

Mech Pilot Skills

As mech pilots gain more experience they can increase their level and gain special abilities that allow them to push their machines beyond their baseline capabilities. All pilots start at rookie rank with no extra skills or bonuses. At each rank after rookie a pilot may choose a single passive buff to one of their baseline stats and a single skill from their new rank or below. Some skills may require specific perquisite skills from previous ranks but other than that there are no class restrictions.

After **rookie**, the ranks are: **regular**, **veteran**, **elite** and **ace**. This means that pilots will only get a maximum of 4 skills. Plan your build accordingly.

Total Experience Values per Rank:

- Rookie: 0 XP
- Regular: 50 XP
- Veteran: 150 XP
- Elite: 300 XP
- Ace: 500 XP

Passive Stat Boosts for Mech Pilots:
You get one each level after rookie. These boosts can be taken multiple times up to a limit.
Max 3:
+5 Ranged Accuracy
+5 Melee Accuracy
+7 E-War Rating
Max 2:
+5 Evasion
+3 Penetration(Crit Rate)



Regular Mech Pilot Skills

Pathfinder:

When using the **evasion** focus, ignore movement penalties for difficult terrain.

Terrain Tactics:

When using the **evasion** focus, gain +1 cover and +10 concealment from any terrain you are in. (These bonuses apply only if the terrain has existing cover and concealment values)

More Dakka:

When using the **fire control** focus, you can fire up to 4 light weapons of the **same name** with the **linked attribute** in a single action.

Mix and Match:

When using the **fire control** focus, you can fire **2 weapons with different names** in a single action. They may be fired at different targets but still must have the **linked attribute**.

Called Shot:

Gain the called shot focus action. When using called shot you can choose which part of the target your direct fire ranged attacks inflict critical damage on.

Zone of Control:

When using the **melee** focus any enemy unit that moves adjacent to your mech immediately stops and cannot make further move actions. Attacks of Opportunity now trigger in your long arc.

The Whirlwind:

The **slash attribute** now applies to your front long arc. Attacks with the slash attribute gain **[graze x]** where X is half of the base damage.

Damage Control Routines:

Automatically perform a recovery action at the end of your turn.

Auto-Lock:

When using the **fire-control** focus you can lock on to your target as free action. (Applies to visual locks only).

Smoke Screen:

As a free action you may reserve triggering smoke launchers after taking a ranged attack. (The ranged attack is resolved first).

Theory of the Metal Fist:

The accuracy of the universal melee attack is increased to 80



Veteran Mech Pilot Skills

Jail Break Motive Systems:

When using the **evasion** focus, gain +1 to mobility. Does not stack with mobility enhancing equipment.

Situational Awareness:

When using the **evasion** focus, you can now evade incoming attacks in a long arc.

Crack Shot:

Prerequisites: **Called Shot**

When using the **called shot** focus your direct fire ranged attacks gain an additional +5% to accuracy and penetration.

Three Hit Combo:

When using the **melee** focus to attack twice, if both attacks hit, immediately attempt a third attack with a weapon of your choice. (Can also be the basic melee attack).

In Here with Me:

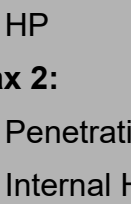
Prerequisites: **Zone of Control**

When using the **melee** focus any enemy unit that moves adjacent to your mech immediately takes 5 impact damage. Attacks of Opportunity now deal 3 impact damage to disengaging enemies and 8 impact damage if they haven't disengaged.

Tank Crew Skills

Tank crews have a different set of skills to draw on but other wise level up in a similar manner to mech crews, gaining a passive stat-boost and a skill at each level.

Passive Stat Boosts for Tank Crews:
You get one each level after rookie. These boosts can be taken multiple times up to a limit.
Max 3:
+5 Ranged Accuracy
+7 E-War Rating
+2 HP
Max 2:
+3 Penetration(Crit Rate)
+2 Internal HP



Regular Tank Crew Skills

Keen Eyes:

The **look around** action grants **[optical detection 3]**. If you already benefit from optical detection increase it's value by 1 instead.

