

Unlock Options

EMP Weapons

Unlock Price: 500

EMP Charge: 75	EMP Missiles: 125
70 10 3 1 1 2 4 1 2 20	20 10 8 2 2 2 1 1 10
1 2 3 4 5 6 7 8 9 10	1 2 3 4 5 6 7 8 9 10

Laser Weapons

Unlock Price: 800

High Energy Laser: 400	Pulse Laser: 250
80 10 6 1 1 1 1 1 10	80 10 6 1 1 1 1 1 10
1 2 3 4 5 6 7 8 9 10	1 2 3 4 5 6 7 8 9 10

Advanced Missiles

Unlock Price: 500

Swarm Micro Missiles: 200	Longbow Missiles: 150
20 10 6 1 1 1 1 1 10	20 10 8 2 2 2 1 1 10
1 2 3 4 5 6 7 8 9 10	1 2 3 4 5 6 7 8 9 10

Howitzers

Unlock Price: 500

Light Howitzer: 100	Howitzer: 350
60 10 1 1 1 1 1 1 10	60 10 12 1 1 1 1 1 10
1 2 3 4 5 6 7 8 9 10	1 2 3 4 5 6 7 8 9 10

Heavy Launchers

Unlock Price: 500

Hunter-Killer Missile: 200	Hammer Rockets: 150
20 10 10 1 1 1 1 1 10	60 10 1 1 1 1 1 1 10
1 2 3 4 5 6 7 8 9 10	1 2 3 4 5 6 7 8 9 10

Multi-Function Detonators

Unlock Price: 200

Multi-function Detonators:

When using a [mech scale throwable], instead of performing a regular attack the weapon can be used in the following modes:

Proximity Detonation: The throwable will persist on the battlefield and detonate itself when an enemy unit moves over or adjacent to it.

Remote Detonation: The throwable will persist on the battlefield. The user may detonate it as a free action the turn after it was thrown.

If using proximity or remote detonation settings the attacker may plant the throwable directly in an adjacent hex or the one it occupies instead of performing a ranged attack. This requires no roll. Throwables planted in this way are considered small units with optical stealth and [signature dampening]. Planting a throwable like this can be done as a utility or action action.

Friendly mech units with empty hard points may pick up a planted friendly throwable from an adjacent hex or the hex they occupy as a utility action. The throwable can then be used again with an attack action.

Expanded Melee Arsenal

Unlock Price: 800

Explosive Pile Driver: 150	Chain Blade: 350
75 10 1 1 1 1 1 1 10	60 10 1 1 1 1 1 1 10
1 2 3 4 5 6 7 8 9 10	1 2 3 4 5 6 7 8 9 10

Advanced Counter Measures

Unlock Price: 500

Chaff Launcher: 100	Active Defence System: 150/300
75 10 1 1 1 1 1 1 10	75 10 1 1 1 1 1 1 10
1 2 3 4 5 6 7 8 9 10	1 2 3 4 5 6 7 8 9 10

Specialist Armour

Unlock Price: 400

ED Armour: 75/150	Blast Plating: 75/150
1 2 3 4 5 6 7 8 9 10	1 2 3 4 5 6 7 8 9 10
1 2 3 4 5 6 7 8 9 10	1 2 3 4 5 6 7 8 9 10

Explosive Utilities

Unlock Price: 500

Demolition Charge: 75	Line Charge Launcher: 75
70 10 3 1 1 1 1 1 10	75 10 1 1 1 1 1 1 10
1 2 3 4 5 6 7 8 9 10	1 2 3 4 5 6 7 8 9 10

Specialist FCS

Unlock Price: 400

Main Gun FCS: 75	Artillery FCS: 75
75 10 1 1 1 1 1 1 10	75 10 1 1 1 1 1 1 10
1 2 3 4 5 6 7 8 9 10	1 2 3 4 5 6 7 8 9 10

Electronic Warfare Equipment

Unlock Price: 500

ECM Suite: 75	Network Support Module: 150
75 10 1 1 1 1 1 1 10	75 10 1 1 1 1 1 1 10
1 2 3 4 5 6 7 8 9 10	1 2 3 4 5 6 7 8 9 10

Advanced Sensor Equipment

Unlock Price: 500

Hi-Res Optical Scanner: 75	Soliton Radar: 125
75 10 1 1 1 1 1 1 10	125 10 1 1 1 1 1 1 10
1 2 3 4 5 6 7 8 9 10	1 2 3 4 5 6 7 8 9 10

Large Support Drones

Unlock Price: 1000

Repair Drone

A Literal Heal Bot

6 6 4 40

Drone Armour: 500

Integrated Electronics:

Large: This drone must be deployed at the start of the game.

