Pilot Stats

Pilot stats are the physical attributes of the pilot. Some effect Mech abilities, others don't. A pilot's strength does not make the Mech stronger, for instance, but a pilot's reflexes can influence the movement of the mech.

Strength: Lift heavy things, punch harder, hit people with pipes etc. Effects ability to deal damage.
Dexterity: Balance, general hand-eye coordination, fancy acrobatics, wrestling etc.
Reflexes: The ability to react quickly and effectively. Controls dodging, mostly.
Control: Effective and accurate striking. Used to actually hit things when attacking.
Knowledge: General intelligence actions, as well as quick use of cockpit consoles and effective repair.
Endurance: Used to endure physical activity and injury.
Luck: ???

Mech Stats

Strength: Dealing damage and out muscling giant monsters. Also lifting stuff and weaponizing it
Maneuvering: Controls how well the machine moves. Used for dodging and reactive actions. Co-limited by Reflexes, influenced by Weight.
Balance: Controls how well the machine can stay on its feet and manipulate weight. Used for Grappling and preventing knockdowns. Co-limited by Dexterity.
Precision: Controls how accurate the machine's movements are. Used to hit and for precise and careful actions. Co-limited by Control
Stability: How well the machine handles damage. Prevents malfunctions.

Levels

All stats, both pilot and Mech, have levels between 1 and 10. Whatever the stat's level is, thats how many d4 are rolled when it is used. So a strenght of 3 will roll 3d4. This means that each level up increases your max roll by 4, your average roll by 2, and your minimum roll by 1. Note: With Mech stats that are Co-limited by a pilot stat, you can only ever use whichever level is LOWEST. So a pilot with Level 5 Control attempting to hit an enemy while using a mech that has level 3 Precision could only roll 3d4 because the low Precision of the machine restricts him.

Constructing a Mech

Before talking about how to construct a mech, it is important to define a few things. First, the difference between parts and slots. Slots refers to the places that components can be attached to the mech, parts of the mech refers to things such as the chest, pelvis and forearms. Slots are considered to be within these parts, and there can be multiple slots per part. For instance, you could have 3 slots in the chest, or two in the forearm. All Mechs have the following parts, unless otherwise specified:

1 Head
1 Chest
1 Pelvis
2 upper arms
2 lower arms
2 hands
2 upper legs
2 lower legs
2 feet

Slots can then have components installed in them, but may also be empty. Each Slot has HP, which is

added to the HP of the component that is installed in it -if any- to get its total HP. Attacks can be targeted either toward the part, in which case it will hit a random slot within that part, or towards the slots themselves, in which case it will deal direct damage to the slot and any component in it. If all the slots on a part are destroyed, then the part itself is destroyed as well.   This includes empty slots. Sometimes, not all parts will have slots affiliated with them. Parts which do not have slots will have dedicated HP.

With that explained, lets get into the actual building.

The first part of a mech is the frame. Frames are the skeleton of the machine, its basic mechanical components. They determine the base stats of the mech as well as the number of slots available for components. Mech frames come in a variety of configurations and more powerful ones are available through research. One of the important things to note about a mech frame is its Maneuvering stat. Maneuvering determines three very important things; the mech's ability to dodge attacks, its movement speed, and its weight limit. Maneuvering is Co-limited by the pilot's Reflexes stat for any action that involves rolling dice, but not for weight or speed considerations. The Mech's weight capacity is 200 times the maneuvering stat; so a level 5 Maneuvering stat means the mech can carry 1000 units of weight. As more weight is added to the mech, it results in an effective decrease in the Maneuvering level and speed. So if I have 600 units carrying capacity and add 200 units of weight, it reduces the carrying capacity to 400 and reduces the effective maneuvering level to 2. Note that this effect does not round, so 101 to 199 is all the same, it's only when you go over to 200 that it suddenly subtracts 1 instead of 0. It should be noted that frame parts have weight as well, but its not counted against the carrying capacity. Instead, if a part is destroyed, it counts as losing weight and thus making the mech faster. When you see weights connected to mech frame parts, its for this purpose.

