



メツクの戦い

MECH

FIGHT



doobe Stock

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Mech Fight v0.5.0

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Preface

Mech Fight has really grown in the time I've been working on it. First drafts wanted to function just like Dungeons & Dragons due to my familiarity, but eventually that wasn't enough anymore. It still has the bones of D&D, d20 to hit, advantage/disadvantage, AC etc. but the meat is from a different beast. Mech Fight doesn't feel like a module of 5e anymore. It feels like it's own system. And it's own system can handle so much potential; player customization is immense. You just have to find yourself in it. Mech Fight is freedom. I hope people find Mech Fight just half as fun as I've had making it.

Basically what I'm saying is; this is great. It's been a lot of work but it's been a lot of fun. If you have any comments, questions or feedback feel free to email me at contact.mechfight@gmail.com

What's in the book?

Everything you'll need to play Mech Fight! The goal of Mech Fight is defeat your opponent's in glorious combat. Victory is achieved by destroying the other mecha by either depleting the HP or destroying their torso, whichever comes first.

Playing the Game: A Summary of Play

Depending on how many players or how many mecha are in play the size of the battlefield changes. For 1v1 or 2-3 mecha play on a 24"x24" area. Playing a 2v2 or 4-5 mecha play on 36"x40" area. For 3v3 or 6-7 mecha play on a 48"x60" area. For 4v4 or 8-9 mecha play on a 60"x72".

Once the size of the battlefield has been determined both players roll or agree on a terrain type and add terrain features in a cooperative effort, aiming to be tactically complex as well as aesthetically pleasing.

All participating players then roll 1d20, add their SPD mod and the highest results takes their turn first, beginning the game. After their first turn, players in descending order take their turn; moving, attacking, or any of the potential actions you can take until only one mecha remains standing.

Basic Concepts

Before you start building your mecha and playing the game, we are going to cover some basic concepts for rookies and veterans alike.

1d6, d20 etc.

The above figures are abbreviations for die rolls and indicate which dice you roll to determine a variable number, such as the amount of damage that a weapon deals. The first number tells you how many dice to roll while the second number tells you how many sides the die must have. If there is no first number just roll one die. For example, "roll 2d8" means roll two eight sided die, while "roll a d20" means roll a single twenty sided die.

Abbreviations

AC.....	Armor Class
AoE.....	Area of Effect
BOD.....	Body
COOL.....	Cool
fM.....	Flying Movement
HP.....	Hit Points
INT.....	Intelligence
LUCK.....	Luck
M.....	Movement
Mod.....	Modifier
REF.....	Reflex
SPD.....	Speed
STR.....	Strength

Advantage and Disadvantage

Advantage means instead of rolling a single d20 you roll 2d20 and use the higher number. Disadvantage means rolling 2d20 and using the lower number. It is frequently used to increase your chances of success without affecting the chance element or greatly altering the resulting sum.

Area of Effect

The area a weapon or ability affects the battlefield.

Attack Roll

An attempt to attack. Attack rolls are 1d20 + appropriate modifier (STR for melee, REF for ranged) vs. target's AC. If the attack roll is greater than or equal to the target's AC it is a hit and damage is rolled. Some skills replace the modifier for the attack roll for a more specific stat, but unless an attack is coming from a skill the process is considered the correct one.

Check

An attempt to do something special (something other than a basic attack). Roll 1d20 + appropriate modifier. For example, Trick Shot is a special attack that uses a COOL check instead of a normal attack roll, so roll 1d20+COOL mod vs. target's AC. If Trick Shot is a successful hit it is treated as critical and damage roll gains an additional die and the weapons critical effect is applied to the target.

Combat

Typically, combat refers to tactical combat between two or more mecha. Combat takes place on a different size battlefield depending on the number of mecha in play. Tactical combat and all rules involved can be found in Chapter Two: Rules of Engagement on page 53.

Damage Types

Explosive damage gains +4 against ballistic armor, and -4 damage against blast armor. Kinetic damage gains +4 damage against laminate armor, and -4 damage to ballistic armor. Beam Damage gains +4 damage against blast armor, and -4 damage to laminate armor.

Difficulty Class (DC)

Difficulty Class is the target number a mecha must exceed when attempting a check in order to accomplish a certain task.

Hit Points

How much damage your mecha can take, how resilient it is. Max HP is calculated by adding up the HP of all the mecha parts (one torso and five limbs) and adding your mecha's BOD mod. When first taking damage in battle subtract the amount from your Max HP and write it in the Current HP section. All damage afterward is subtracted from Current HP. If a specific part is targeted add the called shot penalty to the attack roll and if it hits subtract damage from both the part's HP and Current HP.

Level

How powerful a mecha is. There are five levels in mech fight, and mecha should only battle mecha of their same level.

Modifier

A modifier is the number that is added to a roll such as an attack roll or a check. The modifier for the specific stat is dependent on the stat's value and a table with all the possible stat values and corresponding modifier can be found in the Stat section found on page 11. Once the stats have all been determined find the modifier and put it in the blank beside the stat labeled modifier.

Movement and Flying Movement

Movement is how much your mecha can move for a single action point.

All mecha have a base movement of 10 inches, but this can be altered by the armor tier, shield, and skills. Flying movement refers to exclusively vertical movement. All mecha have a base flying movement (often abbreviated as FM) of 1 giving them the ability to move up vertically one tier. Mecha cannot exceed their movement with one action point. Players can spend an additional action point in order to dash, allowing them to move up to double their movement.

Round

Combat runs via turns and rounds. A turn is one player's movement and action combination they choose to spend their action points on. A round is once all players have taken their turn and the order starts over with the player with the highest initiative. Initiative is determined before the game with all participating players rolling 1d20 and adding their SPD mod with the highest number goes first. Remaining players take their turn in descending order based on result. Rounds are important because certain effects last until the next round, or are only available every other round.

Saving Throw

A saving throw is a 1d20 roll representing your mechas attempt to reduce incoming harm.

Stats

Stats are numbers that represent how good or bad your mecha and pilot are at different things.

Body is how well your mecha is built, Strength is how strong your mecha is, Speed is how fast your mecha is, Intelligence is how smart your pilot is, Reflex is how quick your pilot's reflexes are, Cool is how cool your pilot is and Luck is how lucky your pilot is.

Chapter One: Building your Mecha

Before any of playing of the game happens, you need a mecha to fight. In this section you'll find everything you need in order to build your very own mecha. The building process can be broken down into seven steps.

Step One: Find a Concept

Before you start making the detailed decisions for building your mecha you need to think about what sort of mecha you want to build and fight with. Do you want to be up close and smash your enemies with your physical might? Or would you rather shoot them from afar like a cold-blooded sniper? Just maybe you'd rather order around a small army and win with your tactical cunning. In Mech Fight, you've got options.

Step Two: Choose a Frame

Frames aren't unlike races in other role playing games. Frames effect your stats and health so go with a frame that enhances what you want your mecha to excel at while avoiding frames that aren't as good at the things you want to do. Bingo Eleven mecha excel at air combat but aren't as physically strong. DrillHELL mecha are the coolest around. Fueled by their pilot's passion DrillHELL mecha are stronger than the average bear but aren't as good with ranged weapons. Gun-Man are sturdy who excel with ranged weapons but aren't as quick on their feet. For more information on frames see page 16.

Step Three: Choose a Build

Builds in Mech Fight are sort of like classes, but more class lite. Builds give you a general foundation to start with but give you the room to grow into the play-style you'd like to with as little limitations as possible. There are seven builds to choose from in Mech Fight: Ace, Brawler, The Castle, Commander, Gunslinger, Seeker and Support. For more information about each build see page 21.

Step Four: Finalize your Stats

Now that the really important decisions have been made it is time to finalize those stats. Your mecha's stats determine how good or bad your mecha is at seven different attributes. Those seven are Body, Strength, Speed, Intelligence, Reflex, Cool and Luck. To learn how to calculate your stats see page 11. That section will also detail how to determine your stat modifiers which affect the calculations of attacks, checks and abilities.

Step Five: Choose your Skills

Next figure out what sort of abilities that you want your mecha to have. It can be wanting to be able to hit your enemy back when they hit you, or release decoys disguising your location, or even distracting enemy mecha with how cute your mecha is. These are just some examples of skills to choose from, the full list can be found on page 36 in the section for Skills. What skills and how advanced they can be is completely determined by your stats, so if you want to be versatile as far as skills go you need versatile stats,

and if you'd like to be a specialist specialist stats should reflect that.

Step Six: Buy Equipment

Your mecha can only carry so much, so your max HP determines how much equipment you can buy for your mecha. Each item costs a certain amount, and subtract cost of equipment from Max HP on a scratch piece of paper until you reach 0. Weapons are often the most important, keeping in mind the weapon proficiency's granted by your choice in build. Weapons determine how much and what type of damage you deal in combat, and equipment like shields or support units can be the key to victory. For the full list of equipment and costs see page 45.

Step Seven: Fill in Details

Armor Class (AC)

Armor class is determined by the type of armor you purchase based on build and cost. Full list of armor can be found on page 45.

Movement and Flying Movement

All mecha have a base Movement (M) of 10 which can be changed depending on the armor and equipment chosen.

Table 1-1

	Any	BOD	STR	SPD	INT	REF	COOL	LUCK
Bingo Eleven			-2	+2	+2			
DrillHELL			+2			-2	+2	
Gun-Man		+2		-2		+2		
Ace	+1							
Castle		+1						
Brawler			+1					
Seeker				+1				
Support					+1			
Gunslinger						+1		
Commander							+1	

Your build should add one point for the main stat it uses. Table 1-1 details the stat changes that come from builds. Ace gets +1 in the stat of your choice. Step Four: Spend 10 points customizing scores

Statistics

Your mecha has seven statistics:
 Body, or how well built your mecha is.
 Strength, or how strong your mecha is.
 Speed, or how quick your mecha is.
 Intelligence, or how smart your pilot is.
 Reflex, or how quick your pilot's reflexes are.
 Cool, or how cool your pilot is.
 Luck, or how lucky your pilot is.

Buying Stats

Step One: Start with a 10 in each ability

On your character sheet or on a scratch piece of paper write down all seven stats: BOD, STR, SPD, INT, REF, COOL and LUCK and put a 10 next to each of them.

Step Two: Add and Subtract for Frame

Your frame should add two to two stats and subtract two from another. Table 1-1 lists the stat changes associated with each build, being Bingo Eleven, DrillHELL and Gun-Man.

Step Three: Add point for Build in the stat of your choice

Now you've got your baseline scores, it's time to customize them. You get 10 extra points to assign to your stats as you see fit. These are applied to existing stats at a 1-to-1 bases (if you have a SPD of 12 and want to make it 13 you spend one point) You can divide these points as you see fit, but no one stat can exceed 18 for first level mecha. (see Leveling Up on page 14 for more details) Be sure to spend all of your points because you can't save them for later.

Step Five: Record Stats and Modifiers

Once you've spent all your points, you're done. Write your final stats in the boxes on your character sheet, the check Table 1-2 to find the corresponding modifier. Write these down in the boxes next to the stats. The sum of all your stats should be exactly 83.

Optional Buy: Specialist Stats

If you would like a less general and more specialized mecha for combat you can reduce the baseline to 8 per stat (instead of 10) and spend 22 points customizing (instead of 10). Even with this method no stat can exceed 18.

Table 1-2 above shows the corresponding modifiers for each score. The modifier is applied to die rolls related to your abilities, such as skill checks, attacks and even skills. Modifiers are how you determine how many skills or how many levels of skills you can take. If your modifier is negative or 0 you can take no skills from that associated stat. If your modifier is 2, for example, then you can take two skills from that stat or one skill at second level. Luck is a little different though, in that your modifier is the maximum amount you can add to roll(s) in one match. If you have +2 in Luck you can declare before the roll is made that you are using your Luck and add as many points as you'd like from your luck mod to that roll. The addition of luck must be declared before the roll is made.

Leveling Up Stats

Each level you get to increase and customize your stats further. Each time you level up add +1 to each of your stats and spend 5 points customizing further. Stats cap at 18 for first and second level mecha, while third and fourth level cap at 20 and fifth level mecha cap at 22. If you would like to use the specialist method of stat purchasing each time you level up instead of adding 1 to each of your stats just spend 12 points customizing.

Building second, third, fourth and fifth level mecha

If you are building a mecha beyond first level from the ground up (instead of starting with first level and leveling up) your stat buying process will be slightly different. Instead of starting with 10 in each stat, second level start with 11 in each stat, add and subtract for frame, add for build and spend 15 points customization. Third level start with 12 in each stat, add for frame and build, and spend 20 customizing. Fourth level mecha start with 13 in each stat, add for frame and build and spend 25 customizing. Fifth level mecha start with 14 in each stat, add for frame and build and spend 30 points customizing.

