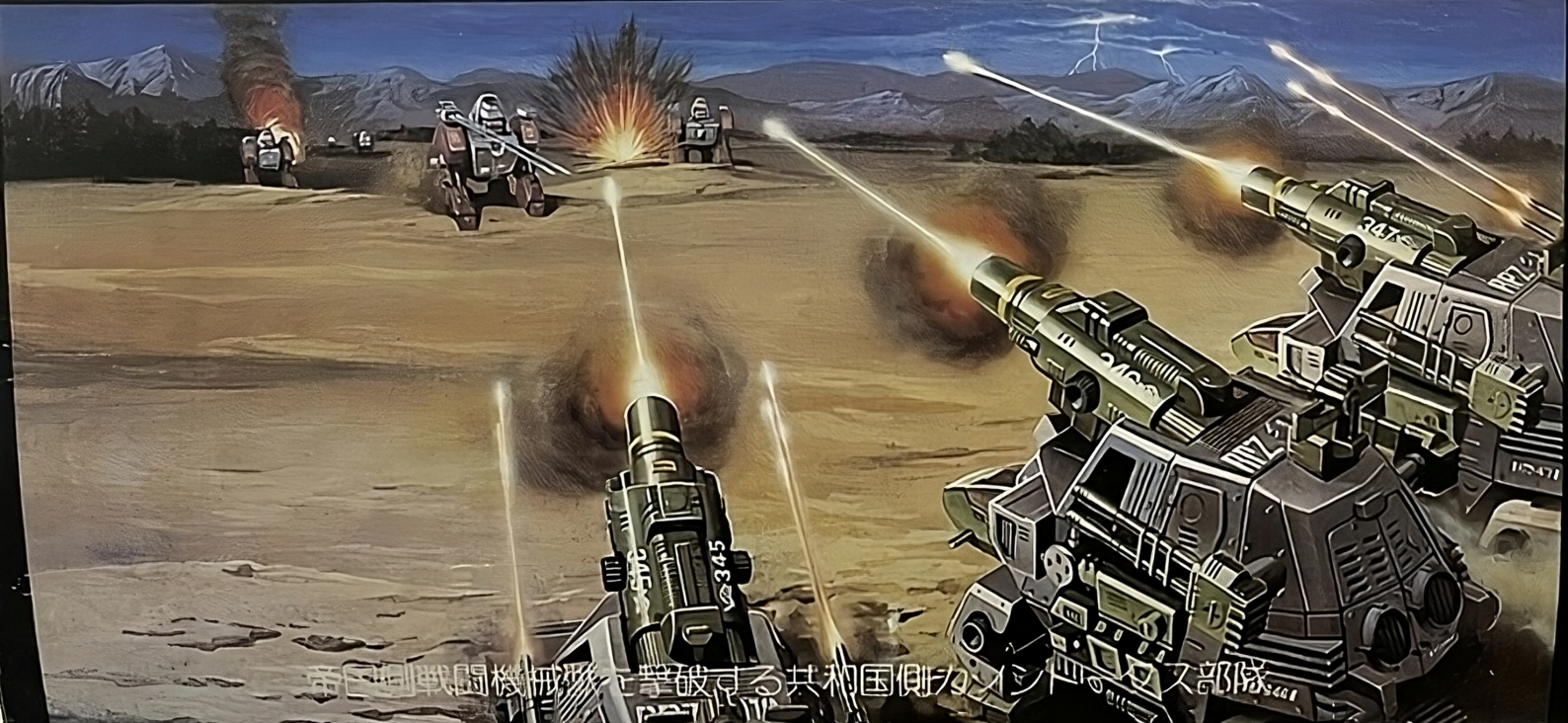


ZOIDS



Zoids are mysterious mechanical life forms native to planet Zi. Part machine, part animal, they have a will of their own and fighting spirit. Together with their pilots they brave the unknown and reach for new heights as partners.



帝国側戦闘機部隊が撃破する共和国側カノン部隊

In the early days of recorded history the ancient Zoidian race, a race identical to humans in appearance, were split between numerous tribes and beginning to form early civilizations with the prehistoric Seismic Disasters finally at an end. In ZAC 500 Helic Muroa united the tribes and formed the Helic Kingdom. In ZAC 530 King Helic had two sons, the elder son Helic Muroa II and the younger Zenebas Muroa. Helic II was raised as heir to the throne and taught matters of state from an early age while Zenebas was taught the art of war and raised to lead his brothers army. In ZAC 550 King Helic died and his son Helic II was crowned as the new king. In ZAC 560 the first Colony Ship from Earth lands. This was the first of ten colony ships that set out fleeing the Earths destruction. The human refugees were welcomed into the Helic Kingdom, which gained significant technological advancements in the exchange. There was a great deal of intermarriage and cultural exchange between the native Zoidians and humanity and in time pure blood Zoidians became all but extinct. In ZAC 570 Helic II, enamored with humanity, reformed the Helic Kingdom as the Helic Republic, becoming its first president. Zenebas was furious with his brother for giving up his birthright and was frustrated with the rapid decline of Zoidian civilization as well as the growing trend of bribery and corruption within the new regime. In ZAC 580 Zenebas launched an insurrection which was quickly suppressed. Zenebas and his followers were exiled and later formed the Zenebas Empire. In ZAC 630 the Zenebas Empire began an invasion which ended in ZAC 710 with the Zenebas Empire's defeat. The Zenebas empire then journeyed to the Dark Continent and joined the Guylos Empire. In ZAC 750 the Guylos Empire invaded the Helic Republic. The Guylos Empire ravaged the Europa continent with Zoid technology that sapped life from the planet itself, turning half the continent into desert. In ZAC 780 the invasion was brought to a halt when a meteor destroyed one of planet Zi's three moons and the falling debris set civilization back a couple centuries.

