Standard Rolls

Check	Success on 10+
Attack	Success on [Defensive Stat]+
Save	Success on [Save Target]+
Contested	Two characters roll, higher result succeeds; attacker wins ties

These are made with 1d20 + [Statistic Bonus]. A roll can only have one Statistic Bonus.

Accuracy & Difficulty

Accuracy (+)	Roll 1d6 per (+), add highest result to roll.
Difficulty (-)	Roll 1d6 per (-), subtract highest result to roll.

(+) and (-) cancel each other on a 1:1 basis.

Pilot Backgrounds, Skill Triggers, and Mech Skills

Background	If it would apply to a check, gain (+).
Skill Triggers	These provide a Statistic Bonus on checks related to them.
Mech Skills	These provide a Statistic Bonus on checks and related actions. (H.A.S.E)

Triggers never apply to attack rolls, saves, or any rolls other than skill checks. Mech Skills are used instead of Triggers when you make skill checks that directly utilize a Mech.

Available Actions

On each turn, you may:

Move: Move up to Speed

Take either: 1 Full Action *-or-* 2 Quick Actions

Free Actions: May take any number

Reaction: 1/turn. See Reactions.

Overcharge: Optional, take extra quick action for some amount of Heat. (1, 1d3, 1d6, 1d6+4)

The same action cannot be taken more than once per turn, except in certain cases (e.g., special actions like free actions and reactions).

Pilots in Mech Combat

Unmounted characters make all attacks and saves by adding GRIT to the roll instead of using their triggers.

Unmounted characters have the BIOLOGICAL tag. They have IMMUNITY to all tech actions (even beneficial ones) except LOCK ON and SCAN, although they can be targeted by electronic systems such as drones and smart weapons. If a BIOLOGICAL character would take heat, they instead take an equivalent amount of energy damage.

Unmounted characters can't aid mechs, benefit from talents, or give or receive any bonuses that apply to mech-scale weapons.

Pilots don't cause mechs to become ENGAGED and don't count as obstructions to mechs, no matter their SIZE.

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AI and Mechs

Mechs can only have one system with the AI tag installed at a time. If a mech has the AI tag, its player can choose to give control of the mech to the AI as a protocol, freeing the pilot to take other actions. The pilot can't use the mech to take any actions or reactions until they take control again, but the AI gains its own set of actions and reactions. The AI acts on the same turn as the pilot. AIs don't benefit from the pilot's talents or other features, but otherwise operate as normal. At the start of the player's subsequent turns, control can be returned to the pilot as long as they are physically inside their mech.

Except for some limited systems – like comp/cons – any time a mech with the AI tag makes a structure damage or overheating check, roll 1d20. On a 1, the NHP's casket has suffered a traumatic impact or code incursion and the NHP enters cascade.

NHPs in cascade can be stabilized by a pilot choosing to SHUT DOWN their mech, returning them to their base state. This is the only action a pilot in a cascading mech can take.

When an NHP begins to cascade, they immediately take over the mech and become an NPC under the control of the GM.

Damage

Standard Damage	Kinetic, Explosive, and Energy.
Heat	Ignores Armor and instead of dealing damage increases the target's Heat.
Burn	Immediately causes damage that ignores Armor. At the end of the target's turn, they make an Engineering check or take that burn again. Success clears all burn. Multiple sources of burn are cumulative, but all resolve with the same roll.
Armor	Each point of Armor reduces incoming damage by 1. Armor never goes above 4.
Resistance	Reduces all damage of a type or source by half.
Immunity	All damage and Effects of a type or source are ignored.
Bonus	If an attack that targets more than one character deals bonus damage, the bonus damage is halved.

Resistance applies after Armor.

Objects

Unless specified otherwise, all objects (including terrain, cover, buildings, and deployable items) have 5 EVASION and 10 HP/SIZE.

Typical Sizes

1/2	Humans, some small mechs, extravehicular activity (EVA) suits.
1	Standard mechs.
2	Tanks, vehicles (e.g. APCs or construction vehicles), heavy mechs.
3	Siege mechs, large or heavy vehicles.
4+	Titanic mechs, flyers.

