

Mobile Engagement Chassis : Steel Hearts

MECHANICS SHOP

ALERT:

STEEL HEARTS ZERO is a work in progress. It's a kind of minimal viable Steel Hearts that can be released so others can get a grasp of what's to come and my friends can stop hassling me for WIP rules. As such there will be likely be lots of typos and some details that still need filling out All of what you read is subject to that change.

VERSION ZERO.132

CORE MECHANICS SHOP

VERSION ZERO.133

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USING THIS SHOP

Welcome to the Mechanics Shop. Here you can browse the various MEC Parts that are at your disposal! When Bastion 6 first developed the Steel Heart MEC Frame, our goal was simple: Make a MEC whose parts could easily be swapped in and out between missions. This not only made MECs more adaptable, but gave Pilots the freedom to fine tune their MECs to their preferred fighting style!

This database contains a total **31 unique MEC Classes** that are compatible with the Steel Heart Frame. These Classes were designed by various manufacturers from across the world to fit the needs of Outlanders and Defenders alike. A MEC Class is a combination of 5-6 Parts [Helmet, Core, Maneuver, Option and Arm(s)] that synergize well together to create a cohesive build focused around specific Stats, Elements and combat roles. You can mix and match these 6 different types of Parts to your heart's content. This allows Pilots to make a MEC that's uniquely their own, one that expresses them best and defies the expectations of what a standard MEC can be.

But before you go off to make the MEC of your dreams let's teach you how to use this database. We'll also need to teach you some of the shorthand you'll find within Part readouts. It may seem like a lot, but once you get the hang of it you'll be assembling MECs in no time.

There's over **175 Parts** in this catalog, but don't let that intimidate you! Most MECs will only be revolving around 1 or 2 Stats and Elements, which can focus your options pretty quickly. Besides, if you're feeling too overwhelmed by choice there's no shame in taking all the Parts from a single MEC Class.

If you're ever looking for building pointers, or want a breakdown of every MEC by Stat, be sure to check out the Build Tips (pg. 70) and MEC Class Index (pg. 72) in the back of this database!



Name: KOROLEV HIRSCHFELD

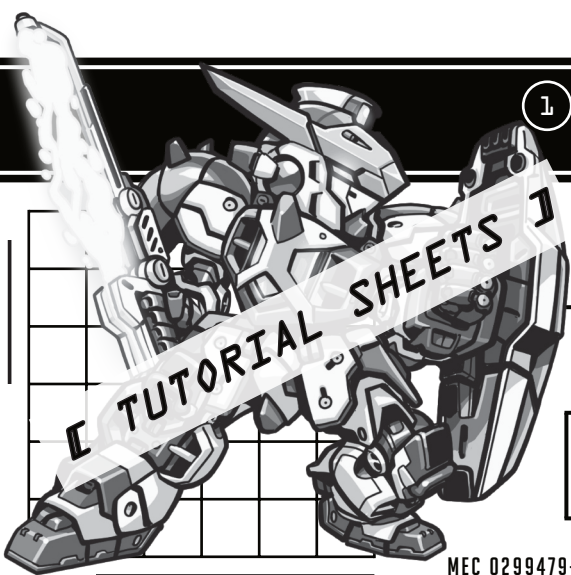
PN: They/Them - BT: B

COMMON ABBREVIATIONS

- ⌈ DMG ⌋ = Damage
- ⌈ SYN ⌋ = Synergy
- ⌈ ATK ⌋ = Damaging Action
- ⌈ (B) DMG ⌋ = Blaze Type DMG
- ⌈ (C) DMG ⌋ = Cryo Type DMG
- ⌈ (S) DMG ⌋ = Shock Type DMG
- ⌈ (A) DMG ⌋ = Acid Type DMG
- ⌈ (H) DMG ⌋ = Honed Type DMG
- ⌈ (M) DMG ⌋ = Mass Type DMG

RULES REMINDER

- > Direct DMG cannot be Negated by any means, and is dealt directly to Integrity.
- > Effects last until they are removed or replaced. Units can only have 1 Effect at a time.
- > If an ATK's Element matches the Effect on the Target, the ATK Gains +2 Dice.



1 [EDA-VS - KNIGHT 02]

The shield of of the EDA. The Knight 02 is the flagship model of the EDA's Vanguard Series. Its imposing silhouette and timeless design serve as a symbol of hope for many. To others, it's a monument to the EDA's caustic dominance.

ASSOCIATION // DISCOVERY :
EDA, Midas Foundation, Babel

STAT : FOCUS

TOR / DUR

TEAM : FOCUS

Support : Tank

ELEMENTS

(B) - (S) - (H)

MEC 0299479-8865

① The MEC Class' Manufacturer (usually abbreviated into a 2-5 letter code), the Class' primary name, and finally its model designation or iteration number.

② A brief description of the Class and its history. More importantly this box will give both Pilots and GMs an idea of where in the world this Class is popular and from whom they can procure this Class' parts.

③ The MEC Class at a glance. A breakdown of the Class' favored Stats, the role its parts are designed to play in a team and finally the Elements its Parts and Stratagems utilize.

④ A Part's Type and Name. Remember you can only put Parts in Type Slots that your MEC has open!

⑤ A Part's Cost (in Credits) and the Stats, Elements or Team Role that the Part most focuses on. You can use these Focus tips to find the perfect Parts to round out your build.

⑥ The attributes of a Part broken into a variety of categories:

- **[Stat Boost]**s raise a Stat by a set amount (up to the Max).
- **[Passive]**s are bonuses that are applied at all times.
- **[Action]**s are new alternative Actions you can take. While new **[Free Action]**s can be taken at any time.
- **[Basic ATK]**s grant the use of the listed Basic ATK Action.
- **[Stratagems]**s grant the use of Stratagems, which are detailed on the page opposite of a Class' Parts.
- **[Once Per Allied Phase]** Actions can be used as a Free Action once on each Allied Phase. You can also expend an Action or Flash Action to use them as a normal Action.
- **[Requirement]**s detail any restrictions a Part might have. For instance some Arm Parts require both Arm slots to hold, and thus their abilities are spread between 2 slots (Marked as 1/2 and 2/2). If one of the Arm Parts Breaks, the whole Part is broken and must be replaced or fixed.

⑦ Finally each Part has a unique description, giving further background on the Part, its history and its particular functions.

CORE

KNIGHT CORE

COST

15,000c

FOCUS

Armor

DUR

[[STAT BOOST]] : +2 Armor

[[STAT BOOST]] : +1 DUR

[[PASSIVE]] : +1 Option Slot

[[IF : Doubling Option Parts, only double Stratagems and Stat Boosts]]

Built to be unbreakable, the Knight 02 is a careful revision of an old classic. It represents all the core design philosophies of the EDA's Vanguard Series: Steadfast, implacable and versatile.

OPTION

M.E.C. HAMMER

COST

15,000c

FOCUS

TOR/DUR

DMG

[[BASIC ATK]] : TOR/DUR + (B) OR (S)

OR (H) DMG : Range 3

[[STRATAGEM]] : Righteous Slam

Resembling the classical chain mace from the Old World's medieval period, the highly experimental MEC Hammer delivers a powerful blow to those unlucky enough to be on its receiving end.

READING A BASIC ATK

> [[Basic ATKs]] will first list the Stat(s) you can Roll, then the DMG Type(s) then the Max. Range required to Target a Unit.

EXAMPLE: FIN/MOB + (A) DMG : Range 2

ATKer can either Roll using FIN(esse) or MOB(ility) for DMG. The DMG will be (A)cid DMG and the ATK must be made against a Unit within 2 Range of the ATKer.

> PLUS: Basic ATKs grant +2 SYN to the ATKer.

READING STRATAGEMS

① Each Stratagem contains two Abilities: A Primary (Top) Ability and a Secondary (Bottom) Ability. You can think of these two Abilities as though they were sharing the same card.

② Stratagems' separate Abilities have separate names as well.

③ An Ability's Roll tells you which Stat(s) you can choose between to Roll with when determining the Ability's result. You do not combine the listed Stats. "ANY" means you can pick between the 6 MEC Stats.

④ An Ability's Range determines what Units can be Targeted by the Ability. Some Abilities can only be Targeted at yourself, others allow the option between yourself OR a Unit in an adjacent space (Self/Side). Abilities only hit a single Target unless otherwise stated. Range "Any" hits a single Target within clear line-of-sight on the field. See Common Ranges below for more info. NOTE: If an Area of Effect (AoE) range includes Self you may choose whether or not the Ability effects you.

⑤ Each Ability can have an Element with which it operates. If an Ability's Element matches the Status Effect on the Target (refer to the Elemental Glossary) it causes an Elemental Detonation granting the Roll an additional 2 Dice! An N/A (Not Applicable) means it has no Element.

⑥ Abilities' results are broken down into different steps which will be resolved chronologically. Some common terms you may encounter:

- **[EACH/PER # HIT(S)]** - For each Hit read on the Skill Dice Rolled. Hits don't necessarily mean DMG, refer to the Ability's formula.
- **[FIRST DOUBLE / TRIPLE / QUAD]** - The first time the listed set (Doubles mean 2-of-a-kind, Triples mean 3-of-a-kind, Quads mean 4-of-a-kind, etc) appears in your Roll, apply the listed bonus.
- **[EACH DOUBLE / TRIPLE / QUAD]** - Each time the listed set appears in your Roll keep applying the listed bonus. Triples stack as Doubles, and Quadruples stack as Triples and Doubles. For instance; Five 1s rolled could mean two Doubles, a Triple and a Quad.
- **[PER # DICE]** - For every interval of the listed amount of Dice in your Roll you can add the listed bonus.
- **< Apply [Effect] >** applies the listed Effect on a Target. This Effect is applied AFTER the Roll is made and should be the final step.
- **{ IF : }** conditionals are usually at the top of an Ability and mean that a specific conditional must be met before the Ability can be used. If the conditional is not at the top of the Ability, then the conditional is likely referring to only a specific part of the Ability.

SHIELD BASH

ROLL TOR/DUR RANGE Side

[EACH HIT] = 1 DMG
< Apply [Dazed] >
[PER 2 DICE] = +1 Shields to Self

HONED element

RECHARGE 1 USE 6 USES 2

! INTERVENTION !

TIMED DEFLECTION

ROLL TOR/DUR RANGE Self/Side

{ IF: You or an Ally Will take DMG }
< Incoming ATK now Targets you >
[EACH HIT] = Negate 1 DMG
[EACH TRIPLE] = +2 Direct DMG to Attacker

N/A element

RECHARGE 1 USE 6 USES 2

SAMPLE STRATAGEM REEADOUT NOMINAL

ALTERNATE

An Ability that can be used instead of this Stratagem's Top Ability.

INTERVENTION

An Alternate that can also count as a Free Action. Some Interventions have prerequisites.

CHANCE

An enhancement to the Top Ability, if conditions are met during the Top Ability's Use.

⑦ Each Stratagem's Secondary (Bottom) Ability is defined by being in one of three categories that listed here. Refer to the chart above for specifics.

⑧ Keep in mind Secondary (Bottom) Abilities can and will often have different Ranges, Elements and even Rolls.

⑨ Each Stratagem comes fully charged with its maximum number of Uses, listed after "Uses". Should you need to Recharge a Use you'll need to burn Synergy equal to the "Recharge 1 Use" cost for that Stratagem. **EXHAUST (EXH)** Stratagems will only Recharge after the end of an Episode. Use them wisely. Remember that regardless of whether you choose to use the Top or Bottom Ability (or both in the case of Chances) this will expend one full Use of the Stratagem.

ELEMENTAL GLOSSARY

1 BURNING (blaze)

Unit takes 5 Direct DMG after each Action it takes.

3 CHARGED (shock)

Unit takes 4 Direct DMG when an [Effect] is applied.

5 DAZED (honed)

Max Range is now Self/Side. Rolls with +2 Risk.

FRENZY (—)

Unit must ATK a Random Target or Self.

2 FREEZING (cryo)

Unit takes 2 Direct DMG per Space Moved.

4 CORRODING (acid)

Can't Soak or Shield. Roll +4 Risk on DMG Negates.

6 STUCK (mass)

Unit cannot be moved. Rolls with +2 Risk.

WYRD (—)

Roll a Random Status Effect and Element.

>>> COMMON RANGES

SIDE : Any one Target beside you

SIDE : # : Any Targets within #

consecutive spaces beside you.

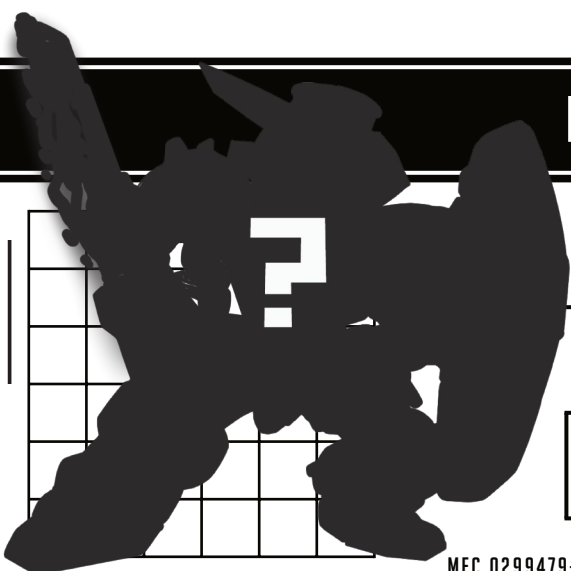
ALL-SIDE : All Targets beside you.

#x# : # : An Area of Effect (AoE) which affects a fixed span (#x#) of Spaces. At least one of these Spaces MUST be in the Range #.

LINE : # : An AoE that only affects Targets in a straight Line of Spaces originating from the User. The length of the Line is defined by the Range #.

#T : # : Affects up to a # of Targets within the Range #. The same Target cannot be Targeted twice unless it has distinct Parts.

[EDA-DSF - SQUIRE 01]



MEC 0299479-8865

Otherwise known as "Generalist" MECs, Defenders only see these models while they're in training or walking the streets of a heavily defended area of a Bastion. Once a Defender staple, surplus Squire MECs now form the bulk of the Domestic Security Force (DSF).

ASSOCIATION // DISCOVERY :

EDA, Cadejos Security, Training Equipment

STAT : FOCUS

DUR / FIN

TEAM : FOCUS

Training

ELEMENTS

ALL

HELMET

TRAINER HELM

COST

10,000c

FOCUS

Stat Boost

Overheat

[STAT BOOST] : +1 DUR

[STAT BOOST] : +1 FIN

[PASSIVE] : Your first 3 Overheats this encounter do not cause Direct DMG to you

The Trainer Helm also has a built-in flag to signal a MEC has suffered a "break" during training operations that use paint ammo. Some Pilots refer to newbies who use Squire MECs fresh out of training as "Flag Hats."

CORE

BACK-UP CORE

COST

10,000c

FOCUS

Armor

Shields

[STAT BOOST] : +3 Armor

[STAT BOOST] +4 Max Shields

[PASSIVE] : IF you burnt SYN this Phase on Overshield gain +1 Dice to all Rolls

Most DSF Pilots aren't Resonants, thus the Back-Up Core is built to operate without charge for 5 hour long patrols using an extensive Betyl Battery network. Needless to say it can be a bit of a power trip.

MANEUVER

ELEMENT SATCHEL

COST

10,000c

FOCUS

Status

Versatile

[STAT BOOST] : +2 Speed

[STRATAGEM] : Blaze Grenade

[STRATAGEM] : Acid Charge

[ONCE PER ALLIED PHASE] : Push 1 Unit at Side Range 2 Spaces

Being an EDA Solidier means being prepared for any situation and always having an element for the job. The Element Satchel carries a variety of chemical agents and explosives for every occasion.

OPTION

HEAT HATCHET

COST

10,000c

FOCUS

Basic ATK

SYN

[BASIC ATK] : DUR/FIN + (B) DMG : Range Side

[STRATAGEM] : Blaze Rush

[STRATAGEM] : Blaze Cleave

Ammo doesn't come cheap and shields can break. Thus the EDA always deploys its Squires with at least one melee weapon, in this case the Heat Hatchet. It can cut through Wyrms or Warlords just as easy.

ARM

TRACER RIFLE

COST

10,000c

FOCUS

Blaze DMG

Rush Down

[BASIC ATK] : DUR/FIN + (A) DMG : Range L

[PASSIVE] : You gain an additional +2 SYN when using this Basic ATK for a total of +4 SYN to Self

Sometimes you can't beat the classics. This standard EDA Tracer Rifle uses retrofitted 120mm rounds to deliver an impressive volley of raw destruction.

ARM

RIOT SHIELD

COST

10,000c

FOCUS

Defense

Negate

[STAT BOOST] : +2 Soak

[STRATAGEM] : Honed Gas

[PASSIVE] : "Shields Up" gains +1 Dice if you Amplify its Roll at least once

Not everyone is content to have the EDA as the defacto world government. By 0075 EDA the DSF and their Squires were being used more for civilian suppression and riot dispersal than actual homeland defense.

1 BURNING (blaze)

Unit takes 5 Direct DMG after each Action it takes.

3 CHARGED (shock)

Unit takes 4 Direct DMG when an [Effect] is applied.

5 DAZED (honed)

Max Range is now Self/Side. Rolls with +2 Risk.

FRENZY (—)

Unit must ATK a Random Target or Self.

2 FREEZING (cryo)

Unit takes 2 Direct DMG per Space Moved.

4 CORRODING (acid)

Can't Soak or Shield. Roll +4 Risk on DMG Negates.

6 STUCK (mass)

Unit cannot be moved. Rolls with +2 Risk.

WYRD (—)

Roll a Random Status Effect and Element.

>>> COMMON RANGES

SIDE : Any one Target beside you

SIDE : # : Any Targets within #

consecutive spaces beside you.

ALL-SIDE : All Targets beside you.

#x# : # : An Area of Effect (AoE) which affects a fixed span (#x#) of Spaces. At least one of these Spaces MUST be in the Range #.

LINE : # : An AoE that only affects Targets in a straight Line of Spaces originating from the User. The length of the Line is defined by the Range #.

#T : # : Affects up to a # of Targets within the Range #. The same Target cannot be Targeted twice unless it has distinct Parts.

[SQUIRE — STRATAGEMS]

BLAZE GRENADE

ROLL DUR/FIN RANGE 5x5 : 6

[[EACH HIT]] = 1 DMG

< Apply [[Burning]] >

BLAZE
element

— X ALTERNATE X —

CRYO BALLS

ROLL DUR/FIN RANGE 3T : 6

[[EACH HIT]] = 1 DMG

< Apply [[Freezing]] >

CRYO
element

RECHARGE 1 USE 8 USES 3

ACID CHARGE

ROLL DUR/FIN RANGE Side

[[EACH HIT]] = 1 DMG

[[EACH TRIPLE]] = +1 Direct DMG

< Apply [[Corroding]] >

ACID
element

— ! INTERVENTION ! —

SHOCK MINE

ROLL N/A RANGE 8

< Apply [[Charged]] >

< Deal 4 Direct DMG >

SHOCK
element

RECHARGE 1 USE 6 USES 1

BLAZE RUSH

ROLL DUR/FIN RANGE Speed + 2

< Move to Target >

[[EACH HIT]] = 1 DMG

[[EACH DOUBLE]] = +1 DMG

BLAZE
element

— V CHANCE V —

DIVING IN

ROLL N/A RANGE N/A

{ IF : You Boosted this Phase }

< Add +1 Dice for each Boost taken >

< MAX +6 Dice >

N/A
element

RECHARGE 1 USE 8 USES 2

BLAZE CLEAVE

ROLL DUR/FIN RANGE Side : 3

[[EACH HIT]] = 1 DMG

[[FIRST QUAD]] = +5 Direct DMG

< Apply [[Burning]] >

BLAZE
element

— X ALTERNATE X —

MASS QUAKE

ROLL DUR/FIN RANGE LINE : 6

[[EACH HIT]] = 1 DMG

< Apply [[Stuck]] >

MASS
element

RECHARGE 1 USE 8 USES 2

HONED GAS

ROLL DUR/FIN RANGE All-Side

[[EACH HIT]] = 1 DMG

[[FIRST TRIPLE]] = Push 2

< Apply [[Dazed]] >

HONED
element

— ! INTERVENTION ! —

SHIELDS UP

ROLL DUR/FIN RANGE Self/Side

{ IF: You or an Ally Will take DMG }

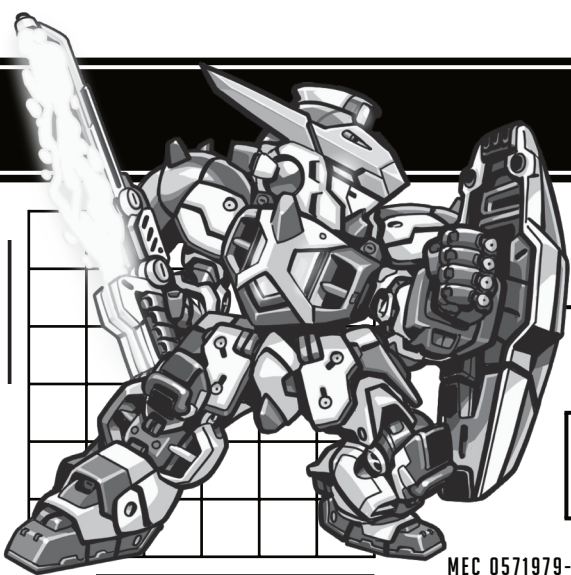
< Incoming ATK now Targets you >

[[EACH HIT]] = Negate 1 DMG

[[FIRST TRIPLE]] = Push 2

N/A
element

RECHARGE 1 USE 6 USES 3



MEC 0571979-1117

[EDA-VS - KNIGHT 02]

The shield of of the EDA. The Knight 02 is the flagship model of the EDA's Vanguard Series. Its imposing silhouette and timeless design serve as a symbol of hope for many. To others, it's a monument to the EDA's caustic dominance.

ASSOCIATION // DISCOVERY :
Starter, EDA, Midas Foundation

STAT : FOCUS

TOR / DUR

TEAM : FOCUS

Support : Tank

ELEMENTS

(B) - (S) - (H)

HELMET

LUMINOUS BEACON

COST

15,000c

FOCUS

Support

Utility

[STAT BOOST] : +3 Armor

[STAT BOOST] : +1 Soak

[PASSIVE] : 5x5 AoE of Light on Self

[STRATAGEM] : Blinding Flash

A bright helm built for exploration in the world's darkest corners. The Luminous Beacon provides a literally blinding light source for the Pilot and their allies.

CORE

KNIGHT CORE

COST

15,000c

FOCUS

Armor

DUR

[STAT BOOST] : +2 Armor

[STAT BOOST] : +1 DUR

[PASSIVE] : +1 Option Slot

[IF : Taking same Option twice, only double Stratagems and Stat Boosts]

Built to be unbreakable, the Knight 02 is a careful revision of an old classic. It represents all the core design philosophies of the EDA's Vanguard Series: Steadfast, implacable and versatile.

MANEUVER

TEMPERED GREAVES

COST

15,000c

FOCUS

Armor

[STAT BOOST] : +3 Armor

[STAT BOOST] : +2 Soak

[PASSIVE] : Negate 4 Push / Pull

Mobile Engineering Chassis once featured a cleat-like locking mechanism to secure MECs into the ground. The Tempered Greaves retrofit this design so the Knight can withstand devastating Wurm attacks.

OPTION

M.E.C. HAMMER

COST

15,000c

FOCUS

TOR

DUR

[BASIC ATK] : TOR/DUR + (B) OR (S)

DMG : Range 6 < Move to Target >

[STRATAGEM] : Righteous Slam

Resembling the classical chain mace from the Old World's medieval period, the highly experimental MEC Hammer delivers a powerful blow to those unlucky enough to be on its receiving end.

ARM

BEAM BLADE

COST

15,000c

FOCUS

TOR

DUR

[BASIC ATK] : TOR/DUR + (B) DMG : Range Side

[STRATAGEM] : Searing Strike

[STRATAGEM] : Beam Slash

The retractable Beam Blade blends a variety Terran steel cutting technologies and applies them to Wurm armor. Versatile and deadly, the Beam Blade is the signature weapon of the Knight MEC.

ARM

TITANIUM SHIELD

COST

15,000c

FOCUS

DUR

Defense

[STAT BOOST] : +2 Armor

[STAT BOOST] : +1 Soak

[STAT BOOST] : +3 Max Shields

[STRATAGEM] : Shield Bash

A titanium alloyed shield of outrageous proportions. This shield is built to endure the harshest conditions, from deep-sea pressure to acidic storms.

1 BURNING (blaze)

Unit takes 5 DMG after each Action it takes.

3 CHARGED (shock)

Unit takes 4 Direct DMG when an [Effect] is applied.

5 DAZED (honed)

Max Range is now Self/Side. Rolls with +2 Risk.

FRENZY (—)

Unit must ATK a Random Target or Self.

2 FREEZING (cryo)

Unit takes 2 Direct DMG per Space Moved.

4 CORRODING (acid)

Can't Soak or Shield. Roll +4 Risk on DMG Negates.

6 STUCK (mass)

Unit cannot be moved. Rolls with +2 Risk.

WYRD (—)

Roll a Random Status Effect and Element.

>>> COMMON RANGES

SIDE : Any one Target beside you

SIDE : # : Any Targets within #

consecutive spaces beside you.

ALL-SIDE : All Targets beside you.

#x# : # : An Area of Effect (AoE) which affects a fixed span (#x#) of Spaces. At least one of these Spaces MUST be in the Range #.

LINE : # : An AoE that only affects Targets in a straight Line of Spaces originating from the User. The length of the Line is defined by the Range #.

#T : # : Affects up to a # of Targets within the Range #. The same Target cannot be Targeted twice unless it has distinct Parts.

[KNIGHT — STRATAGEMS]

BLINDING FLASH

ROLL N/A RANGE 3x3 : Side

< Apply [Dazed] >

< Generate +3 SYN to Self >

N/A
element

— V CHANCE V —

BEACON OF HOPE

ROLL N/A RANGE N/A

{ IF: An Ally is within the Range }

< +2 SYN to Ally >

N/A
element
< Remove [Effect] from Ally >
< Allies can immediately move their Speed >

RECHARGE 1 USE 8 USES 1

RIGHTEOUS SLAM

ROLL TOR/DUR RANGE 3

[EACH HIT] = 1 DMG

[EACH DOUBLE] = +1 DMG

< Apply [Charged] >

SHOCK
element

— X ALTERNATE X —

SWEEPING HAMMER

ROLL TOR/DUR RANGE Side : 3

[EACH HIT] = 1 DMG

< Apply [Burning] >

BLAZE
element

RECHARGE 1 USE 5 USES 2

SEARING STRIKE

ROLL TOR/DUR RANGE Side

[EACH HIT] = 1 DMG

[PER 5 DICE] = +3 Direct DMG

< Apply [Burning] >

BLAZE
element

— X ALTERNATE X —

CHARGED STRIKE

ROLL TOR/DUR RANGE Side

[EACH HIT] = 1 DMG

[PER 5 DICE] = +3 Direct DMG

< Apply [Charged] >

SHOCK
element

RECHARGE 1 USE 4 USES 3

BEAM SLASH

ROLL TOR/DUR RANGE All-Side

[EACH HIT] = 1 DMG

[FIRST QUAD] = +6 DMG

BLAZE
element

— ! INTERVENTION ! —

HEROICS

ROLL N/A RANGE SPEED + 4

< Move to Target >

< Apply [Dazed] >

N/A
element

RECHARGE 1 USE 8 USES 2

SHIELD BASH

ROLL TOR/DUR RANGE Side

[EACH HIT] = 1 DMG

< Apply [Dazed] >

[PER 2 DICE] = +1 Shields

to Self

HONED
element

— ! INTERVENTION ! —

TIMED DEFLECTION

ROLL TOR/DUR RANGE Self/Side

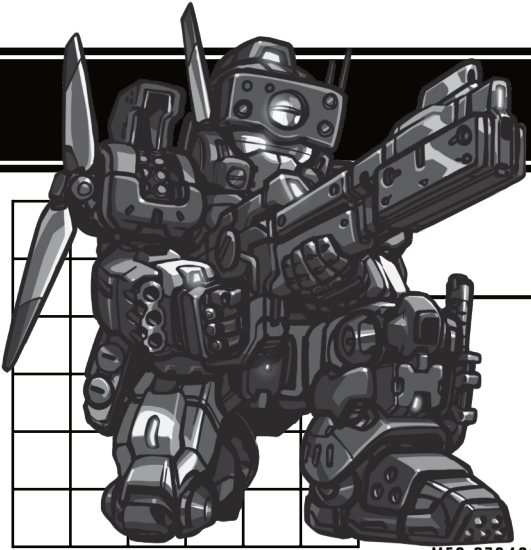
{ IF: You or an Ally Will take DMG }

< Incoming ATK now Targets you >

[EACH HIT] = Negate 1 DMG

N/A
element
[EACH TRIPLE] = +2 Direct DMG to Attacker

RECHARGE 1 USE 6 USES 2



MEC 0734829-0109

[EDA-VS - RANGER 02]

Solo, squads, it doesn't matter. The Ranger 02 serves as the EDA's front-line for reconnaissance and solo operations. These MECs can commonly be found in the overgrown Wurm-infested wilderness.

ASSOCIATION // DISCOVERY :
Starter, EDA, Longhouse Munitions,

STAT : FOCUS

FIN / MOB

TEAM : FOCUS

Ranged DMG

ELEMENTS

(S) - (A)

HELMET

TRACKER HELM

COST

15,000c

FOCUS

Support

Utility

[[PASSIVE]] : All [[Basic ATKs]] gain +1 Dice
[[ACTION]] : Uncover 3 Hidden Units
[[STRATAGEM]] : Toxic Beacons
—
A large cluster of super-computers designed to aggregate environment data are at the core of the Tracker Helm. They analyze the surroundings for thermal traces, geographic shifts and even fecal particles.

CORE

RANGER CORE

COST

15,000c

FOCUS

Speed

FIN

[[STAT BOOST]] : +3 Speed
[[STAT BOOST]] : +2 Soak
[[STAT BOOST]] : +1 FIN
[[STAT BOOST]] : +1 MOB
—
Modeled after the tireless trackers, foragers and hunters of the Old World, the Ranger series excels at tracking and subduing prey. While, Ranger MECs work well in teams, they're also well adapted for operating solo.

MANEUVER

ADAPTIVE BOOTS

COST

15,000c

FOCUS

Speed

Utility

[[STAT BOOST]] : +1 FIN
[[STAT BOOST]] : +3 Speed
[[PASSIVE]] : Cannot be Slowed by Terrain
[[STRATAGEM]] : Volt Knife
—
Fitted with everything from advanced gyro computers to ship-grade propellers, the Adaptive Boots are designed to get a MEC through any situation... except the vacuum of space.

OPTION

HEAVY NET

COST

15,000c

FOCUS

FIN

Control

[[STRATAGEM]] : Deadly Catch
[[ACTION]] : Apply [[Stuck]] or [[Charged]] : Range 3x3 : 5
—
Thick conductive coils weave together in this devastatingly lethal net. It was initially designed for the live capture of Wyrms but was quickly found to discharge too much energy into the beasts.

ARM

GAUSS CARBINE

COST

15,000c

FOCUS

FIN / MOB

Range

[[BASIC ATK]] : FIN/MOB + (C) DMG : Range 9
[[STRATAGEM]] : Headshot
—
Channeling hundreds of watts of energy through massive coils, the Gauss Carbine unloads a potent ferromagnetic bullet that leaves behind a distinctive signature.

ARM

BUCKSHOT WRISTS

COST

15,000c

FOCUS

FIN / MOB

Multi-Target

[[BASIC ATK]] : FIN/MOB + (A) DMG : Range 2
[[STRATAGEM]] : Double Tap
[[STRATAGEM]] : Spread-Shot
—
Loaded with hot lead and HONED shrapnel, the Buckshot Wrists were one of the first weapons designed with anti-MEC potential in mind.

1 BURNING (blaze)

Unit takes 5 Direct DMG after each Action it takes.

3 CHARGED (shock)

Unit takes 4 Direct DMG when an [Effect] is applied.

5 DAZED (honed)

Max Range is now Self/Side. Rolls with +2 Risk.

FRENZY (—)

Unit must ATK a Random Target or Self.

2 FREEZING (cryo)

Unit takes 2 Direct DMG per Space Moved.

4 CORRODING (acid)

Can't Soak or Shield. Roll +4 Risk on DMG Negates.

6 STUCK (mass)

Unit cannot be moved. Rolls with +2 Risk.

WYRD (—)

Roll a Random Status Effect and Element.

>>> COMMON RANGES

SIDE : Any one Target beside you

SIDE : # : Any Targets within # consecutive spaces beside you.

ALL-SIDE : All Targets beside you.

#x# : # : An Area of Effect (AoE) which affects a fixed span (#x#) of Spaces. At least one of these Spaces MUST be in the Range #.

LINE : # : An AoE that only affects Targets in a straight Line of Spaces originating from the User. The length of the Line is defined by the Range #.

#T : # : Affects up to a # of Targets within the Range #. The same Target cannot be Targeted twice unless it has distinct Parts.

[RANGER 02 - STRATAGEMS]

TOXIC BEACONS

ROLL **N/A** RANGE **8T : 10**

< Apply [Corroding] >

N/A
element

— ! INTERVENTION ! —

TRACKER'S REFLEX

ROLL **FIN/MOB** RANGE **Side**

[EACH HIT] = 1 DMG

[EACH DOUBLE] = Push 1 Space

< Max Push of 3 Spaces >

CRYO
element

RECHARGE 1 USE **6** USES **2**

VOLT KNIFE

ROLL **FIN/MOB** RANGE **Side**

[EACH HIT] = 1 DMG

< Permanently reduce Target's Soak by 2 >

SHOCK
element

— ! INTERVENTION ! —

KNIFE TOSS

ROLL **FIN/MOB** RANGE **6**

[EACH DOUBLE] = 1 DMG

< Apply [Charged] >

SHOCK
element

RECHARGE 1 USE **4** USES **2**

DEADLY CATCH

ROLL **FIN/MOB** RANGE **3x3 : 5**

[EACH HIT] = 1 DMG

[PER 4 DICE] = +2 DMG

< Apply [Charged] >

SHOCK
element

— V CHANCE V —

FISHERMAN'S WRATH

ROLL **N/A** RANGE **N/A**

{ IF : Only 1 Target is affected }

< Roll with +6 Dice >

SHOCK
element

RECHARGE 1 USE **8** USES **2**

HEADSHOT

ROLL **FIN/MOB** RANGE **4-12**

[EACH HIT] = 1 DMG

[PER 2 DICE] = +1 DMG

[EACH TRIPLE] = +1 DMG

SHOCK
element

— X ALTERNATE X —

ELECTRO BLAST

ROLL **FIN/MOB** RANGE **Line : 10**

[EACH HIT] = 1 DMG

< Apply [Charged] >

SHOCK
element

RECHARGE 1 USE **10** USES **3**

DOUBLE TAP

ROLL **FIN/MOB** RANGE **2T : 2**

[EACH HIT] = 1 DMG

ACID
element

— V CHANCE V —

THIRD TIME'S THE CHARM

ROLL **FIN/MOB** RANGE **2**

{ IF : Two Targets Remain }

< Deal +5 Direct DMG to each >

ACID
element

RECHARGE 1 USE **5** USES **2**

SPREAD-SHOT

ROLL **FIN/MOB** RANGE **3x3 : Side**

[EACH HIT] = 1 DMG

< Apply [Corroding] >

ACID
element

— ! INTERVENTION ! —

ALL OR NOTHING

ROLL **FIN/MOB** RANGE **Side**

{ IF : You are being ATKed }

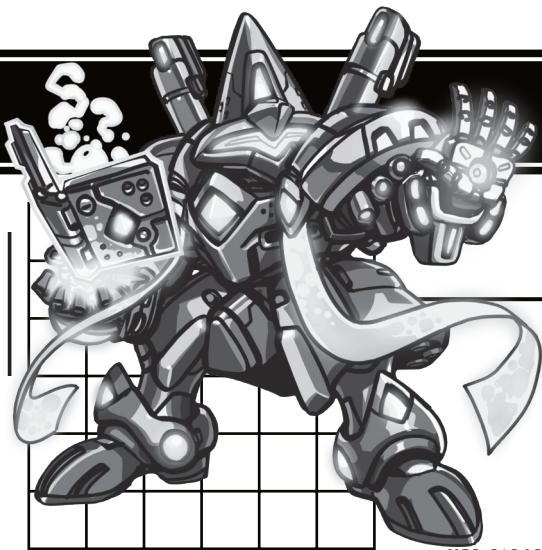
[EACH HIT] = 1 DMG

[EACH TRIPLE] = +1 DMG

< DMG is dealt before the ATK hits you >

ACID
element

RECHARGE 1 USE **6** USES **1**



MEC 0164093-0456

[EDA VS - WIZARD 02]

Weaponize the unknown. The Wizard 02 was built to harness the near-magical properties of Betyl. This next-generation bundle of advanced experimental technologies defies even modern-day science and computing.