Table 1-2

Stat	Mod
1	-5
2-3	-4
4-5	-3
6-7	-2
8-9	-1
10-11	0
12-13	+1
14-15	+2
16-17	+3
18-19	+4
20-21	+5
22-23	+6

Health

Mech Fight is a combative game, which means one major pillar of play comes down to how much of a beating you or opponent can take before being destroyed.

Hit Points

Hit points measure how robust and healthy your mecha is. Whenever you take damage from attacks, skills, or the environment you subtract it from your current hit points unless it was a called shot. Called Shots are subtracted from that part's hit points and current hit points.

Part Hit Points

Each part of your mecha has it's own HP spot on the character sheet, so you can subtract damage to specific parts. When taking part damage subtract from both the hit points for the part and current hit points as well. So if your right arm takes 5 damage your total HP has 5 subtracted from it too. Parts can be disabled and destroyed just like the whole mecha, but if the torso has the condition of disabled or destroyed it is treated as though the whole mecha was destroyed.

Calculating Hit Points

Once you have decided your frame you can calculate your Max HP to figure out how much damage your mecha can take and how much equipment it can carry. Table 1-3 has the HP for torso and limbs for each frame. Once you determine frame add the torso HP with all the limb's HP (head, arms and legs), add your BOD mod and you've got your Max HP.

Equipment Hit Points

Each weapon or piece of equipment has it's own HP listed on the equipment table on page 45. Equipment can be targeted for attacks being treated as called shots. Just like parts, if a piece of equipment hits 1 HP it is disabled and at 0 HP it is destroyed. For more information on disabled and destroyed see Conditions on page 67 in Chapter Two.

Restoring Hit Points

During the match if you would like to restore HP to your mecha or just an individual part you can do so. Patch Up is a swift action available to all mecha where you use a swift action (that costs 0 AP) to restore 1d4 HP. There is also a MISC skill Second Wind that allows you to restore 3d4 throughout a battle, and an INT skill Field Repair to restore 1d6 whenever you would like throughout the match.

Table 1-3

Bingo Eleven	12	8
DrillHELL	11	7
Gun-Man	15	11

Leveling Up

As you play matches and get more familiar with what your mecha does and how to do it, it might be time to level up. It is suggested to level up your mecha every five matches played. Because Mech Fight is a strictly PvP game, experience isn't something given or received by players, instead players can level up whenever they feel like they should. If you would like proficiency's in weapons and armor not given by your choice in build see Table 1-4 for stat requirements for additional proficiency's.

Table 1-4

Proficiency	Pre-Requisite
Basic Melee	STR 16
Special Melee	STR 18
Basic Ranged	REF 16
Special Ranged	REF 18
Light Armor	BOD 14
Mediun Armor	BOD 16
Heavy Armor	BOD 18

Second Level

To level up a mecha to it's second level, add +1 to each of your stats and spend 5 points customizing stats further. No stat can exceed 18 at this level. Adjust skills and skill levels according to new stats. Attack and Damage rolls by second level mecha gain +1. Add +4 to each of your part HP and recalculate your total HP.

Third Level

To level up a mecha to it's third level add +1 to all your stats and spend 5 points customizing. No stat can exceed 20 at this level. Adjust skills and skill levels according to new stats. Attack and damage rolls by third level mecha gain +2.

Add +6 to each of your part HP and recalculate your total HP.

Fourth Level

To level up a mecha to it's fourth level add +1 to all your stats and spend 5 points customizing. No stat can exceed 20 at this level. Adjust skills and skill levels according to new stats. Attack and damage rolls by third level mecha gain +3. Add +8 to each of your part HP and recalculate your total HP.

Fifth Level

To level up a mecha to it's fifth level add +1 to all your stats and spend 5 points customizing. No stat can exceed 22 at this level. Adjust skills and skill levels according to new stats. Attack and damage rolls by third level mecha gain +4. Add +10 to each of your part HP and recalculate your total HP.

Gun-Man

Gun-Man works are generally stories about how war is hell, covering conflicts between different groups of people fighting World War Whatever over ideology, resources, and other familiar real world issues — as opposed to fighting an Alien Invasion, Robot War, or other external threat. This conflict usually takes the form of the established Earth government fighting against people living in the enormous space colonies in Earth orbit in a downplayed form of the War of Earthly Aggression (though it's a toss up whether Earth or the colonies are actually the aggressors in any given series). It has spawned many sequels and spin-offs including J Gun-Man, Gun-Man Limb, Gun-Man TREE and Gun-Man TREE FATE, and most recently Gun-Man Rust Blood Children. Choosing Gun-Man has a frame means your mecha stat changes are +2 BOD, +2 REF, and -2 SPD. Also take one level in the Limit Break skill. Your torso HP is 15 while your part HP is 11.

DrillHELL

Lonely orphan Sony lives in an underground village, digging for ancient artifacts and eating pig-moles. His self-appointed big brother, Skye, is a hotheaded bad ass who dreams of going to the "Surface" as his father did (despite the village elder constantly saying the "Surface" doesn't exist). One fateful day, Sony discovers a strange drillshaped key and, soon after, a pint-sized mecha which responds to the key. While taking an unapproved excursion to see it, Sony and Skye are interrupted by the village elder... then by the roof of the village collapsing... then by a massive, bestial, robotic head... and then by Crystal, a young woman with a very big gun (and very little clothing) firing at said beast-mecha—a "Shotguy". DrillHELL is a story of raw charisma, power, and fighting the power.

Choosing a DrillHELL frame means your mecha stat changes are +2 STR, +2 COOL, and -2 REF. Also take one level in the SPIRAL Power skill. Your torso HP is 11 while your part HP is 7.

Bingo Eleven

The story concerns Mark Moore, a 14-year old boy leading an uneventful life with his grandfather after losing his father (who was involved in narrowly averting a planet-wide catastrophe called The Summer of Love) and sister (who set out to look for her father, and who Mark regards as a mother figure). However, his life is changed forever when he meets and falls for Bingo, a mysterious mecha pilot who serves in Iguanaprovince, an anti-military group under the guise of a counter-cultural commune. The rest of the series focuses on Mark and Bingo's growing relationship and involves general themes of love, acceptance, and the tolls of war. It also involves sky surfing mecha, super-intelligent alien lifeforms, evil master plans, more than a few mind screws, and more musical references than one can count.

Choosing a Bingo Eleven frame means your mecha stat changes are +2 SPD, +2 INT, and -2 STR. Also take one level in the Air Gear skill. Your torso HP is 12 while your part HP is 8.

Builds

Builds in Mech Fight! are sort of like classes, but more Class Lite. Builds give you further stat changes based on what stat you'd like your mecha to focus on, along with weapons and armor proficiencies. Quick Builds give you skill and equipment selections, ideal for getting to playing the game. For more details on equipment and skills the equipment list can be found on page 45, while the skills section is on page 36.



Ace

Ace mecha are built to be adaptable to any situation in combat. Ace mecha gain +1 to the stat of your choice. Ace mecha are proficient with basic melee and basic ranged weapons. They can utilize Light, Medium and Heavy armor, that can be either ballistic or laminate.

Ace mecha also take 1 level in the skill Switch Flip.

At third level Ace builds choose a specialization, either Maverick, Goose, or Iceman.

Quick Ace builds take a kinetic rifle, two beam short swords, a medium laminate shield, main thrusters and Medium Base armor. Skills Quick Ace builds take are;
BOD: I-field, Ricochet, Ordinance
STR: Counter, Pummel
SPD: Do a Barrel Roll, Decoy, Catch
INT: Eagle Eye, Dismemberment
REF: Return Fire, Demolition
COOL: Double Attack
MISC: Second Wind

Maverick

++LUCK

“Focus on getting lucky”

UPGRADE, Armor Plating, Do a Barrel Roll, Weapon Clash, Mecha Acrobotics.

Goose +STR/+REF

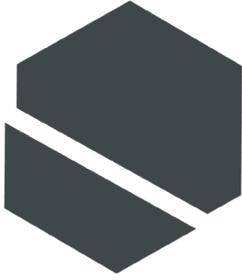
"Focus on balance."

Counter, Return Fire, Back-
swing, In the Chamber, Rough
Up, Demolition, Double At-
tack

Iceman +BOD/+SPD

"Focus on staying alive."

Armor Plating, Fortify, Ar-
mor Lock, Catch, Do a Barrel
Roll, Evasive Maneuvers.



Castle

Mecha that use The Castle build are built for large caliber guns, both to use and defend from. Castle builds are sturdier than most mecha. Castle mecha gain +1 to BODY. Castle mecha are proficient with explosive weapons. They can utilize Heavy armor, that is the blast type.

Castle mecha also take 1 level in the skill Queen's Hyper Beam.

At third level Castle builds choose a specialization, either The Wall, The Keep, or The Rook.

Quick Castle builds take a missile pod, rocket launcher, large blast shield, main thrusters, and heavyweight. Skills Quick Castle take are:

BOD: Armor Lock, I-Field, Ricochet, Ordinance

STR: Weapon Clash

SPD: Catch

INT: Eagle Eye, Dismemberment

REF: Overkill, Demolition, Suppression

COOL: Colasour's Curse, Kawaii!

MISC: Second Wind

The Wall

++BOD

"Focus on you, sponge."

Armor Plating, Armor Lock, I-Field, Ordinance, Ricochet, Fortify

The Keep +BOD/+INT

"Focus on the bigger picture."

Armor Plating, Armor Lock,
I-Field/Ordinance/Ricochet,
Dismemberment/Field Repair/
Hack.

The Rook +BOD/+REF

"Focus on siezing enemy territory."

Armor Plating, Fortify, In
the Chamber, Return Fire,
Overwatch, Suppression.



Brawler

Brawler mecha are optimized for close quarter combat. Brawler builds are designed for mecha combat in (relatively) tight spaces, relying on close combat weapons that one mecha can easily use in close proximity to the enemy. Brawler mecha gain +1 to STR. Brawler mecha are proficient with basic and special melee weapons. They can utilize Medium armor, that can be either ballistic or laminate.

Brawler mecha take 1 level in the skill Shockwave.

At third level Brawler builds choose a specialization, either Tiger, Bear, or Shark.

Quick Brawler builds take a kinetic great sword, beam mace, medium laminate shield, main thrusters, and medium base armor. Skills Quick Brawlers take are:
BOD: Shed Skin, Armor Plating
STR: Counter, Mecha Martial Arts, Weapon Clash
SPD: Grit Your Teeth!, Catch, Flex
INT: Dismemberment, Field Repair
REF: Overwatch
COOL: Double Attack, Vengeance
MISC: Get Down Mr. President

Tiger ++STR

“Focus on the thrill of the hunt.”

Mecha Martial Arts, Pummel, Rough Up, Counter, Backswing, Weapon Clash.

Bear +STR/+BOD

"Focus on waking the beast."

Shed Skin, I-Field/Ordi-
nance/Ricochet, Armor Plat-
ing, Counter, Backswing,
Pummel.

Shark +STR/+SPD

"Focus on stalking your
prey."

Flanker, Decoy, Secret Shot,
Counter, Pummel, Rough Up.



Seeker

Seeker mecha are built to blend in. They are suited for information gathering and also for providing surprise support to other mobile suits. Seeker mecha gain +1 to SPD. Seeker mecha are proficient with basic melee and basic ranged weapons. They can utilize Light armor, that can be either ballistic or laminate.

Seeker mecha take 1 level in the skill Spin Attack.

At third level Seeker builds choose a specialization, either Scout, Saboteur, or Sniper.

Quick Seeker builds take a beam handgun, kinetic dagger, medium laminate shield, 2 small thrusters, and heavy striker armor.

Skills Quick Seekers take are:

BOD: Fortify

STR: Rough Up, Pummel

SPD: Decoy, Secret Shot, Do a Barrel Roll!

INT: Eagle Eye, Funnel Fury

REF: Aim, Return Fire, Suppression

COOL: Trick Shot

MISC: Acid Splash

Scout

++SPD

"Focus on the chase."

Decoy, Catch, Do a Barrel Roll, Evasive Maneuvers, Flex, Grit Your Teeth.

Saboteur +SPD/+COOL

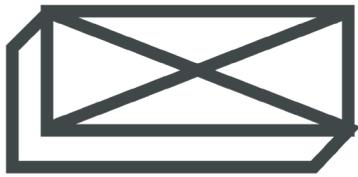
"Focus on keeping your
cool."

Decoy, Flex, Grit Your
Teeth, Double Attack, Trick
Shot, Vengeance.

Sniper +SPD/+REF

"Focus on the one shot."

