Combat Skills

Pilot (Soldier, Scout)

Concentration

Type	Plotting	Cost	1

Instantly heightens focus, enhancing the effectiveness of shooting, melee, and charged attacks.

When using "Concentration" for a shooting, melee, or charge attack, the critical threshold for the hit check is reduced by 3.

Berserker

Type	Plotting	Cost	1

Relentlessly performs melee attacks without regard for their mech's damage.

When using "Berserker" for a Melee attack, Hit Levels are upgraded: C to B, and B to A. But your Evasion is reduced by 2 during the Segment. Declare "Berserker" at the start of the Segment.

Battle Dance

Type	Plotting	Cost	2

Pilot maneuvers the mech gracefully, as if dancing to a rhythm.

Gains +4 to Evasion and +2 to Hit Check during the Segment in which it is used. When using "Battle Dance," declare it at the start of the Segment.

Surprise Attack

Type	Plotting	Cost	2

Engage and perform a melee attack with incredible speed.

Allows a Melee attack during Shooting timing, with Engage Movement done before Confirm the Target. Declare "Surprise Attack" at the start of the Shooting timing. It can only be acquired with a 6 Soldier Aptitude or higher.

Quick Guard

Type	Plotting	Cost	1

Quick protects a specific part of the mech just before an enemy's attack hits.

Allows you to choose where all damage is applied during this Segment. Declare its use when your mech first takes damage in the Segment.

Pilot (Soldier, Scout)

Furious Charge

Type	Plotting	Cost	-

A combat skill that increases mobility during a charged attack.

When using "Furious Charge," Mobility increases by +2 during this Charged Attack. The Charged Attack cannot be canceled in that Segment.

Precision Shooting

Type	Always	Cost	-

A combat skill that improves the accuracy of ranged attacks.

Ranged attacks within Optimal range get a +1 Hit Check bonus. It doesn't affect range extended by "Wide Range." Requires 6 Soldier and 6 Scout Aptitudes of 6 or higher.

Anticipation

Type	Always	Cost	-

A combat skill that allows the character to dodge enemy attacks while performing a melee attack.

Melee attacks increase Evasion by +1 during that timing. If the attack is canceled, the effect doesn't apply.

Command (Commander)

Disruption

Type	Plotting	Cost	-

Disrupts the enemy's focus, leading them to make mistakes.

Increases the Fumble threshold of all enemy mechs by +2 for that Segment. Declare its use at the start of the Segment.

Battle Formation

Type	Always	Cost	-

Directing the timing of each attacks, increasing the offensive power of allies.

With "Battle Formation," allied mechs within 3 distance have their ranged, melee, and charged attack damage increased by +1. This effect doesn't apply to the user or stack with other "Battle Formation" effects.

Command (Commander)

Banner

| Type | Always | Cost | - |

Allows the character to continue serving as a symbol for their allies even after being defeated.

When a character with "Banner" is incapacitated, their mech's location becomes the Banner. Allies within 3 distance of the Banner gain +2 to Hit Check and Evasion. Effects don't stack, and the original terrain remains unchanged.

Master Tactician

| Type | Always | Cost | - |

A combat skill that signifies exceptional talent as a commander.

Extends the range of any Combat Skills affecting "allies within 3 range" to allies within 4.

Knowledge (Mechanic, Academic)

Full Salvo

| Type | Plotting | Cost | - |

Unleashes all ammunition until it runs dry, delivering massive damage.

Choose one Armament using "Any Ammo type" and consume all remaining Ammo. Damage increases by the number of Ammo consumed. The attack cannot be canceled when using "Full Salvo."

Armor Purge

| Type | Plotting | Cost | - |

Increases mobility by discarding mounted Armaments.

At the start of the Segment, declare this skill and damage any number of undamaged Armaments. For that Segment, Mobility and Evasion increase by +1 for each Armament damaged by this Skill.

Mine Detection

| Type | Hit Check | Cost | - |

A combat skill that allows the character to quickly detect planted mines.

When a mine type Armament detonates on a mech with "Mine Detection," the placer must make a Hit Check. It must succeed for detonation, with no criticals or fumbles. All movement, terrain, and skill modifiers apply.

Knowledge (Mechanic, Academic)

Armor Enhancement

| Type | Always | Cost | - |

A combat skill that modifies EM armor to make weapons harder to damage.

Upon acquired "Armor Enhancement," select one mech Part to increase its Armor by +2. The effect stacks if this skill is acquired multiple times for the same part.

Insight Expert

| Type | Always | Cost | - |

A combat skill that allows the character to more accurately identify the weapons mounted on an EM based on its appearance.

Increases Success Value by +2 on Insight checks. Requires 3 Academic Aptitude or higher.

Master Seizer

| Type | Always | Cost | - |

A combat skill that allows the character to efficiently seize weapons from enemy EM.

Increases Success Value by +2 on Disarmament checks. Requires 3 Mechanic Aptitude or higher.

Combat Support Items

PCs can acquire Combat Skills by raising various Aptitude values. However, there are some exceptions where raising the Aptitude does not allow for the Combat Skills acquisition. These exceptions are the Aptitude for representing the profession of a doctor or pharmacist, "Medic," and the Aptitude for representing the profession and observational or acting skills of a psychiatrist, "Counselor."

PCs with these Aptitudes can use the newly introduced "Combat Support Items" to gain effects equivalent to Combat Skills or enhance the effectiveness of other Combat Skills.

These can be purchased and used if the PC has high enough Medic or Counselor Aptitude values.

What are Combat Support Items?

These are tools that provide various effects to the PC during combat between mechs, and they are divided into two types: Drug-based and Sound-based.

To purchase and use Drug-based Combat Support Items, a Medic Aptitude value of 3 or higher is required. Additionally, some Combat Support Items require a Medic Aptitude value of 6 or 9 to be purchased and used.

To purchase and use Sound-based Combat Support Items, a Counselor Aptitude value of 3 or higher is required. If the Counselor Aptitude is 3, all types of Sounds can be purchased and used.

Unlike Combat Skills, Combat Support Items are not chosen and acquired when the corresponding Aptitude value increases. Once the necessary Aptitude value is met and the required Cardia ore is paid, any item can be purchased.

Combat Support Items cannot be purchased unless the GM permits it. When the GM allows Armament purchases during the Adventure or Ending part, they should also permit the purchase of Combat Support Items at the same time.

Drugs

Drugs are Combat Support Items that can be purchased and used by PCs with a high Medic Aptitude. They are small capsule-shaped items that are crushed in the mouth to ingest the medicine inside.

The effects of drugs can be classified into two types. One type increases the level of Physical injury, making the cost of Combat Skills zero. The other type alleviates the negative modifiers caused by Physical or Mental injuries.

Drugs are consumed upon use.

Purchasing Drugs

Red Capsule and Blue Capsule can be purchased if the Medic Aptitude is 3 or higher. The price is 1 unit of Cardia ore per capsule.

Laudanum and Tranquilizer can be purchased if the Medic Aptitude is 6 or higher. The price is 2 units of Cardia ore per item.

Crimson Capsule and Indigo Capsule can be purchased if the Medic Aptitude is 9 or higher. The price is 3 units of Cardia ore per capsule.

