



# [ 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

COMPLEXITY

●●○○○

HELMET

LUMINOUS BEACON

COST

1000 C

FOCUS

Support

Utility

[[STAT BOOST]] : +1 Armor

[[PASSIVE]] : 5x5 AoE of Light on Self

[[STRATAGEM]] : Blinding Flash

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

1000 C

FOCUS

Armor

DUR

[[STAT BOOST]] : +2 Armor

[[STAT BOOST]] : +1 DUR

[[PASSIVE]] : +1 Option Slot

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

COST

1000 C

FOCUS

Armor

[[STAT BOOST]] : +3 Armor

[[PASSIVE]] : Negate 2 Push / Pull

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 Wyrms attacks.

OPTION

M.E.C. HAMMER

COST

1000 C

FOCUS

TOR

DUR

[[BASIC ATK]] : TOR/DUR : Range 2

[[STRATAGEM]] : Righteous Slam

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

1000 C

FOCUS

TOR

DUR

[[BASIC ATK]] : TOR/DUR + (B) DMG : Range Side

[[STRATAGEM]] : Searing Strike

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

ARM

TITANIUM SHIELD

COST

1000 C

FOCUS

DUR

Defense

[[STAT BOOST]] : +2 Armor

[[STAT BOOST]] : +1 Soak

[[STAT BOOST]] : +2 Max Shields

[[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.

ELEMENTAL GLOSSARY

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

2 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.

FRENZY (—)  
Must ATK a Random Target or Self.

WYRD (—)  
Roll a Random Status Effect or Element.

>>> COMMON RANGES

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 02 - STRATAGEMS ]

BLINDING FLASH

ROLL

N/A

RANGE

3x3 : Side

< Cause [[Blinded]] >

< Generate +3 SYN to Self >

NULL

element

V CHANCE V

BEACON OF HOPE

ROLL

N/A

RANGE

N/A

{ IF: An Ally is within the Range }

< +2 SYN to Ally >

< Remove [[Effect]] from Ally>

< Ally gains an immediate Free Shift Action >

NULL

element

RECHARGE 1 USE 8 USES 1

RIGHTEOUS SLAM

ROLL

TOR/DUR

RANGE

3

[[EACH HIT]] = +1 DMG

[[EACH DOUBLE]] = +1 DMG

SHOCK

element

X ALTERNATE X

SWEEPING HAMMER

ROLL

TOR/DUR

RANGE

Side : 3

[[EACH HIT]] = +1 DMG

SHOCK

element

RECHARGE 1 USE 5 USES 2

SEARING STRIKE

ROLL

TOR/DUR

RANGE

Side

[[EACH HIT]] = +1 DMG

[[EACH TRIPLE]] = +2 DMG

BLAZE

element

X ALTERNATE X

CHARGED STRIKE

ROLL

TOR/DUR

RANGE

Side

[[EACH HIT]] = +1 DMG

[[TRIPLE]] = Cause [[Arcing]]

SHOCK

element

RECHARGE 1 USE 4 USES 2

SHIELD BASH

ROLL

DUR

RANGE

Side

[[EACH HIT]] = +1 DMG

[[DOUBLE]] = Cause [[Stuck]]

VOID

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

NULL

element

RECHARGE 1 USE 6 USES 2