TURN ELEMENTS

NO REPEATS / ROUND (UNLESS NOTED – OR OVERCHARGE)

UNLIMITED / TURN

PROTOCOLS

Only usable at the start of your turn, before actions and movement.

FREE ACTIONS

Usable anytime during your turn.

Free actions, if available, can repeat other actions.

MOVEMENT

Move up to your Speed. Boost to move again.

Difficult Terrain: 2x move cost to enter.

Obstruction: Can't move through objs/foes **≥ size.**

Can't end movement in other characters' spaces.

Engagement: When entering adjacency with a ≥ size foe, your current movement halts & is lost.

Climb: costs 2x/height.

Jump: 1/2 Speed in a straight line forward; or, Size upward + 1 forward.

Falling: 3+ spaces, take 1 AP ⌀ Kinetic per space. Minimum 3, max 9.

Flight: Adjust altitude by ≤ Speed, per move. Flight paths are nominal 'straight lines'. Immune to Prone. Immediately fall if you can't / don't move. Altitude 10+: move and boost only.

ACTIONS

2/TURN QUICK ACTION OR 1/TURN FULL ACTION

You can break up your movement with actions, but can't interrupt an action with movement.

LOS: All actions require **L**ine **O**f **S**ight, measured edge to edge. LOS is broken by large terrain.

OVERCHARGE

1/turn at any time, break the normal rules to **(re)perform** an **extra Quick Action.**

Each Overcharge costs an increasing amount of **Heat.**

1▸1D3▸1D6▸1D6+4

(Heat cost resets upon Full Repair.)

+/- ROLL MODIFIERS

KEEP HIGHEST

ACCURACY: +d6.
DIFFICULTY: -d6.
Stacks KH.
Accuracy/Difficulty dice cancel 1:1 before rolling.

CRITICAL HIT: final result of 20+ (incl. accuracy/difficulty): Roll 2x damage dice, KH.

1d3: Roll 1d6, result/2.
Halving: Round up.
Roll vs. target number: meets beats.

ATTACKS

MELEE LOS / THREAT
RANGED LOS / RANGE
+ COVER + ENGAGEMENT

1d20 +GRIT +/-d6KH (ACC./DIFF.) VS THEIR EVADE

RANGED ONLY

Cover is measured center-to-center, and provided by terrain features.

SOFT COVER foe visually obscured	1	
HARD COVER foe adj. to barrier	2	
ENGAGED foe adj. to attacker	1	

OTHER MODIFIERS

Bonus Damage is granted by some traits and systems. If untyped, choose a damage type to inherit.

AUX/AUX: Fire in either order, 2nd attack deals no Bonus Damage.

MAIN/AUX: Fire in either order, aux never deals Bonus Damage.

Area Of Effect (AOE): Attack roll for each target. Multiple hits: 1 damage roll applied to all targets (with half Bonus Damage).

SKIRMISH

MELEE OR RANGED

Attack with a **weapon mount**. To attack twice, use a **Barrage.**

BARRAGE

MELEE OR RANGED

Attack with **2 weapon mounts** (can't move between the attacks). Or, use one Superheavy Weapon.

WEAPONLESS ATTACKS

RAM

ADJACENT MELEE

If target is ≤ size: Inflict 1 knockback and/or **Prone.**

(Slowed, all terrain difficult, +1 Accuracy when targeted).

IMPROV. ATTACK

ADJACENT MELEE

Attack without a weapon. Deals **1d6 ⌀ Kinetic.**

GRAPPLE

ADJACENT MELEE

ALL: Can't Boost or React.
SMALLER: Immobilized/dragged by larger character's movement.

SAME SIZES
Initiator starts with 'larger' status.
PROTOCOL 1d20 +HULL VS 1d20 +HULL
Cont. Hull Check for 'larger' status.

TO END GRAPPLE
Any Forced Movement/Knockback.
INITIATOR
FREE ACTION Let go.
DEFENDER
QUICK ACTION 1d20 +HULL VS 1d20 +HULL
Cont. Hull Check to break grapple.