The Open Road:

Once per turn, move up to **2 extra hexes** as part of a movement action provided that **all hexes** moved through **do not contain difficult or impassable terrain**. This ability cannot be combined with ramming or terrain clearing abilities.

Camo Netting:

As a **utility action** gain optical stealth. **Moving removes this benefit**. You may begin the game with optical stealth.

Manoeuvre Warfare:

If you have moved at least 4 hexes this turn gain the ability to evade incoming ranged attacks. Evasion chance is equal to 5x(number of hexes moved)+10. This skill does not apply when using "Clear the Way" and similar terrain clearing actions.

Hull Down:

As a **utility action**, become hull down, gain **[damage reduction 1]** and **+10 concealment**. Any critical hits will be resolved against the turret. **Moving removes this benefit**.

Gun Laying:

As a **commander action** grant **+2 range** to all weapons that have "Tank Gun" and "Lancer Cannon" in their names.

Wrecking Crew:

Direct fire ranged attacks that deal **impact damage** deal double damage to buildings.

Automatic Fire Control:

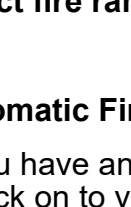
If you have any FCS equipment that conveys the tracking attribute to a certain weapon type, you may attempt to lock on to your target as a free action when attacking with said weapon type.

Breakthrough:

Clear the way and similar terrain clearing abilities allow you to move up to **6 hexes instead of 4**.

Rapid Traverse:

You may fire each weapon in your **co-axial mount** at a different target as part of the same action. All targets must still be in your front arc.



Veteran Tank Crew Skills

Shoot and Scoot:

When reserving an attack action(overwatch) you may move half your mobility (rounding down) after the attack triggers.

Super Charge:

When making an **indirect-direct fire ranged attack** with an **artillery weapon**, you can declare the attack as **super charged**. Super charged attacks gain **+2 range** and **+2 area of effect damage**. (AOE damage cannot be buffed beyond the weapon's base damage) After the attack is resolved there is a 50% chance to suffer 1 critical damage on the weapon.

On Time-On Target:

When making an **indirect-direct fire ranged attack** with an **artillery weapon**, you can declare the attack as On Time-On Target. The attack has double the RoF but will be **resolved at the end of the enemy phase**.

Creeping Barrage:

If you have hit a specific hex with a **non-homing indirect attack** in the previous turn, you may choose to automatically hit an adjacent hex with the same attack. If said attack has a RoF greater than 1, subsequent shots can automatically hit hexes adjacent to the previous one. This ability can apply to multi-shot attacks this turn, but the first shot might still be subject to scatter.

Tank Shock:

Ramming attacks gain +20 accuracy and **can now hit infantry**. Ramming an infantry occupied building will immediately cause the infantry to exit the building.

Loader's Intuition:

Once per turn you may change a **variable ammo** weapon's ammo type as a free action.

Ambush Lock-down:

When performing a **direct fire ranged attack** against a target that is unaware of your presence (cannot see you visually or on sensors), the attack automatically scores a critical hit.

Armoured Advance:

Prerequisites: **Manoeuvre Warfare** or **Breakthrough**

If you have moved at least 4 hexes this turn gain **[damage reduction 1]**. This skill **does** apply when using "Clear the Way" and similar terrain clearing actions.

Infantry Sense:

Prerequisites: **Keen Eyes**

The look arounding action allows you to detect infantry as sensor blips hexes 6 hexes. If the infantry has sensor dawning you will instead be told that infantry is present within 6 hexes but not given their location.

Practice of the Metal Fist:

Prerequisites: **Theory of the Metal Fist**

The universal melee attack now does 8 impact damage and may be used as many times per turn as you have actions.

Deflection Angles:

When using the **defence** focus, gain **[damage reduction 1]** on your front arc.

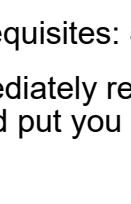
Stalwart Defender:

Any bonuses gained from using the **defence** focus that apply to the front arc now apply to the front long arc.

Ninja Vanish:

Prerequisites: **Smoke Screen**

Immediately regain optical stealth when using smoke launchers or when targeted by any abilities that would put you inside a smoke hex.