Throughout planet Zi's history many empires, kingdoms, and coalitions have risen and fallen. The planet has known war more often than not. Even so, there are rare eras of peace and prosperity during which Zoid battles are fought for entertainment in safe and organized competitions.



Zoids Kai is a fan-made tabletop game that can be played in a variety of ways. Tomy Takura and Hasbro own the Zoids intellectual property, these rules and supplementary catalog are Stevy Kai's creation, images are from various sources. This is not a commercial product, if you paid money for it you should seek legal council.

The different game formats:

Tournament: Each player will control a single Zoid with a unique pilot as part of a team of players, or two players may field an equally matched team of Zoids with unique pilots. Points should be distributed between the Zoid and the pilots skills to improve performance.

*The official standard competitive tournament format is for each team to have one **Heavy Vanguard** (large size Zoid), one **Skirmisher** (medium size Zoid), and two **Light Supports** (small size Zoids) with a total of 60 points to be distributed between the entire team.

War (Army Vs Army): Two players will each control equally matched armies of generic units without unique pilots with the exception of a single Champion for each army.

Campaigns: In a Campaign players will play as a single Zoid pilot that grows in skills and resources as the game progresses.

The D12 System: This game will use twelve sided dice for all dice rolls and uses it's own symbology. For example, 2D6+ means 2 twelve sided dice are rolled and 6 or higher is a success. **Stealth** and **Evasion** mechanics reduce accuracy of attacks rather than granting defensive rolls. **Armor** is fixed damage reduction.

*Example Zoid A fires a 2D6+, damage=2, **piercing** +1 weapon at Zoid B in a smokescreen with a +4 **stealth** bonus with 2 **armor**. Zoid A rolls two twelve sided dice, adds the +4 from Zoid B's **stealth** to the 6+ '**to hit**' requirement (accuracy) and thus must roll 10 or higher to hit. When hitting the **piercing** +1 will reduce the **armor** rating by 1 for that weapons attack (this is not cumulative) and the remaining point of **armor** will reduce the 2 damage of a successful hit to 1 damage per hit.

The Point System: Zoids, alongside optional armaments and upgrades, as well as the pilots skills, will be given a numerical value referred to as '**points**'. To ensure fair matches players should decide on a maximum point limit then adjust their lineup to be as close to the limit as possible without going over.

Turn Phase:

Unless stated otherwise each Zoid will be allowed to make a turn (rotation) at the beginning of a movement phase and again at the end of a movement phase. Each Zoid can sacrifice move distance to make an additional turn at a cost of one inch per rotation with each rotation being the base turn rate of the Zoid.

*these actions can be taken in any order on a per Zoid basis

1st move phase

2nd move phase

Attack phase

Accuracy will be refereed to as '**to hit**'. '**To hit**' dice rolls of 12 are always successful and 1's always fail regardless of adjusted stats.



Firing Radius: A percentage value describing the radius in which a weapon can fire represented by a number followed by '*' listed after the facing direction in a weapons description. For example, a 90* weapon can fire at targets up to 45 degrees to it's left or right.

Weapon Groups: Weapon's may be placed in groups allowing the entire group to be fired as a single attack. This will be marked on the stat page by '[Weapon Group X]' where X denotes which weapon group it belongs to. Every weapon listed below '[Weapon Group X]' up until the next section of the sheet (typically optional weapons or the next '**Version**'/'**Upgrade**') is part of that group.

Melee: Melee attacks can only happen in close range, standard is 3 inches unless otherwise specified. Some Zoids, like the Blade Liger, have '**Moving Attack**' weapons. When a **Moving Attack** is declared the Zoid makes an attack on each target within their melee distance while moving for each movement phase. To make **Moving Attacks** the Zoid forfeits an attack phase.

Melee attacks cannot be performed on units that are **submerged**. Only **submerged** Zoids can perform melee attacks on other **submerged** Zoids in water. Furthermore, only airborne units can perform melee attack other airborne units.

AOE: Some attacks have the 'AOE' trait. When an attack has the **AOE** trait place a marker on the map within the attacks range then perform the attack on every unit within **AOE** distance of the marker that is not submerged or airborne. **AOE** distance is the number stated after 'AOE' in an attacks description. **AOE's** do not penetrate cover and the marker's position is point of origin when determining cover. A Zoid making an **AOE** attack must have clear line of sight with the **AOE** marker.

