

Gunwave Rule System

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Introduction

This is a complete listing of all core rules for the *Gunwave* mecha RPG system. This document is intended as a quick reference for rules during game sessions.

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1 The Dice Pool Mechanic

Conflicts are resolved using dice pools. To roll a dice pool, roll a number of six-sided dice. Dice that roll 5 or 6 are normally counted as successes.

2 Mecha

The term *mecha* refers to the large humanoid machine piloted by the player's character.

2.1 Anatomy of a Mecha

Each mecha has the following properties:

- **Name**
- **Type** - a broad classification of the mecha's specialization
- **Attributes:**
 - **Armor** - a number indicating how much damage the mecha can take
 - **Energy** - a number indicating how much power the mecha can provide
 - **Speed** - slow, moderate, or fast
- **Weapons** - a list of weapons (see section 5)
- **Traits** - powerful abilities (see section 4)

3 Pilot Characters

The pilot character is the person whom the player represents in the game.

3.1 Anatomy of a Pilot Character

Each pilot character has the following properties:

- **Name**
- **Gender**
- **Race**
- **Specialty** - An indication of the character's unique training and abilities.
- **Attributes:**

- **Body** – physical abilities: raw muscle power, dexterity, and toughness
- **Brains** – brainpower and common sense
- **Charisma** – the character's ability to manipulate and influence others
- **Piloting** – an indication of the character's skill as a pilot, from 1 (new recruit) to 5 (super ace).
- **Traits** – powerful abilities (see section 4)
- **Range** – The maximum distance of any targets for the trait to be able to affect them.
- **Damage** – If damage is specified, then as long as the attack roll results in any successes, subtract the damage property's full amount from the opponent's Armor.
 - **Regular** damage – Perform an attack using an active weapon, and deal the damage specified by that weapon.
- **Save ends** – The player affected by the trait rolls two dice at the end of his or her turn as a *saving roll*. If the combined total is 6 or higher, the trait's effect (see section 8 for a list of effects) ends immediately. If the combined total is 5 or lower, the effect continues and the player makes another saving roll at the end of his or her next turn, continuing until the effect ends or the saving roll succeeds.

3.2 Leveling Up a Pilot

At some point determined by the Narrator, a pilot character's piloting attribute is increased by 1.

4 Traits

A trait is an ability that is inherent to a mecha or a character. Certain equipment can grant extra traits to a mecha or character, but equipment traits can only be used while the equipment is properly mounted onto the mecha or character.

Traits can be used in one of three frequencies:

- **Skill** traits can be used as much as once per turn.
- **Battle** traits can be used once per battle.
- **Daily** traits can be used once per (in-game) day.

However, you may only use a total of one trait per turn.

4.1 Anatomy of a Trait

Traits can have the following properties:

- **Attack** or **Dice** – The number of dice to roll when using this trait. If this property references another attribute, use that attribute as the number of dice to roll.
 - **Burst** attack – This attack damages enemies near the enemy hit, using a range specified by this property. For example, a “close burst” attack hits all enemies in *close* range to the enemy initially hit by the attack (see section 7.1 for a list of ranges).
- **Target** – The number and/or type of enemies that can be targeted by this trait.

5 Weapons

Each weapon has the following attributes:

- **Dice** – how many dice to roll when attacking with this weapon
- **Power** – a number (see below)
- **Ammunition Type** – for ballistic weapons, the type of ammunition that can be used in the weapon
- **Ammunition Amount** – for ballistic weapons, the number of rounds that can be loaded into the weapon at one time. Once the player runs out of these rounds, the player must reload with other ammunition kept on the mecha.
- **Range** – the maximum range within which the weapon can be used

At the end of his or her turn, for each weapon a player has active, the player subtracts a number of points equal to the weapon's Power from the player's mecha's Energy.

Each mecha can carry up to three weapons (except mecha with customizations specifically altering this number).

5.1 Using and Swapping Weapons

When entering battle, one weapon of your choice is active. You can have as many weapons active as your mecha has arms.

It takes one minor action to deactivate one weapon (put it away) and activate another (pull it out). The player can choose to deactivate without activating, or activate without deactivating, but can only do one of each per minor action.

5.2 Mecha Ranged Energy Weapons

When a player fires a ranged energy weapon, he or she subtracts a number of points equal to that weapon's Power from the player's mecha's Energy.