Elite Mech Pilot Skills

Guidance Fake-Out:

Prerequisites: **Jail Break Motive Systems** or **Situational Awareness**

When using the **evasion** focus, you can now **evade incoming homing attacks** with a maximum of 50% chance to evade.

Snipe:

Prerequisites: **Crack Shot**

When using the called shot focus your direct fire ranged attacks with a RoF of 2 or less inflict an additional point of critical damage, gain **+5 accuracy** and **+3 penetration**.

Finisher:

Prerequisites: **Three Hit Combo**

If the first two attacks of the Three Hit Combo hit, the final attack automatically lands a critical hit with no chance of evasion.

Counter Attack:

Prerequisites: **Three Hit Combo**, **Zone of Control** or **In Here With Me**

When using **melee** focus, if attacked in melee along your front long arc the attacker must make an opposed roll against your most accurate melee weapon, if they lose they get hit by that weapon.

Good Throwing Arm:

Mech scale throwables cannot scatter beyond 1 hex

Alpha Strike:

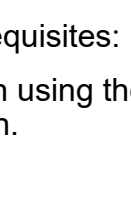
Prerequisites: **More Dakka** or **Mix and Match**

When using the **fire control** focus, you can fire all weapons with the **linked attribute** in a single action.

Mastery of the Metal Fist:

Prerequisites: **Practice of the Metal Fist**

The universal melee attack now has a penetration value of 40 and does 3 critical damage.



Ace Mech Pilot Skills

Ultra Instinct:

You may make two focus actions per turn.

Singular Perfection:

Pick another 2 passive stat bonuses.

Overdrive:

Gain an additional wild card action this turn. Take 1-2 critical damage to a random location at the end of turn.



Ultra Instinct:

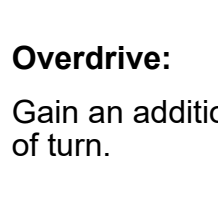
You may make two focus actions per turn.

Singular Perfection:

Pick another 2 passive stat bonuses.

Overdrive:

Gain an additional wild card action this turn. Take 1-2 critical damage to a random location at the end of turn.



Emergency Repairs:

As part of a **recovery action** repair all **destroyed non-crew internals** by a single hex.

Blunt Force Trauma:

Main gun weapons that deal **impact damage** gain **[spalling 1]**, if they already have spalling increase this value by 1.

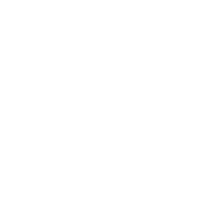
Target Weak Points:

Main gun weapons that deal **piercing damage** gain [armour penetration +1/0], +3 penetration and +1 critical damage.

Bracketing Fire:

All direct fire ranged attacks gain **[graze 3]**, graze damage is capped at half the attack's base damage.

Drive Me Closer: Gain the following weapons as integrated systems. They can only be used with a **commander action**:



Elite Tank Crew Skills

Hit and Run:

Prerequisite: **Shoot and Scoot**

When reserving an attack action(overwatch) you may take a move action and use smoke launchers after the attack triggers.

It's a Trap:

Prerequisites: **Keen Eyes** or **Infantry Sense**

When performing the **look around** action, if your vehicle would trigger a mine or a planted charge (proximity or remote detonation) it will immediately stop one hex short of the trigger zone. (This may invalidate your subsequent actions, please specify if you wish to turn this skill off when performing the look around actions).

Get us back in the Fight:

Prerequisite: **Emergency Repairs**

As part of a **recovery action** regain 4 HP. Repair abilities used on this unit **restore an extra 2 HP**.

Blitzkrieg:

Prerequisite: **Manoeuvre Warfare**

The **Manoeuvre Warfare** skill now grants a **10x(number of hexes moved)** evasion chance. If you have moved at least 4 hexes this turn become **immune to critical hits**. Critical hits instead do 1 damage to your HP. (Critical hit immunity **does** apply when using "Clear the Way" and similar terrain clearing actions.)

Clip Their Wings:

Prerequisites: **Bracketing Fire**, **Target Weak Points** or **Gun Laying**

As a **commander action** gain the following bonus: Targets of your **direct fire ranged attacks** suffer -20 agility or are reduced to 40 agility (whichever is lower). If you have the **Gun Laying skill**, you gain the benefit of that too.