***Example:** For 'Big Attack: 2D6+, damage=1, range 24", forward facing 90*, **AOE** 12"' the marker can be placed anywhere within 24 inches of the units forward facing 90* cone within line of sight. The attack hits all relevant targets within 12 inches from the marker.

***Friendly fire** is optional, but should be decided on before starting a game.

*If a Zoid has both **stealth** and **evasion** only the higher modifier will be applied. If the greater is negated then the lesser is used.

Evasion:

Speed Evasion: if a Zoid has **speed evasion** incoming attacks increases their '**to hit**' value by the **evasion** amount.

***example:** the defending Zoid has **speed evasion**+2, the attacking Zoid has a 1D6+ weapon attack, the attacking Zoid will roll as though their weapon is 1D8+.

Aerial Evasion: Zoids that fly usually have an aerial evasion bonus that works the same as **speed evasion**, this only applies while the the Zoid is airborne.

Anti-air: if a weapon has this trait then the defending Zoid does not apply it's **aerial evasion** bonus.

Homing: if a weapon has this trait then the defending Zoid does not apply any **evasion** bonus. **Chaff** does not change this.

Chaff: A system for ejecting shrapnel that may detonate incoming warheads prematurely. Incoming homing attacks have a +2 '**to hit**' penalty against Zoids with **Chaff**.

Stealth:

Stealth systems: works like evasion by increasing the opposing Zoid's '**to hit**' roll requirement, however it is granted by obscuring visibility rather than through evasive action.

Smoke Screen: The Zoid sacrifices a movement phase to place a marker next to it that lasts 3 turns. Zoids within 8” of the marker gain +4 **stealth** but suffer a +4 '**to hit**' penalty unless they have **infrared sensors**. The standard **smoke screen** system cannot be used two turns in a row. Zoids that are **submerged** or airborne cannot be protected by a smoke screen. XL size Zoids are too large to be protected by a **smoke screen**.

*Ranged Smoke Screen weapons, like ‘Smoke Canister Launcher’, do not sacrifice movement phases and can be used each turn.

Optical Camouflage: Grants **stealth**+6 for the equipped Zoid as a constant effect.

Infrared Sensors: Zoids with **Infrared Sensors** do not suffer '**to hit**' penalties caused by **stealth**.

Armor:

Armor: Reduces incoming damage by specified amount. This can potentially nullify weapon damage. This is applied to each hit in an attack individually. For example, Zoid A has 10 HP and **armor** +1 and Zoid B successfully hits Zoid A with all hits of a 3D6+ damage=2 attack, each hit only does 1 damage, thus the total damage done is 3 and Zoid A now has 7HP.

Piercing: Decrease **armor** value by specified amount for the weapon used, this is not cumulative. For example if a damage=2, 2D6+ **piercing**+1 attack hits both times against a target with **armor** +2, the total damage dealt is 2.

Shield: Negates all incoming attacks from the shields facing direction, attacks from the shields side get a +2 (1/3) **cover** bonus. The **shielded** Zoid cannot make any ranged attacks in the direction protected by the **shield**. A **shield** cannot be activated 2 turns in a row. If the shield is omnidirectional then the player chooses a direction for the shield to face.

*A **shield** counts as '**Ultra Thick**' **cover**.

