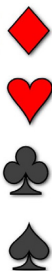




Jumper (veteran)



Meck Unit Record Sheet



Meck Name	Team Number
Team Name	Player Name
Current Match Battle Honors	Meck Net Rating
Team Cumulative Battle Honors	Team Net Rating

Turn Record

1	2	3	4	5	6
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Defensive Systems

ES	0	APAC	8	DT	8	PR	6	MP	2	CP Cost	4
----	---	------	---	----	---	----	---	----	---	---------	---

Weapons Systems

Left Arm Weapon		
Short	Med	Long
TN	TN	TN
Special:		

Right Arm Weapon		
Short	Med	Long
TN	TN	TN
Special:		

Turret Weapon		
Short	Med	Long
TN	TN	TN
Special:		

Melee Weapon

Trample Upgrades (May be combined)

Trample	— 1-4 Rush	— 5-8 Low Blow	— 9-12 Kick
2d12 area melee attack. All eligible targets in a zone are attacked, friend or foe.	If charging an enemy, the Meck may move through enemy-occupied zones without provoking free attacks.	Targets of this Meck's Trample attack treat their APAC as ½ when saving against the damage.	One target hit by Trample attack must make APAC save or be knocked 1 zone in random direction. Solid objects in the way cause another APAC save or target takes 1d12 damage.

Crits and Upgrades

System Damage		Die Roll	Software Upgrades		Die Roll	Hardware Upgrades	
Critical Hits							
—	Processor Offline. Meck drops like a stone.	1	—	Auxiliary Power. Crit 1 becomes crit 2 if not already marked off.	1	—	Left Arm Weapon Upgrade. Roll on weapon's upgrade chart.
—	Processor Stressed. +2 TN for all combat.	2	—	Walk/Run Software. +1 MP. Increases minimum MP. Meck is still immobilized at -100% MP.	2	—	Right Arm Weapon Upgrade. Roll on weapon's upgrade chart.
—	APAC Offline. APAC no longer functions.	3	—	CP Cost Reduction. Reduce cost to command this Meck by 1.	3	—	Turret Weapon Upgrade. Roll on weapon's upgrade chart.
—	Turret Weapon Offline. Weapon may not be used.	4	—	Fierce Meck. Living opponents must roll less than or equal to ½ current HP to attack into this Meck's zone. See Scary Guy in Injurious Games book.	4	—	Trample Upgrade. Roll on Trample Upgrade chart above.
—	Left Arm Offline. Weapon may not be used. Also mark off Crit 6.	5	—	Anti-Shake System. Reduce penalty for moving and shooting by 1.	5	—	Chassis Upgrade. Self-Repair Systems. +1 to post-match crit roll.
—	Left Arm Damaged. +2 TN with this weapon.	6	—	Improved Melee Software. -1 TN bonus with melee combat.	6	—	Chassis Upgrade. Power Rating. PR +3. Increase PR (and MP) by 3.
—	Right Arm Offline. Weapon may not be used. Also mark off Crit 8.	7	—	Projectile Weapon Marksmanship. -1 TN with Projectile Weapons.	7	—	Chassis Upgrade. Advanced Protective Armor Class. APAC 10.
—	Right Arm Damaged. +2 TN with this weapon.	8	—	Energy Weapon Marksmanship. -1 TN with Energy Weapons.	8	—	Chassis Upgrade. Energy Shields. ES 2/4/6.
—	Left Leg Offline. -50% MP. Also mark off Crit 10.	9	—	Multifire Co-Processor. Reduce Multifire penalty by 1.	9	—	Chassis Upgrade. Damage Threshold. DT 10/12/14.
—	Left Leg Damaged. -25% MP.	10	—	Melee Co-Processor. May use melee and ranged combat as one combat action. Apply Multifire rules for ranged weapons.	10	—	Chassis Upgrade. Scythe Blades. 1d12, TN9 melee attack against any occupants of zones moved through before entering into melee. See rulebook.
—	Right Leg Offline. -50% MP. Also mark off Crit 12.	11	—	Target Selection Co-Processor. 1 additional weapon may target a separate zone. Multifire rules apply.	11	—	Chassis Upgrade. Regenerator. May repair any damaged system instead of taking a combat action. 1/match.
—	Right Leg Damaged. -25% MP.	12	—	Adaptive Learning Net. Meck Becomes Elite. -1 TN to all combat.	12	—	Chassis Upgrade. Player's Choice. Choose any Chassis upgrade.



