

alpha0.5

A Mek is any model around 4" inches or taller from base to top, in the 28mm scale, with some sort of legs. No tracks. Tracks are for tanks. Meks can be machines, robots, biomechanoid, vat grown horrors, giants, fleshies, futuristic or from an alternate history, or whatever you want. Have fun and build cool models. The rules below are designed to let you play quick and destructive games with kitbashes or models you already own against other cool people with cool models.

___BUILDING MEKS___

2-3 Meks per team. Players should have the same number of Meks, even teams.

Meks start with;

- 6 Heat (H)
- 6 Hull Points (HP)
- 4 Slots (S)
- 6" Movement (M)
- 1 Special

You can BUY/SELL 2HP for 2" of Movement (M), for every +/-2HP = +/-1 Slot (ei. a Mek with 4HP would have 8" Move and 3 Slots, a Mek with 8HP would have 4" move and 5 Slots). Meks should break down something like this;

Hull Points: _____	Move: _____	Slots: _____
2	10"	2
4	8"	3
6	6"	4
8	4"	5
10	2"	6

HEAT (H) is generated when you perform actions such as moving, shooting, using Mods and Specials, as well as other possible game effects. Every action will come with a Heat cost and you generate Heat until you reach the max Heat your Mek can sustain (6). You can use tokens or a Mek sheet

to track how much Heat your Mek has generated. When you max the Heat on your Mek you must roll on the Overheat Table at the end of the Round. It might explode.

HULL POINTS (HP) are reduced by weapons damage, or other effects. When you reach 0 Hull Points your Mek is destroyed. It might explode. Every time you loose 3HP you roll on the DAMAGE TABLE to see what happens.

SLOTS (S) are spent on Weapons, Modifications and Abilities.

MOVEMENT (M) is how far your Mek can travel horizontally and vertically in inches per Heat generated.

WEAPONS

RANGED:

-LIGHT: 8" Range, 1 Heat, 1HP Damage. 1 Slot.

-MEDIUM: 18" Range, 2 Heat, 2HP Damage. 1 Slot.

-HEAVY: 30" Range, 2 Heat, 3HP Damage, Knock-Back. 2 Slots. Heavy Weapons must generate 1 Heat to reload after firing.

CLOSE COMBAT:

-CLOSE COMBAT WEAPON: 0" Range, 1 Heat, 2HP Damage. +1 to hit in Close Combat. Knock-Back. 1 Slot.

Buying 2 of the same type of weapon adds +1 to hit rolls. (ei. normal to hit in shooting is +5, with 2 Medium weapons = +4). 2 Close Combat Weapons have the same effect. You cannot buy 3 of the same kind of weapon to get a +2.

MODS

Cost 1 Slot. Max 1 Mod per model. You do not have to take any Mods if you don't want to.

-TURBO: 2" extra movement per Move, generates 1 Heat per use, this is on top of the normal 1 Heat you would take for the normal move distance.

-HEAT SINKS: Mek has 1 Extra Heat.

-EMERGENCY PROTOCOLS: When rolling on the Damage or Overheating Tables, reduce the number rolled by one.

-DEPLOYABLE DRONES: Spent 1 Heat to roll a D6, on 4+ place one small model representing a Drone of some sort in base contact with the model deploying it. Drones are armed with 1 Light Weapon. Drones has 4 Heat, a move of 6" and a 6+ Save. Drones activate in the same turn as the Mek that deployed them. The controlling model can have up to 2 Drones on the table as one time. Drones are destroyed when they Overheat.

-SHIELD: Reduce incoming Damage from Shooting or Close Combat by 1. Damage cannot be reduced below 1.

-SURE-FOOTED: Mek cannot be Knocked-Back in any direction when it is damaged.

-LIGHT-FOOTED: Mek does not take fall damage and can move up and over obstacles up to its own height without using any vertical movement. Mek takes double Knock-Back distance.

-THERMAL WEAPONS: Mek is armed with weapons that cause Heat generation on targeted models instead of Hull Damage. (ei. A THERMAL HEAVY WEAPON now causes the hit Mek to add 3 Heat to itself, instead of 3 Hull Points of Damage).