Drugs List	Name	Medic Aptitude	Cardia
	Red Capsule	3	1
	Blue Capsule	3	1
	Laudanum	6	2
	Tranquilizer	6	2
	Crimson Capsule	9	3
	Indigo Capsule	9	3

Using Drugs

Drugs can be used multiple times within the same timing. For example, you can use two Drugs that affect Combat Skills at the same time to apply their effects to two different Combat Skills.

Of the Drugs, Laudanum and Tranquilizer must be Plotted for use. Write their names in the Combat Skills section of the Strategy Sheet. Other Drugs can be used without the need for Plotting.

Additionally, you do not need to declare the use of Blue Capsule and Indigo Capsule to other players or the GM.

Red Capsule

A Drug that temporarily elevates the user's mood, reducing Mental strain. However, due to strong side effects, the user's body is injured.

Red Capsule is used in conjunction with a Combat Skill involving Hit Checks.

It temporarily reduces the cost of one chosen Combat Skill to 0. If multiple Combat Skills are used at the same time, choose one to apply the effect to.

However, for each Red Capsule used, the user's Physical injury level increases by 2 stages.

Blue Capsule

A Drug that increases the user's concentration, reducing Mental strain. However, due to strong side effects, the user's body is injured.

Blue Capsule is used in conjunction with a Combat Skill involving Plotting.

It temporarily reduces the cost of one chosen Combat Skill to 0. If multiple Combat Skills are used at the same time, choose one to apply the effect to.

However, for each Blue Capsule used, the user's Physical injury level increases by 2 stages.

Laudanum

A Drug that numbs the sensation of pain, easing bodily discomfort.

When Physical injury affects a check's modifier, this Drug reduces the penalty by 1. If the injury level is Serious, the modifier becomes "0"; if the injury is Critical, the modifier becomes "-1." Keep in mind that this only changes the modifier, not the injury level itself. Laudanum's effects do not stack. Laudanum takes effect at the start of the Segment in which it is used and lasts until the combat between mechs ends. Laudanum can also be used in the adventure part, in which case the effect lasts for 10 minutes.

Tranquilizer

A Drug that stabilizes the user's Mental state.

When Mental injury affects the fumble value, this Drug reduces the penalty by 2. If the injury level is Serious, the modifier becomes "0"; if the injury is Critical, the modifier becomes "+2." Keep in mind that this only changes the modifier, not the injury level itself. Tranquilizer's effects do not stack. Tranquilizer takes effect at the start of the Segment in which it is used and lasts until the combat between mechs ends. Tranquilizer can also be used in the adventure part, in which case the effect lasts for 10 minutes.

Crimson Capsule

An improved version of the Red Capsule, with reduced side effects.

Crimson Capsule is used in conjunction with a Combat Skill involving Hit Checks.

It temporarily reduces the cost of one chosen Combat Skill to 0. If multiple Combat Skills are used at the same time, choose one to apply the effect to.

However, for each Crimson Capsule used, the user's Physical injury level increases by 1 stage.

Indigo Capsule

An improved version of the Blue Capsule, with reduced side effects.

Indigo Capsule is used in conjunction with a Combat Skill involving Plotting.

It temporarily reduces the cost of one chosen Combat Skill to 0. If multiple Combat Skills are used at the same time, choose one to apply the effect to.

However, for each Indigo Capsule used, the user's Physical injury level increases by 1 stage.

Sound

Combat Support Items that can be used by PCs with a high Counselor Aptitude. These items use chips containing musical data, which are played through a hemispherical player that covers the ears. By listening to special music, the user can calm their mind or elevate their mood, which can enhance the effects of Combat Skills.

Sounds are not consumed upon use.

Sound Pricing

The price of a Sound chip (containing musical data) is 10 units of Cardia ore per chip.

Additionally, a player device is required to use the Sound. The price of a player is 10 units of Cardia ore.

Both the Sound chips and players are excavated from ruins, but they are frequently discovered, making them available for purchase in large cities.

Name	Conselor Aptitude	Cardia
Rondo	3	10
Requiem	3	10
March	3	10
Tropes	3	10
Canticum	3	10
Kyrie	3	10
Sound Player	3	10

Sounds List

Using Sound

All Sounds are used by writing their names in the Combat Skills section of the sheet, just like Combat Skills that require Plotting.

A PC cannot benefit from the effects of multiple Sounds at the same time. If a new Sound with a different effect is used while a Sound is already in effect, the previous Sound's effect is lost. However, it is possible to benefit from both a Sound and the effects of Drugs or Combat Skills simultaneously.

The effects of a Sound begin at the start of the Segment in which it was Plotted and continue until a new Sound is used or the battle ends.

Switching Sounds

The act of changing to a different Sound with a different effect is called "Switching."

The number of times a Sound can be switched during a battle depends on the Counselor aptitude.

If the Counselor aptitude is between 3 and 5, you can switch Sounds once per battle. With a Counselor aptitude of 6 to 8, you can switch Sounds twice, and with an aptitude of 9 or

higher, you can switch up to three times.

Sound Switching occurs at the start of the Segment in which it was Plotted.

Additionally, by using one of your Sound switches, you can cancel the current Sound effect (leaving you in a state of not using any Sound).

Rondo

A Sound that enhances the user's motivation in battle.

Rondo boosts the effects of certain Combat Skills. The affected Pilot skills and involve Plotting. If the skill's description includes "+X," that value is increased by an additional +1. If it says "-X," that value is decreased by an additional -1.

Requiem

A Sound that sharpens the user's senses and maximizes their abilities.

Requiem boosts the effects of certain Combat Skills. The affected Pilot skills Type: Always. If the skill's description includes "+X," that value is increased by an additional +1. If it says "-X," that value is decreased by an additional -1.

March

A Sound that enhances the sense of camaraderie between the user and their allies.

March boosts the effects of certain Combat Skills. The affected Command skills Type: Always. If the skill's description includes "+X," that value is increased by an additional +2. If it says "-X," that value is decreased by an additional -2.

Tropes

A Sound that improves the user's concentration.

When performing Continuous Actions during Shoot, Melee attacks, or Aim, the Hit bonus is further increased by +2.

Canticum

A Sound that gives the user strong mental fortitude.

If the total roll value is equal to or less than the Fumble threshold after a Hit Check, you can make another Hit Check without suffering the effects of a Fumble. However, if the second Hit Check also results in a roll equal to or less than the Fumble theshold, it will be a Fumble as usual.
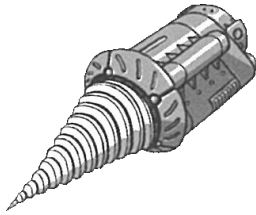
Kyrie

A Sound that gives the user explosive power in an instant.

When Critical Hit in a Hit Check, the effect of "damage is increased by +10" is changed to "damage is increased by +15."
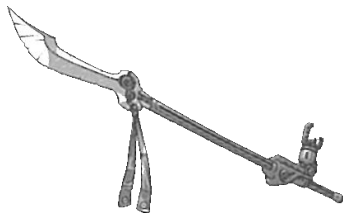
Armament Rank B

Twist Drill

Timing	Range	Damage (A,B,C)	Ammo
Melee	Effective 1	17, 13, 13	-

A large drill designed for use against EM. Its surface has spiral ridges, and its rotation enhances its penetration power.

