

Mecha Mayhem - Quick Reference

ACTIONS & FREE ACTIONS

Three Actions per Turn, One Free Action

-Available actions determined by equipped parts

-Free actions used to interact with environment:

- Find traps
- Remove status effects
- Move obstacles
- Use a Dragoon Item
- Use certain Subtype Features

REACTIONS

When attacked you can make a reaction. Reactions available are determined by your equipped parts. There are 4 reactions: Dodge, Parry, Block & Deflect.

RISKY MANEUVERS

If you take two or more actions on a turn that are derived from the same part you will have to pass a Risky Maneuver Skill Check. Failing this check will mean that the action did not take place and you will suffer either damage or a status effect.

MAKING A SKILL CHECK

When making a skill roll or trying to hit someone with an attack, Roll a d20 and add your Skill to the roll.

ROLLING AGAINST

Sometimes you will need to roll against another roll, like with Attacking and Reacting. Both the target and the attacker rolls, highest wins.

ROLL	OUTCOME
Both Roll Critical Success	Reroll
You Roll Critical Success	You Succeed
They Roll Critical Success	You Fail
Tie Roll	Reroll
You Roll Higher	You Succeed
They Roll Higher	You Fail
You Roll a Critical Failure	You Fail
They Roll a Critical Failure	You Succeed
Both Roll a Critical Failure	Both Fail

ARMOR

If your armor falls to 0, attacks that hit you are considered critical hits. Critical Hits against Dragoons cause Conditions that lower your Stats. If Health or Spirit fall below 0 you are dead.

MOVING AND BOOSTING

Use the 'Move' and 'Boost' actions to navigate the battlefield. Move lets you move up to your Move Stat, while Boost lets you move up to your Boost stat.

FLYING

Using the 'Boost' action allows you to move in any direction, even vertically. If you end your turn while airborne you do not gain Auto-Recovery. If you take damage while flying you must pass a Flyability skill check against the attack roll or you fall to the ground. Your Advanced Mech will take 1d10 of damage per 50ft that you fell. If you fall 1,200ft or more at once your Advanced Mech is destroyed and you are dead. If you make an attack while airborne you must also pass a Gyroscopics skill check or deal half damage.

SCANNING

Scan actions can be used to find enemies or other points of interests like loot or hazards.

RECOVERY & AUTO-RECOVERY

Actions cost energy. You start the mission with Energy equal to your Recovery Stat. You can gain more energy by using the 'Recover' action. At the end of your turn Auto-Recovery takes place where you gain energy equal to your Recovery Stat.

LINE OF SIGHT

You cannot target an enemy with an attack unless you can draw an uninterrupted line between yourself and the target. Obstacles like buildings and walls block line of sight. Obstacles ~25ft provide cover which gives the attack -2 to their attack roll.

ATTACKING BEYOND RANGE

When using a ranged weapon you can make an attack against a target that is outside of your attack's range. You suffer a penalty of -3 to the Attack Roll per 50ft that you are outside of the range.

TURN ORDER

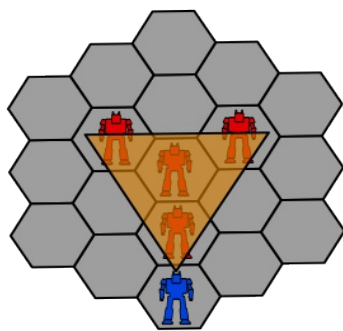
Whichever side fires first siezes the initiative and allows their team to act first. Ultimately your individual turn order is decided by how your Merc Corps is governed. Players can defer their turn and go at any point in time later in their turn order. For example, the player going first can choose to go after any other player on his team, but the player going last cannot defer to go earlier. Enemies also do this.

