

- Would be fun to choose an animal/theme that the mechs are designed around
- Didn't realize "head pilot" = "head" = GM in the instructions
- Might be interesting to have separate HP for each limb, could restrict/limit certain actions and create interesting scenarios
- Having limbs that do nothing still have influence on the action makes every move feel too risky, consider having no rolls for some limbs on some actions
- "Monster attacking first" felt useless as a rule because it depends a lot on the last turn
- The action outcomes being written into the rules as a whole didn't feel necessary, we deviated from/ignored them often to better fit the game's narrative
- Maybe consider only the bonuses for perfect rolls, leave the consequences up to the head pilot
- How much of the rules can just be "whatever the GM says"?