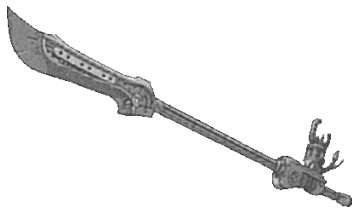If it hits, the target part's Armor is treated as 5 points lower.

Glaive

Timing	Range	Damage (A,B,C)	Ammo
Melee	Effective 2~3	16, 14, 12	-

A polearm with a blade attached to the end of a long handle, designed for EM-sized units. It is often used as a weapon to restrain or pursue enemy mechs at medium range.

Heat Glaive

Timing	Range	Damage (A,B,C)	Ammo
Melee	Effective 2~3	18, 16, 14	E2

A glaive that enhances its power by generating heat along the blade. Like a Heat Sword, it consumes energy, allowing it to be used flexibly depending on the situation.

Chain Mine
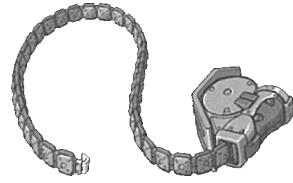
Timing	Range	Damage (A,B,C)	Ammo
Melee	Effective 2	20, 20, 20	-

A chain-like weapon embedded with mines. It wraps around the enemy unit and detonates the mines, dealing significant damage.

Can be used 1 per battle.

Hand Grenade
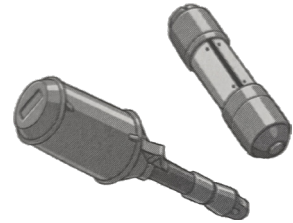
Timing	Range	Damage (A,B,C)	Ammo
Melee	Effective 1~3	20, 20, 16	-

A throwable explosive. When thrown, it causes a massive explosion at the impact point. While it is a powerful weapon, using it against targets that are too close may also cause your own unit to be caught in the blast.

Affects all targets in the chosen coordinate and the four adjacent ones. It can only be used once per battle.
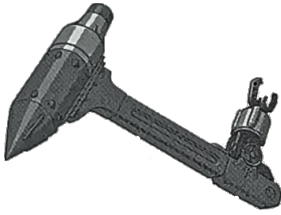
Giant Scythe

Timing	Range	Damage (A,B,C)	Ammo
Melee	Effective 3	21, 20, 19	-

A massive scythe with a long handle. It is a powerful melee weapon with a long reach, but it has a weakness: it cannot attack if the enemy gets too close.
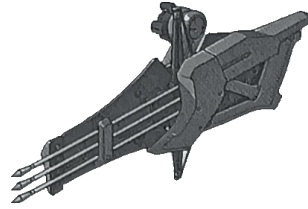
Melee Armament

Rocket Hammer

Timing	Range	Damage (A,B,C)	Ammo
Melee	Effective 1	23, 23, 19	-

A weapon that detonates an internal explosive upon impact, dealing high damage.
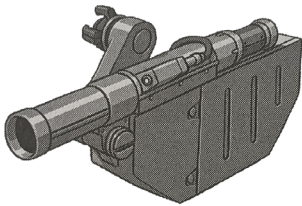
Can be used 1 per battle.

Ranged Armament

Arrow

Timing	Range	Damage (A,B,C)	Ammo
Shoot	Optimal 2~4	15, 11, 11	-

A weapon designed to shoot metal arrows. It has the characteristic of making almost no sound when attacking.

When in Cover terrain, add +2 to Hit Check. This Armament can be used up to three times per battle.

Ranged Armament

Hand Rocket

Timing	Range	Damage (A,B,C)	Ammo
Shoot	Optimal 5	18, 18, 14	R3

A miniaturized rocket launcher with reduced ammunition consumption. Compared to a regular rocket launcher, it is better suited for targeting close-range enemies.

Other

Mirror Coating

Timing	Range	Damage (A,B,C)	Ammo
-	-	-	E3

A specialized armor that reduces the impact of energy weapon attacks, whether ranged or melee.

Halves damage from Armaments with "E" in their Ammo. Must be mounted on the Body. Each use consumes ammunition.

Submachine Gun

Timing	Range	Damage (A,B,C)	Ammo
Shoot	Optimal 1~3	16, 12, 12	B1

A small machine gun. While it has low power and short range, it can be used many times. Its primary purpose is to intimidate nearby enemies.
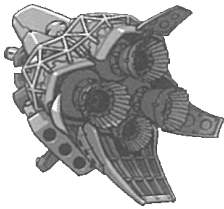
Shock Absorber
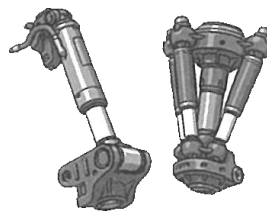
Timing	Range	Damage (A,B,C)	Ammo
-	-	-	-

A device that absorbs the impact when landing, allowing for quick movement even on rough terrain.

During Engage Movement, it ignores extra movement needed for special terrain. Must be mounted on both Feet to be effective and does not activate during normal movement.
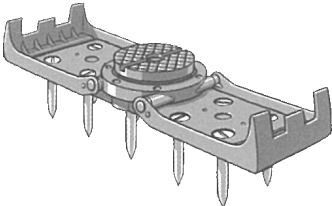
Armament Rank B

Booster

Timing	Range	Damage (A,B,C)	Ammo
Move, Special	-	-	-

A device that expels a large amount of gas in a short burst to enable high-speed movement.

Increases Mobility by +6 when used, stacking with other movement Armaments. Usable once per battle and must be mounted on the Body.

Bear Trap

Timing	Range	Damage (A,B,C)	Ammo
Special	-	0, 0, 0	-

A trap set on the ground to immobilize the legs of EM.

Secretly designate one adjacent coordinate as the Target. At the end of the timing, any mech on the target coordinate cannot move, charge, or perform melee attacks until the next Segment ends. The trap disappears after activation and can be used three times per battle. It is affected by mine-related Combat Skills.

Armor Suit
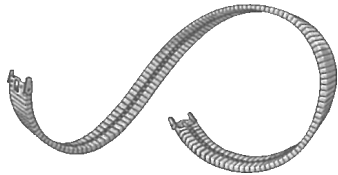
Timing	Range	Damage (A,B,C)	Ammo
-	-	-	-

An armor that covers the torso, head, and both arms of the unit. Various shapes of this armor have been discovered.

Must be mounted on the Body. Increases the Armor of the Head, Body, and both Arms by +2.

Bullet Tube
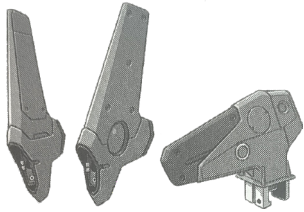
Timing	Range	Damage (A,B,C)	Ammo
-	-	-	-

A tube that supplies ammunition to weapons. It runs throughout the entire EM, allowing ammunition to be supplied from any part.

Allows Armaments to use Ammunition from other Parts when mounted in the same Part.
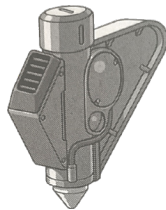
Free Sensor

Timing	Range	Damage (A,B,C)	Ammo
-	-	-	-

A sensor that sharply detects the target's movements during an attack, allowing for more precise mobility.