Aim, In the Chamber, Decoy,
Secret Shot.



Support

Support are built to be supports on the battlefield, whether they're healing ally mecha or hacking enemy mecha. Support mecha gain +1 to INT. Support mecha are proficient with basic melee and basic ranged weapons. They can utilize Light and Medium armor, that can be either be ballistic or laminate.

Support mecha take 1 level in EMP.

At third level Support builds choose a specialization, either Rock, Paper, or Scissors.

Quick Support builds take a beam submachine gun, a kinetic club, medium shield, medium thruster, medium support unit and light base armor.

Skills Quick Support take are;
BOD: Fortify, I-Field, Ricochet
STR: Backswing
SPD: Decoy, Secret Shot
INT: Overload, Hack, Shutdown, Field Repair
REF: Overwatch, In the Chamber
COOL: Mecha Acrobatics, Cooler than You
MISC: Stun

Rock ++INT

"Focus on the fist."

Hack, Shutdown, OVERLOAD.

Paper +INT/+SPD

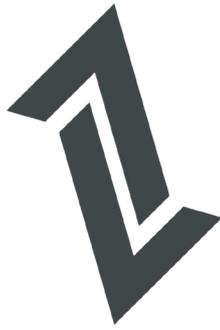
"Focus on the open palm."

Field Repair, Funnel Fury,
Grit Your Teeth, Do a Barrel
Roll.

Scissors +INT/+STR

"Focus on the peace sign."

Dismemberment, Eagle Eye,
Counter, Backswing.



Gunslinger

Gunslinger mecha are built for long ranged combat. Gunslinger mecha gain +1 to REF. Gunslinger mecha are proficient with special ranged weapons. They can utilize Medium and Heavy armor that can be either ballistic or laminate.

Gunslinger mecha take 1 level in Low Orbit Ion Cannon.

At third level Ace builds choose a specialization, either Beacon, Marksman, or Gunner.

Quick Gunslinger builds take a kinetic sniper rifle, a beam medium cannon, a large thrusters and heavyweight armor. Skills Quick Gunslinger take are:
BOD: Fortify, I-Field, Ordinance
STR: Rough Up
SPD: Flex, Grit Your Teeth
INT: Field Repair, Funnel Fury
REF: Return Fire, Demolition, In the Chamber
COOL: Trick Shot, Vengeance
MISC: Lockdown

Beacon ++REF

"Focus on the guiding light."

Return Fire, In the Chamber, Overwatch, Suppression.

Marksman +REF/+INT

"Focus on the target at hand."

Aim, Return Fire, In the Chamber, Overwatch, Dismemberment, Eagle Eye.

Gunner +REF/+LUCK

"Focus on protecting each other."

Demolition, Return Fire, In the Chamber.

General +COOL/+REF

"Focus on the general affairs."

Trick Shot, Mecha Acrobatics, Double Attack.

Avatar +COOL/+INT

"Focus on transcendence."

Vengeance, Trick Shot, Cooler Than You, Hack/Field Repair/Dismemberment.

Skills

Now that you have selected the frame and build of your mecha it is time to finalize your stats, so that you know how many or how leveled your skills can be. Each skill is related to a specific stat, so your modifier determines how many skills you can have and how many levels you can put into them. MISC skills are not related to any specific stat, and you get one from your frame and one more to choose. For example, if your STR mod is +2 then you can use 2 skills in the strength category, or 2 levels in one skill. There are skills labeled (PASSIVE), (ACTIVE), and (REACTIVE). Passive skills being abilities that don't require preparation or an action. Active Skills are abilities that you must activate during your turn or using as an AP. Reactive skills are abilities triggered by your opponent's choices, activated during their turn if you have the available AP. Power skills can only be used once per match. The level of your mecha determines the level of your Power Skill. Depending on the build and kit you chose, there are a number of skill suggestions to help narrow down the long impending list of skills to a few making it (hopefully) easier to choose.

BODY SKILLS (YELLOW)

- Armor Lock
- Armor Plating
- Fortify
- I-Field
- Ordinance
- Queen's Hyper Beam
- Ricochet
- Shed Skin

STRENGTH SKILLS (RED)

- Backswing
- Counter
- Flanker
- Mecha Martial Arts
- Pummel
- Rough Up
- Shockwave
- Weapon Clash

SPEED SKILLS (BLUE)

- Catch
- Decoy
- Do a Barrel Roll
- Evasive Maneuvers
- Flex
- Grit Your Teeth!
- Secret Shot
- Spin Attack

INTELLIGENCE SKILLS (GREEN)

- Dismemberment
- Eagle Eye
- EMP
- Field Repair
- Funnel Fury
- Hack
- Overload
- Shutdown

REFLEX SKILLS (VIOLET)

- Aim
- Demolition
- In the Chamber
- Low Orbit Ion Cannon
- Overkill
- Overwatch
- Return Fire
- Suppression

COOL SKILLS (ORANGE)

Colasour's Curse
Cooler than You
Double Attack
Hathaway's Flash
Kawaii!
Mecha Acrobatics
Trick Shot
Vengeance

MISCELLANEOUS SKILLS (WHITE CARDS)

Air Gear
Acid Splash
Flamethrower
Get Down Mr. President!
Limit Break
Lockdown
Phase Shift
Second Wind
SPIRAL POWER
Stun
Switch Flip
UPGRADE

Acid Splash [MISC] (ACTIVE)

Your mecha can fire a burst of acid at enemy mecha. Make a special ranged attack against enemy within 4" of self. If hit enemy takes 1d6 corrosive damage with 1 damage per round for next four rounds to random part.

Aim [REF] (ACTIVE)

Your mecha can take the time to aim it's weapon at enemy mecha. Spend 1 AP to add +1 to your next attack. Aim can only be used once per round. Mecha cannot move between Aim and attack if Aim's bonus is to be applied. At third level Aim's bonus is increased to +2 and the range of the equipped weapon goes up 2". At fifth level Aim's bonus increases to +3 and range of equipped weapon goes up 3".

Air Gear [MISC] (PASSIVE)

Your mecha is optimized for in-air combat. While this mecha is airborne all attacks have advantage.

Armor Lock [BOD] (REACTIVE)

Your mecha is equipped with an energy shield to protect itself when needed. Incoming attack with bludgeoning weapon has disadvantage. Once armor lock has been activated your mecha cannot make move actions for a full round. At third level incoming bludgeoning damage has -2. At fifth level your mecha can make move actions after activating Armor Lock.

Armor Plating [BOD] (REACTIVE)

Your mecha has special armor plating. Incoming attacks can go against BOD check with advantage instead of AC. At third level BOD check gains +1. At fifth level BOD check gains +2.

Backswing [STR] (ACTIVE)

Your mecha is ready to attack with the back-end of it's equipped weapon. After your main attack with a melee weapon misses you can attack a second time with the same weapon. This attack costs 0 AP. At third level second attack gains advantage. At third level second attack gains +2.

Catch [SPD] (REACTIVE)

Your mecha is prepared to catch enemy melee attacks. Incoming melee attacks can go against SPD check with advantage instead of AC. This skill can only be used if you have a free hand. If enemy attack misses weapon is held by your mecha until beginning of your next turn. At third level SPD check gains +2. At fifth level weapon is thrown to the ground.

Colasour's Curse [COOL] (PASSIVE)

Your mecha has inherited the curse of the Colasour's. When receiving damage that would destroy a part of or the whole mecha it is left alive with 1d4 HP. You can only use this once per battle. At third level health restored goes up to 1d6. At fifth level health restored goes up to 2d4.

Cooler than You [COOL] (PASSIVE)

Your mecha is cooler than other mecha. As a special attack roll a COOL check with advantage versus target COOL check. Can only be used once every other round. At third level enemy COOL check has disadvantage. At fifth level your COOL check has advantage.

Counter [STR] (REACTIVE)

Your mecha can "clap back" if hit with melee damage. Immediately after receiving melee damage roll a melee attack at attacker. Afterward attacker resumes their turn. Can only be used once per round, and a successful enemy counter can't be countered. At third level counter attack gains +1. And at fifth level counter attack gains +2 and can be used twice per round.

Decoy [SPD] (ACTIVE)

Your mecha is capable of releasing three decoys to confuse enemies. Within your movement range place four tokens on the battlefield (one being labeled underneath as original). On your turn you can move all the tokens up to your maximum distance for 1 AP. These tokens cannot attack but if you attack while tokens are active they deactivate without the skill Secret Shot. Roll a SPD check to determine the DC to discern which token is your actual mecha. In order to discern which token is your mecha enemy must roll INT check and be greater than or equal to your SPD check. If the enemy is successful tokens are removed from battlefield. If not discerned beforehand tokens last 4 turns. At third level the SPD check to determine discern DC has advantage. At fifth level an additional decoy is placed.

Demolition [REF] (ACTIVE)

Your mecha is capable of firing at the whole enemy mecha with one volley. Roll for special ranged attack with disadvantage vs. enemy SPD check. If hit deal 1d4 explosive damage to each part of enemy mecha. At third level damage to each part increases to 1d6. At fifth level special attack loses disadvantage.

Dismemberment [INT] (PASSIVE)

Your mecha is especially skilled at taking apart enemy mecha. Called shots by this mecha gain advantage and +1 to damage rolls. At third level damage rolls gain +2. At fifth level called shots take no penalty.

Do a Barrel Roll [SPD] (REACTIVE)

Your mecha is capable of dodging spectacularly. Incoming ranged attack you choose go against a SPD check with advantage instead of AC. If roll is 10 or lower your mecha is knocked prone. At third level SPD check gains +2. At fifth level mecha is no longer knocked prone.

Double Attack [COOL] (ACTIVE)

Your mecha is designed to attack more than once. After you used 1 AP to attack this turn you can attack a second time for no additional AP. At third level you gain an additional attack totaling 3. At fifth level you gain another attack totaling 4.

Eagle Eye [INT] (ACTIVE)

Your mecha is capable of focusing in for increased precision when targeting specific parts of enemy mecha. Use 1 AP to charge Eagle Eye and subsequent called shot take no penalty and gains +2 damage. If melee damage is received between charging Eagle Eye and attacking Eagle Eye is deactivated. At third level subsequent called shot has advantage. At fifth level Eagle Eye's charge is only interrupted by receiving bludgeoning damage.

EMP [INT] (ACTIVE) POWER

Your mecha is capable of releasing a devastating Electro-Magnetic Pulse. Area of Effect is available movement around self. Roll INT check with Advantage vs. INT saving throw by enemy

mecha in area of effect. If hit target mecha are disabled until the start of your next turn. At third level INT check gains +4. At fifth level range is extended 4".

Evasive Maneuvers [SPD] (REACTIVE)

Your mecha is capable of great maneuvers while airborne. Incoming attacks while airborne go against SPD check with advantage instead of AC. At third level SPD check gains +1. At fifth level SPD check gains +2.

Field Repair [INT] (ACTIVE)

Your mecha is equipped with nanomachine repair systems to survive longer in the battlefield. Using 1 AP on your turn you regain 1dB HP to current HP. Can be only be used once per round. At third level health restored is increased to 1dB. At fifth level 1d10 is restored.

Flamethrower [MISC] (ACTIVE)

Your mecha can attack with a jet of fire against enemy mecha. Roll a special ranged attack with advantage against enemy mecha within 6" of self. If hit enemy takes 1dB fire damage and any explosive ammo attached or held by target explode causing additional damage equal to the damage of the missile type.

Flanker [STR] (PASSIVE)

Your mecha is optimized for flanking enemy mecha. Movements by this mecha do not trigger attacks of opportunity. This skill takes a full round to recharge after use. At third level attacks on enemies who are flanked gain +1. At fifth level Flanker recharges instantly.

Flex [SPD] (REACTIVE)

Your mecha is very flexible! IF you are hit with enemy melee attack move up to your remaining movement from your last turn and incoming damage has -1. At third level incoming damage has -2. At fifth level damage has -3.

Fortify [BOD] (ACTIVE)

Your mecha can hunker down where it stands or behind cover. While Fortify is active AC is increased by 4, but move actions are disabled and melee attacks by fortified mecha have -2 but ranged attacks by fortified mecha have +2. Fortify can not be used while airborne. Fortify ends if fortified mecha moves or receives bludgeoning damage. At third level AC increases by 5, melee attacks while fortified have -3 and ranged attacks have +3. At fifth level AC increases by 6, melee attacks gain -4 and ranged attacks gain +4.

Funnel Fury [INT] (PASSIVE)

Your mecha is equipped with support units and are optimized for their use. Support units gain +1 AP each round. At third level support units gain another AP totaling 2. At fifth level Support Units roll for initiative at the beginning of the match and gain 3 AP at the top of each round just like standalone mecha.