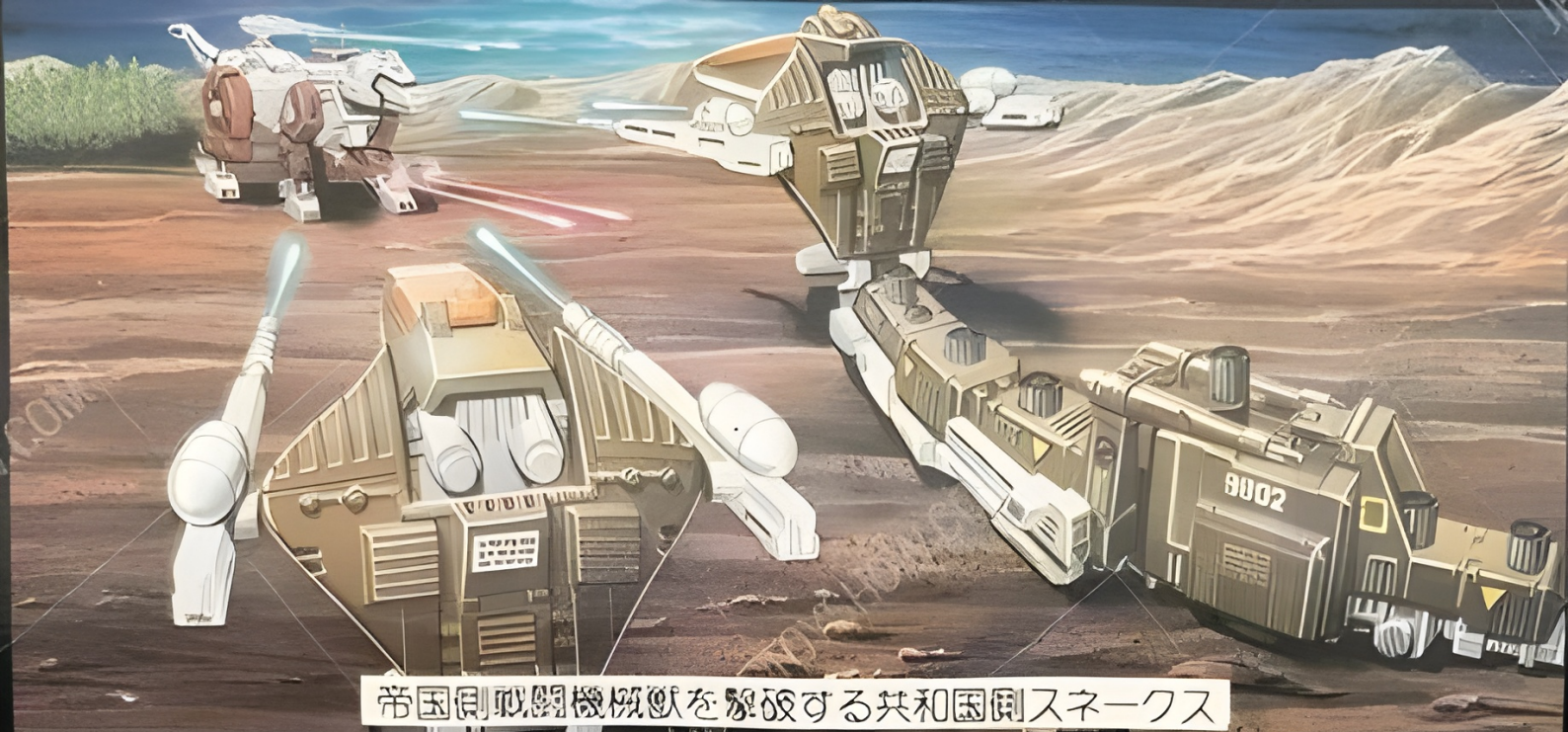
Movement: Movement will be measured in inches. Zoids can move in any direction and rotate before and after movement unless otherwise specified. This means a Zoid turns to choose the direction of travel before moving then at the end of the movement it turns again to face the desired direction.

Turn Rate: This is the limit of how much a Zoid can rotate in degrees each time it turns. When a Zoid rotates at the beginning and again at the end of their movement they can only rotate up to their ‘Turn Rate’ each time. One inch of move distance can be sacrificed to make additional rotations.

Airborne: Flying Zoids when airborne are not affected by obstacles or cover because of a higher vantage point, this goes both ways. Unless the player states otherwise or the flying Zoid is grounded all flying Zoids are assumed to be airborne. Flying Zoids only have **Aerial Evasion** while airborne. When a flying Zoid is airborne it cannot be hit with melee attacks from Zoids that are not airborne. It costs 1 move phase for a flying Zoid to land or take off.

Grounding a Flier: If a flier gets **grounded** by an attack it takes an additional 1HP damage. A grounded flier is no longer airborne.

Freeze: A status effect that lasts until the end of the afflicted Zoids next turn. The Zoid loses the benefits of all its systems, including evasion bonus's and optical camouflage. If the affected Zoid was airborne when hit it is now grounded. A Zoid cannot be Frozen two turns in a row.



帝国側戦闘機機獣を撃破する共和国側スネークス

Terrain:

Sand: Some Zoids have the ability to hide under the sand and some can even move under sand. **Submerged** targets cannot fire weapons while **submerged** below the ground. Some Zoids can submerge or surface as part of a movement action, others must sacrifice a move phase to do so. Zoids **submerged** in sand or soil get 6+ **stealth** and +1 armor.

Water: Zoids that are not aquatic or amphibious lose one movement phase in the water, if they only have one movement phase then their travel distance is cut in half rounded down, but never lower than 1". **Speed evasion** is nullified if the Zoid is not a water terrain type or amphibious. Aquatic Zoids can **submerge** to gain +2 **stealth**. Only aquatic weapons can make ranged attacks while **submerged**. Only **submerged** Zoids can melee other **submerged** Zoids in water. Aerial Evasion bonus's apply to Zoids **submerged** in water.

Obstacles: Unless a Zoid has the '**nimble**' attribute they must reduce their movement by 1 inch per **obstacle** to move around **obstacles** like trees. Zoids count as **obstacles**. Moving on top or off of an **obstacle** is a $(1" \times (\text{obstacle height} / \text{Zoid climb distance}))$ rounded down per 1" move distance penalty (Zoids have $1 \frac{1}{2}$ their height in **climb distance**). Flying Zoids ignore **obstacles** and cannot take cover behind them.

Cover: If 1/3 or less of a Zoid is visible to the attacker then the attacking Zoid suffers a +2 penalty to their 'to hit' roll. If 2/3 or more is obscured the penalty is +4. If 90% or more is obscured the shot can't be made.

