

## Paper 'Mech

by Chris Alton – 1 player - 30mins playtime – ages 12+

### Story

*The time is now. Our enemy have been attacking us for weeks and we cannot hold out much longer. Our scouts report that a large force is en route to our location. We would have liked for you to have more time to train but we must use the 'Mech now, before it is too late. They do not yet know that we have salvaged this technology, so the element of surprise is with us. Rest assured that as soon as you make yourself known, they will throw everything at you. Hold them back, cover our escape, and luck be with you...*

### You will need:-

The A4 Paper 'Mech playsheet

a pencil

an eraser

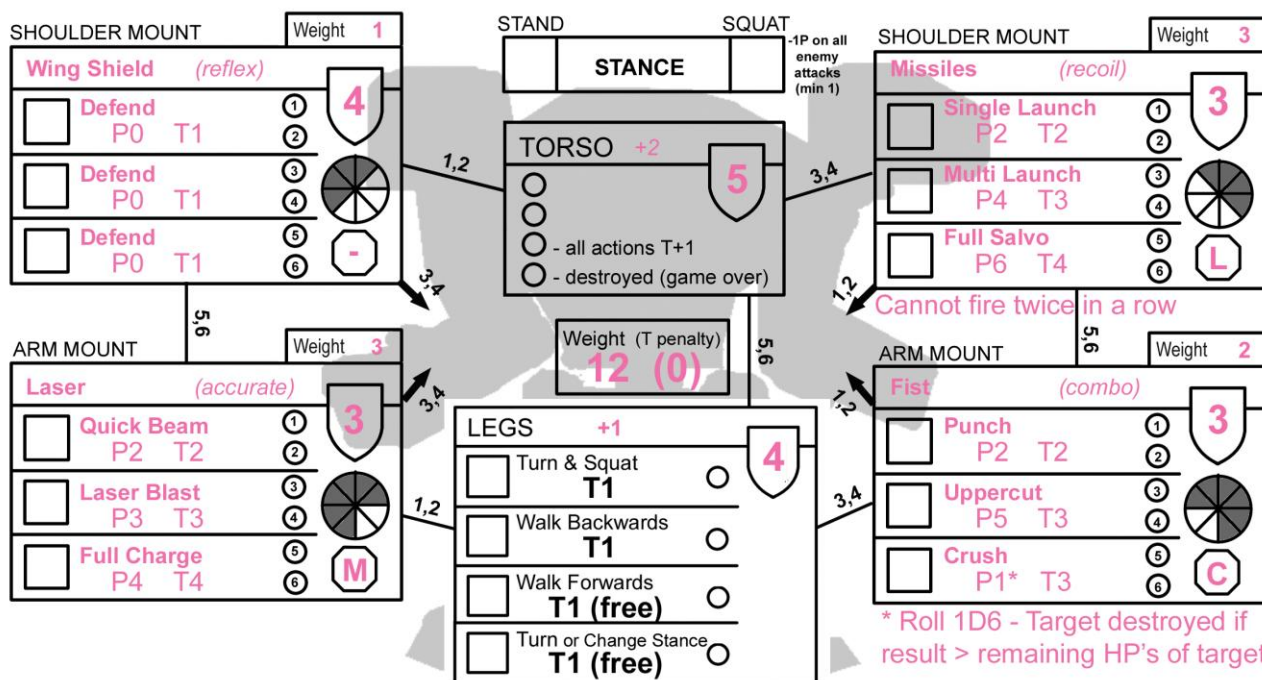
12 cubes, 3 each of 4 different colours

a few six sided dice (6 is a good number)

Throughout these rules, the first time an important game term is introduced it will appear in **bold letters**.

### Setting up

Place the **play sheet** in front of you. For your first couple of games it is recommended that you use the standard set of equipment shown below.



This configuration takes your 'mech up to its maximum weight and provides a good balance between power, speed and defence. Once you have a couple of games under your belt you can choose any configuration you wish (see the section on 'customisation' at the end of these rules).

