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GETTING STARTED

Mechadrome is a fast paced skirmish battle game for 2 or more players, set far in future when citizens across the galaxy have come together to watch as their favorite teams do battle with giant robots in brutal arenas.

In order to play you will need this rulebook, and both you and your opponent will need a team of Mech models, which can be found on our website at Mechadrome.com or at fine game shops worldwide.

You only need one Mech model to start a team, and Mechadrome Squad Sets make it easy to build a new team. Each Squad Set comes with 1 Light Mech and 2 Drones, just what you need to start earning fame and fortune in the arenas. From there, you can easily start adding new pilots to your team to bulk up your force. Perhaps you would like to add another Light Mech to your force? Then after a few games, add in a brutal Medium Mech!



You will also need an arena for your Mechs to battle in, which consists of a scenic game board and obstacles. This game board can be any flat surface, and there is a wide variety of obstacle and terrain options out there for you to build your Mechadrome arenas. The photo below is a great example of an arena, with a basic flat game board and ruined building terrain pieces.

The game also requires a handful of 6 sided dice to determine the results of your attacks and other actions. We refer to the 6 sided dice as “#D6”, the # represents how many you roll. For example, if you see 3D6, it means you will need to roll 3 dice. Or, +1D6 means you will add one extra die to the amount you would normally roll.

Lastly, you will also need a tape measure or ruler to measure distances. All distances in the game are listed in inches, often abbreviated with quotes. For example 6" = 6 inches.



MECH ATTRIBUTES

Attributes are numbers that are used to define what your Mech and its pilot are able to do. During the game, you may need to roll an amount of dice equal to an attribute, which is called an Attribute Roll. For example, if you want shoot something and your Ranged Combat attribute is a 3, you will roll 3 dice to see if you can hit your target. These attributes are:



Armor (Arm) - Determines how much damage a Mech can take before the pilot is forced to eject for his own safety. When this number reaches zero, the Mech is destroyed.



Shields (Sld) - The higher the number, the more dice you get to roll to resist damage, also called a Saving Throw.



Power (Pwr) - How much force your Mech's weapons will hit with, whether it be ranged or melee combat.



Speed (Spd) - This is how fast your Mech is. Your Mech may go up to this amount in inches for each move action it performs.



Energy (Eng) - Your Mech's power reserves. This is how many actions a Mech can perform each turn.



Core Processing Unit (CPU) - This number represents how many specialized functions or upgrades a Mech will have.



Ranged Combat (RC) - Your pilot's skill at using ranged weaponry. The higher this is, the more dice you roll when shooting.



Melee Combat (MC) - Your pilot's ability to effectively fight other Mechs in close combat. The higher this is, the more dice you roll in melee combat.



Fame - The stronger your Mech, the higher his pilot's Fame will be. Fame is a measure of his overall skill, and when multiple Mechs add their Fame together it determines how tough your whole team is.

PILOT CARDS

Each race, planet, corporation or government has their own officially sponsored Mechadrome teams, who fight in the arenas to bring glory to their sponsors. Terran Mechs, however, are the most common by far.

While many players like to create their own custom teams, others prefer an easier approach and our Pilot Cards make it quick and easy to jump right into the game.

All Mechadrome pilot models are packaged with Pilot Cards, which will list all of the information you need to know for each pilot. These cards are for easy reference, so you can see what your Mechs can do with just a quick glance.

The front of your card will have your pilot's Callsign, or nickname, along with his Mech's weight class and team affiliation, if any.

Below his photo, you will find your Mech's attributes followed by a numbered list of weapons.

The back of your card will list all of your weapons and upgrades, with extended information and special rules pertaining to everything your Mech can do, so that you won't have to look it up in the rulebook in the middle of a game.



TEAM ORGANIZATION

To ensure honorable and fair fights, the Galactic Mechadrome League (GML) has put forth specific rules and regulations that all teams must adhere to. The ratio in which Mechs may be added to a Team is one of the most important rules, this is referred to as Team Organization.

Before you play, you must assemble your team. In order to ensure that teams are represented fairly as you build and expand your roster, the most important rule to follow is that you must have at least 2 Light Mechs for each Medium Mech you field, and 2 Medium Mechs for each Heavy Mech you field. Drones are not counted in Team Organization, as they are an upgrade a Pilot may add to their Mech.

FAME

Fame is used to determine the overall strength of your team. Each pilot is assigned a specific Fame point value, listed along with his attributes on his Pilot Card and marked by a star. If you add up the Fame points for each pilot for your team, the result will be your whole team's Fame level. As your team grows and you add more mechs to your roster, you must be sure to play against another team of equal Fame. If one team is higher than the other, the player with the higher team should have a few Mechs or Drones sit out so the game will be fair. You should aim for a difference of no more than 10 points.

Most Starter Sets will be roughly 50-60 Fame points. As these sets come with everything you need to start your team, you can simply pick one and then build & paint your Mechs, then gather up their Pilot Cards and you are ready for action! The easiest way to get into Mechadrome is to begin with a Starter Set, but you could also form a team with a few single Mechs if you wish.

ACE PILOTS

Aces are the pilots who make teams famous. They are some of the best pilots in the galaxy, and the highest paid celebrities around. Salaries of the hottest musicians, vidstars or politicians, no matter how crooked, will pale in comparison to a Mechadrome Ace. Fans will pack into arenas just to see them tear up enemy Mechs, cheering them on while they wear their favorite team's colors proudly.

Every team may have 1 Ace pilot, and may add additional aces every 200 Fame thereafter. These aces will cost 10 additional fame points each. If you are building you own custom Mech, an ace pilot will also have 2 additional attribute points to spend. See the page 42 for information on building your own Mechs.

