

Commander: _____ Army: _____

Points Per Asset: _____ x Number of Assets: _____ = Victory Points: _____

Mech #1 _____
 Initiative: _____ xd10

White (mech): d6
Blue (defense): d6-1
Red (wpons.): Range | H | DF | A
 _____ | d6 | d6 | d6
 _____ | d6 | d6 | d6
 _____ | d8 | d8 | d8

Rockets: _____ 1d8 each
Green (move): d8 d6
Yellow (spot): d6-1

Mech #2 _____
 Initiative: _____ xd10

White (mech): d6
Blue (defense): d6-1
Red (wpons.): Range | H | DF | A
 _____ | d6 | d6 | d6
 _____ | d6 | d6 | d6
 _____ | d8 | d8 | d8

Rockets: _____ 1d8 each
Green (move): d8 d6
Yellow (spot): d6-1

Mech #3 _____
 Initiative: _____ xd10

White (mech): d6
Blue (defense): d6-1
Red (wpons.): Range | H | DF | A
 _____ | d6 | d6 | d6
 _____ | d6 | d6 | d6
 _____ | d8 | d8 | d8

Rockets: _____ 1d8 each
Green (move): d8 d6
Yellow (spot): d6-1

Mech #4 _____
 Initiative: _____ xd10

White (mech): d6
Blue (defense): d6-1
Red (wpons.): Range | H | DF | A
 _____ | d6 | d6 | d6
 _____ | d6 | d6 | d6
 _____ | d8 | d8 | d8

Rockets: _____ 1d8 each
Green (move): d8 d6
Yellow (spot): d6-1

Mech #5 _____
 Initiative: _____ xd10

White (mech): d6
Blue (defense): d6-1
Red (wpons.): Range | H | DF | A
 _____ | d6 | d6 | d6
 _____ | d6 | d6 | d6
 _____ | d8 | d8 | d8

Rockets: _____ 1d8 each
Green (move): d8 d6
Yellow (spot): d6-1

Mech #6 _____
 Initiative: _____ xd10

White (mech): d6
Blue (defense): d6-1
Red (wpons.): Range | H | DF | A
 _____ | d6 | d6 | d6
 _____ | d6 | d6 | d6
 _____ | d8 | d8 | d8

Rockets: _____ 1d8 each
Green (move): d8 d6
Yellow (spot): d6-1

Mech #7 _____
 Initiative: _____ xd10

White (mech): d6
Blue (defense): d6-1
Red (wpons.): Range | H | DF | A
 _____ | d6 | d6 | d6
 _____ | d6 | d6 | d6
 _____ | d8 | d8 | d8

Rockets: _____ 1d8 each
Green (move): d8 d6
Yellow (spot): d6-1

Mech #8 _____
 Initiative: _____ xd10

White (mech): d6
Blue (defense): d6-1
Red (wpons.): Range | H | DF | A
 _____ | d6 | d6 | d6
 _____ | d6 | d6 | d6
 _____ | d8 | d8 | d8

Rockets: _____ 1d8 each
Green (move): d8 d6
Yellow (spot): d6-1

Army Size:
 2 players: 3 stations, 4-8 mechs
 3 players: 2 stations, 3-6 mechs
 4-5 players: 1 station, 2-4 mechs

Building Mechs:
 * Up to 4 attachments (circles)
 [The two mech (white) are free]
 - Defense = 1d6 blue
 - Wpn. = 2d6 red at one range,
 or 1d6 each at two ranges
 ~ 2nd wpn. same range = 1d8 red
 ~ 1-Shot Rocket = 1d8 red (DF)
 - Move = 1d6 green
 ~ No Ranged Wpn. = 1d8 green
 - Comms = 1d6 yellow

Commander: _____ Army: _____

Points Per Asset: _____ x Number of Assets: _____ = Victory Points: _____

Mech #1 _____
Initiative: _____ xd10

White (mech): d6
Blue (defense): d6-1
Red (wpns.): Range | H | DF | A
 _____ | d6 | d6 | d6
 _____ | d6 | d6 | d6
 _____ | d8 | d8 | d8
Rockets: _____ 1d8 each
Green (move): d8 d6
Yellow (spot): d6-1

