

MECHA: HEX v1.2

General Principles

The most important rule: Whenever the rules are unclear, use common sense and personal preference. Have fun!

Modifiers: Regardless of modifiers, rolls of 6 are always successes, and rolls of 1 are always fails.

Preparation

The Battlefield: The game is played on a flat 15 x 17 hex surface, with at least 5-10 pieces of terrain on it, placed according to the mission or player agreement. Make sure you and your opponent agree on what constitutes different terrain types and elevation levels on your map. (Note: For non-hex maps, 1 speed point = 1 hex = 2", 1 face = 60°.)

The Armies: The players put together two armies of equal point cost (we recommend starting with 200pts per player), and may only have as many vehicles as total mecha. Players may use any assets from the core rules, as well as choose one faction from which to take faction-specific assets.

Initiative: The players must roll-off, and the winner counts as having the initiative.

Mission: Prepare D3+1 objectives, and then players alternate in placing one marker each over 5 hexes away from the table edge, deployment zones, and other objectives, starting with the player with initiative. If a mecha moves over a marker, remove the marker from the table and it is now carried by that mecha. If that mecha is removed from play, then the marker is dropped on the spot and is available to be taken. The game ends after 4 rounds, and the player with the most markers wins.

Deployment: The player with initiative picks one table edge as their deployment zone, with their opponent taking the opposite. Then the players alternate in placing all mecha within 5 hex of their table edge, starting with the initiative player, and then they do the same thing but with all of their vehicles.

Playing the Game

The game is played in rounds, with the players alternating in activating models in six phases. The initiative player starts in each new phase, with the initiative passing to the other player every round. In each phase, all models of that type must be activated before moving to the next phase, in the following order:

1. Vehicles Phase
2. Light Mecha Phase
3. Medium Mecha Phase
4. Heavy Mecha Phase
5. Assault Mecha Phase
6. Structures Phase

Activation

The active player picks one model and it must perform one of the following actions:

Action	Speed Points
Hold	-
Move	Move
Cruise	Cruise
Ram*	Cruise

*Vehicles can't ram and return no ram damage.

Movement: A model may use as many Speed points as their chosen movement allows during their activation. A model may enter a hex for 1 speed, may pivot 1 face for 1 speed, and may back up for 2 speed. Going up 1 level in elevation costs an additional 1 speed, and each model may only move up 1 level as it enters a new hex. Falling costs 0 speed. Models may not move off the board.

Falling: If a model drops more than 1 level in a movement for any reason, it takes 1 point of damage per level past the first.

Overlapping: If a model would overlap another model at any point during or at the end of a move except a ram, then it must adjust its movement so that it does not overlap any models.

Easy Target: Models shooting at units that used a Hold action always hit on 2+ until the unit moves again.

Jump: Models that can Jump may choose to Jump during any movement except Hold. The model may ignore the Overlapping rule and aren't affected by hexes they pass at least 1 level above, but may not end its move on top of another model. Models that Jump may move up as many levels as they have speed points for during a move, and may stay at that level until they run out of speed points, at which point they must Fall to the level of the hex they entered last. (Models that can Jump only take a maximum of 1 damage from Falling.) Until its next activation, the model gains **Cover**, **Reinforced Frame**, **Reinforced Hydraulics**, and all weapons gain **Indirect**.

Ramming: A Ramming model must end its movement overlapping the target model, and both models take 1 damage. For every three total upgrade slots either model is below the other, that model takes +1 damage. If a Ramming model dropped more than 1 level from the hex it entered from, then both models take any Falling Damage. Whichever model takes more total damage moves 1 hex, the other player's choice of direction. (In case of a tie, the ramming player moves their model 1 hex.) If there is no available hex to move into, that model must Ram into an adjacent hex of their choice.

Shooting

Models that have range and line of sight to a target in their front arc may shoot all weapons after moving, but only if they didn't use a cruise or ram action this round.

To Hit: The attacker rolls as many dice as the weapon's attacks, trying to score the target's evasion value (Eva). For each die that rolls equal or higher, the target takes one hit. If the target is being shot in the rear, then you get +1 to hit. If your target is 1 level or more below you, you get +1 to hit. If your target is 1 level or more above you, you get -1 to hit.

To Block: The defender rolls as many dice as hits, trying to score its toughness (Tou) value or higher, and for each failed roll the target takes 1 damage. The defender gets -X to this roll, where X is the total strength value of the attacking weapon. If the target is being shot in the rear, then it gets an additional -1 to this roll.

Damage: Models must assign damage to one of their upgrades, and must continue assigning damage to that upgrade until it is disabled. Upgrades are disabled after taking as many damage as upgrade slots, and if all of a model's upgrades are disabled it is destroyed (remove from play).