Using another Zoid as cover: If a Zoid gains **cover** by hiding behind another Zoid then missed shots must be re-rolled for the Zoid being used as **cover**. This does not apply to attacks that penetrate cover. Teammates can be damaged in this way. If the Zoid being used as cover has a **shield** facing the direction then misses do not need to be re-rolled for the **shielded** Zoid.



Pilot skills:

These are unique traits for Zoid pilots that can provide a wide variety of effects and bonuses. In Army vs Army and Team vs Team it is recommended to limit unique pilots to 3 skills. Unless otherwise stated each pilot skill can only be taken once.

*unless stated otherwise all bonuses stack

Sharpshooter: Ranged attacks get -1 on '**to hit**' rolls (example 2D6+ becomes 2D5+). Cost=1

Sniper: Single shot ranged weapons get -2 on 'to hit' rolls (1D6+ becomes 1D4+, 2D6+ stays 2D6+). Cannot use with **[Weapon Group]** attacks. A single shot weapon can be fired separately from its **[Weapon Group]** to gain this affect. Cost=1

Trigger Happy: Ranged attacks with multiple hits get an additional die (2D6+ becomes 3D6+ etc.), does not work with missiles or bombs. Cost=2

Demolition Expert: AOE radius is increased by 2". Cost=1

Weak Point Attack: Increase '**to hit**' roll requirements by 3x**armor** value instead of reducing damage (does not stack with **piercing**), the player must declare the skills use before making the attack or they attack as normal. This can only be applied to single shot weapons and cannot be applied to **[Weapon Groups]**.

*Example: The player uses this with a 1D6+ weapon against an armor +1 opponent they must then roll 1D9+ but they deal full damage on hit. Accuracy boosting skills like '**Sniper**' and '**Projectile Expert**' still apply. Cost=1

Multi-Attack: Grants an additional attack phase. A Zoid cannot use the same weapon or weapon group in both attacks. Cost=3

Double Tap: A single shot weapon can be fired at the same target a second time. Cannot use with weapon groups. Single shot weapons must be fired separately from their weapon group to use this. Cost=1

Melee Expert: Melee attacks get -1 on '**to hit**' rolls. Cost=1

Ambidextrous: Adds an additional hit to '**Claw**', '**Talon**', and '**Knuckle**' attacks. Cost=1

*example Laser Claw: 1D6+ becomes 2D6+

Claw expert: '**Claw**' attacks gain a +1 to damage. Cost=1

Knuckle Expert: '**Knuckle**' weapons double their number of attacks. Stacks with **Ambidextrous** (both skills together make a 1D6+ '**Knuckle**' attack 4D6+). Cost=1

Projectile Expert: Physical projectile weapons except missiles and bombs get -1 on '**to hit**' rolls. Cost=1

Energy Weapon Expert: Ranged energy weapons gain **Piercing** +1 or increase pre-existing **Piercing** value by +1. Cost=1

Missile Expert: Increase the range of Missile weapons by 6". Cost=1

Bomb Expert: **Bomb** weapons increase damage by 1. Cost=1

Ammo Waster: Can make additional attacks from **missile** weapons until ammo is depleted at a +3 '**to hit**' penalty and while losing the '**homing**' trait for the attack, if applicable. Cannot be used with '**Extra Ammo**', if a pilot has both skills then they must choose which to use before the start of a match. Cost=2

Extra Ammo: Weapons with the '**ammo**' trait have unlimited **ammo**. Cost=3

Speed Demon: If the Zoid has a **speed evasion** bonus increase it by +1. Cost=1

Aerial Ace: Aerial evasion bonus increases by +1. Cost=1

Stealth Expert: All **stealth** bonuses increase by 1. Cost=1

Armor expert: Zoids with **armor** can make 1 additional turn either at the beginning or end of each move phase. Cost=1

Transport Expert: Reduce '**Heavy Weapon**' penalties by half rounded down. Cost=1

Water Expert: Zoid gains +4 speed evasion in water. This replaces any pre-existing speed evasion. Cost=1

Sand Expert: Increase move distance by 1" when submerged in sand or gain the ability to **submerge** and **surface** without sacrificing a movement phase in sand if a **submerge** capable Zoid can't normally do this (Guyzack). Cost=1

Nimble: Does not lose move distance when moving around, over, or on/off of obstacles. Cost=1

Particle Weapon Expert: Increase Particle weapon damage by 2. This can be taken/applied up to 3 times for XL Zoids. Cost=1

Shield Expert: Can activate **shields** 2 turns in a row but not 3. Cost=1

[illegible]



Campaigns

Zoids campaigns are made up of multiple sessions with progression and losses carrying over from one game to the next. Campaigns can be actively DM'd as an ongoing story or they can run as a faction vs faction PvP scenario. Within the Zoids universe there is considerable flexibility with story settings to create the right experience for your group.

