

# Bi-Ped Mecha:

### Crocodile Mk2

General Purpose Mech

♥ 16 ♣ 50 ⚡ 3 🛡 8 🌀 40

Action Pool: M A W + 🛡

600 ⚙

Left Arm Mount: L.ARM

Right Arm Mount: R.ARM

Torso External Mount:

Torso Internal Mount:

Speciality Items:

- Crocodile Combat Laser: 150 ⚙
- 85 🛡 6 🌀 1 ⚡ 6 🌀 1 ⚡ 10

Chassis Upgrades:

# Tanks:

### Tegu MBT

Main Battle Tank

♥ 16 🛡 6 🛡 5 🌀 30

Action Pool: M A + 🛡

600 ⚙

Vehicle Armour:

Chassis:

Turret:

Primary Turret Mount:

Pintle Mount:

Turret Equipment Mount:

Chassis Upgrades:

Dozer Blade: 75 ⚙

R-120 Tank Gun: 300 ⚙

HESH Rounds:

HEAT Rounds:

# Quadruped Mecha:

### Cobra-KA1

Fire Support Mech

♥ 12 ♣ 60 ⚡ 3 🛡 8 🌀 40

Action Pool: M A W + 🛡

500 ⚙

Left Arm Mount: L.ARM

Right Arm Mount: R.ARM

Torso Secondary Mount:

Torso Primary Mount:

Speciality Items:

- Cobra Fang ESDP: 250 ⚙
- 65 🛡 10 🌀 1 ⚡ 6 🌀 2 ⚡ 35

Chassis Upgrades:

### Boa Assault Gun Carrier

Assault Gun Carrier

♥ 14 🛡 6 🛡 4 🌀 30

Action Pool: M U A + 🛡

600 ⚙

Vehicle Armour:

Chassis:

Turret:

Primary Turret Mount:

Turret Equipment Mount:

Chassis Upgrades:

Dozer Blade: 75 ⚙

Constrictor Howitzer: 300 ⚙

HE Rounds:

White Phosphorous Rounds:

# Equipment List:

## Light Weapons:

HMG: 50 ⚙

Light Auto Cannon: 50 ⚙

## Launcher Weapons:

Rapid Rocket Pod: 75 ⚙

Heavy Rocket Pod: 125 ⚙

## Medium Weapons:

Medium Auto Cannon: 100 ⚙

Heavy Auto Cannon: 150 ⚙

Rotary Auto Cannon: 100 ⚙

Frag Cannon: 150 ⚙

## Mech-Scale Melee Weapons:

Buckler: 75 ⚙

Tactical Shield: 100 ⚙

Electro Spike: 75 ⚙

Heavy Spike: 100 ⚙

Mace: 75 ⚙

Bash:

Sweep:

## Gun-Launchers:

Type D Gun-Launcher: 300 ⚙

Type R Gun-Launcher: 300 ⚙

## Large Cannons:

SB-120 Tank Gun: 300 ⚙

Mk1-E Lancer Cannon: 250 ⚙

## Indirect Fire:

Light Mortar: 100 ⚙

Heavy Mortar: 300 ⚙

## Fire Control Units:

Basic FCS Extension: 50 ⚙

## Sensors:

Basic Sensor Suite: 50 ⚙

Target Marker: 25 ⚙

## Defensive Utilities:

Internal Reinforcement: 100 ⚙

Core System Shielding: 100 ⚙

Smoke Launcher: 50 ⚙

## Armour:

Armour for mecha and vehicles comes in [size one] 1 (light) and [size two] 2 (heavy) versions. The effects of these versions are not additive (e.g. heavy ablative armour grants +16 [HP], ♥ not +24). A unit may only mount one type of armour (e.g. a unit cannot mount light blast plating and composite even if they have enough space.)

Ablative Armour: 50/100 ⚙

+8 ♥ / +16 ♥

## Mech Mobility Enhancement:

Jump jets: 150 ⚙

Skate System: 150 ⚙

## Drones:

Drone Controller: 50 ⚙

### Recon Drone

Eye in the sky

♥ 4

🛡 6

🛡 10

♣ 40

🌀 30

Integrated Electronics:

Stealth Modifications:

Small: This drone can be docked with its parent unit. You may undock the drone and set its mode as an [utility action] U.

Evasion: Has a chance to evade incoming attacks based on [agility] 🌀 stat.

Flyer: Cannot be targeted by melee attacks.

Modes for this drone type are:

- Loiter Mode: Will move to a designated point then lock on to an enemy target, prioritising the largest most threatening one.
- Support Mode: Will follow an allied unit and attempt to lock-on to targets that unit attacks.
- Recall: Will attempt to return to its controller and dock with it.