ASSOCIATION // DISCOVERY :
Starter, EDA, Cadejo Security

STAT : FOCUS

ATU / COM

TEAM : FOCUS

Elemental DMG

ELEMENTS

(B) - (C) - (S)

HELMET

POINTED CAP

COST

15,000c

FOCUS

Stat Boost

[[STAT BOOST]] : +1 to Each MEC Stat
[[STAT BOOST]] : +1 Soak

The Wizard's Pointed Cap is as distinctive as it is classic. The extra space allows for a variety of environment monitoring equipment as well as additional computing hardware.

CORE

WIZARD CORE

COST

15,000c

FOCUS

ATU

Shock

[[STAT BOOST]] : +1 ATU

[[STRATAGEM]] : Conduct Lightning

[[PASSIVE]] : You can Choose the Element of all your Basic ATKs

The Wizard Core focuses on the elemental and the otherworldly. Utilizing Betyl's mysterious powers to its fullest, Wizards summon fire, ice and even lightning using massive coils mounted on their backs.

MANEUVER

SYPHON TALISMAN

COST

15,000c

FOCUS

Armor

Shift

[[STAT BOOST]] : +2 Armor
[[STAT BOOST]] : +3 Max Shields
[[PASSIVE]] : Each time you change the [[Effect]] on a Unit gain +1 SYN < Max Once per Action >

Sown with a variety of non-Terran materials, the Syphon Talisman shimmers with otherworldly colors. This mix of materials confuses Wyrms and MEC sensors alike, allowing Wizards to briefly slip by them.

OPTION

WYRD BETYL T.O.M.E.

COST

15,000c

FOCUS

ATU

Wyrd

[[BASIC ATK]] : ATU + (W) DMG : Range L

[[ONCE PER ALLIED PHASE]] : Apply a Wyrd [[Effect]] : Range L

[[STRATAGEM]] : Wyrd Bolt

The Wyrd Betyl T.O.M.E. (Threshold Optimizing Munitions Equipment), harnesses the near-magical properties of destabilized Betyl, allowing for a variety of devastating (if unpredictable) elemental blasts.

ARM

LASER DIGITS

COST

15,000c

FOCUS

ATU

DMG

[[BASIC ATK]] : ATU + (B) DMG : Range L

[[STRATAGEM]] : Searing Spell

[[STRATAGEM]] : Fireball

It wasn't until 0055 that someone thought to store laser technology in the normally hollow fingers of MECs. Now the Laser Digits have become an iconic part of any Wizard's arsenal.

ARM

CRYO-PALM

COST

15,000c

FOCUS

ATU

Control

[[BASIC ATK]] : ATU + (C) DMG : Range L

[[STRATAGEM]] : Midwinter's Grasp

Charged with Liquid CO2 and an advanced propulsion system, the Cryo-Palm launches pods that practically control winter itself.

1 BURNING (blaze)

Unit takes 5 Direct DMG after each Action it takes.

3 CHARGED (shock)

Unit takes 4 Direct DMG when an [Effect] is applied.

5 DAZED (honed)

Max Range is now Self/Side. Rolls with +2 Risk.

FRENZY (—)

Unit must ATK a Random Target or Self.

2 FREEZING (cryo)

Unit takes 2 Direct DMG per Space Moved.

4 CORRODING (acid)

Can't Soak or Shield. Roll +4 Risk on DMG Negates.

6 STUCK (mass)

Unit cannot be moved. Rolls with +2 Risk.

WYRD (—)

Roll a Random Status Effect and Element.

>>> COMMON RANGES

SIDE : Any one Target beside you

SIDE : # : Any Targets within #

consecutive spaces beside you.

ALL-SIDE : All Targets beside you.

#x# : # : An Area of Effect (AoE) which affects a fixed span (#x#) of Spaces. At least one of these Spaces MUST be in the Range #.

LINE : # : An AoE that only affects Targets in a straight Line of Spaces originating from the User. The length of the Line is defined by the Range #.

#T : # : Affects up to a # of Targets within the Range #. The same Target cannot be Targeted twice unless it has distinct Parts.

[WIZARD 02 – STRATAGEMS]

CONDUCT LIGHTNING

ROLL ATU/COM RANGE 5x5 : 8

[[EACH HIT]] = 1 DMG

< Apply [[Charged]] >

SHOCK
element

— X ALTERNATE X —

ELECTRIFYING SPELL

ROLL ATU/COM RANGE 8

[[EACH HIT]] = 1 DMG

[[EACH TRIPLE]] = +1 SYN to Self

< Apply [[Charged]] >

SHOCK
element

RECHARGE 1 USE 6 USES 2

WYRD BOLT

ROLL ATU/COM RANGE 6

[[EACH HIT]] = 1 DMG

[[EACH DOUBLE]] = +1 DMG

< Apply associated [[Effect]] >

WYRD
element

— ! INTERVENTION ! —

QUANTUM SPELL

ROLL ATU/COM RANGE 3

[[EACH HIT]] = 1 DMG

< Apply associated [[Effect]] >

WYRD
element

RECHARGE 1 USE 6 USES 1

SEARING SPELL

ROLL ATU/COM RANGE 6

[[EACH HIT]] = 1 DMG

< Apply [[Burning]] >

BLAZE
element

— V CHANCE V —

SPELL SLINGER

ROLL N/A RANGE N/A

{ IF: You already Applied an [[Effect]] on the Target this Turn Cycle }

< Deal +4 DMG >

BLAZE
element < Generate +2 SYN to Self >

RECHARGE 1 USE 4 USES 3

FIREBALL

ROLL ATU/COM RANGE 3x3 : 6

[[EACH HIT]] = 1 DMG

[[PER 3 DICE]] = +1 DMG

< Apply [[Burning]] >

BLAZE
element

— ! INTERVENTION ! —

IGNITION

ROLL ATU/COM RANGE 3T : 6

[[EACH DOUBLE]] = 1 Direct DMG

< Apply [[Burning]] >

BLAZE
element

RECHARGE 1 USE 10 USES 1

MIDWINTER'S GRASP

ROLL ATU/COM RANGE 3x3 : 6

[[EACH HIT]] = 1 DMG

< Apply [[Freezing]] >

CRYO
element

— X ALTERNATE X —

CHILLING SPELL

ROLL ATU/COM RANGE 8

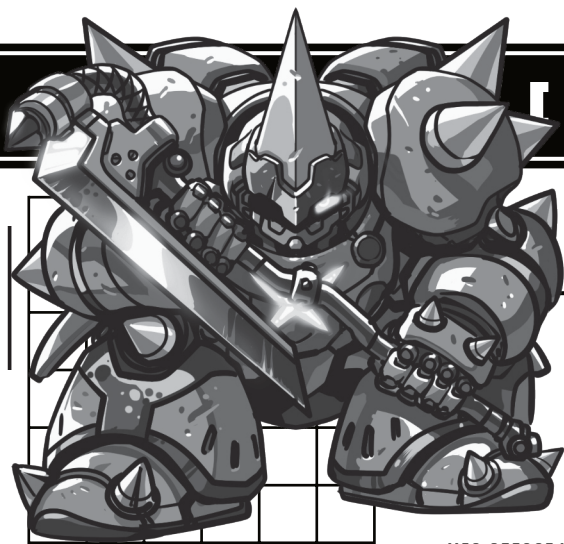
[[EACH HIT]] = 1 DMG

[[EACH TRIPLE]] = +1 SYN to Self

< Apply [[Freezing]] >

CRYO
element

RECHARGE 1 USE 8 USES 4



MEC 0573974-7749

[EDA-VS - BERSERKER 02]

Some MECs are built to be broken. The Berserker 02 is a gnarly machine of heat and twisted metal, and its pilots are usually as rash as its design sensibilities. But it always comes back in one piece... barely.

ASSOCIATION // DISCOVERY :

Starter, EDA, Tchaikovsky Electronics

STAT : FOCUS

TOR / DUR

TEAM : FOCUS

Close DMG

ELEMENTS

(B) - (C) - (M)

HELMET

RAMMING SKULL

COST

15,000c

FOCUS

TOR/DUR

Rushdown

[BASIC ATK] : TOR/DUR + (M) DMG
[STRATAGEM] : Skull Bash
[ACTION] : Apply [Stuck] : Range Side

A single outrageously sharp horn can be just as effective as any weapon. Reinforced with Titanium, these Helms are most useful for MECs that often find themselves losing their weapons in battle.

CORE

BERSERKER CORE

COST

15,000c

FOCUS

TOR

Armor

[STAT BOOST] : +5 Armor
[STAT BOOST] : +1 TOR
[STAT BOOST] : +2 DUR

Berserker Class MECs have an affinity for getting in fast and hitting hard. Their raw power was key in overcoming some of the most sizable Wyrms the Earth has seen.

MANEUVER

R.A.G.E. ENGINE

COST

15,000c

FOCUS

TOR/DUR

SYN

[STAT BOOST] : +1 Soak
[STRATAGEM] : R.A.G.E. Charge
VV IF : You Overheat this Phase VV
[STAT BOOST] : +1 Dice on All MEC
Rolls this Phase < Max +2 Dice >

Fueled by purified kerosene, the many engines of the R.A.G.E. Engine launch with enough force to shatter ear drums and break glass.

OPTION

CRYO HATCHET

COST

15,000c

FOCUS

TOR

Cryo

[STRATAGEM] : Freezing Hatchet
[STRATAGEM] : Ice Slide

Dripping with liquid CO2, Cryo Hatchets can achieve sub-zero temperatures with the click of a switch. Inventive Pilots started using this to create walls of defensive ice in an instant.

ARM

BLAZE AXE [1/2]

COST

20,000c

FOCUS

TOR

Blaze

[STAT BOOST] : Negate 2 Push / Pull
[STAT BOOST] : +1 TOR
[STAT BOOST] : +1 Soak
[STAT BOOST] : +3 Armor
[REQUIREMENT] : Uses 2 Arm Slots

The Blaze Axe pulses with molten steel which constantly pumps through its highly tempered frame.

ARM

BLAZE AXE [2/2]

COST

FOCUS

[BASIC ATK] : TOR/DUR + (B) OR (M)
DMG : Range Side : 3
[STRATAGEM] : Blazing Whirlwind
[STRATAGEM] : Brute Force
< Ranges cannot be Extended >

1 BURNING (blaze)

Unit takes 5 Direct DMG after each Action it takes.

3 CHARGED (shock)

Unit takes 4 Direct DMG when an [Effect] is applied.

5 DAZED (honed)

Max Range is now Self/Side. Rolls with +2 Risk.

FRENZY (—)

Unit must ATK a Random Target or Self.

2 FREEZING (cryo)

Unit takes 2 Direct DMG per Space Moved.

4 CORRODING (acid)

Can't Soak or Shield. Roll +4 Risk on DMG Negates.

6 STUCK (mass)

Unit cannot be moved. Rolls with +2 Risk.

WYRD (—)

Roll a Random Status Effect and Element.

>>> COMMON RANGES

SIDE : Any one Target beside you

SIDE : # : Any Targets within # consecutive spaces beside you.

ALL-SIDE : All Targets beside you.

#x# : # : An Area of Effect (AoE) which affects a fixed span (#x#) of Spaces. At least one of these Spaces MUST be in the Range #.

LINE : # : An AoE that only affects Targets in a straight Line of Spaces originating from the User. The length of the Line is defined by the Range #.

#T : # : Affects up to a # of Targets within the Range #. The same Target cannot be Targeted twice unless it has distinct Parts.

[BERSERKER 02 - STRATAGEMS]

SKULL BASH

ROLL TOR/DUR RANGE SPEED + 2

< Move to Target >

[EACH HIT] = 1 DMG

< Apply [Stuck] >

MASS
element

! INTERVENTION !

CHARGED GORE

ROLL TOR/DUR RANGE SPEED

{ IF : A Target is Moving }

< Move to Target >

[EACH HIT] = 1 DMG

< Target stops movement >

MASS
element

RECHARGE 1 USE 5 USES 2

R.A.G.E. CHARGE

ROLL TOR/DUR RANGE SPEED + 2

< Move to Target >

[EACH HIT] = 1 DMG

< Apply [Burning] >

BLAZE
element

X ALTERNATE X

RECKLESS VENTING

ROLL TOR/DUR RANGE All-Side

[EACH HIT] = 1 DMG

< Apply [Burning] >

BLAZE
element

RECHARGE 1 USE 6 USES 2

FREEZING HATCHET

ROLL TOR/DUR RANGE 6

[EACH HIT] = 1 DMG

< Apply [Freezing] >

CRYO
element

! INTERVENTION !

WINTER'S GRACE

ROLL N/A RANGE 6

< Target Gains +5 Shields >

< Remove any [Effect] from Target >

N/A
element

RECHARGE 1 USE 5 USES 4

ICE SLIDE

ROLL TOR/DUR RANGE SPEED

< Move to Target Before OR After >

[EACH HIT] = 1 DMG

[FIRST QUAD] = Push up to 3

CRYO
element

! INTERVENTION !

ICE WALL

ROLL TOR/DUR RANGE Self

{ IF: You or an Ally Will take DMG }

[EACH HIT] = Negate 1 DMG

< Negate incoming [Effect] >

N/A
element

RECHARGE 1 USE 6 USES 2

BLAZING WHIRLWIND

ROLL TOR/DUR RANGE Side : 3

[EACH HIT] = 1 DMG

< Apply [Burning] >

< Gain +2 SYN >

BLAZE
element

X ALTERNATE X

BLAZING REND

ROLL TOR/DUR RANGE Side

[EACH HIT] = 1 DMG

[PER 2 DICE] = +1 DMG

< Apply [Burning] >

BLAZE
element

RECHARGE 1 USE 8 USES 2

BRUTE FORCE

ROLL TOR/DUR RANGE Side

[EACH HIT] = 1 DMG

[EACH DOUBLE] = +1 DMG

BLAZE
element

V CHANCE V

WE HAVE TECHNOLOGY

ROLL N/A RANGE N/A

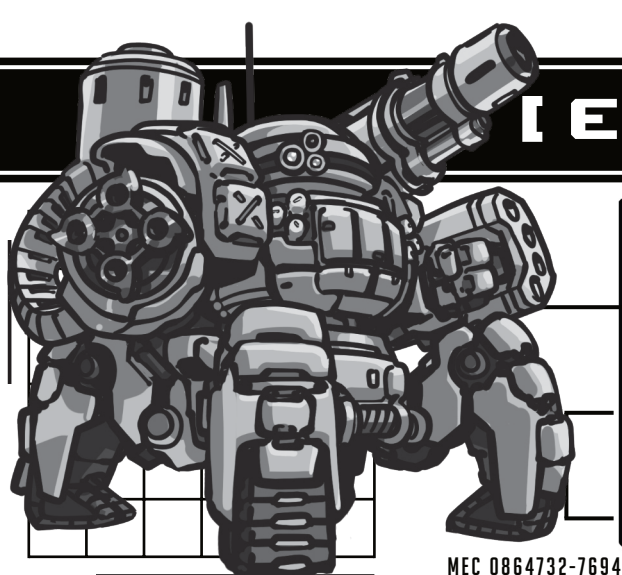
{ IF : Your MEC is at 0 Integrity }

< Use Brute Force again at no Action

Cost : Chance doesn't loop :

N/A
element Consumes a Use and doesn't generate any SYN at all >

RECHARGE 1 USE 6 USES 3



MEC 0864732-7694

[EDA-VS - ARBELIST 01]

An oldie, but a goodie. The Arbelist 01's timeless design has kept it in production for nearly 90 years since its conception after the Awakening. While it may not be the most mobile MEC, it makes up for it in raw firepower.

ASSOCIATION // DISCOVERY :
Starter, EDA, New Garrison

STAT : FOCUS

FIN / DUR

TEAM : FOCUS

Single Target DMG

ELEMENTS

(A) - (M)

HELMET

TARGETING HELM

COST

15,000c

FOCUS

Range

[[PASSIVE]] : All [[Basic ATKs]] and [[Stratagems]] with a Range of 4+ gain +3 Max Range.

< Does not apply to AoE or Lines >

The Targeting Helm aggregates vast distance and weather data, calculating the optimal trajectory and rate of fire for nearly any weapon. A small cluster of micro-missiles tops off this vital helm.

CORE

ARBELIST CORE

COST

15,000c

FOCUS

FIN

Armor

[[STAT BOOST]] : +3 Armor

[[STAT BOOST]] : +1 FIN

[[PASSIVE]] : Basic ATKs give +1 SYN

The Arbelist was the first post-Awakening MEC to ever go into mass production, and one of the few of its time that still sees circulation. The Arbelist 01 is built for cracking tough Wyrms armor at impossible distances.

MANEUVER

SIEGE LEGS

COST

15,000c

FOCUS

FIN / COM

[[STAT BOOST]] : +2 Speed

[[STRATAGEM]] : Dig In

[[ACTION]] : Change to [[Siege Mode]]

The first weaponized MECs were retrofitted Engineering MECs mixed with scrapped mortars and tank parts. The Siege Legs show signs of this design sensibility, treating the MEC more like a mobile battle station.

OPTION

SHOULDER MORTAR

COST

15,000c

FOCUS

FIN / COM

Blaze

[[BASIC ATK]] : FIN/MOB + (A) or (M)

DMG : Range 6

[[STRATAGEM]] : Tank Buster

Oversized High-Explosive Anti-Tank Warheads are just another example of Old World technology repurposed for the modern age. The munitions gained the nickname "Worm Busters" for their efficacy in breaking armor.

ARM

VULCAN ARM

COST

15,000c

FOCUS

FIN / COM

[[BASIC ATK]] : FIN/DUR + (A) DMG : Range 5

[[STRATAGEM]] : Hail of Bullets

[[STRATAGEM]] : Full Clip

Revving at incredible speeds, this 16-barrel rotary arm can unload hundreds of rounds in mere minutes. For all its raw strength, it renders the MEC unable to use one hand.

ARM

WRIST ROCKETS

COST

15,000c

FOCUS

COM / FIN

[[BASIC ATK]] : FIN/DUR + (M) DMG : Range 4

[[STRATAGEM]] : Cluster Missiles

The Arbelist doesn't just take after Tanks and mortar nests, even jet parts were often reused to arm the New Garrison's MECs. These parts were refined after the New Garrison reformed as the EDA's Global Garrison Designs.

1 BURNING (blaze)

Unit takes 5 Direct DMG after each Action it takes.

3 CHARGED (shock)

Unit takes 4 Direct DMG when an [Effect] is applied.

5 DAZED (honed)

Max Range is now Self/Side. Rolls with +2 Risk.

FRENZY (—)

Unit must ATK a Random Target or Self.

2 FREEZING (cryo)

Unit takes 2 Direct DMG per Space Moved.

4 CORRODING (acid)

Can't Soak or Shield. Roll +4 Risk on DMG Negates.

6 STUCK (mass)

Unit cannot be moved. Rolls with +2 Risk.

WYRD (—)

Roll a Random Status Effect and Element.

>>> COMMON RANGES

SIDE : Any one Target beside you

SIDE : # : Any Targets within # consecutive spaces beside you.

ALL-SIDE : All Targets beside you.

#x# : # : An Area of Effect (AoE) which affects a fixed span (#x#) of Spaces. At least one of these Spaces MUST be in the Range #.

#T : # : Affects up to a # of Targets within the Range #. The same Target cannot be Targeted twice unless it has distinct Parts.

LINE : # : An AoE that only affects Targets in a straight Line of Spaces originating from the User. The length of the Line is defined by the Range #.

#T : # : Affects up to a # of Targets within the Range #. The same Target cannot be Targeted twice unless it has distinct Parts.

[ARBELIST 01 — STRATAGEMS]

DIG IN

ROLL **N/A** RANGE **N/A**

< Change to [Siege Mode] >

< Use a [Basic ATK] of your choice >

< [Basic ATK] will still generate SYN for you >

N/A
element

— V CHANCE V —

BESIEGE

ROLL **N/A** RANGE **N/A**

{ IF : You are already in [Siege Mode] }

< Roll with +4 Dice >

N/A
element

RECHARGE 1 USE **10** USES **2**

TANK BUSTER

ROLL **FIN/DUR** RANGE **5-8**

[EACH HIT] = 1 Direct DMG

< Apply [Corroding] >

ACID
element

— X ALTERNATE X —

MORTAR STORM

ROLL **FIN/DUR** RANGE **3x3 : 8**

[EACH HIT] = 1 DMG

[PER 10 DICE] = +5 DMG

< Apply [Stuck] >

MASS
element

RECHARGE 1 USE **10** USES **2**

HAIL OF BULLETS

ROLL **FIN/DUR** RANGE **5x5 : 5**

[EACH HIT] = 1 DMG

< Destroys relevant Terrain / Cover >

ACID
element

— V CHANCE V —

HEATED BARREL

ROLL **N/A** RANGE **N/A**

{ IF: You used a Basic ATK during this Phase }

< Roll with +4 Dice >

ACID
element

RECHARGE 1 USE **8** USES **2**

FULL CLIP

ROLL **FIN/DUR** RANGE **6**

[EACH HIT] = 1 DMG

[EACH TRIPLE] = +2 DMG

< Your MEC takes 2 Direct DMG >

ACID
element

— ! INTERVENTION ! —

SPARE AMMO

ROLL **FIN/DUR** RANGE **3**

[EACH HIT] = 1 DMG

ACID
element

RECHARGE 1 USE **6** USES **1**

CLUSTER MISSILES

ROLL **FIN/DUR** RANGE **2T : 6**

[EACH DOUBLE] = 2 Direct DMG

MASS
element

— ! INTERVENTION ! —

TARGET LOCKED

ROLL **FIN/DUR** RANGE **8**

{ IF: Target is [Corroding] }

[EACH HIT] = 1 DMG

ACID
element

RECHARGE 1 USE **6** USES **2**

SIEGE MODE

SOAK **+1** SPEED **NONE**

[PASSIVE] : +2 Dice on all ATKs made at a Range of 3+

[PASSIVE] : You cannot Shift, Boost or Move via Stratagems while in Siege Mode. (Can be Pushed / Pulled)

— ^ FORM ^ —

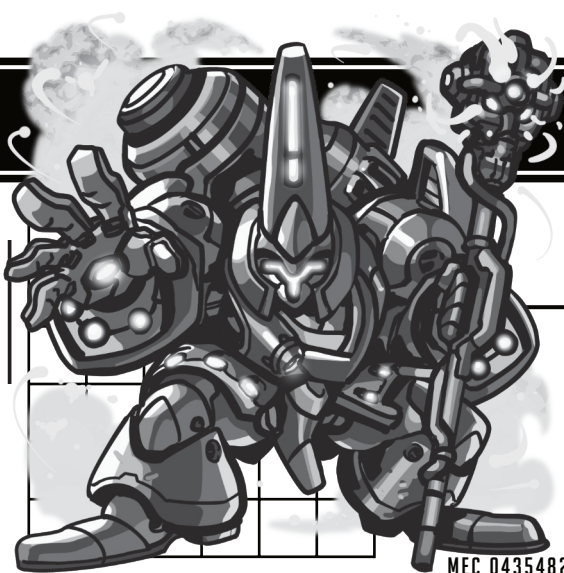
FORM RULES

> MEC can only be in one Form at any given time.

> Exiting a Form is a Free Action.

> Form Stat Boosts cannot exceed Stat maximums unless stated.

> IF : A Part Breaks you will Exit the Form immediately.



MEC 0435482-4776

[EDA-VS - SHAMAN 02]

Venerable machine mediums. The Shaman 02 commands a vast arsenal of advanced Terran technology. At the heart of their power are colonies of semi-autonomous Nanites, whose adaptive AI often echo the strategies of a MEC's previous Pilot.

ASSOCIATION // DISCOVERY :
Starter, EDA, Nkondi Dynamics

STAT : FOCUS

COM / ATU

TEAM : FOCUS

Support : Shields

ELEMENTS

(A) - (S)

HELMET

REPAIR HELM

COST

15,000c

FOCUS

Support

Shields

[STAT BOOST] : +3 Max Shields
[PASSIVE] : Detect the amount of
DMG and Shields on any MECs
[STRATAGEM] : Shield Drones

Rapid computing allows the Repair Helm to analyze MEC damage and structural integrity. Shield Drones compliment this damage detection to give much needed structural support to damaged allies.

CORE

SHAMAN CORE

COST

15,000c

FOCUS

COM

Shields

[STAT BOOST] : +1 COM
[STAT BOOST] : +4 Max Shields
[PASSIVE] : Allies gain +2 Max Shields
< Passive Limited to Once Per Team >

Initially designed to interface with automated MECs, the Shaman series has become a staple of Scrappers and Hackers alike. It boasts control over Nanites and even fellow MECs.

MANEUVER

MANUFACTURE TUBES

COST

15,000c

FOCUS

Utility

Soak

[STAT BOOST] : +2 Soak
[STAT BOOST] : +2 Speed
[STRATAGEM] : Metal Swarm

Thanks to immense power output of Betyl, mobile manufacturing of Nanites is not only a possibility, it's an invaluable tool.

OPTION

NANITE NEST

COST

15,000c

FOCUS

COM

Support

[BASIC ATK] : COM + (A) DMG : Range L
[STRATAGEM] : Nano-Bees
[STRATAGEM] : Nanite Armor

One of the first non-Olympian tech developed in New Century, microscopic Nanites often form clusters of bug-sized semi-autonomous drones that can be ordered to perform a variety of complex tasks.

ARM

UNIVERSAL ACCESS STAFF (1/2)

COST

20,000c

FOCUS

COM

Control

[STAT BOOST] : +6 Max Shields
[STAT BOOST] : +1 COM
[ONCE PER ALLIED PHASE] : Give +4
Shields to 1 Ally or Self
[REQUIREMENT] : Uses 2 Arm Slots

Incased in the thick coils of this staff are serial bus connectors for nearly any port. While useless as a bludgeoning instrument, a hacker with the right attitude can cause tremendous damage with this staff.

ARM

UNIVERSAL ACCESS STAFF (2/2)

COST

15,000c

FOCUS

[BASIC ATK] : COM/MOB + (S) OR (A)
DMG : Range B
[STRATAGEM] : Weakness Exploit
[STRATAGEM] : Power Surge
< Ranges cannot be Extended >

1 BURNING (blaze)

Unit takes 5 Direct DMG after each Action it takes.

3 CHARGED (shock)

Unit takes 4 Direct DMG when an [Effect] is applied.

5 DAZED (honed)

Max Range is now Self/Side. Rolls with +2 Risk.

FRENZY (—)

Unit must ATK a Random Target or Self.

2 FREEZING (cryo)

Unit takes 2 Direct DMG per Space Moved.

4 CORRODING (acid)

Can't Soak or Shield. Roll +4 Risk on DMG Negates.

6 STUCK (mass)

Unit cannot be moved. Rolls with +2 Risk.

WYRD (—)

Roll a Random Status Effect and Element.

>>> COMMON RANGES

SIDE : Any one Target beside you

SIDE : # : Any Targets within # consecutive spaces beside you.

ALL-SIDE : All Targets beside you.

#x# : # : An Area of Effect (AoE) which affects a fixed span (#x#) of Spaces. At least one of these Spaces MUST be in the Range #.

#T : # : Affects up to a # of Targets within the Range #. The same Target cannot be Targeted twice unless it has distinct Parts.

LINE : # : An AoE that only affects Targets in a straight Line of Spaces originating from the User. The length of the Line is defined by the Range #.

#T : # : Affects up to a # of Targets within the Range #. The same Target cannot be Targeted twice unless it has distinct Parts.

[SHAMAN 02 - STRATAGEMS]

SHIELD DRONES

ROLL COM/ATU RANGE 3x3 : 8

[[EACH HIT]] = +1 Shield to each Target
< Remove [[Effect]]s from each Target >

N/A
element

! INTERVENTION !

EMERGENCY SHIELDS

ROLL N/A RANGE 6

< Target Gains +8 Shields >
< Remove [[Effect]] from Target >

N/A
element

RECHARGE 1 USE 8 USES 2

METAL SWARM

ROLL COM/ATU RANGE 5x5 : 6

[[EACH HIT]] = 1 DMG
< Apply [[Corroding]] >

ACID
element

X ALTERNATE X

NANITE ERUPTION

ROLL COM/ATU RANGE All-Side

[[EACH HIT]] = 1 DMG
[[EACH TRIPLE]] = +1 DMG
< Apply [[Corroding]] >

ACID
element

RECHARGE 1 USE 10 USES 2

NANO-BEES

ROLL COM/ATU RANGE 6

[[EACH HIT]] = 1 DMG
< Apply [[Corroding]] >

ACID
element

V CHANCE V

MORE NANO-BEES

ROLL N/A RANGE N/A

< IF : Target was [[Corroding]] >
[[EACH DOUBLE]] = +1 DMG
< This Stratagem Recharges 1 Use for Free >

ACID
element

RECHARGE 1 USE 4 USES 3

NANITE ARMOR

ROLL COM/ATU RANGE 8

[[EACH HIT]] = +1 Shields
< Remove [[Effect]] from Target >

N/A
element

! INTERVENTION !

RAPID ARMOR

ROLL COM/ATU RANGE 8

[[EACH HIT]] = +1 Shields to Targets
[[FIRST QUAD]] = Remove [[Effect]] from Target

N/A
element

RECHARGE 1 USE 8 USES 4

WEAKNESS EXPLOIT

ROLL COM/ATU RANGE 8

[[EACH HIT]] = 1 DMG
[[PER 3 DICE]] = +1 DMG

SHOCK
element

V CHANCE V

GHOST IN THE SHELL

ROLL N/A RANGE N/A

{ IF : Target has a computer or is otherwise mechanical }
< Roll with +2 Dice >
< Apply [[Charged]] >

N/A
element

RECHARGE 1 USE 6 USES 2

POWER SURGE

ROLL COM/ATU RANGE Side

[[EACH HIT]] = 1 DMG
[[PER 8 DICE]] = +4 DMG
< Apply [[Charged]] >

SHOCK
element

X ALTERNATE X

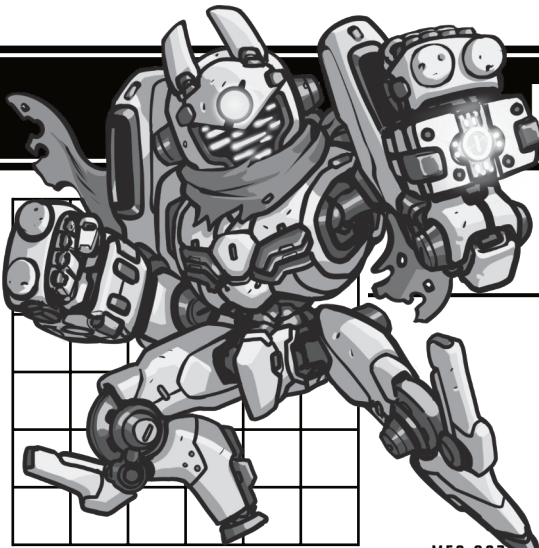
POWER LEACH

ROLL COM/ATU RANGE Side

[[EACH HIT]] = 1 DMG to Target
[[PER 2 DICE]] = +1 Shield to Self
< Apply [[Charged]] >

SHOCK
element

RECHARGE 1 USE 6 USES 2



MEC 0674639-3449

EDA-VS - MARTIAL ARTIST 02

Hit hard, hit fast. It wasn't long after the Awakening that pilots realized MECs were good for more than just shooting guns. The Martial Artist 02 leverages MECs' humanoid form and applies to it centuries of hand-to-hand combat traditions.

ASSOCIATION // DISCOVERY :
Starter, EDA, Babaylan Biotics

STAT : FOCUS

MOB / TOR

TEAM : FOCUS

Shut-Down

ELEMENTS

(S) - (M)

HELMET

BALANCED MIND

COST

15,000c

FOCUS

Soak

SYN

[[STAT BOOST]] : +2 Soak

[[STRATAGEM]] : Balanced Strike

Adapting a variety of Old World meditation and calming techniques, from incense to epsom salt, the Balanced Mind helps pilots to better Resonate with their Betyl and maximize their inner potential.

CORE

MARTIAL ARTIST CORE

COST

15,000c

FOCUS

MOB

[[STAT BOOST]] : +1 MOB

[[STAT BOOST]] : +1 FIN

[[PASSIVE]] : You can substitute MOB for TOR during TOR Rolls

The Martial Artist core harnesses the precision of a rain drop but strikes with the force of a hurricane. It takes a determined mind and a disciplined spirit to pilot effectively.

MANEUVER

WEIGHTLESS STEPS

COST

15,000c

FOCUS

Speed

Utility

[[STAT BOOST]] : +4 Speed

[[PASSIVE]] : Gain +2 SYN to Self each time you take a Shift Action.

[[PASSIVE]] : Your first 2 Boosts of each Phase are free.

The Weightless Steps' teathed bottoms make a MEC elegant and fiercely mobile. Advanced pressurizers allow it to walk gracefully on water and other liquid surfaces, while adaptive gyros enable masterful dodging.

OPTION

CYBER-THIGHS

COST

15,000c

FOCUS

MOB

[[BASIC ATK]] : MOB/TOR : Range Side

[[STRATAGEM]] : Sweep the Legs

[[STRATAGEM]] : Roundhouse Kick

[[ONCE PER ALLIED PHASE]] : Apply

[[Stuck]] : Range Side

The sound of whirling motors is the last thing your opponent will hear before they're knocked off their feet by the lightning fast legs attached to a MEC with Cyber-Thighs.

ARM

TITANIUM FISTS

COST

15,000c

FOCUS

MOB/TOR

Speed

[[STAT BOOST]] : +1 Soak

[[BASIC ATK]] : MOB/TOR + (S) or (M)

DMG : Range 2 < Move to Target >

[[STRATAGEM]] : Dragon Punch

Unrelenting and unbreakable, the Titanium Fists are a brawler MEC's best friend. Using sonar technology, these fists can deliver crushing blows to an opponent's most vulnerable parts.

ARM

CONDUCTIVE NANCHUKS

COST

15,000c

FOCUS

MOB

[[STAT BOOST]] : +1 Soak

[[STAT BOOST]] : +2 Speed

[[BASIC ATK]] : MOB + (S) DMG :
Range 3

[[STRATAGEM]] : Thunder Spin

Building off their Old World counterparts, the Conductive Nanchuks have the added benefit of internal electrical pylons, allowing sparks to jump between opponents.

1 BURNING (blaze)

Unit takes 5 Direct DMG after each Action it takes.

3 CHARGED (shock)

Unit takes 4 Direct DMG when an [Effect] is applied.

5 DAZED (honed)

Max Range is now Self/Side. Rolls with +2 Risk.

FRENZY (—)

Unit must ATK a Random Target or Self.

2 FREEZING (cryo)

Unit takes 2 Direct DMG per Space Moved.

4 CORRODING (acid)

Can't Soak or Shield. Roll +4 Risk on DMG Negates.

6 STUCK (mass)

Unit cannot be moved. Rolls with +2 Risk.

WYRD (—)

Roll a Random Status Effect and Element.

>>> COMMON RANGES

SIDE : Any one Target beside you

SIDE : # : Any Targets within #

consecutive spaces beside you.

ALL-SIDE : All Targets beside you.

#x# : # : An Area of Effect (AoE) which affects a fixed span (#x#) of Spaces. At least one of these Spaces MUST be in the Range #.

LINE : # : An AoE that only affects Targets in a straight Line of Spaces originating from the User. The length of the Line is defined by the Range #.

#T : # : Affects up to a # of Targets within the Range #. The same Target cannot be Targeted twice unless it has distinct Parts.

[MARTIAL ARTIST 02 – STRATAGEMS]

BALANCED STRIKE

ROLL N/A RANGE Side

< Deal DMG equal to your current SYN multiplied by 2 >

< Reduce SYN to Zero >

N/A
element
< Apply [Effect] of your Choice >

! INTERVENTION !

BALANCED INTAKE

ROLL N/A RANGE Self

< Gain +4 SYN >

N/A
element

RECHARGE 1 USE 6 USES 3

SWEEP THE LEGS

ROLL MOB/TOR RANGE Side : 3

[EACH HIT] = 1 DMG

< Apply [Stuck] >

MASS
element

! INTERVENTION !