Get Down Mr. President! [MISC] (REACTIVE)

Your mecha is capable of reacting quickly to take damage for ally mecha. If an ally within your remaining movement is hit move between ally and target and receive damage instead of ally. Move ally if necessary.

Grit Your TEETH [SPD] (PASSIVE)

Your mecha prefers to be "up close and personal" with enemy mecha. When an enemy is adjacent to you incoming melee attacks against you have disadvantage. If no enemy is adjacent to you all ranged attacks against you have disadvantage. At third level melee attacks while adjacent have -1 damage while ranged attacks while not adjacent have -1. At fifth level melee attacks while adjacent have -2 damage and ranged attacks when not adjacent have -2 damage.

Hack [INT] (ACTIVE)

Your mecha is capable of taking control of enemy support units within 2" of self. Roll INT check vs. enemy INT check if successful take control of enemy unit for remainder of turn. All actions made by controlled unit cost AP as if unit was your support unit. At third level INT check has advantage. At fifth level control lasts full round.

Hathaway's Flash [COOL] (ACTIVE) POWER

Your mecha is capable of producing a blinding light from it's frame overloading any nearby sensors. Enemy mecha in 8" radius of your mecha roll a BOD saving throw versus your COOL check with advantage. If they fail target is blinded until the beginning of your next turn. At third level COOL check gains +4. At fifth level range is increased to 12".

I-Field [BOD] (REACTIVE)

Your mecha has a thin force field around it, protecting it from beam attacks. If an incoming beam attack misses it is reflected back at attacker with +2 to the roll and +1 damage if it hits. At third level the reflected attack gets +3 and damage is

increased to +2. At fifth level reflected attack gains +4 and damage is increased to +3.

In the Chamber [REF] (ACTIVE)

Your mecha is ready to attack with the round inside of it's equipped weapon. After your main ranged attack misses you can attack a second time with the same weapon for no additional AP. At third level the second attack has advantage. At fifth level the second attack has +2.

Kawaii! [COOL] (ACTIVE)

Your mecha is especially cute, distracting enemy pilots. On your turn roll a COOL check vs. enemy REF check. If hit attacks against your mecha from target have disadvantage. At third level attacks by target have -1. At fifth level attacks by target have -2.

Limit Break [MISC] (ACTIVE)

Your mecha can be pushed to maximum power for a short time. For 0 AP take 1d4 damage. For x number of turns +x to all melee attacks, movement and damage. If damage is not given or received during the round Limit Break ends early.

Lockdown [MISC] (ACTIVE)

Until the beginning of your next turn all incoming damage is -2. Can only be used once per round.

Low Orbit Ion Cannon [REF] (ACTIVE) POWER

Your mecha is capable of coordinating a blast from a satellite in the upper atmosphere. Select target location and 8" radius around target location is area of effect. At the top of the next round (whether or not user mecha is active or not) an explosive blast rains down in area of

effect dealing 1d10 explosive damage to everything within area of effect. At third level Low Orbit Ion Cannon's range is extended 4". At fifth level damage is increased to 2d10.

Mecha Acrobatics [COOL] (REACTIVE)

Your mecha is capable of moving quickly and fluidly, allowing you to attempt to dodge incoming attacks. Roll COOL check with advantage instead of AC on attacks you choose. Can only be used once every other round. At third level COOL check gains +1. At fifth level COOL check gains +2.

Mecha Martial Arts [STR] (PASSIVE)

Your mecha is designed to fight with fist and feet like warriors of old. If attack with foot hits attack again with fist for 0 AP. At third level increase damage with fists or feet to 1d6. At fifth level increase damage with fists or foot to 1d8.

Ordinance [BOD] (REACTIVE)

Your mecha has special reflective armor. If an incoming explosive attack misses it reflects back at attacker with +2 to roll and +1 damage on hit. At third level reflected attack gains +3 and +2 damage. At fifth level reflected attack has +4 and +3 damage.

Overkill [REF] (ACTIVE)

Your mecha can fire multiple ranged weapons at once toward one target. You can fire two weapons with one attack roll against target mecha. This attack cannot be a called shot. If hit roll damage from both equipped weapons. Until the beginning of your next turn your mecha is disabled after Overkill has been activated.

At third level you can fire three weapons at once. At fifth level you can fire up to four weapons with one attack roll.

OVERLOAD [INT] (ACTIVE)

Your mecha is armed to disable enemy within melee range's sensors. Roll INT check vs. enemy BOD saving throw. If hit enemy's attacks have disadvantage until the start of your next turn. At third level INT check has advantage. At fifth level target is disabled for full round if hit.

Overwatch [REF] (ACTIVE)

Your mecha is capable of firing a reaction shot when an enemy mecha moves within your line of sight. Attacks made using Overwatch have disadvantage. At third level attacks made using Overwatch no longer have disadvantage. At fifth level Overwatch becomes a Reactive skill, activating whenever an enemy moves within your line of sight.

Pummel [STR] (PASSIVE)

Your mecha is built to fight! All attacks by this mecha with fists or feet have advantage. At third level damage with fists or feet increase by +1. At fifth level damage with fists or feet increase by +2.

Phase Shift [MISC] (ACTIVE)

Your mecha is capable of shifting its density to pass through objects on the battlefield. Structures and other mecha that would impede movement can be passed through as long as user mecha will not exceed movement by doing so.

Queen's Hyper Beam [BOD] (ACTIVE) POWER

Your mecha can route power to unleash a devastating beam attack. Area of Effect is 2"x8"

prism in direction user mecha is facing. Your current HP+BOD mod vs. AC of all enemies/terrain in Area of Effect. If hit take 1d10 beam bludgeoning damage. Your mecha is disabled for full round. At third level range is extended to a 2"x12" prism. At fifth level damage is increased to 2d10.

Return Fire [REF] (REACTIVE)

Your mecha can "clap back" if hit with ranged damage. Immediately after receiving ranged damage roll a ranged attack against attacker. Afterward attacker resumes their turn. Can only be used once per round, and a successful return fire cannot be returned fire. At third level returned attack roll gains +1. At fifth level returned attack gains +2 and can be used twice per round.

Ricochet [BOD] (REACTIVE)

Your mecha's armor has reflective elements. If an incoming kinetic attack misses it reflects back at attack with +2 on it's attack roll and +1 to damage. At third level the reflected attack has +3 and damage has +2. At fifth level reflected attack has +4 and +3 damage.

Rough Up [STR] (ACTIVE)

Your mecha is capable of hitting the enemy mecha all over. Roll for special melee attack with disadvantage, if hit deal 1d4 bludgeoning damage to each part of enemy mecha. At third level damage is increased to 2d4. At fifth level attack loses disadvantage.

Second Wind [MISC] (ACTIVE)

Your mecha has access to ignore damage done for a short time. You have 3d4 available per battle to use in combat to repair damage to your mecha.

You can use 1d4 at a time or roll all 3d4 at once but you only have 3d4 to use for entire battle. This takes 1 AP.

Secret Shot [SPD] (ACTIVE)

Your mecha can attack without revealing it's position. While Decoy is active ranged attacks do not end Decoy. At third level add SPD mod to attack rolls while Decoy is active. At fifth level this skill applies to melee attacks as well.

Shed Skin [BOD] (ACTIVE)

Your mecha can shed an outer layer of armor leaving behind a lighter, faster machine. For the duration of the battle your mecha gains 5 temporary HP and gains +2 to movement at the cost of 5 AC. At third level temporary HP goes up to 6 with +3 movement for -6 AC. At fifth level you gain 7 temporary HP and +4 movement for -7 AC.

Shockwave [STR] (ACTIVE) POWER

Your mecha can strike the ground unleashing a rippling wave of power. AoE is 8" radius of user mecha on G0 level. Roll a STR check with advantage vs enemy within area of effect's BOD check. If hit deal 1d10 kinetic bludgeoning damage with knockback 2. Area of Effect now difficult terrain. At third level STR check has +4. At fifth level damage is increased to 2d10.

Shutdown [INT] (ACTIVE)

Your mecha is armed to shut down enemy support unit within melee range for a short time. Roll INT check vs. target AC. If hit unit is shutdown until the beginning of your next turn. At third level you can target a second support unit. At fifth level shutdown lasts an additional round.

Spin Attack [[SPD]] (ACTIVE) POWER
Your mecha is equipped with the ability to spin around quickly unleashing a wave power at enemy mecha. Area of effect is 8" around user mecha (including any airborne enemies). Roll a SPD check with advantage vs. BOD saving throw for any mecha in AoE. If hit deal 1d10 kinetic bludgeoning damage and knockback 2. At third level SPD check gains +4. At fifth level Spin Attack's damage is increased to 2d10.

SPIRAL POWER [[MISC]] (PASSIVE)
Your mecha is fueled by its pilot's passion. All melee attacks by this mecha use COOL mod instead of STR.

Stun [[MISC]] (ACTIVE)
Your mecha can attack with an electrical shock toward enemy mecha. Roll a special melee attack with advantage, if hit deal 1d8 electric damage and random part is disabled until the start of your next turn.

Suppression [[REF]] (ACTIVE)
Your mecha fires around enemy target, keeping it in place or punishing it. Roll special ranged attack vs. enemy AC if hit deal no damage but target cannot move until the beginning of your next turn without taking 1d6 damage (type dependent on the weapon). At third level special attack gains +2. At fifth level damage is increased to 1d8.

Switch Flip [[MISC]] (PASSIVE)
Your mecha is optimized to change weapons on the fly as a show of it's versatility. Changing weapons cost a swift action for 0 AP.

Trick Shot [[COOL]] (ACTIVE)
This mecha is programmed to perform a trick shot. Make a COOL check vs. enemy AC if hit treat it as a critical hit. Trick Shot does not activate UPGRADE. At third level COOL check gains +1. At fifth level COOL check gains +2.

UPGRADE [[MISC]] (PASSIVE)
Your mecha can upgrade big hits. Any critical hits this mecha make deal 2dx damage with x being the next tier of die up. (1d4 becomes 2d6, 1d6 becomes 2d8, 1d8 becomes 2d10, 1d10 becomes 3d6, 2d6 becomes 3d4)

Weapon Clash [[STR]] (REACTIVE)
Your mecha is prepared to use it's weapon to defend itself. Roll a STR check vs. attack roll if the attack hits -2 damage. Only applies if your mecha does not have a shield equipped and if opponent is attacking from front arc. At third level STR check has advantage. At fifth level damage has -3.

VENGEANCE [[COOL]] (PASSIVE)
Your mecha is prepared to get back at enemy mecha. If an enemy mecha dealt damage to you last turn next attack against them has advantage. Can only be used once per battle. At third level attack gains +2. At fifth level Vengeance can be used once every other round.

Equipment

Now that you have your Max HP it is time to buy equipment for your mecha! The maximum amount of equipment your mecha can carry is determined by your Max HP. Each piece of equipment falls under one of eight categories: Armor, Basic Melee, Special Melee, Basic Ranged, Special Ranged, Explosive, Equipment, and Support Units. If a piece of equipment does not list kinetic or beam you can decide what type it is. All kinetic weapons' critical FX are as written, but any beam weapons gain Beam Burn if attack is critical. * means that a weapon is two handed, and two handed ranged weapons cannot be fired in melee range.