5.3 Mecha Ballistic Weapons

Different ballistic guns can hold different types of ammunition. Each type of ammunition has a different maximum that can be stored on a mecha.

Changing ammunition types (from standard rounds to heavy rounds, for example) consumes a minor action.

5.4 Grenades and Grenade Launchers

Grenade launchers come with 4 grenades, in any combination. The grenade mix must be specified before combat begins, as the grenades will be loaded in that specific order; the pilot cannot choose which grenade type to load next.

It takes a minor action to change out ammunition types (from standard rounds to heavy rounds, for example). Only one ammunition type can be loaded at a time.

Grenades can also be carried on their own. If equipping a mecha with grenades, you must fill up a weapon slot with 8 grenades; a mecha cannot have just 1 grenade. Grenades on their own do not consume Energy. They have a medium throwing range.

5.5 Handheld Weapons

These are personal weapons for hand-to-hand combat. For simplicity's sake, handheld ballistic ammunition mimics mecha ballistic ammunition. All grenades can be thrown 50 meters.

If a handheld weapon is used against mecha, each point of the mecha's Armor is equivalent to 10 Health. So, a mecha with 40 Armor has 400 Health.

If a mecha weapon hits a person, the person is

immediately killed.

6 Combat

Combat is divided into four phases:

1. Action phase
2. Reaction phase
3. Minor action phase
4. Energy consumption phase

6.1 The Action Phase

During the action phase, all players determine their attacks and movement this turn. Once all players have decided on their actions, they move their mecha simultaneously to their new positions and announce their attacks.

Players can perform any **one** of the following actions during the action phase:

- Move and fire a weapon (or just move, or just fire a weapon)
- Use a trait (see section 4)
- Repair (see section 6.5.10)

Players can also skip this phase.

6.2 The Reaction Phase

During this phase, all attacks announced during the action phase are resolved.

Start with the non-player enemy with the highest pilot rank (in case of a tie, choose the enemy with the most attackers). Find out which players are attacking that enemy. These players' characters and the enemy all resolve their attacks simultaneously. Continue with each remaining enemy.

After all enemies have been dealt with, any players not targeting a specific enemy can resolve their attacks.

Unless preceded by a [target lock](#) (see section 6.5.4), ranged attacks target a particular physical location, and hit at the beginning of the reaction phase (regardless of what is in the square when the attack hits). If a ranged attack does at least 3 damage, it deals 1 damage to each mecha in adjacent range.

Melee attacks always target a particular mecha, and the mecha must still be within the weapon's range for the attack to succeed.

6.3 The Minor Action Phase

During this phase, the pilot character can perform short actions, such as swapping out a weapon, swapping out ammunition, picking up a pilot, *etc.*

6.4 The Energy Consumption Phase

During this phase, players account for any energy used this turn by:

- Weapons that are active
- Ranged weapons fired this turn
- Movement (1 point of energy per movement unit moved)

6.5 Mecha-Specific Combat

When you're attacking a mecha, you construct a dice pool. Take a number of dice equal to the dice score for the weapon you're firing. If you're under an effect that adds to or subtracts from your dice pool, make the appropriate change.

Then roll the dice in your pool.

Ranged attacks: On a ranged attack, any dice that roll a success (5 or 6) count as one hit. For each hit, one point is subtracted from the enemy's Armor. If 3 or more dice hit, deal 1 damage to each mecha in adjacent squares.

Melee attacks: During a melee attack, the defender also gets a chance to block or dodge the attack. The defender rolls a number of *defense dice* equal to the defender's pilot score. Any successes by the defender are subtracted from the attacker's hits.

Ranged Example 1

You are under no effects, and you use a ranged weapon worth 5 dice. You roll 5 dice, which come up 1, 3, 5, 5, and 6. That's three hits! The opponent subtracts 3 from his or her mecha's Armor.

Ranged Example 2

Same as above; you have no attack modifiers, and you use a ranged weapon worth 5 dice. You roll the 5 dice in your dice pool, but this time you roll 1, 1, 2, 3, and 4. You miss completely this turn.

Melee Example

You attack with a melee weapon worth 8 dice. Your opponent has a pilot

level of 2. You roll a 1, 2, 2, 3, 4, 5, 5, and 6. You have a total of 3 hits. Your opponent rolls 2 dice, rolling a 3 and a 5. That's 1 success, so only 2 of the hits succeed. Your opponent subtracts 2 from his or her mecha's Armor.

