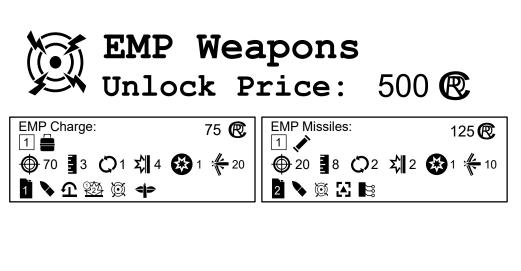
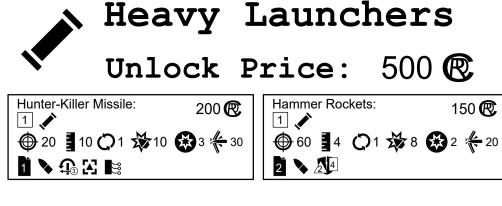
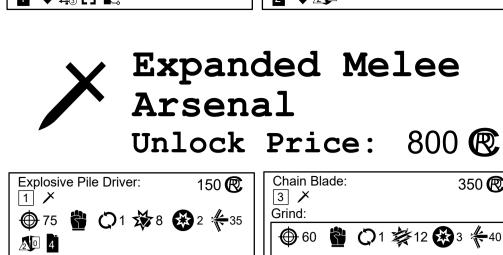
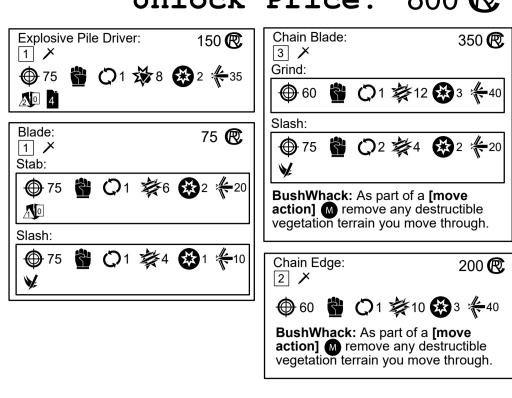
Unlock Options