After selecting a Frame, you have to choose the parts that will go in it. Two specific components are required for the mech to be usable: A Reactor and A Cockpit. Reactors generally differ by their weight and their power output in terms of performance, while cockpits differ in terms of the number of systems they can handle, their durability and the locations they can be placed within the mech. Once a Cockpit and Reactor are chosen, mech can be outfitted with as many or as few other parts as the pilot wants. The main considerations restraining loadout are Price, Weight and Energy Consumption. Each piece has a weight and a price, and many have some energy consumption requirement, though not all. Price and weight are self explanatory but Energy is a bit more complex. Each part has 3 energy numbers, a Max, a Min and a Nominal. The Min energy is the minimal amount of energy the component needs to function. Without that much energy being routed to it, it won't be usable. At Min energy it is usable but has penalties to its function. Weapons won't do as much damage, parts that give bonuses will give smaller ones, and debuffing systems will be less effective. At nominal energy the components will work with negatives or bonuses and at Max energy the components gain bonuses. The exact bonuses and negatives are detailed with the components themselves. Before and during combat the pilot can choose how much of the reactor's output is flowing to any particular component, which allows the pilot to manipulate these bonuses. However, some components will take time to warm up and become functional if they are kept below Min power levels.

Cockpit systems are different consoles and panels that can be added to the cockpit to enable more complex functionality in the mech. Cockpit systems do not have min, nominal and max energies, instead they are either powered enough to function or not. Like components, powering up a system can take time, so pilots aren't able to rapidly power on, use and then turn off consoles to save energy. Cockpits have limits on the number of systems they can hold, and some systems can take up more space or energy than others. All cockpits have the ability to control the movement of the mech, the use

of most weapons, and the distribution of power. Other capacities must be added via cockpit systems. Using a cockpit system requires a Knowledge roll. Failing this roll does not mean you fail to use the system, instead it means that doing what you need to do takes 1 action instead of being instant. The difficulty of using each system is defined in the system's description.

Once you have the load out set you can add armor. Armor generally doesn't use energy, its major restriction is that it is quite heavy. Armor is applied on per slot basis, so that even if there are multiple things in one distinct part of the body, it only protects the one in whatever slot it is placed on. For instance, if the mech's forearm part has 2 slots and armor was applied to one of them, it would only protect that slot, not the other slot that is also in the forearm. Greater research into armor will allow you to develop more robust armor that weighs less and protects against specific kinds of damage.

After the mech is set up, the final step is setting up the starting power routes. The Mech's reactor outputs a certain amount of power each turn, and this power can then be routed around the mech as desired. Each limb of the frame has a min, max and nom power level, as do any components that run on power. Some components, such as a metal sword, need no power supplied to them, but these components can't be used if the part they're held in or slotted into has no power. Holding a sword does you no good if you can't move your arm, after all. Frame limb power, like component power, can have bonuses or negatives depending on how much or how little power it has. For instance, if a frame's right arm needs 30 power min, 50 nominal and 80 max, then the base damage of a punch from that arm would suffer a -20 at minimum power, no change at nominal, and +30 at maximum.   Power routing is fairly simple mechanically; you simply look at the amount of power that the reactor is creating and then divide the power up as you want. For instance, if you have 400 power to work with, then you could say that 50 goes to each limb, 30 goes to the cockpit, 20 goes to this component and 50 goes to this weapon, with 100 left over to be moved wherever as needed. Under normal circumstances reactors do not store any of their produced power; if you do not use up the power they generate each turn, any extra is lost. However, components such as capacitor banks do allow you to store power over multiple turns. The power from these components can be routed around similarly. These, along with any batteries or other power supplies are considered full at the beginning of combat, assuming your mech has had time to be recharged between fights. Routing power is a cockpit action with a difficulty of 10, but doing it once will let you change any number of power distributions in that one go. So you could switch 30 power away from the weapon and put it in the right arm while taking 10 from a component and putting it in the weapon, and any number of other moves as part of that one action.