When you begin battle, you must choose which of your weapons are active. You can fire any one of your active weapons on your turn.

6.5.1 Sparking Mecha

If a mecha gets down to half its total Armor or less (rounded down), it begins to emit sparks. It's considered to be *sparking*, which may provide advantages or disadvantages.

6.5.2 Disabled Mecha

If a mecha gets down to 0 Armor or less, the mecha is *disabled*. Subtract the remaining damage from the pilot's Health. So, if a mecha's at 1 Armor and is hit for 4 damage, subtract 3 from the pilot's Health.

A pilot may choose to remain inside a disabled mecha.

6.5.3 Wielding Dual Weapons

If you have the Dual Mecha Weapons trait, you can fire two weapons during your attack/heal action. However, the second weapon subtracts dice equal to 5 minus your Dual Mecha Weapons trait (minimum 0) from its attack dice pool. So, if your Dual Mecha Weapons trait is 2, you subtract 3 (5 - 2) dice from the second weapon's attack dice pool.

6.5.4 Target Lock

You can spend one entire turn *locking on* to an enemy mecha. Afterwards, ranged attacks always target that mecha, not a square. However, you can only attack that mecha until you break the lock. You can break the lock at any time during your turn.

If the targeted mecha moves more than three squares during its move action immediately after you get a lock on it, the lock breaks, but you get an immediate, free attack action against the mecha.

6.5.5 Targeting a Subsystem

When taking a shot, you can target a particular part of a mecha. When you do, you take a minus to your attack roll (indicating the difficulty of the shot). If you hit the mecha, not only do you do the damage indicated by the weapon, you also do damage to that part of the mecha. Each part takes a certain number of hits to disable.

To repair a damaged subsystem, see the Healing and Repair section.

Part	Dice Pool Modifier	Hits to Disable	Effect
Arm	-1	1	Lose one weapon
Leg	-2	1	Speed decreases by 2
Cockpit	-1	3	Pilot is <i>stunned</i> when the mecha is hit
Reactor	-1	2	Energy goes to 0
Coolant System	-1	2	Mecha will overheat (become disabled) after number of turns equal to mecha's Energy / 10
Thrusters	-1	1	Mecha cannot fly or move in space
Hip Joint	-1	1	Mecha cannot walk on the ground
Comm System	-1	1	Pilot can't talk to or hear allies

6.5.6 Disabled Mecha

When your mecha gets down to 0 or fewer Armor, it switches off and is considered *disabled*. Its Energy and Speed are 0. Roll 2d6 every turn.

If you roll 12, your mecha returns to its previous Energy and Speed, with 1 Armor.

If you roll 6-11, your mecha remains disabled.

If you roll 1-5, make a mark somewhere. If you get three marks before rolling a 12 or the end of the battle, your mecha explodes and your pilot ejects.

You may not spend a repair operation while your mecha is disabled.

Optionally, if your Narrator allows it, when your mecha gets down to 0 Armor or less, it remains operational with half Speed. You still roll 2d6 every turn. 12 returns your mecha to full Speed and 1 Armor. 8-11 has no effect. 1-7 gives you a mark against your mecha, and after three marks

the mecha explodes and your pilot ejects, taking 4 dice pool damage.

6.5.7 Grabbing

You can attempt to grab any adjacent mecha, by making an attack with a dice pool equal to your mecha's Speed, as your attack/heal action.

If you successfully grab, the enemy mecha cannot use its weapons or move. You cannot use your weapons while you have an enemy grabbed, and you take 1 damage every time the grabbed enemy is hit. You can sustain the grab as a minor action, and you can end the grab at any time during your turn.

All allies add +2 dice when attacking the mecha you have grabbed.

While grabbed, a mecha can attempt its own Speed attack (dice pool equal to its Speed) to break free of the grab, as its regular attack/heal action.

If you want to move an enemy you've grabbed, you must make another Speed attack. If successful, you can move slower than your usual speed, dragging the enemy with you.

6.5.8 Ejecting

You can manually eject from your mecha at any time. If you do, your mecha will usually no longer be attacked. When piloting, you always wear a bodysuit capable of sustaining your life in space for the remainder of the battle, unless your Narrator specifically tells you otherwise. When outside your mecha, you can move 2 meters (1/5 of a square) per turn.

