STEEL HEARTS
MOBILE ENGAGEMENT CHASSIS

1 2 3 4 5 6 7 8 9 10 11 12

ZERO

PILOT ACTIONS REMAIN

BURN 1 — ADD +2 SKILL DICE

BURN 2 — REMOVE [EFFECT]

BURN 3 — [EMPOWER] DMG

BURN 4 — INSTANT 1 ACTION FOR A BOSS UNIT

BURN 4 — APPLY A [FIELD EFFECT]

SOME CAN GO BEYOND 12 MAX TENSION

BURN 1 — ADD +2 RISK DICE

BURN 2 — INSTANT 1 ACTION FOR A NON-BOSS UNIT

>> **OVERLOAD** — X2 DMG TO SHIELDS

>> **BREACH** — DMG REDUCES TARGET'S SOAK BY 2 FOR THIS PHASE

>> **DISCHARGE** — APPLY TARGET'S [EFFECT] TO ALL ADJACENT UNITS

P A A

[[INSTRUCTIONS]] : Fold across the line between the rows of numbers. Place over GM Screen. Next, cut a 2-inch tall and 0.5-inch wide piece of paper. Fold in half / use to track Tension. Use numbered and folded index cards to track Pilot Actions.