Ability Checks

Add up scores of specified abilities.

Roll number of **d10s** equal to result.

Each die with roll result **at least equal** to first number of TN counts as 1 success.

Check is passed if number of successes **at least equal** to number of TN after the slash.

Example: TN6/3 needs 3 results of 6 or higher to pass the check.

Rolling 1 or 10

Rolled two or more 1s:	check failed automatically
Rolled two or more 10s:	check passed automatically
Multiple 1s and 10s:	no effect

These don't apply to contested checks!

Assisted Rolls

When two or more characters *assist* each other on a check, all of them roll for the check. Any success by any participating character counts towards passing.

Passive Checks

No roll, the ability score(s) are compared directly against a TN or other character's ability score(s).

Senses

In *normal* conditions, tanks can...

...**see** up to 3000 meters.

...**hear** an unlimited distance.

...**smell** strong odours.

...**feel** rudimentary sensations and shapes.

In *difficult* conditions, such as...

Senses (cont)

...**moderate darkness**, TNs for sight-based checks are increased by 2 and +1 per 100 meters.

...**complete darkness**, sight-based checks fail.

...**bright light**, the TN for sight-based checks is increased by 2.

...**noisy environments**, TN for hearing-based and *Unwinding* checks is increased by 2. Can attempt a Buf check (TN6/2) to remove penalties for 1 turn (combat) or 10 minutes (outside combat).

Using senses **passively** doesn't require an interaction check. Using them **actively** does.

Turning off the Engine

To prevent being detected, tanks can turn off their engine for **3 hours before they suffer 1 point OST damage per 10 minutes**. The engine turns back on if OST is reduced to 1 this way, tank is unable to act for 2d10 minutes afterwards.
Tanks with a turned off engine can't move, unwind, sleep, or be rallied.
Turning the engine off/on requires no interaction.

Communication

Gesticulating:	rudimentary communication
Talking/Shouting:	can alter the voice at will or imitate others
Verbal Radio Message:	can be used instead of talking
Nonverbal Radio Message:	silent communication, takes longer than talking
Ping:	send and receive location

A tank can only communicate when it is able to act.

Manipulating Vehicles

To **Rally** a vehicle that can hear you, roll Ment+Ins. TN is difference target's max OST - current OST, needs 2 successes. On pass, target regains 1 OST. Failed check can be repeated next turn.

To **Intimidate** a vehicle that can hear you, roll Ment+Size. Target must roll Ment. TN8. If you have more successes, target loses 1 OST. Failed checks can't be repeated on same vehicle in same battle.

To **Push or Pull** an *unwilling* vehicle, both roll Strength. TN is (target's Size - your Size)+5. If you have more successes, you can move the vehicle.

To **Push or Pull** an *willing/unconscious/incapacitated* vehicle, you roll Strength. TN is (target's Size - your Size)+5. You need 1 success to move the vehicle.

Tanks can never move other tanks that are 2 or more Sizes bigger than themselves. For pushing, no aid is required. Pulling requires a tow rope.

Repairing

Every repair check takes 30 minutes.

To repair itself or others, a tank rolls MechaniCon+Dex.

The TN is 11 + target max DT + current DT damage. (Max 10, min 2.)

On a success, tank regains x points of DT. "x" is repairing tank's MechaniCon score.

Interrupted repair checks fail.

Use **Spare Parts** to automatically pass the check.

1d10 less for repair checks without **Repair Kit**.

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Resting

Unwinding

Takes 10 minutes.

Make Ment+Buf check. TN11/2 + max OST - current OST. (TN max 10, min 2.)

Noisy environments increase number of needed successes.

Successful check restores 1 OST.

Failed checks can be repeated with 1d10 less after each consecutive fail. A successful check breaks this chain.

Sleeping

Takes 4 hours. No ability checks needed.

When sleeping at least 4 hours without interruption, OST is fully restored.

Refueling

Every 24 hours, make Fuel check. TN8.

On a fail, current Fuel score is reduced by 1.

If current Fuel reaches 0, lose 1 OST every 20 minutes. Can't rest/sleep, or be rallied. If OST reduced to 1, tank falls *unconscious*.

Unconscious tanks can't act.

Raising current Fuel above 0 wakes up the tank.

Every 24 hours, unconscious tanks make a Buf check (TN2). On a failure, the tank dies.

Willing/unconscious tanks can be **refueled**. Treated as interaction check with automatic pass.

Refueling restores 1 current Fuel score and requires 1 unit of fuel.

The MM may request Fuel checks after strenuous activity or fights.

Combat Progression

1. Ambush? Ambushing tanks add +2 to their Initiative roll. Ambushed party can't act on the first round and their weapons with *reload* are unloaded.

2. Take Positions. MM decides where all combatants are located.

3. Roll Initiative. Every combatant rolls Initiative. Results decide the turn order.

4. Take turns. Tanks with higher Initiative rolls act first.

5. Repeat step 4 until combat ends.

The combat ends when the MM decides you won or you lost, or there was a draw. After a battle, all participants gain Experience Points.

Combat Turns

Each round represents 3.6 seconds.

In 1 round, every combatant gets 1 turn, on which they can act.

On your turn, you can...

...move up to your maximum Speed distance.

...make 1 interaction, as long as your Interaction Pool is not 0.

...speak, gesticulate, move your turret, etc.

...choose to do nothing.

Turning on the spot costs 10 meters of movement.
You cannot end your movement on another tank or move through them.

