

Westward

A STEAMPUNK WESTERN ROLEPLAYING GAME

MECH

Description _____

Name _____

Type _____

Cost _____ Length _____

Scale _____ Weight _____

Cargo Capacity _____ Crew _____

Hit Points _____ Passengers _____

Armor: ○○○○○○

Structure: ○○○○○○

Mobility: ○○○○○○

Targeting: ○○○○○○

Move _____

Acceleration _____

Deceleration _____

AUGMENTS

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

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
* /	/	/

Name _____

Type _____

Scale _____

Fire Arc _____ Rate of Fire _____

FIRE CONTROL

Short	Medium	Long
○○○	○○○	○○○

RANGE

Short	Medium	Long
/	/	/

DAMAGE

Short	Medium	Long
* /	/	/

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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