

WEAPONS

Name _____
 Type _____
 Scale _____
 Fire Arc _____ Rate of Fire _____

FIRE CONTROL

Short Medium Long
 ○○○ ○○○ ○○○

RANGE

Short Medium Long
 _____ / _____ / _____

DAMAGE

Short Medium Long
 * _____ / _____ / _____

Name _____
 Type _____
 Scale _____
 Fire Arc _____ Rate of Fire _____

FIRE CONTROL

Short Medium Long
 ○○○ ○○○ ○○○

RANGE

Short Medium Long
 _____ / _____ / _____

DAMAGE

Short Medium Long
 * _____ / _____ / _____

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FIRE CONTROL

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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

SHOULDER SOCKETS _____ _____ _____		SHOULDER SOCKETS _____ _____ _____	
ARM SOCKETS _____ _____ _____		ARM SOCKETS _____ _____ _____	
LEG SOCKETS _____ _____ _____		LEG SOCKETS _____ _____ _____	
FREE SLOTS _____ _____ _____			

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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