

# WEAPONS

Name \_\_\_\_\_  
 Type \_\_\_\_\_  
 Scale \_\_\_\_\_  
 Fire Arc \_\_\_\_\_ Rate of Fire \_\_\_\_\_

## FIRE CONTROL

Short      Medium      Long  
 ○○○      ○○○      ○○○

## RANGE

Short      Medium      Long  
 \_\_\_\_\_ / \_\_\_\_\_ / \_\_\_\_\_

## DAMAGE

Short      Medium      Long  
 \* \_\_\_\_\_ / \_\_\_\_\_ / \_\_\_\_\_

Name \_\_\_\_\_  
 Type \_\_\_\_\_  
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 Fire Arc \_\_\_\_\_ Rate of Fire \_\_\_\_\_

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Short      Medium      Long  
 ○○○      ○○○      ○○○

## RANGE

Short      Medium      Long  
 \_\_\_\_\_ / \_\_\_\_\_ / \_\_\_\_\_

## DAMAGE

Short      Medium      Long  
 \* \_\_\_\_\_ / \_\_\_\_\_ / \_\_\_\_\_

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 ○○○      ○○○      ○○○

## RANGE

Short      Medium      Long  
 \_\_\_\_\_ / \_\_\_\_\_ / \_\_\_\_\_

## DAMAGE

Short      Medium      Long  
 \* \_\_\_\_\_ / \_\_\_\_\_ / \_\_\_\_\_



# A STEAMPUNK WESTERN ROLEPLAYING GAME

## MECH

Description \_\_\_\_\_  
 Name \_\_\_\_\_  
 Type \_\_\_\_\_  
 Cost \_\_\_\_\_ Length \_\_\_\_\_  
 Scale \_\_\_\_\_ Weight \_\_\_\_\_  
 Cargo Capacity \_\_\_\_\_ Crew \_\_\_\_\_  
 Hit Points \_\_\_\_\_ Passengers \_\_\_\_\_  
 Armor: ○○○○○○ Move \_\_\_\_\_  
 Structure: ○○○○○○ Acceleration \_\_\_\_\_  
 Mobility: ○○○○○○ Deceleration \_\_\_\_\_  
 Targeting: ○○○○○○

## AUGMENTS

<b>SHOULDER SOCKETS</b>		<b>SHOULDER SOCKETS</b>	
<b>ARM SOCKETS</b>		<b>ARM SOCKETS</b>	
<b>LEG SOCKETS</b>		<b>LEG SOCKETS</b>	
<b>FREE SLOTS</b>			

Quick Creation: Select Chassis, Arms, and Legs. Determine Move, Acceleration, Deceleration, Armor, Structure, Mobility and Targeting. Hit Points = 24 x (Armor + Structure)

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