

# THE AUGUST

TOUCHED BY EXCELLENCE

ING : WARNING : W

MAX  
INTEGRITY  
120

MAX SHIELDS  
60

IXI

SIZE

SPEED

12

SOAK

3

ACTIONS

2

4 PAA

IMMUNE : BURNING, DAZED

The shimmering mag halo strapped on its back gives The August a nearly angelic appearance. Nero personally designed this custom, down to the details of its massive blade.

Its red frame is gilded with gold trims, truly a chariot fit for king. A chariot ready to deliver peace. By any means necessary.

FACTION :

MIDAS FOUNDATION

POSITION :

CEO



## GOLDEN NANITES



## PRAETOR

HITS

2+

SPEED

8

SOAK

5

A glistening cloud of gold betrays the deadly nature of this nanites. There was no market for nanites that terraform, but those that annihilate?

SIZE

1x1

SPAWN

6s

SHIELDS

-

ARMOR

15

SPEED

8

SOAK

5

The golden clad raptors of Nero's personal guard stand ready to defend. They share their master's vision and will die for it if needed.

CHARGE

**TRANSMOGRIFY** - Remove [Effect] from any number of Adjacent Units OR Apply 1 [Effect] to all Adjacent Units

PASSIVE

**MAGNIFY** - This Unit can use its Swarm ATK at any Range as long as it has Line of Sight - This ATK rolls with -2 Dice (to a Min. 1)

PASSIVE

**GOLDEN TOUCH** - When this Unit ATKs, Evens deal an additional Direct DMG to Target

PASSIVE

**SHORT CIRCUIT** - This Unit is immediately killed if [Charged] is Applied to it

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CLASH

**PIERCING STRIKE** - Range Any : Move to Target : Deal 6 SD of (H) or (B) DMG

CLASH

**NANITE BLAST** - Range 5x5 - Self : Apply [Burning] or [Dazed] : Move 4 Spaces

CHARGE

**BUSTER LANCE** - Range Line - 8 : Deal 10 Direct DMG : Apply [Burning] to any Units adjacent to the Range

ACTION

**PHILOSOPHER'S STONE** - Costs 2 Actions : Spawn 1 Golden Nanite Swarm

PASSIVE

**PERFECTED DESIGN** - Unit Regenerates 10 Shields at the start of each Allied Phase

PASSIVE

**GLISTENING WINGS** - Unit can [Fly] up to 6 Spaces

## >> UNIT ABILITIES

CLASH

**DUELIST CUSTOM** - Move to Target : Deal 8 SD of (H) DMG : For every Spaces of Flight the August goes down add +1 DMG

CLASH

**UNSHEATHE** - Range All-Side : Deal 6 SD of (H) DMG : Apply [Dazed] : Burn 2 Tension to double Range (This Burn can be repeated) : Gain a Free Shift Action

CLASH

**GOLDEN TOUCH** - Burn 4 Tension : Move to Target : Target the MEC with the most SYN and drain it all : For every 2 SYN drained boost the next ATK by 1 SD

CHARGE

**DIVINE MISSILE BARRAGE** - Range 5x5 - 10 : Deal 8 SD of (H) DMG : IF: no Targets are hit : Apply [Dazed] to d3 Target on the Field via rogue missiles

CHARGE

**MANDATE OF HEAVEN** - Range 3x7 : Deal 15 SD of (H) DMG as a massive orbital laser cleaves the Earths : Regenerate 25 Shields : Max Once Per Phase

COUNTER

**UNSTOPPABLE AMBITION** - IF: The August is ATKed at Side Range : Negate 12 DMG : Deal 6 SD of (H) DMG back : Max Once Per Phase

COUNTER

**RUBICON PROTOCOL** - IF : The August is down to 40 Integrity : Spawn d3+2 Golden Nanites : All of The August's ATKs can now do (B) DMG or Apply [Burning]

PASSIVE

**MOON SEEKER HALO** - The August can [Fly] up to 6 Spaces : Before every [Charge] ATK move up to 3 Spaces vertically for free

## THE PACIFIST WAR PRINCE

The Princely CEO of the Midas Foundation is an enigmatic character to say the least. He always carries a sketchbook, constantly drafting new MEC designs. Not MECs for war or "defense," but for agriculture and construction. A simple fantasy, with no real market in an age dominated by violence.

Nero's goal is simple, though he only tells his trusted few about it: Total global disarmament. Namely the removal of all MECs from the face of planet Earth. A bold plan from a prince who grew up on a fortune of war profiteering. All for the end goal of pacifism.

To this end he's been collecting information on how one might "silence" all Betyl, and he thinks the answers may lie in an artifact he recently acquired: The Clear Betyl Grimmoire.

Needless to say he won't give it up easily.

