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PN: She/Her - BT: B

WELCOME MEC PILOTS

My name is Murasaki Mui! I'm the Chief Research Officer here at Bastion 6! I'm here to help guide you through the New Century and the world of Steel Hearts!

Before we get started, I'm just going to need a tiny sample of your blood... Oh you're worried about how big this needle is? And wanted to learn the game first? Well, I guess my experiments can wait... In this guide we'll go over all the basics from Combat Protocols, Pilot Diagnostics and of course building your MEC!

I'd recommend that you try to read this guide in order for the clearest experience. But if big blocks of text on your data pad isn't your style, fear not! All important Pilot-facing rules are printed directly on Pilot and MEC Sheets! This guide serves instead to give a more thorough overview of these mechanics.

If need a more audio-visual explanation, you can hear all about Steel Hearts at [\[\[CSSN NET LINK CORRUPTED\]\]](#)

CONCEPT AND GOALS

Mobile Engagement Chassis: Steel Hearts is a Tactical Roleplaying Game System for heated mecha action, quiet moments between fragile pilots and the beauty of our planet Earth. While tactical combat is a core element, storytelling and character building are also highlighted. This game is probably a good fit for your group if you like:

- **Punchy and high-stakes tactical combat with lots of customization.** (Ex: *XCOM, Into the Breach, Fire Emblem, Super Robot Wars, Zone of the Enders, Armored Core*)
- **Systems for narrative storytelling that push character moments and growth.** (Ex: *Blades in the Dark, Harmony Drive, Blazing Hymn, Maharlika, Armor Astir: Advent*)
- **Political intrigue and being caught between complex factions vying for power.** (Ex: *Gundam Zeta/ZZ/Unicorn/Thunderbolt/Wing, Ghost in the Shell, Jin-Roh, Metal Gear Solid*)
- **Playing diverse characters who collectively fight for a common cause.** (Ex: *Captain Harlock, Gurren Lagann, Gundam 0079, Promare, Martian Successor Nadesico, Final Fantasy 6/7*)
- **Playing characters grappling with the weight of their own actions and purpose in the world.** (Ex: *Heaven Will Be Mine, Neon Genesis Evangelion, Nier: Gestalt, Macross DYRL*)
- **A world with a vast and diverse ecosystem that is all at once familiar and alien. Works that show a reverence and love for the beauty of nature.** (Ex: *Monster Hunter, Turn A Gundam, Godzilla: Planet of Monsters, Shadow of the Colossus*)
- **Giant robots and anime bombast.** (Ex: *Getter Robo Armageddon, Sakura Wars, G Gundam, GunXSword, Dangaioh, Gunbuster, Bubblegum Crisis, Project A-Ko*)

REQUIRED FOR PLAY

- **1 Garrison Manager (GM)!!** That's probably you! As GM you decide when to focus in the camera for quieter moments, or bring in unexpected elements. You'll be playing the role of all the Wyrms, non-player characters (NPCs) and providing the Pilots with tactical challenges. Think of yourself like a Coach, Director, Tactician, Actor and Facilitator rolled all in one!
- **3-5 Players to take the Role of Pilots!!** While *Steel Hearts* systems scale to accommodate any group size, we've found it feels best and runs smoothest at roughly 3-5 Pilots.
- **Lots of d6s (6 Sided Dice)!!** We recommend at least 12 per Pilot and a full cube of 36 for the GM. Thankfully cubes of 36 12mm d6 are pretty inexpensive and highly portable!
- **MEC. Pilot and Stratagem Sheets for each Pilot!!** Along with pencils!
- **Foldable Synergy Trackers for each Pilot!!** These will see a lot of use, so don't forget them!
- **Foldable Threat Trackers for the GM!!** This also helps track how many player actions are left!
- **Square grid maps and tokens for tactical combat!!** Wet-erase grids can be particularly fun, as they allow for more destructible terrain!
- **Some basic knowledge of TTRPGs!!** *Steel Hearts* assumes you already understand what a TTRPG is and maybe that you've played one or seen one played before! If you're completely new to the hobby you're more than welcome, just be sure to look up what a TTRPG is first.
- **A love giant robots and preferably a great soundtrack to accompany your adventures!!!**

CONTENT WARNING & SAFETY TOOLS

Steel Hearts is a game about violent machines in a violent world. Gore, body horror, vomit, dismemberment, bodily harm, child soldiers, refugees, violence against animals ("monsters"), fascist factions, radicalization and religious fervor are all themes and topics the game explores.