Allows Engage Movement in any direction, regardless of target position. Requires mounting on both head and Body.
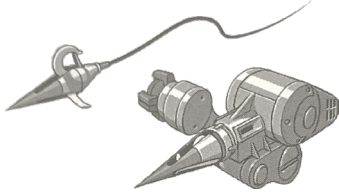
Turn Pile

Timing	Range	Damage (A,B,C)	Ammo
Special	-	-	-

A stake used during charged attacks, it strike into the ground and change the EM's direction.

During Charged Attack Movement, you can change Direction once. This stacks with other Charged Attack armaments and can only be used once per battle.
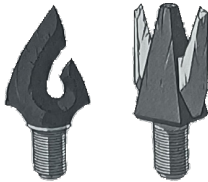
Other

Winch

Timing	Range	Damage (A,B,C)	Ammo
Move	-	-	-

A piece of equipment that assists movement by shooting out a wire.

Ignores extra movement for height differences of ±1. For ±2 or more, the difference is reduced by 1. Stacks with other movement Armament.
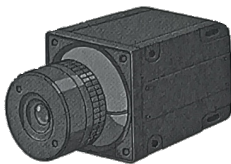
Trample Spike

Timing	Range	Damage (A,B,C)	Ammo
-	-	+8, +4, +4	-

A spike with a complex shape that alters its damage based on how it hits.

When using this Armament for a Charged Attack, damage increases by +8 at Hit Level A, and by +4 at Hit Level B or C. Effects don't stack with other charge damage Armaments.

Thermal Eye

Timing	Range	Damage (A,B,C)	Ammo
-	-	-	-

A camera capable of detecting heat sources.

When equipped, this Armament treats the target's Evasion modifier from Cover terrain as ±0 during Hit Checks. Must be mounted on the Head to be effective.
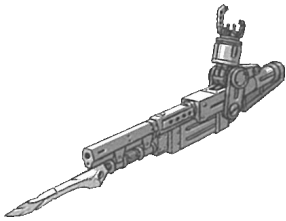
Ammunition

Spare Ammunition (B, M, or R)
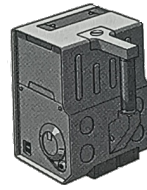
Timing	Range	Damage (A,B,C)	Ammo
Special	-	-	-

Allows resupply of B-rank ammo-based Armaments. Choose one type of ammo (B, M, or R) when purchasing. During Plotting, specify the Part number where the selected ammo is loaded. At the end of a Special timing, the ammo is restored to its maximum value. Usable once per battle.

Armament Rank A

Bayonet

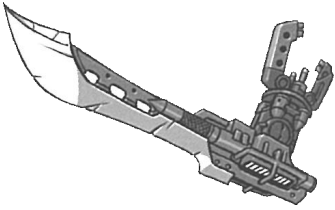| Timing	Range	Damage (A,B,C)	Ammo
Shoot	Optimal 4~6	17, 13, 13	B2

A weapon that attaches a blade to the end of a firearm. Due to the length of the barrel, it can be used like a spear as a melee weapon.

Timing	Range	Damage (A,B,C)	Ammo
Melee	Effective 2	17, 13, 13	-

Flash Blade
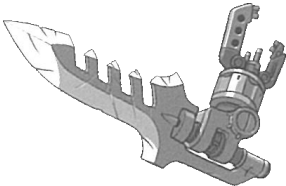
Timing	Range	Damage (A,B,C)	Ammo
Melee	Effective 1~2	18, 16, 14	E3

A blade with a built-in light-emitting device in the handle, used to blind the enemy just before a melee attack.

When using this Armament for a melee attack, the target's Evasion is treated as 2 points lower.
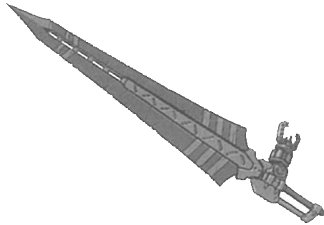
Sword Breaker

Timing	Range	Damage (A,B,C)	Ammo
Melee	Effective 1	16, 14, 12	-

A short sword with a comb-like ridge, designed to catch, break, or disarm melee weapons.

If an enemy melee attack hits the part equipped with this Armament, you can damage the attacking Armament. The Sword Breaker also damaged after this.
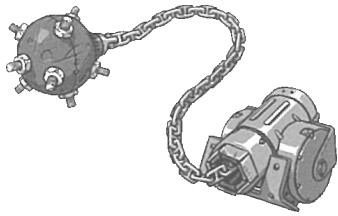
Zweihander

Timing	Range	Damage (A,B,C)	Ammo
Melee	Effective 1~2	22, 20, 18	-

A massive sword that is wielded with both hands.

It must be mounted on both Arms to be used. If either Arm is damaged, it can no longer be used.

Chain Hammer

Timing	Range	Damage (A,B,C)	Ammo
Melee	Effective 1	20, 20, 16	-

A weapon with an iron ball attached to the end of a chain, swung around to attack.

Can targets both the designated mech and all mechs on the four adjacent coordinates to your mech. Even if the main target is out of range, you can still make Hit Checks against the surrounding mechs.

Boomerang

Timing	Range	Damage (A,B,C)	Ammo
Melee	Effective 3~4	22, 20, 18	-

A thrown melee weapon.

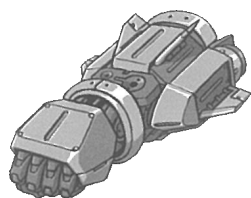If it hits, it lodges in the target's armor and can't be reused. If the Hit Check fails, you can use it again.
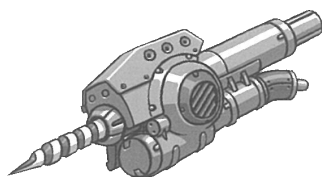
Armament Rank A

Rocket Punch

Melee Armament

Timing	Range	Damage (A,B,C)	Ammo
Melee	Optimal 1~5	20, 20, 16	-

A weapon that detaches the arm of the EM and fires it at the enemy.

Must be mounted on the arm. If a melee attack hits, the target pilot's Mental injury level increases by 1 stage. The Armament is damaged after use.

Monster Scoop
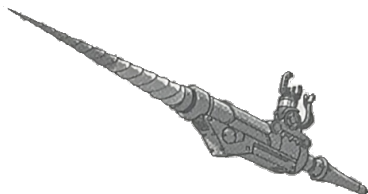
Melee Armament

Timing	Range	Damage (A,B,C)	Ammo
Melee	Effective 1	17, 17, 13	-

A giant shovel. Since it wasn't originally designed for combat purposes, it cannot be considered a very powerful weapon.
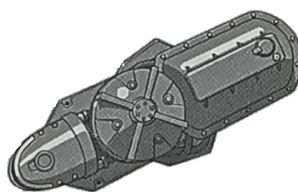
Drill Bunker

Timing	Range	Damage (A,B,C)	Ammo
Melee	Effective 1	22, 18, 18	-

A weapon that fires a circular, spiral-shaped stake with explosive to bore a large hole into the enemy.

At Hit Level A, it ignores Armor, damaging two Armaments. If only one "undamaged Armament" remains, the entire Part is destroyed. Usable once per battle.

Shooting Knife

Timing	Range	Damage (A,B,C)	Ammo
Melee	Effective 1	20, 18, 16	-

A small but sharp knife. By pressing a switch attached to the handle, the blade can be launched, allowing it to be used as a ranged weapon.