Morale

If at the end of any round an army is down to half or less of its starting mecha, then all mecha must take a morale test. Roll a D6, add the number of non-disabled upgrades the mecha still has, and if the result is 6+ the morale test is passed. If failed, then the mecha surrenders and is removed from play. Vehicles don't have to take a morale test, and if all mecha have surrendered or are destroyed, then all of the vehicles surrender as well.

Terrain

Cover Terrain: Models that shoot through cover terrain get -1 to hit.

Difficult Terrain: Models entering a Difficult Terrain hex must spend an additional Speed Point to enter (but not to pivot once on it).

Blocking Terrain: Models can't move through blocking terrain, and models that are pushed into it stop and take 1 damage.

Dangerous Terrain: Models that enter a dangerous terrain hex must stop and take 1 damage.

Warfleets FTL Game Design: Gaetano Ferrara
Warfleets FTL Makeover: Mark Bell

ARMY CREATION

Army Creation

Heroes/Titles: Mecha (only mecha) can take heroes and titles by adding their cost to the mecha's total cost. Each hero may only be taken once per army, only one hero per 200 points in the army, and each mecha may only have one hero and one title.

Upgrades: Players must assign each model with as many upgrades and weapons as they can take (some upgrades may be limited). Note that unlike heroes and titles, all model upgrades are free. Upgrades must be mounted in a specific location, each location has limited slots, and some upgrades take multiple slots. Any model with divided upgrades are counted as having Torso/Arm/Arm locations.

Ships & Squadrons

Assault Mecha - 100pts

- **Speed:** Move 2 hex / Cruise 3 hex
- **Defense:** Eva 2+ / Tou 2+
- **Upgrades:** 13 (5/4/4)

Heavy Mecha - 80pts

- **Speed:** Move 3 hex / Cruise 5 hex
- **Defense:** Eva 3+ / Tou 3+
- **Upgrades:** 10 (4/3/3)

Medium Mecha - 60pts

- **Speed:** Move 4 hex / Cruise 6 hex
- **Defense:** Eva 4+ / Tou 4+
- **Upgrades:** 7 (3/2/2)

Light Mecha - 40 pts

- **Speed:** Move 5 hex / Cruise 8 hex
- **Defense:** Eva 5+ / Tou 5+
- **Upgrades:** 4 (2/1/1)

Ground Vehicle - 10 pts

- **Speed:** Move 5 hex / Cruise 8 hex
- **Defense:** Eva 5+ / Tou 5+
- **Upgrades:** 1
- **Special:** Turret

Heavy Vehicle - 20 pts

- **Speed:** Move 4 hex / Cruise 6 hex
- **Defense:** Eva 4+ / Tou 4+
- **Upgrades:** 2
- **Special:** Armored, Turret

Armed Structure - 20 pts

- **Defense:** Eva 2+ / Tou 4+
- **Upgrades:** 3
- **Special:** Armored, Turret

Unarmed Structure - 0pts

- **Defense:** Eva 2+ / Tou 5+
- **Upgrades:** 0
- **Special:** Armored, Landing Zone, NPC

Fortified Structure - 0pts

- **Defense:** Eva 2+ / Tou 4+
- **Upgrades:** 0
- **Special:** Armored x2, NPC

Heroes

Tactical Master (15pts): May choose not to be deployed at the start of the game, but instead may be deployed anywhere over 9" away from enemies at the start of any round after the first.

Ace Pilot (10pts): This mecha gains Rogue.

Ace Custom (10pts): This mecha gains a single upgrade slot in any location.

Titles

Vanguard (10pts): When deployed, the unit may immediately take a Move action.

Avenger (5pts): One weapon upgrade gains Relentless.

Defiant (5pts): Whenever a friendly mecha within 6" is destroyed, you may remove 2 damage from this mecha.

Upgrades

Boost Jets: This model may Jump when taking a move action. Mecha Only. 1 upgrade slot for Light/Medium Mecha, 2 for Heavy Mecha, 3 for Assault Mecha.

Experimental Armor: When taking a point of damage roll one die, on a result of 5+ the damage is ignored. 2 upgrade slots.

Extra Armor: This upgrade takes 3 damage to be disabled. 1 upgrade slot.

Heat Sinks: Cancel the Overheat modifier on one weapon. 1 upgrade slot.

High Tuned Engine: Gets +1 hex on move and +2 hexes on cruise/ram actions. 1 upgrade slot for Light Mecha/Medium Mecha/Vehicles, 2 for Heavy/Assault Mecha, limit 1.

Melee Optimized: Deals +1 damage when ramming or being rammed. Mecha Only, 1 upgrade slot, limit 1.

Reinforced Frame: Take -1 damage when ramming or being rammed. Mecha Only, 1 upgrade slot, limit 1.

