

# MOBILE ENGAGEMENT CHASSIS DIAGNOSTICS SHEET

MEC UNIT ID :

MEC TAG :

## MEC STATS

SINGLE STAT TOTAL MAX : 9

TOR

TORQUE

BASE:

2

PART BONUS

DUR

DURABILITY

BASE:

6

PART BONUS

FIN

FINESSE

BASE:

3

PART BONUS

MOB

MOBILITY

BASE:

1

PART BONUS

ATU

ATTUNEMENT

BASE:

1

PART BONUS

COM

COMPUTING

BASE:

1

PART BONUS

## NOTES

### LIGHT FRAME

Shift Action can be split this Phase

### ENERGY FRAME

-1 SYN to all Recharge Costs

### KINETIC REGEN

+1 SYN to Self per 5 DMG you deal

### GROUND

+2 SYN if [Effect] is applied to you

### HYPER BOOST

Move +1 Space per Boost

### OPTIMIZE

1s generate +1 SYN to Self

### TUNED MOTORS

+2 SYN to Self per Shift Action

### FEEDBACK LOOP

+2 more Dice on an Elemental Detonation

### OVERCLOCK

Amplify now adds 2 Dice to a Roll

### PSYCHOTECH

+6 SYN at the Start of Combat

### AIM ASSIST

1s count as 2 Hits in Combat

### UNBURDENED

Gain 2 SYN per Overheat

### UNRELENTING

2 Interventions Per Turn Cycle

### UNCONTAINABLE

1 Free Shift Action Each Ally Phase

### UNTOUCHABLE

Overshielding Costs 1 SYN

MEC FRAME : ACTIVE PERKS

## MEC STATUS

SHIELD MAX:

12

> BASE MAX 8

SHIELDS :

> EXPEND 1 SHIELD TO NEGATE 1 DMG

SOAK :

3

> NEGATES DMG AFTER SHIELDS - MAX 4

ARMOR :

18

> MAX INTEGRITY

INTEGRITY :

> COURTS DOWN PER FINAL DMG TAKEN

SPEED :

7

> SPACES PER SHIFT

## BREAKS

!! WARNING !!

MEC SHUT DOWN AT 3 PART BREAKS

## BETYL BOND

[MAXIMUM]

2

[MAX 1 Use per Action]  
>>Add 3 Dice to a Roll OR  
>>Generate d6 + 2 SYN.  
Distribute as you please.

[USABLE]

>>Bond refreshes at the start of each Episode.

## AUXILIARY

BETYL CHAMBER :

CARGO SLOT :

CARGO SLOT :

CARGO SLOT :

CARGO SLOT :

## HELMET

### TRAINER HELM

[[STAT BOOST]] : +1 DUR

[[STAT BOOST]] : +1 FIN

[[PASSIVE]] : Your first 3

Overheats this encounter do not cause Direct DMG to you

!! BREAK !!

MODIFIED :

MEC CAN ONLY ACT AT SIDE RANGE

## MANEUVER

### ELEMENT SATCHEL

[[STAT BOOST]] : +2 Speed

[[STRATAGEM]] : Blaze Grenade

[[STRATAGEM]] : Acid Charge

[[ONCE PER ALLIED PHASE]] : Push

1 Unit at Side Range 2 Spaces

!! BREAK !!

MODIFIED :

MEC CANNOT TAKE SHIFT ACTIONS

## ARM L

### TRACER RIFLE

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

DMG : Range L

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

!! BREAK !!

MODIFIED :

LEFT MEC ARM LOST

## CORE

### BACK-UP CORE

[[STAT BOOST]] : +3 Armor

[[STAT BOOST]] +4 Max Shields

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

!! BREAK !!

MODIFIED :

ROLL FOR PILOT INJURY:  
1 : DAMAGE ORGAN  
2 : COCKPIT EXPOSED

1 / 2 : CATCH FIRE  
3 : BREAK A BONE  
4 : BLEEDING OUT

## OPTION

### HEAT HATCHET

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

[[STRATAGEM]] : Blaze Rush

[[STRATAGEM]] : Blaze Cleave

!! BREAK !!

MODIFIED :

APPLY [BURNING] TO MEC

## ARM R

### RIOT SHIELD

[[STAT BOOST]] : +2 Soak

[[STRATAGEM]] : Honed Gas

[[PASSIVE]] : "Shields Up"

Gains +1 Dice if you Amplify its Roll at least once

!! BREAK !!

MODIFIED :

RIGHT MEC ARM LOST

# STEEL HEART MEC FRAME

## UPGRADE & DIAGNOSTICS SHEET

MEC UNIT ID :

MEC TAG :

TOTAL CREDITS INVESTED IN MEC :

15,000 C

### TORQUE

**STRENGTH - POWER - FORCE**  
Use Cases: Lift, Crush, Throw Overpower, "Open"

BASE :

2

+1 TOR  
10,000c

STARTS AT 1

### DURABILITY

**ARMOR - FORTITUDE - BUILD**  
Use Cases: Endurance, Weather Protection, Stability

BASE :

6

+1 DUR  
10,000c

STARTS AT 1

### FINESSE

**DEXTERITY - PRECISION - AIM**  
Use Cases: Fine Motor Tasks, Balance, Target an Exact Spot

BASE :

3

+1 FIN  
10,000c

STARTS AT 1

### MOBILITY

**SPEED - MANEUVERABILITY**  
Use Cases: Terrain Navigation, Expedient Travel, Climb, Jump

BASE :

