ROCKET POWERED GIANT ROBOT ARENA

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Players build and fight mecha on a grid of hexagons (hexes). The player with the last mecha standing wins. A 10 sided die (1d10 is rolled for chance. If you roll a 10 reroll and add it to your result.

Mecha Construction. Each player builds 1 mecha by picking parts from below. A Light part cannot equip a Heavy part (e.g. a Light core can't support Heavy arms) If you chose an Asura core, equip 2 extra weapons for a total of 4 weapons. Once your mecha is complete, show it to other players before starting a match.

Legs: Chose 1 Legs. Your Legs can equip 1 Core.

LEGS	WEIGHT	ARMOR	DODGE	SPEED
Biped	Light	8	+2	5
Quad	Medium	10	+1	4
Tank	Heavy	12	+1	3

Core: Choose 1 core. A core can equip 1 arms and 1 head.

CORE	WEIGHT	ARMOR	ENERGY	BOOST
Sprite	Light	10	6	7
Valkyrie	Medium	12	5	6
Asura	Heavy	16	4	5

Arms: Choose 1 Arms. Each Ars can equip 2 weapons.

ARMS	WEIGHT	ARMOR	ATK BONUS
Kojiro	Light	5	+6
Raul	Light	7	+5
Musashi	Medium	8	+4
Beowulf	Medium	10	+3
Thor	Heavy	10	+4
Zeus	Heavy	12	+3

Weapons: Choose 2 weapons (4 if you picked an Asura).

WEAPONS	WEIGHT	#ATKS	DMG	RANGE
Laser Blade	Light	1	4	1
Mach Gun	Light	4	1	5
Rifle	Medium	1	3	12
Shotgun	Medium	2	2	5
SniperRifle	Heavy	1	4	19
Gatling	Heavy	4	1	10
Bazooka	Heavy	2	2	10
Missiles*	Heavy	1	2	8

Heads: Choose 1 Head.

HEAD	WEIGHT	ARMOR	SENSORS	RADAR
Maverick	Light	4	+4	6
Mono-Eye	Medium	5	+2	10
Corinthian	Heavy	6	+3	8

Turn Order: Roll 1d10+ Dodge. Turns go inorder from the highest to lowest. Each player can Move twice and Fire once on their turn.

Energy: Start with all Energy points granted by your Core. Energy is spent to Boost or Attack. Regain 2 energy at the start of each turn, up to a max of your Core's Energy.

Move: You can enter a neighboring empty hex. Speed or Boost limits how many hexes you can move through each Move. Moving into one of the 2 hexes behind you costs double. Turning to face a new hex counts as moving 1 hex.

Run: Move along the ground up to your Speed.

Boost: Using Boost costs 1 energy per move but allows you to move through the air and ignore broken legs. If a mecha ends it's turn in the air, it will fall at the start of it's next turn unless it boosts again. Falling deals 1 damage per hex of height, to the Legs (or Core if the Legs are broken).

Fire: You can Fire once per turn before, after, or between moving. Choose which weapons to Attack with. Pay 1 Energy per weapon. Attack one or move times with each weapon, up to its' #Atks.

Firing Arc: You can fire on a mecha within a triangular area reaching through the hex you are facing and the two hexes neighboring it, and out to a distance equal to your weapon's Range.

Attack: Roll 1d10 + Atk Bonus (+2 if you are directly behind the Target). You hit if the result is higher than the target's Dodge roll.

Hit: Your attack roll's total result determines which parts of your enemy you can choose to Hit (see table below). Choose one part and reduce it's Armor by your weapon's Damage. When a part's Armor reaches 0, it breaks and suffers a penalty. If you Hit an already Broken part, the Damage is applied to the next higher on the chart.

RESULT	PART	BREAK PENALTY
13 or Higher	Head	Radar range becomes 0
9 or Higher	Core	Pilot defeated
7 or Higher	Legs	Dodge becomes 0, can only Run once per turn, and cannot Evade
Any Result	Arms	ATK Bonus becomes +1

Dodge: Each time you are Attacked roll 1d10+ Dodge. If the result is higher or equal to the Attack then the Attack misses.

Evade: If your Dodge roll is successful then you may immediately Move 1 hex. You cannot Evade if your legs are broken.

Boost: You may start Boosting out of turn before trying to Dodge.

Cover: If an obstacle covers at least 1/3 of your target you take a -2 to Attack it. A cliff at least 2 hexes high cover against attacks from below. It gives no cover to mecha at the base of the cliff.

Radar & Sensors: When you Attack a mecha outside your Radar range, roll 1d10+Sensors (-2 if it has Cover from your hex). Use the lower of your Sensors or Attack result to see if you Hit.

***Missiles**: When you Fire a missile place it on a neighboring hex. Move it a number of hexes equal to it's Range (8) ignoring your Firing Arc. A missile can Attack whenever it enters a mecha's hex. It is destroyed if it Hits. It continues moving if it misses.

A missile can only enter the hex it Faces. It can Turn 1 hex each time it enters a new hex. On the start of your next turn move the missile again and destroy it at the end of it's movement if it does not score a hit.