Table 1-5 Armor

ARMOR TIER	COST	ARMOR NAME	AC	M	STR. REQ
Light	8	Superlight	10+SPD Mod	+4 M	
	9	Striker	11+SPD Mod	+3 M	
	10	Heavy Striker	12+SPD Mod	+2 M	
Medium	11	Light Base	13+SPD Mod	+1 M	
	12	Medium Base	14		
	13	Heavy Base	15	-1 M	
Heavy	14	Heavyweight	16	-2 M	
	15	Titan	17	-3 M	STR 15
	16	Superheavy	18	-4 M	STR 17

Table 1-6 Basic Melee Weapons

WEAPON	COST	HP	RANGE	DAMAGE	TYPE	FX	CRIT FX
Fist	-	-	2	1d4	Bludgeoning	-	
Foot	-	-	2	1d4	Bludgeoning	-	
Claw	6	-	2	1d6	Slashing	-	
Dagger	4	4	2	1d4	Slashing	-	Open Wound
Short Sword	6	6	2	1d6	Slashing	-	Open Wound
Club	4	4	2	1d4	Bludgeoning	-	Knockback 1

Table 1-7 Special Melee Weapons

WEAPON	COST	HP	RANGE	DAMAGE	TYPE	FX	CRIT FX
Long Sword	8	8	2	1d8	Slashing	-	Open Wound
Great Sword*	12	12	2	2d6	Slashing	-	Open Wound
Great Club*	8	8	2	2d4	Bludgeoning	-	Knockback 2
Mace	6	6	2	1d6	Bludgeoning	-	Knockback 2
Polearm	6	6	4	1d6	Piercing	-	Staggered
Lance	8	8	2	1d8	Piercing	+2 if charging	Staggered

Table 1-8 Basic Ranged Weapons

WEAPON	COST	HP	RANGE	DAMAGE	TYPE	FX	CRIT FX
Handgun	4	4	6	1d4	Piercing	-	Open Wound
Rifle	8	8	10	1d6	Piercing	-	Open Wound
Submachine Gun	4	5	8	1d4	Piercing	-	Open Wound
Machine Gun	6	7	10	1d6	Piercing	-	Open Wound
Medium Cannon	8	8	12	1d8	Bludgeoning	-	Knockback 1

Table 1-9 Special Ranged Weapons

WEAPON	COST	HP	RANGE	DAMAGE	TYPE	FX	CRIT FX
Gatling Gun*	12	12	12	2d6	Piercing	-	Open Wound
Large Cannon*	10	10	14	1d10	Bludgeoning	-	Knockback 2
Sniper Rifle*	12	12	18	2d6	Piercing	-	Open Wound
Rail Gun	8	8	12	1d8	Kinetic Piercing	1 AP to charge	Open Wound
Gauss*	12	12	14	2d6	Kinetic Piercing	1 AP to charge	Open Wound

Table 1-10

WEAPON	COST	HP	RANGE	DAMAGE	TYPE	FX	CRIT FX
Rocket Pod	4	4	6	1d4	Explosive	-	-
Rocket Launcher	6	6	9	1d6	Explosive	-	-
Missile Pod	10	10	12	1d10	Explosive	-	-

Table 1-11 Equipment

EQUIPMENT	COST	HP	AC+	M/fM	TYPE
Small Shield	2	2	1		Ballistic/Blast/Laminate
Medium Shield	4	4	2		Ballistic/Blast/Laminate
Large Shield	6	6	3	-1 M	Ballistic/Blast/Laminate
Great Shield	8	8	4	-2 M	Ballistic/Blast/Laminate
Main Thruster	4	4		+2 fM	
Small Thruster	2	2		+1 fM	
Medium Thruster	4	4		+2 fM	
Large Thruster	6	6		+3 fM	
Board	8	8		+4 fM	

Table 1-12 Support Units

Size	Cost	AC	HP	M	fM	WEAPONS
Superlight	8	6	6	6	0	Beam Med. Cannon
Medium	10	8	8	8	3	Kinetic Machine Gun
Titan	12	10	10	10	2	Rocket Pod, Beam Gatling, Foot

Weapon Mods (if applicable)

You also have a few different kinds of weapon modifications available that effect how your weapons of choice work. Weapon modifications add 2 to the cost of the weapon they are equipped to.

Ranged

Red Dot Sight

The chance to hit your enemy goes up the closer you are to them. +1 to attack rolls with this weapon if target is within 6" of self, +2 if within 4", and +3 if within 2" or less.

Scope

The chance to hit your enemy goes up the farther away they are from you. +1 to attack rolls with this weapon if target is 8" or less of self, +2 if 10" or less, and +3 if 12" or more.

Extended Mag

This weapon is equipped with a slightly larger magazine. +2 to available ammo.

Double Mag

This weapon has a second magazine taped to the first magazine. First reload with this weapon cost 0 AP.

Melee

Reinforcement

This kinetic melee weapon is reinforced, giving damage rolls +2.

Particle Compression

This beam melee weapon has more compressed particles, giving damage rolls +2.

Guard

This melee weapon is equipped with a guard, giving your mecha's AC +2 when targeted from the side this is equipped on.

Pommel

This melee weapon is armed with a pommel at the end of the handle. A second attack can be made with this weapon for 0 AP instead of a punch or kick. Called shots using the pommel have no penalty and the pommel deals a natural 1dB kinetic bludgeoning damage.

Building a Support Unit

If you have the space available for a support unit they can be very useful aid in combat. Support units share initiative order and AP with their main mecha, making them more like familiars. Support Units. Support units are bought the same way any other piece of equipment is, using your Max HP as the amount you are allotted. If you have enough for a support unit, this section is for you. If you can't afford one or don't want one you can move on to Rules of Engagement. There are three tiers of support units you can choose from, Super-light, Medium and Titan. Super-light are generally tanks, medium are frequently jets, and titan support units are usually small mecha. Stat changes with Super-light are +2 CON, +2 WIS, and -2 DEX. Changes from Medium are +2 DEX, +2 INT and -2 STR. Changes for Titan are +2 STR, +2 WIS, and -2 CHA. Each support unit starts with 8 in each stat, factor in the changes based on size, and then spend 10 to customize as you see fit. The weapons each Support Unit uses are seen in table 1-13. For rules on how to play with support units, see page 53 in Rules of Engagement.

Chapter Two: Rules of Engagement

The goal of Mech Fight is to destroy other mecha in battle. In 1v1 matches the last mecha standing is victorious. If a mecha is disabled with no ability to restore HP the disabled mecha loses. In the case of multiple mecha per team the team with mecha still alive are the winners. If a player feels they cannot win no matter what they do they can withdraw, but luck could always turn around.

Setup

Before the battle begins, players need to decide what type of battle, what level they want their mecha to be, and the size of the arena they will be playing on. General sizes include 24"x24" best suited for 1v1 "Showdown" (or 2-3 mecha), 30"x40" for 2v2 "Doubles" (or 4-5 mecha), 48"x48" for 3v3 "Skirmish" (or 6-7 mecha) and 60"x72" for 4v4 "Squad Battle" (or 8+ mecha).

There are generally three tiers of elevation and vertical space in Mech Fight. G, A1 and A2. G is the ground level most of the match will take place on. Certain terrain grant elevation, either A1, which is just above the ground, or A2 which is higher than A1. Certain terrain types suggest frequent elevation changes, so it is up to the players what parts of the battlefield are what tier of elevation. If needed more tiers of elevation can be added if players would like a more nuanced vertical space to play in. The advantages and disadvantages of elevation can be found in the movement section of playing the game on page 65. Elevations should be decided by both players and labeled accordingly.

Once size is decided all players should agree on or roll 2d6 to determine terrain type.

Table 2-1

Roll	Terrain Type	Layout/Hazards
2	Space	Empty
3	Desert	Empty, some structures
4	Forest	Trees
5	Mountain	Elevation changes, no structures
6	City	Structures extremely common
7	Island	Some trees, surrounded by water
8	Sky	Empty
9	Canyon	Elevation changes
10	Castle	Trees and Structures
11	Tundra	Elevation changes, no structures
12	Ruins	Structures and Rubble equally common

Terrain

Once the type of arena has been decided it is time for all players to participate in setting out various terrain features (such as cover, obstacles, elevations etc.) as they see fit. Setting terrain should not be a competitive part of the game, the goal should be to put together terrain that is both visually appealing and tactically interesting, while not favoring or impeding any specific player/s.

There are two types of structures, obstacles and obstructions. Obstacles, such as walls, are considered difficult terrain to traverse and provide half cover. Obstructions, such as buildings, provide full cover and cannot be traversed without flying above them. Structures can be targeted themselves for attacks having an AC of 8 and HP of 1. If a structure is destroyed it becomes rubble and loses its effect of cover. Water and trees are also common terrain features, the former being difficult terrain to traverse and the latter being considered half cover. It is suggested to populate the battlefield with the terrain features described in the layout/hazards section of the terrain type table.

Building terrain should be a non-competitive part of the game, attempting to create a battlefield that is both aesthetically pleasing and tactically challenging.

Combat

Combat in Mech Fight is cyclical. Each mecha in play takes a turn in order of their initiative roll. The initiative roll is $1d20+SPD$ mod with the highest going first with mecha taking turns in order of descending initiative. Once all mecha have had their turn the mecha with the highest initiative takes another turn starting a new round.

How it Works

Determine Initiative Order

All participating mecha roll initiative checks before combat begins, and mecha will act in order of the initiative check results from the highest to lowest. This is the initiative order.

First Combat round

All mecha receive 3 action points (AP) at the beginning of each round, then mecha act according to initiative order. Actions made by mecha on their turn could trigger reactions from enemy mecha as long as the AP are available and conditions are correct.

Continuing Combat

Once all mecha in play have taken their turn, the next round of combat begins, with all mecha receiving 3 AP, and mecha act once again in initiative order. This step repeats until combat ends with victory conditions met.

Initiative

When a mecha enters combat, they must roll an initiative check to determine when they can act in each round relative to the other mecha. An initiative check is $1d20 + SPD$ mod of mecha in play. Initiative checks are organized in descending order, with the highest going first (determining when a round begins and ends) and the lowest going last (but deciding which side of the battlefield they would like to start on). Any support units used by mecha share their initiative order and AP unless noted otherwise by a skill like Funnel Fury.

In the case of two or more mecha tying on their initiative check, the mecha with the highest speed mod goes first. If there is still a tie, tied mecha roll $1d20$ with the highest natural roll going first. This last method is called a "roll off" but players could agree on order in case of repeated ties, avoiding a roll off altogether.

Combat Round

Each combat round represents about 6 seconds in the game world. Therefore, 10 rounds is about 1 minute of combat. A round allows each mecha involved in combat to act. Acting in a round's initiative order is called their turn.

Each round begins with all mecha in play receiving 3 AP and the mecha with the highest initiative count going first with remaining mecha taking turns in initiative order. During a mecha's turn is the primary time mecha use AP, allowing them to move, attack, order or any other actions described on page 60.

When the rules refer to a "full round" it is usually referring to the span of time from particular initiative count in one round to the same count in the next round. Effects that last a certain amount of rounds end just before the same initiative count that they began.

Basics

Who can I attack?

Each mecha takes up a 3" diameter base to be moved, faced and maneuvered each turn by their players. Mecha within 2" of each other are considered in melee range. Each ranged weapon has an optimal range which they can hit an intended target better. See Range and Penalties on page 65 for more details. When attacking, any mecha can be targeted as a whole, or target an individual part. See "Called Shots" on page 59 for more detail on targeting individual parts, and "Part Damage" on Page 13 for calculating damage to individual parts.

Attack Roll

Ranged Attacks

When making a ranged attack you are firing a weapon at an opponent at a distance. To make a ranged attack roll $1d20+REF$ mod. If the total is greater than or equal to target's AC it is a hit and you roll the damage die appropriate for that weapon +REF mod.

Melee Attacks

When making a melee attack you are using a melee weapon to strike an opponent in hand-to-hand combat. To make a melee attack roll $1d20+STR$ mod. If the total is greater than or equal to target's AC it is a hit and you roll the damage die appropriate for that weapon +STR mod.

Called Shots

Targeting a specific part of a mecha is called a Called Shot. The five parts that can be targeted are weapons and equipment, limbs, torso, thrusters, and any others. Depending on what is being targeted the attack roll takes a penalty, seen in table 2-2 on the left. Damage receives no penalty for calling shots.

Target	Penalty
Weapon/Equipment	-1
Limbs	-2
Torso	-3
Thruster	-4
Other	-5

Critical Hits and Critical Fail

If the natural roll (no modifiers added) on an attack roll is 1 it is a critical fail and is automatically considered a miss. If the natural roll is a 20 it is considered a critical hit and automatically considered a hit, adding an additional damage die and activating that weapon's critical FX.

Armor Class (AC)

Armor class represents how hard it is for your opponents to land a damaging blow on your mecha. Your Armor Class (AC) is the minimum an attack roll result that an opponent needs to hit you and deal damage. Additionally there are three types of armor; ballistic, laminate and blast.

Ballistic

Ballistic armor protects against kinetic damage, reducing incoming kinetic damage by 2. Explosive damage destroys ballistic armor though, increasing explosive damage by 2.

Blast

Blast armor protects against explosive damage, reducing incoming explosive damage by 2. Beam damage destroys blast armor though, increasing beam damage by 2.

Laminate

Laminate armor protects against beam damage, reducing incoming beam damage by 2. Kinetic damage destroys laminate armor though, increasing kinetic damage by 2.

Damage

If an attack against a mecha lands, it takes takes damage. Damage reduces hit points of the mecha. Weapons list the kind of damage they do, and skills that deal damage list the damage and type. There are three main types of damage in Mech Fight:

Basic:

Beam Damage

+2 damage against blast armor, -2 damage against laminate armor.

Explosive Damage

+2 damage against ballistic armor, -2 damage against blast armor.

Kinetic Damage

+2 damage against laminate armor, -2 damage against ballistic armor.

Special:

Corrosive

-1 HP per turn for 4 turns on 1dB part. INT check with a DC of 10 to patch early.