Other mecha (friendly or not) can pick you up, and you can attempt to hang on to a mecha. You will take personal damage equal to a dice pool of 3 every time the mecha is hit. You can climb into the cockpit of a mecha you're hanging on to, protecting yourself from damage, but that will hamper the pilot so much that he or she will subtract -2 from all attack dice pools.

You can also climb into an empty mecha and pilot that. If you're not familiar with your new mecha, see the section on "Piloting an Unfamiliar Mecha."

6.5.9 Self-Destruction

All mecha come with a self-destruct mechanism. You can engage it so that it will go off immediately, or be delayed for up to 24 hours.

The self-destruct mechanism can be cancelled if a character with mecha experience (pilot, technician, *etc.*) spends 10 minutes disarming it, unless your Narrator says otherwise.

When the self-destruct activates, your mecha explodes. It deals damage to all mecha around it, using a number of dice equal to the total Energy attribute of the exploding mecha, divided by 10, minus the number of movement units that each mecha is from your mecha when it explodes.

Example

A mecha with a full Energy of 50 explodes. $50 / 10 = 5$. An enemy that's 2 units away is attacked with a dice pool of 3 ($5 - 2 = 3$). An enemy 4 units away is attacked with a dice pool of 1 ($5 - 4 = 1$).

The pilot needs one turn to eject after engaging the self-destruct mechanism. If the pilot engages it immediately, the pilot dies in the explosion.

Your mothership can remotely cancel your self-destruct mechanism at any time.

6.5.10 Repair

Your mecha gets 5 *repair operations* every day. You can use a repair operation as your action phase to regain 3 Armor (up to its maximum), or return a disabled mecha subsystem to full functioning again. You can also use repair operations outside of combat.

Note that scavengers can repair a disabled subsystem as a minor action, though they still must use a repair operation.

6.5.11 Communication

Every mecha in a squad maintains a constant audio link with the others members of the squad. A pilot can switch to a narrow-beam signal for one-on-one communication with any other mecha (even enemies, if they accept the incoming signal).

If two mecha physically touch, anything shouted by one pilot can be heard by the other pilot. This works for at most 4 mecha at a time.

6.6 Personal Combat

Personal combat works a little differently than mecha combat, since people don't have tons of armor and energy shielding.

In personal combat, the attacker rolls dice equal to the weapon. If any of the dice roll 5 or 6, the target is *stunned* for the next turn. A stunned person cannot use any weapons or traits, and can move at most at most one movement unit. They recover after their stunned turn.

Example 1

You attack, and have no effects, with a 3-die weapon. You roll 3 dice, and you get 1, 3, and 5. That's one hit. Your opponent is stunned for one turn.

Example 2

Same as above; you attack, with no effects, and roll 3 dice. You roll 1, 3, and 4. You don't hit at all.

A character can be stunned for a number of times equal to their Body trait each battle. So, a character with a Body of 3 can be stunned up to 3 times in battle. The next hit will knock the character unconscious.

A character can be hit multiple times during the same turn while stunned, and these only count as one stun.

6.6.1 Unconsciousness and Death

If your character is hit after taking all of the stuns available, the character fall unconscious. If your character is piloting a mecha, the mecha stops all movement and action. When the battle ends, the character returns to consciousness. Until then, roll two dice every turn; if you roll a 6 on either dice, your character returns to consciousness immediately.

When your character is knocked unconscious, you can declare that this kills your character, if you wish.

7 Movement

In *Gunwave*, movement is defined using abstract ranges and movement units.

7.1 Range Zones

Mecha movement is represented using *range zones*, which defines the following ranges between objects:

- **Adjacent** – Two people who are *adjacent* can touch each other without moving their

feet.