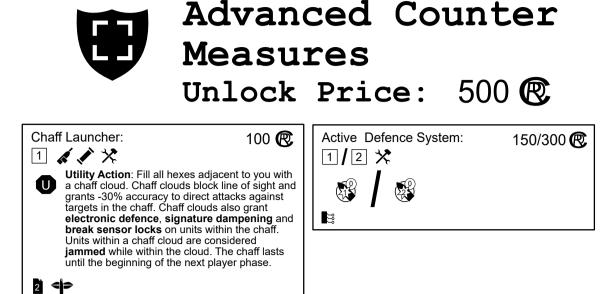


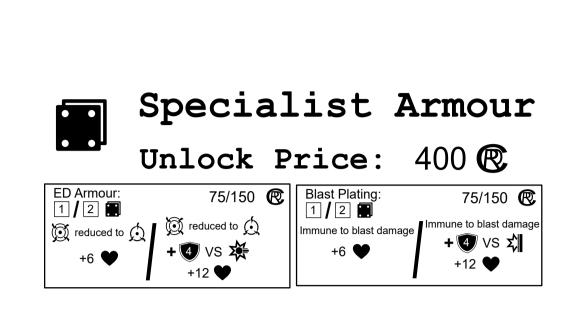


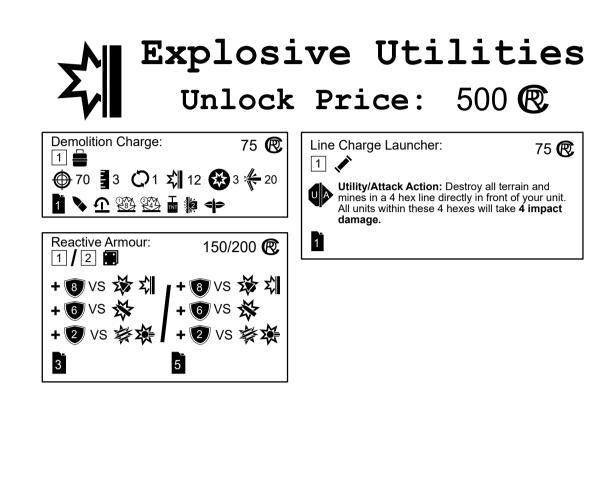






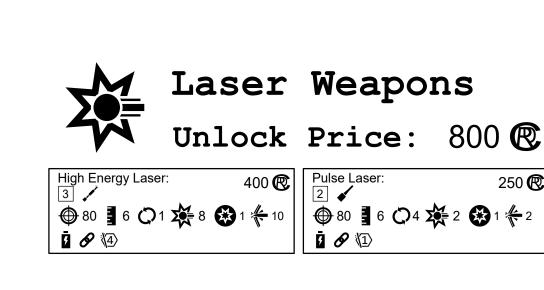


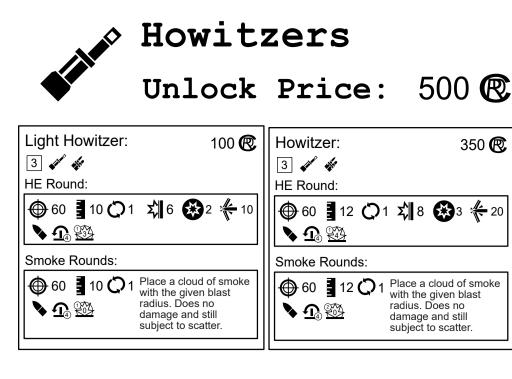


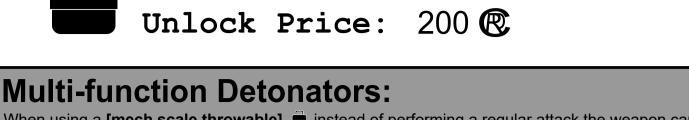


Repair Drone

A Literal Heal Bot

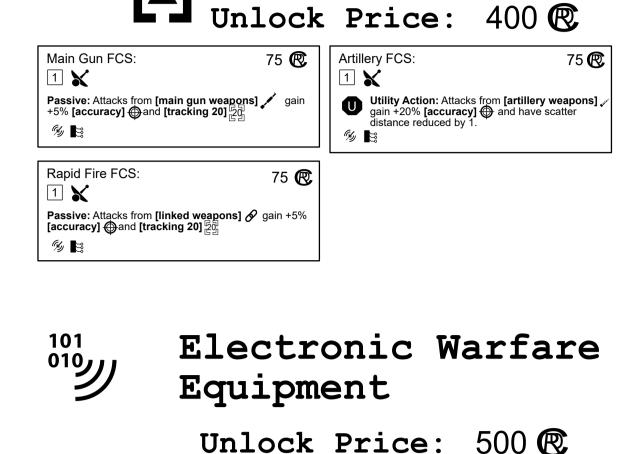




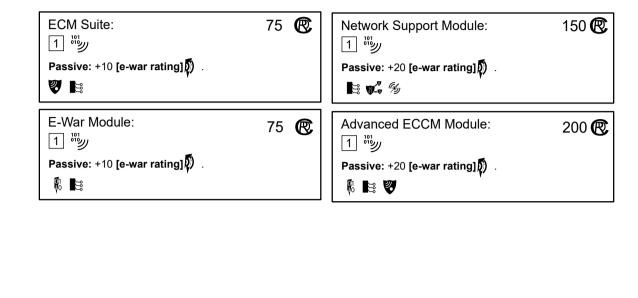


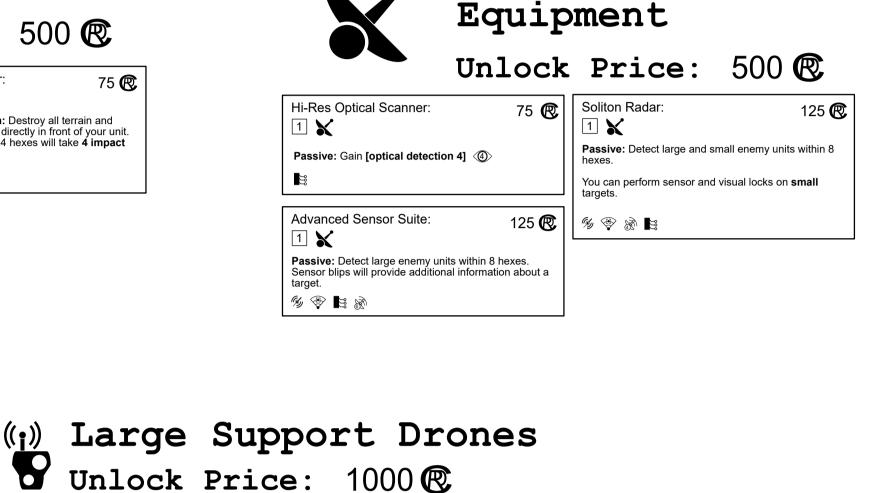
When using a [mech scale throwable], instead of performing a regular attack the weapon can be used in the following modes: **Proximity Detonation:** The throwable will persist on the battlefield and detonate itself when an enemy unit moves over or adjacent to it. **Remote Detonation:** The throwable will persist on the battlefield. The user may detonate it as a free action **the** turn after it was thrown. If using proximity or 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 attack 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.