MOMENTUM REDIRECT

ROLL MOB/TOR RANGE Side

{ IF : Unit beside you Moves }

[EACH HIT] = 1 DMG

< Apply [Stuck] - Then reposition Target in an open Space beside you >

MASS
element

RECHARGE 1 USE 6 USES 2

ROUNDHOUSE KICK

ROLL N/A RANGE Side

< Deal Direct DMG equal to MEC's current total Speed >

< +2 SYN to Each Ally >

N/A
element

X ALTERNATE X

LIGHTNING KICKS

ROLL MOB/TOR RANGE Side

[PER 4 SPEED] ON MEC = Roll +1 Dice

< Max +6 Dice >

[EACH HIT] = +1 DMG
[PER 2 DICE] = +1 Shields to Self

SHOCK
element

RECHARGE 1 USE 8 USES 1

DRAGON PUNCH

ROLL MOB/TOR RANGE SPEED - 3

< Move to Target >

[EACH HIT] = 1 DMG

[PER 3 DICE] = +1 DMG

< Apply [Charged] >

SHOCK
element

! INTERVENTION !

IN THE POCKET

ROLL MOB/TOR RANGE Side

[EACH HIT] = 1 DMG

< Apply [Stuck] >

MASS
element

RECHARGE 1 USE 6 USES 2

THUNDER SPIN

ROLL MOB/TOR RANGE 3x3 : Side

[EACH HIT] = 1 DMG

[PER 4 DICE] = +2 DMG

< Apply [Charged] >

SHOCK
element

V CHANCE V

THRESH

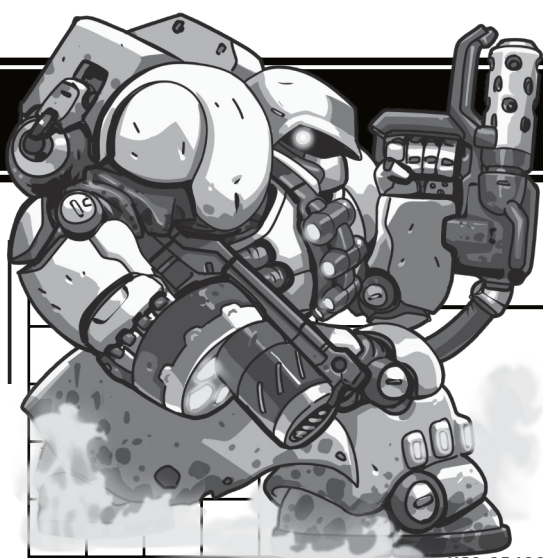
ROLL N/A RANGE N/A

{ IF : You Target multiple Units }

[PER TARGET] = +2 Direct DMG

N/A
element

RECHARGE 1 USE 6 USES 2



MEC 0546382-5647

[EDA-VS - ALCHEMIST 02]

The fever that burns the plague. With the introduction of new biology and minerals, so too came new sciences and their... questionable applications in experimental weapons. The Alchemist 02 emblemizes this foolhardy spirit.

ASSOCIATION // DISCOVERY :
Starter, EDA, Jiangshi Robotics

STAT : FOCUS

COM / FIN

TEAM : FOCUS

Crowd DMG

ELEMENTS

(B) - (A)

HELMET

MEDICAL BEAK

COST

15,000c

FOCUS

COM / DUR

Shields

[[STAT BOOST]] : +1 COM

[[STAT BOOST]] : +4 Armor

[[STAT BOOST]] : +4 Max Shields

The pursuit of science and medicine requires vast knowledge, a strong will, and a hard head. So too does the Alchemist MEC. The severs housed within this beak are as advanced as they are sturdy.

CORE

ALCHEMIST CORE

COST

15,000c

FOCUS

COM

Utility

[[STAT BOOST]] : +1 COM

[[STAT BOOST]] : +1 Soak

[[PASSIVE]] : Gain +1 SYN every time you or an Ally causes an Elemental Detonation

The Alchemist series was originally envisioned as a mobile lab, constantly running experiments and processing new chemicals. Pilots quickly learned that many of these chemicals could be rapidly (if dubiously) weaponized.

MANEUVER

HAZARDOUS BOOSTERS

COST

15,000c

FOCUS

COM/DUR

Speed

[[STAT BOOST]] : +3 Speed

[[STRATAGEM]] : Trail Blazer

[[STRATAGEM]] : Toxic Venting

Fueled by highly toxic ammonia gas, these boosters are extremely efficient... if somewhat unreliable. They require frequent venting and constant maintenance.

OPTION

VIAL BANDOLIER

COST

15,000c

FOCUS

SYN

[[ONCE PER ALLIED PHASE]] : Change 1 Unit's [[Effect]] to one of your choice < This switch does not cause DMG >
[[ONCE PER ALLIED PHASE]] : Change 1 of your [[Stratagem]]s' [[Element]] this Phase

Betyl may not be the Philosopher's Stone, but it comes close. Its intense energy output is only matched by its transformative reactions to outside chemicals. [[When changing a Stratagem's Element its Effect will match]]

ARM

GRENADE LAUNCHER

COST

15,000c

FOCUS

COM/DUR

[[BASIC ATK]] : COM/FIN + (A) DMG : Range 6

[[ACTION]] : Apply any 1 [[Effect]] :

Range 5x5 - 6 : Gain +4 SYN to Self

[[STRATAGEM]] : Caustic Ordinance

The MEC variant of the Old World's Grenade Launcher propels heavy ordinances at speeds of up to 660 mph. The Alchemist series improves on this design by adding volatile cytotoxins to the initial blast.

ARM

WRIST FLAMERS

COST

15,000c

FOCUS

COM/DUR

AoE

[[BASIC ATK]] : COM/FIN + (B) DMG : Range 4

[[STRATAGEM]] : Faith in Fire

[[STRATAGEM]] : The Inferno

Equipped with ample napalm and charged with copious amounts of pure oxygen, the wrist flammers are a deadly, if messy, weapon suitable for nearly any fight.

1 BURNING (blaze)

Unit takes 5 Direct DMG after each Action it takes.

3 CHARGED (shock)

Unit takes 4 Direct DMG when an [Effect] is applied.

5 DAZED (honed)

Max Range is now Self/Side. Rolls with +2 Risk.

FRENZY (—)

Unit must ATK a Random Target or Self.

2 FREEZING (cryo)

Unit takes 2 Direct DMG per Space Moved.

4 CORRODING (acid)

Can't Soak or Shield. Roll +4 Risk on DMG Negates.

6 STUCK (mass)

Unit cannot be moved. Rolls with +2 Risk.

WYRD (—)

Roll a Random Status Effect and Element.

>>> COMMON RANGES

SIDE : Any one Target beside you

SIDE : # : Any Targets within #

consecutive spaces beside you.

ALL-SIDE : All Targets beside you.

#x# : # : An Area of Effect (AoE) which affects a fixed span (#x#) of Spaces. At least one of these Spaces MUST be in the Range #.

LINE : # : An AoE that only affects Targets in a straight Line of Spaces originating from the User. The length of the Line is defined by the Range #.

#T : # : Affects up to a # of Targets within the Range #. The same Target cannot be Targeted twice unless it has distinct Parts.

[ALCHEMIST 02 - STRATAGEMS]

TRAIL BLAZER

ROLL COM/FIN RANGE Side

[[EACH HIT]] = 1 DMG

< Apply [[Burning]] >

< Gain a Free Shift Action before or after DMG >

BLAZE
element

— ! INTERVENTION ! —

TEAR GAS BOMB

ROLL COM/FIN RANGE All-Side

[[EACH HIT]] = 1 DMG

< Apply [[Dazed]] >

HONED
element

RECHARGE 1 USE 6 USES 1

TOXIC VENTING

ROLL COM/FIN RANGE Side

[[EACH HIT]] = 1 DMG

< Apply [[Corroding]] >

ACID
element

— V CHANCE V —

CRITICAL BUILDUP

ROLL N/A RANGE N/A

{ IF : You took a Shift Action during this Phase >

< Roll with +3 Dice >

ACID
element

[[EACH DOUBLE]] = +1 DMG

RECHARGE 1 USE 5 USES 1

CAUSTIC ORDINANCE

ROLL COM/FIN RANGE 3x3 : 6

[[EACH HIT]] = 1 DMG

[[EACH QUAD]] = +2 DMG

< Apply [[Corroding]] >

ACID
element

— V CHANCE V —

SPLASH DAMAGE

ROLL N/A RANGE N/A

{ IF : You Target multiple Units }

[[PER TARGET]] = +2 Direct DMG

N/A
element

RECHARGE 1 USE 8 USES 2

FAITH IN FIRE

ROLL COM/FIN RANGE Line : 4

[[EACH HIT]] = 1 DMG

< Apply [[Burning]] >

BLAZE
element

— V CHANCE V —

ENHANCE

ROLL N/A RANGE N/A

{ IF : You spend SYN on this Chance }

[[EACH SYN]] = +1 DMG : +1 Line Range

< Max +6 >

N/A
element

RECHARGE 1 USE 5 USES 2

THE INFERNO

ROLL COM/FIN RANGE 5x5 : Side

[[EACH HIT]] = 1 Direct DMG

< Apply [[Burning]] >

BLAZE
element

— X ALTERNATE X —

PURGATORIO

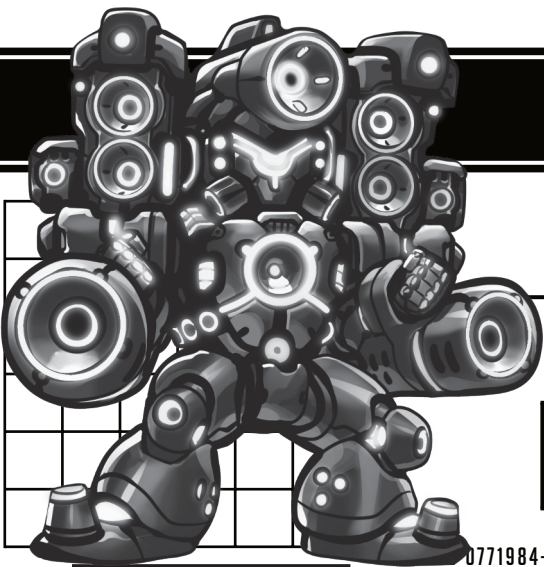
ROLL COM/FIN RANGE 5x5 : Side

[[EACH HIT]] = 1 Direct DMG

< Apply [[Corroding]] >

ACID
element

RECHARGE 1 USE 12 USES 1



0771984-4453

[EDA-VS - BARD 02]

A concert on legs. The Bard 02 has been the backbone of various EDA propaganda campaigns. Various idols and musicians have had their musical talents weaponized by these colorful machines, and their faces plastered on billboards across the Bastions.

ASSOCIATION // DISCOVERY :

Starter, EDA, Nekos Sans Frontieres

STAT : FOCUS

ATU / MOB

TEAM : FOCUS

Support : SYN

ELEMENTS

(B) - (H) - (M)

HELMET

L.L.S. HELM

COST

15,000c

FOCUS

【STAT BOOST】 : +1 Soak

【PASSIVE】 : Glows in the Dark

【STRATAGEM】 : Looks That Kill

Soak

ATU / CHA

The Laser, Lighting and Soak (LLS) Helm makes this MEC "too pretty to die." Its various beacons were originally designed to blind and confuse Wyrms, however most Bards now refer to the gear as a "Laser Light Show" Helm.

CORE

BARD CORE

COST

15,000c

FOCUS

ATU

SYN

【STAT BOOST】 : +1 ATU : +3 Armor

【ONCE PER ALLIED PHASE】 : Give +3 SYN to one Ally

【ONCE PER ALLIED PHASE】 : Redistribute SYN among consenting Allies

The flamboyant and boisterous Bard series celebrates humanity's proclivity for music and bravado. Combining advanced bass technology and traditional stage gimmicks, the Bard is a formidable, if ostentatious foe.

MANEUVER

PYROTECHNIC DRIP

COST

15,000c

FOCUS

ATU / CHA

Speed

【STAT BOOST】 : +2 Speed

【STAT BOOST】 : +3 Armor

【STRATAGEM】 : Blazing Climax

Against normal EDA protocols, these legs have been retro-fitted to house sparklers, flame jets and even fireworks to create stunning (and deadly) effects.

OPTION

HARMONIZER

COST

15,000c

FOCUS

SYN

Support

【PASSIVE】 : This Unit generates +3 more SYN for Allies when Rolling

【PASSIVE】 : You can substitute ART or PRE for ATU during ATU Rolls

【STRATAGEM】 : Purifying Harmony

The difference between a musician and a maestro, is their ability to coordinate every rhythmic note into a greater whole. The Harmonizer allows this same coordination to be used on the Betyl of your allies.

ARM

CONCUSSIVE AMP

COST

15,000c

FOCUS

ATU

【BASIC ATK】 : ATU/MOB + (M) DMG : Range Side

【STRATAGEM】 : Sound Rupture

【ONCE PER ALLIED PHASE】 : Give +1 SYN to one Ally.

Bass boosted and turned up to 11, this Concussive Amp can shatter ear drums in a single beat. It was initially pioneered after the Awakening, after the discovery that most Wyrms are very noise sensitive.

ARM

WRIST SPEAKERS

COST

15,000c

FOCUS

ATU / COM

【BASIC ATK】 : ATU/MOB + (H) DMG : Range 5

【STRATAGEM】 : Binaural Melody

【ONCE PER ALLIED PHASE】 : Give +1 SYN to one Ally.

Using advanced spatial sound equipment, the Wrist Speakers can provide soothing and grating sounds to exact positions at unreasonable volumes.

1 BURNING (blaze)

Unit takes 5 Direct DMG after each Action it takes.

3 CHARGED (shock)

Unit takes 4 Direct DMG when an [Effect] is applied.

5 DAZED (honed)

Max Range is now Self/Side. Rolls with +2 Risk.

FRENZY (—)

Unit must ATK a Random Target or Self.

2 FREEZING (cryo)

Unit takes 2 Direct DMG per Space Moved.

4 CORRODING (acid)

Can't Soak or Shield. Roll +4 Risk on DMG Negates.

6 STUCK (mass)

Unit cannot be moved. Rolls with +2 Risk.

WYRD (—)

Roll a Random Status Effect and Element.

>>> COMMON RANGES

SIDE : Any one Target beside you

SIDE : # : Any Targets within # consecutive spaces beside you.

ALL-SIDE : All Targets beside you.

#x# : # : An Area of Effect (AoE) which affects a fixed span (#x#) of Spaces. At least one of these Spaces MUST be in the Range #.

LINE : # : An AoE that only affects Targets in a straight Line of Spaces originating from the User. The length of the Line is defined by the Range #.

#T : # : Affects up to a # of Targets within the Range #. The same Target cannot be Targeted twice unless it has distinct Parts.

[BARD 02 - STRATAGEMS]

LOOKS THAT KILL

ROLL ATU/MOB RANGE 5x5 : Self

[[EACH HIT]] = 1 DMG

—

HONED
element

— V CHANCE V —

LIMELIGHT

ROLL N/A RANGE N/A

{ IF : An Ally is Within the AoE }
< Effected Allies each gain +4 SYN >

< Enemies are [[Dazed]] and take +2 DMG >

N/A
element

RECHARGE 1 USE 8 USES 1

BLAZING CLIMAX

ROLL ATU/MOB RANGE 5x5 : Self

[[EACH HIT]] = 1 DMG

< Apply [[Burning]] >

BLAZE
element

— V CHANCE V —

MAKE AN ENTRANCE

ROLL N/A RANGE N/A

{ IF : Target hasn't taken DMG yet }
< Deal +3 DMG >

< Generate +2 SYN across all Allies per Target >

N/A
element

RECHARGE 1 USE 6 USES 1

PURIFYING HARMONY

ROLL N/A RANGE 2T : 6

< Grants Targets an Immediate Free [[Basic ATK]] Action >

< +4 SYN to each Target >

< These ATKs do not generate any SYN at all >

N/A
element

— V CHANCE V —

GLORIOUS DISSONANCE

ROLL N/A RANGE N/A

{ IF : Units ATK the same Target }
< Mutual Target gains an [[Effect]] of your choice >

< +2 more SYN to each Unit >

N/A
element

RECHARGE 1 USE 12 USES 1

SOUND RUPTURE

ROLL ATU/MOB RANGE Line : 8

[[EACH HIT]] = 1 DMG

< Apply [[Stuck]] >

MASS
element

— ! INTERVENTION ! —

BLOWOUT

ROLL ATU/MOB RANGE Side

[[EACH HIT]] = 1 DMG

< Apply [[Stuck]] >

< Your MEC takes 2 Direct DMG >

MASS
element

RECHARGE 1 USE 6 USES 2

BINAURAL MELODY

ROLL ATU/MOB RANGE 6

[[EACH HIT]] = 1 DMG

< Apply [[Dazed]] >

< Grant +4 SYN to 1 Ally >

HONED
element

— X ALTERNATE X —

CACOPHONOUS BEAT

ROLL ATU/MOB RANGE 6

[[EACH HIT]] = 1 DMG

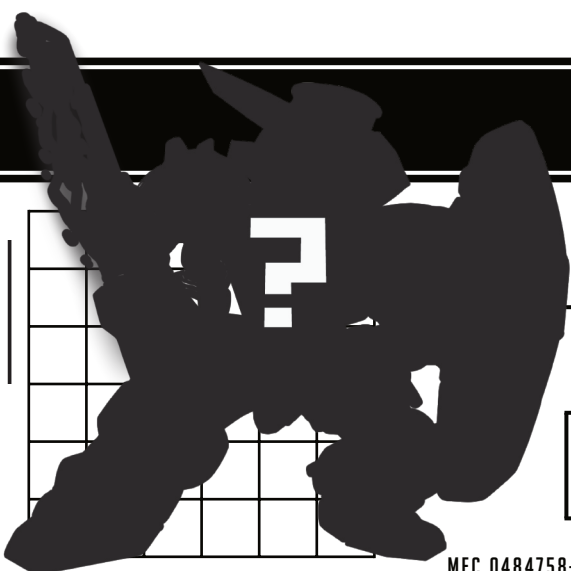
< Apply [[Stuck]] >

< Grant +4 SYN to 1 Ally >

MASS
element

RECHARGE 1 USE 6 USES 3

[NSF - BANSHEE 44]



MEC 0484758-6748

Pirates, liberators, profiteers, mercenaries, these are just a few ways NSF gets described. However one thing everyone can agree on is the Corp's affinity for sonic weapons and aquatic warfare... and cats. The Siren namely combines the first two.

ASSOCIATION // DISCOVERY :
Nekos Sans Frontieres,

STAT : FOCUS

ATU / COM

TEAM : FOCUS

???

ELEMENTS

(C) - (A)

HELMET

SHRIEKER SPEAKER

COST

15,000c

FOCUS

???

[[STAT BOOST]] : +1 ATU
[[STAT BOOST]] : +1 Soak
[[FREE ACTION]] : Jam local Enemy communications (with exceptions)
[[STRATAGEM]] : Banshee Cry

Of the many uncouth designs championed by NSF, none quite hit as hard as the Shrieker Speaker. Rumor has it that the speaker utilizes specific tones first discovered by the Annunaki to amplify the impact of its sonic blast.

CORE

ECHO CORE

COST

15,000c

FOCUS

???

[[STAT BOOST]] : +1 ATU
[[ONCE PER ALLIED PHASE]] : Give any amount of your SYN to one Ally
< Cannot Exceed their MAX SYN >

Outlander wisdom holds that Betyl's power is amplified by sound and music. The Echo Chamber put this legend to the test, filling the Betyl chamber with tones the MEC's pilot finds soothing. The results were fascinating.

MANEUVER

BALLAST TANKS

COST

15,000c

FOCUS

???

[[STAT BOOST]] : +4 Speed
[[STAT BOOST]] : +3 Soak
[[PASSIVE]] : Grants [[Swimming]]
[[PASSIVE]] : +4 Speed in Water

Outlanders are no strangers to repurposing Old World tech. The MEC's Ballast Tanks aren't so different from those in a submarine. Of course if you purchase them from NSF they'll try to sell you on all kinds of frills attached.

OPTION

HAUNTED CHARGES

COST

15,000c

FOCUS

???

[[PASSIVE]] : Gain +1 SYN for each Unit your team downs
[[STRATAGEM]] : Depth Charge

Undetonated depth charges litter Earth's seas, emotionally charged relics from Old World conflicts over water. Initially, NSF was trying to make the waters safer by collecting them. Then came the idea to repurpose them...

ARM

WRETCHED CLAWS

COST

15,000c

FOCUS

???

[[BASIC ATK]] : FIN/MOB + (A) or (C)
DMG : Range 2
[[STRATAGEM]] : Soul Talon
[[STRATAGEM]] : Reality Sheer

These Wretched Claws are lined with the sharpest deposits of Betyl that NSF could find. They take advantage of the brief Resonance that occurs when a shard of Betyl is used kinetically as a weapon to charge the MEC.

ARM

VIOLENT SIREN

COST

15,000c

FOCUS

???

[[BASIC ATK]] : FIN/MOB + (H) DMG : Range 6 - Apply [[Dazed]]
[[STRATAGEM]] : Feeding Frenzy

NSF has leaked hundreds of classified EDA documents over the years, one of the most interesting being Olympian files on tones that can induce Frenzy. However building a Frenzy speaker is as delicate as it is dangerous.

1 BURNING (blaze)

Unit takes 5 Direct DMG after each Action it takes.

3 CHARGED (shock)

Unit takes 4 Direct DMG when an [Effect] is applied.

5 DAZED (honed)

Max Range is now Self/Side. Rolls with +2 Risk.

FRENZY (—)

Unit must ATK a Random Target or Self.

2 FREEZING (cryo)

Unit takes 2 Direct DMG per Space Moved.

4 CORRODING (acid)

Can't Soak or Shield. Roll +4 Risk on DMG Negates.

6 STUCK (mass)

Unit cannot be moved. Rolls with +2 Risk.

WYRD (—)

Roll a Random Status Effect and Element.

>>> COMMON RANGES

SIDE : Any one Target beside you

SIDE : # : Any Targets within # consecutive spaces beside you.

ALL-SIDE : All Targets beside you.

#x# : # : An Area of Effect (AoE) which affects a fixed span (#x#) of Spaces. At least one of these Spaces MUST be in the Range #.

#T : # : Affects up to a # of Targets within the Range #. The same Target cannot be Targeted twice unless it has distinct Parts.

LINE : # : An AoE that only affects Targets in a straight Line of Spaces originating from the User. The length of the Line is defined by the Range #.

#T : # : Affects up to a # of Targets within the Range #. The same Target cannot be Targeted twice unless it has distinct Parts.

[BANSHEE — STRATAGEMS]

BANSHEE CRY

ROLL ATU/COM RANGE 3T : 6

[EACH HIT] = 1 DMG

< Apply [Dazed] or [Freezing] >

CRYO
element

— V CHANCE V —

LAMENTATION

ROLL N/A RANGE N/A

{ IF : Any Targets are Downed }

< Gain +3 SYN to Self per Downed Target >

N/A
element

RECHARGE 1 USE 8 USES 2

DEPTH CHARGE

ROLL ATU/COM RANGE 3x3 : 6

[EACH HIT] = 1 DMG

[PER TARGET] = +2 SYN to Self

< Apply [Corroding] >

ACID
element

— X ALTERNATE X —

WHALER

ROLL ATU/COM RANGE 6

[EACH HIT] = 1 DMG

[PER 3 DICE] = +1 DMG

[EACH QUAD] = +2 SYN to Each Ally

ACID
element

RECHARGE 1 USE 8 USES 2

SOUL TALON

ROLL ATU/COM RANGE 3

< Move to Target >

[EACH HIT] = 1 DMG

[EACH DOUBLE] = +1 DMG

ACID
element

— V CHANCE V —

SOUL DRAIN

ROLL N/A RANGE N/A

{ IF : Target is downed }

< Gain +1 SYN per 2 DMG Dealt >

< Does not include any Overkill DMG >

N/A
element

RECHARGE 1 USE 6 USES 2

REALITY SHEER

ROLL ATU/COM RANGE Side

[EACH HIT] = 1 DMG

[EACH DOUBLE] = +1 SYN to Self

< Apply [Corroding] >

ACID
element

— ! INTERVENTION ! —

RIPPLE

ROLL N/A RANGE Side

< Push Target up to 6 Spaces >

N/A
element

RECHARGE 1 USE 6 USES 2

FEEDING FRENZY

ROLL ATU/COM RANGE 5x5 : 6

[EACH HIT] = 1 DMG

[EACH QUAD] = -1 SYN to Self

< Won't go into negatives >

[EACH HIT] = 1 DMG

< Apply [Frenzy] >

DISORIENT

ROLL ATU/COM RANGE 6

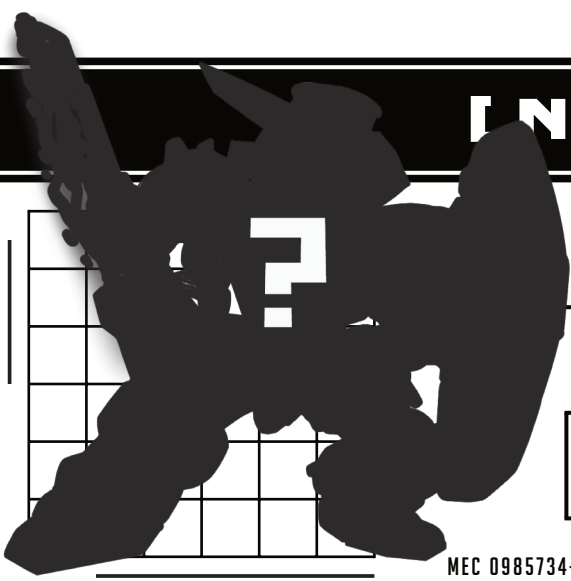
< Apply [Dazed] >

< Give +4 SYN to an Ally or Self >

N/A
element

RECHARGE 1 USE 8 USES 3

[NO - BEAST TAMER DOS]



MEC 0985734-4595

Where the EDA is often all too happy to napalm a Wurm infested area that's gotten out of hand, Nkondi Dynamics has learned not only to coexist with Wyrms but to use them to their advantage. The Beast Tamer is just one way they pass on this knowledge.

ASSOCIATION // DISCOVERY :
Nkondi Dynamics,

STAT : FOCUS

COM / TOR

TEAM : FOCUS

???

ELEMENTS

(C) - (H)

HELMET

FOCUS BAND

COST

15,000c

FOCUS

???

[[STAT BOOST]] : +4 Max Shields
[[STAT BOOST]] : +1 Soak
[[PASSIVE]] : Immune to [[Frenzy]]
[[PASSIVE]] : Adjacent Allies are Immune to [[Frenzy]]

They say Wyrms can smell fear and any Guai hunter worth their salt will agree. While the Focus Band can block Frenzy inducing frequencies, it's up to the Pilot to lead by example and stay calm in the face of chaos.

CORE

LANGUAGE CORE

COST

15,000c

FOCUS

???

[[STAT BOOST]] : +2 COM
[[STAT BOOST]] : +1 to Chosen MEC Stat
[[STAT BOOST]] : +4 Max Shields
[[PASSIVE]] : Can perfectly translate any Terran language

There are over 1500 languages in use on the African continent alone. It became clear that if Outlanders were going to survive the Awakening, communication was the first priority. Thus the universally helpful Language Core was born.

MANEUVER

MOUNTING GEAR

COST

15,000c

FOCUS

???

[[STAT BOOST]] : +3 Speed
[[FREE ACTION]] : Climb onto any Unit Larger than you, no check needed - When it Moves you Move with it.
[[STRATAGEM]] : Mounting Leap

Nkondi would label any Pilot who hasn't tried riding a Wurm uninspired. They'd also label any Pilot who attempted it without proper gear a moron. The grapples and cleats of the Mounting Gear make the task look easy.

OPTION

TAMER SPEAKERS

COST

15,000c

FOCUS

???

[[STRATAGEM]] : Soothing Song
[[STRATAGEM]] : Call of the Wild
< [[Allied Wurm]] is a Wurm from the Region or one you've bonded with - Max 1 [[Allied Wurm]] Per Group >

It's no secret that Nkondi salvaged Olympian tech from the Hesperides crash. However they were the first to use the tech to soothe Wyrms instead of harm them. Thus early Nkondi hunters earned the name "Beast Tamers."

ARM

GUIDED SPEAR

COST

15,000c

FOCUS

???

[[BASIC ATK]] : MOB/DUR + (C) or (H)
DMG : Range 8
[[STRATAGEM]] : Skewer
[[ONCE PER ALLIED PHASE]] : Apply
[[Freezing]] : Range Side

A little bit of guided tech goes a long way. Nkondi began manufacturing of these Assegai as a cheap way to arm Outlanders with effective defensive gear. In a phrase: The spear knows where it because it knows where it isn't.

ARM

WYRM HIDE SHIELD

COST

15,000c

FOCUS

???

[[STAT BOOST]] : +1 Soak
[[STAT BOOST]] : +4 Max Shields
[[STRATAGEM]] : Shield Toss

Wyrms adapt readily to their environments, the herbivores even more so. As such Nkondi designers realized that Wyrms themselves were pioneering the most effective armors against other Wyrms. All the hide needs is a mount.

1 BURNING (blaze)

Unit takes 5 Direct DMG after each Action it takes.

3 CHARGED (shock)

Unit takes 4 Direct DMG when an [Effect] is applied.

5 DAZED (honed)

Max Range is now Self/Side. Rolls with +2 Risk.

FRENZY (—)

Unit must ATK a Random Target or Self.

2 FREEZING (cryo)

Unit takes 2 Direct DMG per Space Moved.

4 CORRODING (acid)

Can't Soak or Shield. Roll +4 Risk on DMG Negates.

6 STUCK (mass)

Unit cannot be moved. Rolls with +2 Risk.

WYRD (—)

Roll a Random Status Effect and Element.

>>> COMMON RANGES

SIDE : Any one Target beside you

SIDE : # : Any Targets within # consecutive spaces beside you.

ALL-SIDE : All Targets beside you.

#x# : # : An Area of Effect (AoE) which affects a fixed span (#x#) of Spaces. At least one of these Spaces MUST be in the Range #.

LINE : # : An AoE that only affects Targets in a straight Line of Spaces originating from the User. The length of the Line is defined by the Range #.

#T : # : Affects up to a # of Targets within the Range #. The same Target cannot be Targeted twice unless it has distinct Parts.

[BEAST TAMER – STRATAGEMS]

MOUNTING LEAP

ROLL COM/TOR RANGE 3

< Move to Target >

[[EACH HIT]] = 1 DMG

[[EACH TRIPLE]] = Move Target

CRYO 1 Space in any Direction

element < You Move with Target >

— V CHANCE V —

RODEO

ROLL N/A RANGE N/A

{ IF : Target is Larger than you }

< Apply [[Effect]] of your Choice >

{ IF : Target hits a Wall }

N/A < Deal +5 Direct DMG >

element

RECHARGE 1 USE 6 USES 3

SOOTHING SONG

ROLL COM/TOR RANGE 5x5 : Self

[[EACH HIT]] = 1 Shield for each Ally in Range

[[PER 3 DICE]] = +1 Shield to

N/A Self

element

— ! INTERVENTION ! —

EAR BLEEDER

ROLL COM/TOR RANGE 8

[[EACH DOUBLE]] = 1 DMG

< Apply [[Dazed]] >

HONED

element

RECHARGE 1 USE 6 USES 2

CALL OF THE WILD

ROLL N/A RANGE N/A

< Summon [[Allied Wyrn]] at Side Range >

< Note : [[Allied Wyrn]] cannot be Summoned by any other

N/A means than this Stratagem >

element

— V CHANCE V —

WILD BOND

ROLL N/A RANGE N/A

{ IF : Your [[Allied Wyrn]] is already on the Field }

< Restore all of [[Allied Wyrn]]'s Vitality >

N/A

element

RECHARGE 1 USE 12 USES 1

SKEWER

ROLL COM/TOR RANGE 3-8

[[EACH HIT]] = 1 DMG

[[PER 2 DICE]] = +1 DMG

< Apply [[Freezing]] >

CRYO

element

— X ALTERNATE X —

WYRM KEBAB

ROLL COM/TOR RANGE 2

[[EACH HIT]] = 1 DMG

< Permanently reduce Target's Soak by 3 >

HONED

element

RECHARGE 1 USE 8 USES 2

SHIELD TOSS

ROLL COM/TOR RANGE 5x5 : Self

[[EACH HIT]] = 1 DMG

[[EACH QUAD]] = +4 DMG

< Gain +4 Shields >

CRYO

element

— ! INTERVENTION ! —

PROTECT SHADE

ROLL COM/TOR RANGE Self/Side

{ IF: You / An Ally Will take DMG }

< Incoming ATK now Targets you >

[[EACH HIT]] = Negate 1 DMG

N/A < Remove or Prevent [[Effect]] from Self or Target >

element

RECHARGE 1 USE 6 USES 2

ALLIED WYRM

VITAL 12 SPEED 8

[[ACTION]] : Deal 6 DMG : Range Side

[[ACTION]] : Remove [[Effect]] from Ally : Range Side

[[ACTION]] : Apply [[Effect]] of your choosing : Range Side All-Side

— ^ SUMMON ^ —

SUMMON RULES

> Each Summon gets 1 Action per Allied Phase you act (Doesn't count to PAA)

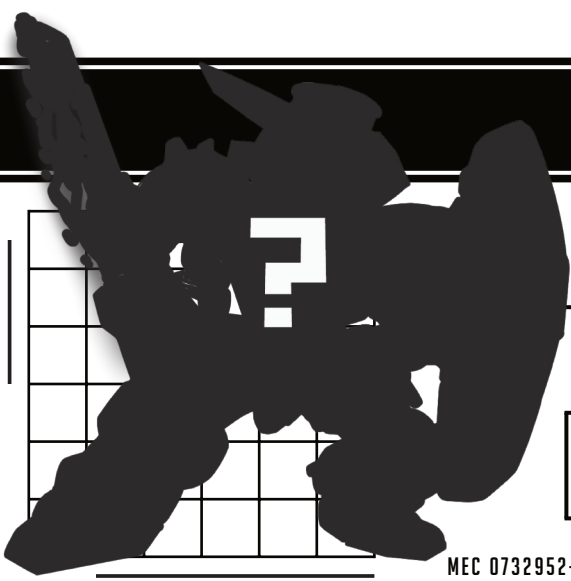
> You can use [[SUMMON]] [[Once Per Allied Phase]] (regardless of Type) OR as an

— Action. It Spawns adjacent to you —

> Summons Shift and Boost when you do.

> Base Summon Max is 1 per Type.

[CS - CELESTIAL 03]



MEC 0732952-9743

The Celestial began as a bespoke design for the escort oriented Defenders of Babel. Caravans to holy sites, scouting missions around the orbit of Babel's zenith, even the occasional bust of local grave robbers, the Celestial had to be a one-MEC savior.

ASSOCIATION // DISCOVERY :
Cadejo Security, Babel

STAT : FOCUS

FIN / COM

TEAM : FOCUS

???

ELEMENTS

(S) - (H)

HELMET

DIVINE PROTECTION

COST

15,000c

FOCUS

???

[STAT BOOST] : +4 Max Shields
[PASSIVE] : Gain +2 SYN for each Enemy Phase that you end with Shields remaining

To say Cadejo Security is famous for laser tech is a bit of a misnomer. They're famous for energy tech. Nowhere is that better exemplified by the hyper efficient energy shielding that bathes the celestial in a white glow.

CORE

GRACEFUL CORE

COST

15,000c

FOCUS

???

[STAT BOOST] : +1 COM
[PASSIVE] : Convert any amount of your Shields to SYN at a 1-to-1 rate < Cannot Exceed Max SYN >

In the "City of Faiths" one of a Defender's greatest and most sacred duties in Babel is escorting pilgrims to holy sites that may be infested with Wyrms or worse. And you know what they say about the best defense...

MANEUVER

PROPULSION HALO

COST

15,000c

FOCUS

???

[STAT BOOST] : +4 Speed
[PASSIVE] : Can [Fly] 6 Spaces
[PASSIVE] : Immune to Fall DMG
[STRATAGEM] : Ring Blade

The Propulsion Halo serves not only as a flashy magnetic ring blade providing both flight and fury. It also represents a rare collaboration between two of the EDA's favorite Corps: Cadejo Security and the Midas Foundation.

OPTION

REPULSOR SHIELDS

COST

15,000c

FOCUS

???