Parts, systems, and components can be left unpowered at the start of combat and then powered up later to use them, but the "Warm Up" process takes 1d4 turns.

Combat

While the way damage is handled varies between in the mech and on foot, but the actual actions in combat are fairly similar, just with different stats. In general, to attack someone, you roll your Control against their Reflexes; this is both on foot and in the cockpit, but when in a mech, the co-limiting stats of the mech effect the roll. If You roll higher than your opponent, you hit and do damage. If not, they dodge or you just plain miss. Damage is dealt in mechs via rolling strength and then adding the result of your roll to the base damage of the weapon. Damage on foot is covered below. Ranged attacks are handled in the same way, except that they only deal their base damage, they don't get any roll bonus. Also, ranged weapons suffer a 1/2 penalty when you try to use them within melee range. So if your control is 10 and you try to use a ranged weapon when the enemy is right up in your face, you only roll as though your control is 5.

Besides standard striking, there are a fair number of other combat moves. Note that these are Mech combat moves and are not available to pilots on foot.

Grab: Handled the same as an attack, but uses Dexterity co-limited by Balance vs their Reflexes. Grabbing requires you to have something to grab with (like a hand) and it targets a body part on the enemy. If successful, you grab that body part or component and render it (and the limb that it is part of) unusable as long as it is grabbed. Once grabbed, neither you or the enemy can move away from each other until the grab is broken. Both the limb the grabbed part is part of and the limb used to grab it are considered to be easier to hit, since they can't move freely. If they are attacked, the defender can only roll half of their reflexes level, rounded up (so level 5 would roll 3d4, for instance). Grabs aimed at parts can be done even if that part is armored, but grabs aimed at components have to target unarmored components.

Get Free: For when you are grabbed or in any of the maneuvers that follow it. Strength vs Strength roll. Counts as an attack/action. If successful you get out of the grab.

Lock: Can be done so long as you have a grabbed part. Balance vs Balance. Twists the limb into place for a break attempt.

Break: Attempt to snap the locked limb. Your Strength vs their Strength. If you win, the break attempt is successful. If you won by 10 or less, the break destroys half the slots of the most proximal part of the limb, rounded up. If you won by 11 or more, the part is destroyed. So, for instance, if the grab is on a target's hand, the lock will effect their entire arm, and the break will effect their upper arm. So a successful, 11 or higher break can snap a whole limb off, where as one of 10 or less will destroy half the slots within the upper arm part.

Tackle: Strength vs Balance. If successful, it puts the target into a knocked down state, but deals no direct damage.

Rip: Can be done on a grabbed component and effects that grabbed component, nothing else. An attempt to tear the part off. Rip is a flat strength roll and is not opposed; it deals damage equal to the strength roll. During the turn you perform a Rip, your reflexes are halved, making you easier to hit.

Push: Handled in the exact same way as a normal attack, however it does no damage. Instead, if it hits, it pushes the target away a number of squares equal to the attacker's strength level, in a direction of the the attacker's choosing.

Throw: Requires that you have grabbed two parts of the target with different parts (ie grabbed with both hands). Strength vs Balance. If successful, you lift the opponent up and hurl them to the ground. Puts them in a knocked down state and deals damage to all their torso and pelvis pieces. How much damage depends on what they are thrown onto. If thrown into water, it deals no damage. If thrown onto soft ground, it deals 25. If thrown onto hard ground, such as rock or concrete, it deals 50. The throw hurls the victim away from the attacker and breaks all grabs currently on it. The distance it is thrown is equal to the attacker's strength level, in the direction of the attacker's choosing, and it is the last square that they land on that determines damage. However, if they are thrown through something, such as through buildings, add 25 damage for each square worth of objects they are thrown through.

Knocked Down: Not an action, but a state you can be put in. While knocked down you take double damage and cannot perform tackle or throw actions. Also, while in this state attackers can come into

the same square that you occupy; when they do so they are considered to be on top of you, preventing you from standing up. A push action can be used to knock them out of your square and allow you to try and stand up.