Can be used 1 per battle.

Timing	Range	Damage (A,B,C)	Ammo
Shoot	Optimal 2~4	20, 18, 16	-

Drill Lance

Timing	Range	Damage (A,B,C)	Ammo
Melee	Effective 2~3	17, 13, 13	-

A spear with a rotating drill at the tip.

On hit, the target part's Armor is treated as 3 points lower.

Water Cutter

Timing	Range	Damage (A,B,C)	Ammo
Melee	Effective 2~3	19, 17, 15	-

A weapon that shoots high pressure water, slicing through the target.

Usable twice per battle. If the mech ends a Segment on water terrain, this Armament can be use again.

Armament Rank A

Wired Rocket Punch

Timing	Range	Damage (A,B,C)	Ammo
Shoot, Melee	Effective 1~3	15, 15, 11	R3

A rocket punch connected to the unit's arm with a high-strength cable, allowing for multiple uses.

On Hit Level A, inflict 1 stage of Mental injury to the target mech's pilot. This Armament can also be used as a Ranged Armament, with the same data as the Anchor (Basic Rulebook, P081), except for ammo consumption, which is "R3." It must be mounted on the Arm, with only one per Part, and cannot be mounted with a regular Rocket Punch.

Helmet

Timing	Range	Damage (A,B,C)	Ammo
Melee	Effective 1	18, 18, 14	-

A weapon that enhances the strength of the mech's head. It allows you to perform headbutt attack.

Must be mounted on the head. Increases Head's Armor value by +2. Melee attacks with the Helmet always hit the Head, with no need to determine hit location. If the target's Head is destroyed, only Durability damage is applied. These attacks ignore the combat skill "Quick Guard."

Tackle Shoulder

Timing	Range	Damage (A,B,C)	Ammo
Melee	Effective 1	16, 16, 12	-

A weapon mounted on the shoulder that allows you to collide with and knock back a target.

When it hits, the target must move 4 coordinates in the same direction as the attacking unit. If another Armament with a movement effect hits the target at the same time, this Armament's effect is nullified. Must be mounted on the Arms.

Wire Blade
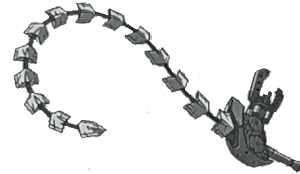
Timing	Range	Damage (A,B,C)	Ammo
Melee	Effective 1~3	17, 15, 13	-

A blade that is divided into multiple sections, each connected by wire. When swung, the wire extends, allowing it to attack targets at a greater distance. However, due to its complex structure, this weapon is very fragile.

If a Melee attack with this Armament hits at Level C, this Armament will be damaged at the end of the timing.

Melee Armament

Charge Rapier

Timing	Range	Damage (A,B,C)	Ammo
Melee, Special	Effective 1~3	23, 19, 19	-

A weapon that gathers energy over time and releases it during use, allowing for melee attacks on distant targets.

This Armament can be used after selecting "Charge" during a Special timing and consuming E3. The Charge effect lasts for the entire battle, but after each use, it must be recharged. Damage this Armament can be mitigated by Mirror Coating.

Bullet Blade

Timing	Range	Damage (A,B,C)	Ammo
Melee	Effective 1~2	17, 15, 13	-

A blade with a trigger on the handle that can fire ammunition.

When a Melee attack with this Armament hits, you can consume Bullet Ammunition to increase damage by +1 per bullet, up to 5 points. Only ammo in the same part as this Armament can be used.

Double Dagger

Timing	Range	Damage (A,B,C)	Ammo
Melee	Effective 1	13, 11, 9	-

A lightweight and easy-to-handle weapon.

This Armament can be used with one or both hands and must be mounted on the Arms. If another Double Dagger is mounted on the other Arm, both can be used simultaneously. Write two target mech codenames (or the same target twice) and make separate Hit Checks. Damage can't be increased by Combat Skills, and only two Double Dagger can be used at once.

Tonfa
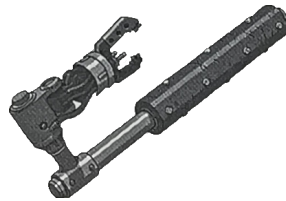
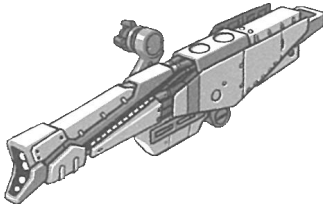| Timing	Range	Damage (A,B,C)	Ammo
Melee	Effective 1	20, 20, 16	-

A weapon with a protruding handle attached to a heavy stick. It is difficult to handle, and the mech's melee capabilities are strongly reflected in its effectiveness.

If a mech with a Martial Chip uses this Armament in a Melee attack, damage is increased by +2. With a Stabilizer Chip, +1 to Engage Movement. Both effects apply if both chips are equipped. Effects are lost if the corresponding chip is damaged.
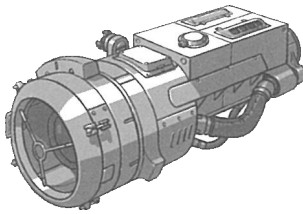
Armament Rank A

Homing Laser

Timing	Range	Damage (A,B,C)	Ammo
Shoot	Optimal 3~4	16, 14, 12	E3

A medium-sized laser with a curved trajectory and the ability to track its target.
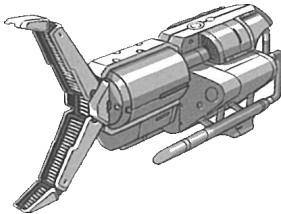
Attack without clear line of fire.

Tractor Beam

Timing	Range	Damage (A,B,C)	Ammo
Shoot	Optimal 2	0, 0, 0	E2

A weapon that fires a special energy beam that pull the hit object towards you.

If it hits, the target is moved to the coordinate directly in front of your mech without changing direction. Movement occurs at the end of the shooting timing.

Laser Launcher

Timing	Range	Damage (A,B,C)	Ammo
Shoot	Effective 1~10	18, 16, 14	E5

A weapon that fires a powerful energy beam of laser in a wide strip.

During Plotting, choode a Direction. All mechs on 10 consecutive coordinates in a straight line from you are subject to the attack. If blocked by higher terrain, only coordinates up to the obstruction are affected. The Laser Launcher receives no bonus from Continuous Actions or Aim

Anti-Armor Rifle
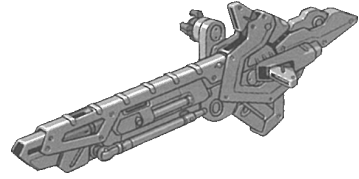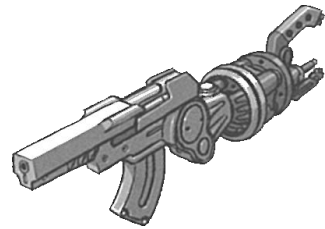

Timing	Range	Damage (A,B,C)	Ammo
Shoot	Optimal 9~11	19, 15, 15	B4

A sniper rifle special made to penetrate EM armor.