[STAT BOOST] : +4 Max Shields
[STRATAGEM] : Smite
[STRATAGEM] : Judgment

Most shields are merely energy coating the MEC in a defensive layer, able to distribute and dissipate kinetic and thermal damages alike. The conclusion that this could be redirected back at the attacker came naturally.

ARM

HOLY T.O.M.E.

COST

15,000c

FOCUS

???

[STAT BOOST] : +4 Max Shields
[STRATAGEM] : Holy Spell
[ACTION] : Grant +8 Shields to Self

While most T.O.M.E.s optimize Betyl's output for damage, the Holy T.O.M.E. redirects most of that energy current back into the MEC's shielding hardware. It can even arc this energy to other MECs in a ray of light.

ARM

RESPLENDENT MACE

COST

15,000c

FOCUS

???

[ONCE PER ALLIED PHASE] : Apply
[Dazed] : Range Side
[BASIC ATK] : FIN/COM + (H) DMG : Range Side
[STRATAGEM] : Blinding Blows

Most religions teach mercy, understanding, peace and forgiveness. Some problems, however, are best solved at the end of a very large stick with a very large piece of metal. This is the Defender's golden rule.

1 BURNING (blaze)

Unit takes 5 Direct DMG after each Action it takes.

3 CHARGED (shock)

Unit takes 4 Direct DMG when an [Effect] is applied.

5 DAZED (honed)

Max Range is now Self/Side. Rolls with +2 Risk.

FRENZY (—)

Unit must ATK a Random Target or Self.

2 FREEZING (cryo)

Unit takes 2 Direct DMG per Space Moved.

4 CORRODING (acid)

Can't Soak or Shield. Roll +4 Risk on DMG Negates.

6 STUCK (mass)

Unit cannot be moved. Rolls with +2 Risk.

WYRD (—)

Roll a Random Status Effect and Element.

>>> COMMON RANGES

SIDE : Any one Target beside you

SIDE : # : Any Targets within #

consecutive spaces beside you.

ALL-SIDE : All Targets beside you.

#x# : # : An Area of Effect (AoE) which affects a fixed span (#x#) of Spaces. At least one of these Spaces MUST be in the Range #.

LINE : # : An AoE that only affects Targets in a straight Line of Spaces originating from the User. The length of the Line is defined by the Range #.

#T : # : Affects up to a # of Targets within the Range #. The same Target cannot be Targeted twice unless it has distinct Parts.

[CELESTIAL — STRATAGEMS]

RING BLADE

ROLL FIN/COM RANGE All-Side

[[EACH HIT]] = 1 DMG

[[EACH DOUBLE]] = +1 DMG

< Apply [[Charged]] >

SHOCK

element

— ! INTERVENTION ! —

LEAPING CUT

ROLL FIN/COM RANGE SPEED + 4

< Move to Target >

[[PER 2 DICE]] = 1 DMG

< Apply [[Charged]] >

SHOCK

element

< Rolling Dice is only to determine SYN generation >

RECHARGE 1 USE 10 USES 2

SMITE

ROLL FIN/COM RANGE 6

[[EACH HIT]] = 1 DMG

[[PER 2 DICE]] = +1 Shields to Self

SHOCK

element

— ! INTERVENTION ! —

REBUKE

ROLL N/A RANGE Self

{ IF : You are about to take DMG }

[[EACH HIT]] = Negate 1 DMG

< You may choose to expend Shields after DMG to deal 1 DMG back per 2 Shields >

N/A

element

RECHARGE 1 USE 6 USES 2

JUDGMENT

ROLL FIN/COM RANGE 3x3 : 6

[[EACH HIT]] = 1 DMG

< Apply [[Charged]] >

SHOCK

element

— V CHANCE V —

SACRIFICE

ROLL N/A RANGE N/A

{ IF : You expend Shields }

< Gain +1 Dice per Shield Expended >

< Max +6 Dice >

N/A

element

RECHARGE 1 USE 8 USES 2

HOLY SPELL

ROLL FIN/COM RANGE 6

[[EACH HIT]] = 1 DMG

[[PER 4 DICE]] = +1 Shields to Self or

1 Ally

HONED

element

— ! INTERVENTION ! —

BLESS

ROLL N/A RANGE 6

< Target Gains +6 Shields >

OR

< Remove [[Effect]] from Target and Target Gains +4 Shields >

N/A

element

RECHARGE 1 USE 4 USES 4

BLINDING BLOWS

ROLL FIN/COM RANGE All-Side

[[EACH HIT]] = 1 DMG

< Apply [[Dazed]] >

HONED

element

— X ALTERNATE X —

CHOSEN

ROLL FIN/COM RANGE Side

[[EACH HIT]] = 1 DMG

[[EACH DOUBLE]] = +1 Shields to Self

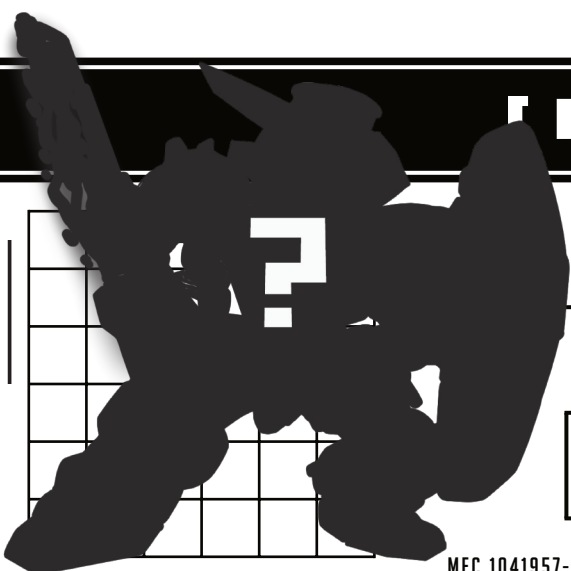
< Apply [[Dazed]] >

HONED

element

RECHARGE 1 USE 6 USES 2

[NM - COSMONAUT 1957]



Some are content tending to the Earth as mankind's only home, others yearn for the stars... Or at least the retrofuturist vision of life in the stars that was sold in the Old World. The Cosmonaut echoes these aspirations with the fury of a rocket ship.

ASSOCIATION // DISCOVERY :
Nocturne Manufacturing,

MEC 1041957-4532

STAT : FOCUS

DUR/TOR

TEAM : FOCUS

???

ELEMENTS

(B)

HELMET

KINETIC CONVERTER

COST

15,000c

FOCUS

???

[[STAT BOOST]] : +4 Max Shields
[[PASSIVE]] : Each time you are ATKed with Direct DMG gain +1 SYN per DMG < [[Effect]]s do not trigger Passive > -

Nocturne's designs have always been built for combat, some even remark they seem more tuned to MEC combat. But the Cosmonaut's Kinetic Converters are ostensibly for high impact landings, not high impact bullets.

CORE

COSMIC CORE

COST

15,000c

FOCUS

???

[[STAT BOOST]] : +1 Soak
[[STAT BOOST]] : +3 Max Shields
[[PASSIVE]] : Can [[Fly]] 6 Spaces High
[[STRATAGEM]] : Cosmic Slam
[[STRATAGEM]] : Take Off

"Rocketing Towards the Future" is the Cosmonaut's sales slogan, and its clear space-ready design echoes this. The core is even built to withstand atmospheric re-entry. Though one wonders why it would be needed.

MANEUVER

THRUSTER PACK

COST

15,000c

FOCUS

???

[[STAT BOOST]] : +1 DUR
[[STAT BOOST]] : +1 TOR
[[PASSIVE]] : Your first 2 Boosts of each Phase are free.

Despite its hulking frame, the Cosmonaut is surprisingly nimble. This is thanks to a retuning of the thruster technology originally used for Mobile Engineering Chassis meant to build vast space stations.

OPTION

SURVIVAL SHOTGUN

COST

15,000c

FOCUS

???

[[STAT BOOST]] : +1 Soak
[[STAT BOOST]] : +1 DUR
[[STRATAGEM]] : Tri-Barrel Blast

Cosmonauts of old were equipped with shotguns to survive the Siberian wilderness upon landing. Though these days if you crash in the Siberian wilderness, Wyrms tend to be the least of your problems.

ARM

ROCKET ARMS

COST

15,000c

FOCUS

???

[[STAT BOOST]] : +3 Armor
[[ACTION]] : Push 6 : Range Side
[[BASIC ATK]] : DUR/TOR + (B) DMG : Range 6
[[STRATAGEM]] : Rocket Punch

According to interviews, the Rocket Arm was added as a personal request from Nocturne's CEO and founder Rasputin Giorgio. He insisted the arm be added for its "cultural significance" and to "fill a niche in the market".

ARM

THERMAL SHIELDING

COST

15,000c

FOCUS

???

[[STAT BOOST]] : +4 Max Shields
[[STRATAGEM]] : Defender
[[SUMMON]] : Bubble Shield

If space faring Wyrms don't devour you in orbit there's always the risk of solar rays. Thus the Thermal Shielding exists to help keep Pilots and their allies from getting cooked in a variety of scenarios.

1 BURNING (blaze)

Unit takes 5 Direct DMG after each Action it takes.

3 CHARGED (shock)

Unit takes 4 Direct DMG when an [Effect] is applied.

5 DAZED (honed)

Max Range is now Self/Side. Rolls with +2 Risk.

FRENZY (—)

Unit must ATK a Random Target or Self.

2 FREEZING (cryo)

Unit takes 2 Direct DMG per Space Moved.

4 CORRODING (acid)

Can't Soak or Shield. Roll +4 Risk on DMG Negates.

6 STUCK (mass)

Unit cannot be moved. Rolls with +2 Risk.

WYRD (—)

Roll a Random Status Effect and Element.

>>> COMMON RANGES

SIDE : Any one Target beside you
SIDE : # : Any Targets within # consecutive spaces beside you.
ALL-SIDE : All Targets beside you.
#x# : # : An Area of Effect (AoE) which affects a fixed span (#x#) of Spaces. At least one of these Spaces MUST be in the Range #.

LINE : # : An AoE that only affects Targets in a straight Line of Spaces originating from the User. The length of the Line is defined by the Range #.
#T : # : Affects up to a # of Targets within the Range #. The same Target cannot be Targeted twice unless it has distinct Parts.

[COSMONAUT — STRATAGEMS]

COSMIC SLAM

ROLL DUR/TOR RANGE SPEED + 6

< Move to Target >
[EACH HIT] = 1 DMG

BLAZE
element

— V CHANCE V —

RE-ENTRY

ROLL N/A RANGE N/A

{ IF : You were [Flying] before ATK }
< Apply [Burning] >

< Add +1 Dice per Space you were Flying >
< Max +6 Dice >

RECHARGE 1 USE 8 USES 2

TAKE OFF

ROLL DUR/TOR RANGE All-Side

[EACH HIT] = 1 DMG
< Apply [Burning] >
< Move 6 Spaces >

BLAZE
element

— ! INTERVENTION ! —

SLINGSHOT

ROLL DUR/TOR RANGE SPEED + 4

{ IF : You are Pushed / Pulled }
< Move to Target >

[EACH HIT] = +1 DMG
[EACH TRIPLE] = +1 DMG

BLAZE
element

RECHARGE 1 USE 8 USES 2

TRI-BARREL BLAST

ROLL DUR/TOR RANGE 5x5 : Side

[EACH HIT] = 1 DMG
< Apply [Burning] >

BLAZE
element

— X ALTERNATE X —

SOLARIS SLUG

ROLL DUR/TOR RANGE 4

[EACH HIT] = 1 DMG
[EACH DOUBLE] = +1 DMG
[PER 10 DICE] = +5 DMG

BLAZE
element

RECHARGE 1 USE 10 USES 3

ROCKET PUNCH

ROLL DUR/TOR RANGE 6

[EACH HIT] = 1 DMG
[EACH DOUBLE] = +1 DMG

BLAZE
element

— ! INTERVENTION ! —

NOT ON MY WATCH

ROLL N/A RANGE 8

{ IF : An ally is about to take DMG }
< Pull Attacker to your side >

< Attacker must now Target you >

N/A
element

RECHARGE 1 USE 8 USES 3

DEFENDER

ROLL DUR/TOR RANGE Self : 5x5

< You and Allied Targets gain +4 Shields >
[EACH DOUBLE] = +1 Shield

N/A
element

— ! INTERVENTION ! —

ABSORPTION DOME

ROLL DUR/TOR RANGE Self : 5x5

{ IF : You / Allies Will take DMG }
[EACH HIT] = Negate 1 DMG on all Targets of this ATK within Absorption Dome's Range.

N/A
element

RECHARGE 1 USE 12 USES 2

BUBBLE SHIELD

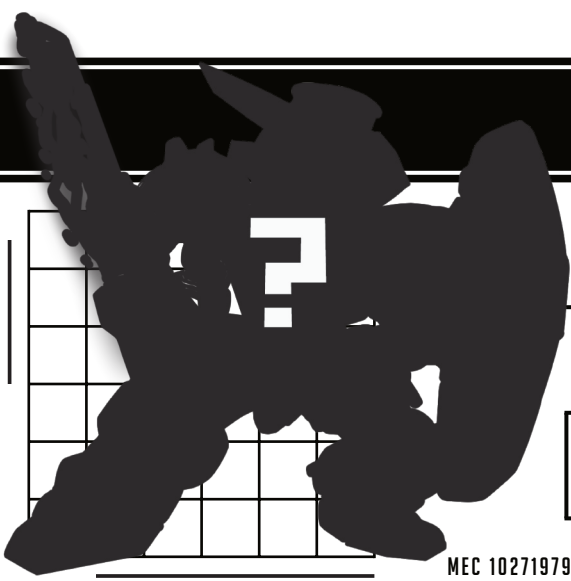
ARMOR N/A SPEED N/A

[PASSIVE] : Bubble Shield covers a 3x3 Area - All Units within Bubble Shield gain +3 Shields at the Start of Allied Phase : Bubble can't move
< Passive doesn't stack >

— ^ SUMMON ^ —

SUMMON RULES

- > Each Summon gets 1 Action per Allied Phase you act (Doesn't count to PAA)
- > You can use [SUMMON] [Once Per Allied Phase] (regardless of Type) OR as an Action. It Spawns adjacent to you.
- > ~~Summons Shift and Boost when you do~~
- > Base Summon Max is 1 per Type.



MEC 10271979-639

The first series of MECs purpose-built for underwater operations, some hail the Diver as Babaylan's crowning achievement. Capable of withstand incredible amounts of pressure, Divers are prepared for combat, reconnaissance, and even construction.

ASSOCIATION // DISCOVERY :
Babaylan Biotics, Ryugu-jo,

STAT : FOCUS

TOR / DUR

TEAM : FOCUS

Rush-Down DPS

ELEMENTS

(H) - (M)

HELMET

BRONZE SONAR EYE

COST

15,000c

FOCUS

TOR/DUR

HONED

[[STAT BOOST]] : +1 DUR
[[STAT BOOST]] : +1 Soak
[[STAT BOOST]] : +4 Armor
[[PASSIVE]] : Grants [[Sonar Vision]]
[[STRATAGEM]] : Echo Overload

One of the most lucrative forms of Scrapping is Deep Sea Scrapping. Earths' waters are littered with treasure trove wrecks and lost technology just begging to be salvaged... for those who can navigate its depths.

CORE

DEEP SEA CORE

COST

15,000c

FOCUS

DUR

Swimming

[[STAT BOOST]] : +1 DUR
[[STAT BOOST]] : +1 Soak
[[STAT BOOST]] : +4 Armor
[[PASSIVE]] : Grants [[Swimming]]
[[PASSIVE]] : +4 Speed in Water

The Awakening looked different for those living on islands and coasts. Those who been displaced as climate refugees were now facing rising tides and deadly sea Wyrms. Diver MECs became a staple of now amphibious communities.

MANEUVER

ANCHORED HEELS

COST

15,000c

FOCUS

Speed

TOR/DUR

[[STAT BOOST]] : +3 Speed
[[STAT BOOST]] : +2 Armor
[[PASSIVE]] : Negate 2 Push/Pull
[[STRATAGEM]] : Anchor Drop-Kick

When Scrapping in turbulent waters, around lightning fast Wyrms and on uneven Neo-Coral, the need to ground yourself arises. The Anchored Heels shoot durable spikes into the ground to keep MECs in position.

OPTION

REINFORCED FIN

COST

15,000c

FOCUS

Boost

TOR/DUR

[[STAT BOOST]] : +1 Soak
[[PASSIVE]] : Your first 4 Boosts during each Phase are free IF MEC is submerged or in a vacuum.
[[STRATAGEM]] : Full Body Torpedo

Why take a boat when your brother has a MEC? The Reinforced Fin became increasingly popular as an add-on to smaller civilian MECs in archipelago communities to rapidly zip between islands.

ARM

HARPOON GUN

COST

15,000c

FOCUS

TOR/DUR

Pull

[[STRATAGEM]] : Hooked
[[ACTION]] : Pull a Unit up to 8 Spaces closer to you : Range 8

Fishing is one of mankind's oldest and most sacred traditions. Just because Wyrms rule the seas, doesn't mean their meat isn't good. Babaylan was the first to design MECs purpose built for catching Wyrms in one piece.

ARM

HYDRAULIC CLAW

COST

15,000c

FOCUS

TOR/DUR

MASS

[[STAT BOOST]] : +1 Soak
[[BASIC ATK]] : TOR/DUR + (M) DMG : Range Side
[[STRATAGEM]] : Wyrms Cracker

Aquatic Wyrms shells can be a tough thing to crack, but inside there can be enough meat to feed a community. Ironically many Outlanders began using these Claws for rescue missions, inspiring Babaylan's later designs.

1 BURNING (blaze)

Unit takes 5 Direct DMG after each Action it takes.

3 CHARGED (shock)

Unit takes 4 Direct DMG when an [Effect] is applied.

5 DAZED (honed)

Max Range is now Self/Side. Rolls with +2 Risk.

FRENZY (—)

Unit must ATK a Random Target or Self.

2 FREEZING (cryo)

Unit takes 2 Direct DMG per Space Moved.

4 CORRODING (acid)

Can't Soak or Shield. Roll +4 Risk on DMG Negates.

6 STUCK (mass)

Unit cannot be moved. Rolls with +2 Risk.

WYRD (—)

Roll a Random Status Effect and Element.

>>> COMMON RANGES

SIDE : Any one Target beside you

SIDE : # : Any Targets within #

consecutive spaces beside you.

ALL-SIDE : All Targets beside you.

#x# : # : An Area of Effect (AoE) which affects a fixed span (#x#) of Spaces. At least one of these Spaces MUST be in the Range #.

LINE : # : An AoE that only affects Targets in a straight Line of Spaces originating from the User. The length of the Line is defined by the Range #.

#T : # : Affects up to a # of Targets within the Range #. The same Target cannot be Targeted twice unless it has distinct Parts.

[DIVER — STRATAGEMS]

ECHO OVERLOAD

ROLL TOR/DUR RANGE 7x7 : Self

[EACH HIT] = 1 DMG

< Apply [Dazed] >

HONED
element

— V CHANCE V —

HIGH DENSITY

ROLL N/A RANGE N/A

{ IF : You are Fully Submerged }

< Add +4 Dice >

N/A
element

RECHARGE 1 USE 8 USES 2

ANCHOR DROP KICK

ROLL TOR/DUR RANGE Side

[EACH HIT] = 1 DMG

[EACH QUAD] = +3 DMG

< Apply [Stuck] >

MASS
element

— V CHANCE V —

MOMENTUM TRANSFER

ROLL N/A RANGE N/A

{ IF : You Boosted this Phase }

< Add +1 Dice for each Boost taken >

< MAX +6 Dice >

N/A
element

RECHARGE 1 USE 8 USES 2

FULL BODY TORPEDO

ROLL TOR/DUR RANGE SPEED + 2

< Move to Target >

[EACH HIT] = 1 DMG

< Apply [Dazed] or [Stuck] >

HONED
element

— X ALTERNATE X —

BELLY FLOP

ROLL TOR/DUR RANGE Side

[EACH HIT] = 1 DMG

[EACH TRIPLE] = +2 DMG

[PER SOAK ON MECH] = +2 DMG

MASS
element

RECHARGE 1 USE 8 USES 2

HOOKEED

ROLL TOR/DUR RANGE 6

[EACH HIT] = 1 DMG

< Apply [Stuck] >

MASS
element

— ! INTERVENTION ! —

ROD, REEL, & FIST

ROLL N/A RANGE 6

< Pull Target Beside You >

< Apply [Stuck] >

N/A
element

RECHARGE 1 USE 8 USES 2

WYRM CRACKER

ROLL TOR/DUR RANGE Side

[EACH HIT] = 1 DMG

[PER 3 DICE] = +1 DMG

< Apply [Stuck] >

MASS
element

— V CHANCE V —

HULL BREACH

ROLL N/A RANGE N/A

{ IF : Target was already [Stuck] }

< Add +3 Dice >

< Permanently reduce Target's Soak by 2 >

N/A
element

RECHARGE 1 USE 6 USES 2

[MF - DRAGOON XIII]



MEC 073829-6754

The flying fortress of Kunlun's Anti-Wyrm Division keeps the skies of central Asia clean from even the most fierce avian predators. Outfitted with the latestest in rapid deployment technology, Dragoons have gained a global reputation.

ASSOCIATION // DISCOVERY :
Midas Foundation, Kunlun, Babel,

STAT : FOCUS

MOB / ATU

TEAM : FOCUS

Boost : Pull

ELEMENTS

(C) - (M)

HELMET

RIDER'S PLUME

COST

15,000c

FOCUS

Speed

Boost

[[STAT BOOST]] : +3 Speed

[[PASSIVE]] : [[Stratagems]]s and [[Basic ATK]]s gain +1 Dice IF you Boost or Shift just before the ATK
< Passive applies once per ATK >

The KAWD have gained something of a reputation as "Riders", especially given the Cavalry MEC's popularity. Midas leaned into this iconography with a plume meant to inspire hope and instill a sense of nobility.

CORE

DRAGON SALVO CORE

COST

15,000c

FOCUS

MOB / ATU

Boost

[[PASSIVE]] : For every 2 SYN Spent Boosting, deal 1 Stat Die worth of DMG to a Target within 5 Range
< Can Roll multiple Dice at Once >

[[STRATAGEM]] : Missile Typhoon

Housed in the shoulders of every Dragoon is a cryo missile payload strong enough to drop any swarm approaching to the ground in an instant. Most KAWD dispatches only take one salvo to do their job.

MANEUVER

DRAGOON WINGS

COST

15,000c

FOCUS

Flight

MOB / ATU

[[STAT BOOST]] : +5 Speed

[[PASSIVE]] : Can [[Fly]] 6 Spaces High
[[STRATAGEM]] : Concussive Lance

Manufactured to evoke glistening iron wings, the adaptable Dragoon Wings are as fast as they come. The Defenders of Kunlun often use these flight packs to zip around the floating Bastion's many districts.

OPTION

TETHER GEAR

COST

15,000c

FOCUS

MOB / ATU

Pull

[[STRATAGEM]] : Live Capture

[[STRATAGEM]] : Cryo Tether

[[FREE ACTION]] : Tether items to you from up to 6 Spaces away

While most associate the EDA as Wyrm killers, the Dragoon's Tether gear is built for live catch and release. This allows Kunlun to track the migratory patterns of local Wyrms and plan its route accordingly.

ARM

CRYO GUANDO (1/2)

COST

20,000c

FOCUS

MOB / ATU

Freezing

[[BASIC ATK]] : MOB/ATU + (C) DMG : Range 2T : 3

[[STRATAGEM]] : Cutting Winds

[[STRATAGEM]] : Living Cyclone

[[STAT BOOST]] : +1 Soak

Outlanders say snow fall in summer is an omen that Riders are near. The more likely explanation is the sub-zero blade of their Cryo Guando often freezes the air around it, raining snowflakes below.

ARM

CRYO GUANDO (1/2)

COST

FOCUS

[[STAT BOOST]] : +1 MOB

[[STAT BOOST]] : +1 ATU

[[REQUIREMENT]] : Uses 2 Arm Slots

< Ranges cannot be extended >

1 BURNING (blaze)

Unit takes 5 Direct DMG after each Action it takes.

3 CHARGED (shock)

Unit takes 4 Direct DMG when an [Effect] is applied.

5 DAZED (honed)

Max Range is now Self/Side. Rolls with +2 Risk.

FRENZY (—)

Unit must ATK a Random Target or Self.

2 FREEZING (cryo)

Unit takes 2 Direct DMG per Space Moved.

4 CORRODING (acid)

Can't Soak or Shield. Roll +4 Risk on DMG Negates.

6 STUCK (mass)

Unit cannot be moved. Rolls with +2 Risk.

WYRD (—)

Roll a Random Status Effect and Element.

>>> COMMON RANGES

SIDE : Any one Target beside you

SIDE : # : Any Targets within # consecutive spaces beside you.

ALL-SIDE : All Targets beside you.

#x# : # : An Area of Effect (AoE) which affects a fixed span (#x#) of Spaces. At least one of these Spaces MUST be in the Range #.

#T : # : Affects up to a # of Targets within the Range #. The same Target cannot be Targeted twice unless it has distinct Parts.

LINE : # : An AoE that only affects Targets in a straight Line of Spaces originating from the User. The length of the Line is defined by the Range #.

#T : # : Affects up to a # of Targets within the Range #. The same Target cannot be Targeted twice unless it has distinct Parts.

[DRAGOON — STRATAGEMS]

MISSILE TYPHOON

ROLL MOB/ATU RANGE 3x3 : 5

[[EACH HIT]] = 1 DMG

[[EACH DOUBLE]] = +1 DMG

CRYO
element

— V CHANCE V —

FLASH FREEZE

ROLL N/A RANGE N/A

{ IF : Target has no Effects }

< Apply [[Freezing]] >

< Deal +5 Damage >

N/A
element

RECHARGE 1 USE 10 USES 2

CONCUSSIVE LANCE

ROLL MOB/ATU RANGE 3x3 : 3-6

[[EACH HIT]] = 1 DMG

< Apply [[Stuck]] >

MASS
element

— ! INTERVENTION ! —

HEAVEN'S FURY

ROLL MOB/ATU RANGE Side

EACH HIT = 1 DMG

< Apply [[Stuck]] >

MASS
element

RECHARGE 1 USE 6 USES 2

LIVE CAPTURE

ROLL MOB/ATU RANGE 6

[[EACH HIT]] = 1 DMG

< Pull Target to your Side >

< This will never Kill the Target >

MASS
element

— V CHANCE V —

TAGGED

ROLL N/A RANGE N/A

{ IF : Your Target has no current

[[Effect]] }

< Deal +5 Direct DMG >

< Apply [[Effect]] of your Choice >

N/A
element

RECHARGE 1 USE 6 USES 2

CRYO TETHER

ROLL MOB/ATU RANGE 6

[[EACH HIT]] = 1 DMG

[[PER 2 DICE]] = Pull 1 Space

CRYO
element

— ! INTERVENTION ! —

CLOSE THE GAP

ROLL N/A RANGE 6

< Move to Target in a straight line >

< Deal 1 Direct DMG for each Space it takes to reach the Target >

N/A
element

RECHARGE 1 USE 6 USES 2

CUTTING WINDS

ROLL MOB/ATU RANGE Side : 3

[[EACH HIT]] = 1 DMG

< Apply [[Freezing]] >

< Can Push 3 Space >

CRYO
element

— X ALTERNATE X —

WINTER'S REACH

ROLL MOB/ATU RANGE Line : 3

[[EACH HIT]] = 1 DMG

< Apply [[Freezing]] >

< Can Push 3 Spaces >

CRYO
element

RECHARGE 1 USE 8 USES 3

LIVING CYCLONE

ROLL MOB/ATU RANGE 5x5 : Self

[[EACH HIT]] = 1 DMG

[[PER 3 DICE]] = +1 DMG

< Apply [[Freezing]] >

CRYO
element

— V CHANCE V —

BANISH

ROLL N/A RANGE N/A

{ IF : Target is already [[Freezing]] }

< Push Target 3 Spaces >

< Deal +4 Direct DMG >

N/A
element

RECHARGE 1 USE 12 USES 1

[LHM - DRUID 03]



MEC 0881986-0345

The earliest and most iconic of Longhouse Munitions' designs, the Druid represents a MEC that can literally transform to adapt to a variety of situations. It's become particularly popular among nomadic Outlanders for its aesthetics and utility.

ASSOCIATION // DISCOVERY :
Longhouse Munitions,

STAT : FOCUS

TOR / COM

TEAM : FOCUS

Blaze : Form

ELEMENTS

(B) - (H)

HELMET

PACK LEADER HELM

COST

15,000c

FOCUS

Soak

Support

[[STAT BOOST]] : +1 Soak

[[PASSIVE]] : When an Ally is adjacent to you they gain +1 Dice on all Combat rolls. [[Does not Stack with other Pack Leader Helms]]

Nomads often use a variety of audio and visual signals to coordinate in the wilds without alerting local wild life. The Pack Leader Helm packs many of these common tools and translations into a single package.

CORE

WILDSHAPE CORE

COST

15,000c

FOCUS

Form

TOR

[[STAT BOOST]] : +1 TOR

[[STAT BOOST]] : +2 Soak

[[ACTION]] : Change to [[Beast Form]]

MECs being shaped like humans gave them an edge over tanks and plans when fighting more organic Wyrms. Longhouse took this one step further. Changing into the form of Terran life took a new meaning as more species went extinct...

MANEUVER

TRANSITION MATRIX

COST

15,000c

FOCUS

Form

Speed

[[STAT BOOST]] : +1 TOR

[[FREE ACTION]] : Change to [[Roller Form]]

Nomads are always on the move. The EDA owns the skies, the Wyrms own the forest... But the few roads that remain. The open fields of desert. Those places where one may find a place to lay tire and tread... That could be home.

OPTION

HARDLIGHT HANDS

COST

15,000c

FOCUS

TOR/COM

Blaze

[[STAT BOOST]] : +3 Armor

[[BASIC ATK]] : TOR/COM + (H) DMG : Range Side

[[STRATAGEM]] : The Touch

One of Longhouse's more experimental designs, it allows the MEC's hand to take the form of a variety of Melee weapons. This way Pilots can share and customize designs without Longhouse needing to constantly make customs.

ARM

STAR BLADE

COST

15,000c

FOCUS

TOR/COM

Blaze

[[BASIC ATK]] TOR/COM + (B) DMG : Range Side

[[STRATAGEM]] : Sword Beam

[[STRATAGEM]] : Xeno Cleave

In the aftermath of the Awakening, Annunaki ruins began resurfacing across the planet... if still buried under mountains and forests. By reforging the alloys in these ruins, you can make some incredibly durable blades.

ARM

BONFIRE BLASTER

COST

15,000c

FOCUS

TOR/COM

Blaze

[[BASIC ATK]] TOR/COM + (B) DMG : Range L

[[STRATAGEM]] : Solar Maw

The bioluminescent forests Wyrms have brought were a double edged sword. The Bonfire Blaster was built for more controlled burns of Wym Growth to keep communities safe... And provide pyrotechnics for important festivals.

1 BURNING (blaze)

Unit takes 5 Direct DMG after each Action it takes.

3 CHARGED (shock)

Unit takes 4 Direct DMG when an [Effect] is applied.

5 DAZED (honed)

Max Range is now Self/Side. Rolls with +2 Risk.

FRENZY (—)

Unit must ATK a Random Target or Self.

2 FREEZING (cryo)

Unit takes 2 Direct DMG per Space Moved.

4 CORRODING (acid)

Can't Soak or Shield. Roll +4 Risk on DMG Negates.

6 STUCK (mass)

Unit cannot be moved. Rolls with +2 Risk.

WYRD (—)

Roll a Random Status Effect and Element.

>>> COMMON RANGES

SIDE : Any one Target beside you

SIDE : # : Any Targets within # consecutive spaces beside you.

ALL-SIDE : All Targets beside you.

#x# : # : An Area of Effect (AoE) which affects a fixed span (#x#) of Spaces. At least one of these Spaces MUST be in the Range #.

LINE : # : An AoE that only affects Targets in a straight Line of Spaces originating from the User. The length of the Line is defined by the Range #.

#T : # : Affects up to a # of Targets within the Range #. The same Target cannot be Targeted twice unless it has distinct Parts.

[DRUID — STRATAGEMS]

THE TOUCH

ROLL TOR/COM RANGE 3T : 5

[[EACH HIT]] = 1 DMG

< Apply [[Dazed]] >

HONED
element

! INTERVENTION !

ONE SHALL FALL

ROLL TOR/COM RANGE 8

< IF : You have at least 1 Break >

[[EACH HIT]] = +2 DMG

< Take Another Part Break >

BLAZE
element

RECHARGE 1 USE 8 USES 2

SWORD BEAM

ROLL TOR/COM RANGE 8

[[EACH HIT]] = 1 DMG

[[PER 4 DICE]] = Can Push 1 Space

< Apply [[Burning]] >

BLAZE
element

V CHANCE V

SOLAR FLARE

ROLL N/A RANGE N/A

< IF : This is your first Action this Phase >

< Deal +4 Direct DMG >

< Move to Target >

N/A
element

RECHARGE 1 USE 8 USES 2

XENO CLEAVE

ROLL TOR/COM RANGE All-Side

[[EACH HIT]] = 1 DMG

[[EACH TRIPLE]] = +2 DMG

< Apply [[Burning]] >

BLAZE
element

X ALTERNATE X

STAR'S SCREAM

ROLL TOR/COM RANGE All-Side

[[EACH HIT]] = 1 DMG

[[PER 3 DICE]] = +1 DMG

< Apply [[Dazed]] >

HONED
element

RECHARGE 1 USE 8 USES 1

SOLAR MAW

ROLL TOR/COM RANGE 3x3 : 6

[[EACH HIT]] = 1 DMG

[[EACH QUAD]] = +2 DMG

< Apply [[Burning]] >

BLAZE
element

V CHANCE V

BURNING HUNGER

ROLL N/A RANGE N/A

{ IF : You Target multiple Units }

[[PER TARGET]] = +2 Direct DMG

BLAZE
element

RECHARGE 1 USE 8 USES 3

BEAST FORM

SOAK +2 SPEED +3

[[PASSIVE]] : Max Soak Raises by 1

[[PASSIVE]] : +1 TOR - Can Exceed Max

[[BASIC ATK]] : TOR + (B) or (H) DMG : Range Side

^ FORM ^

FORM RULES

> MEC can only be in one Form at any given time.

> Exiting a Form is a Free Action.

> Form Stat Boosts cannot exceed Stat maximums unless stated.

> IF : A Part Breaks you will Exit the Form immediately.

ROLLER FORM

SOAK +0 SPEED +6

[[PASSIVE]] : IF : You end a Shift Action adjacent to an Enemy deal half your total Speed as DMG.

< Limit Once Per Shift Action >

[[PASSIVE]] : MEC cannot use Basic ATKs

^ FORM ^

FORM RULES

> MEC can only be in one Form at any given time.

> Exiting a Form is a Free Action.

> Form Stat Boosts cannot exceed Stat maximums unless stated.

> IF : A Part Breaks you will Exit the Form immediately.

[MF - DUELIST IX]



MEC 01100049-3422

The Midas Foundation prides themselves on their elegant designs in an unruly age. The Duelist treats combat with this same elegance, balancing a sleek and aesthetic exterior with the fine honed killing machine housed within.

ASSOCIATION // DISCOVERY :
Midas Foundation,

STAT : FOCUS

FIN / MOB

TEAM : FOCUS

HONED DPS

ELEMENTS

(B) - (H)

HELMET

MOTORIZED HEAD

COST

15,000c

FOCUS

Defense

Synergy

[[STAT BOOST]] : +4 Armor
[[STAT BOOST]] : +2 Speed
[[STRATAGEM]] : Rev Up

The distinctive protruded head of the Duelist houses within it a secondary deposit of Betyl which causes a marginal Energy recycling. It's not unlike the kind used in large scale Betyl power plants to keep cities efficient.

CORE

FATIMA CORE

COST

15,000c

FOCUS

FIN

[[STAT BOOST]] : +1 Soak
[[STAT BOOST]] : +2 Max Shields
[[STAT BOOST]] : +1 FIN
[[PASSIVE]] : Before a Basic ATK move up to half your Speed (round down)

While AI has been banned, synthetic organic life remains a grey zone. The Fatima Core utilizes a kind of "smart algae" to keep the entire MEC in perfect sync with its Betyl and Pilot.