SKILL CHECK GOALS

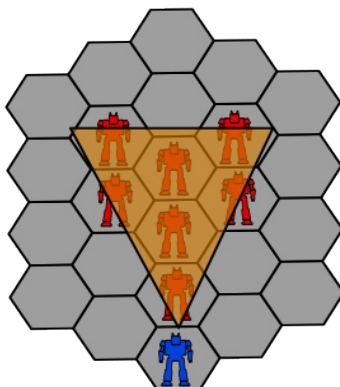
GOAL	DESCRIPTION
0-4	Child's play. You should only fail this if you roll a 1.
5-9	A simple task. This shouldn't require much effort at all
10-14	Routine. Nothing too challenging or too easy.
15-19	Difficult. This will take some time or some luck, maybe both.
20-24	Very hard. You will need all of your luck and faculties to pull this off.
25-29	Incredibly difficult. Even a master would take some considerable time and effort to accomplish.
30+	Impossible. A truly heroic feat that will be talked about in legend.

CONE TARGETING

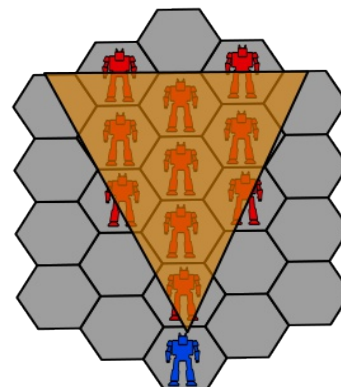
100ft Cone



150ft Cone



200ft Cone



RADIATION

Spending a day in 'The Wastes' is a great way to get radiation sicknesses. You will need to make a Resist Radiation Skill Check every 24hrs spent within 'The Wastes'. Failing this skill check will increase your Radiation Level by 1. You can reduce your radiation level with drugs or by spending time in areas that are not irradiated, like your HQ or Corp-States. Your Radiation Level decreases by 1 every 24hrs spent outside 'The Wastes'.

LEVEL	RADIATION EFFECTS
1	-1 to All Attack Rolls. You can feel a tingling sensation with every move.
2	-2 to All Attack and Skill Check Rolls. You feel nauseous as vertigo sweeps over you.
3	-3 to All Attack and Skill Check Rolls. You can't stop sweating and your insides are starting to burn.
4	-4 to All Attack and Skill Check Rolls. Gain a random Condition: -1 Stat every 24hrs.
5	-5 to All Attack and Skill Check Rolls. When you gain a Condition, gain a second Condition of the same Stat.
6	-6 to All Attack and Skill Check Rolls. When you fail a Skill Check Roll, gain 1 random Condition: -1 Stat.

*The additional effects of Radiation Levels 4, 5 and 6 are cumulative. If you have Radiation Level 6, you would 'Lose 1 point from a random Stat every 24hrs' and 'When you lose a Stat, lose another point from that Stat' in addition to 'When you fail a Skill Check Roll, lose 1 random Stat point' as well as suffering a -6 to All Attack and Skill Check Rolls.

CRITICAL HIT

When someone rolls a '20' while Attacking it is considered a Critical Hit and allows them to roll on either the Basic Critical Chart or the Advanced Critical Chart, depending on whether the target of the attack is a basic mech or an Advanced Mech.

#	BASIC CRITICAL HIT
1	Target suffers Lag Level 2 for 2 Turns. Reroll your damage and add it to your total.
2	Target suffers Noise Level 3 for 3 Turns. Reroll your damage and add it to your total.
3	Target suffers Actuator Jam Level 1 for 2 Turns. Reroll your damage and add it to your total.
4	Target suffers Broken Level 2 for up to 3 turns. Reroll your damage and add it to your total.
5	Target suffers Memory Leak Level 1 for 2 Turns. Reroll your damage and add it to your total.
6	Target suffers Glitch Level 1 for 2 Turns. Reroll your damage and add it to your total.
7	Target suffers Overheat Level 1 for 2 Turns. Reroll your damage and add it to your total.
8	Target suffers Static Level 1 for 2 Turns. Reroll your damage and add it to your total.
9	Target suffers Fallen . Reroll your damage and add it to your total.
10	Reroll on the 'Basic Critical Hit' chart. Reroll your damage and add it to your total.