Spartan (veteran)



Meck Unit Record Sheet



Meck Name	Team Number
Team Name	Player Name
Current Match Battle Honors	Meck Net Rating

Turn Record

1	2	3	4	5	6
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Defensive Systems

ES	4	APAC	4	DT	6	PR	5	MP	3	JJ	0	CP Cost	3
----	---	------	---	----	---	----	---	----	---	----	---	---------	---

Weapons Systems

Left Arm Weapon		
Short	Med	Long
TN	TN	TN
Special:		

Right Arm Weapon		
Short	Med	Long
TN	TN	TN
Special:		

Crits and Upgrades

System Damage		Die Roll	Software Upgrades		Die Roll	Hardware Upgrades	
Critical Hits							
—	—	1	—	Following Fire. -2 TN for 2 nd shot at target remaining in LOF between shots. Not cumulative.	1	—	Left Arm Weapon Upgrade. Roll on weapon's upgrade chart.
—	—	2	—	Walk/Run Software. +1 MP. Increases minimum MP. Meck is still immobilized at -100% MP.	2	—	Left Arm Weapon Upgrade. Roll on weapon's upgrade chart.
—	—	3	—	CP Cost Reduction. Reduce cost to command this Meck by 1.	3	—	Right Arm Weapon Upgrade. Roll on weapon's upgrade chart.
—	—	4	—	Steady Shot. -1TN to hit when not moving, Not with Rocket Pods or melee attacks.	4	—	Right Arm Weapon Upgrade. Roll on weapon's upgrade chart.
—	—	5	—	Anti-Shake System. Reduce penalty for moving and shooting by 1.	5	—	Chassis Upgrade. Self-Repair Systems. +1 to post-match crit roll.
—	—	6	—	Improved Melee Software. -1 TN bonus with melee combat.	6	—	Chassis Upgrade. Power Rating. PR +3. Increase PR (and MP) by 3.
—	—	7	—	Projectile Weapon Marksmanship. -1 TN with Projectile Weapons.	7	—	Chassis Upgrade. Advanced Protective Armor Class. APAC 6/8/10
—	—	8	—	Energy Weapon Marksmanship. -1 TN with Energy Weapons.	8	—	Chassis Upgrade. Energy Shields. ES 6/8.
—	—	9	—	Multifire Co-Processor. Reduce Multifire penalty by 1.	9	—	Chassis Upgrade. Damage Threshold. DT 8/10/12.
—	—	10	—	Melee Co-Processor. May use melee and ranged combat as one combat action. Apply Multifire rules for ranged weapons.	10	—	Chassis Upgrade. Jump Jets. JJ 3/6/9.
—	—	11	—	Target Selection Co-Processor. Each arm may target a separate zone. Multifire rules apply.	11	—	Chassis Upgrade. Regenerator. May repair any damaged system instead of taking a combat action. 1/match.
—	—	12	—	Adaptive Learning Net. Meck Becomes Elite. -1 TN to all combat.	12	—	Chassis Upgrade. Player's Choice. Choose any Chassis upgrade.



Spartan (veteran)



Meck Unit Record Sheet



Meck Name	Team Number
Team Name	Player Name
Current Match Battle Honors	Meck Net Rating

Turn Record

1	2	3	4	5	6
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Defensive Systems

ES	4	APAC	4	DT	6	PR	5	MP	3	JJ	0	CP Cost	3
----	---	------	---	----	---	----	---	----	---	----	---	---------	---

Weapons Systems

Left Arm Weapon		
Short	Med	Long
TN	TN	TN
Special:		

Right Arm Weapon		
Short	Med	Long
TN	TN	TN
Special:		