Fire

-2 HP of 1dB part. Detonates explosive ammo on side attack came from dealing ½ damage.

Ice

SPD check with DC 10 to use standard/move actions for 1dB turns. Use action point for STR check DC 10 to break Ice early

Sonic

Comms disabled, cannot help ally mecha until start of next turn.

Rounding damage

In the case of taking ½ damage round down.

Actions in Combat

Action Types

An action's type basically tells you how long the action takes to perform within the framework of a six second combat round. There are five types of actions that are common in combat, each costing Action Points (AP) to perform. Standard Actions, Move Actions, Swift Actions, Full Actions and Reactions.

Standard Action -1 AP

Performing a standard action is generally the main component of your turn. Most commonly used to attack, shove, grapple, covering or harrying fire, and using ac-
tive skills.

Move Action -1 AP

Performing a move action allows you to take tactical actions that are secondary to your standard action but still key to your success. The most common move ac-
tion is moving up to your maximum movement, but you can also draw/
sheathe a weapon, or reload with a move action.

Swift Action -0 AP

Performing a swift action con-
sumes a very small amount of time and is rarely used. Common swift actions are dropping prone, changing weapon grips, or using Patch Up.

Full Action -2 AP

A full action consumes all your effort during your turn using most of your AP for the round. Commonly used for charge, coup de grace, and full attack.

Reaction -1 AP

A reaction is a special action made usually during another mecha's turn. An attack of opportunity is one of the most com-
mon reactions, and is one of the only reactions that can be made with no specific skills. Reactive skills have their triggers de-
scribed in detail. If you choose to ready an action to react to something your opponent does you must declare it on your turn.

Standard Actions -1 AP

Activate Item

Active Skills

Some skills are labeled (AC-
TIVE) and can be used on your turn as a standard action. Most ACTIVE skills are attacks with special properties, but not all of them. Active skills (unless stated otherwise) cannot be used as a swift action, and skills provoke attacks of opportunity.

Attack

Melee Attack

With a melee weapon you can strike any opponent within 2" of your mecha's front arc. You add your STR modifier to your me-
lee attack and damage rolls.

Ranged Attack

With a ranged weapon you can shoot or otherwise attack a target that is within the weapon's maximum range. Add your REF modifier to ranged attack and damage rolls.

Throwing a Weapon

With a thrown weapon you can make a special ranged attack against a target within your mecha's line of sight. You add your STR modifier to ranged attacks with a thrown weapon. Damage for melee weapons is $\frac{1}{2}$ of its normal damage while thrown ranged weapons deal $\frac{1}{2}$ $1d6$ for one handed ranged weapons and $\frac{1}{2}$ $1d8$ for two handed ranged weapons. A missed thrown weapon lands at the base of the target mecha and can be picked up by any mecha in play.

Range and Penalties

A weapon's optimal range is listed along with its other statistics on page 45 of the Building Guide. Melee weapons are 2", while ranged weapons vary. If you make an attack with a ranged weapon with the target outside of its listed range, for every 2" outside of range the target is the attack roll gets -2. For example, if your mecha wishes to fire a handgun (with a range of 6") at a target 10" away the roll receives -4.

Critical Hits

When you roll a natural 20 (the d20 comes up 20 with no modifiers added) you hit regardless of target AC. A critical hit means you add an additional die for damage and inflict the weapon's critical effect (listed with the statistics on page 45 of the Build Guide).

Combat Maneuvers

Shove

To shove an enemy mecha, roll a STR check vs. enemy STR or SPD check (their choice). Upon success you move the target 4" in the direction your mecha is facing. No damage is dealt.

Grapple

To grapple an enemy mecha roll a STR check vs. enemy STR or SPD check (their choice). Upon success you hold the target in place. You must have one hand free to perform a grapple. When grappled, a mecha's movement becomes 0, and receive a penalty of -2 to AC and attack rolls. The grapple ends at the beginning of your next turn, if you move away from the target, or if target succeeds a SPD or STR check (their choice) vs. your STR check. The check to escape from grapple is considered a combat maneuver.

Covering Fire

Use your standard action to make a ranged attack that provides covering fire for an ally. Make a ranged attack roll vs. AC 15. On hit deal no damage but add +2 to ally AC for next incoming attack from mecha in line of sight.

Fight Defensively

You can fight defensively when attacking, as a part of your standard attack. Until your next turn your attacks have -2 but your AC gains +2.

Harrying Fire

You can use your standard action to make a ranged attack that distracts a foe in your line of sight. Make a ranged attack against AC 15. On hit, deal no damage but the next ally to attack target gains +2 to attack roll until the start of your next turn.

Move Actions -1 AP

Crawl

You can crawl 2" as a move action. Crawling mecha are considered prone.

Draw/Sheathe weapon

Drawing a weapon so you can use it in combat or putting away a weapon so you have a free hand. This action includes activating a weapon. This also applies to equipment such as shields.

Guarded Step

You can carefully step 2" as a move action. This does not trigger attacks of opportunity even if in melee range already.

Move Up to your Movement

The simplest move action is moving up to your M or fM. Movement does not have to be in a straight line, but the distance moved cannot exceed your mecha's M or fM. M refers to horizontal movement, while fM refers to vertical movement. See page 65 for more details on M & fM.

Reload

Unless stated otherwise, reloading is a move action that includes grabbing available ammo. Some weapons require different actions to reload, listed in their weapon description.

Stand Up

This move action allows you to get up from a prone position.

Swift Actions -0 AP

Drop Prone

Dropping into a prone position in your space is a swift action

Patch Up

Once per match restore 1d4 HP to entire mecha or individual part.

Full Actions -2 AP

Charge

Charging is a full action that allows you to move up to double your maximum movement and make a melee attack at the end of the movement. Charging requires you to move at least 4", your movement must be in a straight line that does not include any obstacles or obstructions between you and the target. The attack at the end of the charge has advantage.

Coup de Grace

As a full action, you can deliver a special attack called a coup de grace to an adjacent disabled mecha. You automatically hit and score a critical hit.

Fight Defensively

You can fight defensively when attacking, as a part of your standard attack. Until your next turn your attacks have -2 but your AC gains +2.

Full Attack

You can spend a full action to make two attacks, each with a -2 and advantage. These attacks can be made with the same or different weapons.

Dash

You can dash as a full action. When you dash you can move up to double your movement. You do not have to dash in a straight line, but you cannot traverse difficult terrain while dashing.

Reactions

-1 AP

Attacks of Opportunity

An attack of opportunity is a special attack you can make against a target within melee range, even if it is not your turn. You can use your reaction to make an attack of opportunity against an opponent in four cases:

1. When an opponent within melee range moves out of melee range
2. When an opponent within melee range makes a ranged attack, you can use your reaction to make a melee attack against the opponent.
3. When the opponent within melee range uses an active skill.
4. When an opponent in your front arc moves to your back arc while inside melee range.

Attacks of opportunity are always resolved before the action that they are reacting to.

Reactive Skills

Some skills are labeled (REACTIVE) and can be used as reactions during your opponent's turn. Reactive skills (unless stated otherwise) cannot be used as a swift action, and skills provoke attacks of opportunity.

Injured, Disabled or Destroyed

Taking damage

The most common way that your mecha gets hurt is to take damage and lose health points.

Hit Points

Hit points measure your mecha's ability to take damage and keep going.

Effects of Hit Point damage

Damage doesn't affect you until a part or your mecha's HP reaches 1 or 0. At 1 HP the part or mecha is considered disabled and cannot take any actions other than some form of hit point recovery. At 0 HP the part or mecha is destroyed and can no longer participate in the match.

Disabled

When a mecha or part of a mecha reach 1 HP it is considered disabled. When a mecha is disabled the only action it can take is "Patch Up". If a part is disabled, equipment held or mounted on that part cannot be used, and any effects caused by equipment (such as shields) are no longer factored if the part they are equipped on is disabled. If the head of the mecha is disabled it is blinded, and if the torso is disabled the whole mecha is.

Destroyed

When a mecha or part of a mecha reach 0 HP it is considered destroyed. When a mecha is destroyed in a 1v1 match the match is over. If a part is destroyed it blows up dealing 1d4 explosive damage to adjacent parts and mecha. If the torso is destroyed the whole mecha is destroyed. Any

equipment held by destroyed parts take 1d4 explosive damage as well as dropping to the ground. If the head of the mecha is destroyed the mecha is considered blinded.

Patch Up

When a mecha's HP is getting low it has the ability to "patch" itself up. Once per match, every mecha can use patch up as a swift action to restore 1d4 HP to the entire mecha or part of it.

Combat Modifiers

Cover

Terrain features throughout the battlefield can affect how difficult it is for enemies to hit you. To determine whether something provides cover, draw a line from the front of the attacker's front point to the target of the attack. If the line passes through any terrain features labeled FC (full cover) or HC (half cover) the target has cover.

Cover and Attacks of Opportunity

If you have cover relative to an enemy it can't make attacks of opportunity against you.

Half Cover

If the terrain feature is labeled HC at the beginning of the match it provides Half Cover. Half cover gives mecha +2 to AC as long as the cover is between the target and attacker. Obstacles should provide half cover.

Full Cover

If the terrain feature is labeled FC at the beginning of the match it provides Full Cover. Full Cover makes the covered mecha untargetable from attacks, as long as the feature is between the target and attacker. Obstructions should provide full cover.

Flanking

If a mecha is being attacked from it's back arc it is considered flanked. Attacks made on flanked mecha have advantage.

Prone

If you are lying on the ground you are prone. While prone, melee attack rolls get -4, but your AC against ranged attacks is +4 while your AC for incoming melee attacks is -4.

Support Units

Support Units are an important part of combat. Support units share initiative order and AP with their primary mecha. Certain abilities grant support units additional AP, but unless stated otherwise it costs the main mecha's AP for a support unit to act. Support Units can use skills their main mecha has as long as there is enough AP to do so.

Movement and Flying Movement

It is incredibly important to know where all mecha are on the battlefield, as well as your mecha's relationship with them and the terrain features.

Facing

Each mecha stands on a base with three raised ticks that should line up with the shoulders and the direction the mecha is facing. The 180° the shoulders face is considered the front arc, while the 180° opposite is the back arc. Facing and orientation are important for line of sight, origin of attack, cover, flanking and movement.

Movement

Your movement is how far your mecha can move in a single move action. All mecha have a base movement of 10", but this can be changed by the tier of armor equipped, equipment or skills. You can also dash up to double your movement as a full

action.

Moving through Occupied Space

Without the skill Phasing you cannot move through the space that another mecha occupies, ally or enemy.

Terrain and Obstacles

There are all kinds of terrain features available, from castle walls to buildings and even rubble. All terrain features affect how your mecha moves throughout the battlefield.

Difficult Terrain

Difficult Terrain, such as rubble, hampers movement. To traverse difficult terrain the movement costs double the distance traversed. For example, a mecha to traverse 3" of difficult terrain costs 6" of movement. You can't dash or charge through difficult terrain. If you occupy space that includes difficult and normal terrain your movement costs as much as the amount of difficult terrain you occupy. Mecha in flight are not effected by difficult terrain as long as their elevation is above the difficult terrain.

Flying

Your flying movement is how far vertically your mecha can move during a single move action. Without the assistance of additional thrusters each mecha has a flying movement (fM) of 1, meaning it can travel one tier of elevation per move action.

any mecha in flight have the appropriate booster underneath their base.

Elevation

Mecha of higher elevation gain advantage on mecha tiers below them, while ranged attacks on mecha in flight have disadvantage. Mecha that are airborne cannot utilize cover, and melee attacks on airborne mecha from one tier below have advantage. Elevation of terrain features is noted on the features themselves, while any mecha in flight have the appropriate booster underneath their base.

Conditions

Beam Burn

+2 to damage roll. Does not apply if target has laminate armor.

Blinded

Attacks made while blinded have disadvantage.

Destroyed

Mecha HP has reached 0. Deal 1d4 explosive damage to adjacent mecha.

Disabled

Mecha HP has reached 1. Part cannot use any equipment held or mounted on it. If the torso is disabled the entire mecha is disabled. Disabled mecha cannot make any actions other than one that restores HP.

Grappled

Mecha that are grappled have a movement of 0, and receive a penalty of -2 to AC and attack rolls. Grappling ends at the beginning of grappler's next turn.

Knockback 1

Pushed back 2" in direction attacker is facing. Facing is not adjusted.

Knockback 2

Pushed back 4" in direction attacker is facing. Facing not adjusted.

Open Wound

Target with open wound has disadvantage on attacks and checks until HP is restored

Prone

While prone, melee attack rolls get -4 AC but your AC against ranged attacks is +4 while your AC for incoming melee attacks is -4.

Staggered

Until the attacker's next turn target has -1 AP.