It's important to communicate to your Players the kinds of themes and risks you're bringing to the table, and make sure that everyone is bought in and on the same page!

When it comes to more sensitive topics, Safety Tools like Lines and Veils are an excellent as are X-Cards (especially with a new group). Personally, I'd recommend using a shared Google Sheet or similar anonymous format to mark down content Players don't feel comfortable with (Lines) and things that are acceptable as long as they're not gone into detail (Veils).

Keep in mind that Safety Tools help with fostering open and compassionate discussion at the table, but not they're not a replacement for it! Be attentive to the needs of your Players! Talk to them about their expectations as well as what you're looking to bring to the table. Not every game or campaign's contents and limits will be a good fit for every Player/GM and that's OK!!

We'll discuss this more in detail in the GM sections on Buy-In and Fostering Safety at the Table.



Name: LATIMER JABIR

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PILOT TRAINING 101

Murasaki wants me to help fill out your paperwork? Well, it's a pleasure to meet you! Oh and don't mind the gasoline smell! It's totally normal... usually... Just call me Latimer, I'm a part of the research team here at Bastion 6!

Before we get to filling out any sheets we need to teach you the basics. First we'll go over how your Pilot sheet works and then we'll graduate to the more complex MECs...

I'm sure this will all look overwhelming at first, but you should **keep in mind that every roll is like a funnel.** You'll build a pool of d6s, adding your Stats and various bonuses and then roll to see how many total hits you get! As long as you can add numbers up, you should be fine.

When you get to MEC combat you'll also start looking for Evens, Doubles, Triples and other sets. But once you've gotten used to it you'll be building and reading 18 dice rolls like it's nothing!

BASICS OF ROLLING

When in doubt of the outcome of an action or when trying to deal Damage you'll need to make a Roll. In *Steel Hearts* your Roll is built from d6s read as "Skill Dice." When referring generally to "Dice" instead of d6, as in +1 Dice, it's safe to assume this refers to Skill Dice.

Once your Roll has been cast, you'll count the number of Hits in the roll based off of this chart:

When making a Roll, the GM will set a **Target Number (TN)** of Hits you'll need to complete your objective as planned. If you're one or two Hits shy of the Target number you may succeed with a complication. If you greatly surpass the Target Number your success will be even greater!

ROLL						
SKILL	0	1	1	1	1	2
RISK	0	0	-1	-2	-2	-3

Before your Roll, the GM or table may decide that you get extra dice if you're roleplaying exceptionally well, or your plan is particularly thorough. You can also call upon your Pilot's Gravities for more dice. Just note that **the GM may also add and roll Risk Dice to subtract to your Roll** in particularly dangerous situations or if your Pilot is fighting against their Gravity.

When you're rolling dice as a **Combat Action** in your MEC this will cause you to generate one Synergy for each Even () in the Roll, unless otherwise noted. This Synergy is passed around to your allies going left. Synergy can be spent to amplify Attack Rolls, Boost around your adversaries, Recharge Stratagems and remove harmful Status Effects.

And that's the gist! While *Steel Hearts* can be complicated on the surface, most of its rules funnel into simple Rolls and spending Synergy or leveraging Gravities to gain more Skill Dice!

ROLLING STAT CHECKS

When the results of a Pilot's action and roleplay is reasonably in doubt or if it's highly dramatic to do so, the GM can call for a "Stat Check." **One Pilot will roll Skill Dice equal to a chosen Stat and tally the total number of hits.** You can add Skill dice by calling Gravities, using your environment and adding other bonuses! There are no hard rules on what Stats (MEC or Pilot) you need to roll outside of combat, however one (and only one) Stat must be rolled and justified narratively. Work with your GM and table to decide which Stat feels most appropriate!

When setting a Stat Check's TN, keep in mind that a roll will (statistically) result in hits equal to the number of dice rolled +1-2. For an easy Stat Check GMs can set the TN equal to the Stat the Pilot is rolling. A difficult check would be 3-4 above their Stat. GMs can also set concrete "Global TNs" that any Pilot can attempt. Something easy for an expert would be around 4-7, while something challenging is in the 8-12 range. Anything past 13+ will only be likely with luck or careful application of Gravities and bonuses.