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Stress Damage

Roll	Result	Effect
5+	Emergency Shunt	Your mech is impaired until the end of your next turn.
2-4	Power Plant Destabilize	Your mech suffers from the exposed status (taking double damage) until it takes action to remove it.
1	Meltdown	This result has different outcomes depending on how much reactor stress your mech has remaining. 3+ - Your mech immediately suffers from the exposed condition until it takes action to remove it. 2 - Your mech must pass a engineering check or suffer a reactor meltdown at the end of 1d6 turns after this one (rolled by the GM). You can reverse it by taking a full action and repeating this check. Even on a successful check, your mech suffers from the exposed condition until it takes action to remove it. 1 or lower - Your mech suffers a reactor meltdown at the end of your next turn.
Multiple 1's	Irreversible Meltdown	Your reactor goes critical. Your mech will suffer a reactor meltdown at the end of your next turn.

Structure Damage

Roll	Result	Effect
5+	Glancing Blow	your mech is impaired until the end of your next turn.
2-4	System Trauma	Roll a d6. On a 1-3, all the weapons on one mount are destroyed. On a 4-6, a system is destroyed. You choose what's destroyed, but systems or weapons with the limited tag and no charges left are not valid. If there's nothing left of one result, it becomes the other. If there's absolutely nothing left to destroy, this result becomes DIRECT HIT instead.
1	Direct Hit	This result has different outcomes depending on how much structure your mech has remaining. 3+ - Your mech is stunned until the end of your next turn. 2 - Your mech must pass a hull save or be destroyed .Even on a successful check, your mech is stunned until the end of your next turn. 1 or lower - Your mech is destroyed .
Multiple 1's	Crushing Hit	Your mech is damaged beyond repair and is destroyed . You can still exit it as normal.

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Downtime Actions	
Buy Some Time	Try and stave off some reckoning, extend your window of opportunity, or merely buy more time and breathing room for you and your group to act.
Gather Information	Investigate, do research, follow up on a mystery, track a target, or keep an eye on something.
Get a Damn Drink	Blow off some steam, carouse, and generally get into trouble.
Get Connected	Make connections, call upon favors, ask for help, or drum up support for a particular course of action.
Get Creative	Tweak something or attempt to make something new, either a physical project, or a piece of software.
Get Focused	Practice, learn, meditate, or call on a teacher.
Get Organized	Start, run, or improve an organization, business, or other venture.
Power at a Cost	Gain rewards, opportunities, or additional resources (such as reserves).
Scrounge and Barter	Try and get your hands on some gear or asset for your group.

Please reference pg.53 of the rule book for further information.

Full Actions	
Barrage	Attack with two weapons, or one superheavy weapon. You may also attack with an AUXILIARY weapon on each mount that was fired, so long as the AUXILIARY weapon hasn't yet been fired this action. These AUXILIARY weapons don't deal 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 a single system or tech option that requires FULL TECH to activate. If you choose two QUICK TECH options, you can choose the same option multiple times.
Improvised Attack	Make a melee attack against an adjacent target. On a success, they take 1d6 Kinetic.
Stabilize	Heal and recover your mech. See Stabilize Chart.
Boot Up	Clear Shut Down.
Skill Check	Make a Skill Check.
Mount/Dismount	Climb in or out of the mech. You must be adjacent to Mount. If there are no free spaces adjacent you cannot Dismount.
Activate	Use a system that requires a Full Action

You can ACTIVATE any number of times a turn but can't ACTIVATE the same system more than once unless you can do so as a free action.

