

# *Space Aces: Massive Mechs*



**Callsign:** \_\_\_\_\_

**Frame:** \_\_\_\_\_

## **Weapons & Systems:**

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(Upgrade Weapon or System +1 MK for 5 Bounty Points. Receive +MK bonus to rolls when invoked)

### **Frame HP:**



Current      Max

(Start with **15 Max Frame Hit Points**. Mech is destroyed at **0**. Spend 2 Bounty Points to Upgrade Frame by 1.)



### **Reactor:**



Current      Max

(Start with **2 Max Reactor Points**. Use Reactor Point to roll twice & choose best. Spend 3 Bounty Points to Upgrade Reactor by 1.)

**Interlock Activation:**

(Mark 1 for every **Benefit** your team rolls.)

Spend 5 to **combine Mech Frames** into one Mega Mech. Add each Mech's **Frame Points & Reactor Points** together. Receive **+1 bonus to each roll** per joined Mech.)

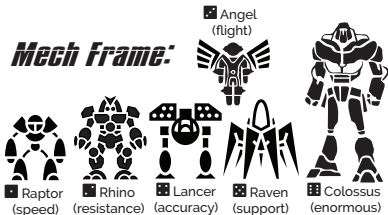


## Bounty Points:



(Start with 20 Bounty Points to build / upgrade Mech.  
Earn Class x2 Bounty Points for each Monster defeated)

## Mech Frame:



## Weapons: (Buy new Weapon for 5 Bounty Points.)



## Systems: (Buy new System for 5 Bounty Points.)

