

Little Things That Kill:

-story-

Autonomous weapon squads fight to win the title of most lethal squad, and swoon the watchful eyes of the military industrial complex.

-Rules-

player mechs respawn once.
move or attack.

visible or blocked.

one attack roll per turn.

attack roll -> damage roll.

3v3.

Squad A activates a mech, then Squad B activates a mech.

Best 2 out of 3 games wins match.

-Formula-

attack roll system

$ACC * d6 > DEF$

3 1s ohko

3 6s gunjam(?)

DMG roll

-Ranges-

range 3 inch

long 5 inch

melee touching

-MECHS-

average mech

HP 6

ACC 3

DEF 10

MOVEMENT 3

ATK 1D6, 1D3, N/A

mech b (sniper)

HP 6

ACC 4

DEF 6

MOVEMENT 2

ATK N/A, N/A, 1D6 + 1

mech c (mid range)

HP 6

ACC 3

DEF 10

MOVEMENT 3

ATK 1d3, 1d6, N/A

mech d (all range)

HP 3

ACC 3

DEF 8

MOVEMENT 3

ATK 1, 1D6, 1D3

-Squads-

Squad Dingo:

2x Average mech

1x Sniper

colors: white, blue

Squad Seven:

x3 All Range

colors: green

Squad Pegasus:

x1 Average mech

x1 Sniper

x1 Mid range

Colors: white, red, blue