MANEUVER

FENCER HEELS

COST

15,000c

FOCUS

FIN

ATK Dice

[[STAT BOOST]] : +1 FIN
[[PASSIVE]] : [[Basic ATKs]] give +1 SYN
[[PASSIVE]] : [[Basic ATKs]] gain +1 Dice
[[PASSIVE]] : [[Basic ATKs]] gain +1 Dice per Empty Arm Slot

The Duelist has largely been sold as "luxury MEC," better suited for duels between rich executives than for use against Wyrms or bandits. However, don't mistake that design goal for a lack of combat effectiveness.

OPTION

BUSTER LANCE

COST

15,000c

FOCUS

FIN/MOB

High DMG

[[BASIC ATK]] : FIN/MOB + (B) DMG :
Range 12 : Using this Basic ATK
Pushes Self back 2 Spaces
[[STRATAGEM]] : Buster Blast

A graceful flourish is fantastic in a duel, but more dire situations call for more dire fire power. The highly destructive Buster Lance serves this emergency purpose and borders on being a siege weapon.

ARM

BEAM RAPIER

COST

15,000c

FOCUS

FIN/MOB

Parry

[[BASIC ATK]] : FIN/MOB + (H) DMG :
Range Side
[[STRATAGEM]] : Riposte
[[STRATAGEM]] : Sliding Cut

An incredibly fine Rapier for an uncivilized age. Tabloids say the Stratagems were designed based off Midas CEO and chief designer Nero's own experience with fencing. Though confirming any part of the CEO's life is difficult.

ARM

KITE SHIELD

COST

15,000

FOCUS

FIN/MOB

Defense

[[STAT BOOST]] : +3 Soak
[[STRATAGEM]] : Radiant Veil

"Carried with pride. Built to be dropped." The Kite Shield's elegance betrays its superb durability and the maneuverability it offers to the MECs holding it.

1 BURNING (blaze)

Unit takes 5 Direct DMG after each Action it takes.

3 CHARGED (shock)

Unit takes 4 Direct DMG when an [Effect] is applied.

5 DAZED (honed)

Max Range is now Self/Side. Rolls with +2 Risk.

FRENZY (—)

Unit must ATK a Random Target or Self.

2 FREEZING (cryo)

Unit takes 2 Direct DMG per Space Moved.

4 CORRODING (acid)

Can't Soak or Shield. Roll +4 Risk on DMG Negates.

6 STUCK (mass)

Unit cannot be moved. Rolls with +2 Risk.

WYRD (—)

Roll a Random Status Effect and Element.

>>> COMMON RANGES

SIDE : Any one Target beside you

SIDE : # : Any Targets within #

consecutive spaces beside you.

ALL-SIDE : All Targets beside you.

#x# : # : An Area of Effect (AoE) which affects a fixed span (#x#) of Spaces. At least one of these Spaces MUST be in the Range #.

LINE : # : An AoE that only affects Targets in a straight Line of Spaces originating from the User. The length of the Line is defined by the Range #.

#T : # : Affects up to a # of Targets within the Range #. The same Target cannot be Targeted twice unless it has distinct Parts.

[DUELIST - STRATAGEMS]

REV UP

ROLL N/A RANGE Self

< +8 SYN to Self >

N/A
element

! INTERVENTION !

ENERGY RESERVE

ROLL N/A RANGE Self

< +4 SYN to Self >

N/A
element

RECHARGE 1 USE 6 USES 4

BUSTER BLAST

ROLL FIN/MOB RANGE Any

[[EACH HIT]] = 1 Direct DMG

[[PER 4 DICE]] = +1 Direct DMG

< Apply [[Burning]] >

< Push Self Back 3 >

< Take 4 Direct DMG >

BLAZE
element

! INTERVENTION !

LAST RESORT

ROLL FIN/MOB RANGE Any

< IF : You are being ATKed >

[[EACH HIT]] = 2 Direct DMG to ATKer

< Take 10 Direct DMG >

< DMG is dealt before the Target's ATK >

BLAZE
element

RECHARGE 1 USE 10 USES 2

RIPOSTE

ROLL FIN/MOB RANGE Side

[[EACH HIT]] = 1 DMG

[[PER 4 DICE]] = +2 DMG

HONED
element

! INTERVENTION !

PARRY

ROLL FIN/MOB RANGE Side

< IF : You are being ATKed >

[[EACH HIT]] = 1 DMG to ATKer at Side

[[PER 2 DICE]] = Negate 1 DMG

< Negate incoming [[Effect]] >

HONED
element

RECHARGE 1 USE 10 USES 2

SLIDING CUT

ROLL FIN/MOB RANGE SPEED

< Move to Target >

[[EACH HIT]] = 1 DMG

HONED
element

V CHANCE V

FLECHE

ROLL N/A RANGE N/A

< IF : Burn SYN into this Chance >

< +1 DMG per 1 SYN Burned >

< Apply [[Dazed]] >

HONED
element

RECHARGE 1 USE 10 USES 1

RADIANT VEIL

ROLL N/A RANGE All-Side

< Apply [[Dazed]] >

< Grant +10 Shields to Self >

< Remove [[Effect]] from

Self >

N/A
element

! INTERVENTION !

EN GARDE

ROLL N/A RANGE Side

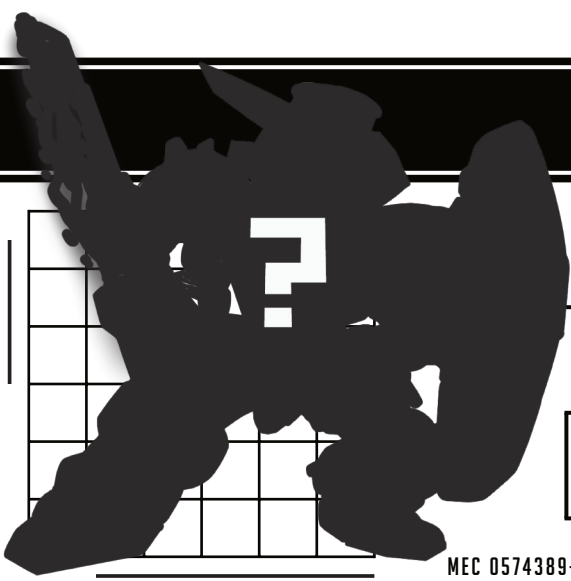
< Apply [[Dazed]] >

< Grant +6 Shields to Self >

HONED
element

RECHARGE 1 USE 6 USES 2

[JRA - EXORCIST 03]



MEC 0574389-4444

The Exorcist is the culmination of generations of JRA designs, and the first built with an eye for MEC-to-MEC combat. Where often their designs focus on Scrapping the Exorcist is purpose built for hostile operations and securing resources.

ASSOCIATION // DISCOVERY :
Jiangshi Robotics & Arms,

STAT : FOCUS

ATU / DUR

TEAM : FOCUS

???

ELEMENTS

(C) - (H)

HELMET

SHIELDING TALISMAN

COST

15,000c

FOCUS

???

[STAT BOOST] : +4 Max Shields
[STRATAGEM] : Shielding Oath

As EDA conscription gets more zealous and the threat of war looms, Jiangshi wanted to ensure a lifetime of safety for its customers in case they were ever embroiled in larger conflicts. Defenders are customers too after all.

CORE

SLEEPER CORE

COST

15,000c

FOCUS

???

[STAT BOOST] : +1 ATU
[STAT BOOST] : +4 Max Shields
[PASSIVE] : Generate +1 SYN to self at the start of each Allied Phase

The Sleeper Core blurs the line between MEC technology and cybernetics. It harnesses a Pilot's unconscious processes to make managing fuel reserves and O2 intake as easy as breathing.

MANEUVER

CHILLING CHAINS

COST

15,000c

FOCUS

???

[STAT BOOST] : +4 Armor
[ONCE PER ALLIED PHASE] : Pull a Units within 8 Range of you up to 4 Spaces closer
[STRATAGEM] : Chain Grab

Control over machines is one thing, control over the battlefield is another. The nanites that form the Chilling Chains wrapped around the Exorcist offer control over both, along with a distinctive intimidation factor.

OPTION

DECOY BALLOONS

COST

15,000c

FOCUS

???

[SUMMON] : Decoy Balloons
[PASSIVE] : +2 Max Decoy Balloons
[STRATAGEM] : Chain Reaction
[ONCE PER ALLIED PHASE] : Swap Spaces with 1 Decoy Balloon

Scrappers usually travel in pairs, if not larger groups. Yet the proliferation of MECs has created the demand for Decoy Balloons to disguise a Scrapper teams smaller numbers from more aggressive adversaries.

ARM

GEIST SNIPER (1/2)

COST

20,000c

FOCUS

???

[STAT BOOST] : +1 ATU
[STAT BOOST] : +1 DUR
[STRATAGEM] : Ion Bolt
[STRATAGEM] : Power Grid
[REQUIREMENT] : Uses 2 Arm Slots

The gargantuan Geist Sniper is as deadly as it is unwieldy. The force of its Ionic blast seems to literally bend the space around it. This ghostly shimmer is what gave the Geist Sniper its haunting name.

ARM

GEIST SNIPER (2/2)

COST

FOCUS

[STAT BOOST] : +6 Max Shields
[BASIC ATK] : DUR/COM + (CHOOSE) DMG : Range 4-12
< This Basic ATK Generates +2 SYN >

1 BURNING (blaze)

Unit takes 5 Direct DMG after each Action it takes.

3 CHARGED (shock)

Unit takes 4 Direct DMG when an [Effect] is applied.

5 DAZED (honed)

Max Range is now Self/Side. Rolls with +2 Risk.

FRENZY (—)

Unit must ATK a Random Target or Self.

2 FREEZING (cryo)

Unit takes 2 Direct DMG per Space Moved.

4 CORRODING (acid)

Can't Soak or Shield. Roll +4 Risk on DMG Negates.

6 STUCK (mass)

Unit cannot be moved. Rolls with +2 Risk.

WYRD (—)

Roll a Random Status Effect and Element.

>>> COMMON RANGES

SIDE : Any one Target beside you

SIDE : # : Any Targets within #

consecutive spaces beside you.

ALL-SIDE : All Targets beside you.

#x# : # : An Area of Effect (AoE) which affects a fixed span (#x#) of Spaces. At least one of these Spaces MUST be in the Range #.

LINE : # : An AoE that only affects Targets in a straight Line of Spaces originating from the User. The length of the Line is defined by the Range #.

#T : # : Affects up to a # of Targets within the Range #. The same Target cannot be Targeted twice unless it has distinct Parts.

[EXORCIST - STRATAGEMS]

SHIELDING DATH

ROLL ATU/DUR RANGE Self

[[EACH HIT]] = +2 Shields to Self

[[EACH TRIPLE]] = +1 SYN to Self

< Remove [[Effect]] >

N/A
element

! INTERVENTION !

DEVOTION

ROLL N/A RANGE Self/ANY

{ IF : You willingly deal Direct DMG to Self }

[[EACH DMG]] = +2 Shields to

N/A
element

Target
< Remove [[Effect]] >

RECHARGE 1 USE 8 USES 3

CHAIN GRAB

ROLL ATU/DUR RANGE 6

[[EACH HIT]] = 1 DMG

[[PER 2 DICE]] = Pull 1 Space

< Apply [[Freezing]] >

CRYO
element

X ALTERNATE X

BIND

ROLL ATU/DUR RANGE 8 : 3x3

[[EACH HIT]] = 1 DMG

< Apply [[Freezing]] >

N/A
element

RECHARGE 1 USE 8 USES 2

CHAIN REACTION

ROLL ATU/DUR RANGE All-Side

[[EACH HIT]] = 1 DMG

< Apply [[Freezing]] >

< Kills all Decoy Balloons that you have on the field >

CHOOSE
element

! INTERVENTION !

REPLACEMENT

ROLL N/A RANGE N/A

{ IF : You are about to take DMG }

{ AND : You have a Decoy Balloon }

< Switch Spaces with the Decoy : It now takes the DMG for you >

N/A
element

RECHARGE 1 USE 12 USES 2

ION BOLT

ROLL ATU/DUR RANGE 13

[[EACH HIT]] = 1 DMG

[[PER 2 DICE]] = +1 DMG

[[SIX-OF-A-KIND]] = +10 DMG

HONED
element

V CHANCE V

ACCELERATE

ROLL N/A RANGE N/A

{ IF : Target is beyond 6 Range }

< Gain +1 Dice per Space beyond 6 >

< Max +6 Dice >

N/A
element

{ IF : It's within 6 Range }

< Push 6 >

RECHARGE 1 USE 12 USES 1

POWER GRID

ROLL ATU/DUR RANGE 4-12

[[EACH HIT]] = 1 Direct DMG

HONED
element

V CHANCE V

SOUL SIPHON

ROLL N/A RANGE N/A

{ IF : You willingly deal Direct DMG to Self }

[[EACH DMG]] = +1 Direct DMG to Target

[[EACH DMG]] = +1 SYN to Self

N/A
element

RECHARGE 1 USE 12 USES 1

DECOY BALLOON

ARMOR 1 SPEED 6

[[PASSIVE]] : Decoy can [[Fly]] 6 Spaces

[[ACTION]] : Swap Spaces with Summoner

[[ACTION]] : Deal 1 Direct DMG to Self

[[ON DEATH]] : Apply [[Freezing]] : Deal 1 Direct DMG : Range All-Side

^ SUMMON ^

SUMMON RULES

- > Each Summon gets 1 Action per Allied Phase you act (Doesn't count to PAA)
- > You can use [[SUMMON]] [[Once Per Allied Phase]] (regardless of Type) OR as an Action. It Spawns adjacent to you.
- > Summons Shift and Boost when you do.
- > Base Summon Max is 1 per Type.

[CS - FALCONER ZETA]



MEC 0456739-1111

Cadejo Security's designs are a favorite among mercenary and (unsurprisingly) security teams across the world. The Falconer serves as Cadejo's highly mobile all-rounder, good both as a scout and a deployable reinforcement unit.

ASSOCIATION // DISCOVERY :
Cadejo Security,

STAT : FOCUS

MOB / DUR

TEAM : FOCUS

???

ELEMENTS

(B) - (S)

HELMET

HAWK SENSORS

COST

15,000c

FOCUS

???

[[STAT BOOST]] : +4 Max Shields
[[PASSIVE]] : [[Stratagems]]s and [[Basic ATK]]s gain +1 Dice IF you are Flying before the Roll

Air dominance is a rare commodity when most MECs are terrestrially bound. The Hawk Sensors try to make the most of this advantage, scanning the battlefield for all every possible point of attack.

CORE

FLIGHT CORE

COST

15,000c

FOCUS

???

[[STAT BOOST]] : +1 MOB
[[STAT BOOST]] : +1 Soak
[[PASSIVE]] : Can [[Fly]] 6 Spaces High
[[ONCE PER ALLIED PHASE]] : Change to [[Flier Form]]

The Falconer was designed to be easily deployable from mobile security ships and reach a Target at a moments notice. At the heart of this strategy are the interlocking mechanisms of the Flight Core.

MANEUVER

TEMPERED TALONS

COST

15,000c

FOCUS

???

[[STAT BOOST]] : +2 Speed
[[BASIC ATK]] : MOB/DUR + (S) DMG
: Range 5 < Move to Target >
[[STRATAGEM]] : Dive Bomb

What is a Falcon without its Talons? The Tempered Talons are perfect for hit-and-run strikes against implanted enemies, or surgical strikes against invasive Wyrms species.

OPTION

MAGAZINE-FED BAZOOKA

COST

15,000c

FOCUS

???

[[ACTION]] : Apply [[Burning]] : Range 5x5 : 8
[[BASIC ATK]] : MOB/DUR + (B) DMG
: Range 8
[[STRATAGEM]] : Charring Blast

Incendiary Missiles have been a favorite anti-Wyrm weapon since the Awakening. Magazine-fed incendiary missiles are even better... for those with the skill to utilize them to their fullest.

ARM

H.E.A.T. SMG

COST

15,000c

FOCUS

???

[[BASIC ATK]] : MOB/DUR + (B) DMG
: Range 6
[[STRATAGEM]] : Spray & Pray

Each round in the rapid fire H.E.A.T. SMG is in fact a High-Explosive Anti-Tank round. While expensive the rounds are incredibly effective against larger Wyrms targets

ARM

SHOCK BOLAS

COST

15,000c

FOCUS

???

[[STAT BOOST]] : +3 Speed
[[BASIC ATK]] : MOB/DUR + (S) DMG
: Range 6
[[STRATAGEM]] : Shock Sling

Killing bandits is one of the messier tasks that hired security sometimes has to deal with. Not because of its difficulty but because of the paperwork involved after. The Shock Bolas were designed to alleviate this headache.

1 BURNING (blaze)

Unit takes 5 Direct DMG after each Action it takes.

3 CHARGED (shock)

Unit takes 4 Direct DMG when an [Effect] is applied.

5 DAZED (honed)

Max Range is now Self/Side. Rolls with +2 Risk.

FRENZY (—)

Unit must ATK a Random Target or Self.

2 FREEZING (cryo)

Unit takes 2 Direct DMG per Space Moved.

4 CORRODING (acid)

Can't Soak or Shield. Roll +4 Risk on DMG Negates.

6 STUCK (mass)

Unit cannot be moved. Rolls with +2 Risk.

WYRD (—)

Roll a Random Status Effect and Element.

>>> COMMON RANGES

SIDE : Any one Target beside you

SIDE : # : Any Targets within # consecutive spaces beside you.

ALL-SIDE : All Targets beside you.

#x# : # : An Area of Effect (AoE) which affects a fixed span (#x#) of Spaces. At least one of these Spaces MUST be in the Range #.

#T : # : Affects up to a # of Targets within the Range #. The same Target cannot be Targeted twice unless it has distinct Parts.

LINE : # : An AoE that only affects Targets in a straight Line of Spaces originating from the User. The length of the Line is defined by the Range #.

#T : # : Affects up to a # of Targets within the Range #. The same Target cannot be Targeted twice unless it has distinct Parts.

[FALCONER — STRATAGEMS]

DIVE BOMB

ROLL MOB/DUR RANGE SPEED

< Move to Target >

[[EACH HIT]] = 1 DMG

SHOCK
element

— V CHANCE V —

SINKING TALONS

ROLL N/A RANGE N/A

{ IF : You were [[Flying]] before ATK }

< Apply [[Charged]] >

N/A
element
< Add +1 Dice per Space you were Flying >
< Max +6 Dice >

RECHARGE 1 USE 8 USES 2

CHARRING BLAST

ROLL MOB/DUR RANGE 6

< Gain 3 Immediate Free Boosts >

[[EACH HIT]] = 1 DMG

[[EACH QUAD]] = +3 DMG

< Apply [[Burning]] >

BLAZE
element

— V CHANCE V —

ACE PILOT

ROLL N/A RANGE N/A

< Roll dB - Check Bond before Roll >

{ IF : Result is under Usable Bond }

N/A
element
< Roll +4 Dice >
< +4 SYN to Self >

RECHARGE 1 USE 10 USES 3

SPRAY & PRAY

ROLL MOB/DUR RANGE 5x5 : Side

[[EACH HIT]] = 1 DMG

< Apply [[Burning]] >

BLAZE
element

— ! INTERVENTION ! —

EXTRA MAGS

ROLL N/A RANGE Self

< Recharge All Uses of Spray & Pray >

N/A
element

RECHARGE 1 USE 8 USES 3

SHOCK SLING

ROLL MOB/DUR RANGE 6

[[EACH HIT]] = 1 DMG

[[PER 4 MEC SPEED]] = +1 DMG

< Apply [[Charged]] >

SHOCK
element
< This will never Kill the Target >

— ! INTERVENTION ! —

HIGH VOLTAGE

ROLL MOB/DUR RANGE 6

[[EACH TRIPLE]] = +2 Direct DMG

< Apply [[Charged]] or [[Stuck]] >

SHOCK
element

RECHARGE 1 USE 6 USES 3

FLIER FORM

SOAK +2 SPEED +8

[[PASSIVE]] : Can [[Fly]] 6 Spaces High

[[PASSIVE]] : Gain +4 Shields for every Shift Action you Take

[[PASSIVE]] : MEC cannot use Basic ATKs

— ^ FORM ^ —

FORM RULES

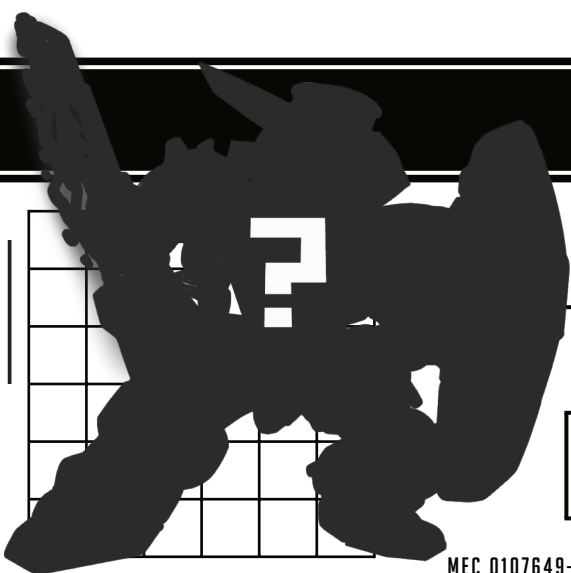
> MEC can only be in one Form at any given time.

> Exiting a Form is a Free Action.

> Form Stat Boosts cannot exceed Stat maximums unless stated.

> IF : A Part Breaks you will Exit the Form immediately.

[UETO - FIGHTER 01]



MEC 0107649-9034

As soon as the aftershock of the Awakening had settled, the world began finding all sorts of uses for the newly christened MECs. One of the more popular is organized fighting! It serves both as a lucrative sport and a way for Pilots to make a name for themselves.

ASSOCIATION // DISCOVERY :
United Earth Tournament Organization

STAT : FOCUS

TOR / MOB

TEAM : FOCUS

???

ELEMENTS

(B) - (S)

HELMET

SPIRIT BOOSTERS

COST

15,000c

FOCUS

???

【STAT BOOST】 : +3 Armor
【PASSIVE】 : Can 【Fly】 3 Spaces High
【STRATAGEM】 : Spirit Crash

The Spirit Boosters are a custom piece originally designed by the partner of a previous tournament's final winner. She wanted fighters to know that no fighter is alone, and that each of us needs to rely on another.

CORE

TOURNAMENT CORE

COST

15,000c

FOCUS

???

【STAT BOOST】 : +10 Armor
【STAT BOOST】 : +1 to Chosen MEC Stat

When a fighter joins up with the UETO, they're given a durable Tournament Core to start to give them a fighting chance in their first round. Ironically its durability made the piece popular among EDA Defenders.

MANEUVER

BRAVERY BOOTS

COST

15,000c

FOCUS

???

【STAT BOOST】 : +5 Speed
【PASSIVE】 : Gain +1 Dice on All Combat Rolls at Self / Side Range
【STRATAGEM】 : Rising Heart

Bigger risks means a bigger show, and it takes a big heart to make it to the top! The Bravery Boots were built for fighters looking to make a big impact, even if they have to risk everything to get there.

OPTION

BO STAFF

COST

15,000c

FOCUS

???

【BASIC ATK】 : TOR/MOB + (S) DMG : All-Side
【ONCE PER ALLIED PHASE】 : Apply
【Charged】 : Range Side
【STRATAGEM】 : Cross Strike

The Bo Staffs the UETO manufactures are based off a popular design used by a fighter in the 0050s. The rather simple design can be seen manufactured by Outlanders the world over for a fraction of the cost.

ARM

MAXIM GLOVES

COST

15,000c

FOCUS

???

【BASIC ATK】 : TOR/MOB + (B) DMG : Range 2 < Move to Target >
< This Basic ATK Generates +1 SYN >
【STRATAGEM】 : Fighting Spirit
【STRATAGEM】 : Storm of Fists

In the early years of organized MEC Fighting, Maxim Gloves were all that were allowed. MEC Fighting was a kind of glorified expensive boxing. But soon the call came from the crowd for a more extravagant show.

ARM

BRAWLER ARMS

COST

15,000 C

FOCUS

???

【STAT BOOST】 : +2 TOR
【STAT BOOST】 : +1 MOB
【STAT BOOST】 : +2 Soak
【STAT BOOST】 : +3 Armor

The longer a MEC can stay in a fight the more money it can earn from sponsors. The Brawler Arms are built to keep a MEC holding on as long as possible, even if it sacrifices a bit of combat effectiveness.

1 BURNING (blaze)

Unit takes 5 Direct DMG after each Action it takes.

3 CHARGED (shock)

Unit takes 4 Direct DMG when an [Effect] is applied.

5 DAZED (honed)

Max Range is now Self/Side. Rolls with +2 Risk.

FRENZY (—)

Unit must ATK a Random Target or Self.

2 FREEZING (cryo)

Unit takes 2 Direct DMG per Space Moved.

4 CORRODING (acid)

Can't Soak or Shield. Roll +4 Risk on DMG Negates.

6 STUCK (mass)

Unit cannot be moved. Rolls with +2 Risk.

WYRD (—)

Roll a Random Status Effect and Element.

>>> COMMON RANGES

SIDE : Any one Target beside you

SIDE : # : Any Targets within #

consecutive spaces beside you.

ALL-SIDE : All Targets beside you.

#x# : # : An Area of Effect (AoE) which affects a fixed span (#x#) of Spaces. At least one of these Spaces MUST be in the Range #.

LINE : # : An AoE that only affects Targets in a straight Line of Spaces originating from the User. The length of the Line is defined by the Range #.

#T : # : Affects up to a # of Targets within the Range #. The same Target cannot be Targeted twice unless it has distinct Parts.

[FIGHTER — STRATAGEMS]

SPIRIT CRASH

ROLL **N/A** RANGE **3x3 : Side**

< Deal DMG equal to your Current SYN multiplied by 2 >

< Reduce SYN to Zero >

N/A
element

— V CHANCE V —

BEYOND REALITY

ROLL **N/A** RANGE **N/A**

< After SYN is reduced to Zero, Allies can Burn their SYN for this Chance >

[[PER ALLIED SYN BURN]] =

N/A
element +1 DMG to Target

RECHARGE 1 USE **12** USES **1**

RIISING HEART

ROLL **TOR/MOB** RANGE **SPEED**

< Move to Target >

[[EACH HIT]] = 1 DMG

< Apply [[Burning]] >

BLAZE
element

— V CHANCE V —

IMPACT

ROLL **N/A** RANGE **N/A**

{ IF : You Overheated this Phase }

< Gain +1 Dice per Overheat >

< Max +6 Dice >

N/A
element

RECHARGE 1 USE **8** USES **2**

CROSS STRIKE

ROLL **TOR/MOB** RANGE **Side**

[[EACH HIT]] = 1 Direct DMG

[[EACH QUAD]] = +2 Direct DMG

< Apply [[Charged]] >

SHOCK
element

— X ALTERNATE X —

PALM SPIN

ROLL **TOR/MOB** RANGE **All-Side**

[[EACH HIT]] = 1 Direct DMG

—

SHOCK
element

RECHARGE 1 USE **12** USES **1**

FIGHTING SPIRIT

ROLL **TOR/MOB** RANGE **Self**

[[EACH HIT]] = +1 Shield

[[EACH TRIPLE]] = +1 SYN to Self

N/A
element

— ! INTERVENTION ! —

REFLECTING PUNCH

ROLL **TOR/MOB** RANGE **Self**

{ IF : You will take DMG }

[[EACH HIT]] = Negate 1 DMG

[[EACH DOUBLE]] = +1 Direct

N/A
element DMG to Attacker < Negate incoming [[Effect]] >

RECHARGE 1 USE **8** USES **3**

STORM OF FISTS

ROLL **TOR/MOB** RANGE **5x5 : Side**

[[EACH HIT]] = 1 DMG

< Apply [[Burning]] >

BLAZE
element

— V CHANCE V —

BURNING RED

ROLL **N/A** RANGE **N/A**

{ IF : An Ally is adjacent to AoE }

< 1 adjacent Ally adds the Stat Value of their TOR or MOB to the total Hits on this Roll >

N/A
element

RECHARGE 1 USE **10** USES **1**

[GCI - GAMBLER 77]



MEC 04736982-777

Golden Calf Industries' poster child MEC, the odds dictate that the Gambler should be a bad investment. Yet there's always a couple of trigger-happy bounty hunters in The Pit who insist that they're lucky enough to make it work.

ASSOCIATION // DISCOVERY :

Golden Calf Industries, The Pit, Libertalia

STAT : FOCUS

LUCK / ANY

TEAM : FOCUS

DMG / SYN

ELEMENTS

(ALL)

HELMET

QUANTUM SLOT MACHINE

COST

15,000 C

FOCUS

Luck

SYN

[[STRATAGEM]] : Pull the Crank
< Cannot use Bond on Pull the Crank >
[[ACTION]] : +8 SYN to Self

Betyl is a marvelous if fickle thing. The Quantum Slot Machine allows Pilots to try to juice something more out of it... What that something is? Well that's not really Golden Calf's problem is it?

CORE

GACCHA CORE

COST

20,000 C

FOCUS

Luck

<< After Purchase Roll 1 d6 : >

1] [[STAT BOOST]] : +1 Speed

2-4] [[STAT BOOST]] : +1 MOB : +4 Armor

5] [[STAT BOOST]] : +2 to Chosen MEC Stat

6] [[STAT BOOST]] : +5 Soak

Golden Calf has created some of the most advanced and expensive cores on the planet. They're even selling them at a promotional discount price!! Provided you're today's lucky winner...

MANEUVER

PARTICLE SHUFFLER

COST

15,000 C

FOCUS

Luck

SYN

[[STAT BOOST]] : +2 Speed : +2 Max Shields
[[ONCE PER ALLIED PHASE]] : Willing Pilots roll a d6. Evens grant the result's SYN to the roller, odds reduce it.
< ! This can cause negative SYN ! >

The Particle Shuffler is currently under EDA investigation for potential harmful side effects to Pilot health. But until that investigation is cleared, you can buy it now to get FREE SYNERGY!! Why not take it??

OPTION

CHAOS CUBE

COST

15,000 C

FOCUS

Wyrd

Effects

[[STAT BOOST]] : +1 to Chosen MEC Stat
[[ACTION]] : Permanently change an existing [[Effect]] Immunity on 1 Enemy Target to a Wyrd [[Effect]] Immunity : Range Side

The Chaos Cube is the results of years of labor from a scientist who mysteriously disappeared in The Pit before he could release his work. This prototype was released in his loving memory.

ARM

LUCKY LEVER-ACTION

COST

10,000 C

FOCUS

Luck

ANY

[[BASIC ATK]] : ANY STAT : Range 6
[[PASSIVE]] : Add +1 Die to the Roll for each 6 rolled during the ATK.
< These additional Dice do not count towards SYN for the table >

"The Lever Action? Bah, pay it no mind. Worst part of the set if you ask me. We just made it to appeal to all those trigger happy bounty hunting wild west types we get down here. Worst part of the set." - Abaddon, GCI CEO

ARM

BETYL INFUSED CARDS

COST

15,000 C

FOCUS

ANY

[[BASIC ATK]] : ANY STAT : Range 3
[[STRATAGEM]] : Second Dealing
[[STRATAGEM]] : Royal Flush

What's a gambling hall without some cards? These MEC-sized cards glimmer with a Betyl infusion. What was once merely a gimmick ended up making the cards incredibly versatile and powerful in the right hands.

1 BURNING (blaze)

Unit takes 5 Direct DMG after each Action it takes.

3 CHARGED (shock)

Unit takes 4 Direct DMG when an [Effect] is applied.

5 DAZED (honed)

Max Range is now Self/Side. Rolls with +2 Risk.

FRENZY (—)

Unit must ATK a Random Target or Self.

2 FREEZING (cryo)

Unit takes 2 Direct DMG per Space Moved.

4 CORRODING (acid)

Can't Soak or Shield. Roll +4 Risk on DMG Negates.

6 STUCK (mass)

Unit cannot be moved. Rolls with +2 Risk.

WYRD (—)

Roll a Random Status Effect and Element.

>>> COMMON RANGES

SIDE : Any one Target beside you

SIDE : # : Any Targets within # consecutive spaces beside you.

ALL-SIDE : All Targets beside you.

#x# : # : An Area of Effect (AoE) which affects a fixed span (#x#) of Spaces. At least one of these Spaces MUST be in the Range #.

LINE : # : An AoE that only affects Targets in a straight Line of Spaces originating from the User. The length of the Line is defined by the Range #.

#T : # : Affects up to a # of Targets within the Range #. The same Target cannot be Targeted twice unless it has distinct Parts.

[GAMBLER 77 – STRATAGEMS]

PULL THE CRANK

ROLL 3 d6 RANGE Self

[[ALL EVENS]] = Full SYN to Self

[[ALL ODDS]] = Full Shields to Self

< SYN is only generated by
N/A
element Evens which each generate
+1 SYN to each Ally >

— V CHANCE V —

HIGH ROLLER

ROLL N/A RANGE N/A

[[3-3-3]] = Full Shields for 1 Ally

[[4-4-4]] = Restore Integrity to Full

[[6-6-6]] = Deal 77 Direct
N/A
element DMG to any one Target

RECHARGE 1 USE 3 USES 3

SECOND DEALING

ROLL ANY RANGE 6

[[EACH HIT]] = 1 DMG

[[EACH QUAD]] = +3 DMG

CHOOSE
element

— V CHANCE V —

GAMBLER'S PALM

ROLL N/A RANGE N/A

{ IF : You are at 12 SYN when Rolling }

< You can manipulate the results of
N/A
element 3 of your Dice Rolls to
be your desired roll >

RECHARGE 1 USE 8 USES 2

ROYAL FLUSH

ROLL ANY RANGE 5x5 : Self

[[EACH HIT]] = 1 DMG

< Reposition Targets within open
Spaces in Royal Flush's
CHOOSE
element Range >

— ! INTERVENTION ! —

BLUFF

ROLL ANY RANGE Self

{ IF : You are about to take DMG }

[[EACH HIT]] = Negate 1 DMG

< Negate incoming [[Effect]] >
N/A
element

RECHARGE 1 USE 8 USES 2

[BB - GEOMANCER 05]



MEC 0748901-3045

The Geomancer is easily Babaylan's flashiest design. Marketed towards Defenders and local guardians alike, the Geomancer tries to capture a certain Super Robot spirit with a MEC that shakes heaven and earth and bends the elements to its will.

ASSOCIATION // DISCOVERY :
Babaylan Biotics,

STAT : FOCUS

ATU / FIN

TEAM : FOCUS

???

ELEMENTS

(C) - (A) - (M)

HELMET

SHIFTING MASK

COST

15,000c

FOCUS

???

[STAT BOOST] : +1 Soak
[STAT BOOST] : +2 Max Shields
[PASSIVE] : You can Choose the Element of all your Basic ATKs

When Outlanders first tried re-purposing MECs, a common technique was to give them brightly colored "masks" resembling local Wyrms to drive away smaller herbivores. Newer masks use shifting Nanites to a similar effect.

CORE

ANITU CORE

COST

15,000c

FOCUS

???

[STAT BOOST] : +1 in Each MEC Stat
[STAT BOOST] : +1 Soak
[STRATAGEM] : Chest Beam

"Spirit Theory" is one way of referring to the idea that Betyl is in some way alive. The Anitu Core takes this seriously, attempting to create a more "natural" environment for the Betyl to channel through, to great results.

MANEUVER

SEISMIC SOLES

COST

15,000c

FOCUS

???

[STAT BOOST] : +1 ATU
[STAT BOOST] : +4 Max Shields
[SUMMON] : Wall of Earth
[STRATAGEM] : Eruption

Loose sand and mud might make for poor footing, but it makes for fertile soil for terraforming nanites. These colonies are able to shift the earth itself in a way that can seem almost magical to the uninitiated.

OPTION

BREATH AMPLIFIER

COST

15,000c

FOCUS

???

[PASSIVE] : Gain +3 Shields at the start of each Allied Phase
[ACTION] : Gain +8 Shields
[STRATAGEM] : Hell & Heaven

Babaylan often looks to how biology has solved problems before applying it to tech. In this way the Breath Amplifier perfectly manages the intake of all outside ions to generate a defensive field in a single long "breath."

ARM

SLINGER PALMS

COST

15,000c

FOCUS

???

[STAT BOOST] : +3 Armor
[BASIC ATK] : ATU/FIN + (M) DMG : Range 8
[STRATAGEM] : Seismic Slam

The Earth itself can become your weapon, if only you have the heart to grasp it. The Slinger Palm harnesses incredible terraforming tech for equally incredible feats of strength.

ARM

DRAGON ARM

COST

15,000c

FOCUS

???

[STAT BOOST] : +1 Soak
[STAT BOOST] : +4 Max Shields
[BASIC ATK] : ATU/FIN + (A) DMG : Range 6
[STRATAGEM] : Beam Breath

True to its name, the Dragon Arm replaces the normal arm and hand with the neck and mouth of a mechanized "dragon." Just another technique to keep smaller Wyrms at bay without a fight. And if it does come to a fight...