Choose one of the coloured sets of cubes to be your colour. The other colours will represent your enemies. Place your first cube on the **active** space of the **time track**. This is referred to as the **time cube** throughout these rules. Place your next cube on the **stand** space (above the **torso** box of your mech) – this is referred to as the **stance cube**. Place your final cube in the torso box itself, this is referred to as the **action cube**. Note that this is the only time the action cube is ever placed in the torso box and is merely a place holder until you choose your first **action**. Place all the other cubes to one side, ready to use once you encounter an enemy. You are now ready to play.

## Generating a Wave of Enemies

During a game of Paper 'Mech you will encounter four **waves** of enemies, increasing in strength and difficulty with each successive wave. To win the game you must destroy all enemies in all 4 waves before they destroy you. You will not know exactly which enemies you will face until you encounter them.

At the start of the game, roll a D6 and refer to the table on the play sheet. Look underneath the column for “Wave 1” to find a code letter which corresponds to one of the enemies listed on the right hand side of the sheet. Take one of the sets of coloured cubes and perform the following setup steps. Roll a D6 to determine which **attack** the enemy will execute, placing one of its coloured cubes in the enemy’s action box which contains the number scored on the dice. If the enemy only has one attack option, there is no need to roll the dice! Look at the **time value** for the selected attack (the number which follows the letter T on the box for the selected attack) and place another cube of the same colour on the numbered space of the time track which matches this value. Roll a D6 again and place the final coloured cube on the **radar** space which corresponds to the number rolled on the dice. This is the starting position for that enemy.

*Example, I am facing a firethrower. I roll a D6 and score a “2”, telling me the firethrower intends to fire its lasers so I place the first cube in the box next to laser in the entry for firethrower. This attack is listed as T3, so its time cube goes on the “3” space on the time track. I will have 3 units of time before the firethrower will act. I roll a D6 again and score a “3” so place the final cube on the radar space numbered 3 (long range at my 10 o'clock position).*

This enemy generation procedure is performed before each wave, but for the second wave you will refer to the “wave 2” column to determine which enemies appear, the “wave 3” column for the third wave, and so on. Repeat this procedure for each enemy code letter in the table, so if an entry says “M+B+T”, you will repeat 3 times – once for a ‘mech, once for an attack bike and once for a tank.

Once all enemy cubes have been placed, you must choose your first action for this wave by placing your action cube in the relevant box on the play sheet. (See **Choosing Actions**, on page 3 of the rules)

## Playing the Game

### The Time Track

Paper 'Mech does not use game turns in the traditional sense. Instead, the game is based around the time track, where the time cubes of you and your enemy show the sequence in which actions will be resolved. Every action in the game has a corresponding time (T) value, all of which are listed on the play sheet for ease of reference. Whenever you choose an action, your time cube is placed on the numbered space of the time track which matches the T value of that action. Enemy time cubes are placed on the time track in the same way whenever you roll for their actions.

After an action has been resolved, if there are no time cubes on the active space, ALL time cubes are moved down the track by the same amount until at least one cube hits the active space.

If you are facing a slow enemy, it is sometimes possible to act twice or even three times in between each of their actions.

Whenever a cube hits the active space on the time track, the owner of that cube (be it an enemy or your ‘mech) will activate, resolving their chosen action.

Note:- if your time cube hits the active space at the same time as an enemy’s time cube, all enemy actions resolve BEFORE yours.

*Example. I have decided to fire a full salvo from my missile launcher, which has a T value of 4 and so I move my time cube from the active space to number “4”. I am facing a helo whose time cube occupies the “2” space on the time track, and a tank which sits on the “5” space of the time track. Now that the active space is empty, all time cubes are moved down 2 spaces until the helos time cube sits on the active space. My time cube will have moved to the number 2, and the tanks cube will be at 3. The helo will now activate.*

## Choosing Actions

There are two types of action that you can choose:- **move actions** or **attack actions**. Move actions are all the options listed in the **legs** box on your play sheet. Attack actions are all the options available in each of the four **weapon mounts** on the play sheet – note that if one of your weapons is a shield, its available actions are still referred to as attack actions even though most of them are purely defensive. Choosing an action is simply a matter of taking your action cube and placing it in the box adjacent to the action you wish to perform, and then moving your time cube accordingly.