BUILDING A ROLL

The base of each roll is a number of Skill Dice equal to the Stat that Pilot is rolling with. From there Pilots should add any bonuses from equipment or MEC Parts. The GM should add additional Skill or Risk dice to the roll if appropriate for the scenario (see right for examples). Finally Gravities should be called and checked off before the roll is cast!

ADD SKILL IF -->

- ▶ A Pilot Gravity helps
- ▶ Pilot is using tools
- ▶ Pilot is assisted
- ▶ Pilot origin is relevant
- ▶ Pilot is impassioned
- ▶ Pilot uses environment
- ▶ It feels thematic




ADD RISK IF -->

- ▶ A Pilot Gravity hinders
- ▶ Pilot is injured
- ▶ Pilot is being shot at
- ▶ Pilot is being yelled at
- ▶ Pilot is hungry / tired
- ▶ MEC has a Broken Part
- ▶ Conditions are hostile

NOTE: Pilots can always hold back Skill Dice within any of their rolls. This can be done to mitigate damage in attacks (preventing accidental kills), or reduce the chances of rolling 1s (only relevant for Steel Hearts: Black).

EXAMPLE ROLL

Dante is trying to lob a can of beans at Minos' head in an attempts to "beam him". We agree that he should roll this as an Accuracy Stat Check. He gets 7 Skill Dice from his 7 Accuracy and an additional +3 Skill Dice from his "Rivalry with Minos" Gravity. The TN is set to 12 and I decide Dante rolls with an additional +1 Risk Dice because the shot will be difficult while running:







[(7 ACU)  + (3 from Gravity) ] + (1 Risk)  = 12
 [(7 ACU) 0+0+1+1+1+2+2 + (3 Gravity) 0+2+2] + (1 Risk) -1 = 12 Meets it beats it! (Or beans it)

OPTIONAL : ASSIST




When Assisting in a Non-Combat Stat Check, other Pilots can roll an Assist Check using the same Stat that their ally is rolling if they narrate how they're helping. Any 6s rolled in an Assist Check get added as a single hit to their ally's roll. Only one ally can assist per Stat Check.

OPTIONAL : INTENSITY

Pilots can add Skill Dice to a roll by suggesting ways to up the Intensity. This Intensity boost will happen regardless of the results of a roll. Ex: Tesla asks for an additional +2 Skill Dice in his Stat Check to hack the turrets in return for the factory's alarms to be triggered regardless.