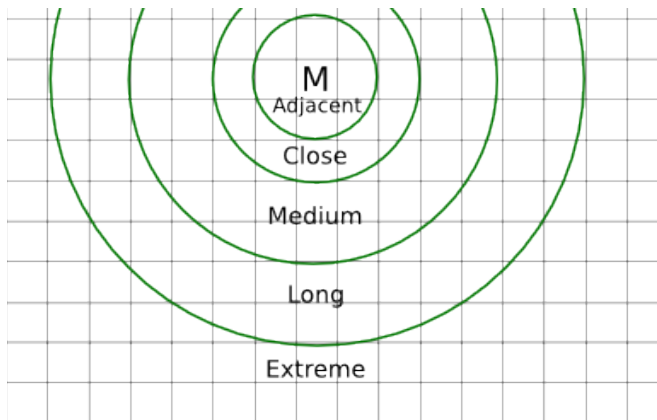
- **Close** – Two people *close* to each other are within normal conversation distance.
- **Medium** – Two people at a *medium* distance from each other are at normal handgun range.
- **Long** – Difficult to hit with a handgun.
- **Extreme** – Two people at an *extreme* distance from each other are difficult to hit with any non-specialized weapon.

7.2 Moving Among the Range Zones

Each range zone is a certain number of *movement units* in size, representing the relative size of that range zone compared to the others.

To move from one range to another requires moving through a certain number of *movement units*.

- Adjacent: 1 unit
- Close: 1 unit
- Medium: 2 units
- Long: 2 units



So, to move from close range to long range requires moving through 2 movement units.

7.3 Mecha Movement

A **slow** mecha can move 1 movement unit per turn.

A **moderate** mecha can move 2 units per turn.

A **fast** mecha can move 3 units per turn.

7.4 Thrusters Burn Energy

A mecha consumes 1 Energy for each movement unit it moves through during its turn.

7.5 Difficult Terrain

If your mecha is walking on land, it may encounter blocked or otherwise complex terrain. This terrain will be marked with a difficulty rating, usually 1 or 2. Subtract the difficulty rating from your mecha's speed as you move through this terrain.

7.6 Escaping Gravity

No mecha can escape a planet's gravity using its own propulsion. A mecha must be carried on a ship capable of both planetary and space travel, or must be strapped to rockets of some sort.

7.7 Descending into an Atmosphere

A mecha can descend safely into an atmosphere only if it uses a heat shield. A heat shield can be built on to a mecha, or a temporary one can be carried, which uses up a weapon slot. A mecha descending into an atmosphere cannot attack, as it cannot change its position from behind its heat shield. However, every turn a mecha spends in descent it will automatically move faster, 1 movement unit per turn, to a maximum of 10. Descent into a planet's atmosphere takes about 2 minutes (20 combat turns).

7.8 Pushing Mecha

You can push a mecha that's no longer moving (it's been disabled, it has no pilot, or its pilot is unconscious or dead). You must stay next to a mecha for one full turn, unmoving, to push it. It then moves in the direction you push it, at 1 movement unit per turn. For each additional turn that you stay adjacent to the mecha you're pushing, it will move an additional square per turn.

7.9 Piloting an Unfamiliar Mecha

If you get into a mecha that you're not trained or otherwise familiar with, you take a penalty whenever you use it.

During the first encounter in which you pilot the mecha, subtract 2 dice from all attack dice pools (including traits) when using this mecha.

During the second and third encounters, subtract 1 die from all your attack dice pools.

From then on, you may pilot this mecha normally.

7.10 Using a Grid

Mecha positioning can be made more precise by laying out mecha on a simple grid system. Each empty space on the grid corresponds to a movement unit. Thus, two mecha with an empty space between them are at *close* distance, while mecha with two or three empty spaces between are at *medium* distance.

8 Effects

The following ongoing effects are defined within the game:

8.1 Blinded

When you are blinded, you can only perform melee attacks against your most recent melee target.

8.2 Frozen

When you are frozen, you cannot move.

8.3 Helpless

When you are helpless, you do not roll any defense dice against melee attacks.

8.4 Jittery

When you are jittery, when you deal damage during an attack, your damage is divided in half immediately before it is applied (rounding down). This calculation is performed after all other bonuses and effects are applied to damage.

8.5 Silenced

When you are silenced, your mecha's comm system is dead. You cannot communicate with other pilots or ships.

If your mecha physically touches another mecha, you can speak to the pilot of that other mecha, regardless of whether you are silenced. This works for no more than 4 mecha.

8.6 Surprised

When you are surprised, you cannot fire any of your weapons.

8.7 Tagged

When you are tagged, you subtract 1 die from all dice pools against anyone other than the enemy who tagged you. The enemy who tagged you gets +1 die to all dice pools against you.

8.8 Wounded

When you are wounded, you remove 1 die from all your dice pools.