You may *at any time* change your action and choose a different one. If you do this, you must replace your time cube as if you had just performed an action. In other words, if you take an action with a T value of 4, and decide to change it after 2 units of time have passed, those 2 time units do NOT count towards your new action.

## Move Actions

At the top left of the play sheet, a radar continually tracks the position of all enemy in relation to your 'mech. Whenever you make a move action, the radar is always centred on your 'mech, so you actually move all the enemy which surround you.

You can choose one of four actions which relate to movement. The list below is in a different order to that shown on the play sheet – this is intentional. It is ordered below for the sake of simplicity in explaining the rules.

1. Walk forwards
2. Walk backwards
3. Turn OR Change Stance
4. Turn and Squat

Note that you cannot choose an action if it has been **damaged** (damage is explained in detail later in these rules, pages 4 and 5). You cannot **haste** any movement action. (Haste is specifically for attack actions and is explained later, see page 7).

### Walk Forwards

To walk forwards, take each enemy cube on the radar and move it one space in the direction of the arrows shown on the radar lines. If any enemy is already at long range in one of the shaded spaces behind your 'mech, they cannot be moved any further.

### Walk Backwards

When you walk backwards, move each enemy cube one space in the OPPOSITE direction to the arrows on the radar lines. If any enemy is on the “3” or “4” numbered spaces at long range, they cannot be moved any further. Note that some spaces have a reversed dotted arrow showing how an enemy will move on the radar when you are moving backwards. These only apply to backwards movement.

### Turn or Change Stance

When you have this action selected, you can either turn OR change stance when your time cube reaches the active space. You must choose one or the other and may not do both. You do not have to decide which option to take until your action cube reaches the active space.

To turn, either move all enemy on the radar one space clockwise or all enemy on the radar one space anticlockwise.

To change stance move your stance cube from the **stand** space to the **squat** space, or vice versa. Squatting will improve the defensive capabilities of your 'mech but your move actions will be limited (see *Standing or Squatting*, on page 7 of the rules).

### Turn and Squat

You cannot perform this action if you are already in a squat stance.

This allows you to combine turning and changing into a squat stance as a single action. Perform one turn as described above then move your stance cube from the stand space to the squat space.

After you have completed any of the above move actions, you must advance the game by choosing your next action be it another move or an attack action. Place your action cube in the box next to the action you wish to perform next then move your time cube to the numbered space on the time track which matches the T value of the chosen action. You cannot choose an action if all the damage circles next to that action are filled in.

Next you must move all time cubes down the time track by the same number of spaces until the next time cube hits the active space.

### Attack Actions

When your time cube hits the active space on the time track, attack actions are performed following this sequence:-

1. Resolve your chosen attack
2. Perform a free move if you wish
3. Choose your next action

#### Resolve Attack

First, choose a target that is in **range** and in the **firing arc** of the chosen weapon (see diagram on the right). If there are no viable targets, the attack is wasted and you move on to the next step.

Roll a number of D6 equal to the **power** (P) value of your chosen action. Each dice that is **higher** than the **armour value** of your target will score ONE point of damage. Use a pencil to fill in the **damage circles** of your target, starting from the top and working down. Most enemies have more than one attack type, each with a number of damage circles adjacent to it. When all the circles for an enemy attack are filled in, that attack is **disabled** and can no longer be used. When all of the enemy's attacks are disabled, the enemy is destroyed – remove that enemy's cubes from the radar and time tracks. You may place a cube on the enemy's armour box to remind you it was destroyed during the current wave. (You will need to know this for later!)

If an enemy has an attack selected that becomes disabled, it will instantly select a new attack. For most enemies there will only be one other attack available but the 'mech has three different attacks, so you may still need to determine randomly which is selected.