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Quick Actions	
Boost	Move at least 1 space, up to your Speed.
Grapple	Make a melee attack, on hit characters become engaged. Neither can boost or take reactions. The smaller character becomes Immobilized but moves when the larger party moves mirroring their movement. Same size characters make a contested Hull check, winner is larger this turn.
Hide	Must not be Engaged, and either out of line of sight, obscured, or invisible. Gain the Hidden status. You lose Hidden if any of the criteria are not met, or make any hostile action, reaction, or Boost.
Tech	You may Bolster, Scan, Lock on, or Invade. See Quick Tech Actions.
Ram	Make a melee attack on an adjacent target the same size or smaller than you. Target is knocked prone and may be knocked back one space directly away.
Search	Choose a target within Sensors that you think is Hidden and make a contested Systems check against their Agility. That target immediately loses Hidden.
Skirmish	Choose a weapon and a valid target within Range or Threat then make an attack. You may also attack with a different AUXILIARY weapon on the same mount. That weapon doesn't deal bonus damage. SUPERHEAVY weapons are too cumbersome to use in a SKIRMISH, and can only be fired as part of a BARRAGE.
Eject	Fly 6 spaces in the direction of your choice. Your mech becomes Impaired. This cannot be undone until a Full Repair.
Prepare	Prepare another quick action to activate on a trigger. When triggered, you can take this action as a reaction.
Shut Down	Mech gains Shut Down. See Statuses.
Self-Destruct	Initiate Reactor Meltdown. At the end of your next turn, or at the end of one of your turns within the following two rounds (your choice), your mech explodes as though it suffered a reactor meltdown.
Activate	Use a system that requires a Quick Action.

You can ACTIVATE any number of times a turn but can't ACTIVATE the same system more than once unless you can do so as a free action.

Quick Tech Actions	
Bolster	To BOLSTER, choose a character within SENSORS. They receive two (+) on the next skill check or save they make between now and the end of their next turn. Characters can only benefit from one BOLSTER at a time.
Scan	To SCAN, choose a character or object within SENSORS and line of sight, then ask the GM for either your target's full statistics, one piece of hidden information, or a piece of generic information about the target. Information gathered is only current at the time of the Scan.

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Quick Tech Actions (cont)

Lock On	choose a character within SENSORS and line of sight. They gain the LOCK ON condition. Any character making an attack against a character with LOCK ON may choose to gain 1 (+) on that attack and then clear the LOCK ON condition after that attack resolves.
Invade	Make a tech attack against a character within SENSORS and line of sight. On a success, your target takes 2 Heat and you choose one of the INVASION options available to you. You can also INVADE willing allied characters to create certain effects. If your target is willing and allied, you are automatically successful, it doesn't count as an attack, and your target doesn't take any heat.

FRAGMENT SIGNAL. You feed false information, obscene messages, or phantom signals to your target's computing core. They become IMPAIRED and SLOWED until the end of their next turn.

Reactions

Brace	1/round. **Trigger:** You are hit by an attack and damage has been rolled. **Effect**: You gain Resistance to all damage from that attack, all other attacks against you are made with an additional (-), you cannot take reactions until the end of your next turn. On your next turn, you can only take one Quick Action and no other actions of any type.
Overwatch	1/round. **Trigger:** hostile character starts any movement (including BOOST and other actions) inside one of your weapons' THREAT. **Effect**: Immediately use that weapon to Skirmish against that character as a reaction before they move.

Special Pilot Actions

Fight	**Full Action**. Make a melee or ranged attack.
Jockey	**Full Action**. Must be adjacent to a mech. Make a Contested roll using Grit against the mech's Hull. You climb onto the mech and choose one of the following: -The mech becomes Impaired and Slowed until the end of its next turn -Deal 2 Heat to the mech. -Deal 4 kinetic damage to the mech. You may continue to choose options as Full Actions as long as you don't stop jockeying.
Reload	**Quick Action**. Make a Loading weapon usable again

Pilots can take the following actions, using the same rules as mechs: BOOST, HIDE, SEARCH, ACTIVATE, DISENGAGE, PREPARE, OVERWATCH, MOUNT/DISMOUNT.

Movement

Jumping:	Half-speed horizontal distance, "size"-speed diagonal.
Climbing:	Half-speed. Hull or Agility Check may be required.
Lifting	Objects of equal or lesser SIZE overhead but are IMMOBILIZED while doing so. Can't take reactions.
Dragging	Objects up to twice their SIZE but are SLOWED while doing so. Can't take reactions.

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Movement (cont)

Falling:	Fall 10 spaces/round. Take 3 Kinetic AP for every 3 spaces fallen (max 9)
Involuntary Movement	Does not provoke reactions or engagement unless specified otherwise but are still blocked by obstructions.
Gravity	Mechs operating underwater, in zero-g, or in space are SLOWED unless they have a propulsion or flight system; however, they can't fall and can fly when moving regardless of whether they have a flight system.