Repair Tool: During the aftermath phase this drone will repair up to 6HP distributed among adjacent allied units.

Modes for this drone type are:

- Triage Mode:** Will move to a designated point then stay there, repairing all adjacent allied units starting with the most damaged.
- Batch Repair Mode:** Will move to a designated point then stay there, repairing all adjacent allied units distributing repaired HP as evenly as possible.
- Support Mode:** Will follow an allied unit and attempt to remain adjacent to it. Will prioritise repairs on the designated unit.

Point Defence Drone

Massacres Missiles

6 6 4 50

Integrated Electronics:

Drone Armour: CRAM Turret.

Large: This drone must be deployed at the start of the game.

Modes for this drone type are:

- Point Defence Mode:** Will move to a designated point then stay there.
- Guard Mode:** Will follow an allied unit and attempt to keep that ally within range of it's CRAM turret.

EXO-Terra Arms Package

Unlock Price: 1500

Unlocks the following for purchase:

- Cirrus Mk2 Chassis
- Cumulus Chassis
- Cloudburst Chassis
- Smart Gun

Smart Gun: 75
50 10 4 2 2 2 1 1 3
1 2 3 4 5 6 7 8 9 10

Cirrus Mk2

High Performance Rapid Strike Mech

16 60 4 8 50

800

Left Arm Mount: LARM

Torso

Right Arm Mount: RARM

Front Torso Mount: 2

Rear Torso Mount: 2

Integrated Data-Link

Legs

Chassis Upgrades: 1 2 3 4

Cirrus Mobility System: 200

Stratus Fire Control Suite: 250

Flight Mode: Declare usage of flight mode at the beginning of your turn. Add +4 to [mobility] and change movement type to flying. You may choose to turn off flight mode at the end of your turn or remain flying.

Passive: Replace your [tack action] with a [move/attack action] - Gain [+15 evasion]

Using flight mode will make this unit visible in the fog of war.

Emergency Landing: If afflicted by EMP shock while in flight mode instead of being destroyed take 6 impact damage and revert to legged movement.

Missile-Link: Your [launcher] weapons now have the [linked] attribute.

Integrated Target Marker: This equipment can be used as a target marker.

Active Scan: As a [utility action] gain [optical detection 5] in your front arc until the end of turn.

Missile Reserves: Double the [limited ammo] attribute of up to two of your launcher weapons.

Passive: Replace your [move action] with a [move/attack action] - Gain [20 tracking] for all equipped range weapons.

Cumulus

Electronic Support Mech

12 40 3 8 60

800

Left Arm Mount: LARM

Torso

Right Arm Mount: RARM

Left Torso Mount: 2

Centre Torso Mount: 2

Integrated Data-Link

Legs

Chassis Upgrades: 1 2 3 4

Cumulus Sensor System: 200

Nimbus ECM System: 200

Passive: Detect large and small enemy units within 10 hexes. You can perform sensor and visual locks on small targets and empty hexes.

Mass Jamming: As a [utility action] jam all enemy units within 8 hexes.

Mass E-Fortification: As a [utility action] grant all allied units within 8 hexes [electronic defence] and [+10 E-War] until end of turn.

Passive: Gain [+20 E-War]

Aegis Smart Gun: 250

Aegis Mode: As a [utility action] gain [26 front arc] on your front arc until the end of turn. This ability benefits from [linked]. You cannot use aegis mode and attack with this weapon in the same turn.

Cloudburst AGCV

Advanced Ground Combat Vehicle

14 8 6 50

800

Chassis

Turret

Primary Turret Mount: 3

Pintle Mount: 2

Turret Equipment Mount: 2

Chassis Upgrades: 1 2 3 4

Urban Warfare Package: 200

Passive: Gain 3 moves of [reactive armour].

Clear Path: As a [move action] move up to 4 hexes, removing any mine or destructible terrain along the way.

Amphibious Assault Package: 200

Passive: This unit may move across water terrain hexes without penalty.

Intelligent Fragmentation: IF rounds do not damage friendly units.

Rain Maker Tank Gun: 350

Intelligent Fragmentation (IF): Rounds do not damage friendly units.

AP Rounds: 20 8 2 4 2 25

Self Forging Top Attack Munition (SFTAM): 20 8 1 8 2 20

Integrated FCS: This weapon has [tracking 30] provided the vehicle is not hacked or suffering from EMP shock.