	<p style="text-align: center;">1-1 : THE GRIM</p> <p>Death and misery follow you. You've been through hell and are getting numb to the pain. What still makes you cry?</p> <p><i>EX: Daryl Lorenz, Marida Cruz, Tsubasa Kazanari</i></p> <p style="text-align: center;">< +2 END ></p>	<p style="text-align: center;">2-1 : THE PUPPET</p> <p>Oh pitiable pawn. With so little <i>there</i> there it's a wonder you have a will of your own. Why do you like having your strings pulled?</p> <p><i>EX: Rei Ayanami, Heero Yuy, Go</i></p> <p style="text-align: center;">< +1 ACU : +1 END ></p>	<p style="text-align: center;">3-1 : THE SPARK</p> <p>You bring out the best in others. You inspire teamwork with your energy and hope! What will you have to do alone?</p> <p><i>EX: Gai Daigoji, Guy Shishio, Kamina</i></p> <p style="text-align: center;">< +1 ART : +1 END ></p>
	<p style="text-align: center;">1-2 : THE SWEAT</p> <p>Athletic and health conscious. You're trying to be the best you that you can be! What are you trying to prove to yourself?</p> <p><i>EX: Noriko Takaya, Chibodee Crocket</i></p> <p style="text-align: center;">< +1 END : +1 ACU ></p>	<p style="text-align: center;">2-2 : THE SERENE</p> <p>Combat, life, love, death. You stay calm, play your part and bear witness to it all. What can get under your skin?</p> <p><i>EX: Kazumi Amano, Syllia Stingray</i></p> <p style="text-align: center;">< +2 ACU ></p>	<p style="text-align: center;">3-2 : THE COOK</p> <p>There's nothing a hot meal and an honest talk can't fix. You build bridges with food. Who is not welcome at your table?</p> <p><i>EX: Akito Tenkawa, Sai Saici</i></p> <p style="text-align: center;">< +1 ART : +1 ACU ></p>
	<p style="text-align: center;">1-2 : THE NAIVE</p> <p>Fresh faced and excited to see all the world has to offer! Even if it's not what you expect... What's a falsehood you say you still believe?</p> <p><i>EX: Elpeo Ple, Quess Paraya</i></p> <p style="text-align: center;">< +1 END : +1 ART ></p>	<p style="text-align: center;">2-3 : THE PUNK</p> <p>Forward, honest, living your truth to the max. Dumb rules are meant to be broken. What's a personal rule you always follow?</p> <p><i>EX: Ryoma Nagare, Judau Ashta, Lio Fotia</i></p> <p style="text-align: center;">< +1 ACU : +1 ART ></p>	<p style="text-align: center;">3-3 : THE IDOL</p> <p>Your talent is unmistakable! You are instantly beloved by many you meet. Who is the only audience you need?</p> <p><i>EX: Yurika Misumaru, Priscilla Asagari, Lynn Minmay</i></p> <p style="text-align: center;">< +2 ART ></p>
	<p style="text-align: center;">1-4 : THE WINNER</p> <p>Confident and brash. You're the best and you'll make sure everyone knows it. What loss are you running from?</p> <p><i>EX: Asuka Langley, Spike Spiegel, Chris Yukine</i></p> <p style="text-align: center;">< +1 END : +1 PRE ></p>	<p style="text-align: center;">2-4 : THE COWARD</p> <p>You never asked for this. The world, these responsibilities, none of this is your problem. Why do you keep crawling back to the fight?</p> <p><i>EX: Amuro Ray</i></p> <p style="text-align: center;">< +1 ACU : +1 PRE ></p>	<p style="text-align: center;">3-4 : THE HEART</p> <p>You believe in the good in everyone. You'll fight for everyone to be happy and get along. What is unforgivable?</p> <p><i>EX: Loran Cehack, Hibiki Tachibana, Simon, Wash</i></p> <p style="text-align: center;">< +1 ART : +1 PRE ></p>
	<p style="text-align: center;">1-5 : THE WANDERER</p> <p>An unbothered nomad. An open road with no destination is where you feel at peace. Why can you never return home?</p> <p><i>EX: Van of the Dawn, Corin Nander</i></p> <p style="text-align: center;">< +1 END : +1 INS ></p>	<p style="text-align: center;">2-5 : THE OPPURTUNIST</p> <p>Selfish and cunning. You'll make sure you're on the winning side. What can earn your true loyalty?</p> <p><i>EX: Kai Shiden, Starscream, Recco Londe</i></p> <p style="text-align: center;">< +1 ACU : +1 INS ></p>	<p style="text-align: center;">3-5 : THE CON</p> <p>You're always chasing the next paycheck. Everyone else is just a tool for that. What do you want that money can't buy?</p> <p><i>EX: Faye Valentine, Carmen 99</i></p> <p style="text-align: center;">< +1 ART : +1 INS ></p>
	<p style="text-align: center;">1-6 : THE DRIVEN</p> <p>Fiery, furious and determined. You're convinced that nothing is impossible. What are you ignoring in the present?</p> <p><i>EX: Domon Kasshu, Haruo Sakaki, Char Aznable</i></p> <p style="text-align: center;">< +1 END : +1 MEC ></p>	<p style="text-align: center;">2-6 : THE ENTHUSIAST</p> <p>Your hobby is your life! Maybe it's wyrms or anime, etc. You can't take your mind off it! What takes priority over your passion?</p> <p><i>EX: Allenby Beardsly, Hikaru Amano, Akane Shinjo</i></p> <p style="text-align: center;">< +1 ACU : +1 MEC ></p>	<p style="text-align: center;">3-6 : THE JOLLY</p> <p>A big smile and a bigger laugh. You just want to have fun and get others to relax. What aspiration have you secretly given up?</p> <p><i>EX: Musashi Tomoe, Duo Maxwell, Hatsuo Shinonome</i></p> <p style="text-align: center;">< +1 ART : +1 MEC ></p>