Crits and Upgrades

System Damage		Die Roll	Software Upgrades		Die Roll	Hardware Upgrades	
Critical Hits							
—	—	1	—	Following Fire. -2 TN for 2 nd shot at target remaining in LOF between shots. Not cumulative.	1	—	Left Arm Weapon Upgrade. Roll on weapon's upgrade chart.
—	—	2	—	Walk/Run Software. +1 MP. Increases minimum MP. Meck is still immobilized at -100% MP.	2	—	Left Arm Weapon Upgrade. Roll on weapon's upgrade chart.
—	—	3	—	CP Cost Reduction. Reduce cost to command this Meck by 1.	3	—	Right Arm Weapon Upgrade. Roll on weapon's upgrade chart.
—	—	4	—	Steady Shot. -1TN to hit when not moving, Not with Rocket Pods or melee attacks.	4	—	Right Arm Weapon Upgrade. Roll on weapon's upgrade chart.
—	—	5	—	Anti-Shake System. Reduce penalty for moving and shooting by 1.	5	—	Chassis Upgrade. Self-Repair Systems. +1 to post-match crit roll.
—	—	6	—	Improved Melee Software. -1 TN bonus with melee combat.	6	—	Chassis Upgrade. Power Rating. PR +3. Increase PR (and MP) by 3.
—	—	7	—	Projectile Weapon Marksmanship. -1 TN with Projectile Weapons.	7	—	Chassis Upgrade. Advanced Protective Armor Class. APAC 6/8/10
—	—	8	—	Energy Weapon Marksmanship. -1 TN with Energy Weapons.	8	—	Chassis Upgrade. Energy Shields. ES 6/8.
—	—	9	—	Multifire Co-Processor. Reduce Multifire penalty by 1.	9	—	Chassis Upgrade. Damage Threshold. DT 8/10/12.
—	—	10	—	Melee Co-Processor. May use melee and ranged combat as one combat action. Apply Multifire rules for ranged weapons.	10	—	Chassis Upgrade. Jump Jets. JJ 3/6/9.
—	—	11	—	Target Selection Co-Processor. Each arm may target a separate zone. Multifire rules apply.	11	—	Chassis Upgrade. Regenerator. May repair any damaged system instead of taking a combat action. 1/match.
—	—	12	—	Adaptive Learning Net. Meck Becomes Elite. -1 TN to all combat.	12	—	Chassis Upgrade. Player's Choice. Choose any Chassis upgrade.



Runner (veteran)

Meck Unit Record Sheet



Meck Name	Team Number
Team Name	Player Name
Current Match Battle Honors	Meck Net Rating

Turn Record

1	2	3	4	5	6
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Defensive Systems

ES	6	APAC	2	DT	4	PR	5	MP	5	CP Cost	2
----	---	------	---	----	---	----	---	----	---	------------	---

Weapons Systems

Left Arm Weapon		
Short	Med	Long
TN	TN	TN
Special:		

Right Arm Weapon		
Short	Med	Long
TN	TN	TN
Special:		

Static Charge		
Short -	Med 0	Long -
TN -	TN 2	TN -
Special: 1D12 Area Energy Weapon. Range 0. Does not affect the firing Meck.		

Static Charge Upgrades (May not be combined)

- 1-4 Knockback Targets hit by Static Charge must make APAC save or be knocked 1 zone in random direction. Solid objects in the way cause another APAC save or target takes 1d12 damage.	- 5-8 Overload +1d12 damage. Meck then takes a System Damage Roll from the strain.	- 9-12 Electromagnetic Pulse Target's ES treated as 1/2 against this attack.
--	--	--

Crits and Upgrades

System Damage	Die Roll	Software Upgrades	Die Roll	Hardware Upgrades
Critical Hits				
Processor Offline. Meck drops like a stone.	1	Cloaking Device. +1 TN to be hit by Aimed Fire weapons.	1	Left Arm Weapon Upgrade. Roll on weapon's upgrade chart.
Processor Stressed. +2 TN for all combat.	2	Walk/Run Software. +1 MP. Increases minimum MP. Meck is still immobilized at -100% MP.	2	Right Arm Weapon Upgrade. Roll on weapon's upgrade chart.
ES Offline. ES no longer functions.	3	CP Cost Reduction. Reduce cost to command this Meck by 1.	3	Static Charge Upgrade. Roll on Static Charge Upgrade chart above.
Static Charge Offline. Weapon may not be used.	4	Dodge Algorithm. +1 TN to be hit by Area and Zone attacks.	4	Weapon Upgrade of Choice.
Left Arm Offline. Weapon may not be used. Also mark off Crit 6.	5	Anti-Shake System. Reduce penalty for moving and shooting by 1.	5	Chassis Upgrade. Self-Repair Systems. +1 to post-match crit roll.
Left Arm Damaged. +2 TN with this weapon.	6	Improved Melee Software. -1 TN bonus with melee combat.	6	Chassis Upgrade. Power Rating. PR +3. Increase PR (and MP) by 3.
Right Arm Offline. Weapon may not be used. Also mark off Crit 8.	7	Projectile Weapon Marksmanship. -1 TN with Projectile Weapons.	7	Chassis Upgrade. Advanced Protective Armor Class. APAC 4/6/8.
Right Arm Damaged. +2 TN with this weapon.	8	Energy Weapon Marksmanship. -1 TN with Energy Weapons.	8	Chassis Upgrade. Energy Shields. ES 8.
Left Leg Offline. -50% MP. Also mark off Crit 10.	9	Multifire Co-Processor. Reduce Multifire penalty by 1.	9	Chassis Upgrade. Damage Threshold. DT 6/8/10.
Left Leg Damaged. -25% MP.	10	Melee Co-Processor. May use melee and ranged combat as one combat action. Apply Multifire rules for ranged weapons.	10	Chassis Upgrade. Terrain Following. Pay +1 MP/level to climb vertical or impassable terrain. No extra MP to cross terrain shorter than Meck.
Right Leg Offline. -50% MP. Also mark off Crit 12.	11	Target Selection Co-Processor. Each arm may target a separate zone. Multifire rules apply.	11	Chassis Upgrade. Regenerator. May repair any damaged system instead of taking a combat action. 1/match.
Right Leg Damaged. -25% MP.	12	Adaptive Learning Net. Meck Becomes Elite. -1 TN to all combat.	12	Chassis Upgrade. Player's Choice. Choose any Chassis upgrade.