*Special Keyword Abilities* - Each of your weapons has a **keyword** that provides a special ability when using that weapon. These special keyword abilities are the main thing that set particular weapons apart, and strategic use of these abilities can often swing the battle in your favour. The weapon listings at the end of these rules provide detailed instructions for each keyword ability.

#### Free Movement

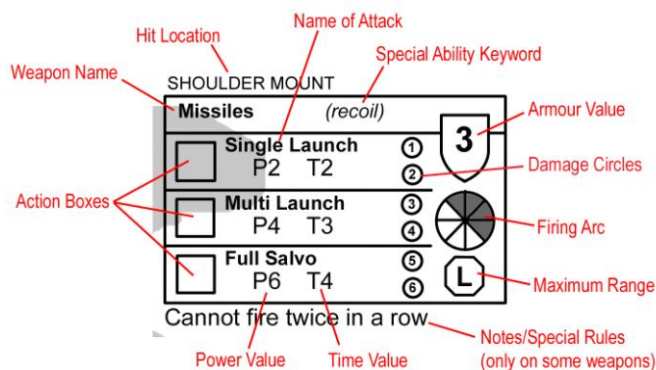
After you have resolved your attack, you are allowed to make one special free move action. This is entirely optional and you can decide not to take it, and it does not cost any extra units of time. This free move is only available specifically after an attack action, never after a move action.

Only certain forms of movement are available as a free move and you can only choose one of:-

- Walk forwards
- Turn or Change Stance

You cannot walk backwards or use the combined turn and squat move actions as a free move. Also note that you cannot perform any move action that is showing as damaged on the play sheet.

<u>Range</u>	
<b>L</b>	Long Range
<b>M</b>	Medium Range
<b>S</b>	Short Range
<b>C</b>	Close Range



### Choose Your Next Action

After you have taken your free move (or chosen not to) you must choose your next action. Place your action cube in the box next to the action you wish to perform next, and move your time cube to the numbered space on the time track which matches the T value of the chosen attack. Remember, you cannot choose an action if all the damage circles next to that action are filled in.

The final step is to move all time cubes down the time track by the same number of spaces until the next time cube hits the active space.

### Resolving Enemy Actions

When an enemy's time cube hits the active space on the time track, they will activate and follow this sequence:-

1. Resolve their chosen attack if it is in range.
2. Perform one move
3. Choose their next action

If more than one enemy cube hits the active space at the same time, you may choose the order in which they resolve.

### Resolve Enemy Attack

When an enemy attacks you, it is assumed that they ALWAYS have you in their firing arc. If their chosen attack is out of range, they do not attack and will just go to the next step, performing their one move.

If the chosen attack is in range, roll a D6 and refer to the targeting diagram on the play sheet to determine the hit location. If the attack originates from either of the side arcs, use the second diagram (showing a side profile of your 'mech), otherwise use the first. Do not mirror the numbers if the attack is behind you – this is not necessary, so a dice roll of a 2 will hit your left shoulder mount regardless of whether that attack came from the front or behind.

Once you have determined the hit location, refer to that location for the armour value and roll a number of dice equal to the power (P) of the chosen enemy attack.

If an enemy attacks you from any of the shaded spaces behind your 'mech, all your armour values are reduced by 1 for the duration of that attack.

Each die that scores higher than the armour value of the hit location will cause one point of damage to that location. If the hit location is the torso or legs, fill in damage circles starting from the top and working downwards. If any of these circles have already been filled in, start from the first unfilled circle.

The damage circles for your weapon mounts are numbered from 1-6 starting from the top. When one of these locations is hit you must randomly determine where the damage is allocated within that hit location. Roll a die and start filling in damage from the numbered circle that matches the result of the die, working downwards. If you reach a circle that has already been filled in, fill in the first available circle below it, wrapping around and starting from the top of the list if necessary.