FREE AGENTS

Many Mech pilots fight for their own personal glory in the Mechadrome arenas, with no team to call their own. These Free Agents may join any team, bringing their unique upgrades or specialized weapon systems when unconventional tactics can be the key to victory. Free Agents are often the most famous Mechadrome pilots, and seeing them in the arena is a sure sign that the crowd will be in your favor, home arena or not.

Your team may include any number of Free Agent pilots, following the usual Team Organization rules. Because they work for the highest bidder, they will not be considered a part of the team for any special objectives or achievements that require a team affiliation, and will not benefit from any team-specific weapons or upgrades. Instead, they will often rely on their own unique weapons or upgrades not found in sanctioned team armories.

TEAM ORGANIZATION

LIGHT MECHS

Light Mechs are the most numerous in the arena. Many teams start out fielding nothing but Light Mechs, as larger mechs are often extremely expensive. Light Mechs come equipped with a basic payload consisting of two primary weapon systems, usually mounted to the sides of the chassis like arms. Some Light Mechs will also include a backup weapon system in the form of a small turret, often Missile Pods.

Team Organization

Your team may contain an unlimited amount of Light Mechs.



MEDIUM MECHS

These tough and brutal metal monsters are often reserved for a team's elite pilots. They are too expensive and difficult to maintain for rookies or pilots that haven't been through enough to prove themselves. Some Medium Mech will carry heavier weapons, not often seen on Light Mechs. Medium Mech are armed with two primary weapon systems and two backup turrets often mounted above or below the cockpit.

Team Organization

Your team may include one Medium Mech for every two Light Mechs.



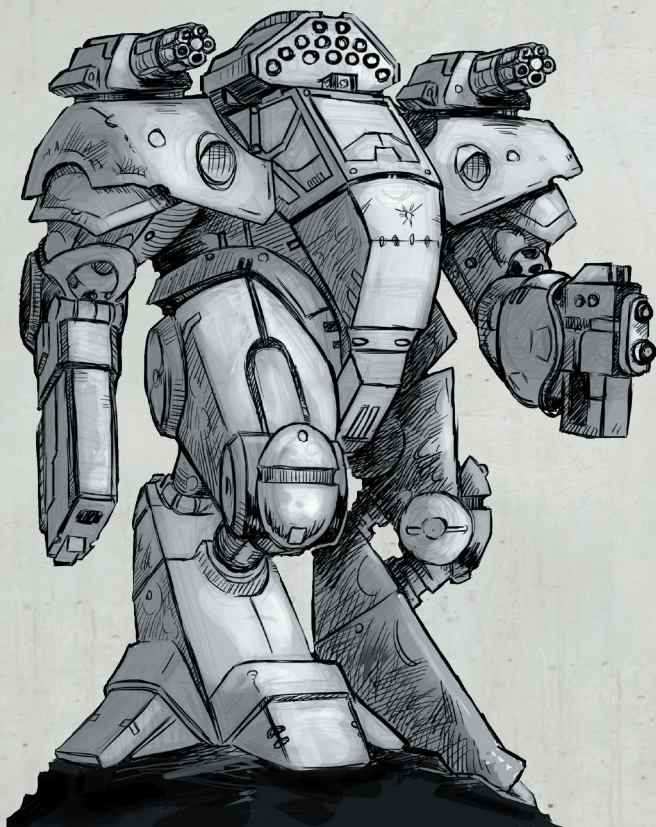
TEAM ORGANIZATION

HEAVY MECHS

Fans will usually only have the opportunity see Heavy Mech in championship games, when victory requires total annihilation at all costs. If these towering death machines pack enough firepower to lay waste to a small city, imagine the carnage they can bring to the small confines of a Mechadrome arena. Heavy Mech pilots are veterans of many seasons, often semi-retired heroes whose presence inspires their team and brings thunderous cheers from die hard fans across the galaxy.

Team Organization

Your team may include one Heavy Mech for every two Medium Mechs.



DRONES

These small, unmanned vehicles zip around the arenas and are often used as expendable cannon fodder. Each drone carries a small turret, usually a blaster or missile pod. You will commonly see drones defending important objectives while pilots outflank their enemies and bring the real firepower to the fight.

Team Organization

Drones do not count toward your Team Organization. Any Mech with the Drone Commander upgrade may be supported by up to two drones.

Special Rules

Drones form a small squad with the Mech that commands them, acting as a support system, but Drones are otherwise activated independently and can move and attack any valid target. Drones can only act independently if they are within 12 inches of their commanding Mech. If the Drone is too far away from the commanding Mech at the beginning of its activation, it must use as many actions as possible to move back into its command range, and cannot attack unless it is able to get back in range. If the commanding Mech is taken out of action, its Drones will revert to Auto Assault mode and will always move directly toward the closest enemy Mech or Drone and attack if a valid target is within range.



HOW TO PLAY

Now that your team is organized, it's time to set up the arena that your teams will fight in.

BOARD LAYOUTS

Mechadrome arenas are located in abandoned cities, former war zones and desolate worlds. The Galactic Mechadrome League chooses each arena carefully, since Mech combat is so destructive these remote areas will ensure minimal collateral damage and loss of innocent life (most of the time).

We suggest using at least a 2-foot square board for small matches with a couple of Mechs on each side, and is the perfect size if you and your opponent are just using the contents of a starter set. A board of this size will usually make for a fast and deadly game. Larger boards may allow more tactical options, especially if you can fill it up with a lot of terrain. If you have 4 or more Mechs, you may want to go with a 3-foot square, or a 4 foot board if you have full teams of 1 Heavy, 2 Medium and 4 Light Mechs.

Your board can be any flat table top. You may use something as simple as a green cloth to represent a grassy area, or create your own urban street grid representing city blocks. Some players like to build their own elaborate boards, while others may invest in highly detailed full color gaming mats.

