What you can do on your turn

Standard Move

Move up to your speed. You *can* take an action mid-movement, but *you must fully resolve the action before finishing the move.*

Action(s)

Take **1 full action** or **2 quick actions** (listed below)

Free Actions & Protocols

As many as you have available. Protocols are free actions, but must be activated *at the start of your turn*. Free Actions **can be used to make duplicate actions**

Reaction(s)

1 per turn, no limit per round

Overcharge

Take heat (1, 1d3, 1d6, 1d6+4) to gain 1 quick action as a free action. Heat cost only resets after a *Full Repair*. You can only overcharge 1x/turn

The same action cannot normally be taken more than once per turn.

Quick Techs

Bolster

Choose a character within sensors. They gain **+2 Accuracy** on their next *Skill Check or Save* before the end of their next turn.

Quick Techs (cont)

Scan

Choose a character in **Sensors** and **Line of Sight**. You can ask the GM to answer one of the following questions:
-Your target's weapons, systems, and full statistics (HP, SPEED, EVASION, ARMOR, MECH SKILLS, and so on).
-One piece of hidden information about the target, such as confidential cargo or data, current mission, the identity of the pilot, and so on.
-Generic or public information about the target that can be pulled from an info bank or records, such as the model number of a mech.

Lock On

Choose a target in **Sensors** and **Line of Sight** They gain the **Lock On** condition. Any character who attacks a target with **Lock On** can consume it to add **+1 Accuracy** to the attack

Invade

Make a *Tech Attack* roll against a target within **Sensors** and **Line of Sight** against the target's *E-Defense*. On a success, the target takes **2 heat** and you can choose one *Invasion* option available to you.
All characters are able to use the **Fragment Signal** *Invasion* option:
-**Fragment Signal.** The target becomes **Impaired** and **Slowed** until the end of their next turn.

Structure Damage

5-6	Glancing Blow	Your mech is **Impaired** until the end of your next turn.
2-4	System Trauma	Roll 1d6. On a **1-3** one weapon mount of your choice is destroyed. On a **4-6**, one system of your choice is destroyed.

Structure Damage (cont)

1	Direct Hit	**3+ remaining Structure**: Your mech is **Stunned** until the end of your next turn. **2 remaining Structure:** Roll a **Hull check** - on a success, your mech is **Stunned** until the end of your next turn. On a failure, your mech is destroyed. **1 remaining Structure:** Your mech is destroyed
Multiple 1s	Crushing Hit	Your mech is destroyed

Roll 1d6 per missing structure. Keep the lowest result.

Overheating Table

5-6	Emergency Shunt	Your mech is **Impaired** until the end of your next turn.
2-4	Destabilized Power Plant	Your mech is **Exposed**, taking double *Kinetic, Explosive, and Energy* damage until the status is cleared.

Overheating Table (cont)

1	Meltdown	**3+ remaining Stress**: Your mech is **Exposed**
		2 remaining Stress: Roll an *Engineering* check. On a success, your mech is **Exposed**. On a failure, it suffers a *Reactor Meltdown* in 1d6 of your turns. You can spend a *Full Action* to reroll the *Engineering check*.
		1 remaining Stress: Your mech suffers a *Meltdown* at the end of your next turn
Multiple 1s	Irreversible Meltdown	Your mech suffers a *Meltdown* at the end of your next turn

Rest (1 hr)

-Clear all heat

-Clear statuses/conditions affecting your mech

-Restore half your *pilot's HP* (not mech's) and clear *Down & Out*

-Spend **1 Repair**: Restore full HP, or repair a destroyed weapon or system

-Spend **2 Repairs**: Restore 1 *Structure* or 1 *Stress*

-Spend **4 Repairs**: Repair a destroyed mech. Anyone can contribute repairs. Repaired mechs regain *full HP, 1 Structure, and 1 Stress*. This does not repair any destroyed weapons or systems.

