



MAKING A TEST

Roll a d20:

- **Success:** rolling *under* the corresponding attribute.
- **Failure:** rolling *equal to or over* the corresponding attribute.
- Critical Success: 1; Critical Failure: 20

ON YOUR TURN

Take any **two actions**:

- **Move** to a near location.
- **Attack** an enemy in range.
- **Test** an attribute to complete a task.
- **Use** pilot, chassis, or module abilities.

If you take the same action twice, you must **roll your reactor die**.

You can do any number of mundane actions.

DISTANCE

- **Close** locations don't require a move action to reach.
- **Near** locations require 1 move action.
- **Far** locations require 2 move actions.
- **Distant** locations require 3 or more move actions.

ARMOR POINTS

When you take damage, you can choose to spend a number of APs to reduce that damage by an equal amount. APs regain after a rest.

| ENEMY DAMAGE AND HP | | |
|---------------------|--------|--------|
| Enemy HD | Damage | Max HP |
| 1 | 1d4 | 8 |
| 2 | 1d6 | 16 |
| 3 | 1d8 | 24 |
| 4 | 1d10 | 32 |
| 5 | 1d12 | 40 |
| 6 | 2d6 | 48 |
| 7 | 2d8 | 56 |
| 8 | 3d6 | 64 |
| 9 | 2d10 | 72 |
| 10 | 2d12 | 80 |

REACTOR DIE

You must roll your **reactor die** when:

- You take critical damage.
- You take the same action twice.
- An ability directs you to.
- The GM directs you to.

If you roll a 1 or 2, **downgrade your reactor die** to the next lowest die.

If you roll a 1 or 2 on a d4 reactor die, you are **overheated**.

OVERHEATED

- You cannot take actions.
- You have disadvantage on all tests.
- You skip your next turn.

DISABLED

- You cannot take actions until repaired.
- You automatically fail all tests until repaired.
- You must roll on the Disabled Mecha table.

TECHNOBABLE

| D12 ² | Prefix | Suffix |
|------------------|-------------|-------------|
| 1 | Radiation | Coupler |
| 2 | Adaptive | Magnetizer |
| 3 | Power | Compressor |
| 4 | Auxiliary | Motivator |
| 5 | Hydraulic | Readout |
| 6 | Thermal | Transformer |
| 7 | Nuclear | Drive |
| 8 | Fuel | Illuminator |
| 9 | Bionic | Connector |
| 10 | Oscillating | Activator |
| 11 | Orbital | Conduit |
| 12 | Energy | Pistons |

DAMAGE DESCRIPTIONS

| D10 | Cockpit Damage | Exterior Damage |
|-----|--|--|
| 1 | Fire erupts from the main console | Shattered hand, limb, or vital component |
| 2 | Sparks fly from the energy reserve controller | Ammo cache or fuel reserves explode |
| 3 | Blown piping fogs up the main viewport | Damage punctures vital systems |
| 4 | Arcing wires drop from the ceiling | Equipment jam threatens ammo feed |
| 5 | Vital switches disconnect from the front thrusters | Flames engulf chassis as fuel ignites |
| 6 | Thruster controls invert, sending you off course | Weapons jam and threaten to explode/overheat |
| 7 | Deafening screech screams through the comms | Plates of thick armor peel off chassis |
| 8 | Cockpit crushes inward with a grinding groan | Entire mecha glows red-hot |
| 9 | Klaxons sound from every console | Limb explodes or is cut free |
| 10 | The trauma knocks you unconscious | Catastrophic damage to cockpit |

INSTANT ACTION

| D20 ² | Action | Focus |
|------------------|-------------|------------|
| 1 | Attack | Resources |
| 2 | Disable | Reactor |
| 3 | Scout | Base |
| 4 | Acquire | Bomb |
| 5 | Sabotage | Planet |
| 6 | Outrun | Weapon |
| 7 | Escort | Signal |
| 8 | Destroy | Mecha |
| 9 | Reach | Cargo |
| 10 | Hack | Shields |
| 11 | Defend | Alliance |
| 12 | Escape | Enemy |
| 13 | Deceive | Fuel |
| 14 | Scan | Moon |
| 15 | Repair | Kaiju |
| 16 | Infiltrate | Starship |
| 17 | Explore | Intel |
| 18 | Salvage | Experiment |
| 19 | Claim | Station |
| 20 | Investigate | Asteroid |