After you have your board ready, you need to add some obstacles. These are areas of the arena that are impassable and also provide cover for your Mechs to hide or take up defensive positions behind, usually representing buildings or ruins as most Mechadrome arenas are walled-off sections of old, abandoned cities or industrial areas. The more obstacles you use, the more challenging the game will be. There are many terrain kits available from a variety of manufacturers, and many creative players often build their own terrain from scratch.

When you are laying out your arena, you can place obstacles as single pieces scattered around, or in a group together to show a larger building or city block, but they should still be placed in a logical area. There wouldn't be a skyscraper built right in the middle of a highway.

DEPLOYMENT

With your Arena set up and your teams selected, it is now time for your Mechs to enter the battlefield!

Both players should roll 1d6, rerolling ties, and the winner will select one side of the arena for his deployment zone. The other player will deploy on the opposite side, directly across. Your deployment zone will stretch across the board from the left to the right, and will be 6" deep.

Note: If you are playing on rectangular board, you should use the shorter sides of the board for your deployment zones, so there will be a greater distance between both teams when the game begins.

The winner of the deployment roll will place one Mech in his deployment zone. After the first Mech is on the board, the other player will place one in his area, and both players will alternate placing one Mech at a time until all are deployed.



A 2-foot square arena with both teams deployed and ready for action.

HOW TO PLAY

GAME TURNS

After all of the Mechs are deployed in your starting zones, the match begins! Both players make an Initiative roll by rolling 1D6. Whoever rolls the highest will go first.

A *Game Turn* will last from this Initiative roll until all Mechs have been activated, then a new Game Turn begins and you roll again. Throughout the game turn, both players will alternate activating 1 Mech at a time until all Mechs have been activated.

For a standard Mechadrome match, the object of the game will be to destroy all of the Mechs on the other team, or as many as you can within 6 full game turns.

TARGET NUMBERS

When performing an attribute roll or an action, you will have a special number you need to beat, and this is referred to as your Target Number. In most cases, it is the amount of dice that equal or exceed this number that make your roll successful. No matter what your Target Number may be, any dice that roll a 6 are always successful, but a roll of 1 is always a miss.

ACTIVATION

Activating means it is that Mech's turn to move and attack.

A Mech may perform an amount of actions equal to its Energy attribute. It may only be activated once per game turn, and once its Energy is spent, the activation ends and it will be the other player's turn to activate one of his Mechs. Unless otherwise noted, you may perform any action as many times as you wish, and you have the Energy to do, but you cannot attack with the same exact weapon twice in the same activation.

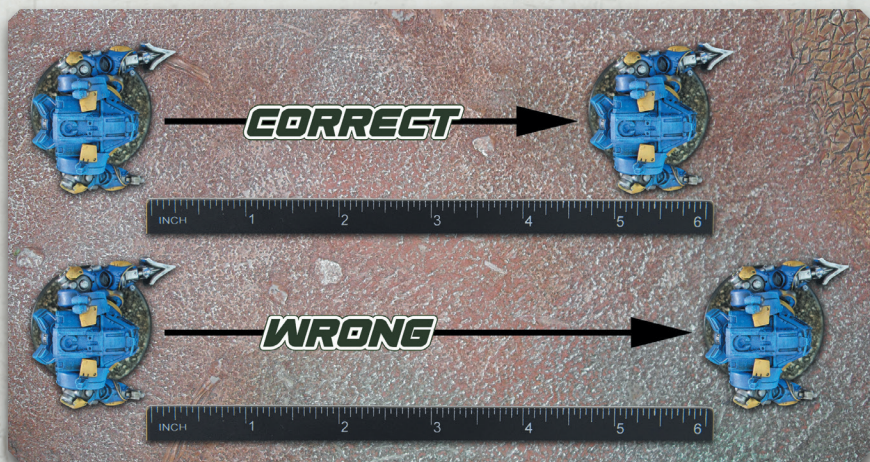
The most common actions a Mech will perform are: Move, Attack, Boost Shields, Repair and Special Actions such as using equipment or upgrades.

Example: Your Mech's Energy is 4, so it has 4 actions available. It can move 4 times in a row. Or, it can move once, shoot, move again, and shoot again. Or move, shoot twice, and then fire its Booster Jets to jump behind cover. Or Boost Shields, move into melee combat, and then make 2 melee attacks. The combinations and possibilities are endless!

Movement - Mechs may move an amount of inches equal to their Speed attribute. For example, if your Speed is 3, you may move up to 3 inches in one action. You may move in any direction you wish for each Move action used, and if you would like to move a great distance, you may have to use multiple move actions. Light Mechs may use up to 4 move actions per turn, Medium Mechs may use 3 and Heavy Mechs may use 2.

A Mech may move unhindered over small obstacles and terrain features, up to half its height. Mechs cannot cross over larger obstacles or destroyed Mechs.

When you measure your movement distance, start from the edge of your Mech's base. You may move in any direction as long as it is not beyond the full amount of inches you are able to move. Your entire base must stay within the amount of inches you are moving.



HOW TO PLAY

Boost Shields - If your Mech needs some extra protection, you can boost your shields. Make an Energy roll, by rolling an amount of dice equal to your **remaining** Energy for your current activation, with a Target Number of 6. If successful, your Shields will increase 1 point. Shields may not be boosted while in melee combat and the boost will only remain in effect until your next activation in the following game turn. Mechs may only attempt to boost shields once per activation.

Repair - Your pilot may attempt to use automated repair systems to patch his Mech up on the fly and regain 1 lost Armor point per activation, up to the Mech's initial Armor value. Like boosting shields, make an Energy roll, by rolling an amount of dice equal to your **remaining** Energy for your current activation, with a Target Number of 6. If successful, your Mech will regain 1 point of armor. You cannot repair if you are fighting in melee combat. Mechs may only attempt to repair once per activation. Repairs only effect Armor, you cannot repair destroyed weapons.

