

MOBILE ENGAGEMENT CHASSIS DIAGNOSTICS SHEET

MEC UNIT ID :

MEC TAG :

MEC STATS

PART BONUS MAX : 2

TOR

TORQUE

BASE:

PART BONUS

DUR

DURABILITY

BASE:

PART BONUS

FIN

FINESSE

BASE:

PART BONUS

MOB

MOBILITY

BASE:

PART BONUS

ATU

ATTUNEMENT

BASE:

PART BONUS

COM

COMPUTING

BASE:

PART BONUS

MAJOR UPGRADES / NOTES

- LIGHT FRAME**
+2 SYN to Self per Shift Action
- ENERGY FRAME**
+1 more Dice on an Elemental Detonation
- OVERRIDE**
-1 SYN to all SYN Recharge Costs
- GROUND**
+2 Shields when an [Effect] is applied
- HYPER BOOST**
Move +1 Space per Boost
- PSYCHOTECH**
s generate +1 SYN to Self
- HEAVY DUTY**
Instant Free Action when Part Breaks
- TUNED MOTORS**
Shift Action can be split
- FEEDBACK LOOP**
+1 SYN to Self per Enemy Phase
- OVERLOAD**
+2 Dice when you MAX Amplify
- REACTIVE**
+6 SYN at the Start of Combat
- AIM ASSIST**
s count as 2 Hits in Combat
- UNBURDENED**
Gain 2 SYN per Overheat
- UNCONTAINABLE**
1 Free Shift Action Each Ally Phase
- UNRELENTING**
2 Interventions Per Turn Cycle

MEC FRAME : ACTIVE PERKS

MEC STATUS

ARMOR : DAMAGE : SOAK :

>MAX DMG THRESHOLD< >COUNTS UP TO ARMOR< >REDUCE INCOMING DMG - MAX 3<

SHIELD MAX: SHIELDS : SPEED :

>BASE MAX G< >ABSORBS DMG AFTER SOAK - COUNTS DOWN< >SPACES PER SHIFT<

BREAKS

!! WARNING !!
MEC SHUT DOWN AT
3 PART BREAKS

BETYL BOND

[MAXIMUM] [CURRENT]

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

>>Bond refreshes at the start of each Episode.

AUXILIARY

BETYL CHAMBER :

CARGO SLOT :

CARGO SLOT :

CARGO SLOT :

CARGO SLOT :

HELMET

!! BREAK !!

MEC CANNOT
ACT AT RANGE

MODIFICATIONS :

CORE

!! BREAK !!

ROLL FOR PILOT INJURY:
s : DAMAGE ORGAN
s : COCKPIT EXPOSED
s / s : CATCH FIRE
s : BREAK A BONE
s : BLEEDING OUT

MODIFICATIONS :

MANEUVER

!! BREAK !!

MEC CAN NO
LONGER TAKE
SHIFT ACTIONS

MODIFICATIONS :

OPTION

!! BREAK !!

MEC IS NOW
[BURNING]

MODIFICATIONS :

ARM L

!! BREAK !!

LEFT MEC ARM
LOST

MODIFICATIONS :

ARM R

!! BREAK !!

RIGHT MEC ARM
LOST

MODIFICATIONS :