Stand up: Action that is used to get out of the knock down state. A Balance roll equal to or greater than the mech's current weight divided by 100. So if the mech has a total weight of 500, the player must roll 5 or more. If successful, you get back on your feet. If not, you stay on the ground. This can only be done if an attacker isn't on top of you.

Aimed Strike: An aimed strike is an attack aimed at a specific component rather then at a body part. Aimed strikes are harder to perform than normal strikes and have a greater chance of missing. In order to perform one you have to declare that you are doing an aimed strike and declare where it is aimed at. Then you must do a normal attack, but with 1 less die than usual. If you succeed on the roll, you deal direct damage to that component and the slot it is in. If not, then it misses.

Mech Damage and Malfunctions

Mechs have HP for all their parts, and when that part hits zero, that part is destroyed. If there are any more "Distant" parts attached to that part, such as a hand attached to a forearm, then those parts are lost as well. Armor adds extra HP to parts; in order for the underlying parts to be destroyed, the armor must first be destroyed. Whenever a part is damaged, there is a chance that the damage will cause some kind of malfunction. When damaged, roll the Mech's stability, with the target number to beat being the roll the attacker used to land the attack. In most normal attacks this will be their control roll, but it might also be strength (for throws, rips, breaks, etc). Note that it is the roll, not the total damage, which must be beaten. If you succeed, nothing happens. If you fail, there is a malfunction. The malfunction will vary depending on the component that is damaged. Consult the Malfunction roll charts. If a leg loses power, or all/part of is destroyed or otherwise rendered inoperable, the mech cannot walk and is stuck in place.

Pilot Health and damage

When in the mech, a pilot's health and damage is basically a matter of either not being hit and thus fine, or being hit and thus dead. There is no taking the punch of a giant monster and walking it off; if the cockpit is destroyed you're dead instantly. However, when outside the cockpit and dealing with opponents more your size, there are two types of damage; lethal and non-lethal. The actual act of fighting is the same; control vs reflexes, but weapons don't have damage numbers. Instead, winning the roll simply lets you deal damage to the opponent. Lethal damage is anything that has the ability to kill you fairly easily, Such as getting stabbed or shot. Non-lethal damage is any damage that won't normally kill. Such as getting punched or hit with a chair or something similar. Some weapons and attacks can be either lethal or non-lethal depending on how the attacker chooses to use them, and some non-lethal attacks become lethal above a certain roll. A weapon like a baseball bat can be used either lethally or non-lethally, depending on the desire of the user. Also, any character with level 5 or greater strength can attempt to use a non-lethal weapon in a lethal way. When they land a strike, they roll strength. If their roll is 20 or greater, the damage inflicted is lethal instead of non-lethal.

When an attack lands, it inflicts an wound, which are minor for non-lethal and major for lethal. When you get a wound, roll strength for the attacker and Endurance for the victim. If the victim wins, they lose Endurance Levels, which stay gone till the wound has healed. 1 endurance level for a minor wound, 3 for a major. If the attacker wins, the defender is knocked out for minor wounds, and killed for major ones.

Weapons and Damage Types

There are two kinds of weapons: Integrated and external. External weapons require a grip of some kind, such as a hand, to use, where as integrated are built into the mech itself. External weapons tend to have less ammo, less health and are easier to be lost in a scuffle; but are also fairly cheap and don't take up slots. Integrated weapons are the opposite. Here's two examples.

Sword
Integrated Weapon
Weight: 100
HP: 100
Base Damage: 45/30
Range: 1
Damage type: Sharp/Pierce
Ammo: NA

Sword
External Weapon
Weight: 75
HP: 50
Base damage: 45/30
Range 1
Damage type: Sharp/Pierce
Ammo: NA

The kind of damage type a weapon has can effect the damage you deal with it and what kind of targets it is effective against. Some weapons may have multiple types that you can choose when to use via the kind of attacks you do. For instance, in the above example the weapon has "Sharp/Pierce" as its damage type. Slashing with the sword would be sharp damage, while stabbing would be pierce. It also has two base damages, depending on the type of attack used.

