CALLSIGN

PILOT

CHASSIS

LEVEL

/ ARMOR POINTS

/ HIT POINTS

POWER

HIT DIE

DAMAGE DIE

REACTOR DIE

MOBILITY

PILOT ABILITY

CHASSIS ABILITIES

SYSTEM

EQUIPMENT

PRESENCE

MODULES

THE MECHA HACK

PLAYER AID

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.

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**.

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.
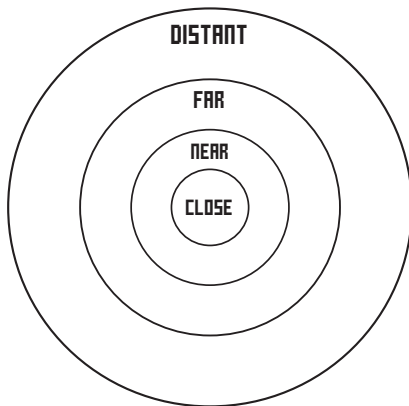
DISTANCE

- **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.

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.

GAMEPLAY TIPS

Seek cover from ranged attacks. Utilize both actions every turn. Try to avoid rolling your reactor die more than once per turn. Don't forget to use support and utility abilities. Strategize together!