

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 prerequisite 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

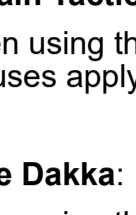
Passive Stat Boosts for Mech Pilots:
You get one each level after rookie. These boosts can be taken multiple times up to a limit.

Max 3:

- +5 Ranged Accuracy
- +5 Melee Accuracy
- +7 E-War Rating
- +5 Evasion

Max 2:

- +3 Penetration



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. Target's agility is reduced by 10% against called shots.

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:

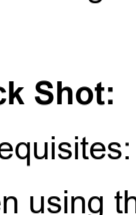
When using the **fire-control** focus you can lock on to your target as free action. (Applies to visual locks only).

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. Target agility is reduced by 15% against crack shots.

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.

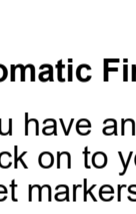
Passive Stat Boosts for Tank Crews:
You get one each level after rookie. These boosts can be taken multiple times up to a limit.

Max 3:

- +5 Ranged Accuracy
- +7 E-War Rating
- +4 HP

Max 2:

- +3 Penetration
- +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.

Flank Speed:

As a **commander action**, increase your tank's mobility stat by 2, this bonus can only be applied to a **single move action**.

Gun Laying:

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

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. This ability can be used with target markers.

Breakthrough:

As a **commander action** increase the range of terrain clearing actions (such as Clear the way) by 2. If this bonus would increase your vehicle's total movement beyond it's base mobility stat, gain **[damage reduction 1]** instead.

Rapid Traverse:

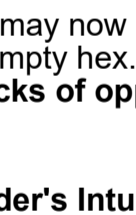
As a **commander action** enable each weapon in your **co-axial mount** to fire at a different target as part of the same attack action. All targets must still be in your front arc. Alternatively, reduce a single target's evasion by 3% for each weapon in your co-axial mount when firing at a **single target**.

Tank Shock:

Ramming attacks gain +20 accuracy and **can now hit infantry**. Roll to hit for each individual infantry unit.

Emergency Repairs:

As part of a **recovery action** repair up to two non-crew hexes on your internals grid.



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.

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.

Loader's Intuition:

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

Armoured Advance:

Prerequisites: **Breakthrough**

When using using the **Breakthrough** skill if you have moved at least 4 hexes this turn gain **[damage reduction 1]**.

Commander's Intuition:

Prerequisites: **Keen Eyes**

The **look around action** action allows you to detect large and small units as sensor blips within 6 hexes. Gain **[advanced sensor 4]**, if you already benefit from advanced sensor, increase the value by 1.

Manoeuvre Warfare:

Prerequisites: **Flank Speed**

When using **Flank Speed**, 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.

Get us back in the Fight:

Prerequisite: **Emergency Repairs**

As part of a **recovery action** regain 4 HP.

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 internal damage. All direct fire ranged attacks gain **+10 accuracy** and **+3 penetration**. Target agility is reduced by 20% vs snipe.

Finisher:

Prerequisites: **Three Hit Combo**

If the first two attacks of the Three Hit Combo hit, the final attack automatically lands a penetrating hit.

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:

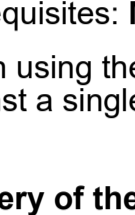
Prerequisites: **More Dakka** or **Mix and Match**

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

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 internal damage.



Ace Mech Pilot Skills

Ultra Instinct:

You may make two focus actions per turn.

Overdrive:

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



Ace Mech Pilot Skills

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

Target Weak Points:

Prerequisites: **Gun Laying**

When using the **Gun Laying** skill, **Main gun weapons** that deal **piercing damage** gain [armour penetration +1(0), +3 penetration and +1 critical damage. **Main gun weapons** that deal **impact damage** gain **[spalling 1]**, if they already have spalling increase this value by 1.

Bracketing Fire:

Prerequisites: **Rapid Traverse**

When using the **Rapid Traverse** skill: all direct fire ranged attacks gain up to **[graze 3]**, is a ranged attack already has graze then increase the attribute by 1. Graze damage is capped at half the attack's base damage to a minimum of 0.

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



Hit and Run:

Prerequisite: **Shoot and Scoot**

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

It's a Trap:

Prerequisites: **Commander's Intuition**

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).

Blitzkrieg:

Prerequisite: **Manoeuvre Warfare**

The **Manoeuvre Warfare** skill now grants a **10x(number of hexes moved)** evasion chance (maximum of 80).

Implacable:

Prerequisite: **Armoured Advance**

When using the **Breakthrough** skill, become immune to penetrating hits. All instances of internal damage are converted to regular damage and reduced by 1.

Clip Their Wings:

Prerequisite: **Bracketing Fire**

When using the **Rapid Traverse** skill, targets of your **direct fire ranged** attacks suffer -20 agility or are reduced to 40 agility (whichever is lower). This modifier can stack with one gained from rapid traverse.

Witness ME!:

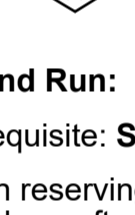
Prerequisite: **The Juggernaut**

When performing a ram attack you may declare: Witness ME! The ram attack now has a 100% accuracy and deals 3 internal damage to the target. (The attack can still be evaded) This ability can be used in conjunction with the Juggernaut but only applies to the final ram target. If the target gets hit then immediately take internal damage to the tread hexes in your internal grid. This damage cannot be negated in any way.

Resilient Crew:

Prerequisite: **Get us back in the Fight!**

The **Emergency Repairs** skill can now restore crew hexes, this can only be done once per game. When receiving repairs from other units gain an additional +2 HP.



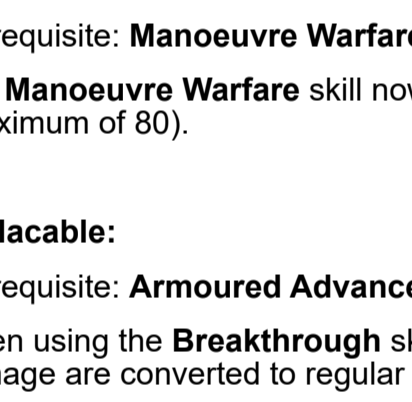
Ace Tank Crew Skills

Not Dead Yet:





Once per mission 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.)




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




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, 3 MP2-SMs, 1 Type-G Battle rifle and 1 Type-G LMG.







Action Pool:    







Grenadier Bullpup:
  







Type-G LMG:
      

Type-G Battle Rifle:
  

Grenadier Goggles:
  

MP2-SM:
Multi-System Air Portable Smart Munition
Air Burst Frag Mode:
     

Anti-Armour Mode:
     

Limpet Mines:
     

Designated Marksmen: 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. Does not stack with other guidance skills.

SACLOS Guidance:

All missiles with the **homing** attribute increase their base accuracy to 60% when performing a **direct fire attack**. Does not stack with other guidance skills.

Drone Wrangler:

Changing drone modes can be done as a free action.

Stand Alone Complex:

You cannot be hacked via network proliferation. This skill also protects against any other negative effects that occur through the network. (e.g. Network Trace).

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).

Counter Intrusion:

When resisting a hacking attempt, inflict the hacked status on the attacker if you win the opposed roll.

Stiletto Guidance:

Attacks that have the **homing** or **tracking attribute** gain +10 penetration an +1 internal damage from target locks. Does not stack with other guidance skills.

L337 H@XX0R:

Roll