

# [EDA-VS - KNIGHT 02]

The shield of of the EDA. 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's a monument to the EDA's caustic dominance.

ASSOCIATION // DISCOVERY : Earth Defense Alliance (EDA), Starter

STAT : FOCUS

TOR / DUR

TEAM : FOCUS

Support : Tank

MEL U2334/3-000

# HELMET LUMINOUS BEACON ESTAT BOOST3: +1 Armor

ESTRATAGEM3: Blinding Flash

FOCUS

Support

A bright helm built for exploration in the world's darkest corners. The Luminous Beacon provides a literally blinding light source for the Pilot and their allies.

## CORE KNIGHT CORE

COST | ESTAT B00ST1 : +2 Armor | ESTAT B00ST1 : +1 DUR | D00 C | EPASSIVE1 : +1 Option Slot

FOCUS

Armor

Built to be unbreakable, the Knight 02 is a careful revision of an old classic. It represents all the core design philosophies of the EDA's Vanguard Series: Steadfast, implacable and versatile.

## MANEUVER TEMPERED GREAVES

FOCUS

1000 C

Armor

Mobile Engineering Chassis once featured a cleat-like locking mechanism to secure MECs into the ground. The Tempered Greaves retrofit this design so the Knight can withstand devastating Wyrm attacks.

#### OPTION M.E.C. HAMMER

1000 C FOCUS

DUR

Defense

TOR

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.

## ARM BEAM BLADE

COST Range Side : TOR/DUR + (B) DMG :

1000 C ESTRATAGEME: Searing Strike

**FOCUS** 

TOR

The retractable Beam Blade blends a variety Terran steel cutting technologies and applies them to Wyrm armor. Versatile and deadly, the Beam Blade is the signature weapon of the Knight MEC.

## ARM TITANIUM SHIELD

FOCUS [STRATAGEM] : Shield Bash

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

1 BURNING (blaze)
Take DMG equal to half the ATK DMG you deal.

FREEZING (cryo)

Take DMG per Space Moved, Pushed or Pulled. (3 ARCING (shock)
Cause 2 DMG to all other
Arcing Units when ATKed.

4 CORRODING (acid)

Unit cannot use Soak or Shields.

5 DAZED (piercing)
Cannot use Ranged (non Self / Side) Actions.

6 STUCK (void)
Cannot Shift, Boost or take associated Actions.

Must ATK a Random Target or Self.

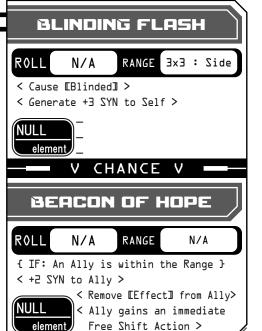
Roll a Random Status Effect or Element.

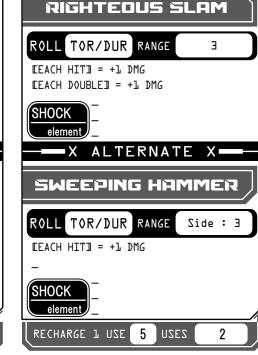
FRENZY (—)

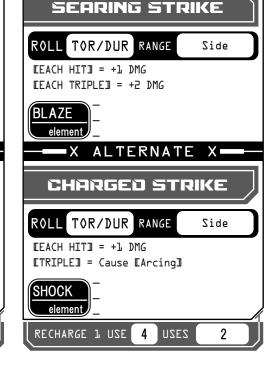
SIDE: Any Target beside you
SIDE: #: Any Targets within #
consecutive spaces beside you.
ALL-SIDE: All Targets beside you.
#x#: #: An Area of Effect (AoE)
which affects a fixed span of
Spaces. At least one of these
Spaces MUST be in the Range #.

LINE:#: An AoE that only affects Targets in a straight Line of Spaces originating from the User. The length of the Line is defined by the Range #.
#T:#: Affects up to a # of Targets within the Range #. The same Target cannot be Targeted twice unless it has distinct Parts.

## [ KNIGHT O2 — STRATAGEMS ]







#### SHIELD BASH

ROLL DUR RANGE Side

EEACH HIT1 = +1 DMG
EDOUBLE1 = Cause EStuck1

RECHARGE 1 USE 8 USES

VOID element

element

#### ---! INTERVENTION !--

## TIMED DEFLECTION

ROLL DUR RANGE Self/Side

{ IF: You / An Ally Will take DMG }

[EACH HIT] = Negate DMG

[TRIPLE] = Deal 3 DMG Back

RECHARGE 1 USE 6 USES

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