1

+1 MOB  
10,000c

STARTS AT 1

### ATTUNEMENT

**RESONANCE - CONDUCTION**  
Use Cases: Channel Betyl, Paranormal Effects, Neurotech

BASE :

1

+1 ATU  
10,000c

STARTS AT 1

### COMPUTING

**HACKING - CALCULATING**  
Use Cases: Remote Control, Hijack System, Rapid Maths

BASE :

1

+1 COM  
10,000c

STARTS AT 1

ACTIVE NODES

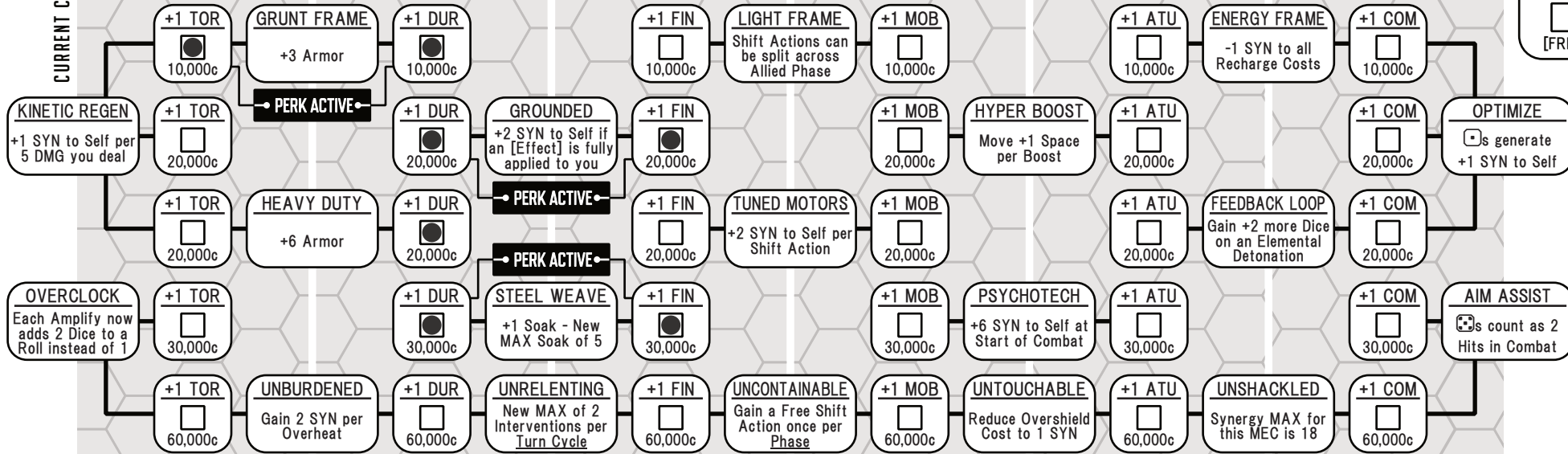
8

MAX 18

RESPEC

[FREE]

CURRENT CONNECTION: CSSNG-THREAD



### UPGRADING MEC

Upgrade Nodes can be purchased to give your MEC a permanent Stat Boost.

Upgrade Nodes can be purchased in ANY ORDER provided you can afford it.

MECs have a **MAX OF 18 UPGRADES** Nodes that can be active at once.

Each time you purchase an Upgrade Node, you are advised to cross out a Node elsewhere on the Upgrade Chart.

MEC Perks unlock and can be circled when ALL attached Nodes are purchased.

MEC Upgrade Nodes can be uninstalled. You will be refunded 50% of their cost.

Each MEC also starts with a single **Free Respec**. When used, it will fully refund all Upgrades without penalty. GM decides if this can be done again.

### - ARMOR : INTEGRITY -

Armor measures the MAX amount of Integrity a MEC can lose via DMG. When at Zero Integrity, any additional DMG will result in the MEC suffering a Part Break (MAX once per Action) as decided by a d6 Roll.

[MECs Shut Down after 3 Part Breaks]

### BETYL BOND

Betyl Bonded To :

2

[MAX BOND 6]

>> BOND EXP : ● ● ● ● ● ●

Bond is increased by spending 4 Bond EXP. GMs can grant Bond Pips for combat prowess, dire situations and nurturing your bond to your MEC.

### ARMOR SUM

12 + 3

BASE ARMOR

PART BONUSES

+3 IF UNLOCKED GRUNT FRAME

REINFORCE

+6 IF UNLOCKED HEAVY DUTY

18

TOTAL ARMOR

### >> REINFORCE MEC ARMOR

10k 10k 10k 20k 30k

Each Point bought adds +1 Armor

### SPEED SUM

4 + 1 + 2

BASE SPEED

BASE [MOB]

PART BONUSES

ENHANCE

=

7

TOTAL SPEED

### >> ENHANCE MEC SPEED

10k 10k 10k 30k

Each Point bought adds +1 Speed

### >> WARNING <<

If 3 or more s are Rolled in a Field Repair roll a d6 for a Random Repair Error.

### MEC REPAIRS

Repairs are the only way to restore Integrity. It usually costs 5,000c for a Full Repair. Broken Parts must be completely replaced.

Pilots can Roll Mechanics to perform a Field Repair. Each Hit Repairs 1 Integrity to one MEC.

Field Repairs take 8 hours and 3 MEC Scrap to complete.

### >REPAIR ERRORS<

s : MEC will randomly ATK at GM's discretion.  
s : Repair wholly fails at full cost.  
s : Random Part is inoperable next Combat.  
s : Start next Combat at -5 SYN.  
s : MEC is [Burning] at the start of next combat.  
s : MEC cockpit won't close next combat.