TECH ACTIONS

TECH LOS / SENSOR RANGE

1d20 +T.ATK +/-d6KH (ACC./DIFF.) VS THEIR E.DEF

SCAN

NO ROLL

Ask GM for one:

- Full Stats
- One piece of hidden info
- All generic/ public info

BOLSTER

NO ROLL

Grant a mech **+2 Accuracy** on their next **Check** or **Save.**

(Until end of their next turn.) (Can't be stacked.)

TECH ATTACKS

LOCK ON

NO ROLL

Inflict the **Lock-On condition.**

(Any attack can consume a hostile target's Lock On for **+1 Accuracy**).

INVADE

TECH ATTACK

Inflict **2 Heat** and an **Invasion effect.**

1 Default effect:
FRAGMENT SIGNAL
Target is **Impaired + Slowed** until the end of their next turn.

Some **installed systems** provide additional Quick-Tech actions/attacks.

FULL TECH

Use/repeat 2 Quick Techs as one action (can't move between the techs). Or, use one system with the Full Tech tag.

QUICK-TECHS

GENERAL ACTIONS

BOOST

Get **extra movement** up to your **speed.**

Some **installed systems** provide additional actions.

Deploying mines, drones, etc. is usually/by default a Quick Action.

STABILIZE

[1] Choose one:

- Clear all **Heat** and Exposed.
- Restore all **HP,** costs 1 Repair.

[2] Choose another:

- **Reload** all loading weapons.
- Clear all **Burn.**
- Clear **a Condition** on yourself or an adjacent ally.

SKILL CHECK

1d20 +HASE / 1d20 +SKILL VS 10

Use Mech HASE or a Pilot Skill Trigger to take significant action outside normal combat rules.

DISENGAGE

The rest of your turn **ignores engagement** and doesn't provoke **Reactions.** (Foes can't Overwatch against you.)

PREPARE

Pick a trigger and an unused quick action to turn it into a **Reaction** until your next turn.

Using any other re/actions drops your prepared reaction.

Prepared actions always resolve after the trigger.

HIDE

If in Hard Cover, out of LOS, or Invisible: Become **Hidden:** you can't be targeted.

(AOE attacks and effects may still hit you.)

SEARCH

SENSORS, CONT. CHECKS

1d20 +SYS VS 1d20 +AGI

Reveal a **Hidden** character in LOS / Sensor Range.

REACTIONS

MAX 1 REACTION/TURN
NO REPEATS/ROUND

If unspecified, reactions resolve after their trigger.

OVERWATCH

When an enemy starts movement inside your **Threat,** immediately **Skirmish** against them with the threatening weapon.

(Every weapon has default 1 Threat.)

BRACE

When taking damage:

Halve the **damage/heat/burn.**

Until end of your next turn, attacks against you have +1 difficulty; you get only 1 quick action.

(No reactions or standard movement).

HULL, AGILITY, SYSTEMS, ENGINEERING

SAVES	1d20 +HASE VS SAVE TARGET
CHECKS	1d20 +HASE VS 10
CONTESTED CHECKS	1d20 +HASE VS 1d20 +HASE

DAMAGE TYPES

- **KINETIC**
- **ENERGY**
- **EXPLOSIVE**

BURN: AP, accrues. End of Turn: **ENGI check.** 1d20 +ENGI vs 10. Succeed: Clear all burn. Fail: take AP damage equal to accrued burn.

HEAT: Characters with **no Heat Cap** (Humans, Drones, etc.) take **Energy damage instead.**

STATUSES

ENGAGED: Upon entering adjacency with a ≥ size foe, current movement halts and is lost. While adjacent to a Foe, take +1 Difficulty to ranged attacks.

PRONE: Slowed, all terrain is difficult, +1 Accuracy when targeted. Costs a full standard movement to stand up from prone.

DANGER ZONE: While at ≥ half Heat: No innate effect.

