Quick Actions

Boost	The NPC moves spaces equal to **Speed**.
Grapple	The NPC makes a melee attack against a character adjacent to them with a bonus of **+1/2/3**, grappling them if successful.
Hide	The NPC becomes **Hidden**.
Prepare	The NPC prepares a **quick action** to take as a **reaction**, using the player rules.
Skirmish	The NPC attacks with one **Auxiliary**, **Main**, or **Heavy** weapon.
Ram	The NPC makes a melee attack against a character adjacent to them and their size or smaller, with a bonus of **+1/2/3**. On a success, they knock their target **Prone** and may also knock them up to **1 space** back.
Quick Tech	The NPC chooses one of the listed **Quick Tech** options or one listed in its profile
Search	The NPC makes a contested **Systems** check against the **Agility** of a **Hidden** character within **Sensors**. On a success, the target ceases to be **Hidden**.

Damage and Heat

NPCs only have **1 Structure** and are destroyed when they reach **0 HP**. NPCs with additional **Structure** follow the standard rules for **structure damage**.

NPCs deal fixed amount of damage instead of rolling dice.

Damage and Heat (cont)

NPCs can't perform **critical hits**. If an NPC performs a **critical hit**, it usually adds damage or has different effect, instead of rolling damage twice and choosing the higher.

Some NPCs, like mechs, have a **Heat Cap**. By default, these characters have **1 Stress** and become **Exposed** when they exceed their **Heat Cap** instead of making an overheating check. NPCs with additional **Stress** follow the standard rules for overheating.

Some NPCs don't have a **Heat Cap**; instead, they take **heat** as **energy damage**.

Full Actions

Barrage	The NPC attacks with up to two **Auxiliary**, **Main**, or **Heavy** weapons, or one **Superheavy** weapon. If they are attacking with more than one weapon, they may attack one target or several.
Disengage	For the rest of their turn the NPC ignores engagement and their movement does not provoke reactions.
Full Tech	The NPC chooses a **Full Tech** option, or two different **Quick Tech** options.
Improvised Attack	The NPC makes a melee attack with a bonus of **+1/2/3** and deals **3/4/6** damage.
Stabilize	The NPC clears all heat and the **Exposed** status, and reloads all **Loading** weapons.

Tags

Mech	These NPCs are ambulatory, mechanized cavalry units (like the PCs).
Vehicle	These NPCs are vehicles of various descriptions, other than mechs and ships.
Ships	These NPCs are vehicles capable of space and atmospheric travel.
Biological	These NPCs don't have a **Heat Cap**, are immune to tech actions other than **Scan** and **Lock On** (including beneficial ones), and can't take tech actions unless specified.
Squad	These NPCs aren't individual people - instead, they are a large squad of smaller enemies that act together.

Reactions

Overwatch	When a character starts any movement in threat range of an NPC's weapon, that NPC may take the skirmish action against them as a reaction. An NPC can only overwatch once between turns unless specified.

Quick Tech Options

Invade	The NPC makes a **Systems** vs **E-Defense** tech attack against a character within **Sensors**. On a success, their target takes **2 Heat** and is **Impaired** until the end of their next turn.

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Page 1 of 2.

Quick Tech Options (cont)

Lock On	The NPC chooses a character within line of sight and **Sensors**: they gain **Lock On**.

Other

Actions	NPCs can't **Overcharge** or **Brace** and don't heal or clear conditions when they **Stabilize**.
Recharge	Some NPC systems and weapons have a special tag: **Recharge**. Once these systems or weapons have been used, they can't be used again until they are recharged. The **Recharge** tag also lists a target number (e.g., 4+ or 5+). At the start of NPCs' turns, roll **1d6** if they have any **Recharge** equipment: if the result is equal to or greater than the target number, they can use it again. Only one roll is required per NPC, even if they have multiple **Recharge** systems.
Traits	Many NPCs have abilities with a special **Trait** tag. These are character qualities that aren't based on systems - they can't be disabled or destroyed by damage.
Systems	NPC systems that can be destroyed by system damage (from structure checks) are marked with the **System** tag.

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Page 2 of 2.