-EXPLOSIVE AMMUNITION: The Mek's weapons fire with massive force. Every attack causes Knock-Back, and use the following Templates; LIGHT, MEDIUM, and CLOSE COMBAT WEAPONS = Small Blast Template. HEAVY = Large Blast Template.

SPECIALS

Are abilities or devices that can be activated by generating 1 Heat. They last for 1 Round and can be used Once per Game, unless otherwise stated.

-DEFENSIVE WALL: Place something representing a deployable wall 6" wide x 6" tall on the table in front of your model. Mek's cannot draw line of sight thru the wall. Lasts 2 Rounds.

-JUMP JETS: Mek can draw line of sight from 6" above its current position for the rest of it's turn.

-STATIC SMOKE: Place something 5" in diameter centered around the model to represent a cloud of smoke. Models cannot draw line of sight thru smoke. Any opposing models traveling thru, performing actions, or starting/ending a turn within the cloud must roll a save or take 1HP.

-CAMO CLOAK: Enemy models cannot draw line of sight to the target for 1 turn.

-DEPLOY TURRET: Model deploys one stationary turret armed with a Medium Weapon on the table within 1" of itself. The turret has 2HP, 4 Heat (destroyed on Overheat) no Save, and activates in the turn of the model

that deployed it. It stays on the table until it is destroyed or the model that deployed it is destroyed.

-DECOY: Place a token on the table within base contact of the deploying model. For the rest of the Turn, if the Decoy is closer to an enemy model than the deploying model, the enemy must target the Decoy with attacks before it can attack the deploying model. The decoy is removed when it has been successfully hit once.

-HOMING ROUNDS: For the rest of the model's activation, it can fire its weapons without line of sight, but within its normal range. The weapons ammunition must still have some sort of path to their target, moving around or over obstacles as necessary. If you are unsure if the weapon can hit its target, use a piece of string to find a path from the weapon to its target.

-REPAIR DRONE: Restore 2 lost Hull Points on the activated Mek, or 2 Hull Points on a Mek in line of sight, or repair one System Failure.



-SHARPSHOOTER: When your opponent rolls a System Failure with a random result due to damage your model caused, you get to pick the result instead.

-VOMIT: Model places a Flamer Template on the board in front of itself representing a spew of magna, toxic sludge or something similar that causes 2HP of damage and 1 Heat to any model that comes into contact with it. Meks roll saves against damage caused by Vomit.

-ARC: 8" line of sight. Arc hits the first model within range and causes 2HP of damage and 1 Heat. It then jumps to the next model, friend or foe, within 8", causing the same amount of damage and continues to do this until it can no longer jump to another model.

-FIRE!: Mek fires all of its weapons at once, at one target. It immediately Overheats and rolls on the Overheat table.

-ATTRACTOR GRENADE: 18" Range. Large Blast Template or 5" circle. Can be fired at any surface within line of sight. Any Mek touching or within the circle is automatically hit and sucked to the center of the template. 1 HP Damage.

 _SET UP_ 

You will need:

- 3'x3' or 4'x4' depending on how many Meks per player, and number of players.
- Terrain tall enough to block line of sight.
- D6s
- Something to measure inches.

- Old Warhammer templates, or make your own. A Small Blast Template is 3" in diameter, a Large Blast Template is 5". Flamer Templates are an approximately 2 1/2" x 8" long cone.

Players set up terrain however they choose. Don't skimp on terrain. There are no cover saves and some weapons almost have line of sight from one edge of the board to the other. Once the board is set up, determine which opposing board edges players will deploy from. Roll a dice, flip a coin, or the person who brought painted models gets to choose first. Models deploy with the back edge of their bases touching anywhere along their deployment edge in alternating order.

DESTROYABLE TERRAIN: If you choose, some terrain or objects on the board can be removed from the board by weapons fire or other game effects.
-Terrain objects up to the size of the largest physical Mek in the can be destroyed and removed from the board. These terrain pieces have Hull Points that are equal to its Length + Height, divided by 2, to a minimum of 2HP (ei. $4+6=10\div 2= 5HP$). Terrain is automatically hit by attacks, and does not get a Save.
-Anything painted RED explodes, attacking at 5+, dealing Damage equal to its Hull Points against anything within 3".