EXPOSED: 2x Incoming Kinetic, Explosive, Energy dmg. before reductions.

SHUT DOWN: See Below. Clears AI cascades/tech effects/ exposed/all heat. Become Stunned + immune to tech effects.

HIDDEN: See "Hide". Can't be targeted (except by AOEs). Ends upon taking any combative action, Boosting, forcing a save, or losing cover.

INVISIBLE: Incoming attacks have a 50/50 chance to miss before the standard attack roll. Can Hide without cover.

INTANGIBLE: Ignore/ pass through/immune to all non-intangibles.

CONDITIONS

SLOWED: Can only take Standard Movement; no boosts/special moves.

IMMOBILIZED: Can't voluntarily move (can be involuntary moved).

STUNNED: Can't move or act (no overcharge). Evasion becomes 5. Automatically fail Hull and Agility checks/saves.

LOCK ON: Incoming attack can consume for +1 accuracy (foes only).

SHREDDED: Disables Armor and Resistance.

IMPAIRED: Gain 1 Difficulty on all attacks/saves/checks.

JAMMED: Comms disabled. Can only make Weaponless Attacks. No reactions, tech actions, or tech benefits.

PILOT ACTIONS

1d20 +GRIT ACC./DIFF. +/-d6KH

FIGHT
MELEE OR RANGED
1d20 +GRIT vs Their EVADE
Use a **Pilot Weapon.**

RELOAD
Reload a Loading pilot weapon.

JOCKEY
ADJACENT CONTESTED
1d20 +GRIT vs 1d20 +HULL
Begin **riding** a mech; Inflict 1. May Inflict 1 as a full action on subsequent turns.

- **2 Heat**
- **4 Kinetic**
- **Impaired + Slowed** until end of their next turn.

TO END JOCKEY
ENEMY MECH
FULL ACTION cont.check 1d20 +GRIT vs 1d20 +HULL to shake you off.
YOU
FREE ACTION Jump off.

MOUNT
ADJACENT MECH
Enter your Mech.
Allied mechs/vehicles may also let you aboard.

SEE: MECH ACTIONS

BOOST
Get **extra movement** up to your **speed.**

PREPARE
Pick a trigger to turn an action in to a **Reaction** until the start of your next turn.

SKILL CHECK
1d20 +SKILL vs 10
Use a Pilot Skill Trigger to take significant action outside normal combat rules.

HIDE
If in Hard Cover, out of LOS, or Invisible: Become **Hidden:** you can't be targeted.
(AOE attacks/effects may still hit you.)

SEARCH
RANGE 5, CONT. CHECKS
1d20 +GRIT vs 1d20 +AGI
Reveal a **Hidden** character in LOS / Range 5.

REACTION

OVERWATCH
When an enemy starts movement inside your **Threat**, immediately **Fight** against them with the threatening weapon.

DISENGAGE
For the rest of your turn, you ignore Engagement and don't provoke Reactions.

IN CASE OF INJURY
UPON LOSING ALL PILOT HP

1d6	
6	Return to 1 HP.
2-5	Down and Out (die if hit, unconscious + stunned) (regain 1/2 HP next rest). Or, voluntarily die.
1	Death.

PILOT CHECKS
SAVES 1d20 +GRIT vs SAVE TARGET
CHECKS 1d20 +GRIT vs 10
CONTESTED CHECKS 1d20 +GRIT vs 1d20 +HASE

EMERGENCY PROCEDURES

DISMOUNT
ADJACENT FREE SPACE
Exit your mech as a Pilot.
(Your mech and pilot share an action pool, unless your mech is under AI control.)

EJECT
As a Pilot, **fly 6 spaces** in a line out and away from your mech.
Your mech is **Impaired**, and it **can't eject again**, until you perform a Full Repair.

SHUT DOWN
Clear all Heat and Exposed. End any AI Cascades. End all effects caused by Tech Actions.
A Shut Down mech is Stunned + immune to Tech, until Boot Up.

