

MOBILE ENGAGEMENT CHASSIS DIAGNOSTICS SHEET

MEC UNIT ID :

MEC TAG :

MEC STATS

SINGLE STAT TOTAL MAX : 9

TOR BASE: 2
TORQUE

PART BONUS

DUR BASE: 5
DURABILITY

PART BONUS 1

FIN BASE: 2
FINESSE

PART BONUS 1

MOB BASE: 1
MOBILITY

PART BONUS

ATU BASE: 1
ATTUNEMENT

PART BONUS

COM BASE: 1
COMPUTING

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
- PSYCHOTECH**: generate +1 SYN to Self
- TUNED MOTORS**: +2 SYN to Self per Shift Action
- FEEDBACK LOOP**: +2 more Dice on an Elemental Detonation
- OVERRIDE**: +4 Max Amplify
- BETYL BATTERY**: +6 SYN at the Start of Combat
- AIM ASSIST**: 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:	SHIELDS :	SOAK :
12 > BASE MAX 8	> EXPEND 1 SHIELD TO NEGATE 1 DMG	3 > NEGATES DMG AFTER SHIELDS - MAX 4
ARMOR :	INTEGRITY :	SPEED :
18 > MAX INTEGRITY	> COURTS DOWN PER FINAL DMG TAKEN	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.

[CURRENT] >>Bond refreshes at the start of each Episode.

AUXILIARY

BETYL CHAMBER :

MEC SCRAP HELD :

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:
 : DAMAGE ORGAN
 : COCKPIT EXPOSED
 / : CATCH FIRE
 : BREAK A BONE
 : 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

CURRENT CONNECTION: CSSNG-THREAD

TORQUE

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

BASE :
2
STARTS AT 1

+1 TOR
10,000c

DURABILITY

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

BASE :
5
STARTS AT 1

+1 DUR
10,000c

FINESSE

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

BASE :
2
STARTS AT 1

+1 FIN
10,000c

MOBILITY

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

BASE :
1
STARTS AT 1

+1 MOB
10,000c

ATTUNEMENT

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

BASE :
1
STARTS AT 1

+1 ATU
10,000c

COMPUTING

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

BASE :
1
STARTS AT 1

+1 COM
10,000c

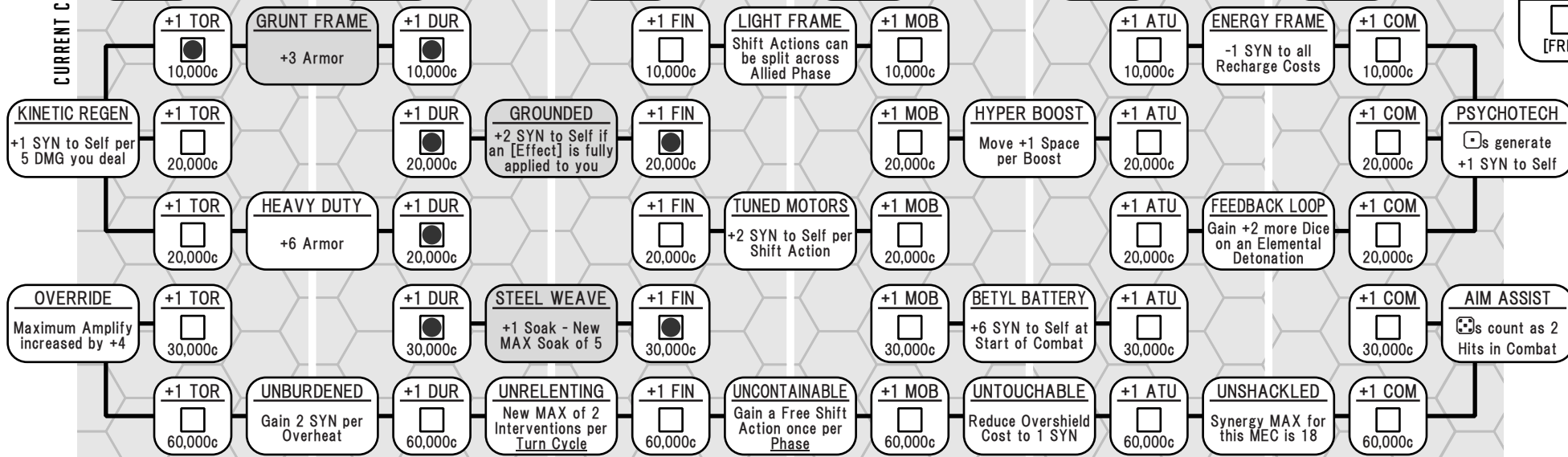
ACTIVE NODES

8

MAX 18

RESPEC

[FREE]



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 :

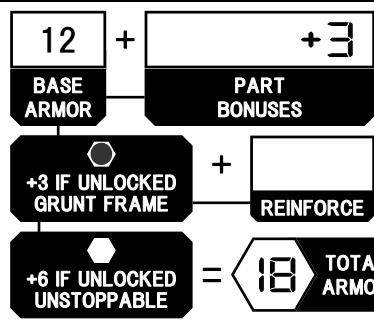
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[MAX BOND 6]

>> 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.

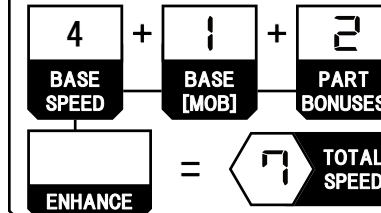
ARMOR SUM



>> REINFORCE MEC ARMOR

10k 10k 10k 10k 20k 20k 30k 30k

SPEED SUM



>> ENHANCE MEC SPEED

10k 10k 10k 30k

Each Point bought adds +1 Speed

>> WARNING <<

After a Field Repair, roll a d6. On a 1, roll another d6 for a Random Repair Error.

MEC REPAIRS

Repairs are the only way to restore Integrity. It usually costs 10,000c 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 1 MEC Scrap per Integrity Repaired.

>REPAIR ERRORS<

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