Special Actions - There are many special actions that may be performed by certain Mechs if they have the proper equipment or upgrades. If this is the case, these special actions will be listed on the back of your Pilot Cards or in the upgrade rules on page 48, if any, and each will use up one action.



COMBAT

Mechadrome is a tabletop battle game, so attacking is the most common action that will be performed. No matter what the objective of your game might be during a game, you can always win by simply annihilating the other team before the end of the sixth game turn.

WEAPON STATISTICS

A Mech's weapons are listed on its Pilot Card. The number for "SR" is the maximum number of inches for a short range attack, and "LR" is for a long range attack. Your enemy needs to be within that amount of inches for you to be able to hit them, measured from the edge of your Mech's base.

"PWR" is the power of the weapon. The power is based on your Mech's Power attribute, but some weapons or upgrades may add to this number. Additionally, all Mechs have a +1 bonus added to the Power of every weapon, but Drones do not. This bonus will already be factored in on your card.

RANGED COMBAT

Ranged attacks use your Mech's Ranged Combat attribute. The number it has for this attribute is the amount of dice you roll to hit when shooting. For example, a Ranged Combat of 4 means you roll 4 dice to hit. This number can be modified with upgrades or special arena conditions. To shoot at someone, you will first need a to hit a Target Number of 4, plus or minus any "to hit" modifiers. Some common modifiers are:

- +1 to hit if your target moved more than 12" in its previous activation.
- +1 to hit if your Mech moved than 12 inches prior to shooting in this activation.
- +1 to hit if your target is within your weapon's long range.
- -1 to hit if you are attacking a target from behind.

Roll your Ranged Combat dice and count up the amount of dice that scored a successful hit. Your opponent will need to know this number when he tries to defend himself.

COMBAT

FACING AND FIRING ARC

Your Mech's facing is important, as it can usually only shoot at targets it can see. Your Firing Arc is a 180 degree line going straight across the center of your Mech's base. Any enemy Mech with their base fully or at least half way within this area can be fired upon, any others are invalid and you will have to turn to face them on your next action if you would like to attack them.

Note: Your Mech may have a gun you may want to use on it's right hand side, but the target you want to hit is on the left, or vise versa. Keep in mind each Mech has a firing arc to the front, with ALL weapons. In a case like this, just imagine your Mech did a quick pivot before he took his shot.



LINE OF SIGHT

If you would like to fire at an enemy, you must be able to see them (in most cases). Your target must be in your Firing Arc and there should be a clear and open area between you and your target. In order to have a clear line of sight to your target, you may need to bend over and get a "model's eye view" of the action. We call this "true line of sight".

COVER

Mechadrome arenas usually have a lot of obstacles to hide behind or use to give yourself a better firing position. The following rules apply to figuring out what targets are valid.

Covered Targets: If your target is only about half-way hidden behind an obstacle, or a Mech in front of it is a smaller weight class, your target will be "in cover", which grants it a +1 bonus to his shields for his saving throw. Any obstacle covering less than half of the actual model will offer no bonus.

Concealed Targets: If an obstacle or a Mech of equal or larger weight is between you and your target, they will be concealed from view, and the target will be granted a +2 bonus to his shields. Over half of the target should be covered to benefit from Concealment.

Blocked Targets: If a target is over 75% covered, they are considered blocked and cannot be fired upon.

Elevated Positions: Many Mechs are equipped with upgrades that allow them to jump or teleport up to higher areas and take up better firing positions. If the attacking Mech is at an elevation at least 4" higher than the target's position, measured from the attacker's base to his target's base, it will have a -1 to hit bonus.



COMBAT

MELEE COMBAT

Melee Combat is handled much the same way as Ranged Combat, with a few differences. You may only attack a Mech in Melee Combat if it is within 1" of your Mech's base, and you may attack any enemy whether they are in front or behind you. There is no firing arc or line of sight, and attacking an enemy from behind in melee does not give you a bonus. Melee combat is rumble of metal crashing into metal where there can be only one victor.

Rolling to hit will work exactly the same way as Ranged Combat, with a base target number of 4 to hit. Melee combat also has the same movement modifiers, in addition to outnumbering. If you have more than one enemy within 1", your Mech will be outnumbered and suffer a +1 to hit modifier, but if you have other members of your team within 1" of your target, you will outnumber your opponent you may add +1D6 when rolling to hit.

Basic Attacks: All Mechs are allowed to make **one** basic melee attack per activation, as they try to ram, punch or kick their opponents. This attack will use one action and will be made with the Mech's Melee Combat attribute and the Mech's unmodified Power.

Using Melee Weapons: Most Mechs are designed for ranged combat, but some pilots prefer to get up close and personal. There is a wide variety of melee weapons available to your Mechs, such as Buzzsaws, Siege Drills and Wrecking Balls. Having extra weapons gives your Mech extra attacks. You may use 1 weapon per action, and like guns, you cannot attack with the same exact melee weapon more than once in the same activation. Mechs equipped with melee weapons should always use their weapons first. They can then make one basic attack after their weapons have been used if they have Energy remaining. Remember, as with all ranged weapons, all Mech's Melee weapons will have a +1 Power Bonus, already added to the Pilot Card. Basic attacks do not benefit from the Power bonus.

Example: Your Mech has 3 Energy, and 2 melee weapons. You can attack 3 times, the first 2 attacks will be made with your 2 melee weapons, and your third attack will be a basic one.

Break Away: When you are in melee combat, Mechs are considered “locked” in combat. You must defeat your enemies in melee combat before you will be able to attack a different target, unless you are able to free yourself and move away.