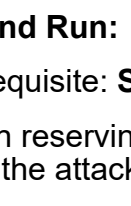
Accurate Firing Solutions:

Your **indirect-fire attacks** do not suffer -20 accuracy for having no LoS. Having the target locked now grants +10 accuracy to the attack on top of other bonuses.

The Juggernaut:

Prerequisite: **Tank Shock**

You may now move through enemy units as if they were difficult terrain. Move actions must still be finished in an empty hex. Moving through enemy units in this manner inflicts a ram attack on them. You will **still suffer attacks of opportunity** where applicable.



Ace Tank Crew Skills

Ace Custom:

Increase the size of any of your hard points by 1.

Implacable:

As a **per game** if your vehicle would be destroyed, instead be reduced to 1 HP and the minimum number of internals needed to stay operational. This effect ends at the end of turn. (i.e. you can't die until next turn.)

Tank Desant:

Begin missions with a 6 man squad of **desant grenadiers** embarked on your tank. This squad can disembark during your turn as a free action. If your vehicle performs an attack or comes under attack embarked infantry will immediately disembark. Incoming attacks that hit the tank have a 50% chance to hit the grenadiers instead. Attacks aimed at the grenadiers are resolved normally.

Desant Grenadiers
6 man squad with 4 Grenadier Bullpups, 4 Limpet Mines, 4 MP2-SMs and 2 Type-G Battle Rifles
Action Pool:
2PP 3 8 75
Grenadier Bullpup:
Type-G Battle Rifle:
Grenadier Goggles:
MP2-SM: Multi-purpose Man Portable Smart Munition Air Burst Frag Mode:
Designated Markmen: Units with the type-G battle rifle only suffer -10 accuracy when attacking infantry in buildings.
Signaller: The squad has two radiomen and counts as having data link.
Integrated Marker Light: Units carrying the type-G battle rifle count as having target markers.
Bring it Down: Limpet mines deal double damage to buildings.
Armoured Synergy: As long as the squad is within 4 hexes of an allied tank all instances of regular damage have a 50% chance to be converted into 1 point of infantry scale damage.
Gas Masks: This unit is immune to any chemical effects.

Common Skills

The following skills can be taken by either mech pilots or tank crews.



Regular Common Skills

Top Attack Guidance:

All missiles with the **homing** attribute gain the **indirect fire** attribute if they didn't have them already.

Drone Wrangler:

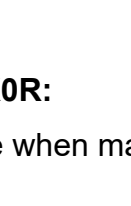
Changing drone modes can be done as a free action.

L337 H@XX0R:

Roll two dice when making opposed E-War checks and take the best result.

Counter Measure Defeat Systems:

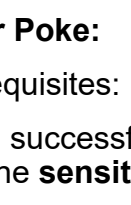
Each shot from a weapon with the **large projectile** and **homing** attribute counts as two shots for the purposes of exhausting interceptors and other equipment that defends against homing attacks. (This does not include reactive armour.)



Veteran Common Skills

Network Trace:

Upon successfully hacking an enemy reveal all other enemies in the same network as blips in the fog of war. (Lasts for that turn only).



Elite Common Skills

Killer Poke:

Prerequisites: **L337 H@XX0R** or **Counter Intrusion**

Upon successfully hacking a target randomly inflict full critical damage on a piece of equipment that has the **sensitive electronics** attribute. (Does not synergize with Virus Propagation).

Virus Propagation:

Prerequisite: **Stand Alone Complex** or **Network Trace**

Upon successfully hacking an enemy immediately attempt to hack the nearest unit in the same network, if you perform three successful hacking attempts in this manner, all units in the network become hacked. (Does not synergize with Virus Propagation)

I Hate Drones:

When hacking an enemy drone it will self-destruct after performing it's actions.

I Love Drones:

When hacking an enemy with a drone controller gain control of all drones in the same network. (Maximum of 4 prioritising the nearest.)

Fire and Forget:

Weapons with the **homing attribute** do not cost an action to use if you are locked onto the target.