CodeBlade MOD

Mecha-Claus
2025/12

He's making a list, he's checking it twice, going to find out who's naughty and nice – and you really don't want to be on the naughty list. A High-Net Robo-Santa usually found in up-market shopping malls has contracted a virus, escaped and gone wild in the slums. Instead of dishing out gifts and favours to High-Netters and their spoilt brats, it is running rampage among the low-life crews, dealing out presents and punishments as its low-grade AI sees fit. Is it festive merriment or seasonal ill-will? The only way to find out is to engage with it, and it might be worth the risk…

Adding this mod to your game

Season's greetings. Even in the backstreets where Honour Tokens are scarce, everyone likes a festival to take their mind off, well, existence in general. This former Robo-Santa, now gone feral, is more of a dreaded **Mecha-Claus**, equally capable of giving gifts and doling out punishment for those who have been naughty.

Players deploy their teams as normal. However, **Mecha-Claus** is also available for any player to deploy. He counts as friendly to both players (including in ignoring any distance to him while deploying other characters).

Notice that he has 0 Personal Honour. As such, **Mecha-Claus** cannot contest objectives and cannot spend any Honour to improve his tests.

Mecha-Claus has no FLOW. Instead, his abilities trigger when within bubble range of a Character for the first time that Round. A player may move **Mecha-Claus** at the beginning of their turn.

Mecha-Claus

PH 0
M 6
K 3
S 3
H 3

Ability	Type	Domain	Range	Diff	Effect
Identify: Naughty / Nice	React	Any	B6	-	**Req. character to be within B6 for first time this round.** Take test on table.
Walking in the Air	-	M	Self	-	Move up vertical surfaces as if they are level terrain. Does take falling damage.
Nothing Stops Santa Claus	-	-	Self	-	Abilities, equipment and attacks have no effect on **Mecha-Claus**

Identify: Naughty/Nice

Roll 2D6 to find out how the Mecha-Claus sorting algorithm judges a target character.

Result	Outcome
2	/Terminal Judgement - Permanent Naughty List: target Character gains DISHONOURED
3	/Naughty – Discipline: Target Character suffers Kinetic attack on three dice, difficulty +0
4	/Naughty – Remove Pocket Money: Target Character leaks 1 Honour
5	/Naughty – Isolate: Target Character gains DISCONNECTED token
6	/Naughty – Exemplify: Target Character gains SPOTTED token
7-9	/Insufficient Data – Probe: Move Mecha-Claus into base contact with target Character, then target Character suffers SHOVE action on 3 dice, moved in direction of opponent's choosing.
8	/Nice – Reward: Target Character gains POWERED UP token
9	/Nice – Reward: Target Character gains IN CYBERSPACE token
10	/Nice – Reward: Target gains 1 Honour
11	/Nice – Assist: Player controlling target Character must move Mecha-Claus into base contact with closest opposition Character, then conduct an Identify: Naughty/Nice test on this opposition Character with a -4 penalty to the result.
12	/Top of the list: target Character gains HONOURED

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