*Because most people do not have the space in their homes for a full sized war-game table it is recommended to use a dining room table and play lengthwise. The average mid-size dinning room table works very well for small groups.

Two of the most common setting within the Zoids universe is a war story with light post apocalyptic elements and a tournament setting that is typically more modern.

War Story: A war story takes place with two or more warring factions, typically between an Empire and a Republic. This can be done in a PvP format with each player picking a side, or as a more story focused cooperative campaign. Optionally, the players could be unaffiliated with any faction, possibly as mercenaries or bandits, carrying out various missions while a war wages in the background.

In a PvP format a map could be drawn up with multiple territories divided between the two factions. For example, the map could contain a capitol city for each side and various objectives for the teams to pursue. Both teams can then take turns picking a territory to invade each game which ends if one side manages to take the other sides capital.

In a co-op setting players may embark on multiple missions before returning to a town or city. Players will not be able to repair broken parts, receive advanced medical treatment (like prosthetic limbs), or change/upgrade their Zoid, until they reach a town or city with the needed facilities.

Tournament Setting: A tournament campaign typically takes place during a peaceful era where Zoid battles are fought for money as entertainment. Because organized tournaments would have safety regulations 'casual rules' are recommended. However, dangerous unsanctioned underground tournaments could also be held. Or the tournaments could have a more primitive gladiator theme.

Progression: Points will be divided into two forms, Exp for pilots and Wealth for Zoids. After each mission each player should receive some of both resources. Exp can be used to obtain pilot skills while Wealth can be spent to buy or upgrades Zoids.

Default Points: This can also be referred to as **Starting Points**. This should increase each mission and will be the starting point for new pilots. The recommended standard is to increase by 1-0 Exp and 1 Wealth each mission.

Bonus Points: These will be obtained by completing various objectives or by Wrecking an enemy Zoid. To encourage teamwork, all players on a team should receive Exp whenever an enemy Zoid is wrecked. 1 Exp per kill is recommended.

Roguelike Rules: Players will be locked into their Zoid until it's core is breached or the player retires it. When a Zoid has it's core breached or is retired the player's wealth is changed to **Default Points** for their next Zoid. It is recommended to allow players to freely alter their Zoids across Versions and Upgrades and allow them to trade in any options without penalty.

Core Breach and Pilot Death: When a Zoids HP hits 0 the player must perform a '**Wreck Roll**' for both the Zoid and pilot. If a Zoid's core is breached then the entire cost of the Zoid, including upgrades, is permanently lost and the pilot can never pilot that Zoid again (if the player's Molga has it's core breached they cannot select a Molga for their next Zoid). If a pilot dies the player starts must create a new pilot with the campaigns **Default Points**. A new pilot is not restricted by the previous pilots losses and can select any Zoid nor do they inherit anything from the previous pilot.

If a pilot trades their Zoid in for a completely different Zoid they could lose up to 4 Wealth or half the Zoids total value, whichever is lower, in the exchange. This is only if you wish to encourage players to stick with their initial choice.

Wreck Rolls:

Pilot:

- 1 = The pilot is dead.
- 2 = The pilot loses an eye. All 'to hit' rolls suffer a +2 penalty until the pilot obtains a prosthetic replacement.
- 3 = The pilot loses an arm. The pilot loses one turning rotation per movement until they acquire a prosthetic replacement. If a pilot loses both arms they can no longer pilot until they obtain at least one prosthetic limb.
- 4 = The pilot loses a leg. Future Wreck rolls will suffer a -1 penalty and the pilot loses any re-rolls they may posses. A pilot cannot lose more than two legs, if they roll this a third time they die.
- 5 = The pilot has a concussion. They lose their first turn next mission but are healed afterwards.
- 6 or higher and the pilot survives without injury.

Zoid:

- 1 = The Zoid's core is breached. This is death for a Zoid.
- 2 = Computer is damaged. Until repaired at a town or city the Zoid must roll a D12 every turn, on a 3 or lower the Zoid is Frozen for one turn.
- 3 = A weapon is broken. The highest damage functioning ranged weapon is disabled until repaired at a town or city. If there are multiple weapons with the same damage the player chooses which will be disabled. If there are no functioning ranged weapons then disable a melee weapon. If there are no weapons, re-roll.
- 4 = A limb is damaged. The Zoid loses 2" move distance, move distance cannot go lower than 1". A limb can be damaged multiple times or multiple limbs can be damaged. If a Zoid only has 1" move distance, re-roll.
- 5 = The outer hull is cracked. The Zoid's max HP is temporarily reduced by 1 until it is repaired at a town or city. If HP reaches 0 this way, the core is breached.
- 6 or higher and the damage is minor, the Zoid is repaired in the field before the next mission.

Casual Rules: With casual rules pilots do not need to make Wreck Rolls. In **Casual** PvP campaigns it is recommended to either remove bonus points completely or implement a catch up or handicap system to prevent the campaign from becoming irredeemably one sided.