#	ADVANCED CRITICAL HIT
1	Target suffers a Condition: -1 Physique Stat. Reroll your damage and add it to your total.
2	Target suffers a Condition: -1 Reflexes Stat. Reroll your damage and add it to your total.
3	Target suffers a Condition: -1 Health Stat. Reroll your damage and add it to your total.
4	Target suffers a Condition: -1 Empathy Stat. Reroll your damage and add it to your total.
5	Target suffers a Condition: -1 Tech Stat. Reroll your damage and add it to your total.
6	Target suffers a Condition: -1 Spirit Stat. Reroll your damage and add it to your total.
7	Target suffers a Condition: -1 Health Stat or -1 Spirit Stat. Reroll your damage and add it to your total.
8	Reroll on the 'Advanced Critical Hit' chart. Reroll your damage and add it to your total.

CRITICAL FAILURE

When someone rolls a '1' while Attacking it is considered a Critical Fail. They must then roll on the Critical Fail chart and suffer whatever consequences are dealt to them. If two entities who are rolling against each other both roll a '1', they both fail, and the attacker rolls on the chart. This is the only time that a tie does not result in a reroll.

#	CRITICAL FAIL
1	A random part suffers Actuator Jam Level 1 for 2 Turns. Reroll on the 'Critical Fail' chart.
2	Your attack misses and instead hits the nearest ally. If no allies are in range, the attack hits yourself.
3	You suffer Static Level 1 for 2 Turns and your attack misses.
4	You suffer Overheat Level 1 for 2 Turns and your attack misses.
5	You suffer Glitch Level 1 for 2 Turns and your attack misses.
6	You suffer Memory Leak Level 1 for 2 Turns and your attack misses.
7	You suffer Broken Level 2 for up to 3 Turns and your attack misses.
8	You suffer Noise Level 3 for 3 Turns and your attack misses.
9	You suffer Lag Level 2 for 3 Turns and your attack misses.
10	You suffer Fallen and your attack misses.

STATUS EFFECTS

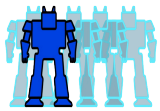
Status effects are short term debuffs applied to your Advanced Mech usually from an enemy's attack. Status effects can be removed during your mission with a Skill Check Roll determined by your Game Master, the status effect, or the attack action that caused it. Attempting to remove a status effect on your turn is a Free Action. Keep in mind that you only have one Free Action per turn. You can find a full list of Status Effects below.

MEMORY LEAK



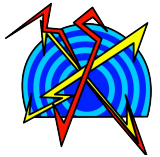
You have 1 Less Action per turn per Level of Memory Leak

LAG



You suffer -100ft to your Move AND Boost per level of Lag

NOISE



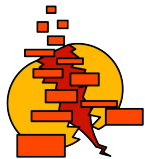
You suffer -100ft to your Sensors per level of Noise

STATIC



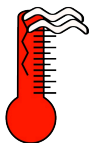
You take 1d6 Electric Damage at the start of your turn per level of Static

GLITCH



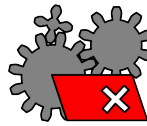
You suffer -2 to your Attack Rolls per level of Glitch. Your first action each turn attacks a random target within range of your weapons.

OVERHEAT



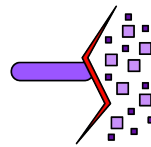
You take 1d4 Thermal Damage at the start of your turn per level of Overheat.

ACTUATOR JAM



You have 1 Random Part Disabled per level of Actuator Jam.

SIGNAL LOSS



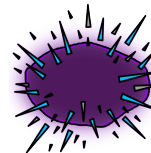
Your comms are disabled. Conditions that lower your Spirit are twice as harmful while enduring Signal Loss.

BROKEN



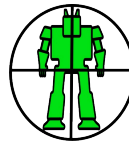
You take an extra 1d4 damage from the next attack per level of Broken. This status is removed upon hit.