INSPIRATIONAL MEDIA

Anime-

From Gundam:

Mobile Suit Gundam
Zeta Gundam
ZZ Gundam
Char's Counterattack
Gundam UC (Unicorn)
Gundam: The Origin
MS IGL00
08th MS Team
0080: War in the Pocket
Mobile Suit Gundam 0083: Star-
dust Memory
Gundam F91
Victory Gundam
Mobile Fighter G-Savior
G Gundam
Gundam Wing
Gundam Wing: Endless Waltz
Turn A Gundam
Gundam SEED
Gundam SEED Destiny
Gundam X
Reconquista in G
Gundam 00
Gundam AGE
Gundam Build Fighters
Gundam Build Fighters Try
Mobile Suit Gundam: Iron Blood-
ed Orphans
Gundam Build Divers
Narrative Gundam
Eureka Seven
Tengen Toppa Gurren Lagann
ZOIDS
Super Dimensional Fortress: Macross
Macross Delta
Neon Genesis Evangelion
Voltron
Big 0
Aldnoah Zero
Gargantia of the Verdurous Planet
Mazinger Z
Full Metal Panic!
Code Geass: Lelouch of the Rebellion
Darling in the Franxx
Valvrave the Liberator
Vision of Escaflowne
RahXephon
Patlabor
Bubblegum Crisis
Tetsujin 28-Go
Getter Robo
Aim for the Top! Gunbuster
King of the Braves Gaogaigar
Aim for the Top 2! Diebuster

Knights of Sidonia
Armored Trooper Votoms
Genesis of Aquarion
Aquarion Evol
Voltron

Comics/Manga

Dresden Codak
Gundam Thunderbolt
Gundam: The Origin
Five Star Stories

Video Games

MechWarrior/Battletech
Heavy Gear
Armored Core
Zone of the Enders
Steel Battalion
Titanfall
Titanfall 2

Films

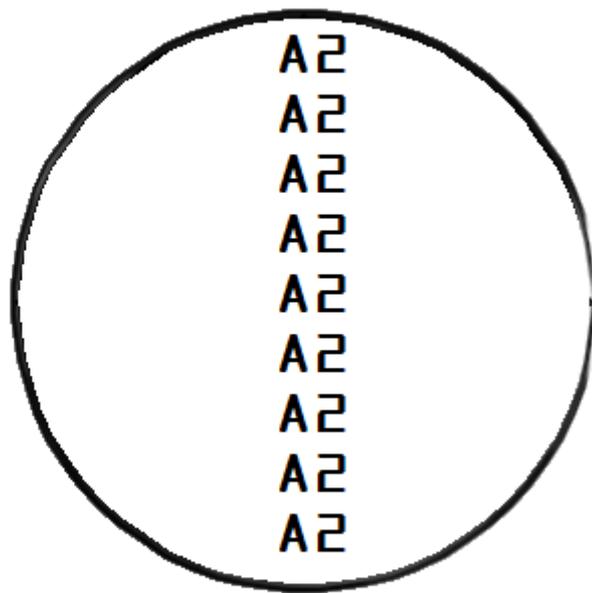
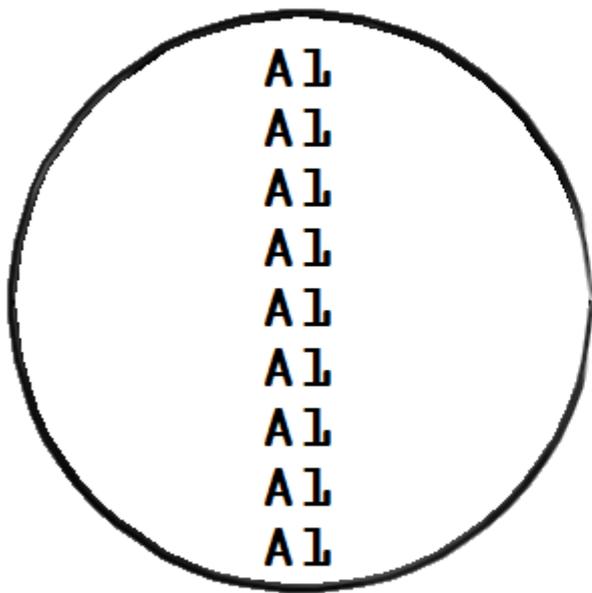
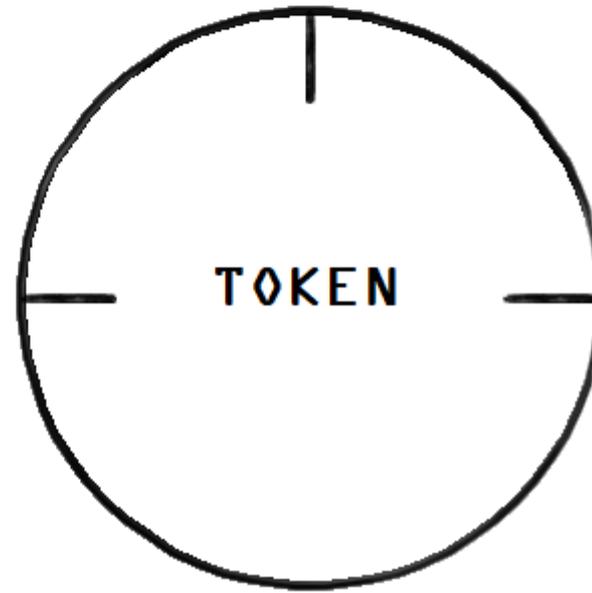
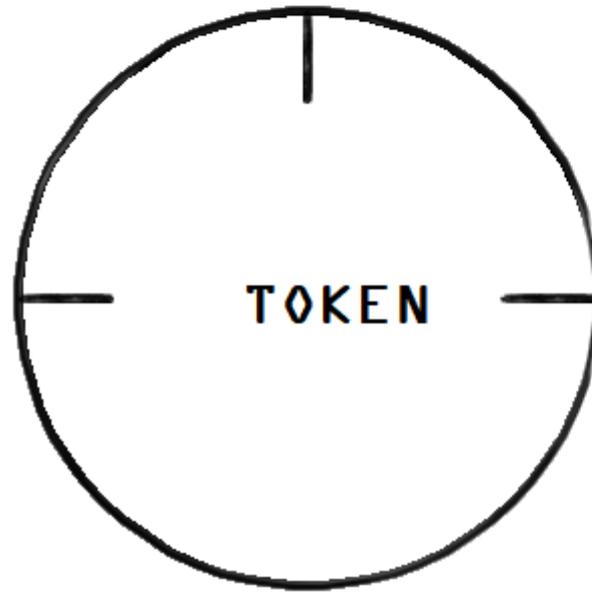
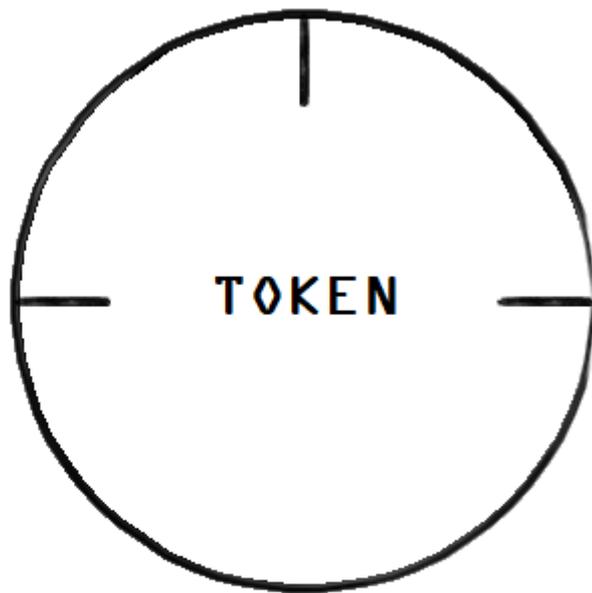
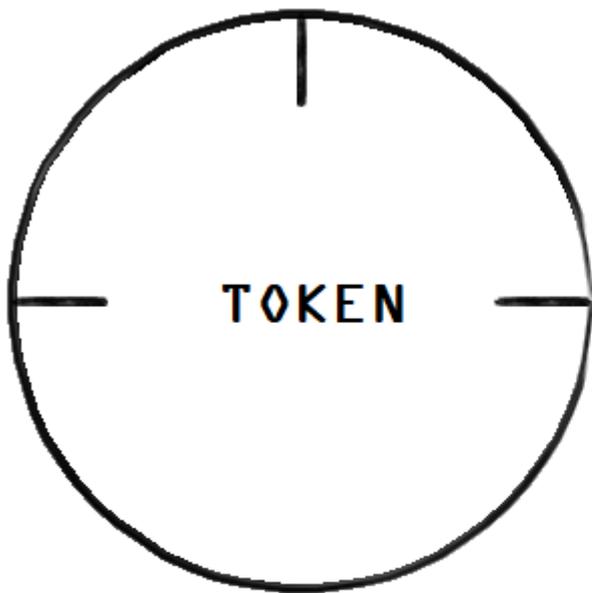
Pacific Rim
Pacific Rim 2
District 9
Robot Jox
Robot Wars
Starship Troopers
Godzilla vs Mechagodzilla
Godzilla vs Mechagodzilla 2
Godzilla X Mechagodzilla