Runner (veteran)



Meck Unit Record Sheet



Meck Name	Team Number
Team Name	Player Name
Current Match Battle Honors	Meck Net Rating

Turn Record

1	2	3	4	5	6
---	---	---	---	---	---

Defensive Systems

ES	6	APAC	2	DT	4	PR	5	MP	5	CP Cost	2
----	---	------	---	----	---	----	---	----	---	------------	---

Weapons Systems

Left Arm Weapon		
Short	Med	Long
TN	TN	TN
Special:		

Right Arm Weapon		
Short	Med	Long
TN	TN	TN
Special:		

Static Charge		
Short -	Med 0	Long -
TN -	TN 2	TN -
Special: 1D12 Area Energy Weapon. Range 0. Does not affect the firing Meck.		

Static Charge Upgrades (May not be combined)

- 1-4 Knockback Targets hit by Static Charge must make APAC save or be knocked 1 zone in random direction. Solid objects in the way cause another APAC save or target takes 1d12 damage.	- 5-8 Overload +1d12 damage. Meck then takes a System Damage Roll from the strain.	- 9-12 Electromagnetic Pulse Target's ES treated as 1/2 against this attack.
--	--	--

Crits and Upgrades

System Damage		Die Roll	Software Upgrades		Die Roll	Hardware Upgrades	
	Critical Hits						
-		1	---	Cloaking Device. +1 TN to be hit by Aimed Fire weapons.	1	---	Left Arm Weapon Upgrade. Roll on weapon's upgrade chart.
-	-	2	---	Walk/Run Software. +1 MP. Increases minimum MP. Meck is still immobilized at -100% MP.	2	---	Right Arm Weapon Upgrade. Roll on weapon's upgrade chart.
-	-	3	-	CP Cost Reduction. Reduce cost to command this Meck by 1.	3	---	Static Charge Upgrade. Roll on Static Charge Upgrade chart above.
-		4	---	Dodge Algorithm. +1 TN to be hit by Area and Zone attacks.	4	---	Weapon Upgrade of Choice.
-		5	-	Anti-Shake System. Reduce penalty for moving and shooting by 1.	5	---	Chassis Upgrade. Self-Repair Systems. +1 to post-match crit roll.
-	-	6	---	Improved Melee Software. -1 TN bonus with melee combat.	6	---	Chassis Upgrade. Power Rating. PR +3. Increase PR (and MP) by 3.
-		7	---	Projectile Weapon Marksmanship. -1 TN with Projectile Weapons.	7	---	Chassis Upgrade. Advanced Protective Armor Class. APAC 4/6/8.
-	-	8	---	Energy Weapon Marksmanship. -1 TN with Energy Weapons.	8	-	Chassis Upgrade. Energy Shields. ES 8.
-	-	9	-	Multifire Co-Processor. Reduce Multifire penalty by 1.	9	---	Chassis Upgrade. Damage Threshold. DT 6/8/10.
-	-	10	-	Melee Co-Processor. May use melee and ranged combat as one combat action. Apply Multifire rules for ranged weapons.	10	-	Chassis Upgrade. Terrain Following. Pay +1 MP/level to climb vertical or impassable terrain. No extra MP to cross terrain shorter than Meck.
-	-	11	-	Target Selection Co-Processor. Each arm may target a separate zone. Multifire rules apply.	11	-	Chassis Upgrade. Regenerator. May repair any damaged system instead of taking a combat action. 1/match.
-	-	12	-	Adaptive Learning Net. Meck Becomes Elite. -1 TN to all combat.	12	-	Chassis Upgrade. Player's Choice. Choose any Chassis upgrade.