1 BURNING (blaze)

Unit takes 5 Direct DMG after each Action it takes.

3 CHARGED (shock)

Unit takes 4 Direct DMG when an [Effect] is applied.

5 DAZED (honed)

Max Range is now Self/Side. Rolls with +2 Risk.

FRENZY (—)

Unit must ATK a Random Target or Self.

2 FREEZING (cryo)

Unit takes 2 Direct DMG per Space Moved.

4 CORRODING (acid)

Can't Soak or Shield. Roll +4 Risk on DMG Negates.

6 STUCK (mass)

Unit cannot be moved. Rolls with +2 Risk.

WYRD (—)

Roll a Random Status Effect and Element.

>>> COMMON RANGES

SIDE : Any one Target beside you
SIDE : # : Any Targets within # consecutive spaces beside you.
ALL-SIDE : All Targets beside you.
#x# : # : An Area of Effect (AoE) which affects a fixed span (#x#) of Spaces. At least one of these Spaces MUST be in the Range #.

LINE : # : An AoE that only affects Targets in a straight Line of Spaces originating from the User. The length of the Line is defined by the Range #.
#T : # : Affects up to a # of Targets within the Range #. The same Target cannot be Targeted twice unless it has distinct Parts.

[GEOMANCER — STRATAGEMS]

CHEST BEAM

ROLL ATU/FIN RANGE Line : 3x8

[EACH HIT] = 1 DMG
[EACH QUAD] = +2 DMG

CHOOSE
element

— V CHANCE V —

EMPOWERED

ROLL N/A RANGE N/A

{ IF : You defeat any Targets }
< Gain +2 Shields per Target defeated >

N/A
element

RECHARGE 1 USE 12 USES 1

ERUPTION

ROLL ATU/FIN RANGE 5x5 : 8

< Move to the Center of AoE >
[EACH HIT] = 1 DMG
[PER 4 DICE] = +1 Shields to Self
< Apply [Stuck] >

MASS
element

— X ALTERNATE X —

DIVIDING HOOK KICK

ROLL ATU/FIN RANGE 5x5 : 8

< Move to the Center of AoE >
< Push all Targets 3 Spaces Out >
[EACH HIT] = 1 DMG
< Does not directly DMG Allies >

CRYO
element

RECHARGE 1 USE 10 USES 2

HELL & HEAVEN

ROLL N/A RANGE SPEED + 2

< Reduce Shields to Zero >
< Move to Target >
< Deal 1 DMG per Shield lost >
< +3 SYN to each Ally >

N/A
element

— ! INTERVENTION ! —

BRAVE SOUL

ROLL N/A RANGE Self

< Gain +8 Shields >
{ IF : An Ally at Side Range is about to take DMG }
< Take DMG in their stead >
< Negate incoming [Effect] >

N/A
element

RECHARGE 1 USE 8 USES 2

SEISMIC SLAM

ROLL ATU/FIN RANGE 6

< Can Move to Target >
[EACH HIT] = 1 DMG
[PER 4 DICE] = Deal 1 DMG to Units Beside Target
< Apply [Stuck] >

MASS
element

— ! INTERVENTION ! —

IMPROVISED AMMO

ROLL N/A RANGE 8

< Apply [Effect] of your Choice >

N/A
element

RECHARGE 1 USE 6 USES 3

BEAM BREATH

ROLL ATU/FIN RANGE Line : 8

[EACH HIT] = 1 Direct DMG
< Apply [Corroding] >

ACID
element

— X ALTERNATE X —

DRAGON STORM

ROLL ATU/FIN RANGE All-Side

[EACH HIT] = 1 Direct DMG
< Apply [Freezing] >

CRYO
element

RECHARGE 1 USE 12 USES 1

WALL OF EARTH

ARMOR 1 SPEED 6

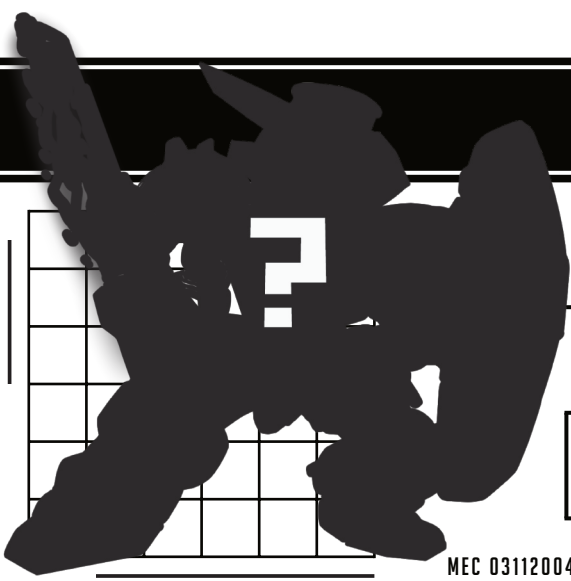
[PASSIVE] : Wall size can be 1x1 1x2 1x3 : Height is 1 : Can block LoS : Cannot be used as Cover : Wall can support a MEC's weight : When Wall moves, Units on top move with it

— ^ SUMMON ^ —

SUMMON RULES

> Each Summon gets 1 Action per Allied Phase you act (Doesn't count to PAA)
> You can use [SUMMON] [Once Per Allied Phase] (regardless of Type) OR as an Action. It Spawns adjacent to you.
> Summons Shift and Boost when you do.
> Base Summon Max is 1 per Type.

[NO - HUNTER TRI]



MEC 03112004-0408

Built from the ground up for Outlander needs, the third generation Hunter MEC is as resilient as it is brutal. Its iconic weapons and built-for-adventure support systems make it a fast pick among young Outlanders looking to make a name for themselves.

ASSOCIATION // DISCOVERY :
Nkondi Dynamics,

STAT : FOCUS

TOR / FIN

TEAM : FOCUS

DPS

ELEMENTS

(A) - (M)

HELMET

WYRM-HIDE CLOAK

COST

15,000c

FOCUS

Defense

Speed

[STAT BOOST] : +4 Max Shields
[STAT BOOST] : +1 Soak
[STAT BOOST] : +3 Speed

Wyrm's durable self-healing cell structure made their hides ideal for large scale armors like this Cloak. While the use of pelts is common among Outlanders, Hunters use them as a reminder that Earth is now a shared home.

CORE

PROVING CORE

COST

15,000c

FOCUS

TOR/FIN

Bufs

[STAT BOOST] : +1 TOR
[STAT BOOST] : +1 FIN
[STAT BOOST] : +2 Soak
[STRATAGEM] : Hearty Meal

Bravery, Strength and Smarts forge the basis of a Hunter. But it's their ability to coexist with nature that truly proves them. Nkondi gifts prospective Hunters with a hearty and perhaps final meal, before their first hunt.

MANEUVER

SUPPLY PACK

COST

15,000c

FOCUS

Bufs

Effects

[STAT BOOST] : +6 Armor
[ACTION] : Gain +8 SYN to Self
[ACTION] : Gain +10 Shields to Self
[STRATAGEM] : Pit Trap

A massive pack, complete with additional provisions, minor Betyl Charges, and plenty of tranquilizer. When navigating Wyrm infested jungles, Outlanders expect to go days on end without resupplies or reinforcements.

OPTION

GRAPPLE ARMS

COST

15,000c

FOCUS

Movement

Effects

[ONCE PER ALLIED PHASE] : Pull yourself to a position within 8 Spaces
[STRATAGEM] : Tenderize

Hardened metal threads weave under the armor of a Hunter MEC. At any time grappling hooks or even the MEC's hands can be launched at incredible speeds to pull the Hunter higher or rip their enemy down.

ARM

GREAT SWORD [1/2]

COST

20,000c

FOCUS

AoE DMG

High DMG

[STAT BOOST] : +1 TOR
[STAT BOOST] : +3 Armor
[BASIC ATK] : TOR/FIN + (M) or (A)
DMG : Range 3T : Side
[REQUIREMENT] : Uses 2 Arm Slots

A massive tempered blade, nearly as large as the MEC. The Great Sword harnesses the power of gravity to crush its foes under its mighty weight. Expert Hunters bring grace and precision to an otherwise brutish blade.

ARM

GREAT SWORD [1/2]

COST

- - -

FOCUS

- - -

[STRATAGEM] : Tackle
[STRATAGEM] : Sweeping Slash
[STRATAGEM] : Charged Slash

< Ranges cannot be Extended >

Nkondi Dynamic's First Generation of Hunter MECs were equipped with massive Hammers, and the Second were equipped with Bows. Rumors abound that the Fourth Generation involves a symbiotic Wyrm fused to a Glaive.

1 BURNING (blaze)

Unit takes 5 Direct DMG after each Action it takes.

3 CHARGED (shock)

Unit takes 4 Direct DMG when an [Effect] is applied.

5 DAZED (honed)

Max Range is now Self/Side. Rolls with +2 Risk.

FRENZY (—)

Unit must ATK a Random Target or Self.

2 FREEZING (cryo)

Unit takes 2 Direct DMG per Space Moved.

4 CORRODING (acid)

Can't Soak or Shield. Roll +4 Risk on DMG Negates.

6 STUCK (mass)

Unit cannot be moved. Rolls with +2 Risk.

WYRD (—)

Roll a Random Status Effect and Element.

>>> COMMON RANGES

SIDE : Any one Target beside you

SIDE : # : Any Targets within # consecutive spaces beside you.

ALL-SIDE : All Targets beside you.

#x# : # : An Area of Effect (AoE) which affects a fixed span (#x#) of Spaces. At least one of these Spaces MUST be in the Range #.

LINE : # : An AoE that only affects Targets in a straight Line of Spaces originating from the User. The length of the Line is defined by the Range #.

#T : # : Affects up to a # of Targets within the Range #. The same Target cannot be Targeted twice unless it has distinct Parts.

[HUNTER - STRATAGEMS]

HEARTY MEAL

ROLL **N/A** RANGE **Self**

< Gain Max Shields >

< Gain +12 SYN >

N/A
element

! INTERVENTION !

PROOF OF A HERO

ROLL **N/A** RANGE **Self**

< Gain Max SYN >

< Take an Immediate additional Action as if it were a Free Action >

N/A
element

RECHARGE 1 USE **EXH** USES **EXHAUST**

PIT TRAP

ROLL **TOR/FIN** RANGE **3x3 : 6**

[[EACH HIT]] = 1 DMG

[[SIX-OF-A-KIND]] = +8 DMG

< Apply [[Stuck]] >

< This will never kill the Targets >

ACID
element

! INTERVENTION !

SLEEP BOMB

ROLL **TOR/FIN** RANGE **6**

[[EACH DOUBLE]] = 1 DMG

< Apply [[Corroding]] >

< This will never kill the Target >

MASS
element

RECHARGE 1 USE **4** USES **3**

TENDERIZE

ROLL **TOR/FIN** RANGE **6**

< Move to Target >

[[EACH HIT]] = 1 DMG

[[EACH DOUBLE]] = +1 DMG

< Apply [[Corroding]] >

ACID
element

! INTERVENTION !

TOPPLE

ROLL **N/A** RANGE **4**

< Pull Target to Side >

< Ignores Target's Pull Reduction >

< Apply [[Stuck]] >

N/A
element

RECHARGE 1 USE **8** USES **2**

TACKLE

ROLL **TOR/FIN** RANGE **6**

< Move to Target >

[[EACH HIT]] = 1 DMG

[[EACH QUAD]] = +2 DMG

< Apply [[Stuck]] >

MASS
element

! INTERVENTION !

ROLL

ROLL **N/A** RANGE **Self**

< Move 2 Spaces >

N/A
element

RECHARGE 1 USE **5** USES **3**

SWEEPING SLASH

ROLL **TOR/FIN** RANGE **All-Side**

[[EACH HIT]] = 1 DMG

[[EACH DOUBLE]] = +1 DMG

[[PER 6 DICE]] = +3 DMG

MASS
element

X ALTERNATE X

PUNISHING SLASH

ROLL **TOR/FIN** RANGE **Side**

[[EACH HIT]] = 1 DMG

[[EACH QUAD]] = +5 DMG

[[PER 8 DICE]] = +4 DMG

ANY
element

RECHARGE 1 USE **8** USES **1**

CHARGED SLASH

ROLL **TOR/FIN** RANGE **2**

< Move to Target >

[[EACH HIT]] = 1 DMG

[[EACH DOUBLE]] = +1 DMG

MASS
element

V CHANCE V

TRUE CHARGE

ROLL **TOR/FIN** RANGE **2**

{ IF : Target is in Range at the beginning of next Allied Phase AND you haven't Moved }

< Move to Target >
[[EACH HIT]] = 1 DMG

MASS
element

RECHARGE 1 USE **8** USES **3**

[MF - JOUSTER XXV]



MEC 0307594-6577

It wasn't long before MEC jousting became one of the most popular sports in Avalon. To save on repair costs, many of these machines were built with temporary shielding in mind. It helps that crowds adore the sparks that fly from Jousters' shields.

ASSOCIATION // DISCOVERY :
Midas Foundation,

STAT : FOCUS

DUR / MOB

TEAM : FOCUS

Shields : Boost

ELEMENTS

(H)

HELMET

RACER FIN

COST

15,000c

FOCUS

Shields

Boost

[STAT BOOST] : +2 Max Shields
[PASSIVE] : Gain one immediate Free Boost for each point of DMG you take when Overheating

During the off-season, most Jousting MECs are actually re-purposed to run MEC racing circuits the world over. Fins lining the MEC help it achieve a higher top speed for Pilots who are willing to burn the engine hotter.

CORE

CHALLENGER CORE

COST

15,000c

FOCUS

DUR

Boost

[STAT BOOST] : +1 DUR
[STAT BOOST] : +1 MOB
[PASSIVE] : Move +1 Space when you use Boost
< Stacks with Hyper Boost >

Defenders the world over love the Challenger Core's speed and versatility... they do not however love having to scrub all the sponsor branding from cores that have been used in competitions.

MANEUVER

ROLLER GEAR

COST

15,000c

FOCUS

Speed

DUR / MOB

[STAT BOOST] : +3 Speed
[STRATAGEM] : Grand Prix Blitz

While not the most practical for a War Machine nor for longer overland travel, most Jousters have Roller Gear affixed to the forearms and calves of the MEC. Pilots who roller blade will catch on to the feel quickly.

OPTION

TEAM FLAGS

COST

15,000c

FOCUS

DUR / MOB

Shields

[STRATAGEM] : Battle Zone
[STRATAGEM] : Throw the Gauntlet

Every Jousting MEC has a banner, and in joint competitions those banners are shared. These flags can be used for more than showboating, as experienced Jousters can use it to misdirect their targets before striking from behind.

ARM

GUN LANCE

COST

15,000c

FOCUS

MOB/DUR

HONED

[BASIC ATK] : DUR/MOB + (H) DMG : Range 2
[STRATAGEM] : Joust
[STRATAGEM] : Coup De Gras

A Jousters' lance holds more than pride. It holds a siege weapon's worth of firepower. To expand the market of the MEC the Midas foundation made sure these lances had more kick than their Arthurian counterpart.

ARM

TOWER SHIELD

COST

15,000c

FOCUS

Shields

Defense

[STAT BOOST] : +1 DUR
[STAT BOOST] : +4 Max Shields
[STAT BOOST] : +2 Soak
[STRATAGEM] : The Wall

Of the many, many parts a Jousting MEC will see get replaced and decommissioned, seldom will they see their gallant Tower Shield break. These walls of metal were built to last a Jousting MEC a lifetime of victories and defeats.

1 BURNING (blaze)

Unit takes 5 Direct DMG after each Action it takes.

3 CHARGED (shock)

Unit takes 4 Direct DMG when an [Effect] is applied.

5 DAZED (honed)

Max Range is now Self/Side. Rolls with +2 Risk.

FRENZY (—)

Unit must ATK a Random Target or Self.

2 FREEZING (cryo)

Unit takes 2 Direct DMG per Space Moved.

4 CORRODING (acid)

Can't Soak or Shield. Roll +4 Risk on DMG Negates.

6 STUCK (mass)

Unit cannot be moved. Rolls with +2 Risk.

WYRD (—)

Roll a Random Status Effect and Element.

>>> COMMON RANGES

SIDE : Any one Target beside you

SIDE : # : Any Targets within # consecutive spaces beside you.

ALL-SIDE : All Targets beside you.

#x# : # : An Area of Effect (AoE) which affects a fixed span (#x#) of Spaces. At least one of these Spaces MUST be in the Range #.

#T : # : Affects up to a # of Targets within the Range #. The same Target cannot be Targeted twice unless it has distinct Parts.

LINE : # : An AoE that only affects Targets in a straight Line of Spaces originating from the User. The length of the Line is defined by the Range #.

#T : # : Affects up to a # of Targets within the Range #. The same Target cannot be Targeted twice unless it has distinct Parts.

[JOUSTER — STRATAGEMS]

GRAND PRIX BLITZ

ROLL DUR/MOB RANGE SPEED + 4

< Move to Target >

[[EACH HIT]] = 1 DMG

HONED
element

— V CHANCE V —

VICTORY LAP

ROLL N/A RANGE N/A

< IF : Your Target is downed >

< Use Grand Prix again at no Action

Cost : Chance doesn't loop : Consumes a Use and doesn't generate any more SYN >

N/A
element

RECHARGE 1 USE 8 USES 5

BATTLE ZONE

ROLL DUR/MOB RANGE 3x3 : Side

[[EACH HIT]] = 1 DMG

[[PER 2 DICE]] = +1 DMG

< Apply [[Dazed]] >

HONED
element

— X ALTERNATE X —

TOO MANY TARGETS

ROLL DUR/MOB RANGE 5x5 : Side

[[EACH DOUBLE]] = +2 DMG

< Apply [[Dazed]] >

< Grants +5 SYN to Self >

HONED
element

RECHARGE 1 USE 10 USES 1

THROW THE GAUNTLET

ROLL N/A RANGE 4

< You may choose any number of Targets within the Range. They must try to

Target you for their next ATK if they can move within Range. >

N/A
element

— ! INTERVENTION ! —

CHALLENGE ACCEPTED

ROLL N/A RANGE Self

< +6 Shields >

< Remove [[Effect]] >

N/A
element

RECHARGE 1 USE 8 USES 3

JOUST

ROLL DUR/MOB RANGE SPEED + 2

< Move to Target >

[[EACH HIT]] = 1 DMG

< Apply [[Dazed]] >

HONED
element

— ! INTERVENTION ! —

TILT

ROLL DUR/MOB RANGE Side

[[EACH HIT]] = 1 DMG

< Apply [[Dazed]] >

HONED
element

RECHARGE 1 USE 6 USES 3

COUP DE GRAS

ROLL DUR/MOB RANGE Side

[[EACH HIT]] = 1 DMG

[[EACH DOUBLE]] = +1 DMG

[[EACH QUAD]] = +3 DMG

[[SIX-OF-A-KIND]] = +6 DMG

HONED
element

— V CHANCE V —

NO MERCY

ROLL N/A RANGE N/A

< IF : You Boosted or Shifted during this Phase >

< Gain +4 Dice >

N/A
element

RECHARGE 1 USE 12 USES 1

THE WALL

ROLL DUR/MOB RANGE Self/Side

[[EACH HIT]] = +1 Shield

< Remove [[Effect]] >

N/A
element

— ! INTERVENTION ! —

BENEVOLENCE

ROLL DUR/MOB RANGE Self/Side

{ IF : You / An Ally Will take DMG }

[[EACH HIT]] = Negate DMG

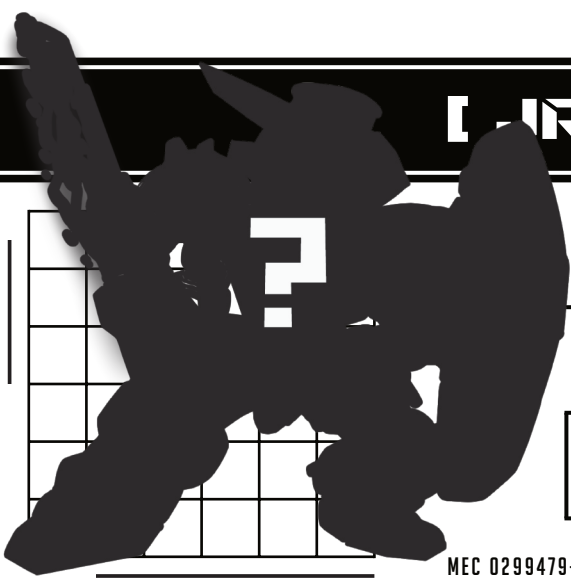
< Target Gains +3 Shields >

< Remove or Prevent [[Effect]] from Target >

N/A
element

RECHARGE 1 USE 6 USES 2

[JIRA - NECROMANCER 04]



MEC 0299479-8865

The shadowy figure of the Necromancer has become the iconic image of Scrappers in the New Century. This recycle focused MEC is the design which skyrocketed Jiangshi Robotics & Arms into popularity with Scrappers from all allegiances.

ASSOCIATION // DISCOVERY :
Jiangshi Robotics & Arms,

STAT : FOCUS

COM / FIN

TEAM : FOCUS

Summoner

ELEMENTS

(A)

HELMET

EVIL EYE

COST

15,000c

FOCUS

Defense

AoE DMG

[[STAT BOOST]] : +1 COM

[[PASSIVE]] : Gain +1 SYN when an [[Effect]] is applied to you.

[[STRATAGEM]] : Cthonic Beam

The dim glow of the Necromancer's mono-eye can strike fear in the hearts of unsuspecting travelers. The mist from its "breath" is actually gases escaping from the helmet's beam, built simply to melt scrap metal.

CORE

FANGSHI CORE

COST

15,000c

FOCUS

COM

Summon

[[STAT BOOST]] : +2 Soak

[[STAT BOOST]] : +4 Max Shields

[[PASSIVE]] : When you [[Summon]], spawn 1 more of that Unit (up to Max)

While seen by some as unsavory, Scrapping is a vital job, a kind of medicine and burial right for the mechanical. At least that's how users of the Fangshi's advanced subsystems see it.

MANEUVER

DREAD CLOAK

COST

15,000c

FOCUS

???

[[STRATAGEM]] : Rotting Fog

[[SUMMON]] : G.H.O.U.L. (+2 Max)

[[PASSIVE]] : Gain +1 Shields whenever one of your G.H.O.U.L.s dies

[[FREE ACTION]] : Kill all your G.H.O.U.L.s

G.H.O.U.L. Tech was actually designed for easier transportation of MECs to be scrapped. Before the Wu Wei Collective officially formed JIRA, some Outlanders nicknamed this living scrap as Jiangshi, hence the company's name.

OPTION

SCRAP SCARABS

COST

15,000c

FOCUS

Summon

Acid

[[STRATAGEM]] : Scarab Swarm

[[STRATAGEM]] : Pile On

[[SUMMON]] : G.H.O.U.L. (+3 Max)

[[BASIC ATK]] : FIN/COM + (A) DMG : Range L

These meter-long mechanical drones affix to the Necromancer's shoulder and back before being sent off to "control" large deposits of scrap as shambling General Hydraulics with Observably Useful Ligaments (G.H.O.U.L.s).

ARM

DEATH SCYTHE [1/2]

COST

20,000c

FOCUS

FIN/COM

AoE Acid

[[STAT BOOST]] : +1 FIN : +1 COM

[[STAT BOOST]] : +5 Max Shields

[[STAT BOOST]] : +1 Soak

[[BASIC ATK]] : FIN/COM + (A) DMG : Range 2

While the Necromancer's Eye is built to cleave scrap, its Scythe is built to cull Wyrms. Some Wyrms have an affinity for Betyl, making the job of scrapping downed MECs even more perilous if not well armed.

ARM

DEATH SCYTHE [2/2]

COST

FOCUS

[[ONCE PER ALLIED PHASE]] : Apply

[[Corroding]] : Range Side

[[STRATAGEM]] : Cull of the Dead

[[REQUIREMENT]] : Uses 2 Arm Slots

< Ranges cannot be extended >

1 BURNING (blaze)

Unit takes 5 Direct DMG after each Action it takes.

3 CHARGED (shock)

Unit takes 4 Direct DMG when an [Effect] is applied.

5 DAZED (honed)

Max Range is now Self/Side. Rolls with +2 Risk.

FRENZY (—)

Unit must ATK a Random Target or Self.

2 FREEZING (cryo)

Unit takes 2 Direct DMG per Space Moved.

4 CORRODING (acid)

Can't Soak or Shield. Roll +4 Risk on DMG Negates.

6 STUCK (mass)

Unit cannot be moved. Rolls with +2 Risk.

WYRD (—)

Roll a Random Status Effect and Element.

>>> COMMON RANGES

SIDE : Any one Target beside you

SIDE : # : Any Targets within # consecutive spaces beside you.

ALL-SIDE : All Targets beside you.

#x# : # : An Area of Effect (AoE) which affects a fixed span (#x#) of Spaces. At least one of these Spaces MUST be in the Range #.

LINE : # : An AoE that only affects Targets in a straight Line of Spaces originating from the User. The length of the Line is defined by the Range #.

#T : # : Affects up to a # of Targets within the Range #. The same Target cannot be Targeted twice unless it has distinct Parts.

[NECROMANCER — STRATAGEMS]

ETHNIC BEAM

ROLL FIN/COM RANGE LINE : 6

[[EACH HIT]] = 1 Direct DMG
< Apply Corroding >

ACID
element

— X ALTERNATE X —

DEATH BEAM

ROLL FIN/COM RANGE LINE : 6

[[EACH HIT]] = 1 DMG
[[PER 4 DICE]] = +2 DMG

ACID
element

RECHARGE 1 USE 10 USES 2

ROTTING FOG

ROLL FIN/COM RANGE All-Side

[[EACH HIT]] = 1 DMG
[[PER 3 DICE]] = +1 DMG
< Apply [[Corroding]] >
< Gain +4 Shields >

ACID
element

— ! INTERVENTION ! —

REPLACEMENT

ROLL N/A RANGE N/A

{ IF : You are about to take DMG }
{ AND : You have a G.H.O.U.L. }
< Switch Spaces with the G.H.O.U.L. : It now takes the DMG for you >

N/A
element

RECHARGE 1 USE 12 USES 2

SCARAB SWARM

ROLL FIN/COM RANGE 6

[[EACH HIT]] = 1 DMG
< Apply [[Corroding]] >

ACID
element

— V CHANCE V —

CANNABALIZE

ROLL N/A RANGE N/A

< IF : Target is already [[Corroding]] >
< Give Shields equal to DMG dealt to Self or Ally within Range >
< Max +10 Shields >

N/A
element

RECHARGE 1 USE 6 USES 3

PILE ON

ROLL FIN/COM RANGE 4

[[EACH HIT]] = 1 DMG
< Apply [[Corroding]] >
< Move all G.H.O.U.L.s on the Field to Target >

ACID
element

— X ALTERNATE X —

INVIGORATE

ROLL N/A RANGE N/A

< All your G.H.O.U.L.s deal +2 DMG this Phase >
< All G.H.O.U.L.s gain an immediate free Action >

N/A
element

RECHARGE 1 USE 6 USES 2

CULL OF THE DEAD

ROLL FIN/COM RANGE 5x5 : Self

[[EACH HIT]] = 1 DMG
< Apply [[Corroding]] >

ACID
element

— V CHANCE V —

REAPER'S HIGH

ROLL N/A RANGE N/A

< IF : You defeat at least 1 Target >
< Take an additional immediate free [[Basic ATK]] Action >
< [[Basic ATK]] gains +1 DMG per Target you defeated >

N/A
element

RECHARGE 1 USE 12 USES 3

G.H.O.U.L.

ARMOR 4 SPEED 4

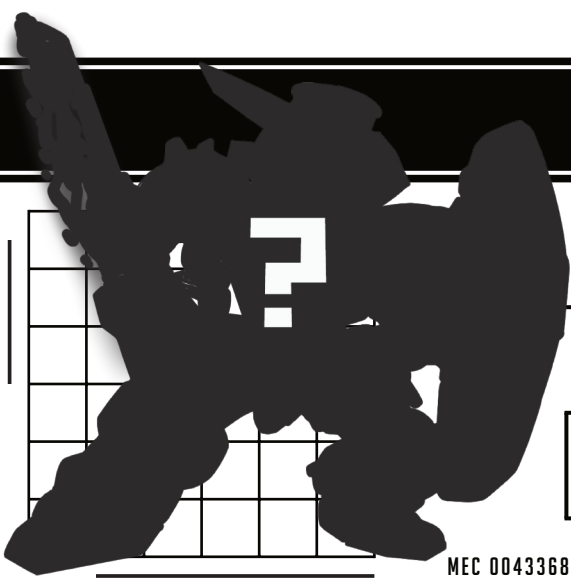
[[ACTION]] : Repair d6 DMG to itself
[[ACTION]] : Deal 1 DMG : Take 1 DMG to itself : Range Side
[[ON DEATH]] : Apply [[Corroding]] : Deal 1 DMG : Range All-Side

— ^ SUMMON ^ —

SUMMON RULES

> Each Summon gets 1 Action per Allied Phase you act (Doesn't count to PAA)
> You can use [[SUMMON]] [[Once Per Allied Phase]] (regardless of Type) OR as an Action. It Spawns adjacent to you.
> Summons Shift and Boost when you do.
> Base Summon Max is 1 per Type.

[NSF - PIRATE 07]



MEC 0043368-9044

The Pirate MEC is a made-to-order powerhouse that's as scrappy as the name would imply. For a time it was only available on NSF's rival internet network the Neko Net, but as NSF designs became more popular its cropped up in CSSN catalogs.

ASSOCIATION // DISCOVERY :
Nekos Sans Frontieres,

STAT : FOCUS

FIN / MOB

TEAM : FOCUS

???

ELEMENTS

(S) - (A) - (M)

HELMET

STYLISH EYEPATCH

COST

15,000c

FOCUS

???

[[STAT BOOST]] : +1 FIN : +1 MOB
[[STAT BOOST]] : +2 Soak
[[STAT BOOST]] : +1 Armor
[[PASSIVE]] : Reduces all of this Unit's Actions' Ranges to a Max of 3

A little bit of confidence and swagger goes a long way. The Stylish Eyepatch literally reroutes a variety of a MEC's detection subsystems for better nearby target acquisition. Practical? No. Stylish? Yes.

CORE

GALLION CORE

COST

15,000c

FOCUS

???

[[STAT BOOST]] : +4 Armor
[[STAT BOOST]] : +2 Soak
[[STRATAGEM]] : Cannon Volley
[[STRATAGEM]] : Gundeck Overload

The bulbous core of the Pirate MEC protrudes with guns, rockets and canons aplenty. When NSF first began fielding Pirate MECs in its operations it made a clear statement in the form of 10 cannons firing at once.

MANEUVER

MAKESHIFT PROPELLERS

COST

15,000c

FOCUS

???

[[STAT BOOST]] : +8 Armor
[[STAT PENALTY]] : -1 Soak
[[PASSIVE]] : Grants [[Swimming]]
[[PASSIVE]] : +4 Speed in Water

Just as NSF has re-purposed a variety of oil rigs and aircraft carriers as bases, so too have they re-purposed Old World propellers to give the Pirate aquatic capabilities... even if they're not affixed particularly well.

OPTION

CURSED BETYL ORB

COST

15,000c

FOCUS

???

[[STAT BOOST]] : +1 to Chosen MEC Stat
[[STAT PENALTY]] : -1 to Chosen MEC Stat
[[STRATAGEM]] : Cursed Bolt

Some Unstable Betyl is downright cursed. Its rainbow glow erupts with all kinds of unstable energy. But to the right kind of mind, this curse can be harnessed as a boon.

ARM

CAUSTIC CUTLASS

COST

15,000c

FOCUS

???

[[BASIC ATK]] : FIN/MOB + (A) DMG :
Range Side - Apply [[Corroding]]
[[STRATAGEM]] : Raiders Lunge

Swords are an apparent favorite in MEC-to-MEC combat, and NSF wasn't about to leave the Pirate out. Of course they also lined it with caustic elements to bypass most MECs' shielding, because there's no fun in losing.

ARM

CANNON ARM

COST

15,000c

FOCUS

???

[[BASIC ATK]] : FIN/MOB + (A) or (S)
DMG : Range 8
[[STRATAGEM]] : Cluster Shot
[[STRATAGEM]] : Charged Blast

You can never have too many guns. Least of all massive canons capable of taking on MEC carriers. One would expect NSF is arming themselves for a revolution with how heavy this firepower is.

1 BURNING (blaze)

Unit takes 5 Direct DMG after each Action it takes.

3 CHARGED (shock)

Unit takes 4 Direct DMG when an [Effect] is applied.

5 DAZED (honed)

Max Range is now Self/Side. Rolls with +2 Risk.

FRENZY (—)

Unit must ATK a Random Target or Self.

2 FREEZING (cryo)

Unit takes 2 Direct DMG per Space Moved.

4 CORRODING (acid)

Can't Soak or Shield. Roll +4 Risk on DMG Negates.

6 STUCK (mass)

Unit cannot be moved. Rolls with +2 Risk.

WYRD (—)

Roll a Random Status Effect and Element.

>>> COMMON RANGES

SIDE : Any one Target beside you

SIDE : # : Any Targets within # consecutive spaces beside you.

ALL-SIDE : All Targets beside you.

#x# : # : An Area of Effect (AoE) which affects a fixed span (#x#) of Spaces. At least one of these Spaces MUST be in the Range #.

LINE : # : An AoE that only affects Targets in a straight Line of Spaces originating from the User. The length of the Line is defined by the Range #.

#T : # : Affects up to a # of Targets within the Range #. The same Target cannot be Targeted twice unless it has distinct Parts.

[PIRATE — STRATAGEMS]

CANNON VOLLEY

ROLL FIN/MOB RANGE 5x5 : 6

[EACH HIT] = 1 DMG

[PER 3 DICE] = +1 DMG

< Apply [Charged] >

SHOCK

element

— X ALTERNATE X —

RAISE THE FLAG

ROLL N/A RANGE All-Side

< Targeted Allies Gain +5 SYN >

< You Gain an Immediate Free Shift Action >

N/A

element

RECHARGE 1 USE 8 USES 2

GUNDECK OVERLOAD

ROLL FIN/MOB RANGE 4-8

[EACH HIT] = 1 DMG

[PER 2 DICE] = +1 DMG

SHOCK

element

— V CHANCE V —

VENGEFUL LEAD

ROLL N/A RANGE N/A

{ IF : You're not at full Integrity }

< Deal +1 DMG for each point of Integrity you've lost >

N/A

element

RECHARGE 1 USE EXH USES EXHAUST

CURSED BOLT

ROLL FIN/MOB RANGE 6

[EACH HIT] = +1 DMG

< Apply [Effect] of your choice >

CHOOSE

element

— ! INTERVENTION ! —

NIGHTMARE DISCHARGE

ROLL N/A RANGE 6

< Apply [Effect] of your Choice >

N/A

element

RECHARGE 1 USE 3 USES 3

RAIDERS LUNGE

ROLL FIN/MOB RANGE 2

< Move to Target >

[EACH HIT] = 1 DMG

[EACH DOUBLE] = 1 DMG

ACID

element

— V CHANCE V —

FANCY FOOTWORK

ROLL N/A RANGE N/A

{ IF : You Boosted this Phase }

< Roll with +3 Dice >

< Gain an Immediate Free Boost >

N/A

element

RECHARGE 1 USE 6 USES 2

CLUSTER SHOT

ROLL FIN/MOB RANGE 5x5 : 6

[EACH DOUBLE] = 2 DMG

< Apply [Stuck] >

MASS

element

— ! INTERVENTION ! —

CHAIN SHOT

ROLL FIN/MOB RANGE 8

[EACH DOUBLE] = 1 DMG

< Apply [Stuck] >

MASS

element

RECHARGE 1 USE 4 USES 2

CHARGED BLAST

ROLL FIN/MOB RANGE 4-12

[EACH HIT] = +1 DMG

[PER 3 DICE] = +1 DMG

< Apply [Stuck] >

MASS

element

— V CHANCE V —

GIGA-BLAST

ROLL N/A RANGE N/A

{ IF : You wait to roll this Attack until after the next Phase AND Target is still in Range }

[PER 2 DICE] = +1 DMG

N/A

element

RECHARGE 1 USE 12 USES 1

[LHM - RANCHER 03]



MEC 0487342-6969

"Built by Outlanders, for Outlanders." The Rancher MEC is specifically designed for the niche set of skills needed for Wyrmer Ranching and similar Outlander professions. However the eccentric touches added by Jack O' Motors have gained it other fans...