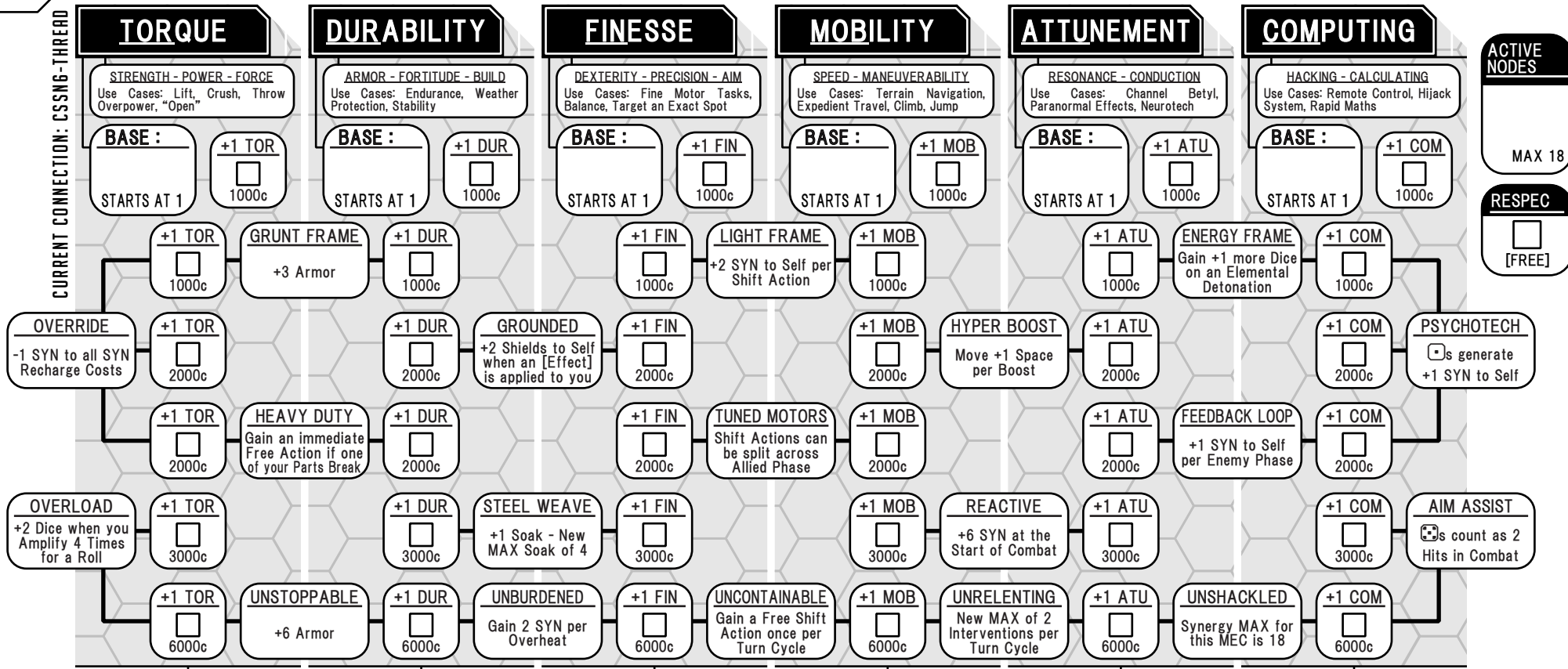
STEEL HEART MEC FRAME

UPGRADE & DIAGNOSTICS SHEET

MEC UNIT ID : _____

MEC TAG : _____

TOTAL CREDITS INVESTED IN MEC : _____



ACTIVE NODES

MAX 18

RESPEC

[FREE]

MEC UPGRADE CHART

- 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.

REINFORCE ARMOR

Each Point bought adds +1 Armor

1k 1k 1k 1k
2k 2k 3k 3k

ARMOR : SPEED

Armor measures the MAX amount of DMG a MEC can accrue. When at MAX DMG, any additional DMG will instead result in the MEC suffering a Part Break (MAX once Per Action). The Part Broken is decided by a d6 Roll.

MECs Shut Down after 3 Part Breaks!

Speed determines the MAX Spaces a MEC can move during a Shift Action.

ARMOR CALCULATION

6 + [] + []

BASE ARMOR + BASE [DUR] + PART BONUSSES

+3 IF UNLOCKED GRUNT FRAME + REINFORCE

+6 IF UNLOCKED UNSTOPPABLE = TOTAL ARMOR

SPEED CALCULATION

3 + [] + []

BASE SPEED + BASE [MOB] + PART BONUSSES

ENHANCE = TOTAL SPEED

1k 1k 2k 3k

Each Point bought adds +1 Speed

MEC REPAIRS

Repairs are the only way to reduce DMG. Usually 1000c for a Full DMG Repair.

Field Repairs cost 500c.

Parts must be fixed one at a time and cost half their Shop Cost to Repair.

Pilots with a Mechanics Stat of 5+ can perform Repairs in the Field for the same cost. When performing a Field Repair, roll a d6 : On a 1, roll another d6 for a Random Repair Error.

REPAIR ERRORS

- 1: MEC will randomly ATK at GM's discretion.
- 2: Repair wholly fails at full cost.
- 3: Random Part is inoperable next Combat.
- 4: Start next Combat at -5 SYN.
- 5: MEC is [Burning] at the start of next combat.
- 6: MEC's comms are garbled until your next Repair.