Campaign Exclusive Pilot Skills:

Survivor: If a 1 is rolled for a pilot's **Wreck Roll** then it may be re-rolled once. If a 1 is rolled the second time the pilot is dead. Cost = 5

Mechanic: Before every mission you may roll a D12, on a 8 or higher you may repair the results of a single failed Zoid **Wreck Roll** for yourself or a teammate. Cost = 3

Master Mechanic: Mechanic repair rolls will succeed on 5 or higher. Cost = 1

Emergency Repairs: If you or a teammate's Zoid has a Core Breach as the result of a failed Zoid Wreck Roll you may roll a D12, on a 8 or higher the Zoid is saved. If the Core Breach was the result of the Zoid's max HP dropping to 0 then it has 1 max HP. Cost = 5

Doctor: Before every mission you may roll a D12, on a 8 or higher you can heal a single injury caused by a failed Pilot Wreck Roll for yourself or a teammate. Cost = 3

Surgeon: Doctor rolls now succeed on 5 or higher. Cost = 1

Paramedic: If a teammate other than yourself dies as the result of a failed Pilot Wreck Roll you may roll a D12, on a 8 or higher the teammate is saved. This can be made after a **Survivor** re-roll if the dieing pilot has the skill. Cost = 5

Zoid upgrades:

These are intended for ongoing campaigns specifically to allow more progression from game to game. For Tournament and War formats these are not recommended.

HP +2, can be taken multiple times without limit, cost=1

Armored Core Housing: If your Zoid rolls a 1 on a failed Zoid Wreck Roll, re-roll it. If the second roll is also 1 then the core is breached. Cost = 5

Movement +1", land/water movement cannot exceed 10" and air movement cannot exceed 20" with this, can be purchased multiple times, cost=2

Armor +1, can only purchase once, cost=5

Repair System: Restores 1 HP at the beginning of the Zoids Turn. Cannot exceed max HP. Does not affect wrecked Zoids. cost=3

Speed Evasion bonus +1, total speed evasion cannot exceed +4 with this, XL Zoids cannot take this, cost=2

Aerial Evasion bonus +1, total aerial evasion cannot exceed +6 with this, flying Zoids only, XL Zoids cannot take this, cost=1

Infrared Sensors, cost=5

Optical Camouflage, small Zoids only, cost=5

Chaff, cost=1

Targeting Computer upgrade, Zoid's 'to hit' by +1, can only be purchased once, cost=3

Improved Rifling, increase range by 50% rounded down, can only be purchased once for each ranged weapon separately, specified weapon must be recorded alongside purchase, cost=2

Gatling ROF boost, increase the number of attacks on a 'gatling' weapon, cannot increase number of attacks more than twice the base amount (4D Gatling Gun cannot exceed 8D), specified weapon must be recorded alongside number of purchases, cost=1

Damage increase +1, can only be purchased once for each weapon separately, specified weapon must be recorded alongside purchase, cost=3

Fortified Circuitry, when 'Freeze' is inflicted roll a D12, on a 6+ you are not 'Frozen' cost=3

Gravity rounds, special ammunition for single shot weapons only, increase damage by 3, ignores armor, affected targets are immobilized and lose their evasion bonus for a single turn, flying Zoids are grounded, the weapon now counts as a 'Super Weapon'. Cannot be applied to a Gravity weapon. The weapon gains 'ammo' depending on the size of the Zoid, small=1, medium=3, large=5, cost=5

Mk II and Custom Upgrades:

If a player is attached to their Zoid but are struggling to keep up with the current power level of a campaign then higher tier versions and custom upgrades for the Zoid or it's weaponry can be added at the DM's discretion. Zoid kits can be expensive and players who bring their own should never feel pressured into purchasing another kit for the sake of a campaign.

Glossary

Points: A number representing the overall value of any given Zoid, item, or feature.

Cost: A term referring to the amount of points required to add various equipment or pilot skills. Cost values must be added to a Zoid's base cost to determine it's final point value.

Size: The size class of a Zoid. Mostly a descriptive term.

HP: Hit Points. This is a numerical representation of a Zoids life force, when depleted the Zoid is wrecked and can no longer fight. Wrecked Zoids should remain on the field representing obstacles and cover.

Movement: The amount in inches that a Zoid can move on the battlefield each movement phase.

Turn Rate: The amount in degrees that a Zoid can turn. 90* is a right angle.

[Weapon Group]: All weapons in a weapon group can be made as a single attack.

Nimble: A descriptive modifier for Zoids that are especially agile and can navigate around obstacles without penalty.

Terrain: This may refer to the type of battlefield (open plains, a dessert, the ocean, etc.) or what type of terrain a Zoid is suited to.

Airborne: The act of flying through or hovering in the air. Flight capable Zoids are assumed to be airborne unless the player declares otherwise or the Zoid is grounded.

Grounded: When a flying Zoid is forced onto the ground by an attack, ability, or status effect.

'to hit': The weapon or attacks accuracy. On a weapon with 2D6+ value the 6+ is the 'to hit' value and dice rolls must be 6 or greater to succeed. The first number, 2 in this example, is the quantity of attacks made, all dice rolls are made with twelve sided dice.