ROLL 2D6 TWICE FOR PILOT AFFECTS

<p style="text-align: center;"></p> <p style="text-align: center;">4-1 : THE WILD</p> <p>Once you get going you can't be stopped! You live for the thrill and love a challenge. What always gets your blood pumping?</p> <p><i>EX: Io Fleming, Mari Illustrious, Haruko Haruhara</i></p> <p style="text-align: center;">< +1 PRE : +1 END ></p>	<p style="text-align: center;"></p> <p style="text-align: center;">5-1 : THE PRO</p> <p>No nonsense, no drama. You always get the job done expertly and stay in your lane. What would you abandon the mission for?</p> <p><i>EX: Dingo Egret, Argo Gulski, Emma Sheen</i></p> <p style="text-align: center;">< +1 INS : +1 END ></p>	<p style="text-align: center;"></p> <p style="text-align: center;">6-1 : THE CALCULATED</p> <p>As exact as you are skeptical. You never let your guard down and always have a plan. How and when do you unwind?</p> <p><i>EX: Hayato Jin, Hathaway Noa</i></p> <p style="text-align: center;">< +1 MEC : +1 END ></p>
<p style="text-align: center;">4-2 : THE MASK</p> <p>You hide your true self behind a mask and struggle to trust anything, even your gut. What are you afraid to face in the mirror?</p> <p><i>EX: Quattro Bajena, Trowa Barton, Schwarz Bruder</i></p> <p style="text-align: center;">< +1 PRE : +1 ACU ></p>	<p style="text-align: center;">5-2 : THE DISCIPLE</p> <p>You're a knowledgeable member of a larger organization, religion or ideology. What doubts do you harbor?</p> <p><i>EX: Viral, Tsukumo Shiratori, Nicholas D. Wolfwood</i></p> <p style="text-align: center;">< +1 INS : +1 ACU ></p>	<p style="text-align: center;">6-2 : THE TEACHER</p> <p>You care deeply about the next generation and want to pass on what you know. What lesson do you refuse to learn?</p> <p><i>EX: Yoko Littner, Solid Snake, Anastasia Palma</i></p> <p style="text-align: center;">< +1 MEC : +1 ACU ></p>
<p style="text-align: center;">4-3 : THE ROMANTIC</p> <p>Sappy or horny, you follow your heart and yearn for companionship. Why is your love (seemingly) doomed to fail?</p> <p><i>EX: Mashmyre Cello, George de Sand, Maximilian Jenius</i></p> <p style="text-align: center;">< +1 PRE : +1 ART ></p>	<p style="text-align: center;">5-3 : THE SCHOLAR</p> <p>Learned and erudite, you've become a collector of knowledge and wisdom. What questions should go unanswered?</p> <p><i>EX: Quatre Raberba Winner, Claris Snowflake</i></p> <p style="text-align: center;">< +1 INS : +1 ART ></p>	<p style="text-align: center;">6-3 : THE VISIONARY</p> <p>You could solve all the world's problems, if only people saw it as you do. What aren't you willing to sacrifice for that?</p> <p><i>EX: Captain Harlock, Treize Khushrenada, Nagare Akatsuki</i></p> <p style="text-align: center;">< +1 MEC : +1 ART ></p>
<p style="text-align: center;">4-4 : THE SENSITIVE</p> <p>Your heart is as fragile as it is empathetic. It doesn't take much to upset you. Where do you find gentleness?</p> <p><i>EX: Kamille Bidan, Leo Stenbuck, Shinji Ikari</i></p> <p style="text-align: center;">< +2 PRE ></p>	<p style="text-align: center;">5-4 : THE FATED</p> <p>You feel something has chosen you to put all aside for a great and terrible purpose. What personal want can you not let go of?</p> <p><i>EX: Kaworu Nagisa, Metphies, Optimus Prime</i></p> <p style="text-align: center;">< +1 INS : +1 PRE ></p>	<p style="text-align: center;">6-4 : THE PURIST</p> <p>You have a strict ideological code. Anyone not following it are enemies or obstacles. What self-contradiction do you choose to ignore?</p> <p><i>EX: Sochie Heim, Chang Wufei, Rossiu</i></p> <p style="text-align: center;">< +1 MEC : +1 PRE ></p>
<p style="text-align: center;">4-5 : THE ORDER</p> <p>Organizer, diplomat, confidant. You stay focused as others look to you for direction. Why do you feel unfit to lead?</p> <p><i>EX: Bright Noa, Kihel Heim, Hamon Karn</i></p> <p style="text-align: center;">< +1 PRE : +1 INS ></p>	<p style="text-align: center;">5-5 : THE SEEKER</p> <p>Seeker of truth and a place where you feel you truly belong... What truth do you refuse to accept?</p> <p><i>EX: Sakura Amamiya, Wendy Garret, Kei Kuruma</i></p> <p style="text-align: center;">< +2 INS ></p>	<p style="text-align: center;">6-5 : THE TINKERER</p> <p>Break it down then build it back better. You want to know what makes things tick, tick, boom! What gap will technology never fill?</p> <p><i>EX: Radical Ed, Amaterasu, Frontier Setter</i></p> <p style="text-align: center;">< +1 MEC : +1 INS ></p>
<p style="text-align: center;">4-6 : THE HEALER</p> <p>Kind and gentle. You seek to guide the lost and help the ailing hearts and bodies heal. What pain is necessary in life?</p> <p><i>EX: Sayla Mass, Dianna Sorell, Galo Thymos</i></p> <p style="text-align: center;">< +1 PRE : +1 MEC ></p>	<p style="text-align: center;">5-6 : THE WIRED</p> <p>Your soul belongs among the whirring of technology or in the endless sea of the net. What part of your body is irreplaceable?</p> <p><i>EX: Ruri Hoshino, Soundwave, Angela Balzac, Lain</i></p> <p style="text-align: center;">< +1 INS : +1 MEC ></p>	<p style="text-align: center;">6-6 : THE FIXER</p> <p>You want to be helpful and hands-on. You won't stop until you've done all you can. What can never be fixed once broken?</p> <p><i>EX: Jet Black, Bernard Wiseman, Rain Mikamura</i></p> <p style="text-align: center;">< +2 MEC ></p>