ASSOCIATION // DISCOVERY :
Longhouse Munitions, Jack O' Motors

STAT : FOCUS

TOR / FIN

TEAM : FOCUS

Speed : Shock

ELEMENTS

(B) - (S) - (H)

HELMET

10,000 GALLON HAT

COST

15,000c

FOCUS

Defense

[STAT BOOST] : +2 Soak
[PASSIVE] : Immune to [Dazed]

A late addition by Jack O' Motors, they wanted to give the rancher a more "homey" feel. The result is a cowboy hat that doubles as a backup water supply in case a Rancher and their Wyrms find themselves in a drought.

CORE

VAGUERO CORE

COST

15,000c

FOCUS

TOR/FIN

Speed

[STAT BOOST] : +1 TOR
[STAT BOOST] : +2 FIN
[STAT BOOST] : +2 Speed
[PASSIVE] : +3 Steel Stallion Speed

Named after the very first cowboys themselves, the Vaguero Core is built tough to handle the wilderness on the wilderness' terms. The seats are also made of real Wyrmer leather!

MANEUVER

STEEL STALLION

COST

15,000c

FOCUS

Summon

Shock

[SUMMON] : Summon Steel Stallion
[PASSIVE] : Any Unit you choose can Mount or Dismount Steel Stallion as a Free Action.
[STRATAGEM] : Shock Tactics

Wyrms might be man's best friend, but nothing's as reliable as giant mechanical horse. Some Ranchers have even modified the Steel Stallion to be piloted by actual Terran horses who can resonate to Betyl.

OPTION

TITANIUM LASOO

COST

15,000c

FOCUS

Crowd

Control

[BASIC ATK] : TOR/FIN + (S) or (H)
DMG : Range 3
[STRATAGEM] : Round 'Em Up
[STRATAGEM] : Reel 'Em In

Wrangling Wyrms ain't much, but it's honest work. It does take a certain finesse and a lot of Titanium rope to keep 'em all in order. Especially when an unexpected Wyrmer fall or bad weather gets 'em in a huff.

ARM

BIG IRON

COST

15,000c

FOCUS

TOR/FIN

Shock

[BASIC ATK] : TOR/FIN + (S) DMG : Range 6
[STRATAGEM] : Fan The Hammer
VV IF : You Equip Another Big Iron VV Big Iron ATK / Stratagem gets +2 Dice

Jack O' Motors greatest (only?) claim to fame: The Big Iron looks like a massive revolver and hits with the force of an Old World stealth bomber. Its aesthetic appeal made it an instant hit in a world of blades and beams.

ARM

DYNAMITE FIST

COST

15,000c

FOCUS

TOR/FIN

Blaze AoE

[STAT BOOST] : +1 TOR
[BASIC ATK] : TOR/FIN + (B) DMG : Range Side
[STRATAGEM] : Nitro Blast

Landslides, cave-ins, predators. There's a lot of things that a high explosive payload delivered at the end of a highly durable fist can fix.

1 BURNING (blaze)

Unit takes 5 Direct DMG after each Action it takes.

3 CHARGED (shock)

Unit takes 4 Direct DMG when an [Effect] is applied.

5 DAZED (honed)

Max Range is now Self/Side. Rolls with +2 Risk.

FRENZY (—)

Unit must ATK a Random Target or Self.

2 FREEZING (cryo)

Unit takes 2 Direct DMG per Space Moved.

4 CORRODING (acid)

Can't Soak or Shield. Roll +4 Risk on DMG Negates.

6 STUCK (mass)

Unit cannot be moved. Rolls with +2 Risk.

WYRD (—)

Roll a Random Status Effect and Element.

>>> COMMON RANGES

SIDE : Any one Target beside you

SIDE : # : Any Targets within #

consecutive spaces beside you.

ALL-SIDE : All Targets beside you.

#x# : # : An Area of Effect (AoE) which affects a fixed span (#x#) of Spaces. At least one of these Spaces MUST be in the Range #.

LINE : # : An AoE that only affects Targets in a straight Line of Spaces originating from the User. The length of the Line is defined by the Range #.

#T : # : Affects up to a # of Targets within the Range #. The same Target cannot be Targeted twice unless it has distinct Parts.

[RANCHER — STRATAGEMS]

SHOCK TACTICS

ROLL TOR/FIN RANGE 3T : 4

< Move to One Target >

[EACH HIT] = 1 DMG

SHOCK
element

— V CHANCE V —

RIDE 'EM COWBOY

ROLL N/A RANGE N/A

< IF : You are on Steel Stallion >

< Apply [Charged] to all Targets >

SHOCK
element

RECHARGE 1 USE 12 USES 1

ROUND 'EM UP

ROLL TOR/FIN RANGE 3x3 : 6

[EACH HIT] = 1 DMG

< Apply [Dazed] >

[PER 4 DICE] = Can Pull Targets 2 Spaces Closer

HONED
element

— X ALTERNATE X —

GROUND 'EM DOWN

ROLL TOR/FIN RANGE 3x3 : 6

[EACH HIT] = 1 DMG

< Apply [Stuck] >

[PER 4 DICE] = Can Pull Targets 2 Spaces Closer

MASS
element

RECHARGE 1 USE 8 USES 2

REEL 'EM IN

ROLL TOR/FIN RANGE 6

[EACH HIT] = 1 DMG

[EACH HIT] = Pull Target 1 Space

SHOCK
element

— ! INTERVENTION ! —

YANK 'EM OUT

ROLL TOR/FIN RANGE 6

< Pull Target to Side Range >

< Apply [Stuck] or [Dazed] >

N/A
element

RECHARGE 1 USE 6 USES 1

FAN THE HAMMER

ROLL TOR/FIN RANGE 6

[EACH HIT] = 1 DMG

[PER 4 DICE] = +2 DMG

SHOCK
element

— ! INTERVENTION ! —

QUICK DRAW

ROLL TOR/FIN RANGE 6

[EACH HIT] = 1 DMG

SHOCK
element

RECHARGE 1 USE 8 USES 2

NITRO BLAST

ROLL TOR/FIN RANGE 3x3 : 6

[EACH HIT] = 1 DMG

[EACH TRIPLE] = +1 DMG

< Apply [Burning] >

BLAZE
element

— X ALTERNATE X —

DYNAMITE PUNCH

ROLL TOR/FIN RANGE 3

[EACH HIT] = 1 DMG

< Permanently reduce Target's Soak by 3 >

BLAZE
element

RECHARGE 1 USE 6 USES 2

STEEL STALLION

ARMOR 4 SPEED 12

[PASSIVE] : Stallion gets a Free Shift Action once per Phase - Shift Action can be split across this Phase.

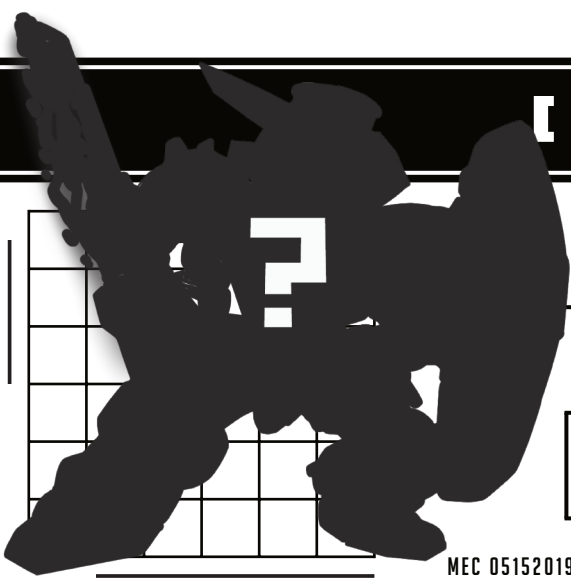
[ACTION] : Apply [Charged] : Range Side

— ^ SUMMON ^ —

SUMMON RULES

- > Each Summon gets 1 Action per Allied Phase you act (Doesn't count to PAA)
- > You can use [SUMMON] [Once Per Allied Phase] (regardless of Type) OR as an Action. It Spawns adjacent to you.
- > Summons Shift and Boost when you do.
- > Base Summon Max is 1 per Type.

[BB - RESCUE TECH 03]



MEC 05152019-0126

From domestic fires, to structural collapses and even the rare Wurm attack, the Rescue Tech has become the back bone of Bastions' emergency response teams. It's one of the few examples of a MEC that wasn't initially built with combat in mind.

ASSOCIATION // DISCOVERY :
Babaylan Biotics,

STAT : FOCUS

DUR / ATU

TEAM : FOCUS

Support : Cryo

ELEMENTS

(B) - (C)

HELMET

BURNING SOUL

COST

15,000c

FOCUS

Defense

Soak

[[STAT BOOST]] : +4 Armor
[[PASSIVE]] : Immune to [[Burning]]

After studying Rescue team vitals, Babaylan realized there might be a way to harness the unique resonance between a driven human and Betyl into a kind of thermal field that can prevent fires.

CORE

FIREFIGHTER CORE

COST

15,000c

FOCUS

DUR

Burning

[[STAT BOOST]] : +1 DUR
[[STAT BOOST]] : +1 ATU
[[STAT BOOST]] : +2 Soak
[[STRATAGEM]] : Back Burners

The EDA has always been better at fighting Wurms than helping people. What began as Babaylan's next MEC line became a joint venture with the EDA to produce a vast array of Rescue Tech MECs to be distributed across the world.

MANEUVER

HYPER LADDER

COST

15,000c

FOCUS

Speed

Support

[[STAT BOOST]] : +3 Speed
[[STRATAGEM]] : Emergency!
[[FREE ACTION]] : Create a 3 Space long Ladder < MAX 2 Ladders on the Field at once >

In 0098 failing infrastructure killed more people than Wurm attacks. The Rescue Tech is especially designed to save those trapped under the haphazard engineering of the EDA's pop-up Satellite cities.

OPTION

RIME RIFLE

COST

15,000c

FOCUS

Cryo

AoE DMG

[[BASIC ATK]] : DUR/ATU + (C) DMG : Range 6
[[STRATAGEM]] : Rapid Fire Rime
[[STRATAGEM]] : Hail Storm

Working for a corporation in the New Century can be as hazardous as it is lucrative for an Outlander. The Rime Rifle was built to keep these hazards, like factory fires and chemical explosions, in check.

ARM

CYBER MATOI (1/2)

COST

20,000c

FOCUS

Support

Cryo

[[BASIC ATK]] : DUR/ATU + (C) DMG : Range 2
[[ACTION]] : Remove [[Effect]] from any Allied Units in Range : Range 4 < Ranges cannot be extended >

Modeled after the Japanese fire fighting tool of the same name, the Cyber Matoi harnesses a massive colony of adaptive nanites to provide protection and relief over a large affected area.

ARM

CYBER MATOI (2/2)

COST

FOCUS

[[ONCE PER ALLIED PHASE]] : Remove [[Effect]] from 1 Ally : Range 8
[[STRATAGEM]] : Inspire
[[STRATAGEM]] : Sheltering Aura
[[REQUIREMENT]] : Uses 2 Arm Slots

1 BURNING (blaze)

Unit takes 5 Direct DMG after each Action it takes.

3 CHARGED (shock)

Unit takes 4 Direct DMG when an [Effect] is applied.

5 DAZED (honed)

Max Range is now Self/Side. Rolls with +2 Risk.

FRENZY (—)

Unit must ATK a Random Target or Self.

2 FREEZING (cryo)

Unit takes 2 Direct DMG per Space Moved.

4 CORRODING (acid)

Can't Soak or Shield. Roll +4 Risk on DMG Negates.

6 STUCK (mass)

Unit cannot be moved. Rolls with +2 Risk.

WYRD (—)

Roll a Random Status Effect and Element.

>>> COMMON RANGES

SIDE : Any one Target beside you

SIDE : # : Any Targets within #

consecutive spaces beside you.

ALL-SIDE : All Targets beside you.

#x# : # : An Area of Effect (AoE) which affects a fixed span (#x#) of Spaces. At least one of these Spaces MUST be in the Range #.

LINE : # : An AoE that only affects Targets in a straight Line of Spaces originating from the User. The length of the Line is defined by the Range #.

#T : # : Affects up to a # of Targets within the Range #. The same Target cannot be Targeted twice unless it has distinct Parts.

[RESCUE TECH – STRATAGEMS]

BACK BURNERS

ROLL DUR/ATU RANGE 2T : 6

[[EACH HIT]] = 1 DMG

< Apply [[Burning]] >

BLAZE
element

— X ALTERNATE X —

UNLEASH

ROLL DUR/ATU RANGE 5x5 : Self

[[EACH HIT]] = 1 DMG

[[EACH DOUBLE]] = +1 DMG

< Apply [[Burning]] >

BLAZE
element

RECHARGE 1 USE 8 USES 2

EMERGENCY!

ROLL DUR/ATU RANGE SPEED + 4

< Move to Target >

[[EACH HIT]] = 1 DMG

< Apply [[Freezing]] >

CRYO
element

— V CHANCE V —

RESCUE GIRL

ROLL N/A RANGE N/A

< IF : Ally is adjacent to Target >

< 1 Ally Gains +4 Shields >

< Remove [[Effect]] on 1 Ally >

N/A
element

RECHARGE 1 USE 6 USES 2

RAPID FIRE RIME

ROLL DUR/ATU RANGE 8

[[EACH HIT]] = 1 DMG

[[EACH QUAD]] = +3 DMG

< Apply [[Freezing]] >

CRYO
element

— X ALTERNATE X —

CRYO GEL

ROLL N/A RANGE 3T : 8

< Target Gains +4 Shields >

< Remove [[Effect]] from Target >

N/A
element

RECHARGE 1 USE 8 USES 3

HAIL STORM

ROLL DUR/ATU RANGE 5x5 : 6

< Apply [[Freezing]] >

[[EACH HIT]] = 1 DMG

[[PER 4 DICE]] = +2 DMG

CRYO
element

— ! INTERVENTION ! —

FLASH FREEZE

ROLL DUR/ATU RANGE 5x5 : 6

< Apply [[Freezing]] >

[[EACH TRIPLE]] = +2 DMG

CRYO
element

RECHARGE 1 USE 12 USES 1

INSPIRE

ROLL N/A RANGE 3T : ANY

< Targets may move Spaces equal to their Speed >

< Targets Gain +6 Shields each >

N/A
element

— ! INTERVENTION ! —

EVACUATE

ROLL N/A RANGE 3T : ANY

< Targets may move 5 Spaces each >

< Remove [[Effect]] from Targets >

N/A
element

RECHARGE 1 USE 12 USES 2

SHELTERING AURA

ROLL DUR/ATU RANGE 5x5 : Self

< Allies Gains +6 Shields >

[[EACH HIT]] = 1 DMG

[[PER 2 DICE]] = +1 DMG

< Allies don't take DMG >

CRYO
element

— ! INTERVENTION ! —

RAPID SHELTER

ROLL N/A RANGE All-Side

< Allies Gains +8 Shields >

< Remove [[Effect]] from any Allies >

N/A
element

RECHARGE 1 USE 12 USES 2

ICS - SORCERER ALPHA



MEC 0463748-8083

The Sorcerer is an experimental design built for an age that is increasingly looking to the stars as its next battlefield. While perfectly capable as a terrestrial damage dealer, Cadejo is preparing close orbit exhibitions to test its capabilities in a vacuum.

ASSOCIATION // DISCOVERY :
Cadejo Security,

STAT : FOCUS

ATU / MOB

TEAM : FOCUS

???

ELEMENTS

(S) - (A)

HELMET

OMNISCIENT RADAR

COST

15,000c

FOCUS

???

[[STAT BOOST]] : +1 ATU
[[STAT BOOST]] : +3 Max Shields
[[ONCE PER ALLIED PHASE]] : Give +2 Shields to Self

A thin nanite field around the MEC helps detect incoming threats, and then hardens at a specified location accordingly. This allows not only for better shielding, but more efficient shielding.

CORE

NEW-TYPE CORE

COST

15,000c

FOCUS

???

[[STAT BOOST]] : +1 ATU
[[STAT BOOST]] : +3 Max Shields
[[PASSIVE]] : Gain +2 SYN after using a Flash Action or Intervention

Neuro-sensitivity is thought to largely be a New Century phenomenon. Cadejo engineers believe it's related to Betyl and that each Pilot has at least a degree of neuro-sensitivity, and build accordingly.

MANEUVER

WISP WINGS

COST

15,000c

FOCUS

???

[[PASSIVE]] : +2 Max Laz Wisps
[[STAT BOOST]] : +3 Max Shields
[[PASSIVE]] : Can [[Fly]] 3 Spaces High
[[STRATAGEM]] : Laz Blast

Laz Wisps are good for more than just peppering targets. Their flight capabilities are strong enough to lift a MEC, and their lasers powerful enough to deflect the occasional incoming blast.

OPTION

FUNNEL PAULDRONS

COST

15,000c

FOCUS

???

[[SUMMON]] : Laz Wisp
[[PASSIVE]] : +3 Max Laz Wisps
[[BASIC ATK]] : ATU/MOB + (S) DMG : Range 8
[[STRATAGEM]] : Funnel Storm

The semi-self guided Laz Wisps, sometimes referred to as Funnels, are the most iconic weapon in the Sorcerer's arsenal. Pilots describe the experience of commanding them like "having another appendage."

ARM

CHANNELER GAUNTLETS

COST

15,000c

FOCUS

???

[[ONCE PER ALLIED PHASE]] : Give +2 Shields to an Ally : Range Any
[[STRATAGEM]] : Nullify
[[STRATAGEM]] : Shield Burst

The Sorcerer was built to support its allies as much as it was built to rip apart its enemies. The Channeler Gauntlets channel vast currents of energy for both of these purposes.

ARM

BEAM RIFLE

COST

15,000c

FOCUS

???

[[BASIC ATK]] : ANY + (A) DMG : Range 6
[[STRATAGEM]] : Adaptive Blast

A recent iteration on a classic Cadejo design. The Beam Rifle serves as a versatile assault weapon that can easily be used by a variety of MECs.

1 BURNING (blaze)

Unit takes 5 Direct DMG after each Action it takes.

3 CHARGED (shock)

Unit takes 4 Direct DMG when an [Effect] is applied.

5 DAZED (honed)

Max Range is now Self/Side. Rolls with +2 Risk.

FRENZY (—)

Unit must ATK a Random Target or Self.

2 FREEZING (cryo)

Unit takes 2 Direct DMG per Space Moved.

4 CORRODING (acid)

Can't Soak or Shield. Roll +4 Risk on DMG Negates.

6 STUCK (mass)

Unit cannot be moved. Rolls with +2 Risk.

WYRD (—)

Roll a Random Status Effect and Element.

>>> COMMON RANGES

SIDE : Any one Target beside you

SIDE : # : Any Targets within # consecutive spaces beside you.

ALL-SIDE : All Targets beside you.

#x# : # : An Area of Effect (AoE) which affects a fixed span (#x#) of Spaces. At least one of these Spaces MUST be in the Range #.

#T : # : Affects up to a # of Targets within the Range #. The same Target cannot be Targeted twice unless it has distinct Parts.

LINE : # : An AoE that only affects Targets in a straight Line of Spaces originating from the User. The length of the Line is defined by the Range #.

#T : # : Affects up to a # of Targets within the Range #. The same Target cannot be Targeted twice unless it has distinct Parts.

[SORCERER — STRATAGEMS]

LAZ BLAST

ROLL ATU/MOB RANGE LINE : 6

[[EACH HIT]] = 1 DMG

[[PER 2 DICE]] = +1 Shields to Self

SHOCK

element

! INTERVENTION !

BEAM BARRIER

ROLL ATU/MOB RANGE Self

[[EACH HIT]] = +1 Shield

< Apply [[Charged]] to any Enemy Targets at Side Range >

N/A

element

RECHARGE 1 USE 8 USES 2

FUNNEL STORM

ROLL ATU/MOB RANGE 5x5 : 8

[[EACH HIT]] = 1 DMG

[[PER 3 DICE]] = +1 DMG

SHOCK

element

! INTERVENTION !

BORN WEAPONS

ROLL N/A RANGE N/A

< Summon up to your Max Laz Wisps >

< Each Laz Wisp gets a Shift Action >

N/A

element

RECHARGE 1 USE 10 USES 2

NULLIFY

ROLL ATU/MOB RANGE 6

[[EACH HIT]] = 1 DMG

< Permanently reduce Target's Soak by 2 >

ACID

element

! INTERVENTION !

HARNESS

ROLL N/A RANGE Self

< Next time you apply Shields, they

grant an additional +5 Shields >

< Includes AoEs >

N/A

element

RECHARGE 1 USE 6 USES 4

SHIELD BURST

ROLL ATU/MOB RANGE 5x5 : Side

[[PER 4 MAX SHIELDS ON ME]] = +1 Dice

< Max +6 Dice >

[[EACH HIT]] = +1 DMG

< Apply [[Corroding]] >

ACID

element

! INTERVENTION !

NEGATION SHIELD

ROLL ATU/MOB RANGE Self/Side

{ IF: You / An Ally Will take DMG }

[[EACH HIT]] = Negate DMG

[[PER 4 DICE]] = Target

Gains +2 Shields

< Negate incoming [[Effect]] >

N/A

element

RECHARGE 1 USE 12 USES 2

ADAPTIVE BLAST

ROLL ANY RANGE 6

[[EACH HIT]] = +1 DMG

[[EACH QUAD]] = +2 DMG

CHOOSE

element

! INTERVENTION !

CAUSTIC MUNITIONS

ROLL ATU/MOB RANGE 6

[[EACH DOUBLE]] = +1 DMG

< Apply [[Corroding]] >

ACID

element

RECHARGE 1 USE 5 USES 3

LAZ WISPS

ARMOR 1 SPEED 8

[[PASSIVE]] : Summoner gets +1 Dice on Attack Rolls against Targets adjacent to this Laz Wisp. < Stacks to +6 >

[[PASSIVE]] : Wisp can only move and Boost during Allied Phase

^ SUMMON ^

SUMMON RULES

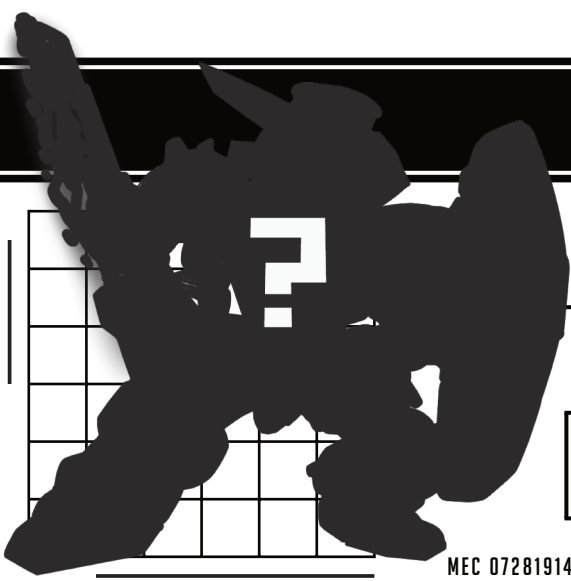
> Each Summon gets 1 Action per Allied Phase you act (Doesn't count to PAA)

> You can use [[SUMMON]] [[Once Per Allied Phase]] (regardless of Type) OR as an Action. It Spawns adjacent to you.

> Summons Shift and Boost when you do.

> Base Summon Max is 1 per Type.

[NM - TRENCHER 1911]



MEC 07281914-666

The Trencher 1911 was arguably the first MEC ever built with large scale MEC-to-MEC combat in mind. Rumors of full-scale war between Bastions have fueled the production and acquisition of these heavily armed behemoths.

ASSOCIATION // DISCOVERY :
Nocturne Manufacturing,

STAT : FOCUS

DUR / COM

TEAM : FOCUS

???

ELEMENTS

(B) - (H)

HELMET

ANTI-AIR SHOULDERS

COST

15,000c

FOCUS

???

[[BASIC ATK]] : DUR/COM : Range 1
[[STRATAGEM]] : Knockout Munitions
[[ONCE PER ALLIED PHASE]] : Apply
[[Stuck]] or [[Dazed]] on a [[Flying]]
Unit : Range 1

Air superiority is usually the tactic on most peoples' minds when it comes to MEC-to-MEC combat. The grounded Trencher's AA Helm attempts to take this variable out of the equation.

CORE

MAGNET CORE

COST

15,000c

FOCUS

???

[[STAT BOOST]] : +3 Soak
[[STAT BOOST]] : +3 Max Shields
[[PASSIVE]] : When Suffering a Part Break, you can choose an Active Part to Break instead of Rolling

The circular Magnetic Core is good for more than its durable shell-like design. Its ability to rapidly rotate parts allows Pilots to pick their losses. As in war there will always be losses, the question is what to sacrifice.

MANEUVER

TRENCH EXCAVATOR

COST

15,000c

FOCUS

???

[[STAT BOOST]] : +2 Armor
[[STAT BOOST]] : +4 Max Shields
[[SUMMON]] : Trench
[[PASSIVE]] : +5 Max Trenches

When the Wurm-infested wilds become your battlefield, you often won't have time to set up a permanent emplacement. Thus the Trench Excavator allows the Trencher to rapidly deploy tactical shelter.

OPTION

EXPLOSIVE BOWGUN

COST

15,000c

FOCUS

???

[[BASIC ATK]] : DUR/COM + (B) DMG :
Range 1
[[STRATAGEM]] : Geneva Suggestion

The Explosive Bowgun has begun some of the first conversations among EDA legislatures as to whether or not certain weapons need to be banned. Its small shrapnel focused design is more anti-Pilot than anti-Wurm.

ARM

HYPER CANNON (1/2)

COST

20,000c

FOCUS

???

[[STAT BOOST]] : +2 DUR
[[STRATAGEM]] : Onslaught
[[STRATAGEM]] : Devastator
[[STRATAGEM]] : Suppressing Fire
[[REQUIREMENT]] : Uses 2 Arm Slots

The gargantuan Hyper Cannon is built for ripping through entire squads of MECs without breaking a sweat. It can serve as the hostile devastator leading the charge or as the suppressing fire to control the battlefield.

ARM

HYPER CANNON (2/2)

COST

FOCUS

[[STAT BOOST]] : +2 Armor
[[BASIC ATK]] : DUR/COM : Range 2T : 8
[[PASSIVE]] : Gain +1 Dice to all
Combat Rolls if you haven't Moved
at all this Phase

1 BURNING (blaze)

Unit takes 5 Direct DMG after each Action it takes.

3 CHARGED (shock)

Unit takes 4 Direct DMG when an [Effect] is applied.

5 DAZED (honed)

Max Range is now Self/Side. Rolls with +2 Risk.

FRENZY (—)

Unit must ATK a Random Target or Self.

2 FREEZING (cryo)

Unit takes 2 Direct DMG per Space Moved.

4 CORRODING (acid)

Can't Soak or Shield. Roll +4 Risk on DMG Negates.

6 STUCK (mass)

Unit cannot be moved. Rolls with +2 Risk.

WYRD (—)

Roll a Random Status Effect and Element.

>>> COMMON RANGES

SIDE : Any one Target beside you

SIDE : # : Any Targets within # consecutive spaces beside you.

ALL-SIDE : All Targets beside you.

#x# : # : An Area of Effect (AoE) which affects a fixed span (#x#) of Spaces. At least one of these Spaces MUST be in the Range #.

LINE : # : An AoE that only affects Targets in a straight Line of Spaces originating from the User. The length of the Line is defined by the Range #.

#T : # : Affects up to a # of Targets within the Range #. The same Target cannot be Targeted twice unless it has distinct Parts.

[TRENCHER — STRATAGEMS]

KNOCKOUT MUNITIONS

ROLL DUR/COM RANGE 5x5 : 8

[EACH HIT] = 1 DMG

< Apply [Dazed] or [Stuck] >

< Gain +1 SYN for each [Flying] Unit Targeted >

HONED
element

! INTERVENTION !

CHAFF MUNITIONS

ROLL DUR/COM RANGE Self/Side

{ IF: You / An Ally Will take DMG }

[EACH HIT] = Negate DMG

[FIRST QUAD] = Cause

N/A
element
[Stuck] or [Dazed] on ATKer

RECHARGE 1 USE 8 USES 2

GENEVA SUGGESTION

ROLL DUR/COM RANGE 5x5 : 6

[EACH HIT] = 1 DMG

[EACH DOUBLE] = +1 DMG

< Push Targets 2 Spaces >

BLAZE
element

< This DMG will always cause Overkill >

! INTERVENTION !

LAND MINE

ROLL DUR/COM RANGE ANY

{ IF : Target is Moving and on solid Ground }

[EACH HIT] = 1 DMG

MASS
element
< Apply [Stuck] or [Burning] >

RECHARGE 1 USE 12 USES 2

ONSLAUGHT

ROLL DUR/COM RANGE 4-8

[EACH HIT] = 1 DMG

[EACH DOUBLE] = +1 DMG

[PER SOAK ON MEC] = Roll

BLAZE
element

+1 Dice
< Push Self Back 2 Spaces >

V CHANCE V

WORK THROUGH PAIN

ROLL N/A RANGE N/A

{ IF : You take Direct DMG for this Chance }

< Gain +1 Dice per Direct

N/A
element
DMG you choose to take >
< Max +6 Dice >

RECHARGE 1 USE 12 USES 1

DEVASTATOR

ROLL DUR/COM RANGE 3x3 : 6

[EACH HIT] = 1 DMG

[EACH DOUBLE] = +1 DMG

[EACH QUAD] = +2 DMG

BLAZE
element
< Apply [Burning] >
< Push Self Back 2 Spaces >

X ALTERNATE X

RELOAD

ROLL N/A RANGE Self

< Recharge all of your Non-Exhaust Stratagems >

< Does not include this Stratagem >

N/A
element

RECHARGE 1 USE 12 USES 1

SUPPRESSING FIRE

ROLL DUR/COM RANGE 2T : 8

[EACH HIT] = 1 DMG

[EACH QUAD] = +2 DMG

< Apply [Stuck] or [Dazed] >

MASS
element
< Push Self Back 2 Spaces >

! INTERVENTION !

OVERWATCH

ROLL DUR/COM RANGE 6

{ IF : Target is Moving }

[EACH HIT] = 1 DMG

ANY
element

RECHARGE 1 USE 10 USES 2

TRENCH

ARMOR N/A SPEED N/A

[PASSIVE] : Trench can hold 1 Unit :
Entering is a Free Action : Inside
Units gain +2 Soak and Negate 2 Push :

Trench can't move

[ACTION] : +2 Shields to Unit in Trench

^ SUMMON ^

SUMMON RULES

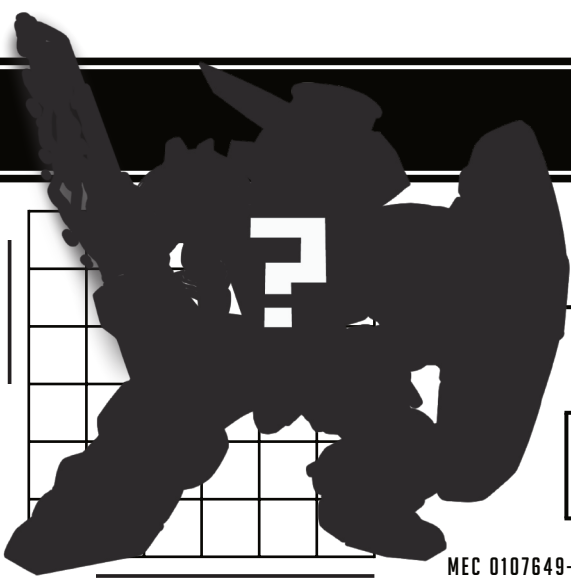
> Each Summon gets 1 Action per Allied Phase (Doesn't count toward PAA)

> You can use [SUMMON] [Once Per Allied Phase] (regardless of Type) OR as an Action. It Spawns adjacent to you.

> ~~Summons Shift and Boost when you do~~

> Base Summon Max is 1 per Type.

[JRA - WARLOCK 13]



MEC 0107649-9034

Gravity manipulation is JRA's most recent scrapping solution, and one that's caught on with Outlanders and the EDA alike. The Warlock represents the apex of this technology, combining self-defense and scrapping tech into an elegantly deadly MEC.

ASSOCIATION // DISCOVERY :
Jiangshi Robotics & Arms,

STAT : FOCUS

ATU / COM

TEAM : FOCUS

Push/Pull

ELEMENTS

(C) - (M)

HELMET FATE AND PRESERVATION

COST

15,000c

FOCUS

Defense

[[STAT BOOST]] : +1 Soak
[[STAT BOOST]] : +1 ATU
[[PASSIVE]] : Immune to [[Freezing]]

Where most MECs use Hydraulics that can freeze up, the Fate and Preservation treatment replaces these fluids with a unique anti-freeze that sacrifices neither efficiency nor erodes the internal mechanical hardware.

CORE COLD HEART CORE

COST

15,000c

FOCUS

Freezing

ATU/COM

[[STAT BOOST]] : +1 ATU
[[STAT BOOST]] : +1 COM
[[PASSIVE]] : Gain +1 SYN to Self each 4 DMG you cause via [[Freezing]]
[[STRATAGEM]] : Singularity

The Scrappers of the Wu Wei Collective have gained a reputation for neutrality. Not in any kind of mercenary way, but rather that they only care and design for the cold forgotten Scrappers, regardless of allegiance.

MANEUVER GRAV-DISTORTION DRIVE

COST

15,000c

FOCUS

Push/Pull

ATU/COM

[[PASSIVE]] : Can [[Fly]] 3 Spaces High
[[ONCE PER ALLIED PHASE]] : Pull all Units within 4 Range of you up to 3 Spaces closer
[[STRATAGEM]] : Gravity Well

Originally designed to rapidly compact scrap metal, the Grav-Distortion Drive can function both to levitate the MEC and create a strong gravitational force around the MEC that pulls other objects in.

OPTION E.L.D.R.T. DYNAMO

COST

15,000c

FOCUS

Push/Pull

ATU/COM

[[STRATAGEM]] : Eldritch Blast
[[STRATAGEM]] : Null Beam

The Electrical Link Distributor and Release Tether (E.L.D.R.T.) and its associated Dynamo are capable of delivering energy blasts so strong they distort the gravity around them.

ARM RITUAL COLD-KNIFE

COST

15,000c

FOCUS

Freezing

ATU/COM

[[BASIC ATK]] : ATU/COM + (C) DMG : Range Side : 3 - Applies [[Freezing]]

Originally designed as a survivalist anti-Wyrm weapon, the "ritual" label was added as a bit of flavor to fit with JRA's more mystic aesthetics. The change evidently doubled sales.

ARM RUST CASTER

COST

15,000c

FOCUS

Corroding

ATU/COM

[[BASIC ATK]] : ATU/COM + (A) DMG : Range 6

[[ONCE PER ALLIED PHASE]] : Apply [[Stuck]] : Range 6
[[STRATAGEM]] : Swarm of Rust

The nanite swarms housed in the palm of the Rust Caster are exceptionally well equipped for targeted rusting of screws and hinges to make scrap wrecks easier to disassemble. This same logic applies to hostile MECs.

1 BURNING (blaze)

Unit takes 5 Direct DMG after each Action it takes.

3 CHARGED (shock)

Unit takes 4 Direct DMG when an [Effect] is applied.

5 DAZED (honed)

Max Range is now Self/Side. Rolls with +2 Risk.

FRENZY (—)

Unit must ATK a Random Target or Self.

2 FREEZING (cryo)

Unit takes 2 Direct DMG per Space Moved.

4 CORRODING (acid)

Can't Soak or Shield. Roll +4 Risk on DMG Negates.

6 STUCK (mass)

Unit cannot be moved. Rolls with +2 Risk.

WYRD (—)

Roll a Random Status Effect and Element.

>>> COMMON RANGES

SIDE : Any one Target beside you

SIDE : # : Any Targets within # consecutive spaces beside you.

ALL-SIDE : All Targets beside you.

#x# : # : An Area of Effect (AoE) which affects a fixed span (#x#) of Spaces. At least one of these Spaces MUST be in the Range #.

LINE : # : An AoE that only affects Targets in a straight Line of Spaces originating from the User. The length of the Line is defined by the Range #.

#T : # : Affects up to a # of Targets within the Range #. The same Target cannot be Targeted twice unless it has distinct Parts.

[WARLOCK 13 — STRATAGEMS]

SINGULARITY

ROLL ATU/COM RANGE 3x3 : 6

[[EACH HIT]] = 1 DMG

[[EACH TRIPLE]] = +2 DMG

MASS
element

! INTERVENTION !