If all the damage circles are completely filled on the a location and there is damage still left to apply you must roll a die to see where the **spill over damage** must be assigned (following the numbered tracks on the sheet) and fill in damage circles in the new location until every point of damage has been allocated. Note that the armour value of adjacent locations is ignored when assigning this spill-over damage! If the new location is a weapon mount, roll a die again to see which numbered circle to start filling in the damage from.

The enemy attack process can be sped up by using different coloured dice all rolled at the same time:- one colour for hit location, one colour for damage allocation, and a number of dice of the same colour equal to the P value of the attack.

*Example 1: I am attacked by enemy artillery in front of me at long range. I roll a red die for hit location, a green die for damage allocation, and 5 white dice for the actual attack. The red scores 4,*

*the green also scores 4 and the white dice score 2,2,4,5,6. I look at the targeting diagram for attacks from front/rear and this tells me the '4' on the red dice means my laser is hit on my left arm. The armour value is 3, so the artillery has scored 3 points of damage, since three of the attack dice scored higher than 3. I start to fill in the damage circles starting from number 4 (the score on the green die). Unfortunately, circles 4 and 5 have already been damaged so I have to start from circle 6. The damage wraps around and I also have to fill in circles number 1 and 2. Now my laser only has one point of damage left and I can only select the 'laser blast' attack until it is repaired.*

*Example 2: If I take another 3 points of damage to the same location, I would fill in the number 3 circle, then roll a die to see where the other two points of damage go. I score a 5 and following the track on the sheet, this tells me it spills over to the wing shield. Sadly, the extra armour of this location is ignored and I have to fill in 2 damage circles here (rolling again to determine which circle to fill in first.)*

### Enemy Movement

After the enemy attacks, they will move ONCE according to the following guidelines:

- If the selected enemy attack was out of range, the enemy will move one space directly towards your 'mech.
- If the selected enemy attack was in range, the enemy will stay in the same range band but move one space clockwise or anticlockwise, whichever will move it closer to the rear of your 'mech.
- If the selected enemy attack was in range and that enemy is already in a shaded zone behind your 'mech, it will stay in its current location.

### Choose Next Enemy Attack

Roll a D6 to determine its next action and place that enemy's action cube in the box which contains the number scored on the die. If the selected attack is fully damaged, choose the first available attack on the list instead. Look up the T value on that attack and place that enemy's time cube on the matching numbered space on the time track. The final step is to move all time cubes down the time track by the same number of spaces until the next time cube hits the active space.

### Repairs

When you have defeated all enemies in a single wave, you get the chance to perform **repairs** before the next wave appears. Add up the total armour value of all enemies just defeated in the last wave and roll a number of dice equal to that total. For each die that scores 3 or higher, you may repair one point of damage off any of your systems (use an eraser to remove the pencil mark). It is entirely your choice which circles to repair, and it is perfectly acceptable to remove just one point of damage from an action to enable it for the next wave.

Once you have allocated all your repairs, continue the game by generating the next wave of enemies.

### Winning and Losing

Play continues until your 'mech is destroyed in which case you lose, or you have destroyed all enemies from all 4 waves, in which case you win. After a win, count up the total number of unfilled damage circles on your 'mech, including legs and torso – this is your final score. Note that you do not get a chance to repair after the fourth wave.

The torso of your 'mech houses the cockpit where you sit and is a particularly vulnerable area. When your torso reaches 3 points of damage, every action you choose will take one extra unit of time until it is repaired. If your torso ever reaches 4 points of damage, your 'mech is destroyed and you instantly lose the game. It is therefore important to keep this area repaired, or employ the use of defensive weapons at key moments.

The standard equipment set outlined at the start of these rules mitigates this by adding 2 points of armour to the torso, so it can only be damaged on 6's. This should keep you alive for a while, but keep in mind there is always the chance of a lucky hit, especially from attacks to your rear.

## **Other rules**

### **Standing or Squatting**

Your stance cube is used to track whether your 'mech is standing upright, or squatting in a defensive position. You may change stance as your free move after taking an attack action.