Move Phase: The portion of the turn phase dedicated to moving. There are two Move Phases for every Zoid each turn.

Attack Phase: The portion of a turn phase dedicated to making attacks.

Evasion: A modifier added to Zoids that are difficult to hit. This modifier is applied to oncoming attacks. For example, Zoid A fires a 1D6+ weapon at Zoid B which has evasion +2, Zoid A must add the evasion value to their 'to hit' value for that attack. In this example the attack succeeds on an 8 or higher. Evasion comes in the form of either Speed Evasion or Aerial Evasion.

Anti-Air: A weapon modifier that allows a weapon to ignore a targets Aerial Evasion thanks to advanced trajectory calculation.

Homing: A weapon modifier that allows a weapon to ignore all evasion bonuses on a target by actively chasing the target.

Chaff: A system for ejecting shrapnel that may detonate incoming warheads prematurely.

Stealth: A modifier added to Zoids that are visibly obscured by something like a smoke screen or camouflage. This modifier is applied to oncoming attacks. For example, Zoid A fires a 1D6+ weapon at Zoid B which has stealth +4, Zoid A must add the stealth value to their 'to hit' value for that attack, in this example the attack succeeds on an 10 or higher.

Smokescreen: An area of the battlefield that has been filled with dense smoke that obstructs visibility.

Optical Camouflage: A system that uses light refraction to render a Zoid effectively invisible.

Submerged: This means a Zoid is below the surface of the battlefield making them harder to see, and, on land, providing a physical layer of defense in the form of armor value.

Infrared Sensors: Enables a Zoid to detect other Zoids through heat signature negating the benefit of stealth provided by things like smokescreens or optical camouflage.

Cover: A physical obstruction between a Zoid and incoming attacks. When a Zoid is behind cover but not completely obscured the attacker suffers an accuracy penalty to represent shots blocked by the cover.

Damage: A value that gets subtracted from a Zoid's HP when hit by an attack. For example, Zoid A has 5 HP, Zoid B successfully hits Zoid A once with a damage=2 attack, Zoid A now has 3 HP.

Range: The distance in inches that a weapon can effectively fire.

Melee Range: The distance in inches that a melee attack can reach.

Moving Attack: A form of attack made while a Zoid is in motion that is inflicted on targets the Zoid passes.

Ramming Attack: This is a form of melee attack that uses a Zoid's momentum to increase its damage and armor penetration. To perform a ramming attack the attacking Zoid must begin movement outside of melee range of its target and finish the movement inside melee range. Standard 'ramming' damage increase is double damage and penetration.

Armor: Reduces incoming damage by fixed amount. This can potentially nullify weapon damage and is applied to each hit in an attack individually.

Shield: An energy barrier that negates attacks that hit it. Shields also count as Ultra Thick cover. Shields only protect in a specific direction, usually the direction the Zoid is facing.

Piercing: A value to be subtracted from a target Zoid's armor value. This does not increase damage done but rather reduces the effectiveness of a target's armor.

Fire Radius: a percentage value typically placed after stating the direction a weapon is facing. For example, a forward facing 90* weapon can fire at targets in front of the Zoid in a 90* cone.

Forward Facing: This means a weapon is pointed in front of the Zoid equipped with it.

Rear Facing: This means a weapon is pointed behind the Zoid equipped with it.

Side Facing: This means the weapon can be fired to either side of the Zoid.

Turret: This means the weapon can rotate a full 360* and can thus fire in any direction.

Fixed Mount: This implies that a mounted weapon does not rotate or rotates very little, it should be treated as a 45* fire angle.

Energy Weapon: This means a weapon propels some form of energy instead of a physical projectile.

Particle Weapon: A type of weapon that propels charged particles at a target. The larger class of Particle Weapons are super weapons and are planet Zi's equivalent of nuclear warheads. *This is going by anime depictions. In the original battle story they are fairly common and significantly weaker. I have taken the liberty of demoting some particle weapons for this reason.

Gravity Weapon: A type of weapon that uses the power of gravity to inflict damage. The larger versions are considered super weapons.

Super Weapon: A descriptive term applied to the most devastating weapons on planet Zi.

Missiles: Large self propelled warheads that cause an explosion on impact. Because of their size ammunition is typically limited.

Bomb: Large warheads that are typically dropped from the sky.

Ammo: The number of attacks a weapon with ammo limitations can make during a battle. Most weapons can effectively fire indefinitely.

Physical Projectile Weapon: A descriptive term typically applied to standard gunpowder based weapons. If a weapon is not labeled under any classification and is not melee then it is a physical projectile weapon.

Heavy Weapon: A mostly descriptive term for weapons that exceed a Zoid's typical carry capacity. Usually reduces the move distance of the affected Zoid.

Freeze: A term used for Zoids whose CPU has crashed and needs reset. Until this status is removed the Zoid loses all functionality and is a stationary target. While a Zoid will lose its personal evasion and stealth bonus's, bonuses that are granted by external factors, like a smokescreen or cover still function.