You may use a Break Away action to attempt to move away from melee combat, but if you do leave combat your opponent will get 1 free melee attack against you, even if his Mech was already activated that turn. He will make 1 melee attack with any melee weapon he wishes to use. If you survive this free attack, you may then move away up to your Speed and continue your activation like normal.

Valid Targets: Mechs may only attack 1 enemy Mech in Melee Combat per activation, even if they are surrounded by multiple enemies. If you happen to take your enemy out of action, and have Energy remaining, you may then attack a new target.



In this example, Painkiller is able to attack Kodachi and Tsuragowa, but Lightfoot can only attack Tsuragowa.

Kocachi and Tsuragowa may attack Painkiller, while Tusagowa may attack both Painkiller and Lightfoot.

COMBAT

DEFENSE

After you hit your opponent in ranged or melee combat, you will have to get through his shields to do any damage. Let your opponent know how many successful hits you scored when you rolled to hit. He will roll an amount of dice equal to his Mech's Shields to make his saving throw, and his target number will be the Power of your attack. He must roll enough successful saves to meet or exceed the amount of hits you scored. For example, if you scored 3 hits, at least 3 of his dice must roll at or above your attack's power to avoid taking damage.

If he does not roll enough saves or he does not have enough dice to beat the amount of hits rolled, then your attack will get through his shields and his Mech will take one point of damage.

To assign damage, he will roll 1D6 and look at his Pilot Card or Pilot's listing on his roster. Each weapon will have a number associated with it. If he rolls a number listed for a weapon, that weapon will be destroyed for the remainder of the game.

If the damage roll results in a number not used by a weapon, or for a weapon that was previously destroyed, the Mech will lose 1 point of Armor instead. When a Mech's Armor reaches zero, or if all of its weapons have been destroyed, it is out of commission and the pilot is automatically ejected. Lay the Mech down on its side to show that it is out of action, but it should still remain on the board to count as an obstacle for other Mechs.

Overpowered Attacks: Some weapons can be so devastating that their overpowered attacks will make short work of your enemies. If a Mech is struck by an attack with a Power of 7 or more, it will take two points of damage instead of one if it does not pass its saving throw. In this case, you will roll two separate times when you assign damage.

VICTORY & DEFEAT

As mentioned previously, most games will last for 6 full game turns. After the game ends, if one team isn't completely destroyed first, both players add up their victory points to determine the winner. If a team is totally wiped out, the other team will automatically win even if you haven't reached the last turn yet.

Each light Mech you destroy is worth 1 victory point, each Medium Mech is worth 2 points and each Heavy Mech is worth 4 points. Additionally, destroying an Ace pilot's mech will earn you 1 additional Victory Point.

AND THERE YOU HAVE IT!

This is the end of the basic rules for Mechadrome, we've covered everything you need to start playing, but we'll summarize everything below in case you need a refresher. Time to get your team started and fight your way to glory in arenas across the galaxy!

Summary of Play:

- 1) Build your team of Mechs
- 2) Set up your arena game board and select deployment positions.
- 4) Deploy your forces
- 5) Roll for initiative then blow each other to bits!

Next, we will go over some specialized rules for optional scenarios, race backgrounds and complete descriptions of each type of weapon and upgrade available.

ADVANCED GAMEPLAY

Official Sanctioned Mechadrome Battles are usually played with two teams fighting against each other, with the simple rule of kill or be killed where the team that scores the most kills is the victor. However, many exhibition games or special events are held quite often, introducing new rules or objectives to keep the fans on their toes. What follows are some special rules for altering standard Mechadrome games for you and your friends to try.

MULTIPLAYER GAMES

Mechadrome games aren't always fought against two evenly matched teams. Many battles are fought with former rivals teaming up against a stronger foe. Multiplayer games are great for clubs that have a lot of players, and are a great way to get some really epic battles going. Here are some rules to make your games a little more interesting.

Multiplayer Initiative - In multiplayer games, we suggest all players roll for initiative as normal, but activations will happen starting with the winner, then going around the board clockwise. The first player activates his first Mech, and then he will not be able to activate another until every player has activated one.

3 Players - If you have 3 players, we suggest having one player with a team twice as large as the other two, so the two smaller teams' fame will add up to the same amount as the one large team. The two small teams will be working together to take down the larger one. The larger team should activate two Mechs per game turn, while each smaller team will activate one each.

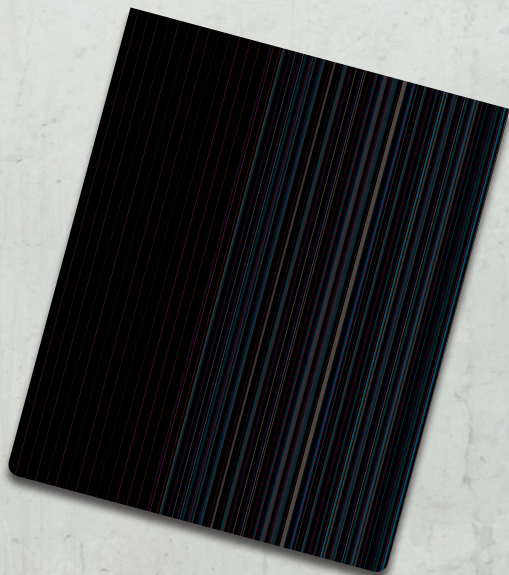
4 Players - Probably the most common multiplayer games. Each player should have one standard team, ready for battle. All teams should have the same exact Fame level, or be off by no more than ten points. Then, it will be up to the players to decide if you will fight everyone for themselves, or team up against each other.

ARENA CARDS

Arena Cards are designed to give your games a new twist, bringing random objectives, power-ups and special environmental effects to challenge your pilots.

To use the cards, simply shuffle the deck before you start the game and place it in an area where all players can reach them easily. Then, before you roll for initiative at the start of a game turn, all players should draw a card. Each card will have all necessary rules printed on it. It may be a new objective for you to achieve for extra victory points, or a bonus upgrade you can add to one of your Mechs and a whole lot more.