While squatting, you present a smaller target profile to your enemies and become harder to hit. Any attacks against you whilst in a squatting stance are performed with 1 less dice (to a minimum of 1), and your legs cannot be targeted at all (re-roll any hit location rolls that result in a 6). The downside is that whilst in a squat stance you cannot perform ANY free move actions after an attack action, and you cannot walk backwards at all.

You can still walk forwards, change stance or turn, but you must choose to do so as a move action and pay the appropriate T cost.

### **Haste attacks**

Sometimes the situation calls for you to rush an attack in order to try and destroy an enemy before they hit you. At any time you may decide to resolve your next attack action even if your cube is not in the active space. However, you must subtract the number underneath your time cube from EVERY dice involved in that attack roll.

Note that you cannot haste an attack immediately after you have chosen it. At least one unit of time must have passed before you can use haste. It is acceptable to just move all time cubes down one space in order to satisfy this condition. You cannot use haste on any move actions.

*Example, You choose to fire a full charge from your laser but decide to resolve it while your time cube is at "2" in order to try and cripple the firethrower in front of you, which only has two hit points remaining. You roll 4 dice and score 2,2,4,6. You must subtract 2 from each of these results so only one of them actually beats the 3 armour on the firethrower. Your gamble has failed....*

### **OPTIONAL RULES: Customisation**

Before the game starts, you may prefer to build your own 'mech for the upcoming battles. This section provides rules for you to do so. The basic chassis for the 'mech starts with 4 mounting points for weapons – two shoulder mounts and two arm mounts. The 'mech is rated to carry 12 weight points (W) worth of equipment. It is possible to exceed this, but the heavier your 'mech, the slower you become and any action you choose will cost extra units of time according to the following table

Up to 12W – no T penalty  
13-14W – all actions at +1T  
15-16W – all actions at +2T  
17-18W – all actions at +3T  
and so on.

The base armour value to the torso and legs is 3. These can be increased at the cost of 1W per unit of armour, but no armour value can be increased beyond 5. Armour to your weapons cannot be increased above their default values.

Your weapons can be selected from the list on the following pages. Fill in your sheet accordingly, then total up the W points and write that down in the box at the centre of the 'mech diagram.

Note that the play sheet has the default weapon load printed on in faint, so you can get playing right away. If you want an alternative load out, write over the top in ink.

## Long Range Weapons

Missile (Recoil)		
<input type="checkbox"/> Single Launch	①	3
<b>P2 T2</b>	②	
<input type="checkbox"/> Multi Launch	③	
<b>P4 T3</b>	④	
<input type="checkbox"/> Full Salvo	⑤	
<b>P6 T4</b>	⑥	

Note: this weapon cannot attack twice in a row

MOUNTS: ARM / SHOULDER  
WEIGHT: 3W

*Recoil - If an attack from this weapon causes at least one point of damage, move the time cube of the target enemy one space to the right on the time track.*

Rifle (Sniper)		
<input type="checkbox"/> Rushed Aim	①	3
<b>P2 T3</b>	②	
<input type="checkbox"/> Careful Aim	③	
<b>P3 T4</b>	④	
<input type="checkbox"/> Precision Aim	⑤	
<b>P4 T5</b>	⑥	

MOUNTS: ARM / SHOULDER  
WEIGHT: 3W

*Sniper - When resolving this attack the armour of your target is treated as 1 lower than printed.*

PPC (Kickback)		
<input type="checkbox"/> Single Shot	①	3
<b>P4 T3</b>	②	
<input type="checkbox"/> PPC Burst	③	
<b>P6 T4</b>	④	
<input type="checkbox"/> PPC Auto	⑤	
<b>P8 T5</b>	⑥	

MOUNTS: ARM / SHOULDER  
WEIGHT: 4W

*Kickback - This weapon can only be fired if your mech is currently in the squat stance.*

Wing Shield (Reflex)		
<input type="checkbox"/> Defend	①	4
<b>P0 T1</b>	②	
<input type="checkbox"/> Defend	③	
<b>P0 T1</b>	④	
<input type="checkbox"/> Defend	⑤	
<b>P0 T1</b>	⑥	

MOUNTS: SHOULDER  
WEIGHT: 1W

*Reflex - If your chosen action is 'defend' and your time cube is on the active space of the time track when an enemy attacks you from within the firing arc of this weapon, that attack must be resolved against this wing shield (do not roll for hit location).*

The wing shield has no range because it has no attack power. However it can defend against enemy attacks from any range so is included in this section.