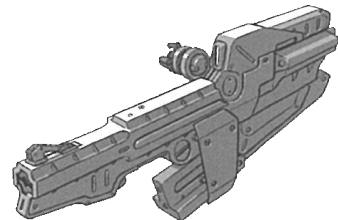If it hits, the target part's Armor is treated as 3 points lower.

Arm Gun

Timing	Range	Damage (A,B,C)	Ammo
Shoot	Optimal 2	16, 12, 12	B2

A giant handgun for EM. Its lightweight and low recoil make it suitable for high-speed combat while moving.

Must be mounted on the right or left Arm. Allows an Engage Movement just before a ranged attack, similar to a melee attack.
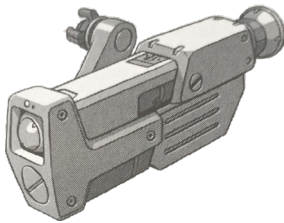
Railgun

Timing	Range	Damage (A,B,C)	Ammo
Shoot	Optimal 8~10	24, 20, 20	E4,B4

A weapon that accelerates projectiles using electromagnetic force, firing them at extremely high speeds. It boasts long range and high power, but consumes a large amount of ammunition.
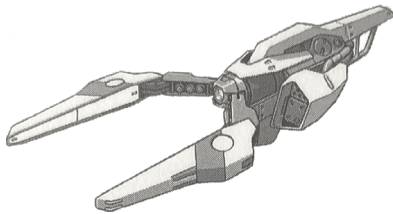
Knockback Cannon

Timing	Range	Damage (A,B,C)	Ammo
Shoot	Optimal 3	18, 18, 14	R4

A rocket launcher that creates a blast upon impact, blowing the target away.

When it hits, the target must move 3 coordinates in the same direction as the attacking unit. If another Armament with a movement effect hits the target at the same time, this Armament's effect is nullified.
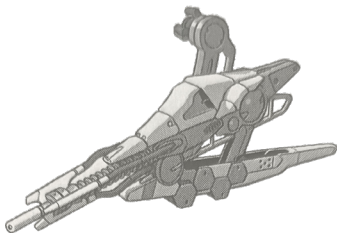
Wide Laser

Timing	Range	Damage (A,B,C)	Ammo
Shoot	Effective 2~5	16, 14, 12	E5

A weapon that emits a laser over a wide area.

During Plotting, designate a Direction as the Target. All targets in a straight line from you in that Direction, at distances 2 to 5, plus 10 adjacent Coordinates (total 14), are subject to the attack. Targets out of line of sight are unaffected.
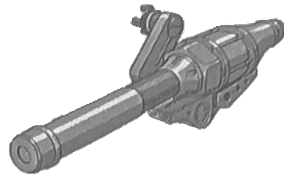
Freeze Laser

Timing	Range	Damage (A,B,C)	Ammo
Shoot	Optimal 2~3	14, 12, 10	E3

A weapon that rapidly lowers the target's temperature using a special laser.

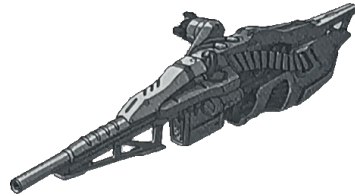On Hit Level A, inflict 1 stage of Physical injury to the target mech's pilot.

Gel Shot

Timing	Range	Damage (A,B,C)	Ammo
Shoot	Optimal 4~6	12, 12, 8	-

A single-shot cannon that fires a highly viscous jelly-like projectile.

If it hits, the target's Mobility is reduced by 2, but not below 1. The effect lasts until the end of combat and can be used once per battle.

Charge Gun

Timing	Range	Damage (A,B,C)	Ammo
Shoot, Special	Optimal 3~6	22, 20, 18	-

A weapon that unleashes high power by accumulating energy over time.

This Armament can be used after selecting "Charge" during a Special timing and consuming E4. The Charge effect lasts for the entire battle, but after each use, it must be recharged. Damage this Armament can be mitigated by Mirror Coating.

Double Gun
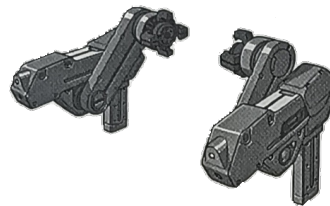
Timing	Range	Damage (A,B,C)	Ammo
Shoot	Optimal 3~4	12, 8, 8	B1

A low-recoil gun designed to be mounted on both hands and used simultaneously.

Can be used with one or both hands and must be mounted on the Arms. If another Double Gun is mounted on the other Arm, both can be used simultaneously. Write two target mech codenames (or the same target twice) and make separate Hit Checks. Damage can't be increased by Combat Skills, and only two Double Guns can be used at once.

Armament Rank A

Hand Launcher

Timing	Range	Damage (A,B,C)	Ammo
Shoot	Effective 1~5	18, 18, 14	R3

A miniaturized and more manageable version of a grenade launcher.

In Plotting, write the target mech's codename in the Target section. The target mech and all mechs in the four adjacent coordinates are subject to the attack.

Power Anchor

Timing	Range	Damage (A,B,C)	Ammo
Shoot	Effective 1~3	8, 4, 4	-

An anchor that forcefully pulls the enemy unit toward you with great strength.

If it hits, the target mech is pulled to your mech's coordinate without changing direction. This movement happens at the end of the Shooting timing, followed by a Collision.

Heat-Seeking Missile

Timing	Range	Damage (A,B,C)	Ammo
Shoot	Optimal 5~6	18, 14, 10	M4

A missile that detects moving heat sources and automatically tracks them.

When using this Armament for a ranged attack, the target's Evasion modifier from Movement is treated as ±0 for the Hit Check.

Multi-Leg
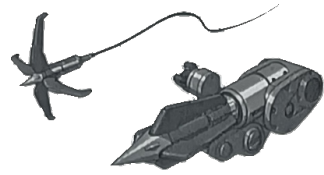
Timing	Range	Damage (A,B,C)	Ammo
Move	-	-	-

An Armament that connects additional leg-like parts to the EM's legs.

When used, it increases Mobility by +1 and ignores extra movement for "special terrain" and elevation differences up to ±1. For ±2 or more, treat the difference as one level lower. Must be mounted on both Feet to be used. If one is damaged, it can't be used.

Burst Net

Timing	Range	Damage (A,B,C)	Ammo
Shoot	Optimal 2~4	0, 0, 0	-

A weapon that shoots out a net with explosives attached.

If it hits, the target mech's Evasion is reduced by 2. If the target changes position, it takes 20 damage at the end of that timing. These effects end after the position change. Usable twice per battle.

Hoplite Shield

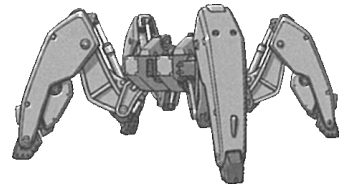| Timing	Range	Damage (A,B,C)	Ammo
-	-	-	-

A rectangular shield that completely covers one part of the mech.

Increases Part Armor by +7.

Other

Drill Spike
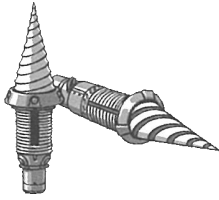
Timing	Range	Damage (A,B,C)	Ammo
-	-	-	-

A circular spiral drill mounted on the mech's armor.

