



EDA-VS - KNIGHT 02

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 is a monument to the EDA's caustic dominance and their unbreakable military.

Associations: Starting Gear, EDA, Common

STAT FOCUS

TOR / DUR

TEAM FOCUS

Tank + Support

COMPLEXITY

★★

H

REINFORCED BEACON

COST

1000 c

FOCUS

Support

Utility

[Stat Boost] - +1 Armor

[Passive] - 5x5 AoE of Light on Self

[Stratagem] - Blinding Flash

A luminous beacon designed for exploration in the world's darkest corners, the Reinforced Beacon provides a literally blinding light source for the Pilot and their allies.

C

KNIGHT CORE

COST

1000 c

FOCUS

Armor

DUR

[Stat Boost] - +2 Armor

[Stat Boost] - +1 DUR

[Passive] - +1 Option Part Slot

Built to be unbreakable, the Knight 01 was the first mass production EDA MEC. The 02 carries on this noble legacy and represents all the core design philosophies of the EDA's Vanguard Series: Steadfast, implacable and versatile.

M

TEMPERED GREAVES

COST

1000 c

FOCUS

Armor

[Stat Boost] - +3 Armor

[Passive] - Negates 2 Push/Pull

Mobile Engineering Chassis often 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.

O

MEC HAMMER

COST

1000 c

FOCUS

TOR

[Basic ATK] - TOR - Range 2

[Stratagem] - Righteous Slam x2

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.

A

BEAM BLADE

COST

1000 c

FOCUS

TOR/DUR

[Basic ATK] - TOR/DUR w/ (E) DMG - Range Side

[Stratagem] - Searing Strike x2

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

A

TITANIUM SHIELD

COST

1000 c

FOCUS

DUR

Armor

[Stat Boost] - +3 Max Shields

[Stat Boost] - +1 Soak

[Stratagem] - Shield Bash x2

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

KNIGHT STRATAGEMS

P **BLINDING FLASH**

ROLL: N/A RANGE: SIDE 3x3

Cause [Blinded]
Generate +3 SYN to Self

>>> [GAMBIT] <<<

P **BEACON OF HOPE**

ROLL: N/A RANGE: N/A

IF: An Ally is Within Range
Ally Gains +2 SYN
Remove [Effect] off of Ally
Ally Gains an Immediate
Free Shift Action

RECHARGE: 6 USES: 1

S **RIGHTEOUS SLAM**

ROLL: TOR RANGE: 3

Each Hit = DMG
Each Double = +2 DMG

>>> [OPTION] <<<

N **SWEEPING HAMMER**

ROLL: TOR RANGE: 3 SIDE

Each Hit = DMG

RECHARGE: 4 USES: 2

B **SEARING STRIKE**

ROLL: TOR/DUR RANGE: SIDE

Each Hit = DMG
Each Triple = +2 DMG

>>> [OPTION] <<<

S **CHARGED STRIKE**

ROLL: TOR/DUR RANGE: SIDE

Each Hit = DMG
Triple = Cause [Charged]

RECHARGE: 3 USES: 2

N **SHIELD BASH**

ROLL: DUR RANGE: SIDE

Each Hit = DMG
Double = Cause [Stuck]

>>> [INTERVENTION] <<<

N **TIMED DEFLECTION**

ROLL: DUR RANGE: SELF/SIDE

IF - You/Ally Will Take DMG
Each Hit = Negate DMG
Triple = Deal 3 DMG

RECHARGE: 4 USES: 2