

ABILITY REFERENCE

ATTACK ABILITIES

ACCURATE: This attack has a value one higher than normal.

HEAVY: If this attack is taken, the target receives 2 points of damage instead of 1.

KNOCKDOWN: Impose some kind of disadvantage on the target if it takes the attack, such as knocking it down. Recovering from the disadvantage requires the target to take an action, and it may not attack until it has done so.

LIGHT: You may make a free manoeuvre when you fire this weapon, splitting a Pilot dice into two Attack dice with a total I higher than the Pilot dice, or combining multiple Pilot dice into a single Attack dice with a value I higher than their total.

MAGMA: After this attack, re-roll any of your remaining Attack dice.

OVERWHELMING: After this attack, roll an Attack dice. If its value is lower than the value of the attack you just made, add it to your pool.

PLASMA: This attack cannot be defended or intercepted. It can be reversed.

SHOCKING: After this attack, re-roll any of the target's remaining dice.

SKILFUL: A dice showing this number can always be made part of a stunt attack. Change this dice to match the rest of the set when making the attack.

SPLASH: This attack attacks a number of enemies simultaneously. The precise number is at my discretion. All targets must deal with the attack. Only the primary target, that you choose, can reverse. Others may only defend or intercept. An interception protects both themselves and the primary target.

SUPPRESSION: This attack cannot be reversed, only defended against. If another mecha intercepts this attack, you still keep the initiative.

SURPRISE: Any time other than while an attack is being resolved, you may seize the initiative and immediately make an attack using a single Pilot dice showing this number.

DEFENCE ABILITIES

ABLATIVE: This mecha has 2 extra damage points. This ability is not associated with a number.

ACCURATE: This defence dice has a value one higher than normal.

COUNTER: Turn any defence you make with this dice into a reversal. If you attack afterwards, add 1 to the dice you use to attack with.

FIELD: After you defend or reverse, roll a Defence dice. If its value is lower than the value of the dice you just spent, add it to your pool.

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INTERCEPTOR: You only need to meet the total of an attack in order to intercept it. This ability is not associated with a number.

LIGHT: You may make a free manoeuvre after you defend or reverse. Split a Pilot dice into two Defence dice with a total I higher than the Pilot dice, or combining multiple Pilot dice into a single Defence dice with a value I higher than their total.

OPPORTUNITY: If you reverse an attack, you may re-roll one of your remaining Attack dice.

STEADFAST: You may defend, reverse or intercept a stunt attack using only this dice.

MISCELLANEOUS ABILITIES

ATTACK RE-ROLL: At the start of each sequence, you may re-roll two of your Attack dice.

CAMOUFLAGE: This mecha can hide more effectively, increasing the chances that a battle starts with an ambush.

COMMS: At any point, you may spend a Pilot dice to let an ally re-roll any of their remaining dice.

DEFENCE RE-ROLL: At the start of each sequence, you may re-roll two of your Defence dice.

FAST: This mecha is faster than most.

FLIGHT: This mecha is capable of flight.

PILOT RE-ROLL: At the start of a battle, you may re-roll one of your Pilot dice.

RE-ROLL: At the start of each sequence, you may re-roll any one of your dice.

SWIM: This mecha is capable of operating in or on water as well as it can on land.