Normal: No effect.
Energy: Base damage depends on power expended.
Blunt: Double damage to armor, lower base
Sharp: Higher base, half damage on armor
Pierce: Standard base, deals half damage to top layer, half to layer under it.
Chemical: Low base and no scaling, but do damage over time.

The Flow of Combat

Combat in the Mech takes place on a grid; all movement and range is based on the squares of the grid as lengths of measure. Moving or aiming along the horizontal or vertical squares is considered to have a distance of 1 per grid space, while diagonals are considered to be 1.5 each. Distances are always rounded down to the nearest number, so moving 1 vertical and 1 diagonal would be 2 spaces, while moving 2 diagonal would be 3 spaces.

Combat is broken into turns or rounds, in which each combatant can do two actions. These actions include moving, making an attack, rerouting power, picking something up, etc. The same action can be done twice in a row, or they can be mixed. So a player could move twice, or attack twice, or move then attack, or attack then move. All of these are acceptable turns.

The distance a mech can move during one action is equal to its effective maneuvering level. So if the Mech's maneuvering level is 5, but that level was brought down to 3 via weight, then it can move 3 spaces for each move action. It should be noted, again, that the Mech's Maneuvering level for movement is NOT co-limited by the pilot's reflexes. It is only actions that require a roll, such as dodging, that are co-limited. Some terrain counts as more than one square worth of movement to get through, due to it being difficult to traverse. For instance, Dense City squares are 3 each, so a mech with a movement speed of 2 would have to spend two actions of moving to get through 1 space of dense city. Movement through difficult terrain is cumulative, so someone moving through dense city could move two spaces on one turn and then 1 space on the next turn to get out.

In terms of range for weapons, most melee weapons have a range of 1, so they can only hit squares directly next to the attacker. Ranged weapons hit over much greater distances, but still have hard ranges which they cannot fire outside of. They also cannot (normally) fire in anything but straight lines, so the path from attacker to target should be counted in as straight a line as possible.

Turn order is determined by maneuvering level, with highest maneuvering going first. If one or more combatant has the same maneuvering level, they all roll maneuvering and the highest roller goes first, with the rest going in descending order from there. Any combatant that has been rendered unable to move, such as through the loss of a leg, goes last. Turn order is determined at the start of each turn.

Basic Frame
Strength: Level 3
Maneuvering: Level 3
Balance: Level 3
Precision: Level 3
Stability: Level 3

Head
Weight: 30
Energy 10, 20, 30 (System boot up speed -1, 0, +1)
Slot 1: (50 HP) Empty
Chest
Weight: 80
Energy 20, 30, 40 (Balance level -1, 0, +1)
Slot 1: (100 HP) Empty
Pelvis
Weight: 50
Energy 10, 20, 30 (Stand up roll difficulty +1, 0, -1)
Slot 1: (60 HP) empty
Right upper arm
Weight: 30
Energy (for whole arm) 30, 50, 60 (Strength level +/- 1 for each 10 off nom. for attacks with this arm)
50 HP
Right lower arm
Weight: 20
Slot 1: (40 HP) Empty
Right hand
Weight 10
Slot 1: (30 HP) Empty
Left upper arm

Basic Cockpit
HP : 30
Weight: 30
Energy: 10, 15, 20 (+/- 1 on rolls for aimed strikes for each 1 off nominal.)
System Space: 2
Restriction: Head Slots Only.