BOOT UP
Clear the Shut Down condition as your mech powers on.

SELF-DESTRUCT
Set a countdown for either the end of your **next turn** or the end of your **second next turn.** When the countdown ends, Your mech experiences a **Reactor Meltdown.**

REACTOR MELTDOWN
Your mech explodes. It is annihilated, and anyone inside dies.
Blast 2: 4D6 Explosive.
Agility Save 1d20 +AGI vs SAVE TARGET for Half Damage.

IN CASE OF STRUCTURE DAMAGE
UPON LOSS OF ALL HP:
LOSE 1 STRUCTURE POINT.
REFILL HP, CARRY EXCESS DAMAGE.
MAKE STRUCTURE DAMAGE ROLL.

d6 per missing STRUCTURE KL — KEEP LOWEST

5-6	GLANCING BLOW	IMPAIRED UNTIL END OF YOUR NEXT TURN
2-4	SYSTEM TRAUMA 1d6 4+	DESTROY A SYSTEM
	SYSTEM TRAUMA 1d6 3-	DESTROY A WEAPON MOUNT
1	DIRECT HIT STRUCTURE remaining 3+	STUNNED UNTIL END OF YOUR NEXT TURN
	DIRECT HIT STRUCTURE remaining 2	HULL CHECK 1d20 + HULL: 10+ / 9-
	DIRECT HIT STRUCTURE remaining 1	
Multi 1s	CRUSHING HIT	DESTROYED

UPON LOSS OF LAST STRUCTURE: DESTROYED

You choose the system or mount. If out of one, destroy the other. If out of everything, take a Direct Hit.

(You can't choose to destroy exhausted Limited equipment.)

Your mech becomes a Wreck, a Hard Cover / Difficult Terrain object.

AFTER STRUCTURE ROLL, IF CARRYING AI SYSTEM:
1d20 IF=1:{CASCADE}

IN CASE OF AI CASCADE
Your AI system enters **Cascade**: the GM now controls the AI, along with your mech, which begins behaving unpredictably.
Pilots can only **Shut Down** their mech, which ends the Cascade.

FULL ACTION* 1d20 +HASE vs 10
Engineering Check to prevent meltdown.

IN CASE OF REACTOR STRESS
UPON EXCEEDING HEAT CAP:
LOSE 1 STRESS POINT.
ROLLOVER HEAT, CARRY EXCESS HEAT.
MAKE REACTOR STRESS ROLL.

d6 per missing STRESS KL — KEEP LOWEST

5-6	EMERGENCY SHUNT	IMPAIRED UNTIL END OF YOUR NEXT TURN
2-4	DESTABILIZED POWER PLANT	EXPOSED UNTIL MANUALLY CLEARED
		ENGI CHECK 1d20 + ENGI: 10+ / 9-
1	MELTDOWN STRESS remaining 3+	REACTOR MELTDOWN AT END OF YOUR NEXT 1D6 TURNS
	MELTDOWN STRESS remaining 2	
	MELTDOWN STRESS remaining 1	
Multi 1s	IRREVERSIBLE MELTDOWN	MELTDOWN AT END OF YOUR NEXT TURN

UPON LOSS OF LAST STRESS: MELTDOWN

*Misprinted in the core book as a 'Free Action'.

REPAIRS
DURING A REST (1+ HOUR(S) OF DOWNTIME)
CLEAR ALL HEAT, STATUSES, CONDITIONS.
RESTORE HALF PILOT HP.
SPEND REPAIR POINTS AT THE FOLLOW COSTS:

- **1** Restore Mech to full HP
- **1** Repair one destroyed System or Weapon
- **2** Restore 1 Structure or 1 Stress
- **4** Repair a Destroyed Mech to 1 Structure, 1 Stress, full HP. Other mechs may contribute Repair points for this. (This doesn't repair weapons/systems.)

DURING A LONG REST (10+ HOURS OF DOWNTIME): FULL REPAIR: Fully restore / reprint mech.