Can be split up between actions. Characters can move through smaller obstructions or enemies, or any ally, but can't end in those spaces.

Flight

Flying characters can move vertically and horizontally up to their SPEED

Flight movement must follow a straight line; however, if a character takes additional movement actions, such as BOOST, these can be used to move in a different direction

Flying characters also have IMMUNITY to PRONE

When flying, characters must move at least 1 space on their turn or begin falling.

Flying characters begin falling if they become IMMOBILIZED, STUNNED, or otherwise can't move.

Flying characters that take structure damage or stress must succeed on an AGILITY save or begin falling.

Flying characters must remain no more than 10 spaces over any surface (e.g., ground, water, structures) to act normally. If exceeded, they can only move and boost and can't take reactions.

Hovering
characters do not need to move in a straight line, and
can remain stationary while airborne without falling

Attacks

Melee	Target within Threat, 1d20 + Grit, meet or beat target's Evasion. Ignores cover.
Ranged	Target within Range, 1d20 + Grit, meet or beat target's Evasion.
Tech	Target within Sensors, 1d20 + Tech Attack, meet or beat target's E-Defense. Ignores cover.
Critical Hits	A 20+ on a melee or ranged attack, all damage dice are rolled twice (including bonus damage) and the highest result from each source of damage is used.

Unless specified, all attacks must be made on a target that is within line of sight.

Statuses

Engaged	If a character moves adjacent to a hostile character, they both gain the ENGAGED status for as long as they remain adjacent to one another. Ranged attacks made by an ENGAGED character gain 1 (-). Additionally, characters that become ENGAGED by targets of equal or greater SIZE during the course of a movement stop moving immediately and lose any unused movement.

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Statuses (cont)	
Hidden	Cannot be targeted by hostile actions, don't cause engagement, and enemies only know their approximate location.
Invisible	All attacks against you have a 50% chance to miss. You may always Hide.
Prone	You are Slowed. All attacks against you gain 1 (+)
Danger Zone	Mech Only. When they have half or more of their total Heat.
Exposed	Mech Only. Take double kinetic, explosive, or energy damage.
Shut Down	Mech Only. Clear all heat, remove Exposed, cascading NHPs return to normal, statuses caused by tech actions immediately end, gain immunity to all tech actions, and the mech is stunned until it ceases to be Shut Down.
Down and Out	Pilot Only. You are unconcious and stunned. Any more damage suffered kills the pilot.

Conditions	
Immobilized	Cannot make voluntary movements
Impaired	Recieve 1 (-) on all attacks, saves, and skill checks.
Jammed	Can't talk to others, make attacks other than Improvised Attack, Grapple, and Ram, can't take reactions, and can't benefit from tech actions.
Lock On	Hostile characters can choose to consume Lock On to either gain 1 (+) on their next attack roll or activate a talent or system.
Shredded	No longer benefit from Armor or Resistance.
Slowed	Can only move their Standard Move. Can't boost or make any special moves from talents, systems, or weapons.
Stunned	STUNNED mechs cannot OVERCHARGE, move, or take any actions – including free actions and reactions. Pilots can still MOUNT, DISMOUNT, or EJECT from STUNNED mechs, and can take actions normally. STUNNED mechs have a maximum of 5 EVASION, and automatically fail all HULL and AGILITY checks and saves.

Repairing
Rest: Requires 1 hour of uninterrupted downtime. The following occurs. Spend Repairs for additional effects:
Clear all Heat
Clear all mech statuses and conditions
Restore half pilot HP and clear Down and Out
1 Repair: Restore full HP or repair a destroyed weapon or system
2 Repairs: Restore 1 Structure or 1 Stress
4 Repairs: Repair a destroyed mech (with wreckage). Once repaired, it is set to 1 Structure, 1 Stress, and full HP. These repairs may be contributed by other mechs.
Full Repair: Requires 10 hours of downtime. The following occurs.
Restore all pilot HP and clear Down and Out
Restore mech to full HPO, Stress, and Structure as long as it's intact or wreckage is available
Clear all statuses and conditions

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Repairing (cont)
Recover Core Points
Reset Overcharge counter
Regain all Repairs and Limited equipment uses
If facilities are available, print a new mech instead

Terrain	
Difficult:	Move at half-speed
Dangerous:	When characters end their turn in dangerous terrain or move into it for the first time in a round, they must make an ENGINEERING check. On a failure, they take 5 damage. Each character only needs to make one such check per round.