Basic Reactor
HP: 100
Weight: 150
Energy Output: 550
Restriction: Chest Slots Only

Weight: 30
Energy (for whole arm) 30, 50, 60 (Strength level +/- 1 for each 10 off nom. for attacks with this arm)
50 HP
Left lower arm
Weight: 20
Slot 1: (40 HP) Empty
Left hand
Weight 10
Slot 1: (30 HP) Empty
Right upper leg
Weight: 50
Energy (For whole leg) 50, 60, 70 (Maneuvering Level +/-1 for each 10 off nominal. Both legs must be powered equally for bonus.)
HP: 60
Right lower leg
Weight: 40
HP: 40
Right foot
Weight 20
HP: 30
Left upper leg
Weight: 50
Energy (For whole leg) 50, 60, 70 (Maneuvering Level +/-1 for each 10 off nominal. Both legs must be powered equally for bonus.)
HP: 60
Left lower leg
Weight: 40
HP: 40
Left foot
Weight 20
HP: 30

Sword
Integrated Weapon
Weight: 100
HP: 100
Base Damage: 35
Range: 1
Damage type: Sharp/Pierce
Ammo: NA
Energy: 30 To extend or retract. No warm up.

Plasma Cannon
Integrated Weapon
Weight: 80
HP 60
Base damage: 0 to 50, 1 for every 2 energy used.
Range 10
Damage Type: Energy
Ammo: NA
Energy: 0 to 50.

Elbow Rocket
Integrated Component
Weight: 50
HP: 40
Energy: NA
Uses: 3
Function: Activate along with any normal strike to deal double the damage. Must be activated before rolls to see if the strike hits, costs 1 use regardless of if it hits or not.

Ejector System
Cockpit system
Weight: 20
Energy: 10
Difficulty: 5
Function: When Activated, this system ejects the pilot out of the mech in a rocket propelled escape pod. The pilot will escape the combat zone.

Basic Armor
HP: 50
Weight: 25

Romani Hazard

Strength: Level 3
Maneuvering: Level 3
Balance: Level 3
Precision: Level 3
Stability: Level 3

Head
Weight: 30+30
Energy 10, **20**, 30 (System boot up speed -1, 0, +1)
Slot 1: **Basic Cockpit**
Energy: 10, **15**, 20 (+/- 1 on rolls for aimed strikes for each 1 off nominal.)
Ejector system.
(80 HP)
Chest
Weight: 80+150
Energy 20, **30**, 40 (Balance level -1, 0, +1)
Slot 1: **Basic Reactor**
Energy Output: 550
(200 HP)
Pelvis
Weight: 50
Energy 10, **20**, 30 (Stand up roll difficulty +1, 0, -1)
Slot 1: (60 HP) empty
Right upper arm
Weight: 30
Energy (for whole arm) 30, **50**, 60 (Strength level +/- 1 for each 10 off nom. for attacks with this arm)
50 HP
Right lower arm
Weight: 20+50
Slot 1: **Elbow Rocket**
Uses: 3
(80 HP)
Right hand
Weight 10+100
Slot 1: **Sword**
Base Damage: 35
Range: 1
Damage type: Sharp/Pierce
Energy: 30 To extend or retract. No warm up.
(130 HP)

Left upper arm
Weight: 30
Energy (for whole arm) 30, **50**, 60 (Strength level +/- 1 for each 10 off nom. for attacks with this arm)
50 HP
Left lower arm
Weight: 20
Slot 1: (40 HP) Empty
Left hand
Weight 10+80
Slot 1: **Plasma Cannon**
Integrated Weapon
Base damage: 0 to 50, 1 for every 2 energy used.
Range 10
(90 HP)
Right upper leg
Weight: 50
Energy (For whole leg) 50, **60**, 80 (Maneuvering Level +/-1 for each 10 off nominal. Both legs must be powered equally for bonus.)
HP: 60
Right lower leg
Weight: 40
HP: 40
Right foot
Weight 20
HP: 30
Left upper leg
Weight: 50
Energy (For whole leg) 50, **60**, 80 (Maneuvering Level +/-1 for each 10 off nominal. Both legs must be powered equally for bonus.)
HP: 60
Left lower leg
Weight: 40
HP: 40
Left foot
Weight 20
HP: 30

Energy routing: All parts but legs nominal (170), Both legs at max (+2 Maneuvering) (160)
Cockpit nominal (15), Plasma Cannon set for max output (50). 395/550.

Weight 410/600 (-2 Maneuvering)