Reinforced Hydraulics: Enemy models are pushed by +1 hex when rammed by this model. Mecha Only, 1 upgrade slot, limit 1.

RAM Armor: The model always counts as being in cover when targeted from over 12" away. 2 upgrade slots.

Weapons

Small Laser: 3 hex / Att 4 / Str 0 / Slot 1
Special: Relentless

Medium Laser: 6 hex / Att 2 / Str 1 / Slot 1
Special: Deadly, Overheating

Heavy Laser: 9 hex / Att 3 / Str 2 / Slot 2
Special: Deadly, Overheating

Particle Cannon: 12 hex / Att 4 / Str 2 / Slot 3
Special: Deadly, Overheating

More Weapons

Close Missiles: 3 hex / Att 2 / Str 2 / Slot 1
Special: Ammo Box, Deadly

Medium Missiles: 6 hex / Att 2 / Str 1 / Slot 1
Special: Ammo Box, Deadly

Long Missiles: 9 hex / Att 4 / Str 1 / Slot 2
Special: Ammo Box, Indirect

Artillery Missile: 12 hex / Att 4 / Str 2 / Slot 3
Special: Ammo Box, Blast, Indirect

Heavy Gatling: 3 hex / Att 6 / Str 2 / Slot 3
Special: Ammo Box, Deadly

Medium Gatling: 6 hex / Att 4 / Str 2 / Slot 1
Special: Ammo Box, Relentless

Light Gatling: 9 hex / Att 2 / Str 1 / Slot 1
Special: Ammo Box, Deadly

Rail Gun: 12 hex / Att 4 / Str 2 / Slot 3
Special: Ammo Box, Deadly

Special Rules

Ammo Box: The first time in a round that a model assigns damage to an upgrade with Ammo Box, assign +1 damage.

Armored: This structure counts as having one Extra Armor upgrade.

Blast: When firing a weapon with this special rule, if the target is hit, then all models within 4" of it are also hit (friendly or enemy).

Deadly: Weapons with this special rule always deal +1 damage per hit.

Indirect: Weapons with this special rule may shoot at enemies that are not in line of sight and ignore cover from sight obstructions, however they get -1 to hit when shooting after moving.

Landing Zone: This structure may have models end their activations on top, overriding the usual restriction on overlapping models.

NPC: NPC models are not intended to be taken by a player for their army, but to instead represent terrain structures on the board that may be targeted and destroyed.

Overheating: When firing a weapon with this special rule, the firing model takes 1 damage for each result of 1 it rolls to hit.

Relentless: When firing a weapon with this special rule, this weapon may split its attacks to fire at different targets. Note that all targets must be declared before shooting, and may not be changed once you roll to hit.

Rogue: Models with this special rule may be activated during other phases than it's normal phase, but may only either move or shoot when doing so.

Turret: Models with this special rule may fire its weapon upgrades in any direction, ignoring facing.

ARMY ROSTER

Army Name:	Points:
------------	---------

MECHA & TITLE:			MECHA & TITLE:		
Spd:	Eva:	Tou:	Spd:	Eva:	Tou:
Torso Upgrades	LArm Upgrades	RArm Upgrades	Torso Upgrades	LArm Upgrades	RArm Upgrades

MECHA & TITLE:			MECHA & TITLE:		
Spd:	Eva:	Tou:	Spd:	Eva:	Tou:
Torso Upgrades	LArm Upgrades	RArm Upgrades	Torso Upgrades	LArm Upgrades	RArm Upgrades

VEHICLE:			VEHICLE:		
Spd:	Eva:	Tou:	Spd:	Eva:	Tou:
Upgrades			Upgrades		

VEHICLE:			VEHICLE:		
Spd:	Eva:	Tou:	Spd:	Eva:	Tou:
Upgrades			Upgrades		

Mecha Play Sheets

Mecha:		Pts:
Spd	Eva	Tou
Torso Upgrades	RArm Upgrades	LArm Upgrades

Mecha:		Pts:
Spd	Eva	Tou
Torso Upgrades	RArm Upgrades	LArm Upgrades

Mecha:		Pts:
Spd	Eva	Tou
Torso Upgrades	RArm Upgrades	LArm Upgrades

Mecha:		Pts:
Spd	Eva	Tou
Torso Upgrades	RArm Upgrades	LArm Upgrades

Mecha:		Pts:
Spd	Eva	Tou
Torso Upgrades	RArm Upgrades	LArm Upgrades

Mecha:		Pts:
Spd	Eva	Tou
Torso Upgrades	RArm Upgrades	LArm Upgrades

Mecha:		Pts:
Spd	Eva	Tou
Torso Upgrades	RArm Upgrades	LArm Upgrades

Mecha:		Pts:
Spd	Eva	Tou
Torso Upgrades	RArm Upgrades	LArm Upgrades