Increases Charged Attack damage by +5. At Hit Level A or B, one Armament in the Hit Location is damaged, ignoring Armor. If all Armaments are damaged, the Part is destroyed. Effects don't stack with other spikes or similar Armaments.
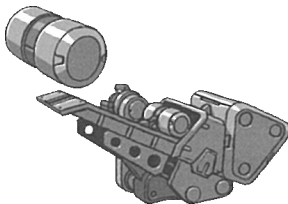
High-Sensitivity Mine
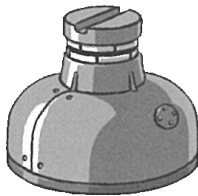
Timing	Range	Damage (A,B,C)	Ammo
Special	-	20	-

A mine highly sensitive to the EM's movement.

Secretly designate a coordinate within 2 spaces as the target. At the end of the timing, any mech on or adjacent to the target coordinate takes damage. The mine doesn't react to passing mechs and disappears after exploding. Usable twice per battle and subject to mine-related Combat Skills.

Throwing Mine

Timing	Range	Damage (A,B,C)	Ammo
Special	-	20	-

A throwable landmine.

Secretly designate a coordinate within 2 spaces as the target. At the end of the timing, any mech on the target coordinate takes damage. The mine doesn't react to passing mechs and disappears after exploding. Usable four times per battle and subject to mine-related Combat Skills.
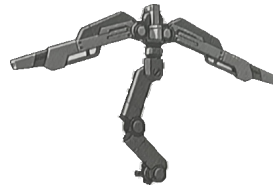
Other

Reactive Armor
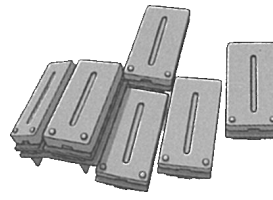
Timing	Range	Damage (A,B,C)	Ammo
-	-	-	-

An armor that reacts to impact by expanding, acting as a cushion.

When the mounted Part takes damage, you can damage this Armament to reduce the damage to 0.

Energy Storm

Timing	Range	Damage (A,B,C)	Ammo
Special	Effective 1~3	22, 18, 14	E5

A weapon that unleashes a high-density energy attack in a 360-degree radius.

All targets within a distance of 3 are affected, except those out of line of sight. The effect activates regardless of Evasion (no Hit Check needed). Hit Level depends on distance: A for 1, B for 2, and C for 3. Must be mounted on a part other than the Feets.

Composite Sensor
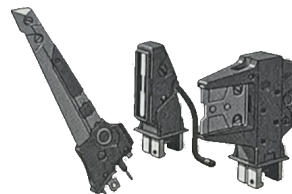
Timing	Range	Damage (A,B,C)	Ammo
-	-	-	-

A sensor that combines the functions of both the Movement Sensor and Free Sensor into one device.

Increases Engage Movement to 2 and allows movement toward the target in any direction. Requires 1 unit mounted on the Head and 2 on the Body. If any unit is damaged, the effect is lost.

Armament Rank A

Other

Floating Mine

Timing	Range	Damage (A,B,C)	Ammo
-	-	20	-

A mine that can be remotely controlled and moved after being deployed.

Secretly designate one of the four adjacent coordinates as the Target. It doesn't react to passing mechs and disappears after exploding. At the next timing, it deals damage to any unit at the Target coordinate. During special timing, you can move the mine with Mobility 5, secretly designating start and end coordinates. Can be used up to 3 times per battle (moves are unlimited).

Monster Roller

Timing	Range	Damage (A,B,C)	Ammo
-	-	-	-

A massive, heavy wheel.

When performing a Charged Attack, this Armament adds +3 damage and pushes the target back upon Collision, regardless of their Durability. If both mechs have Monster Rollers, follow regular rules. Effects don't stack with multiple Rollers or other charge damage Armaments. It doesn't increase Mobility.

Other

Sacrifice Spike

Timing	Range	Damage (A,B,C)	Ammo
Special	-	-	-

Spike filled with explosives.

Increases Charged Attack damage by +10, but the attacking mech also takes +10 damage if the attack hits. Effects don't stack with other Sacrifice Spikes or charge damage Armaments. Can be used up to 3 times per battle.

Tornado Wall

Timing	Range	Damage (A,B,C)	Ammo
-	Effective 1~3	-	E3

A engine that generates strong winds around the unit, hindering the Engage movement of enemy units.

This Armament can be used without Plotting. When targeted by Engage Movement, declare its use before the movement is processed. During that timing, all coordinates within its range, including behind your mech, require +1 extra movement to move in.

Other

Spike Shield

Timing	Range	Damage (A,B,C)	Ammo
-	-	-	-

A shield with sharp spikes attached.

It increases the damage of Charged Attack by +3 and reduces the damage your mech takes during a Charged Attack by 3. Effects don't stack with multiple Spike Shields or other charge damage Armaments.

Jet Wheel

Timing	Range	Damage (A,B,C)	Ammo
Move, Charge	-	-	-

Advanced wheels, allowing for faster movement.

+3 Mobility when used, but the mech's direction cannot change after moving. Charged Attacks can only target in the current facing Direction. Must be equipped on both Feets.

Switch Mine

Timing	Range	Damage (A,B,C)	Ammo
Special	-	20	-

A remotely operated mine that can be activated on command.

Secretly designate one adjacent coordinate as the target. During Special timing, declare activation of the Switch Mine, dealing damage to all mechs within a 2-radius. Once activated, it disappears. Activating one triggers all deployed Switch Mines. A maximum of 4 can be deployed per battle.
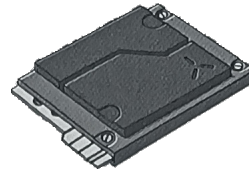
Other

Stabilizer Chip
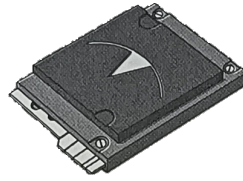
Timing	Range	Damage (A,B,C)	Ammo
-	-	-	-

A chip that automatically stabilizes the mech's movement when equipped.

Ignores Evasion penalties from Unstable terrain, treating the modifier as ±0. Must be mounted on the Head or Body.

Martial Chip

Timing	Range	Damage (A,B,C)	Ammo
Melee	Effective 1	23, 23, 19	-

A chip that enhances the mech's mobility, allowing it to perform punches, kicks, or strikes with equipped weapons.

Must be mounted on the Head or Body. When performing a melee attack, you must damage one undamaged Armament on the Arms or Feet. Even if the attack misses, the Armament is still damaged.

Armament Rank A

Compressed Energy Ammunition
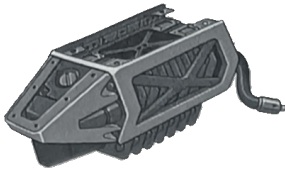
Timing	Range	Damage (A,B,C)	Ammo
-	-	-	E

Ammunition for weapons that use energy rounds. This ammunition allows for more energy to be sent to the weapon than usual.

When equipped, you gain 6 rounds of E-type ammo. Attacks using this ammo deal +3 damage and reduce the Critical threshold by 2. If this Armament is damaged with ammo remaining, you take 3 damage per round, applied to the Part where the ammo is mounted. Cannot be mixed with other ammo types for attacks.