Meck Wars Master Weapons Sheet



Laser

	Range	Short 1-3	Med 4-6	Long 7-9
	TN	6	8	10
	1d12 aimed energy weapon. Right Arm only.			

Laser 1 	—	Rapid Fire
	—	X-ray Laser
	—	Increased Power

Laser 2 	—	Rapid Fire
	—	X-ray Laser
	—	Increased Power

Laser Upgrades (may be combined)

1-4 Rapid Fire
Weapon may use zone fire at +2 TN penalty.

5-8 X-Ray Laser
Ignore target cover bonuses. Line Of Fire still required.

9-12 Increased Power
+1d12 damage.

Twin Laser

	Range	Short 1-4	Med 5-8	Long 9-12
	TN	6	7	8
	1d12 aimed energy weapon. Two attacks per target per combat action.			

Twin Laser 1 	—	Rapid Fire
	—	X-ray Laser
	—	Increased Power

Twin Laser 2 	—	Rapid Fire
	—	X-ray Laser
	—	Increased Power

Twin Laser Upgrades (may be combined)

1-4 Rapid Fire
Weapon may use zone fire at +2 TN penalty.

5-8 X-Ray Laser
Ignore target cover bonuses. Line Of Fire still required.

9-12 Increased Power
+1d12 damage.

Autocannon

	Range	Short 1-5	Med 6-10	Long 11-15
	TN	6	7	8
	2d12 aimed projectile weapon. May use zone fire at +2 TN.			

Auto-cannon 1 	—	AP Shells
	—	HE Shells
	—	Shocker Ammo

Auto-cannon 2 	—	AP Shells
	—	HE Shells
	—	Shocker Ammo

Auto-cannon 3 	—	AP Shells
	—	HE Shells
	—	Shocker Ammo

Autocannon Laser Upgrades (may not be combined)

1-4 Armor Piercing Shells
Target's APAC treated as ½ against attacks by this weapon.

5-8 High Explosive Shells
3d12 Damage.

9-12 Shocker Ammo
2d12 energy attack. Target's ES treated as ½.

Microwaver

	Range	Short 1-2	Med 3-4	Long 5-6
	TN	5	7	9
	1d12 aimed energy weapon. Ignores AA. Target DT is treated as ½ when hit by this weapon. Left arm only.			

Microwaver 1 	—	Energy Spike
	—	Scramble
	—	Increased Power

Microwaver 2 	—	Energy Spike
	—	Scramble
	—	Increased Power

Microwaver Upgrades (may not be combined)

1-4 Energy Spike
Target makes an additional save. If failed, target takes a Temporary Crit. Result 1= target eliminated (roll normal crit after match as usual). Result 2 and 3= target unable to move or attack for 1 or 2 turns.

5-8 Scramble
Target makes an additional save. If failed, target is unable to move or attack until after next activation.

9-12 Increased Power
+1d12 damage.

Rocket Pod

	Range	Short -	Med 9-12	Long -
	TN	-	9	-
	Indirect fire weapon. 3 rockets fired at 1 target zone per combat action. Roll to hit target zone individually. A miss is resolved on the Scatter chart. Make a 1d12, TN6 area attack against all occupants of zone hit by each rocket.			

Rocket Pod 1 	—	Energy Rockets
	—	Mini Dervishes
	—	Flechettes

Rocket Pod 2 	—	Energy Rockets
	—	Mini Dervishes
	—	Flechettes

Rocket Pod Upgrades (may not be combined)

1-4 Energy Rockets
1d12 TN 5 energy area attack.

5-8 Mini Dervishes
1d12 projectile area attack, TN 6. Each rocket becomes a Whirling Dervish (see Injurius games) that moves two zones only once in a random direction.

9-12 Flechettes
1d12 direct fire zone attack. Roll three attacks per combat action. Range / TN is short 1-3 / TN 4, medium 4-6 / TN 7, long 7-9 / TN 9.