■■■■ HOW TO PLAY ■■■■

Players take turns to activate models in alternating order (you go, I go). A Turn is an individual model's activation, in which they can perform actions. Roll a D6 for each model in the Round and add their Hull Points to see what order they will activate, Lowest number goes first. This is the Mek Turn Order. Then roll a D6 to see which player goes first in the initiative order, reroll any ties. Activate models player by player until every model has had a Turn. This is a Round. A Game can have a set number of Rounds, or play until everything is destroyed or the objectives are completed.

GENERATING HEAT IN A TURN:

Meks generate Heat while performing the actions listed below. Meks can perform as many actions as you like during its Turn until it reaches its max Heat (6 Heat unless otherwise stated). When the Meks reach their max Heat they must roll on the Overheat Table below at the end of the Round.

MOVE:

Models can travel horizontally up to or within their movement stat. Models can travel vertically up walls so long as they end their total movement on a horizontal surface they can reasonably stand on. (ei. if your Mek can balance on its own it can end its turn there. If it wobbles and falls off, it'll take damage). Models can turn and end their moves facing in any direction. If you move into base to base contact, or as close as possible with a model, they are now in Close Combat. When it is

your Mek's turn to fight in Close Combat, you may turn it to face the model it wishes to attack.

ATTACK:

-SHOOT: Shooting attacks hit on 5+. Any attacks on the rear of a Mek get +1 to hit. The rear of a Mek is the back 90 degrees of the model. Don't be an weiner about what could be considered the "rear". Have fun and don't make me draw a diagram or put lines on the bases. Shooting attacks can targeted any surface or object and do not necessarily always have to target another model. Ei. you can shoot the ground or walls around a Mek, or objects and terrain.

*CLOSE RANGE: Weapons get +1 to hit when firing at a target within 1/2 their Range.

*SHOOTING INTO CLOSE COMBAT: Models can shoot into an ongoing Close Combat, but have a 50/50 chance of hitting their own Models.

-CLOSE COMBAT: Two models in base contact are considered to be in Close Combat. They can only make Close Combat attacks against models they are in base to base contact with. Close Combat attacks hit on 5+. Models are considered to be bashing each other with weapon barrels, gun stocks or fists. Any Close Combat attacks on the rear of a Mek get +1 to hit. If a model wins Close Combat it causes 1HP of damage to its target and it can Knock-Back the targeted model 2" in any direction. Models can leave Close Combat during their activation by generating a Heat to Move if they have a clear route out of base to base contact.

-PICKING UP OBJECTS: If a Mek has 2 hands it can pick up objects or wrecked Meks up to 1/2 its size for 1 Heat. It can then either put the object down, throw it, or hit another Mek with it. If the Mek chooses to, it can throw the object up to twice it's starting Hull Points in Inches for 1 Heat. Thrown objects cause 1 HP of damage and Knock-Back (ei. a 4 Hull Point Mek picks up a small car, generating 1 Heat, and throws it 8", 1 more Heat, at another Mek causing 1HP and staggering it back 3"). If the Mek chooses to hit another Mek with the object in Close Combat it counts as a CLOSE COMBAT WEAPON. Meks cannot fire their other weapons while carrying an object.

*DAMAGE: When a Mek is successfully hit, it may make a 6+ saving throw. Meks always get a save throw, unless a rule says otherwise. If it makes its save it shrugs off the hit. If it fails its save it loses Hull Points. Everytime a Mek loses 3HP it must roll on the Damage Table to see what happens. When the model loses all its HP it is Destroyed. It might blow up. 6+ it DETONATES (see Overheating Table). When using Blast or Flamer Templates, all models, including friendlies and the Mek placing the Template are affected by the results.

*KNOCK-BACK, Some attacks hit a model so hard it can cause them to stagger. Knock-Back moves a model backwards in the direction they were hit from in inches equal to the damage they received (ei. a 3HP damage Heavy Weapon would Knock-Back a model 3" along the line of sight it was hit from).