Arena Cards are available separately, and are not necessary to play the game. Some special releases and promotions may also include rare cards not available in the standard deck, and also available in our online store. Collect them all!



MECH LAB

While many players prefer to use the pilot cards packaged with our Mech models, you also have the option to build your very own team and Mechs from scratch with the attributes, weapons and upgrades of your choice. The rules below will tell you how to build a Mech, and to make it easier, you can download a blank Team Roster Sheet or blank Pilot Cards from our website at Mechadrome.com.

1. Assign your Attributes

The first thing you will need to do is set all of your attributes to 1, then increase them with bonus points based upon the weight of your Mech. No Attributes can be raised higher than 6.

Light Mechs may spend 10 points raising Power, Speed, Energy, CPU, Ranged Combat and Melee Combat. Light Mechs will have 4 Armor and 2 Shields.

Medium Mechs have 15 bonus points to spend, plus 6 Armor and 3 Shields.

Heavy Mechs have 20 bonus points to spend, plus 8 Armor and 4 Shields.

You may not use bonus points to raise Armor and Shields, as these are a fixed amount based on your weight class.

2. Add a Pilot

Now your Mech needs someone to drive it. Pilots know every square inch of their Mechs like the backs of their hands (or claws, or tentacles) and are the only ones who can maximize their Mech's true potential. Pick a good callsign, or nickname, for your pilot and record it on your card or roster. Lastly, if your new pilot is an Ace, he will have 2 additional points to spend raising any Attributes except for Armor or Shields.

3. Select your Upgrades

Now you need to assign upgrades to your Mech, found on page 48.

These upgrades come in the form of customized software or mechanical enhancements. Your Mech may have as many upgrades as its CPU level, so if your Mech's CPU is 3, you must choose 3 upgrades.

4. Get your Guns

After your upgrades are chosen, the next thing you need to do is assign weapons and equipment to your Mech. Each weight class has a specific number of equipment hardpoints. Light Mechs have 3, Medium Mechs have 4, and Heavy Mechs have 5. You may choose anything from the weapon listings starting on the next page.

Be sure to assign a number to each weapon you add, because when a Mech is damaged, their equipment and weapons can be destroyed. The first weapon you choose will be #1, followed by #2 and so on. Refer to the Pilot Card picture on page 13 for an example.

Mech Power Bonus

As mentioned previously, all Mechs have a +1 Power bonus for every weapon they use, in addition to any other bonus listed in the weapon's description, such as a Blaster's bonus to Short Range targets. The standard +1 Power bonus will already be added on your Pilot Cards. Don't forget this rule if you are designing your own Mechs from scratch! Drones do not benefit from this bonus, nor do basic melee attacks, only Mech weapons.

5. Make yourself famous!

The last thing you must do is calculate your new Mech's Fame level. Each Light Mech has a base value of 25 fame, Medium Mechs start at 50 and Heavy Mechs start at 75. You must also add your weapons and upgrades to this base level.

Each upgrade you choose will increase your Fame by 2 points, and each weapon will increase it by 5 points, and Ace pilots will also increase fame by 10 points.

You are not required to add upgrades to your mech, if you want to keep your points low. You also do not need to fill every weapon hardpoint, but you do need to choose at least 2 weapons - one for each "arm".

RANGED WEAPONS

BLASTER

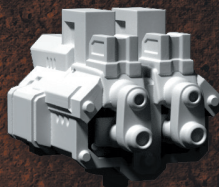
A small gun, often resembling a pistol or turret. Blasters are mostly close range weapons that shoot an explosive spray of radioactive ore. Due to its high muzzle velocity, Blasters will grant +2 Power against targets in it's Short Range, rather than the usual +1.

SR: 6"

LR: 12"



LIGHT



MEDIUM

CHAINGUN

A low tech gun designed to fire metal bullets at a high velocity, at a rate of a hundreds of rounds per second. Their high rate of fire grants a bonus of +1D6 when rolling to hit.

SR: 8"

LR: 16"



LIGHT



MEDIUM

MISSILE POD

Missiles are medium range indirect fire weapons that may be fired upon concealed targets as they are designed to sail over and around obstacles. Mechs equipped with Missile Pods may target any enemy Mech within range and your firing arc. Your target will receive no shield bonus if he is in cover, and his Concealed shield bonus will be +1, instead of the usual +2.

SR: 7"

LR: 14"



LIGHT



MEDIUM

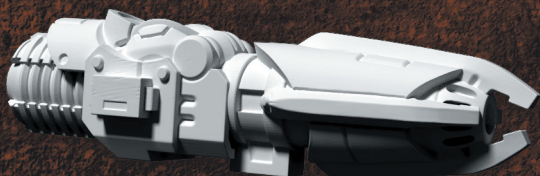
PLASMAGUN

SR: 10" LR: 20"

The most common weapon in Mechadrome arenas, Plasma Guns fire heated plasma bolts at a high rate of speed and good degree of accuracy. They have a medium range and have an average accuracy rating. A target damaged by a Plasmagun will be unable to Boost Shields in it's next activation.



LIGHT

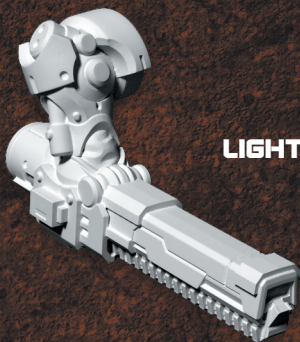


MEDIUM

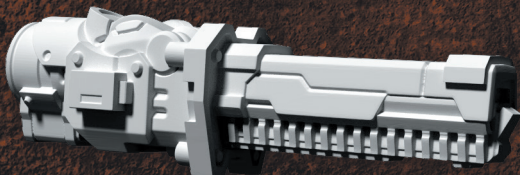
RAILGUN

SR: 12" LR: 24"

High velocity weapons that use magnetic fields to propel small slugs that easily rip through the toughest armor and shields. Targets hit with a Railgun shot will be forced to reroll 1 successful D6 from their saving throw.