Cover	
Soft	Any time a target is obscured or obstructed somehow, it has soft cover, adding (-) to any ranged attacks.
Hard	Any time a target is adjacent to something solid enough to block shots and is of equal or smaller size, add two (-) to any ranged attacks.

Determine cover by drawing a line from the center
of one of the attacker's occupied spaces to the
center of one of the target's occupied spaces.
The attacker has LoS if they can at least see part of the targeted space. Unless specified, characters never grant cover to objects or other characters. Characters can only benefit from one type of cover at a time -- their benefits don't stack.

Reserves - Resources		
1-2	Access	A keycard, invite, bribes or insider access to a particular location.
3-4	Backing	Useful leverage through political support from a powerful figure.
5-6	Supplies	Gear allowing easy crossing of a hazardous or hostile area.
7-8	Diguise	An effective disguise or cover identity, allowing uncontested access to a location.
9-10	Diversion	A distraction that provides time to take action without fear of consequence.
11-12	Blackmail	Blackmail materials or sensitive information concerning a particular person.
13-14	Reputation	A good name in the mission area, prompting good first impressions with the locals.
15-16	Safe Harbor	Guaranteed safety for meeting, planning, or recuperating.
17-18	Tracking	Details on the location of important objects or people.
19-20	Knowledge	An understanding of local history, customs, culture, or etiquette.

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Reserves - Mech		
1-2	Ammo	Extra uses (+1 or +2) of a LIMITED weapon or system
3-4	Rented gear	Temporary access to a new weapon or piece of mech gear.
5-6	Extra repairs	Supplies that give a mech +2 REPAIR CAP.
7-8	CORE battery	An extra battery that allows a second use of a mech's CORE SYSTEM.
9-10	Deployable shield	A single-use deployable shield generator – a SIZE 1 deployable that grants soft cover to all friendly characters in a BURST 2 radius.
11-12	Redundant repair	The ability to STABILIZE as a free action once per mission.
13-14	Systems reinforcement	+1 ACCURACY to skill checks made with one skill – HULL, AGILITY, SYSTEMS or ENGINEERING.
15-16	Smart ammo	All weapons of your choice can be fired as if they are SMART.
17-18	Boosted servos	IMMUNITY to the SLOWED condition.
19-20	Jump jets	During this mission your mech can FLY when moving, but must end movement on land.

Reserves - Tactical		
1-2	Scouting	Detailed information on the kinds of mechs and threats you will face on the mission, such as number, type, and statistics.
3-4	Vehicle	Use of a transport vehicle or starship (e.g., a TIER 1 NPC with the VEHICLE or SHIP template.
5-6	Reinforcements	The ability to call in a friendly NPC mech of any Tier, once per mission.
7-8	Environmental shielding	Equipment that allows you to ignore a particular battlefield hazard or dangerous terrain, such as extreme heat or cold.
9-10	Accuracy	Training or enhancement that provides +1 ACCURACY to a particular mech skill or action for the duration of this mission.
11-12	Bombardment	The ability to call in artillery or orbital bombardment once during mech combat (full action, RANGE 30 within line of sight, BLAST 2, 3d6 explosive damage).
13-14	Extended Harness	A custom harness that allows you to carry an extra pilot weapon and two extra pieces of pilot gear for the duration of this mission.
15-16	Ambush	Intel that allows you to choose exactly where your next battle will take place, including the layout of terrain and cover.

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Reserves - Tactical (cont)		
17-18	Orbital Drop	The ability to start the mission by dropping from orbit into a heavily fortified or hard to reach location.
19-20	NHP Assistant	A non-human person (NHP) – an advanced artificial intelligence – controlled by the GM, that can give you advice on the current situation.

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