

# zedmech

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A simple rule set for hex-based tabletop mech fighting game. Hackable, simple, quick.

Inspired by Bill Ward's Mek28.

## Assembling

Every mech starts with...

- 18 Hull Points (HP), how tough your mech is
- 3 Movement (M), how fast your mech moves
- 3 Load (L), how much your mech can carry

You can buy/sell 2HP and 1 Load for extra 1 Movement. For example, you sell 2HP and 1 Load for a movement, so now you get a 16 Hull / 4 Move / 3 Load.

## Equipment

Your Mech can bear 2 types of equipment: **Weapons** and **Specials**. They take 1 Load. No repeats.

## Taking a Turn

1. Choose a Mech to activate that wasn't activated before.
2. Perform as many actions as you wish. You can...
  - **Shoot** a visible Mech.
  - **Punch** an adjacent Mech.
  - **Move** to available spaces.
  - **Activate** your equipment.
3. When done, **Vent** or **Overwatch**.

4. Pass the turn to the next person.
5. Repeat until someone wins.

## Rolling

Roll a standard dice.

❏, ❐ and ❑ are failures. ❒ and ❓ are successes. ❔ is a *critical success*.

On a *crit* something extra might happen.

## Line of Sight

Two positions are visible if there exists a straight line from one to the other.

## Pushing

Move the target away from the attacker by the specified amount in ⬡. Shown with the ⇒ symbol.

If a wall is in the way take damage equal to the remaining push.

If another Mech is in the way, they both move as if pushed.

## Taking Damage and Heat

Heat (☒) and Damage (X) grow against your Hull. If they overlap the Mech *Overheats*.

# Turn

## Shooting

Choose a weapon. Pick a ✂ ◻ within range. Apply effects described on the weapon.

If the space is occupied by a Mech it may dodge. For that do a roll. Ignore effects on success.

## Punching

Choose an adjacent ◻. Gain 3✂, deal 1⇒2X.

If the space is occupied by a Mech it may dodge. For that, do a roll. On a success no effects are applied.

## Moving

Move your Mech by one ◻ for each Movement it has or less. Gain 2✂.


## Activating

Perform the action described on the ability. An ability may only be used once per activation.

## Reactions

A reaction is formatted as “A *trigger*. An effect”. After the event described on the trigger has happened the event is activated. Reactions are executed in turn order around the table.

## Deployables

A *deployable* can be placed with an action. They occupy a  and block line of sight. They have 1 Hull and are destroyed if taking damage or an effect. They never roll to evade. They are immune to heat. Only one deployable from an ability may be active at a time.

## Venting


Remove 6 .


## Overwatching

Remove 2 . If a Mech enters a Weapon's range you may fire that weapon. Follow the rules for *shooting*.

The weapon is considered fired for the next activation.

## Overheating

When  and X overlap the Mech overheats. Roll the amount of dice equal to overlap. Take the lowest. On a success remove all overlap.

An Overheating Mech explodes. All mech in 4 $\circ$  evade on a crit. Otherwise they take 3X and 2.

## Conditions

Conditions effect Mechs temporarily. They are written as "Name X", where X is the number of activations that this effect sustains. All conditions tick down at the end of an activation.

- **Burn X.** When ending an activation gain 1☒ and 1X.
- **Exposed X.** Roll an extra dice for all attempts to dodge. Take lowest. The condition is automatically removed when the Mech takes damage.

Conditions do not stack. Instead chose the highest number.

### **Difficult Terrain**

Terrain can obstruct your movement.

- Moving in or out of water is an equivalent of a Movement action.
- Moving up an elevation requires an additional move.

### **Takesies-backsies**

Any actions may be rolled back up to a dice roll.

### **Credit**

Thanks to Robert, Unai, Kartik, Shannon and Noah for play-testing and contributing ideas.