Mech #2 _____
Initiative: _____ xd10

White (mech): d6
Blue (defense): d6-1
Red (wpns.): Range | H | DF | A
 _____ | d6 | d6 | d6
 _____ | d6 | d6 | d6
 _____ | d8 | d8 | d8
Rockets: _____ 1d8 each
Green (move): d8 d6
Yellow (spot): d6-1

Mech #3 _____
Initiative: _____ xd10

White (mech): d6
Blue (defense): d6-1
Red (wpns.): Range | H | DF | A
 _____ | d6 | d6 | d6
 _____ | d6 | d6 | d6
 _____ | d8 | d8 | d8
Rockets: _____ 1d8 each
Green (move): d8 d6
Yellow (spot): d6-1

Mech #4 _____
Initiative: _____ xd10

White (mech): d6
Blue (defense): d6-1
Red (wpns.): Range | H | DF | A
 _____ | d6 | d6 | d6
 _____ | d6 | d6 | d6
 _____ | d8 | d8 | d8
Rockets: _____ 1d8 each
Green (move): d8 d6
Yellow (spot): d6-1

Mech #5 _____
Initiative: _____ xd10

White (mech): d6
Blue (defense): d6-1
Red (wpns.): Range | H | DF | A
 _____ | d6 | d6 | d6
 _____ | d6 | d6 | d6
 _____ | d8 | d8 | d8
Rockets: _____ 1d8 each
Green (move): d8 d6
Yellow (spot): d6-1

Mech #6 _____
Initiative: _____ xd10

White (mech): d6
Blue (defense): d6-1
Red (wpns.): Range | H | DF | A
 _____ | d6 | d6 | d6
 _____ | d6 | d6 | d6
 _____ | d8 | d8 | d8
Rockets: _____ 1d8 each
Green (move): d8 d6
Yellow (spot): d6-1

Mech #7 _____
Initiative: _____ xd10

White (mech): d6
Blue (defense): d6-1
Red (wpns.): Range | H | DF | A
 _____ | d6 | d6 | d6
 _____ | d6 | d6 | d6
 _____ | d8 | d8 | d8
Rockets: _____ 1d8 each
Green (move): d8 d6
Yellow (spot): d6-1

Mech #8 _____
Initiative: _____ xd10

White (mech): d6
Blue (defense): d6-1
Red (wpns.): Range | H | DF | A
 _____ | d6 | d6 | d6
 _____ | d6 | d6 | d6
 _____ | d8 | d8 | d8
Rockets: _____ 1d8 each
Green (move): d8 d6
Yellow (spot): d6-1

Army Size:
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4-5 players: 1 station, 2-4 mechs

Building Mechs:
* Up to 4 attachments (circles)
[The two mech (white) are free]
- Defense = 1d6 blue
- Wpn. = 2d6 red at one range,
or 1d6 each at two ranges
~ 2nd wpn. same range = 1d8 red
~ 1-Shot Rocket = 1d8 red (DF)
- Move = 1d6 green
~ No Ranged Wpn. = 1d8 green
- Comms = 1d6 yellow

Using the Mechaton Record Sheet

Basic Rules

- The Circles represent available Attachments and have the same color as the dice they grant
 - A maximum of four Attachments are allowed per Mech (the two White ones are free)
 - Fewer Attachments boosts the mech's Initiative by 1d10 per Attachment less than four
- Designate the chosen Attachments by a diagonal line through the corresponding Circle
- When a mech loses an Attachment, cross out the diagonal line as well as removing the Lego Attachment from the mech.

Weapons

- A maximum of three weapon Attachments are allowed per mech
 - These count towards the four Attachment total allowance
- The line next to the weapon Attachment's circle is for the weapon's name
- In the Range column write down the Range abbreviation:

Abbreviation	Range	Dice
H	Hand-to-Hand	2d6 H
DF	Direct Fire	2d6 DF
A	Artillery	2d6 A
H/DF	Hand-to-Hand and Direct Fire	1d6 H and 1d6 DF
DF/A	Direct Fire and Artillery	1d6 DF and 1d6 A

- The squares in the H, DF, and A columns are marked with diagonal lines to designate how many dice the mech rolls at each Range.
 - The squares are filled out starting from the top of each column
- When a weapon Attachments is lost, first cross out the diagonal line in the Circle as normal. This means that that weapon is now lost, and the Lego weapon must be removed.
 - Secondly, cross out the corresponding weapons dice from the Range column(s), starting at the bottom (that is, d8s are lost before d6s).