Meck Wars Quick Reference Sheet

Power-Ups

Roll	Effect	Description
1	Armor	APAC 10 for 3 turns. Reroll if desired if APAC already 10. No movement penalty.
2	Phase Shift	+2 TN to be hit with all attacks for 3 turns. If rolled again, replace or reroll.
3	Damage Boost	+1d12 damage bonus for next three ranged attacks. If rolled again, cumulative or reroll. May not be used with indirect fire.
4	Servo Boost	Two movement actions per turn for three turns. If rolled again, replace or reroll.
5	Faster Than Light Travel	Site to site teleport to any location in arena once before end of match. Cumulative.
6	Power Rating	+6 Power Rating (MP) for next three turns. If rolled again, replace or reroll.
7	Smart Rockets	Next two rocket volleys automatically hit their target zones. If Meck has no functioning Rocket Pods, reroll. If rolled again, cumulative or reroll.
8	Targeting Subroutine	-2 TN bonus on next three ranged attacks. If rolled again, cumulative or reroll.
9	Applique Armor	+4 Damage Threshold until exceeded by damage. If rolled again, reroll.
10	Regeneration	Immediately repair 1 system damage result of choice. If Meck has no damaged systems, reroll.
11	Power Boost	May take 2 combat actions per turn for the next three turns. If rolled again, replace or reroll.
12	Entropy!	Meck takes 1 system damage roll every time it activates on a failed energy attack save. May transfer Entropy upon successful melee attack or touch on friendly Meck. If rerolled, no additional effect, but do not reroll.

Size Comparison

Small	Medium	Large
Runners	Humans, Spartans	Jumpers

Melee Weapon Comparison

Improvised	Standard	Above Standard
Ranged Weapons	Sword or Scythe Blades	Trample

System Damage

Roll	System Damaged	Progress to
1	Processor Offline. Meck drops like a stone.	-
2	Processor Stressed. +2 TN for all combat.	1
3	Varies per Meck	2
4	Varies per Meck	3

Roll	System Damaged	Progress to
5	Left Arm Offline. Weapon may not be used. Also mark off Crit 6.	4
6	Left Arm Damaged. +2 TN with this weapon.	5
7	Right Arm Offline. Weapon may not be used. Also mark off Crit 8.	4
8	Right Arm Damaged. +2 TN with this weapon.	7

Shooting Modifiers

Bonus Modifiers	TN
Shooter is Elite	-1 TN
Shooter gets a Command Point	-1 TN
Penalty Modifiers	TN
Target partially obscured (aimed or zone fire)	+1 TN
Target mostly obscured (aimed or zone fire)	+2 TN
Attacker moving (but not using Jump Jets)	+1 TN
Attacker using Jump Jets	+2 TN
Attacker using Zone Fire with +2 TN penalty	+2 TN
Shooter has Limb/Weapon Damage	+2 TN
Shooter has Stressed Core Processor	+2 TN
Multifire with 2 ranged weapons	+2 TN
Multifire with 3 ranged weapons	+3 TN

APAC Table

APAC	MP Penalty
4	-1
8	-2
10	-3

DT Table

DT	MP Penalty
6	-1
8	-2
12	-3

Command Point Cost

Meck Type	CP Cost
Runner	2
Spartan	3
Jumper	4

Scatter Table

Roll 1d12 when indirect fire weapon misses target zone		
1	2 or 3	4
5 or 7	Target Zone	6 or 8
9	11 or 12	10

á Attack from this direction á



Melee Modifiers

Bonus Modifiers	TN
Attacker moving/charging into melee	-1 TN
Attacker has higher melee wpn class	-1 TN
Attacker is larger than target	-1 TN
Attacker has higher morale class	-1 TN
Defender Scrambled or Immobilized	-2 TN
Penalty Modifiers	TN
Defender has higher melee wpn class	+1 TN
Defender is larger than target	+1 TN
Defender has higher morale class	+1 TN

Human Rules

Rule	Description
Time on Target (ToT)	Phasing Gladiator plus any on Opportunity Fire combine damage against 1 target. Declare all participants before making attack rolls. Same team only.
Hatred	Likeable and scary Guys get -1 TN to hit Mecks with ranged and melee combat. Not with indirect or arcing fire.

Movement Loss

Move	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16
-25% MP	1	2	2	3	4	5	5	6	7	8	8	9	10	11	11	12
-50% MP	1	1	2	2	3	3	4	4	5	5	6	6	7	7	8	8
-75% MP	1	1	1	1	2	2	2	2	3	3	3	3	4	4	4	4
-100% MP	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0