LIGHT



MEDIUM

MELEE WEAPONS

BUZZSAW

These circular Martanium blades will cut through just about anything. Buzzsaws allow you to reroll 1 missed D6 when rolling to hit.



LIGHT



MEDIUM

CRUSHERFIST

A modified piece of WreckerTech, used to crush junk into smaller pieces for proper disposal, now these claws and fists are used to rip Mechs to shreds. A target damaged by a Crusherfist will be unable to Repair on its next activation.



LIGHT



MEDIUM

JACKHAMMER

These weapons are used to punch through enemy armor. If you damage an enemy Mech with Jackhammers, you may force the target to reroll his damage location roll.



LIGHT



MEDIUM

SIEGE DRILL

A mining device adapted for Mechadrome arenas, this drill will make short work of the heaviest Mechs. Each roll of 6 to hit with a Siege Drill will increase the current attack's Power by 1.



LIGHT



MEDIUM

WRECKING BALL

There are few things more fearsome than a 2 ton spiked ball of Martanium headed right for your face. Its chain can be retracted so a Mech can wield it as a melee weapon, or the ball can be ejected forward to extend a Mech's reach in melee combat to 3" rather than the usual 1".



MEDIUM

UPGRADES

Assault Mech - You may attack with two of the same kind of melee weapon at the same target in one big hit, combining both to hit rolls into one action.

Combat Drop - If your Mech is a Jumper, you don't deploy with the rest of your team. On the 2nd game turn you can land in any open area in the arena. Landing is considered 1 movement action.

Deflector Shields - If this Mech is shot at and makes a successful saving throw, you may deflect this shot at any enemy within 12". This enemy will have to make a saving throw against the same amount of hits, but at -1 power.

Drone Commander - This Mech may form a small squad with up to two Drones of any type. Each Drone will increase Fame by 10. See page 19 for Drone rules.

Dropkick - If this Mech is a Jumper, on the same movement that it enters melee combat, your first melee attack will be at +1 Power.

Energy Reserves - If this Mech does not use its full amount of actions in a turn, it may save 1 point of Energy, and thus 1 action, to be used in its next activation.

Extended Scanners - Every Mech on your team with this upgrade will add +1 to the result your Initiative roll each Game Turn.

Hardpoint Array - Your Mech has a reinforced chassis allowing it to carry 1 additional weapon above its usual level. Thus, Light Mechs may have 4 weapons, Medium Mechs may have 5 and Heavy Mechs may have 6.

Hit & Run - Enemy Mechs do not get a bonus attack if you perform a Break Away action.

Impact Dissipation - An additional energy field backs up your Mech's Shields, allowing you to reroll 1D6 from failed saving throws.

Infiltrator - Active Nanoflage Plating allows this Mech to blend into its surroundings. If your Mech would benefit from a Cover bonus, treat this as a Concealed bonus instead.

Jumper - Some Mechs are equipped with booster jets or personal teleport devices. These can be used as a movement action, allowing you to ignore any obstacles in your path and jump right over or through them, no matter how dense or how high. You may also use them to jump up or down to different elevations. Mechs may only jump once per activation, and jumping will add +3" to your movement.

Last Laugh - Your escape pod is equipped with a hidden missile pod. When destroyed, this Mech may fire a free shot at the enemy that destroyed him as if it were equipped with missile pods.

Mulligan Subroutine - This Mech has a pool of reroll dice equal to its CPU level. These Mulligan dice may be used to reroll any dice this Mech rolls at any time, but once a reroll die is used it is lost for the remainder of the game.

Nano Fixers - These small nanobots assist with your repairs, lowering the target number for all Repair rolls to 5.

Overload - Once per activation, your Mech may spend 1 additional action to add +1 Power to its next attack.

Preferred Weapons - This Mech may select **one** weapon that will always have a -1 to hit bonus, basically starting with a to hit target number of 3 to hit instead of the usual 4.

Ramming Speed - If you moved into melee combat, your first melee attack will have +1 Power.

Recon - If this Mech can draw a clear line of sight to an enemy, friendly Mechs will be able to hit him easier. The target will lose its shield bonus for being in cover, and a concealment bonus will be lowered to a cover bonus. May be combined with Missile Pods to negate concealment completely.

Salvo - You may fire with two of the same ranged weapons at the same target in one big blast, combining both to hit rolls into one action.

Strider - This Mech can run incredibly fast, granting it a permanent +1 bonus to Speed. Heavy Mechs may not select this upgrade.

Targeting Computer - One ranged attack per activation may ignore the Long Range to hit penalty.

Shield Breaker - Your opponent must reroll 1 successful D6 on his saving throw from your melee attacks. If a weapon also has this ability, your opponent will have to reroll up to two successful dice.

Shield Generator - This small, yet invaluable device will permanently lower the target number for Shield Boost actions to 5.

ORGANIZED PLAY

These League rules will allow you and your friends to have ongoing seasons for your Mechadrome teams, where your pilots will gain experience after each game and earn fame and fortune.

A “League” is a term used to describe a series of games that are linked together, where one could effect the next, or part of an ongoing storyline, sometimes also called a campaign. In Mechadrome, a league could last for as many games as you wish, or just go on forever if you and your friends prefer.

PLAYING IN A LEAGUE

In order to play in a campaign, you and your friends need to be a little more organized, and keep track of your wins and losses, who shot who, and who survived each battle. Leagues are best played among several friends, often as part of a gaming club, and it can be great fun to watch your teams grow from a few rookies off the street to a championship team of bazillionaire celebrity pilots.