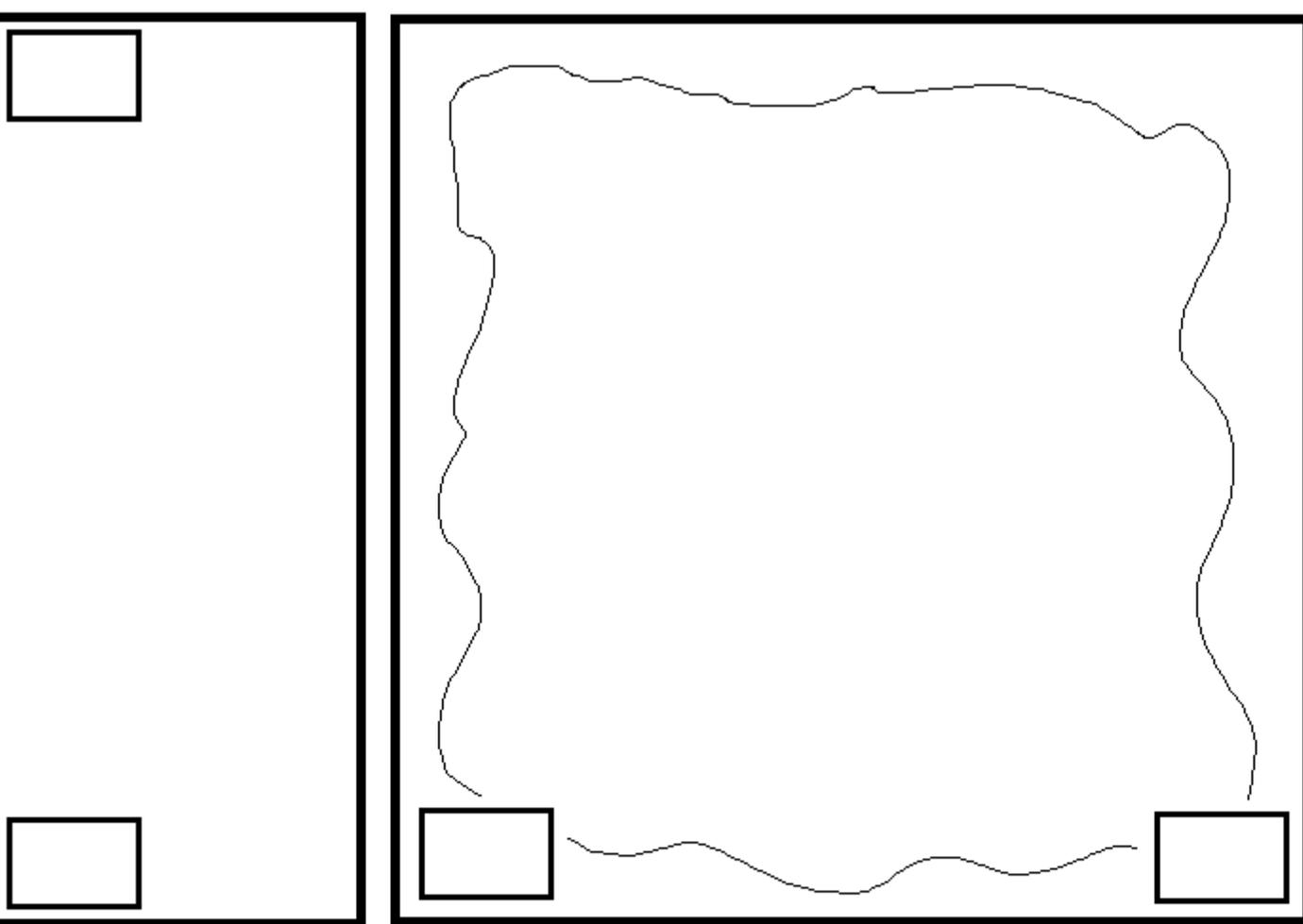
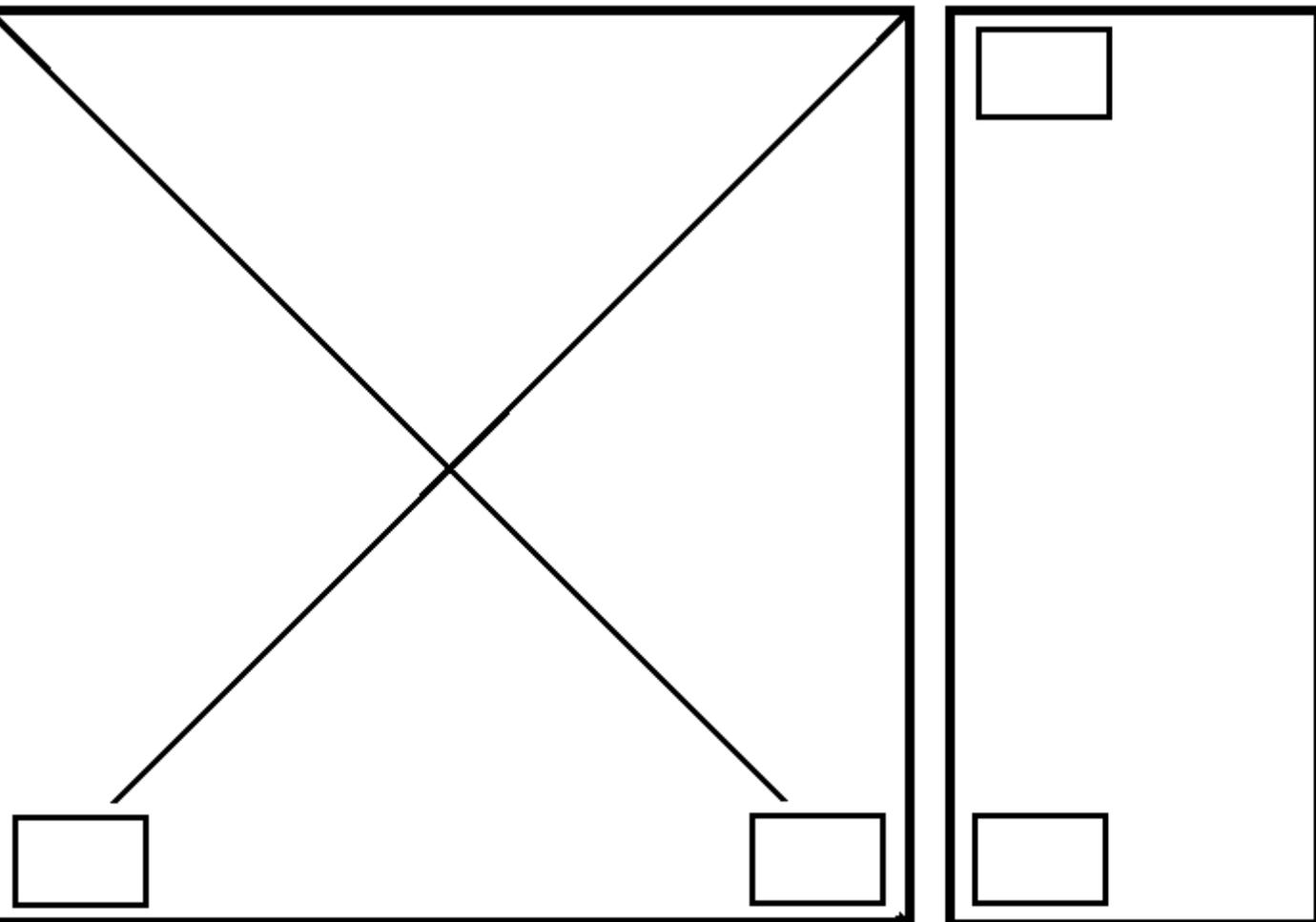
Books

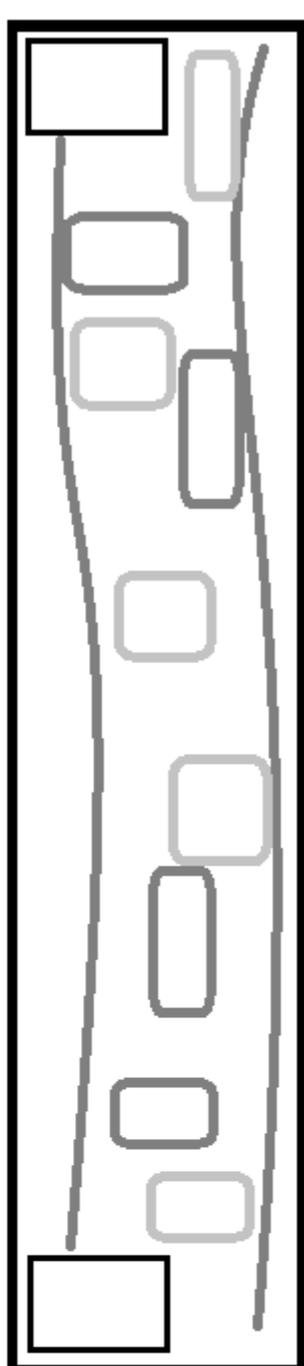
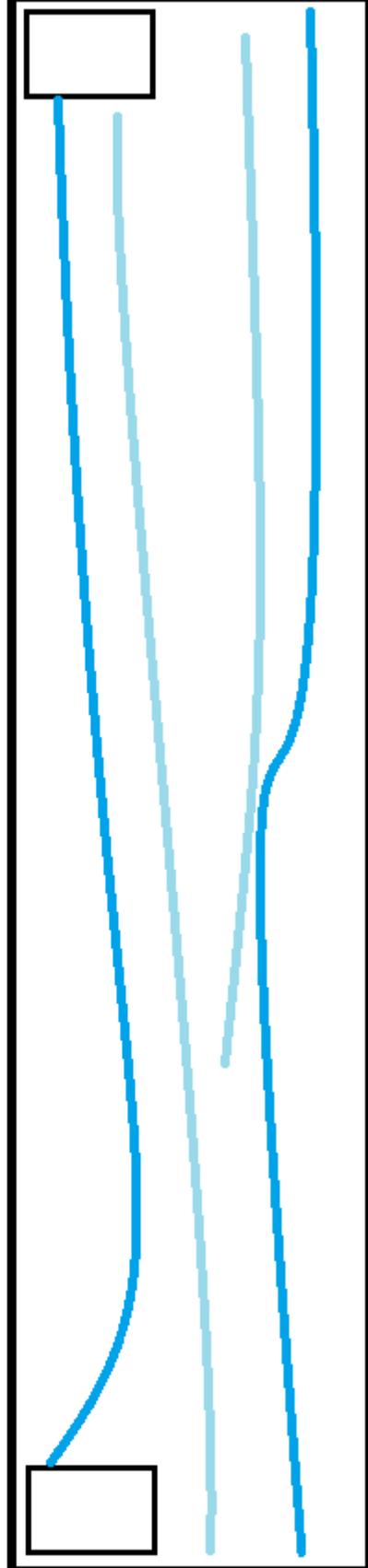
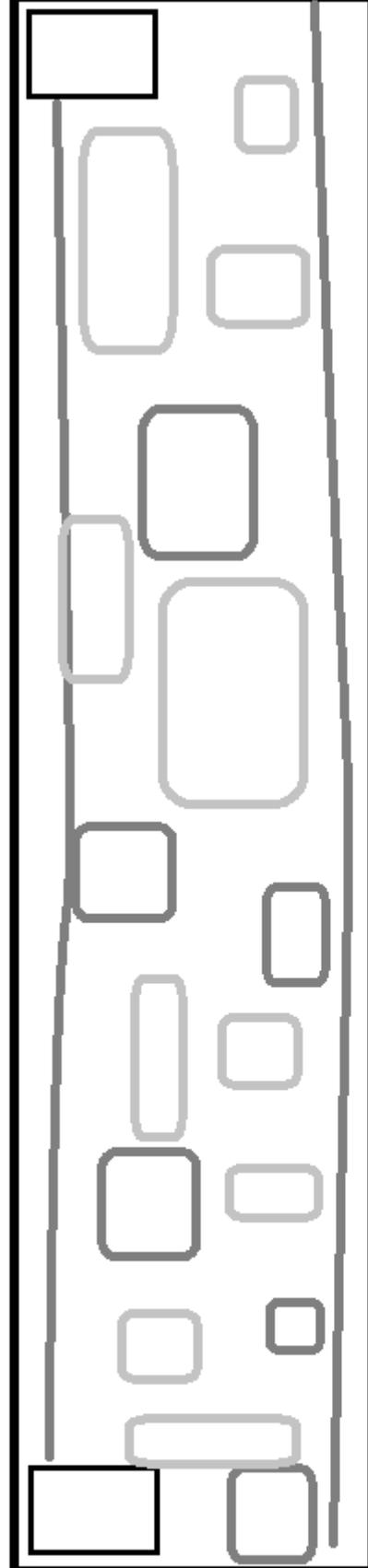
United States of Japan
Mobile Suit Gundam
Starship Troopers

Television

Megas XLR
Sym-Biotic Titan
Transformers Franchise
Big Guy and Rusty the Boy Robot
Super Sentai franchise
Power Rangers Franchise
Legend of Korra







Mech Fight v0.4.0

Unit Name

Size

	Stat	Mod	Max HP		M	<input type="text"/>
BODY	<input type="text"/>	<input type="text"/>	<input type="text"/>			
STR	<input type="text"/>	<input type="text"/>	Current HP		<i>FM</i>	<input type="text"/>
SPD	<input type="text"/>	<input type="text"/>	<input type="text"/>			
INT	<input type="text"/>	<input type="text"/>	AC			<input type="text"/>
REF	<input type="text"/>	<input type="text"/>	Type			<input type="text"/>
COOL	<input type="text"/>	<input type="text"/>	Initiative <input type="text"/>			
LUCK	<input type="text"/>	<input type="text"/>				

Weapon	Ammo	RNG	HP	Damage	Type

Mech Fight v0.4.0

Unit Name

Size

	Stat	Mod	Max HP		M	<input type="text"/>
BODY	<input type="text"/>	<input type="text"/>	<input type="text"/>			
STR	<input type="text"/>	<input type="text"/>	Current HP		<i>FM</i>	<input type="text"/>
SPD	<input type="text"/>	<input type="text"/>	<input type="text"/>			
INT	<input type="text"/>	<input type="text"/>	AC			<input type="text"/>
REF	<input type="text"/>	<input type="text"/>	Type			<input type="text"/>
COOL	<input type="text"/>	<input type="text"/>	Initiative <input type="text"/>			
LUCK	<input type="text"/>	<input type="text"/>				

Weapon	Ammo	RNG	HP	Damage	Type

Mech Fight v0.4.0

Unit Name

Size

	Stat	Mod	Max HP		M	<input type="text"/>
BODY	<input type="text"/>	<input type="text"/>	<input type="text"/>			
STR	<input type="text"/>	<input type="text"/>	Current HP		<i>FM</i>	<input type="text"/>
SPD	<input type="text"/>	<input type="text"/>	<input type="text"/>			
INT	<input type="text"/>	<input type="text"/>	AC			<input type="text"/>
REF	<input type="text"/>	<input type="text"/>	Type			<input type="text"/>
COOL	<input type="text"/>	<input type="text"/>	Initiative <input type="text"/>			
LUCK	<input type="text"/>	<input type="text"/>				

Weapon	Ammo	RNG	HP	Damage	Type

Mech Fight v0.4.0

Unit Name

Size

	Stat	Mod	Max HP		M	<input type="text"/>
BODY	<input type="text"/>	<input type="text"/>	<input type="text"/>			
STR	<input type="text"/>	<input type="text"/>	Current HP		<i>FM</i>	<input type="text"/>
SPD	<input type="text"/>	<input type="text"/>	<input type="text"/>			
INT	<input type="text"/>	<input type="text"/>	AC			<input type="text"/>
REF	<input type="text"/>	<input type="text"/>	Type			<input type="text"/>
COOL	<input type="text"/>	<input type="text"/>	Initiative <input type="text"/>			
LUCK	<input type="text"/>	<input type="text"/>				

Weapon	Ammo	RNG	HP	Damage	Type