Drill Missile Ammunition
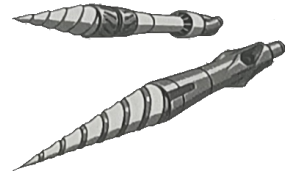
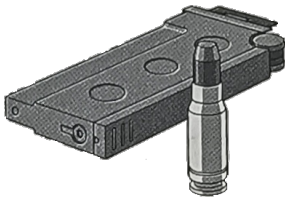| Timing	Range	Damage (A,B,C)	Ammo
-	-	-	M

A type of ammunition used for missile-based weapons. The tip of this ammunition is drill-shaped, increasing its penetration power compared to regular ammunition.

When equipped, you gain 6 rounds of M-type ammo. If a shot using this ammo hits, the target part's Armor is treated as 5 points lower. Cannot be mixed with other ammo types for attacks.

Marking Bullet Ammunition

Timing	Range	Damage (A,B,C)	Ammo
-	-	-	B

Ammunition for weapons that use bullet rounds. This ammunition contains a built-in transmitter that attaches to the enemy unit upon impact.

When equipped, you gain 6 rounds of B-type ammo. If a shot using this ammo hits, future Melee or Ranged attacks on that target get a +2 bonus to the Hit Check. This effect doesn't stack with multiple hits. Cannot be mixed with other ammo types for attacks.

Sulfuric Acid Rocket Ammunition
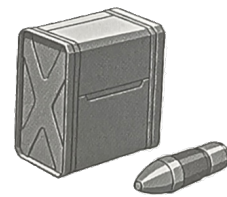
Timing	Range	Damage (A,B,C)	Ammo
-	-	-	R

A type of ammunition used for rocket-based weapons. This ammunition is filled with sulfuric acid, which spreads upon impact, causing continuous damage over time.

When equipped, you gain 6 rounds of R-type ammo. If a shot using this ammo hits, the target takes 3 damage at the end of each round until combat ends. The damage effect stacks. Cannot be mixed with other ammo types for attacks.
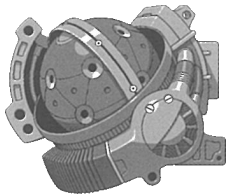
Low Altitude Flight Unit

Other
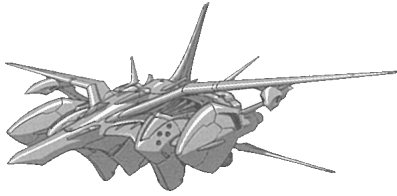
Timing	Range	Damage (A,B,C)	Ammo
Special	-	-	-

A device that transforms the mech into a structure with reduced air resistance, allowing it to fly by emitting high-temperature, high-pressure gas. The flight altitude is approximately 12 meters above ground.

Declare during a Special timing to transform the mech into flight mode, starting from the next Segment. Energy consumption per Segment is based on size: SS, S: E1, M: E2 and L, LL: E3. In flight, Mobility and Evasion increase by +4. The mech ignores extra movement from "special terrain" and altitude differences up to ±3, treating ±4 or more as three levels smaller. Revert back from flight mode by declaring during a Special timing, with no energy used to revert. Must be mounted on the Body. While flying, Armaments on the Arms and melee attacks cannot be used. At least one movement action is required every 3 Segments, or the mech reverts from flight mode. If energy isn't available, the mech reverts automatically.

Satellite Laser
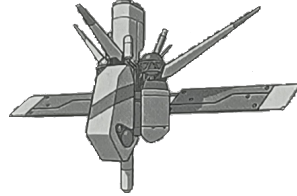
Other

Timing	Range	Damage (A,B,C)	Ammo
Shoot	Optimal 0~24	25, 25, 25	E10

A weapon that fires a powerful laser from the sky.

This Armament's shooting attack ignores cover from Elevation and can target mechs behind objects. No target is specified during plotting. All mechs, including the user, roll two dice during the Hit Check. The attack hits the mech with the lowest total roll. In case of a tie, re-roll. If the user performed an "Aim" action in the previous Segment, the targeted pilot gets a -4 penalty to their roll, or -6 if it was part of a Continuous Action. After the attack, the hit coordinate and four adjacent ones have their Elevation reduced by 2, turning the terrain into "Rubble," causing falling damage to any mechs there.

Optical Camouflage

Timing	Range	Damage (A,B,C)	Ammo
Special	-	-	-

This Armament refracts light hitting the armor, creating the effect of transparency and blending the mech into the surrounding landscape. However, this effect only activates while the mech is performing simple movements.

Activate this effect during Special timing. The mech becomes invisible from the next Segment, consuming energy based on size: SS, S: E1, M: E2, and L, LL: E3. While invisible, if the mech moves, its marker/mini is removed from the battle map. If any other action is chosen, the marker/mini reappears. The marker/mini stays hidden as long as Move actions are selected, and only the GM or the player knows the location. The mech cannot be targeted by Ranged/Melee attacks or Aim but can still be targeted by Charged Attacks or Collisions. All processes occur while the marker is hidden. Cancel invisibility during Special timing. No energy is consumed when canceling, and the marker/mini returns to the map. Must be mounted on the Body. If energy runs out, invisibility is canceled.

Gravity Box

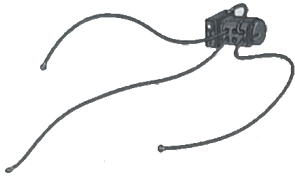| Timing	Range	Damage (A,B,C)	Ammo
Special	Effective 1~5	-	-

A weapon that launches a device capable of generating a powerful gravitational field.

During Plotting, specify a coordinate as the Target. At the end of the timing, all mechs within a distance of 3 from that coordinate take 10 Durability damage and are moved to the target coordinate without changing direction. If multiple mechs move to the same coordinate, a Collision occurs. "Forest" and "Building" terrain in the area changes to "Rubble." If multiple Gravity Boxes overlap, all effects are nullified. This Armament can be used twice per battle.

Armament Rank S

Hack Wire

Timing	Range	Damage (A,B,C)	Ammo
Melee	Effective 1	4, 0, 0	E5

A weapon that shoots a wire, infiltrating the enemy mech and controlling its actions.

If Hack Wire hits, the target mech's pilot must reveal all Armaments in the Hit Location. During the next Round's Plotting phase, the Hack Wire user can plot the target mech's first Segment, using any Armament regardless of location, without inspecting the target's sheet. If the plotted action is invalid, it defaults to "Standby." The target mech's pilot can review the first Segment before plotting the second. The Hack Wire action can't be canceled, and Combat Skills can't be used. If multiple Hack Wires hit, roll dice, and the highest roll decides who plots for the target.

Shamgar Lance

Timing	Range	Damage (A,B,C)	Ammo
Melee	Effective 1~13	27, 23, 23	-

A spear that, when thrown, flies along the terrain, piercing all targets in its path. Any material other than EM will be shattered to dust.

During Plotting, designate a Direction as the Target. All mechs in a straight line from your mech to the map edge are targets for a Melee Attack. Terrain in the path changes to "Plain" (excluding "water" or "no entry"), but height remains unchanged. The attack ignores Elevation cover, and Engage Movement can only be made in the designated Direction. Usable once per battle, but if the mech reaches the farthest coordinate (map edge), it can recover the lance for reuse. Only the original mech can recover it.

Armament Repair

Rank	Buy	Sell	Repair
B	10	5	5
A	20	10	10
S	40	20	20