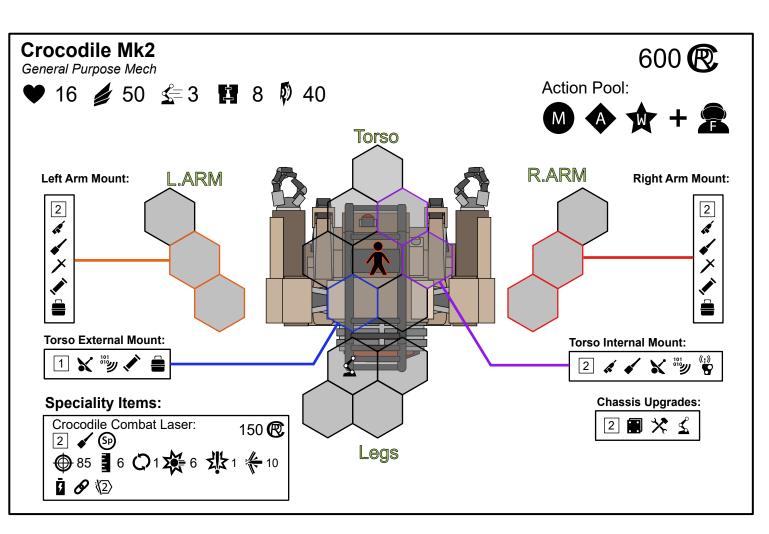
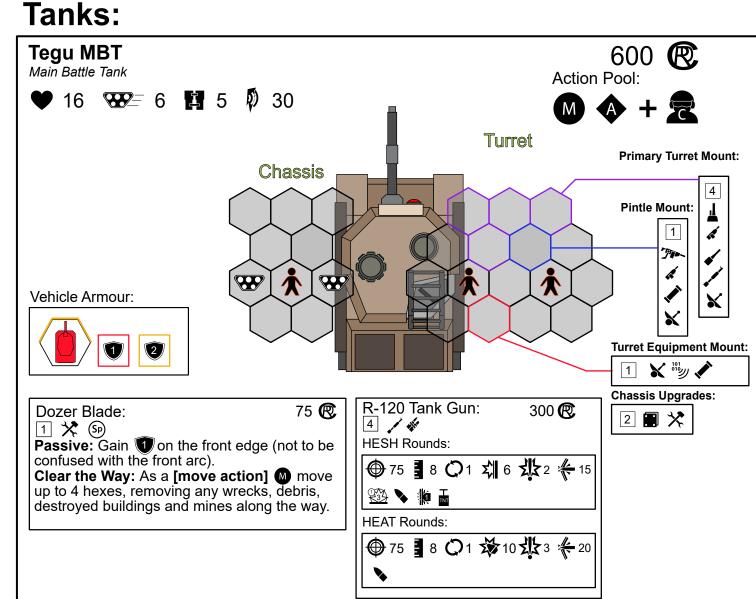
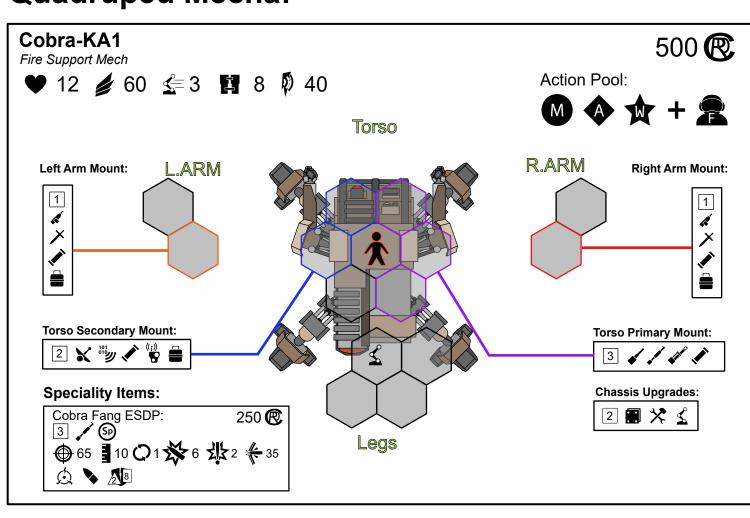
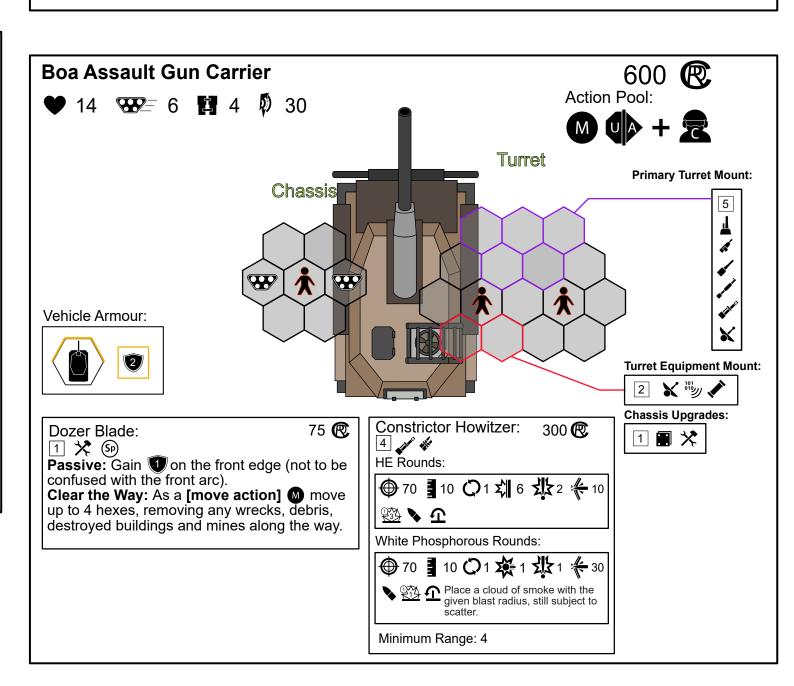
Bi-Ped Mecha:





Quadruped Mecha:

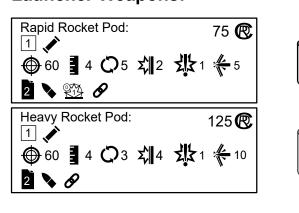


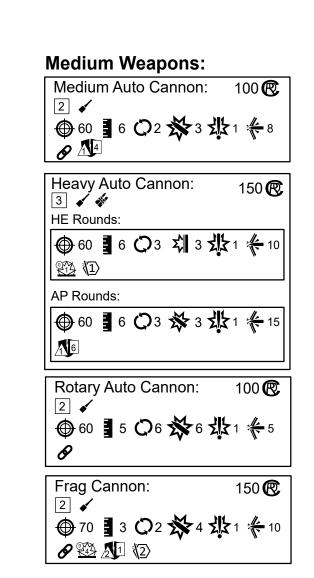


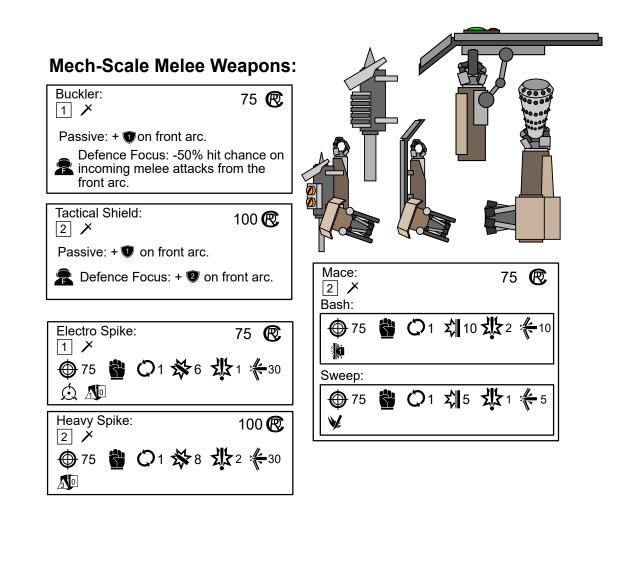
Equipment List:



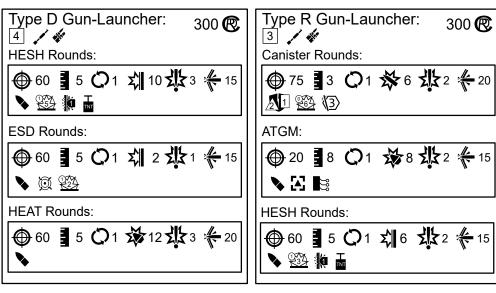
Launcher Weapons:

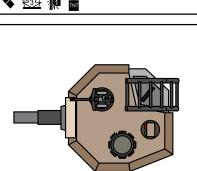




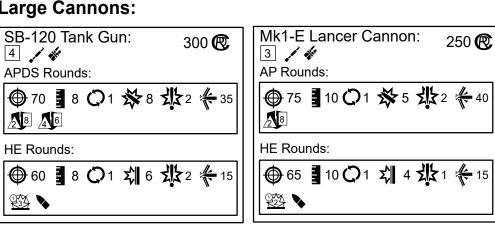


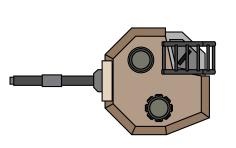
Gun-Launchers:



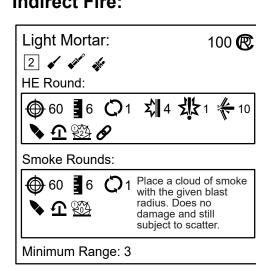


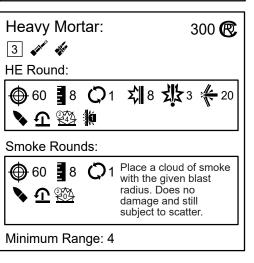
Large Cannons:





Indirect Fire:





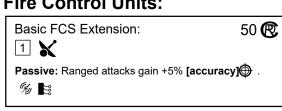
Armour for mecha and vehicles comes in [size one] 1 (light) and

50/100 **R**

[size two] 2 (heavy) versions. The effects of these versions are not

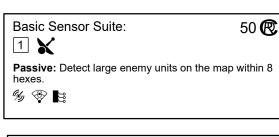


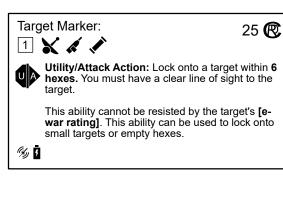
Fire Control Units:





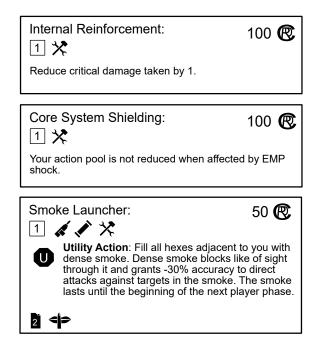
Sensors:

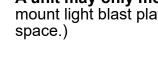






Defensive Utilities:



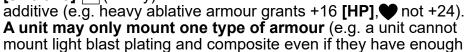


Ablative Armour:

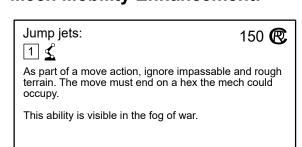
+8 +16 +16

1 / 2

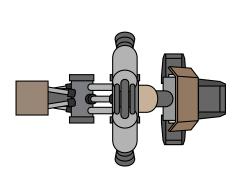
Armour:



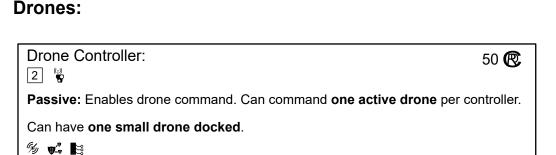


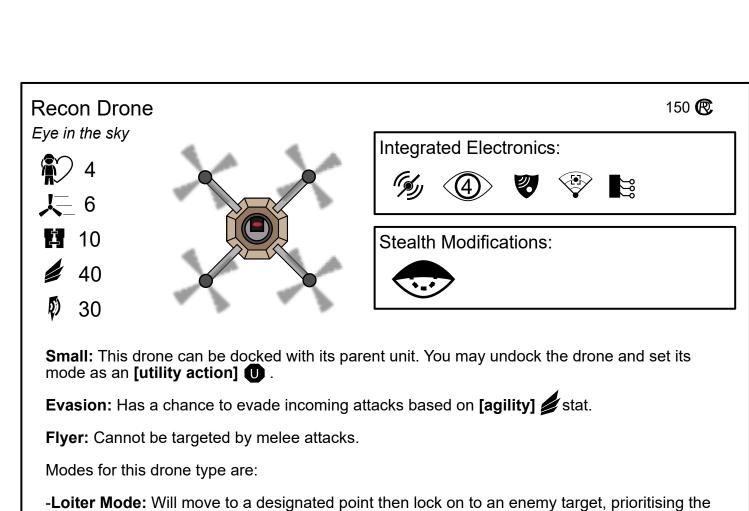


Skate System: 150 🔞 1 ≰ At the beginning of your turn declare if you are using the skate system. If so gain [+1 movement] and change your movement type to [tracked] **E=. Does not stack with jump jets



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.