Quick Actions

Skirmish

Choose one weapon mount and make an attack against a valid target within range (or threat). Attacks with secondary Auxiliary weapons to not deal any bonus damage. You cannot **Skirmish** with *Superheavy Weapons* (unless explicitly stated).

Boost

Move *at least 1 space,* up to your **Speed**. Certain talents & systems only activate when you **Boost** (not during your standard move).

Quick Tech

Choose one of the following options:
-**Bolster**
-**Scan**
-**Lock On**
-**Invade**
Detailed explanations later

Ram

Make a **Melee Attack** against an adjacent character *the same size or smaller*. On a success, the target is knocked **Prone** and *you can choose to knock them back 1 space directly away from you*

Grapple

To grapple, make a melee attack against the target's **Evasion**. See full rules later

Hide

If you are not **Engaged**, not in enemy **Line of Sight**, and either *sufficiently obscured* or **Invisible**, you can **Hide** as a quick action. Full rules later

Search

Choose a character within *Sensors* that you suspect is **Hidden**. Make a contested **Sensors** check against their **Agility**. If successful, that character is no longer **Hidden** *to any character*

Reactions

Reaction	Trigger	Effect
Overwatch	A hostile character starts any movement (including BOOST and other actions) inside one of your weapons' **Threat**.	Trigger **Overwatch**, immediately using that weapon to **Skirmish** against that character as a reaction, before they move.

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Reactions (cont)

Brace | You are hit by an attack and damage has been rolled. | -You count as having **Resistance** to all *damage, burn, and heat* from the triggering attack.
-Until the end of your next turn, all other attacks against you are made at **+1 Difficulty**.
-Due to the stress of bracing, you **cannot take reactions** until the end of your next turn and on that turn, **you can only take one quick action** – you cannot *Overcharge, Move normally, take Full Actions, or take Free Actions.*

You can only take one reaction per turn – your turn or other characters' turns – but you can take any number of reactions per round. Unless specified otherwise, once you take a reaction you cannot take it again until the beginning of your next turn

Conditions

Immobilized

You cannot take any voluntary movements. Involuntary movements are unaffected

Impaired

You receive **+1 Difficulty** on all *attacks, saves, and skill checks*

Conditions (cont)

Jammed

Jammed characters can't:
-Use comms to communicate,
-Make attacks (other than *Improvised Attack, Grapple, or Ram*),
-Take *Reactions* or benefit from tech actions

Lock On

Hostile characters can consume **Lock On** to gain *+1 Accuracy* on their next attack

Shredded

Shredded characters don't benefit from *Armor* or *Resistance*.

Slowed

The only movement **Slowed** characters can only make is their *Standard Movement*. They **cannot** Boost, or benefit from any movement from talents, systems, or weapons.

Stunned

You cannot *Move, Overcharge, or take any actions*. Pilots can still **Mount, Dismount,** or **Eject** normally.
While **Stunned**, your mech has *5 Evasion* and automatically fails *Hull* and *Agility* saves.

Full Repair (10 hrs)

-Restore all *pilot HP* and clear **Down & Out**.

-Restore your mech to *full HP, Stress, and Structure*, as long as it's intact or the wreckage is accessible.

-Clear all *Statuses* and *Conditions*.

-Repair any destroyed *Weapons* or *Systems*.

-Recover **CP**, if used.

-Regain all *Repairs* and uses of *Limited* weapons.

-Print a new mech and equipment, **with the proper facilities.**

Full Actions

Barrage

Attack with **two weapon mounts** or **one Superheavy weapon**. Each weapon can have a different target if desired. When attacking with a secondary Auxiliary weapon on the same mount, do not apply any **Bonus Damage**

Disengage

Until the end of your current turn, you ignore **Engagement** and your movement does not provoke **Reactions**

Full Tech

Choose **two Quick Tech** options, or one system that requires a **Full Tech** to activate. If you choose two Quick Techs, you can repeat the same option multiple times.