Attacking - Ramming

Move at least half of your Speed score towards the target. This consumes your entire movement.

You must be able to reach the target with your movement.

Make an Interaction Pool check. TN is target's "TN to be struck". Requires 2 successes.

Attacking - Ramming (cont)

On a **failure**, target moves away up to half of its Speed and you take its place.

On a **success**, inflict your Damage from Strike, reduced by target Dur+Size. Target inflicts their Damage from Strike, reduced by your Dur+Size.

If a target moved towards you during its turn, you can move less than half of your Speed score.

Attacking - Shooting

1. Pick a target. You need to see it. Can be a tank, building, or arbitrary spot.

2. Determine TN To Hit. See "TN To Hit".

3. Make a roll To Hit. Roll 1d10 and add RealityCom score +/- bonus/penalty.

4. Determine DT damage. Roll number of d10 indicated by weapon's first Damage stat. Number of lowest results indicated by second Damage stat are counted.

5. Resolve DT damage. Apply damage to target, which may incapacitate it.

6. Determine/Resolve OST damage.

Only roll To Hit once for all your weapons combined.

TN To Hit - Base

Distance	TN	Firepower
< 100m	8	2+
> 100m, < 400m	12	3+
> 400m, < 800m	14	5+
> 800m, < 1200m	16	6+
> 1200m, < 3000m	18	8+
> 3000m	22	8+

TN To Hit - Modifiers

Decrease TN To Hit by...

...target's Size score.

...1 if hitting target tank's side or rear.

Increase TN To Hit by...

...1 if you moved at least half your Speed.

...half of the target's Mob score (round down).

...difference between your Firepower and target's Dur score if Dur is higher.

...1 if target is half behind hard cover.

The TN can never be lower than 3.

OST Damage

A tank whose OST is 0 *panics*.

Panicked tanks immediately move their full Speed score into the direction of the least enemies.

At the beginning of each turn while panicked, make Ment check (TN6).

On a **fail**, repeat the movement. On a **success**, you gain 1 OST and your turn ends.

OST damage is inflicted during battles when...

...1 point if you are hit by a shot and your DT is below 8

...1 point if an enemy intimidates you

...2 points if you witness an ally get incapacitated or panicked

Panicked tanks can be the target of attacks.

Attacking Structures

Buildings and other structures have a Dur and a DT. Make a normal shooting attack to damage or destroy them.

Incapacitated Tanks

If a tank's DT falls to 0, it is incapacitated.

An incapacitated tank is unable to move or act, but can still perceive their surroundings and communicate with other tanks.

Repair the DT to 1 or above to no longer be incapacitated.

An incapacitated tank becoming the target of an attack that would cause DT damage rolls 2d10. On a result of 2, the tank dies.

Size Scores

Size	in meters	in feet
2 or smaller:	5/2/2	16.4/6.6/6.6
3 or 4:	7/3/3	22.11/9.1-0/9.10
5 or 6:	8/4/3	26.2/13.1/9.10
7 or 8:	9/4/4	29.6/13.1/13.1
9 and above:	10/5/4	32.9/16.4/13.1

Weapon Special Rules

Keyword	Description
hull-mounted	Weapon Size score decreased by 1. Can only shoot targets partially or wholly within 90° radius tangential to shooting tank's front.
reload(x)	Number in parentheses indicates how many rounds the weapon needs to reload before being fired again.
inaccurate(x)	Number in parentheses indicates penalty to To Hit score.
burst(x)	Number in parentheses indicates how many times the weapon can fire in one turn.

Class Skills

Level 1:	class skills come into effect
Level 2:	pick a *role*, gain new skills
Level 6:	skill improvements
Level 10:	skill improvements

Once chosen, a role cannot be changed.

States

Vehicles are assumed to be in *normal* state by default. They can have multiple states.

Normal: No effect.

Fallen Over: Speed score reduced to 0 until vehicle is *righted*.

Load Limits

% of Load Limit used	Effect
0%	no restrictions
80%	Speed decreased to 60%
90%	Speed decreases to 40%
100%	Speed decreases to 0%

Tank Arms

Every tank has **4 arms** by default.

Each arm can extend 4 meters and lift up to 170 kg.

Each arm can be moved independently.

Using arms takes an **interaction check**.

Make only 1 check for all arms doing the same task.

Simultaneous tasks require separate checks. The required successes for all tasks increase by 1 for each additional task.

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Terrain

Slow	Vehicles move at half speed.
Diff- icult	Moving requires Mob check (TN8). Failure gets vehicle *stuck*.
Impa ssa- ble	If entering terrain, gets *stuck*. Can't get unstuck on its own.

Stuck vehicles have Speed core of 0. Once per combat round or every 3 minutes, they can repeat the Mob check (TN8) to no longer be stuck.

Levels

Level	Total EXP
1	0
2	100
3	600
4	1200
5	2500
6	4800
7	5700
8	6900
9	8200
10	10000

Increasing Ability Scores

Every time you level up, you gain 2 talent points.

Spending 1 talent point increases an ability score by 1.

If your Buf or Ment scores increase, roll 1d10 for each point the abilities increased and add it to your max OST.

Increasing Ability Scores (cont)

If your Dur or Size scores increase, roll 1d10 for each point the abilities increased and add it to your max DT.

Ability scores can only be increased by 1 point per level.
After increasing ability scores, increase your attributes accordingly.
You can use 5 instead of rolling for DT and OST.