PILOT CREATION

NON-PILOTS
START HERE

PILOTS
START HERE

ROLL	NO RANK	LOW RANK	HIGH RANK	ROLL	MASTER RANK
	<p>[[+1 END]]</p> <p>You don't seem to have a connection to any Betyl.</p>	<p>Your Betyl can fit into a piece of jewelry. While its glow is warm, it doesn't seem to be enough to power anything.</p>	<p>At about the size of a phone, your Betyl is has the ideal form to power all sizes of personal laser weapons. Running out of ammo is something other people can worry about.</p>		<p>[[INSOMNIAC]]</p> <p>You're kept awake at night by strange dreams and visions. It seems Betyl is not the only thing you're connected to...</p> <p>[[GM Handles the Remainder]]</p>
	<p>[[+1 ACU]]</p> <p>You don't seem to have a connection to any Betyl.</p>	<p>Your Betyl is the perfect size to power a unique Betyl-Key. It can be used as a skeleton key, or to create a unique lock that only you or a Maverick could open.</p>	<p>Your Betyl is no bigger than a text-book, but it can fully power most heavy armaments and is especially well suited for personal Exo-Chassis.</p>		<p>[[TERRAN]]</p> <p>You've always had to rely on your own strength more than your connection to Betyl. Training as hard as you did requires closing yourself off from distractions after all.</p> <p>[[+2 Training Points at Pilot Creation]]</p>
	<p>[[+1 ART]]</p> <p>You don't seem to have a connection to any Betyl.</p>	<p>Your Betyl is shaped like a figure eight. It slides on your fingers effortlessly. Good for recharging a gun or delivering a nasty super-heated punch.</p>	<p>Your Betyl fits snugly into a backpack and can be easily loaded into an ATT or motorcycle. Better install boosters on those so you can milk all that endless power.</p>		<p>[[ACE]]</p> <p>You and your Betyl were meant to fight together. Its warm glow awakens something fierce and glorious in you when you're on the field.</p> <p>[[+2 Bond at Pilot Creation]]</p>
	<p>[[+1 INS]]</p> <p>You don't seem to have a connection to any Betyl.</p>	<p>Your Betyl may be thin, but it's sharp enough to cut through steel. Its unbreakable edge could make a deadly knife or arrowhead.</p>	<p>At a meter tall, your Betyl is unwieldy. But it is great to supply a car, van or truck with steady power. Never pay for a recharge again!</p>		<p>[[LINKED]]</p> <p>You share a personal connection with your Betyl. You can Resonate with it from afar and even give your MEC commands through feeling alone.</p> <p>[[Start each combat with +3 SYN]]</p>
	<p>[[+1 MEC]]</p> <p>You don't seem to have a connection to any Betyl.</p>	<p>You're connected to not one but two perfectly spherical pieces of Betyl, the size of Baoding balls. Great for powering PSCs or smaller laser weapons.</p>	<p>Your Betyl is the size of a chair and weighs a hefty 25 kg. The military likely wants you to help power tanks, excavators, D.W.R.V.s and other heavy equipment.</p>		<p>[[NEURO-SENSITIVE]]</p> <p>Your sense are most attuned than most. You can feel every pulse of your Betyl, and every crack of your allies' neurons. What strange powers might you be able to unlock?</p> <p>[[Roll once for Neuro Power]]</p>
	<p>[[LOW RANK]]</p> <p>You can awaken a small piece of Betyl.</p> <p>Roll on the Low Rank table.</p>	<p>[[HIGH RANK]]</p> <p>You can awaken a larger piece of Betyl.</p> <p>Roll on the High Rank table.</p>	<p>[[MASTER RANK]]</p> <p>You can awaken a MEC-capable piece of Betyl.</p> <p>Roll on the Master Rank table Pilot.</p>		<p>[[MAVERICK]]</p> <p>Maverick is the official designation for anyone who can resonate with any piece of Betyl. People like you. It's a rare gift that makes you an especially valuable asset in any team.</p> <p>[[**Roll once for a G Rank Resonance]]</p>