## Medium Range Weapons

Disruptor (EMP)			
<input type="checkbox"/> Scrambler	P1 T2	① ②	3
<input type="checkbox"/> White Noise	P3 T3	③ ④	
<input type="checkbox"/> Static Burst	P5 T4	⑤ ⑥	M

MOUNTS: ARM / SHOULDER  
WEIGHT: 2W

*EMP - If this attack causes at least one point of damage to an enemy, determine a new attack for that enemy in the usual way and reset its time cube to the T value for that attack.*

Flamethrower (Proximity)			
<input type="checkbox"/> Burn	P2 T1	① ②	3
<input type="checkbox"/> Flame Burst	P4 T2	③ ④	
<input type="checkbox"/> Fire Lance	P5 T3	⑤ ⑥	M

MOUNTS: ARM / SHOULDER  
WEIGHT: 2W

*Proximity - The listed P values apply to attacks made at close range (C). Reduce P values by 1 when attacking targets at S range, and by 2 when attacking targets at M range.*

Laser (Accurate)			
<input type="checkbox"/> Quick Pulse	P2 T2	① ②	3
<input type="checkbox"/> Laser Blast	P3 T3	③ ④	
<input type="checkbox"/> Full Charge	P4 T4	⑤ ⑥	M

MOUNTS: ARM / SHOULDER  
WEIGHT: 3W

*Accurate - After you roll your initial attack dice, you may re-roll any dice that did not cause damage. You must accept the result of these re-rolls.*

Mortar (Area)			
<input type="checkbox"/> Single Shell	P3 T3	① ②	3
<input type="checkbox"/> Double Shell	P4 T4	③ ④	
<input type="checkbox"/> Carpet Bomb	P5 T5	⑤ ⑥	M

MOUNTS: SHOULDER  
WEIGHT: 4W

*Area - Each time you attack with this weapon you can apply the results of the attack dice to two different enemy targets. Both must be in your firing arc, in range and within one space of each other.*

Note: this weapon cannot attack targets at close range

## Short Range Weapons

Machine Gun (Weak)				3
<input type="checkbox"/>	Burst	P3	T1	
<input type="checkbox"/>	Semi Auto	P6	T2	
<input type="checkbox"/>	Full Auto	P8	T3	

MOUNTS: ARM / SHOULDER  
WEIGHT: 1W

*Weak - The armour of the target is considered to be 2 points higher than listed. However each 6 rolled in the attack will cause one point of damage regardless of armour.*

Energy Whip (Pull)				3
<input type="checkbox"/>	Sweep	P2	T2	
<input type="checkbox"/>	Sidelash	P4	T3	
<input type="checkbox"/>	Overhead	P6	T4	

MOUNTS: ARM  
WEIGHT: 2W

*Pull - If this attack causes any damage, you may move your target one space closer to your 'mech, or one space sideways within the same range band. The space moved to must be within the arc of this weapon*

## Close Range Weapons

Fist (Combo)				3
<input type="checkbox"/> Punch	P2 T2	①	②	
<input type="checkbox"/> Uppercut	P5 T3	③	④	
<input type="checkbox"/> Crush	P1* T3	⑤	⑥	C

MOUNTS: ARM  
WEIGHT: 2W

*Combo - If your last attack was with this weapon against the same target, this attack gains +1P*

*\*Target is instantly destroyed if result on any single attack dice > remaining HP's of target*

Plasma Sword (Parry)				3
<input type="checkbox"/> Forward Stab	P3 T2	①	②	
<input type="checkbox"/> Hack & Slice	P4 T3	③	④	
<input type="checkbox"/> Killing Blow	P5 T4	⑤	⑥	C