*FALLING: Mek gets attacked by the ground, 1HP of Damage for fall distance equal to how tall the Mek is (ei. if the Mek is 4" tall, it will be hit for 1HP of Damage. 8" = 2HP etc).

ENDING A MEK'S TURN: At the end of the Mek's Turn, it can either vent 1/2 of its current Heat, rounding down, or it can go into Overwatch. Any Heat the Mek has at the end of it's Turn is carried over into the next Round. Always keep track of the Heat your Meks are generating from actions, damage, Etc. You may not want to blow up unnecessarily.

OVERWATCH: Until the model's next activation, it will automatically generate 1 Heat and attack the first enemy model that comes into its line of sight, Shooting or Close Combat. The enemy model immediately stops and the attack is resolved before it can continue its move as normal. You've probably played enough xcom style games to know how this works. Models can only Overwatch once per Round. Models cannot go into Overwatch if they have maxed their Heat.

OVERHEATING: At the end of the Round check all the Meks in play for OVERHEATING and roll on the table to see what happens where necessary.

When a player can no longer activate anymore Models, the opposing player WINS the Game.

TABLES

DAMAGE TABLE: Add 1 Heat per roll on this table.

1. You got lucky, no permanent effect.
2. System Shock, -1 to hit for the next Turn.
3. System Failure, one random weapon is destroyed*.
4. System Failure, one leg is damaged, move distance halved (2nd roll, Immobilized).
5. System Failure, Mod is destroyed, cannot be used for the rest of the Game.
6. System Reset, Mek automatically takes its Turn last in the next Round.

OVERHEAT TABLE: after rolling on this table, Meks take 1 HP of Damage. Add +1 to the D6 result for every Heat the Mek is over it's Max. After rolling on the table reduce Heat by 1/2, rounding down.

1. Weapons Misfire, one random weapon fires in a random direction.
2. Vulnerable, add +1 to any Damage you receive until the next activation.
3. Systems Not Responding, model moves 1/2 it's Move distance in a random direction.
4. Immobilized, model cannot perform any Move actions in its next turn.
5. Systems Not Responding, model may not perform any Actions in its next turn, but will still be affected by in game effects such as specials, etc.
6. DETONATION. Draw a 8" circle centered around the Mek. Roll a D6. Everything in the blast radius automatically takes the D6 number +1 as Damage. 6+ save.

*even if all a Meks weapons are destroyed it can still attack in Close Combat.

**destroyed Meks that have not Detonated stay on the table as terrain.

Things still in development: Tables, scenarios..

Notes; I started this idea when Titanfall2 was being DDoS attacked and I couldn't play, so instead I kitbashed a robot inspired by its mech designs. The idea for MEK28 is an easy, fun game focused on building and fighting with mechs and mech like models. Simple rules that stick to core ideas we are all familiar with (D6 +4-5-6 to hit), but with modifiers that aren't just +/-1 to dice rolls. I left mek, weapon and ability descriptions vague so they can be interpreted in different ways. A mek might be a leggy animal machine hybrid, maybe a walking tank, or a massive eyeball running on four digitilt legs. Maybe it doesn't shoot bullets or rockets and shoots corrosive venom sacks or energy beams instead. Maybe it walks around venting plasma instead of using heat sinks, or maybe it's powered by steam and that's why it gets so hot from fighting. Or maybe it doesn't generate Heat at all and Heat represents little gremlins trying to keep the Mek fed or held together. Maybe it has thick steel plates for armour, or deflects bullets away from its fragile body with impressive dodging or energy shielding. Build something cool, use models you already have, try playing, come up with your own Mek mods, special, or damage/heat tables. Let me know what you think. Send MEK pictures and feedback to @berserkerwrks on Insta.

Thanks you JTStark04, John, Eric and Trent from MISCAST for all your help! Thank you to everyone who played Mek28 and provided feedback during Adepticon 2024, and everyone who has downloaded and played the game so far!

This PDF version of the rules is made available by 28Mag. Find updates of the rules on <https://berserkerworks.itch.io/mek28>

Playlist: Mine - äbvsd Remix