



# MechWarrior RPG Rules/Info

## Regarding 5e Rules:

Anything not in direct conflict with the rules outlined in this document or other source information (Such as information regarding weapons or mechs) is to be considered in effect, at the GM's discretion. At this stage, I cannot go through and make a complete list of everything that remains unchanged, so be aware that things may not be as straightforward as you are expecting, especially once you step inside your mech.

# Character Creation

## Regarding Lore

Who is a mechwarrrior?

Canon

## Stats

Strength  
Dexterity  
Constitution  
Intelligence  
Charisma  
Intelligence

## Skills

Strength

Athletics  
Dexterity

Acrobatics  
Sleight of Hand  
Stealth  
Intelligence

History  
Investigation

Wisdom

Insight  
Medicine  
Perception  
Survival  
Charisma

Deception  
Intimidation  
Performance  
Persuasion  
Handling

Gunnery  
Awareness  
Mechanics

Classes

Factions

Combat Mechanics

Initiative

Reinforcements

Combat Turn

Pre-Turn Actions

Movement Actions

Movement Points

Terrain Rules

Jump Jets

Attack actions

Weapon Attacks

Physical Attacks

Indirect Fire

Alpha Strike

Death From Above

Misc. Actions

Coolant Flush

Sensor Sweep

End-Turn Actions

Heat and Movement Point Refresh

## Reactionary Actions

Avoiding Damage

Dodging

Turning/Deflecting

AMS/LAMS

Ejection From Mech

## Heat Points

Overheating

## Movement Points

## Damage Effects

Component Destruction

Weapons

Legs

Back Armor

Center Torso

Head/Cockpit

## Getting Knocked Over

## Radar

See "Radar and Detection"

## Disengaging From Combat

There are three methods for combat to be concluded.

1. The destruction, surrender, or routing of all hostiles within the combat area as defined by the DM
2. Leaving the combat area as defined by the DM without being pursued, **OR** by exiting the radar range of all hostile forces, **OR** by activating passive sensors while hidden from sight by all hostiles, pending a successful stealth check
3. Some form of negotiation or other non-combat fuckery. (*The lame way*)

## Personal Combat

Situations can arise where personal combat is possible, while it is generally not the focus of such a game. In which case, simplified 5e combat mechanics are in play.