Improvised Attack

Make a melee attack. On a success, they take **1d6 Kinetic damage**

Stabilize

Choose one of the following two options:
-Clear all **heat** and the **Exposed** condition
-Spend 1 **Repair** to restore all HP
Additionally, choose another one of the following options:
-Reload all **Loading** Weapons
-Clear any **Burn** affecting your mech
-Clear one **condition** not caused by your own systems
-Clear one **condition** affecting an ally not caused by one of their own systems

Other Actions

Activate (Quick or Full)

Activate a system or piece of gear. This can be done more than once per turn, but *you can't activate the same system more than once per turn* (unless it's a part of a free action)

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Other Actions (cont)

Prepare (Quick)

Use one *Quick Action* to prepare any other *Quick Action* and specify a trigger. When that trigger occurs, you can perform the prepared *Quick Action* as a *Reaction*. This still obeys the limit on taking repeated actions. You cannot Move or take any other Actions or Reactions until your action has been triggered (or if you forfeit the prepared action)..

Mount, Dismount, and Eject (Quick or Full)

Mount or **Dismount** as a *full action*. You can **Eject** as a *quick action* flying 6 spaces in any direction, however your mech is *Impaired* and you cannot *Eject* again until your next *Full Repair*.

Boot Up (Full)

Power on your mech, clearing **Shut Down**

Shut Down (Quick)

Your mech gains the **Shut Down** status, with the following effects:
-All **heat** and the **Exposed** condition are cleared
-Any cascading NHP returns to a normal state
-Any statuses/conditions caused by *Tech Actions* are cleared
-The mech gains immunity to tech actions and tech attacks from all sources
-The mech is **Stunned.** This can't be prevented or cleared until the mech is **Booted Up**

Self Destruct (Quick)

Initiate a reactor meltdown. At the end of your next turn (or at the end of one of your turns in the next 2 rounds) your mech explodes.
The explosion destroys your mech killing anyone inside. Characters in a **Burst 2** area must make an *Agility Save*. It deals **4d6 Explosive damage** on a failed save, or half on a success.

Statuses

Danger Zone (Mech)

A mech is in the *Danger Zone* when it has heat equal to half or more of its heat cap

Down & Out (Pilots)

When *Down & Out*, your pilot is **Unconscious** and **Stunned**. You die the next time you take damage. You regain half *HP* and return to consciousness when you rest.

Engaged

If a character becomes **Engaged** by a target of the same **Size** or greater during a move, *the movement ends immediately and any unused movement from that move is lost.*
Any ranged attacks made while *Engaged* gain **+1 Difficulty**

Exposed (Mech)

An *Exposed* character takes double damage from *Kinetic, Explosive, and Energy damage* (before armor, resistance, etc.).
You can clear *Exposed* by taking the **Stabilize** action.

Hidden

Hidden characters *can't be targeted by hostile attacks or actions,* don't cause *Engagement,* and enemies only know their approximate location.
Attacking, forcing saves, taking **Reactions**, using **Boost**, and losing cover all remove **Hidden** after they resolve. Characters can find **Hidden** characters with **Search**.

Invisible

All attacks against **Invisible** characters, *regardless of type,* have a 50 percent chance to miss outright, before an attack roll is made.
Invisible characters can always **Hide**, even without cover

Statuses (cont)

Prone

-Attacks against *Prone* target are made with **+1 Accuracy**
-**Prone** characters are *Slowed*
-Characters can remove *Prone* by using their *Standard Movement* to stand up (unless immobilized).
-Standing up does not count as movement. Thus, it does not trigger *Overwatch* or other reactions.

Shut Down (Mech)

When *Shut Down*:
-All **Heat** is cleared and the **Exposed** status is removed
-Any cascading NHPs are stabilised and no longer cascading.
-Any statuses and conditions affecting the mech caused by tech actions, such as **Lock On**, immediately end.
Shut Down mechs have *immunity to all tech actions and attacks,* including any from allied characters.
While **Shut Down**, mechs are **Stunned** indefinitely. Nothing can prevent this condition, and it remains until the mech ceases to be **Shut Down**.

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