RADIATION PURGE



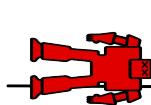
You suffer -1 Max Energy AND Recovery per level of Radiation Purge

LOCK-ON



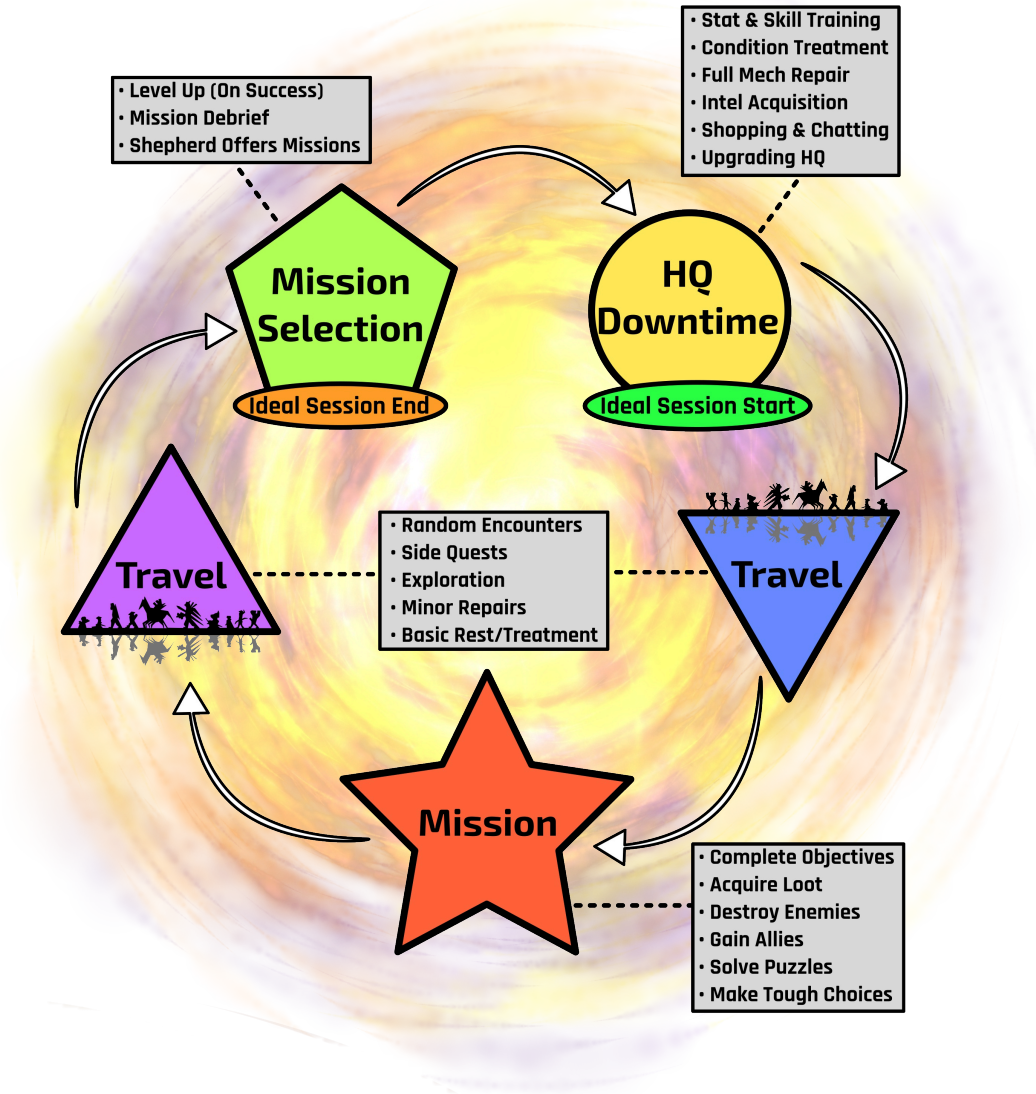
Your enemies gain +2 to any Attack Rolls made against you per level of Lock-on.

FALLEN



The only action you can take while suffering Fallen is the 'Stand Up' action which removes this status.

Core Gameplay Loop



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