MOUNTS: ARM  
WEIGHT: 2W

*Parry - If an enemy attack hits this location from within this weapons arc of fire, you may force the enemy to re-roll all dice which would cause a point of damage. You must accept the result of the re-rolled dice.*

Tower Shield (Wall)				5
<input type="checkbox"/> Shield Bash	P3 T2	①	②	
<input type="checkbox"/> Guard	P0 T1	③	④	
<input type="checkbox"/> Guard	P0 T1	⑤	⑥	C

MOUNTS: ARM  
WEIGHT: 4W

*Wall - After 'guard' activates, all enemy attacks from within this weapons' arc must be resolved against this tower shield until your next attack action resolves (do not roll for hit location). You cannot haste a 'guard' attack.*

## **RULES SUMMARY**

### **Setting up**

1. Choose starting equipment (optional)
2. Place your 3 coloured cubes on the playsheet - active space, stand space, torso box.
3. Generate first wave of enemies and place their cubes.
4. Choose your first action and place your time cube.

### **Gameplay**

1. Move all time cubes down the time track until a cube hits the active space.
2. Resolve actions for the owner of each time cube in the active space (enemies first).
3. Repeat until you or all enemy are dead!

### **Resolving Enemy Actions**

1. Execute chosen attack (if the chosen attack is out of range skip to step 2)
  - a. Roll for hit location and refer to armour value. If the attack originates from within your rear arc (shaded spaces) all your armour values are reduced by 1 for the duration of the attack.
  - b. If you are in a squat stance, your legs cannot be targeted. Re-roll if necessary.
  - c. Roll a number of dice equal to P of chosen attack. If you are in a squat stance, reduce P of the enemy attack by 1 to a minimum of 1.
  - d. 1 point of damage for each dice that scores higher than armour value of hit location
  - e. For damage to weapons, roll a die to determine which circle to fill in first and work downwards, wrapping around to the first circle if necessary
  - f. For damage to torso or legs, fill in circles starting from the topmost unfilled and work downwards.
  - g. Any spill over damage must be applied to an adjacent location – roll a die to determine which.
  - h. If your torso reaches 4 damage it is game over.
2. Enemy Move
  - a. If attack was in range, enemy moves one space clockwise or anticlockwise towards the rear arc of your 'mech (does not move if already in rear arc).
  - b. If attack was out of range, enemy moves one space closer to your 'mech
3. Choose next attack
  - a. Roll a die and place enemy's action and time cubes in the relevant spaces.

### **Resolving Your Actions**

1. Move Actions
  - a. Walk forwards – move all enemy along arrows on radar
  - b. Walk backwards – move all enemy in opposite direction to arrows on radar
  - c. Turn – move all enemy one space clockwise or anticlockwise
  - d. Change stance – move stance cube from stand to squat or vice versa
  - e. Turn and squat – perform one turn then move stance cube to squat.
2. Attack Actions
  - a. Choose a target in range and in firing arc of selected attack
  - b. Check special ability keyword of weapon
  - c. Roll a number of dice equal to P of chosen attack. If you are using ***haste***, reduce the number on all dice by the number underneath your time cube on the time track.
  - d. 1 point of damage for each dice that scores higher than armour value of target
  - e. Fill in damage circles of target enemy, starting from top and working down.
  - f. If all damage circles for all that enemy's weapons are filled in, the enemy is destroyed.
  - g. Make one free move (walk forwards, turn or change stance only).
3. Choose Next Action
  - a. Place your action cube in the relevant action box on the playsheet – you cannot choose any action which has both damage circles filled in.
  - b. Place your time cube on the relevant space on the time track.

### **End of Wave**

1. Erase all pencil marks from filled in damage circles of all enemy.
2. Perform Repairs – roll 1D6 per armour point of all enemy just defeated and remove one point of damage for each dice scoring 3 or higher.
3. Decide whether you want to start the next wave in a stand or squat stance.
4. Generate the next wave.