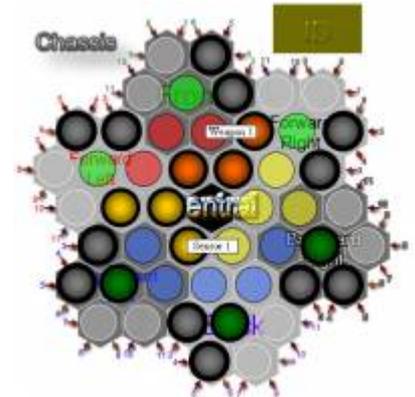


Sample Mecha Bots

Chassis

 Armour Protection	 Mobility Speed	 Sensor Range	Armour 4 Connector
 Armour Resistance	 Mobility Terrain	 Weapon Damage	
 Boiler	 Sensor Accuracy	 Weapon Range	



A sample Bot chassis full of components
Legend for the image of what the graphics mean

Description

- Each outer location has **Armour** counters in two parts (of 2 counters each - light and dark grey) for “Armour Protection” and “Armour Resistance”.
 - For damage to get past those hexes on the chassis diagram, it will be reduced by 2 (Protection) and for every damage over 2 points done (after the reduction), the armour is reduced by 1 (resistance)
- Each outer location (total 6) has a **Mobility** counter in it - 3 are light and 3 are dark green for “Mobility Speed” and “Mobility Terrain”.
 - Having counters in 6 locations means the Bot can turn once for every hex moved forward. If it had all 7 locations, then it could turn on the spot. It has 3 movement points per turn (Speed) and is equipped with Legs (Terrain) which enable it to move on roads, off roads and in difficult terrain
- The Bot has 6 **Weapon** counters (3 light and 3 dark red) that have a connector between them as the counters cover more than one location and which counter belongs to which component would get confusing if there were more than one weapon.
 - The weapon covers the locations of Forward Left, Front and Forward Right and so has a 180 degree arc of fire to the front. It causes 3 damage when it hits (Damage) and has a range of 3 hexes (Range).
- The Bot has 7 **Sensor** counters (4 light and 3 dark yellow) that have a connector between them as the counters cover more than one location and which counter belongs to which component would get confusing if there were more than one sensor.
 - The sensor covers the locations of Forward Left, Forward Right and Backward Right so has a 180 degree arc of fire to the sides (120 right, 60 left). It adds +4 to hit with a weapon (Accuracy) and has a range of 3 hexes (Range).
- Finally the **Boiler** resides in the back three locations and consists of the 5 blue counters.
 - Each boiler counter powers 4 counters of weapon, sensor or mobility. A total of 19 for this Bot.

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