Full Actions	
Barrage	Attack with two weapons, or one Superheavy weapon. You may also attack with an Auxiliary weapon on any mount that has fired. Superheavies can only be fired as part of a Barrage.
Disengage	Until the end of your turn, you ignore engagement and cannot provoke reactions via movement.
Full Tech	Choose two Quick Tech options, or a single Full Tech option. You can choose the same Quick Tech option twice.
Improvised Attack	Attack without a weapon; describe what you are attacking with, and then roll a Melee Attack against an adjacent target. They take 1d6 unless stated otherwise.
Stabilize	Choose between (1) clear all heat and the Exposed condition, or (2) mark 1 Repair to restore all HP. Additionally, choose one of (1) reload all Loading weapons, (2) clear any Burn affecting your mech, (3) clear one condition not caused by one of your systems, or (4) clear an adjacent character's condition that was not caused by one of their systems.
Mount/Dismount	Mount or dismount your mech, or an adjacent allied mech. This is NOT jockeying.
Boot Up	Clear the Shut Down condition and restore your mech to functionality.
Activate	Activate a system with a Full Action activation time.

Quick Actions	
Boost	Move up to your speed (at least one space).
Grapple	Make a melee attack. On hit, target is Grappled. Grapple ends if (1) adjacency is broken, (2) the attacker uses a free action to end the grapple, or (3) the defender breaks free with a contested Hull check (quick action).
Hide	You ignore engagement and cannot be directly targeted by any hostile action. To hide, you must (1) not be Engaged, or (2) be outside of any enemies' line of sight, or be behind sufficient cover. Hard cover is often enough to Hide, but soft cover only qualifies if you fit entirely within it.
Quick Tech	Select a Quick Tech option from the Quick Tech list.
Ram	Make a melee attack against a target that is the same size or smaller than you. On hit, they are knocked Prone and you may choose to knock them back one space directly away from you.
Search	Choose a character within your sensors that you suspect is Hidden; make a Systems check against their Agility (or a contested skill check as a Pilot). On success, the target immediately loses Hidden and can be found by any character.

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Quick Actions (cont)	
Skirmish	Choose a target within your Range (or Threat) and make an attack with a mounted weapon. You may only choose one mount, but may fire an additional Auxiliary weapon on this mount. Superheavy weapons cannot be Skirmished with.
Prepare	Ready any other Quick Action and specify a trigger. Until the start of your next turn, you may activate this as a reaction to the trigger. For the purposes of actions you cannot take twice, Preparing counts as taking the action.
Eject	You are ejected from your mech and fly six spaces in a direction of your choice. Your mech is Impaired until you return to it. This is a single-use system, and you cannot Eject again until your next Full Repair.
Shut Down	Upon shutting down, (1) your heat is entirely cleared, (2) any cascading NHPs return to a normal state, (3) any statuses affecting the mech caused by tech actions immediately end, (4) your mech gains immunity to all tech actions and attacks, including from allied characters, (5) the mech is stunned indefinitely. The only way to remove this condition is to Boot Up the mech.
Self-D-estruct	After a self-destruct has been initiated, at the end of your next turn, your mech explodes; this explosion is Burst 2, and deals 4d6 blast damage to anyone in the range. Characters caught in it may make an Agility save for half damage.

Free Actions	
Overcharge	Once per turn, you may make any action as a Free Action. The first time you do this, you take one heat. The second time, you take 1d3 heat. The third time, you take 1d6 heat. Each time after, you take 1d6+4 heat. A Full Repair resets this counter.

Reactions		
Brace	1/round, when you are hit by an attack and damage has been rolled.	You gain resistance against all damage, burn and heat from the triggering attack, and until the end of your next turn, all attacks against you have +1 Difficulty. You cannot take reactions until the end of your next turn, and on your next turn, you may only take one QuicK Action.
Overwatch	1/round, when a hostile character starts any movement inside the threat range of one of your weapons.	Immediately use the relevant weapon to Skirmish against that character, before they move.

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Conditions	
Danger Zone	When a mech has filled in more than half of its heat, it is visibly in the Danger Zone.
Down and Out	When a pilot is unconscious and Stunned, they are Down and Out. If they take any more damage, they will die.
Engaged	Any character adjacent to a hostile character is Engaged. Ranged attacks gain +1 Difficulty. Characters who become Engaged with targets of equal or greater size while moving immediately stop moving and lose unused movement.
Exposed	All kinetic, explosive or energy damage taken is doubled. Clearable via Stabilizing.
Hidden	Cannot be targeted by hostile attacks or actions, and enemies only know your approximate location. Lost when attacking, forcing saves, taking reactions, Boosting or losing cover.
Invisible	All attacks have a flat 50% chance to miss entirely. Additionally, they can always Hide.
Prone	Attacks against gain +1 Accuracy. Additionally, you are Slowed and count as moving in difficult terrain at all times. Can be removed by using their movement to stand up, which does not count as movement.
Shut Down	All heat is cleared, the Exposed status is removed, any cascading NHPs are restored to normal states, any statuses or conditions caused by tech actions are ended. Mech gains immunity to tech actions and attacks. Stunned indefinitely.
Immobi-lized	Cannot make voluntary movements.
Impaired	Gain +1 Difficulty on all attacks, saves and skill checks.
Jammed	You cannot communicate with other characters via comms. Cannot make attacks, other than improvised attacks, grappling or ramming. Cannot take reactions, or benefit from tech actions.
Lock On	Hostile characters may remove this condition. If they do, they gain +1 accuracy on their next attack against that character.
Shredded	Remove benefit from Armor and Resistance.
Slowed	May only make their standard move on their turn. No boosting or special movement.
Stunned	Cannot take any actions, move or Overcharge. This includes free actions and reactions. Pilots can still Mount, Dismount or Eject from Stunned mechs. Stunned mechs have an Evasion cap of 5, and automatically fail Hull and Agility checks and saves.

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