Knight-Lite Arms Package

Unlock Price: 1500

Unlocks the following for purchase:

- Lord Mk2 Chassis
- Errant Mk2 Chassis
- Squire Chassis
- X-Bow

X-Bow: 100
65 10 5 1 1 1 1 1 10
1 2 3 4 5 6 7 8 9 10

Lord Mk2

Fire Support Mech

14 40 3 8 50

800

Left Arm Mount: LARM

Torso

Right Arm Mount: RARM

Right Torso Mount: 2

Chassis Upgrades: 2 3 4

Legs

Mk2-GJ Lancer Cannon: 300

Castellan Utility Launcher: 200

Minimum Range: 4 Hexes

Weak Optics: Ranged attacks against targets more than 5 hexes away suffer a stacking -10 [accuracy] penalty per hex.

Lord Stealth Plating: 100/200

Smoke Rounds: Create an area of dense smoke with the following pattern.

Mine Launcher: Deploy three mines in the following pattern.

Mines must land on an unoccupied hex to work. They deal 8 [HEAT] damage to non-infantry targets and automatically inflict 2 internal damage on legs and chassis hardpoints.

Errant Mk2

Low Detection Strike Mech

16 50 4 8 40

800

Left Arm Mount: LARM

Torso

Right Arm Mount: RARM

Left Torso Mount: 2

Right Torso Mount: 2

Chassis Upgrades: 2 3 4

Legs

Speciality Items:

Falcon Counter Launcher: 200

Errant Stealth Plating: 100/200

+6 10

Integrated Sensor Dampening:

Squire

Support Vehicle

14 8 6 40

800

Chassis

Turret

Primary Turret Mount: 4

Pintle Mount: 2

Turret Equipment Mount: 2

Chassis Upgrades: 1 2 3 4

Amphibious Modifications: 75

Mk3-HV Lancer Cannon: 400

Storm Mortar: 350

HE Rounds: 20 8 1 1 1 1 1 1 10

Squire Stealth Enhancement: 100

+6 10

Guye Co. Arms Package

Unlock Price: 1500

Unlocks the following for purchase:

- Big Guye Chassis
- Little Dude Chassis
- Fat Mann Chassis
- Bullet Hose
- Canisterate

Bullet Hose: 300
60 10 5 4 3 1 1 1 10
1 2 3 4 5 6 7 8 9 10

Canisterate: 50
70 10 3 1 1 1 1 1 10
1 2 3 4 5 6 7 8 9 10

Big Guye

QC Assault Mech

18 40 4 8 20

800

Left Arm Mount: LARM

Torso

Right Arm Mount: RARM

Torso Mount: 1

Chassis Upgrades: 2 3 4

Legs

Speciality Items:

Power Fist Mk. 2: 250

Punch: 60 10 1 1 1 1 1 1 10

Defence Focus: + on front arc for each power fist equipped.

Melee Focus: +15% for [light EMP] to take effect, if using 2 power fists.

Fat Mann

Heavy Assault Tank

20 4 4 20

1000

Vehicle Armour:

Chassis

Turret

Primary Turret Mount: 6

Pintle Mount: 2

Chassis Upgrades: 3 4 5 6

Juggernaut Plow: 125

Type G Gun-Launcher: 300

Passive: Gain on the front edge (not to be confused with the front arc). Double ramming damage to target.

Rear Exhaust Ports: This vehicle cannot gain any damage reduction on the bottom edge of it's hex (not to be confused with the rear arc).

Weak Optics: Ranged attacks against targets more than 5 hexes away suffer a stacking -10 [accuracy] penalty per hex.

Power Hungry: Cannot mount weapons with the [requires power] attribute.

Special Rules: Heavy Duty Arm Actuators: Mech scale throwables have their range increased by 2.

Little Dude

Long Range Melee Assault Mech?

14 50 4 8 20

800

Left Arm Mount: LARM

Torso

Right Arm Mount: RARM

Left Shoulder Mount: 1

Right Shoulder Mount: 1

Chassis Upgrades: 2 3 4

Legs

Speciality Items:

Rocket Fist: 300

Job: 80 10 1 1 1 1 1 1 10

Rocket Assisted Punch: 60 10 1 1 1 1 1 1 10

ROCKET PUNCH: 50 10 1 1 1 1 1 1 10

Release: After performing a ROCKET PUNCH attack the rocket fist cannot be used to attack again until a reload action is performed. Reload actions can be done as an attack or utility action. A single reload action reloads all rocket fists.

Defence Focus: + on front arc for each rocket fist equipped and loaded.