THE REF

Though optional, leagues are often organized by one player, who all of the other players will report their wins, losses and other battle results to. This player is the Ref. He will keep track of all of the results and may also moderate disputes in games that may arise. A Ref is not necessary, just helpful especially when a lot of players are involved.

In addition to keeping things organized, a Ref will also have to keep all players informed of what’s going on. Some will create email newsletters for their club, or create online forums, or just keep a chalkboard tally of each team’s fame at your club’s favorite location. A Ref will also be responsible for keeping track of any bounties offered or claimed, as well as making sure all players know when there’s a price on someone’s head.

STARTING A TEAM

Creating your team and recruiting new pilots is handled a bit differently in leagues. All pilots will begin their careers behind the controls of a Light Mech, and you may assign your Attribute Points as described on page 28.

RECRUITING MEMBERS

Owning your own team of pilots and giant stompy robots for them to drive can be rather expensive. It is a privilege often reserved for planetary governments or large corporations, but every so often a rookie comes off the street and sets the league on fire with raw talent that cannot be ignored. Still, a team owner must purchase his Mechs and pay pilots a salary as well if he wants to get anywhere in the league.

Each new team in the league will begin with a bank account of \$2000. Additionally, each team must begin with a minimum of two pilots and Mechs. These two pilots and mechs, and all weapons, must be paid for. See the list below for prices you will have to pay to recruit new members and build new Mechs. Remember, all Mechs must have at least 2 weapons.

Rookie Pilot: \$200

Light Mech: \$300

Medium Mech: \$700

Heavy Mech: \$1500

Melee Weapons: \$200

Ranged Weapons: \$250

Upgrades: \$100 each

As you can see, your starting bank account will allow you to add 2 Light Mechs and pilots to your roster. If the Ref and/or all players in league agree, you may start your teams with more funds. We suggest \$2000 as it lets your teams start out as bottom barrel rookies and work your way up to real champions.

After your teams are formed, you may set up and play your games like you normally would. Keep your team's Fame in mind, as always, and be sure to play against teams of similar Fame.

ORGANIZED PLAY

AFTER THE GAME

After your game ends, your Mechs will head to the Pit Crew for repairs and the pilots will get ready for the next match. Now it is time for the “Aftergame Phase”. This should be treated as part of the game you just played, and you and your opponent should do everything together, or have your Ref watch over the results.

CASUALTIES

Once the game ends, set aside all of your Mechs that were destroyed, it's time to see if they can be salvaged. For each Mech out of commission, roll 2D6 and add them together, then consult the following list to see what your Pit Crew can do to fix your Mechs.

2: Nothing but worthless scrap.

This Mech is far beyond repair, damage received was just too severe. Remove this Mech and all of its equipment from your roster. The Pilot now has no Mech to drive, and you must purchase a new Mech or assign him an old one if you have any to spare in your hangar.

3: This one needs an overhaul.

This Mech was smashed up quite badly, but it is not beyond repair. It can be salvaged if you pay half the cost for it's weight class to fix it.

4: The power grid got hit pretty hard.

In your next game, this Mech will suffer a -1 Power penalty.

5: Mobilization servos are fried.

In your next game, this Mech will suffer a -1 Speed penalty.

6: Reactor coolant is leaking all over the place.

In your next game, this Mech will suffer a -1 Energy penalty.

7: Piloting systems have crashed, will take a while to reboot.

In your next game, this Mech will suffer a -1 CPU penalty. Select 1 upgrade that will not be used in your next game.

8: Appendage joints are all jammed up.

In your next game, this Mech will suffer a -1 Melee Combat penalty.

9: The optics were smashed.

In your next game, this Mech will suffer a -1 Ranged Combat penalty.

10 - 12: Just a blown armor plate, easy fix!

Damage was not as bad as expected, this Mech may fight normally in the next game.

GET PAID

After your Mechs' damage is worked out, it's time to earn some cash! Every Mech on your team that was unharmed in the last game will earn you \$200, damaged mechs will earn \$100. Additionally, each Mech your team took out of action in the game earns you extra rewards, \$25 for Drones, \$100 for Light Mechs, \$200 for Medium Mechs and \$400 for Heavy Mechs. Add your earnings to your current bank account.

Bullies - No one likes a bully, and if you bully another team, they're going to make extra cash. If your Fame was lower than your opponent by more than 20 points, weather you won or lost, your team will earn an additional \$200.

GO SHOPPING

Now you may spend money buying new weapons, new mechs or hiring new pilots. Use the same price list you used to recruit your team page 51 and simply subtract the prices from your Team's bank account.

UPDATE FAME

If you added any new Mechs or pilots to your team, or if you had to subtract some that were totally destroyed, update your Fame total. Now you are ready for your next match!

TERRAN TITANS

One of the first teams officially sanctioned by the GML, the Terran Titans were formed almost out of necessity. Gathered under the leadership of Dalton Shane, the Titans were a ragged bunch of military veterans, struggling to find a way to survive in these new times of peace. Money and fame were not the draw that brought these warriors together, rather the desire to get back into action once again. With tactics built around military manoeuvres, the Titans appeal to the crowds desire for extreme violence.





TEAM BUSHIDO

True to their history, the pilots of Team Bushido are masters of the hit and run tactic. While the Titans favor long range firepower, Team Bushido mechs are loaded with a variety of close combat weapons that can slice through the toughest armour. For many years, each pilot is trained in the combat style now known as Mechjitsu, chosen only for the team once a series of tasks have been completed. These tasks are secret to all outsiders, but Makuzo, team Captain and holder of the most silent kills award, is rumoured to have spent many weeks wandering the ruined plains of Mitsufuji encased in her Mech completing each and every one of them.