VOID SHIFT

ROLL ATU/COM RANGE 8

< Move to Target >

[[EACH HIT]] = 1 DMG

MASS
element

RECHARGE 1 USE 8 USES 1

GRAVITY WELL

ROLL ATU/COM RANGE All-Side

[[EACH HIT]] = 1 DMG

< Push 3 Spaces >

< Apply [[Freezing]] >

CRYO
element

X ALTERNATE X

GRAVITY SLING

ROLL ATU/COM RANGE 2

[[EACH HIT]] = 1 DMG

< Push up to 3 Spaces >

[[PER 4 DICE]] = Can Push another +1 Space

CRYO
element

RECHARGE 1 USE 6 USES 2

ELDRITCH BLAST

ROLL ATU/COM RANGE 4

[[EACH HIT]] = 1 DMG

[[PER 4 DICE]] = Can Push 1 Space

CRYO
element

X ALTERNATE X

ELDRITCH PULL

ROLL ATU/COM RANGE 6

[[EACH HIT]] = 1 DMG

[[PER 3 DICE]] = Can Pull 1 Space

CRYO
element

RECHARGE 1 USE 4 USES 1

NULL BEAM

ROLL ATU/COM RANGE Line : 6

[[EACH HIT]] = 1 Direct DMG

< Apply [[Stuck]] >

MASS
element

V CHANCE V

FEED

ROLL N/A RANGE N/A

{ IF : You choose to take Direct DMG to your MEC }

< Deal +1 Direct DMG per 1 DMG dealt to yourself >

MASS
element

< Max +15 DMG >

RECHARGE 1 USE 12 USES 1

SWARM OF RUST

ROLL ATU/COM RANGE 6

[[EACH HIT]] = 1 DMG

[[EACH QUAD]] = +2 DMG

ACID
element

V CHANCE V

BUILT TO FAIL

ROLL N/A RANGE N/A

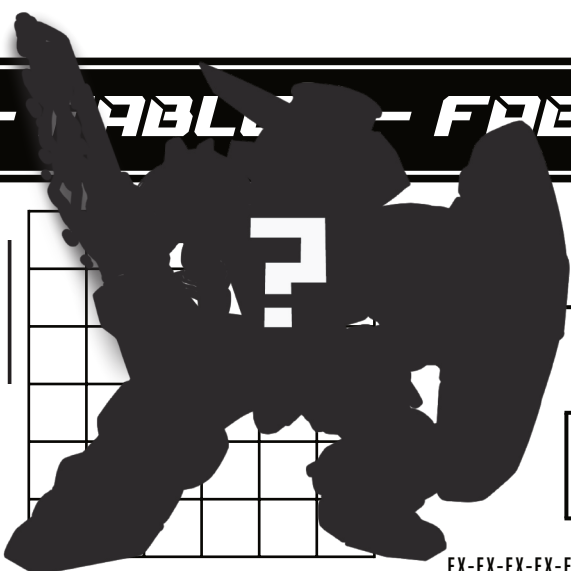
{ IF : Target is Mechanical }

< Apply [[Corroding]] before ATK >

< Roll +4 Dice >

ACID
element

RECHARGE 1 USE 6 USES 2



Sometimes a hero defines their weapons. Other times the weapons define the hero. Each Fabled Part holds the history of its user, a history your Pilot will continue...

EACH FABLED PART IS ONE-OF-A-KIND AND MUST BE FOUND
MECS CAN EQUIP A MAXIMUM OF 1 FABLED PART

EX-EX-EX-EX-EX

HELMET

SUPER ROBOT HELM

PAGE

N/A

FOCUS

Utility

Soak

[[STAT BOOST]] : +2 Soak

[[PASSIVE]] : You can carry 1 Two-Handed Arm Slot Weapon in 1 Arm Slot

[[PASSIVE]] : Pilot is located in the detachable head of the MEC

Before MECs there was the Mobile Engineering Chassis, and before that there was pet projects by super robot enthusiasts. Once built in a secret lab, this pre-Awakening MEC design is likely in the hands of private collectors.

CORE

ASURA CORE

PAGE

N/A

FOCUS

Utility

[[PASSIVE]] : Gain +2 Arm Part Slots

Outlanders hold the legends of a bandit queen. One who felled warlords and Defenders alike, and championed the cause of the forgotten. Once her MEC was named Durga, she renamed it to spite the EDA. Asura: The Antigod.

MANEUVER

KITBASHED TREADS

PAGE

N/A

FOCUS

FIN/MOB

Speed

[[STAT BOOST]] : +6 Speed

[[PASSIVE]] : Difficult Terrain Penalties are Doubled

[[STRATAGEM]] : Splatter

Curious Sixers with too much scrap managed to kitbash a set of tank treads onto their MEC. "b7, b8... I think we can barely fit one more tread link before it starts losing integrity." -V.C. "Do it." -D.C.

OPTION

CLEAR-BETYL GRIMMOIRE

PAGE

N/A

FOCUS

ATU/DUR

Elemental

[[PASSIVE]] : Choose the Element of each [[Basic ATK]] you make

[[BASIC ATK]] : ATU/DUR : Range 8

[[ACTION]] : Teleport within 12 Range

[[STRATAGEM]] : Wish Storm

The steel pages of the Annunaki's Grimmoire house a most peculiar artifact: A shard of Betyl clear as the air we breathe. What's stranger, the shard seems to have a will of its own.

ARM

MALLEUS MALEFICARUM

PAGE

N/A

FOCUS

TOR/ATU

Stuck

[[ONCE PER ALLIED PHASE]] : Apply

[[Stuck]] : Range Side

[[BASIC ATK]] : TOR/ATU + (M) or (B)

DMG : Range Side

[[STRATAGEM]] : Come on and Slam

The deadly fist of a Warlord, this weapon was reborn in the fires of Naraka, much like its wielder had been reborn in the eyes of God. "Violence is the burden of the wicked, for the righteous it is salvation." -S.I.

ARM

MURAMASA BLADE

PAGE

N/A

FOCUS

FIN/TOR

Defense

[[STAT BOOST]] : +1 Soak

[[BASIC ATK]] : FIN/TOR + (H) or (S)

DMG : Range Side

[[STRATAGEM]] : Unstoppable Cut

[[STRATAGEM]] : Focus

Deep in the Tokyo Jungle is one of Ryūgū-jō's finest designers... Well, Ex-Designer. Muramasa's MEC blade work is unrivaled. However the EDA's increasingly hostile approach to Wyrn ecology prompted him to retreat into exile.

1 BURNING (blaze)

Unit takes 5 Direct DMG after each Action it takes.

3 CHARGED (shock)

Unit takes 4 Direct DMG when an [Effect] is applied.

5 DAZED (honed)

Max Range is now Self/Side. Rolls with +4 Risk.

FRENZY (—)

Unit must ATK a Random Target or Self.

2 FREEZING (cryo)

Unit takes 2 Direct DMG per Space Moved.

4 CORRODING (acid)

Can't Soak or Shield. Roll +4 Risk on DMG Negates.

6 STUCK (mass)

Unit cannot be moved. Rolls with +4 Risk.

WYRD (—)

Roll a Random Status Effect and Element.

>>> COMMON RANGES

SIDE : Any one Target beside you

SIDE : # : Any Targets within #

consecutive spaces beside you.

ALL-SIDE : All Targets beside you.

#x# : # : An Area of Effect (AoE) which affects a fixed span of Spaces. At least one of these Spaces MUST be in the Range #.

LINE : # : An AoE that only affects Targets in a straight Line of Spaces originating from the User. The length of the Line is defined by the Range #.

#T : # : Affects up to a # of Targets within the Range #. The same Target cannot be Targeted twice unless it has distinct Parts.

[FABLED - STRATAGEMS]

SPLATTER

ROLL FIN/MOB RANGE SPEED

< Move to Target >

[[EACH HIT]] = 1 DMG

< Apply [[Stuck]] >

MASS
element
< Add +1 Dice for every
5 Points of Speed >

— X ALTERNATE X —

RUN AND GUN

ROLL FIN/MOB RANGE 3T : SPEED

[[EACH DOUBLE]] = 1 DMG

< Gain a Free Shift Action >

N/A
element

RECHARGE 1 USE 8 USES 2

WISH STORM

ROLL ATU/DUR RANGE 5x5 : 12

[[EACH HIT]] = 1 DMG

< Apply an [[Effect]] of your Choice >

CHOOSE
element

— V CHANCE V —

INTO INFINITY

ROLL N/A RANGE N/A

{ IF : You burn 12 SYN }

< Deal x2 DMG >

N/A
element

RECHARGE 1 USE 12 USES 2

COME ON AND SLAM

ROLL TOR/ATU RANGE Side

[[EACH HIT]] = 1 DMG

[[EACH DOUBLE]] = +1 DMG

< Apply [[Stuck]] >

MASS
element

— V CHANCE V —

WELCOME TO THE JAM

ROLL N/A RANGE N/A

{ IF : Target was already [[Stuck]] }

< Add +4 Dice >

N/A
element
< You may change Target's
[[Effect]] after DMG >

RECHARGE 1 USE 8 USES 2

UNSTOPPABLE CUT

ROLL FIN/TOR RANGE Side

[[EACH HIT]] = +1 Direct DMG

[[PER 5 DICE]] = +2 Direct DMG

HONED
element

— ! INTERVENTION ! —

PERFECT PARRY

ROLL FIN/TOR RANGE Self

{ IF : You are ATKed }

[[PER 2 HITS]] = Negate 1 DMG

[[EACH HIT]] = 1 DMG back to

N/A
element
ATKer

RECHARGE 1 USE 8 USES 2

FOCUS

ROLL N/A RANGE Self

< Gain +12 SYN >

N/A
element

— ! INTERVENTION ! —

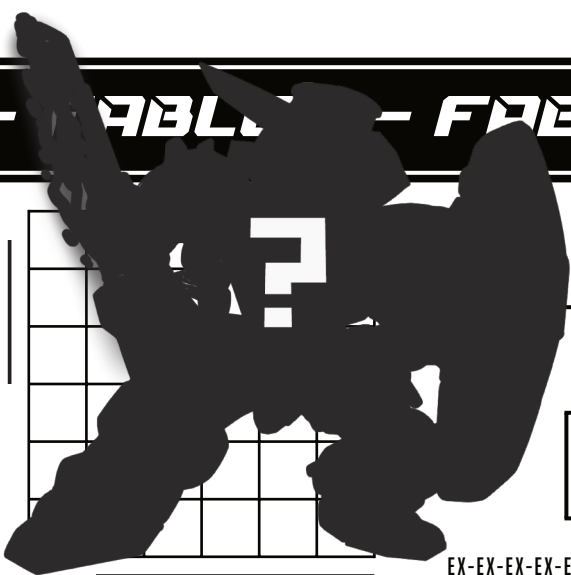
REFLEX

ROLL N/A RANGE Self

< Gain an Immediate additional Action
as if it were a Free Action >

HONED
element

RECHARGE 1 USE 12 USES 2



EX-EX-EX-EX-EX

Sometimes a hero defines their weapons. Other times the weapons define the hero. Each Fabled Part holds the history of its user, a history your Pilot will continue...

EACH FABLED PART IS ONE-OF-A-KIND AND MUST BE FOUND
MECS CAN EQUIP A MAXIMUM OF 1 FABLED PART

HELMET

S.E.E.R. ENGINE

PAGE

N/A

FOCUS

ANY

Rerolls

[[PASSIVE]] : You may Reroll any MEC Roll Once (Must be a total Reroll)

[[SYN BURN]] : Spend 4 SYN to Reroll any amount of Dice in a MEC Roll

[[STRATAGEM]] : Combat Perfected

Quantum computing has allowed for a near perfect prediction engine... and war machine. Any Pilot using this experimental tech must choose what % to use the S.E.E.R. with the effects ranging from jarring to lethal.

CORE

DUAL-CORE

PAGE

N/A

FOCUS

???

[[PASSIVE]] : Allows you to equip one additional Core Part in addition to this Core Part

[[PASSIVE]] : Allows you to take one additional Fabled Part

The Dual-Core is a strange specimen. It was found in a stock of armaments that had fallen into orbit. "I am many things but before all else I am an arms-maker... in every possible definition of the word." -I.M.

MANEUVER

LUNAR NANITES

PAGE

N/A

FOCUS

COM/DUR

[[STAT BOOST]] : +3 Speed

[[PASSIVE]] : Can [[Fly]] 6 Spaces High

[[STRATAGEM]] : Butterfly Effect

[[STRATAGEM]] : Moonlight's Grace

One of the last major developments before the Awakening was advanced nanite colonies, proposed for terraforming projects by the Olympian Initiative. This batch was intended to one day help mankind colonize the moon.

OPTION

THUNDER HAWK

PAGE

N/A

FOCUS

FIN/COM

[[SUMMON]] : Thunder Hawk : Range Side

[[STAT BOOST]] : +4 Max Shields

[[PASSIVE]] : Summoner gains +2 SYN to Self on Combat Rolls targeted adjacent to your Hawk.

While true AI is formally banned by the EDA, some projects get by on technicality. Longhouse Munitions' titanic Thunder Hawk is one such project. Rumors say its AI was never meant for war, but simply to be a bird companion.

ARM

SPIRAL DRILL

PAGE

N/A

FOCUS

ATU/FIN

[[BASIC ATK]] : ATU/FIN + (S) DMG : Range Speed < Move to Target >

[[ONCE PER ALLIED PHASE]] : Apply

[[Charged]] : Range Side

[[STRATAGEM]] : Pierce the Heavens

The Spiral Drill was initially designed for Olympian colonization projects, but was lost in the Arcadia's crash. Now it waits to be discovered by those who might wish to take humanity back into the stars...

ARM

BLAZING PALM

PAGE

N/A

FOCUS

TOR/MOB

[[STAT BOOST]] : +1 TOR : +1 MOB

[[STAT BOOST]] : +2 Soak

[[BASIC ATK]] : TOR/MOB + (B) DMG : Range Side

[[STRATAGEM]] : Blazing Palm

The Blazing Palm was designed for a distant age. Few appreciate the breakthroughs it made in channeling Betyl energy and Pilot Synergy. Its designer, Imagawa, was labeled as a quack for claiming "The true power is in emotion."

1 BURNING (blaze)

Unit takes 5 Direct DMG after each Action it takes.

3 CHARGED (shock)

Unit takes 4 Direct DMG when an [Effect] is applied.

5 DAZED (honed)

Max Range is now Self/Side. Rolls with +4 Risk.

FRENZY (—)

Unit must ATK a Random Target or Self.

2 FREEZING (cryo)

Unit takes 2 Direct DMG per Space Moved.

4 CORRODING (acid)

Can't Soak or Shield. Roll +4 Risk on DMG Negates.

6 STUCK (mass)

Unit cannot be moved. Rolls with +4 Risk.

WYRD (—)

Roll a Random Status Effect and Element.

>>> COMMON RANGES

SIDE : Any one Target beside you

SIDE : # : Any Targets within # consecutive spaces beside you.

ALL-SIDE : All Targets beside you.

#x# : # : An Area of Effect (AoE) which affects a fixed span of Spaces. At least one of these Spaces MUST be in the Range #.

LINE : # : An AoE that only affects Targets in a straight Line of Spaces originating from the User. The length of the Line is defined by the Range #.

#T : # : Affects up to a # of Targets within the Range #. The same Target cannot be Targeted twice unless it has distinct Parts.

[FABLED - STRATAGEMS]

COMBAT PERFECTED

ROLL ANY RANGE 10

< Can Move to Target >

[[EACH HIT]] = 1 DMG

[[PER 2 DICE]] = +1 DMG

CHOOSE

element

— V CHANCE V —

QUANTUM BAILOUT

ROLL N/A RANGE N/A

{ IF : You allow the S.E.E.R. System to take control at %60 or more }

< Deal x3 DMG >

N/A

element

< DMG is now Direct DMG >
< Lose control of Pilot >

RECHARGE 1 USE 6 USES 1

BUTTERFLY EFFECT

ROLL COM/DUR RANGE All Enemies

[[EACH DOUBLE]] = 2 DMG

< Apply [[Effect]] of your choice >

CHOOSE

element

— ! INTERVENTION ! —

COCOON

ROLL N/A RANGE Self/Side

< Grant Max Shields >

< Gain half of your Max SYN >

N/A

element

RECHARGE 1 USE EXH USES EXHAUST

MOONLIGHT'S GRACE

ROLL COM/DUR RANGE 5x5 : 8

[[EACH HIT]] = +1 Shield to each Target

< Remove [[Effect]] from each Target >

N/A

element

— ! INTERVENTION ! —

ADAPTIVE NANITES

ROLL N/A RANGE Self

< Overwrite all your Elemental DMG and [[Effect]]s you Apply this phase with matching ones of your choosing >

N/A

element

RECHARGE 1 USE 8 USES 2

PIERCE THE HEAVENS

ROLL ATU/FIN RANGE 3

< Move to Target >

[[EACH HIT]] = 1 Direct DMG

< 2 Hit Dice now count for 3 Hits - 0 Hit Dice now count for 1 Hit >

CHOOSE

element

— V CHANCE V —

DO THE IMPOSSIBLE

ROLL N/A RANGE N/A

{ IF : You have 6 or less Integrity remaining }

< +1 Dice when a 5 or 6 gets rolled - These extra dice do not count towards SYN >

N/A

element

RECHARGE 1 USE 30 USES 1

BURNING PALM

ROLL TOR/MOB RANGE 8

< Move to Target >

[[EACH HIT]] = 1 Direct DMG

[[SPECIAL]] : 4s & 5s count for 2 Hits

< Apply [[Burning]] >

BLAZE

element

— V CHANCE V —

HEAT END

{ IF : You recite the following }
"This palm of mine is blazing red! Its loud roar beckons me to defeat you! Take this! My joy, my regret and all of my fury!"
Erupting Burning Palm!"

< Deal x2 DMG >

RECHARGE 1 USE EXH USES EXHAUST

THUNDER HAWK

ARMOR 10 SPEED 10

[[PASSIVE]] : Hawk has 10 Max Shields

[[PASSIVE]] : Summoner gains +2 Dice on Combat Rolls targeted adjacent to Hawk

[[ACTION]] : Deal 6 DMG : Range Side

[[ACTION]] : Apply [[Charged]] : Side

— ^ SUMMON ^ —

SUMMON RULES

> Each Summon gets 1 Action per Allied Phase (Doesn't count toward PAA)
> You can use [[SUMMON]] [[Once Per Allied Phase]] (regardless of Type) OR as an Action. It Spawns adjacent to you.
> Summons Shift and Boost when you do.
> Base Summon Max is 1 per Type.

AUXILIARY EQUIPMENT

Auxiliary Equipment can be stored within any of a MEC's open Cargo Slots. MECs start with only 4 Cargo Slots, but Pilots can purchase more Slots for 5,000c each. The default maximum number of Cargo Slots is 7.

MAINTENANCE

BETYL JUMPER SHARD

COST : 10,000

A handheld shard of unstable Betyl that radiates a kaleidoscope of colors and temperatures. It requires a special enclosure to not detonate. In an emergency smash the Jumper against the Betyl core of a MEC to awaken it from a Shut Down state for 1 hour. [This does not repair Part Breaks, nor Repair Integrity] Further Part Breaks will shut down the MEC again. [MAX 1 PER MEC]

MAINTENANCE

BETYL BATTERY CONVERTER

COST : 1,000

A backpack sized metal cylinder that emanates a faint green glow. Within is a clump of Betyl, thus allowing a Maverick to recharge the battery by resonating with it for 24 hours. One battery holds enough charge to power a MEC independently for exactly 1 hour. [MAX STACK 5]

UTILITY

GIGA GLOW STICK KIT

COST : 2,000

A healthy helping of 5 meter long Glow Sticks that project a hue of your choosing. Cartographers adore them since they're perfect for testing drops, marking paths or distracting Wyrms. No matter how many Glow Sticks you use there always seem to more... within reason.

HUNTING

WYRM BAIT

COST : 2,000

A pile of heavily synthetic pink strands of mush with a pungent fishy odor. Using included chemical agents the bait can be tuned specifically to draw out carnivores or herbivores. Pilots who know the types of food a Wyrms prefers can even bait out specific Wyrms. Once deployed the bait cannot be reused. [MAX STACK 3]

HUNTING

HEAVY WYRM TRAP

COST : 5,000

Use 1 Action to attempt to trap any reasonably sized Wyrms on the Field. The Wyrms rolls 1 Dice per 10 Vitality it has remaining. If any 6s are rolled the trap fails but remains intact and can be reused on another Action. Otherwise the Trap is used up to subdue the Wyrms and put it into a deep sleep for 1 hour. Upon awakening the Wyrms will be groggy and relatively passive for 3d6 hours.

Auxiliary Equipment that is marked as Furnishing permanently uses an open Cargo Slot.

When unused, Cargo Slots can store nearly anything that would reasonably fit within a 5x5 square meter area. Just be sure to fasten it down tightly before you start moving your MEC...

FURNISHING

MOBILE GARAGE

COST : 10,000

Part of your MEC can unfurl into a personal Garage, perfect for storing small vehicles like an ATT or car. As an added benefit you'll always have all your essential tools with you, meaning you gain +3 Dice on any Repair Rolls. Additionally, when using your Garage Field Repair Errors only occur when four or more 1s are Rolled.

UTILITY

STEEL WEAVE ROPE

COST : 2,000

Roughly 100 meters of Steel Weave Rope, a spool strong enough to hold the weight of a MEC, and a variety of hook ends. The rope itself is covered in adaptive nanites, allowing the rope to split or mend via remote command.

UTILITY

CAMPING SET

COST : 2,000

Fire-starters, retractable solar panels, various radios and fold-out chairs. The camping set has everything a Pilot needs to create a small camp with sufficient shelter for 2-6 people. Most Outlanders don't bother with this equipment, preferring to live in their MECs, but for a Defender this kit is invaluable.

HUNTING

WYRM TRANQ KIT

COST : 5,000

A synthesis kit designed to analyze Wyrms chemistry and create a strong but safe tranquilizer for any given Wyrms. The Wyrms must be totally asleep or otherwise passive and restrained to administer the Tranq. The Tranq takes 2 minutes to properly administer, and 10 minutes to reach full effectiveness. Tranqs can last between 3-18 hours. Usage does not consume the Tranq kit.

HUNTING

WYRM EGG INCUBATOR

COST : 5,000

Gyroscopes and hydraulics keep this cozy incubation chamber from jostling much even while your MEC is in combat. Nano-weave blankets will automatically wrap around any eggs you store here until they hatch or you take them out. Due to the chamber's warmth and comfort, smaller Wyrms and even people can easily rest in this incubator.



OFFENSE	NITROUS THRUSTER TANK	COST: 5,000
	Some Pilots simply want to go fast. Activating the Nitrous thruster expends all its fuel and <u>moves the MEC 5 spaces in any one direction at instant speed as a Free Action.</u> Be mindful of collisions!	
	Once purchased you can refill the tank for only 3,000c.	

OFFENSE	MINING EXPLOSIVES	COST: 3,000
	This kit is a favorite among Betyl miners who need quick access to larger deposits, or a quick way out when a Wyrms causes a cave-in. When used as a weapon it costs 1 action, deals 2d6 Direct DMG and generates no SYN. When used carefully it takes roughly 5-10 minutes to set up and can easily take down walls, or even build tunnels when used in succession. [STACKS UP TO 3]	

RIPPER	RIPPER TOOLS	COST: 10,000
	An array of tools ranging from the advanced to the unsettling, all built with a singular purpose: The removal of Wyrms Organs. Easily the New Century's biggest market, everything from meat to hides to glands can fetch a high price to the right buyer. <u>Having these gives you +1 Carve Roll on a defeated Wyrms and +3 Dice to non-combat Ripping related rolls.</u>	

DEFENSE	EMERGENCY SPLASH POD	COST: 5,000
	A pod of adaptive recovery fluids, pulsating with electric blue energy. In an emergency, the Pod can be broken to <u>instantly remove any [Effect] on you and all adjacent Units.</u> The Pod's shell will rapidly biodegrade and can be safely discarded after use.	
	[INEFFECTIVE AGAINST FRENZY]	

FURNISHING	BIO-PRESERVATION TANK	COST: 5,000
	A tank of a viscous green-yellow fluid that smells distinctly of salt and alcohol. The churning vat has plenty of room to store and preserve a variety of Wyrms organs for safe transport. Neither temperature nor time will be able to harm these organs as long as they remain in the tank.	

SCRAPPER	SCRAPPER TOOLS	COST: 10,000
	From buzz-saws to welders, these tools equip your MEC with everything it could want to disassemble mechanical components of all kinds. <u>Having these gives you +1 Scrap Roll on a defeated MEC Boss and +3 Dice to non-combat Scrapping related rolls.</u> This includes disassembling ruins and larger ships.	

FURNISHING	EXPANDED COCKPIT	COST: 10,000
	One of the most popular uses for a MEC's extra space among Outlanders is the "Expanded Cockpit." This expands the otherwise cramped Pilots' seat into a large 6x6 meter large room with the MEC Controls in the center. A comfy cot, personal storage and even a fridge are included! Perfect for Pilots who are looking to call their MEC home.	

FURNISHING	DEDICATED BATHROOM	COST: 10,000
	Most REZ suits are equipped with a variety of fecal disposal tools as well as catheters for Pilots who need to use the bathroom in a pinch. Quite reasonably there are other Pilots who'd prefer to relieve themselves without these tools. Thus the Dedicated Bathroom adds plumbing, a shower, and even a luxurious toilet all for the Pilot's convenience.	

FURNISHING	INTERNAL KITCHEN	COST: 20,000
	A full interior kitchen with double convex ovens, gas stove tops, a spacious fridge and a freezer large enough to hide in. The preparation table doubles for hosting up to 6 guests at your table to enjoy your culinary skills. Spices, pots and pans come complimentary with purchase of the kitchen!	

FURNISHING	WILDLIFE SHELTER PACK	COST: 20,000
	Whether an aquarium, terrarium or a simple sandy pit with plenty of toys, the Wildlife Shelter is a 6x6 meter MEC backpack equipped to safely house and transport live Wyrms and plant cultures. Soil processors on the Shelter's sides mean the Pack can rapidly adapt to whatever Wildlife a Pilot is looking to transport at a given moment.	

FURNISHING	MEDICAL BAY	COST: 20,000
	A cryo-chamber, operating table and robotic surgery arms are just a few of the useful amenities that come with a built-in Medical Bay. While cramped it allows you to treat or quarantine up to 2 patients simultaneously for nearly whatever ails them. <u>Gain +3 to any medically related rolls that take place within your Medical Bay.</u>	

???	THE X PROTOTYPE	COST: NONE
	The EDA needs to collect data for a certain Prototype. The rules are simple; The Prototype takes 1 Cargo Slot, wired directly into your MEC. <u>Each week you'll be paid 3,000c for the trouble of holding onto the Prototype.</u> However, you are not allowed to tamper with nor investigate it. The EDA will know if you have... And according to your contract they'll charge you 150,000c in damages.	



SHIPPING COSTS

Most Bastions and major Corporations are able to manufacture any MEC Part, provided you have the Credits and the Schematics. When you don't have access to the Schematics or a MEC manufacturing facility you'll need to get your MEC sent to you by a shipping company like Jinn International. While these shipments don't take terribly long (usually a day at most), they are considerably more expensive as a result.

Each Part you have shipped costs an additional 5,000 Credits.

Auxiliary Equipment can be shipped in bulk for a flat 5,000 Credits per order.

Any Shipments to a Non-Bastion location incurs an additional 2,500 Credit cost per Part.

LEARN THE LINGO

WORD / PHRASE	MEANING
Creds : Eedac	EDA Credits - EDAC. Eedac originates from a phonetic pronunciation of EDAC.
Scrapper*	People who primarily scrap MECs or Old World Ruins for profit. Usually good with Mechanics.
Ripper	People who primarily rip apart Wyrms and sell their organs for profit. Sometimes doctors.
Guai	Outlander term for Wyrms that are smaller and thus don't require MECs to defend against.
Wired : Cybered : Threaded	Someone who has a large number of cyber-mods or mechanical augments.
Steel Boot : Bluecap : Imp	(Derogatory) EDA Military Personal - Usually Military Police (DSF) or Defenders.
Stoner : Sunsum : Quiet Singer	Outlander euphemism for Resonant. Usually used to avoid outing the Resonant to the EDA.
Direct	Much like "Righteous" it's used as a one word affirmation of agreement or understanding.
Hyper : Mega : Giga : Galactic	New Century equivalent of saying "Cool" or "Radical" - Bigger is better.
Frayed	In poor health or mental state - Often as a result of injury, malware or heartbreak.
Scrap	Outlander euphemism for killing someone. *Scrapper can sometimes mean Hitman.
'Zilla	If someone has "a Zilla attitude" or is "acting all Zilla" they're either pissed or irritable.
Nesting	When a person is "Nesting" or "Looking to Nest" it means they're incredibly horny.

ENHANCEMENTS

Not all MECs come equipped for the high pressures of a deep sea dive or the unique challenges of operating in space. The following one-time treatments can be applied to MECs for optimal performance:

COST	MEC ENHANCEMENTS
5k	[[HIGH PRESSURE TREATMENT]] This treatment allows a MEC to sustain incredibly high pressure environments such as the deepest depths of Earth's oceans.
5k	[[FILTRATION SYSTEM]] The air the MEC draws from the outside is now nearly perfectly filtered. This system also improves the MEC's ability to heat or cool the cockpit's air.
10k	[[OXYGEN SUPPLY]] This gives the MEC its own alternate internal oxygen supply, allowing Pilots to breathe comfortably for 72 hours before running out.
10k	[[RADIATION SHIELDING]] This shielding equips a MEC for the vacuum of space and the solar winds that accompany it. Pilots will be fully protected from all levels of Radiation.
20k	[[REZ SPINAL CONNECTORS]] This incredibly invasive procedure is common among Outlanders looking for an edge in battle. A REZ link is installed directly into a Pilot's spine, which then directly links into the MEC's seat. Due to its severe impact on a Pilot's physical and mental health, the EDA has a formal ban on the procedure. Though few care to enforce it. <u>Raises Bond by 2 - Can Exceed Maximum</u>
20k	[[NEURO-TECH LINK]] Utilizing advanced quantum computing as well as more experimental and esoteric technologies, the Neuro-Tech Link attempts to harness a Neurotype's extra sensory abilities for MEC combat. It's not a technology many EDA scientists condone or fully believe in, but its results in <u>boosting Neurotype combat efficiency is undeniable.</u> <u>Raises Bond by 2 - Can Exceed Maximum</u>
100k	[[LIVING WEAVE]] Bio-MECs are still a burgeoning unregulated market. Intrepid and unscrupulous designers are already experimenting with replacing a MEC's armor structure with something more... flexible. <u>MEC now has Vitality instead of Integrity</u> <u>Heal d3 Vitality per week of rest</u> <u>Repairs work as normal</u>



BASIC ADVICE

First piece of advice is to pick at least one MEC Stat that you're going to max out. Most if not all the Parts you take should focus on this Stat. You should also try to grab some of the Perks associated with this Stat! (An easy task if you picked TOR or COM)

When in doubt, there's no shame taking all the Parts from a single MEC Class and maxing out one of the Stats it uses. Use this as an opportunity to figure out your preferred style. Maybe you enjoy boosting around? Or rolling tons of Dice for DMG? Or throwing out lots of Interventions on the Enemy Phase?

Use the MEC Glossary to find Classes that use your main Stat. Start exploring what could be slotted in to better fit your piloting style. Consider also what parts you're not utilizing. Build out from there!

OPTIONS ARE KEY

A good place to start a build is with an Option Part. These are the Parts in every MEC Class that either deal the most damage or radically change how you play. It's where you'll find Summons and Exhausts and all manner of outlandish tactics.

From here I'd advise you should pick a Core and a main weapon that synergize well.

PLAN FOR DAMAGE

No matter how good your support or how high your armor, DMG will find you and it's good to have a plan for how you'll deal with it. Here's some different plans you can mix :

- Interventions that allow you to Negate DMG (Remember to keep them charged!)
- Enough Boost and Range to be far away from the big action or the heavy Charge Attacks.
- High Max Shields and a way to fill them.
- Extra Soak and Armor upgrades never hurt!

FLAVORING

It's important to note that while each Part from a MEC Class has a default look and feel, you're free to re flavor your parts to make the MEC of your dreams! Most visual modifications are easy, what's tough is the tech under the hood.

Likewise you can use these "default" looks as a fun creative limitation to make MECs that are familiar or alien.

TEAM PLAY

Most importantly remember that no Pilot is an island. If you want help building your MEC you can always ask your fellow Pilots or GM! Consider what niches you might fill or how you can contribute to the greater whole of the group.

Work together to figure out fun cross-team combos, and above all communicate expectations and ideas.

THE META

"Meta" refers to the Parts and combos that Pilots have found to create the most damaging and durable MECs. In Steel Hearts there's only as much "Meta" as you want there to be. While there's plenty of ways to juice out galactic 30 Dice hits or hyper multi-action plays, there's no one right way to play. Making an epic class is hard, but making a MEC that's downright useless is harder.

Have fun with it! Make a MEC that expresses your style and drives!

Your GM's Tension bar allows for the difficulty to scale with how skilled your team is and a good GM will focus on the MECs that are giving the enemies the most trouble. Your MEC doesn't have to be perfect, it just has to be something you enjoy playing (and of course something that isn't willfully dragging down your team).

Do your best and I'm sure you'll make something awesome!



CONSTRUCTING YOUR MECHANICS SHOP

*** Note: This Section is primarily for GMs.

The Mechanics Shop is an invaluable Pilot Facing tool for any GM to deploy. It gives Pilots Parts to chase, lets them theory craft MEC builds and can clue them into smaller details about the New Century without you having to front load information.

While the full Mechanics Shop can be a mammoth to print, these 72 pages (37 double sided) don't all need to be printed at once! In fact it's best if you only print the Infantry MEC and the Starter 9 MEC Classes to begin with. This gives a wide breadth of options to your Pilots without completely overwhelming them with the full shop.

My own MEC Shop was constructed by using a standard 3-Ring binder and clear sheet

protectors. Over the course of the campaign as Pilots unlocked more MECs, more sheets would get added to the Mechanics Shop itself.

This offers your Mechanics shop the most flexibility and modularity, allowing you to slot in your own creations or MECs you find on the Celestial Net with ease!

Alternatively, you may consider constructing the whole thing from the onset or getting this PDF printed in a spiral binding at your local shop. In this case it may be wise to use sticky notes to mark MECs that are "Locked" to give the Pilots Parts to chase. Or perhaps your campaign has all 32 MECs unlocked from go!

There's no wrong answer, only different solutions to give different feels.

MAKING YOUR OWN MEC CLASS

So you've decided you want to take a crack at MEC design? It's a tough field but a rewarding one. There's no silver bullet to building a MEC Class, but here's my best pointers for you:

- **Pick a strong theme for your Class.** It should be more than simply "The Cosmonaut is the flying MEC." Consider the kinetic feel of the MEC. MECs with lots of Interventions feel more reactive. MECs that roll lots of Dice feel like heavy hitters. MECs with two-handed weapons have a weight to them and so on.
- **Pick two Stats the MEC uses.** This should play into the "feel" of the MEC's central theme. After all these are the Stats the MEC will be best at out-of-combat.
- **Pick 1-3 Elements to focus on.** Some "Elemental Gremlin" use the full cocktail of Elements as part of their core feel. However for easy combos and interesting interplay, it's best to stick to 1-3 on most MECs.
- **Consider its interplay with other Parts.** It's worth taking a look at Parts that use similar stats to understand how they may combo together. A strong part is fun, but if it's an

instant-pick, it can stifle Pilot build creativity.

- **Consider Set-Ups and Pay-Offs.** If your MEC can Freeze, how is it going to Push or Pull? If your MEC can Charge, how is it reapplying the Status frequently? Make sure your Class has some means of Paying-Off its Set-Ups.
- **Decide its Discovery.** How are Pilots meant to get this? Who manufactures it? What facility might they steal the schematics from? Which boss is already using it?
- **Have at least one "Show Stopper" Part.** MEC Parts are at their best when they provoke a "You can do what?" response at the table. From Push/Pull to SYN Burns to Summons, there's a lot of mechanics to play with, so feel free to get a little crazy with it.
- **It's OK for your MEC to be polarizing.** A well balanced MEC Part has half the table saying it's useless and the other half of the table saying it may be the best part in the game.

Above all have fun with it! I plan to add a whole host of new MEC Classes to the game eventually! Which is to say nothing of new MEC Frames...



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