

RULES OF THE GAME

The following section discusses the basic concepts of how the game is played. At its heart, Mecha uses dice to provide dramatic tension and make things unpredictable. The following sections will tell you what and when to roll.

GOING TO DICE

Mecha uses six-sided dice exclusively, (abbreviated D6). Mecha has fairly specific rules about when dice get rolled. In combat, dice are rolled often. Outside of combat, they are rolled far less frequently.

However, certain things remain the same in all rolling situations. First, you will almost always roll a number of dice equal to whichever stat is relevant. For instance, when shooting, the Attack linked stat is used. When trying to figure out a puzzle, the pilot's Intelligence is used.

Secondly, you are always rolling against one of your skills. Once you roll the dice, check to see which dice are equal to or lower than your skill level. For instance, if your character's Social Skill is 3, all dice which show 3 or less are Successes. All else are Misses.

Last, it's important to note that 1s explode. This means that if you roll a 1, it counts as a Success and you may reroll it. If that reroll is a Success, it adds to your total. If it's a Miss, it does not.

Even better, if the reroll is a 1, you count it as a Success and may continue rolling until you have a Success that is not a 1 or a Miss. In this way, a small number of dice can still turn into a large number of Successes.

MARGIN OF SUCCESS

In some situations, it is important to note not only if the roll succeeds, but also by how much. The difference between the roll and the target number is the margin of success.

GREAT SUCCESSSES

If the person rolling ends up with 5 or more successes, the roll is a Great Success and the player gains a point of Overdrive (see page 36). Note: you cannot roll 4 Successes and spend a point of Overdrive and get your point back. However, if you roll 5 Successes and spend a point of Overdrive to make it 6, you do gain a point of Overdrive. As long as your roll gains a minimum of 5 Successes, you've earned yourself a point of Overdrive.

Also, you cannot spend Overdrive on the same roll in which you earn it.

THEN INEVITABLE EXCEPTIONS

For every rule, there is an exception(s). In a very limited number of cases, for instance using the Ejector configuration, a roll will call for a D3. A D3 is just a D6 where the result is divided by 2 (rounded up.) This generates a number between 1 and 3.

You also consult this chart to see how you rolled.

Roll	Result
1-2	1
3-4	2
5-6	3

Also, the rules may call for a D66 roll. This means rolling two D6s and noting each result. This is used when consulting random tables where one dice will indicate a row and the other will indicate a column.

CUT SCENES

If the player rolls 8 or more successes, he's earned a Cut Scene. Remember the really cool scenes in mecha anime where the speed lines get going, the pilot says something cool and then makes their mecha do something awesome? That's a cut scene.

When a player rolls a cut scene, he should describe his character doing something amazingly cool, something that defies physics, something that makes the fans cheer.

The player earning the cut scene describes what his character is doing and then gains a half combat action. This half action can be used for strafing, even if the mecha has moved that turn. If the half action is used for Attack, the Attack ignores optimum range penalties. Cool down is still in effect.

Similar to a Great Success, you cannot roll 7 Successes and spend a point of Overdrive to earn a Cut Scene. However, if you roll 8 or more successes and then spend Overdrive, you still earn the Cut Scene.

TYPES OF ROLLS

There are two types of rolls in Mecha: standard and contested.

STANDARD ROLL

A standard roll occurs when you are rolling against a passive opponent: be it fate, a door, your body as you try to heal, etc.

To make a Standard Roll, roll your dice as described above and then note your number of Successes. As long as you get 1 Success, you have passed your roll, but there are times when rolling more Successes will grant additional benefits in the story.

For instance, Bob is trying to pass a Field Ops scene. His Intelligence stat is 3 and his Field Ops skill is 3. This means he rolls 3 dice (Intelligence 3) and is looking for 3 or less on the dice (Field Ops 3.) He rolls 1,3,5. Because 1s explode, the 1 is rolled again. This time Bob rolls a 2 which means he gets 3 Successes.

CONTESTED ROLLS

In a contested roll, two players choose one stat and one relevant skill and roll. Once they have added up their Successes, whoever has the higher number of Successes wins the roll.

All combat rolls are Contested Rolls. The Attacker wants to hit his target. The Defender wants to avoid damage. They both roll and the player with the higher number of Successes gets what they want.

OVERDRIVE

Overdrive may be the most important resource available to players and named NPCs in the game. A point of Overdrive can be spent at any time to gain a success on a roll. There is no limit to the number of points of Overdrive that can be spent on a given roll.

Even more importantly, all Configurations cost 1 Overdrive to activate. The rules for when Overdrive can be spent to activate a Configuration are listed in

the Configuration descriptions.

Use beads, tokens, or something else non-edible to represent Overdrive in the game.

HOW TO GAIN OVERDRIVE

Overdrive is gained in several ways:

1. When you create a new character, he or she starts with 1 point of Overdrive.
2. Making a successful Social roll during a Social Scene (see page 40) is another way to get a point of Overdrive.
3. The most common way to get more Overdrive is by rolling a Great Success on any roll.
4. Before the beginning of play, 2 Overdrive can be purchased for 1 Advancement Point. See page 63.

GM OVERDRIVE

GMs start each session with a pool of Overdrive equal to the number of players minus 1. They, too, earn Overdrive when NPCs roll 5 or more successes and GMs can take advantage of Cut Scenes. Mooks do not earn overdrive.

ALLY OVERDRIVE

An ally is an NPC who fights on the same side as the PCs. Allies do earn Overdrive, but it can only be spent to buy Successes on their own rolls or activate their own Configurations.