OVERHEAT / RECHARGE**SHIELDS / REMOVE EFFECT**

Pilots can spend SYN to Overshield at ANY time - Including right before DMG.

INTERVENTION / COUNTER

Interventions, Flash Actions and Enemy Counters CAN stack on to one another.

ENEMY CLASH

Targets of a Clash Action can't Boost away, but allies can Boost in to assist!

BOOST / SHIFT ACTION

Boosting is an invaluable tool for avoiding Enemy Charge Actions.

STANDARD ACTIONS**ENEMY CHARGE**

Enemy Charge Actions give extra time and info for Pilots to avoid them. Pilots should be given the general range and visual description of a Charge.

AMPLIFY / BOND

Pilots MUST announce their Amplify and Bond usage BEFORE a Roll.

ROLL + DEAL DAMAGE**DISTRIBUTE SYNERGY****STACK ORDER**

Given the many ways Players can break traditional Turn Order, it's helpful to know what a Player can do when. Enter Stack Order! Stack Order is the order in which Actions can and do Stack on one another, growing higher and higher and then resolving from top to bottom. The list on the left outlines the basics of Stack Order priority, with Overheats and Recharges always taking highest priority and the distribution of Synergy always being last. Let's use an example:

Dante and Virgil's MEC, the Loose Cannon, is under attack from Carmilla's Nosferatu. Her first attack is a Charged Action "Infectious Claw." It's a long wound up swipe, trailing a swarm of corrosive nanites. The brothers expend 1 SYN to Boost out of the way and Carmilla's Action is wasted on a swipe that misses.

Next Carmilla will use a Clash Action "Wraith Dash" which allows her to run up and swipe the Loose Cannon. I inform the brothers that the incoming attack rolls a whopping 10 dice. GMs aren't required to reveal this, but it can help Players make more informed decisions.

Unable to Boost away, the brothers decide to instantly Overheat to gain the 1 SYN they needed to Recharge their Intervention "All or Nothing." They then activate the Intervention which deals DMG before the Clash Action can resolve. However this Intervention triggers Carmilla's Counter "Shadow Slide" allowing her to negate 4 dice of DMG.

Carmilla rolls first and Shadow Slide negates 3 DMG. The Brothers only roll 8 DMG (then distribute SYN) which reduces down to 5. This is not enough to destroy Carmilla's MEC, thus Wraith Dash's DMG still gets rolled. If the brothers had SYN for Shields they could still choose to up their Shields at this final moment to negate some of the incoming DMG.