

Status Sheets

Components

Numbers

- Boiler
 - Each boiler component powers 4 components of the types Weapon, Sensor or Mobility. Other component types do not require a boiler.
- Weapons, Sensors
 - Each “r” component increases range by 1 hex
 - Each “d” component increases damage by 1
 - Each “a” component increases accuracy by 1
- Mobility
 - Each “t” component changes the the mobility type of the Bot—0=Wheels, 1= Halftrack, 2=Tracks, 3=Legs, 4=Powerful legs, 5=Jump jets, 6=Jets, 7=Hover Jets
 - Each “s” component increases speed by 1
- Remote Control
 - Each component increases range by 1 hex

Locations

- Weapons and Sensors
 - If all components are in the Central location, it has a 360 degree arc
 - Otherwise, each location is a 60 degree arc
- Mobility
 - Each location that contains a mobility components affect the turn ratio. —Number of hexes a bot must move forward before it can turn 60 degrees = 7-number of locations.

Combat

# of Sensor Accuracy components	Range							
	1	2	3	4	5	6	7	8+
0	0	0	0	0	0	0	0	0
1	1	0	0	0	0	0	0	0
2	2	1	0	0	0	0	0	0
3	3	2	1	0	0	0	0	0
4	4	3	2	1	0	0	0	0
5	5	4	3	2	1	0	0	0
6	6	5	4	3	2	1	0	0
7	7	6	5	4	3	2	1	0



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