sitting duck for any other Mech attack! No fires allowed, only defenses. Hits do not add to heat boxes, only when the Mech attacks. Mechs also incur a heat box when they "rush". Rush rules are below.

Move: A mech may move all, some or nothing in that player's phase. Mechs may move a total of inches equal to 2D6 adding their speed bonus.

Rushing moves allow a Mech to move 4 at high speed, but the Mech takes a heat box for every Rush Move it makes. This sort of move does not impact the normal choice of the three moves a mech may make.

Attack: A mech may attack one, two or three times, depending on how many other actions the player has taken so far. An Attacking Mech must designate a target, which then becomes the Defender. This also means that the Attacker may choose to attack first one then another and even a third. Terrain is a legitimate target, but may only be attacked by fire, not by melee.

When attacking, the Attacker rolls 3D6. He adds this number to the Attack bonus and weapons attack. (All melee attacks add an additional +2). The Defender rolls 3D6 and adds this to the defense bonus and any weapons bonus.

If the Attacker beats the Defender's roll, subtract the defender's roll from the Attacker's roll to generate damage to the Defender.

If the Defender wins the roll, he deflects all damage.

All ties go to the Defender.

Attacker will take a heat when firing a weapon, not from melee.

Self-Healing/Repairs: A Mech may use one action to attempt to regenerate 3 HP. This does not affect the heat boxes.

Once a player has conducted three actions, the next player in line (based on initiative) may act.

Attacking Terrain:

1. Laser hits destroy one unit of terrain (i.e. one building or one tree) at a time.

2. Missile hits destroy all terrain within 1D6 roll of inches. (E.g. a roll of "3" would destroy 3 inches of terrain, a roll of "1" would destroy only 1 inch of terrain)

3. Terrain that masks part of a Mech takes the hits if the Attacker does not affect the Defender.

4. Walls and barricades may not be destroyed. These terrain features add +2 to a defender within 2 inches. This means that a Mech that takes fire but is standing 1.5 inches behind a wall receives a +2 in defense. A Defender loses this bonus if the Attacker is within 2 inches of the Defenders' wall or barricade.

Smoking Wreckage:

1. Any wrecked, smoking Mech blocks line of sight within 2 inches its base and adds +4 defense (after all what better a smoke screen than thick oily smoke?). A Mech can therefore use wreckage as a form of protection.

Revitalization:

A Player, or a side in "team play", wins when one or the other side scores of total of kills (known as "Frag") as dictated by the scenario. A referee helps with this determination.

If a Mech loses all its HP, it catches fire. Players must then place a marker, ideally some cotton or the like, to show all other players that the particular Mech is nothing more than a smoking carcass. For an interesting twist, most scenarios allow a player to rejoin the fight, with a new mech but at a random location at the battlefield's edge. Again, a referee helps in that he can designate the entry point. This means that the player must use the same Mech with all its same capabilities. The referee will award the player who inflicts the last HP on such a smoking wreck a kill victory; know as a "FRAG".

The player or side that scores the scenario's FRAG victory number is the winner for that game.