The Sample Sheet

- The filled-in sample Mechaton Record Sheet shows eight completed mechs.
 - Checking the Army Size chart, I've obviously geared up for a 2-player game.
 - The number of Assets is eleven, the eight mechs plus my three starting stations.
 - Points Per Asset and starting Victory Points depend on how many mechs and Attachments my opponent picks, therefore those values are unknown for now.
- To further clarify the dice rolled by the mechs in the sample sheet, here are some examples:
 - Mech #1, Brute, rolls 2d6 White mech dice, 1d6 Blue defense die, and 2d6 Red weapon dice at each Range (H, DF, and A). This means he only rolls 2d6 Red weapon dice for any one attack (not a total of 6), as the range of your attack is stated prior to rolling the dice. Yes, Brute is not the most effective design.
 - Mech #2, Smasher, rolls 2d6 White mech dice, 1d6 Blue defense die, 2d6 + 1d8 Red weapon dice at Hand-to Hand Range, and 1d6 + 1d8 Green movement dice.

Commander: Yoki Erdtman

Army: Evil Gitz

Points Per Asset: _____ x Number of Assets: 11 = Victory Points: _____

Mech #1 Brute
Initiative: 1d10

White (mech): d6
Blue (defense): d6-1
Red (wpns.): Range | H | DF | A

Rifle	DF	d6	d6	d6
Sword	H	d6	d6	d6
Missiles	A	d8	d8	d8

Rockets: _____ 1d8 each
Green (move): d8 d6
Yellow (spot): d6-1

Mech #2 Smasher
Initiative: 1d10

White (mech): d6
Blue (defense): d6-1
Red (wpns.): Range | H | DF | A

Axe	H	d6	d6	d6
Club	H	d6	d6	d6
_____		d8	d8	d8

Rockets: _____ 1d8 each
Green (move): d8 d6
Yellow (spot): d6-1

Mech #3 Long Bomb
Initiative: 1d10

White (mech): d6
Blue (defense): d6-1
Red (wpns.): Range | H | DF | A

SMG	H/DF	d6	d6	d6
Cannon	A	d6	d6	d6
Missiles	A	d8	d8	d8

Rockets: _____ 1d8 each
Green (move): d8 d6
Yellow (spot): d6-1

Mech #4 Hot Lava Death
Initiative: 1d10

White (mech): d6
Blue (defense): d6-1
Red (wpns.): Range | H | DF | A

Flamer	H/DF	d6	d6	d6
Flamer	H/DF	d6	d6	d6
_____		d8	d8	d8

Rockets: _____ 1d8 each
Green (move): d8 d6
Yellow (spot): d6-1

Mech #5 Rifleman
Initiative: 1d10

White (mech): d6
Blue (defense): d6-1
Red (wpns.): Range | H | DF | A

Rifle	DF	d6	d6	d6
Rifle	DF	d6	d6	d6
_____		d8	d8	d8

Rockets: _____ 1d8 each
Green (move): d8 d6
Yellow (spot): d6-1

Mech #6 Sniper
Initiative: 1d10

White (mech): d6
Blue (defense): d6-1
Red (wpns.): Range | H | DF | A

Laser	DF/A	d6	d6	d6
Laser	DF/A	d6	d6	d6
ATG	DF	d8	d8	d8

Rockets: _____ 1d8 each
Green (move): d8 d6
Yellow (spot): d6-1

Mech #7 Surgeon
Initiative: 1d10

White (mech): d6
Blue (defense): d6-1
Red (wpns.): Range | H | DF | A

Flechette	DF	d6	d6	d6
_____		d6	d6	d6
_____		d8	d8	d8

Rockets: _____ 1d8 each
Green (move): d8 d6
Yellow (spot): d6-1

Mech #8 Lightning
Initiative: 2d10

White (mech): d6
Blue (defense): d6-1
Red (wpns.): Range | H | DF | A

Gauss	DF	d6	d6	d6
_____		d6	d6	d6
_____		d8	d8	d8

Rockets: _____ 1d8 each
Green (move): d8 d6
Yellow (spot): d6-1

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or 1d6 each at two ranges
~ 2nd wpn. same range = 1d8 red
~ 1-Shot Rocket = 1d8 red (DF)
- Move = 1d6 green
~ No Ranged Wpn. = 1d8 green
- Spot = 1d6 yellow