

Spectacle Rules

SPECTACLE PHASE: Occurs as a part of End Phase.

SPECTACLE ROLL: all players, whether their character is active, unconscious, or otherwise incapacitated, roll 2d6 with an 8+ target number that is modified according to the *Spectacle Roll Modifiers Chart*.

EXTRA SPECTACLE ROLLS: all characters get an extra and immediate unmodified spectacle roll any time they destroy an enemy unit. All players also gain a final spectacle roll once a winner has been declared.

STARTING SPECTACLE: At baseline, all players make a single unmodified spectacle roll during initiative phase of the first turn.

GAINING SPECTACLE: characters gain +1 spectacle point (SP) for rolling an 8 and +1 extra spectacle point per margin of success. Rolling a 2 indicates a fickle fanbase and results in the loss of d6 SP.

MOBS: 6's explode when rolling for spectacle, with each 6 (including the initial roll) generating a friendly mob in any valid hex in a fan structure within 5 hexes. If a mob cannot be placed, the rolling player simply gains +1 SP.

SPENDING SPECTACLE: To deploy Spectacle Assets/Cards, players must spend 5 SP per Tier ranking of the card. Tier 1 assets cost 5 SP to use, whereas tier 6 assets cost 30. Players may also spend 5 SP to draw a new spectacle asset.

SPECTACLE LIMITATIONS: Pilots that have not taken Spectacle Upgrades (SU) are only able to use tier 1 & 2 spectacle assets/cards.

CASHING OUT: Players gain +1 Reputation Point (RP) per 10 unspent SP at the end of play.

Spectacle Roll Modifiers

**affect roll, not target number*

Event	Modifier
Engaged in combat within 3 hexes of a fan structure	(+1)
Per dominated fan structure on the map	(+1)
Fired a spectacular weapon (max +3)	(+1)
Inflicted over 25 damage	(+1)
Inflicted over 50 damage	(+1)
Fired energy weapons within a cloud of smoke	(+1)
Landed a melee attack	(+1)
Destroyed at least one critical component	(+1)
Destroyed an enemy 'mech	(+2)
Decapitated a 'mech	(+1)
Caused other players to spontaneously cheer	(+1)
Shot an enemy in the back	(-1)
Disengaged from combat	(-1)
Damaged a fan structure	(-1)
Fell	(-1)
Pilot unconscious	(-1)
All attacks failed	(-1)
Mech shut down	(-1)
Mech is destroyed	(-3)