Multi-Function Detonators

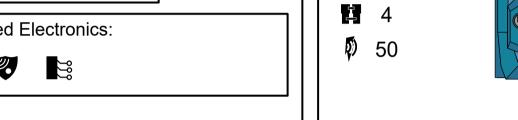


F. Specialist FCS





Advanced Sensor



500 **®**

Point Defence Drone

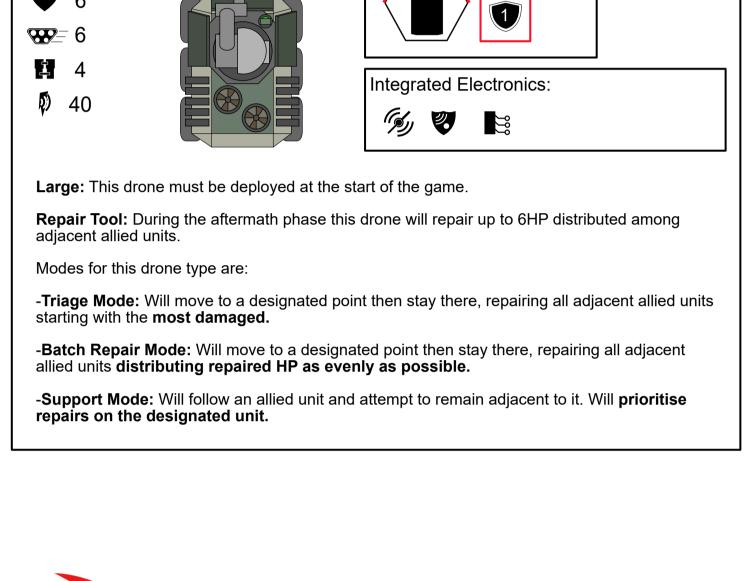
Left Arm Mount:

Front Torso Mount:

Left Shoulder 1

1

Massacres Missiles

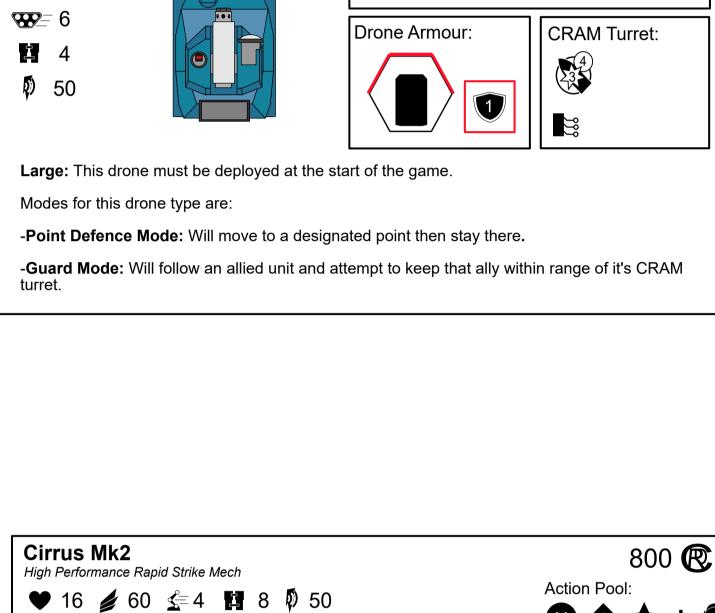


EXO-Terra

Arms Package

Unlock Price: 1500 @

Drone Armour:



Torso

R.ARM

Right Arm Mount:

×

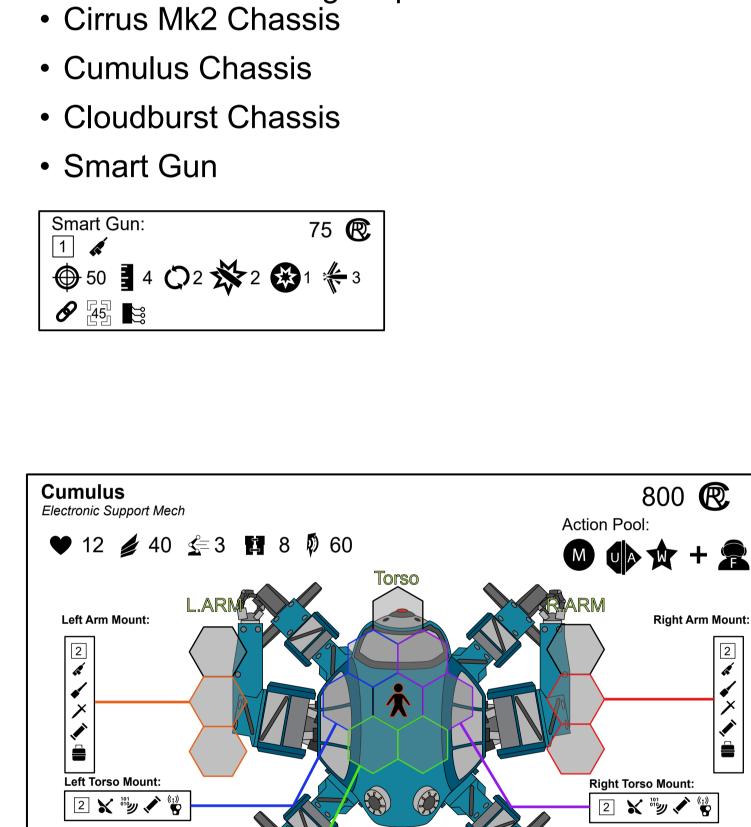
1 Right Shoulder

1

Integrated Electronics:

)

500 **(R**)



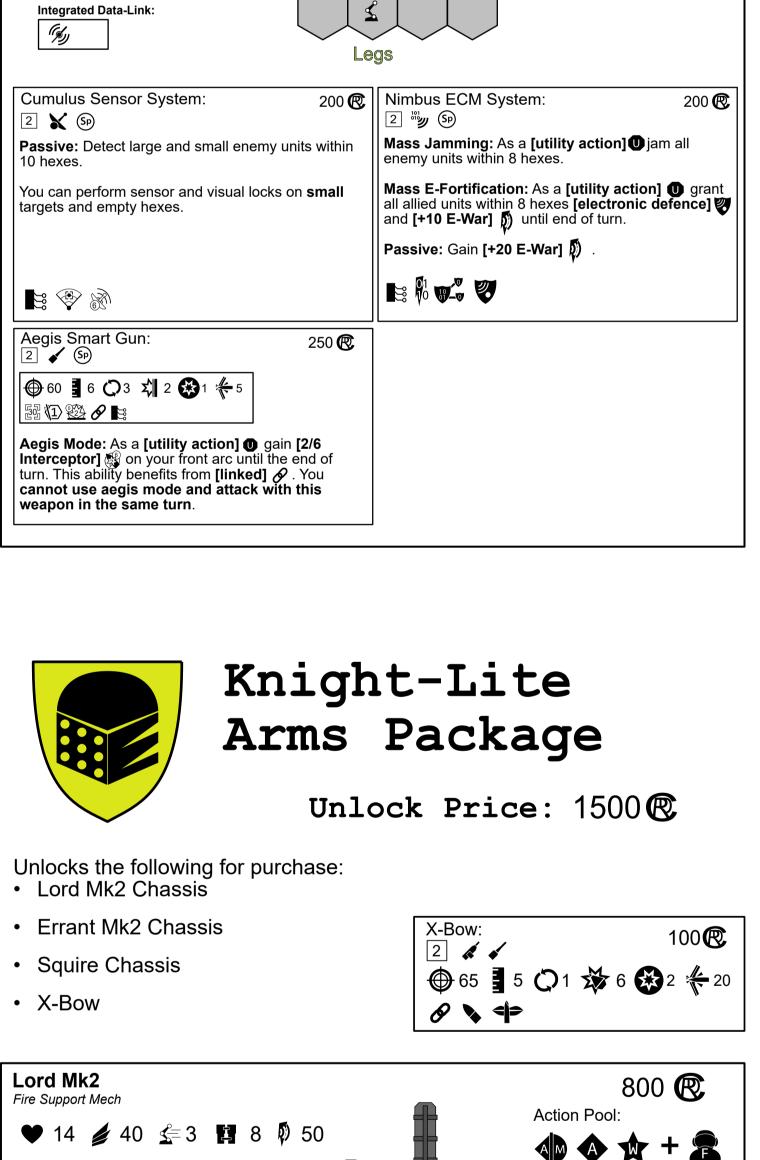
Chassis Upgrades:

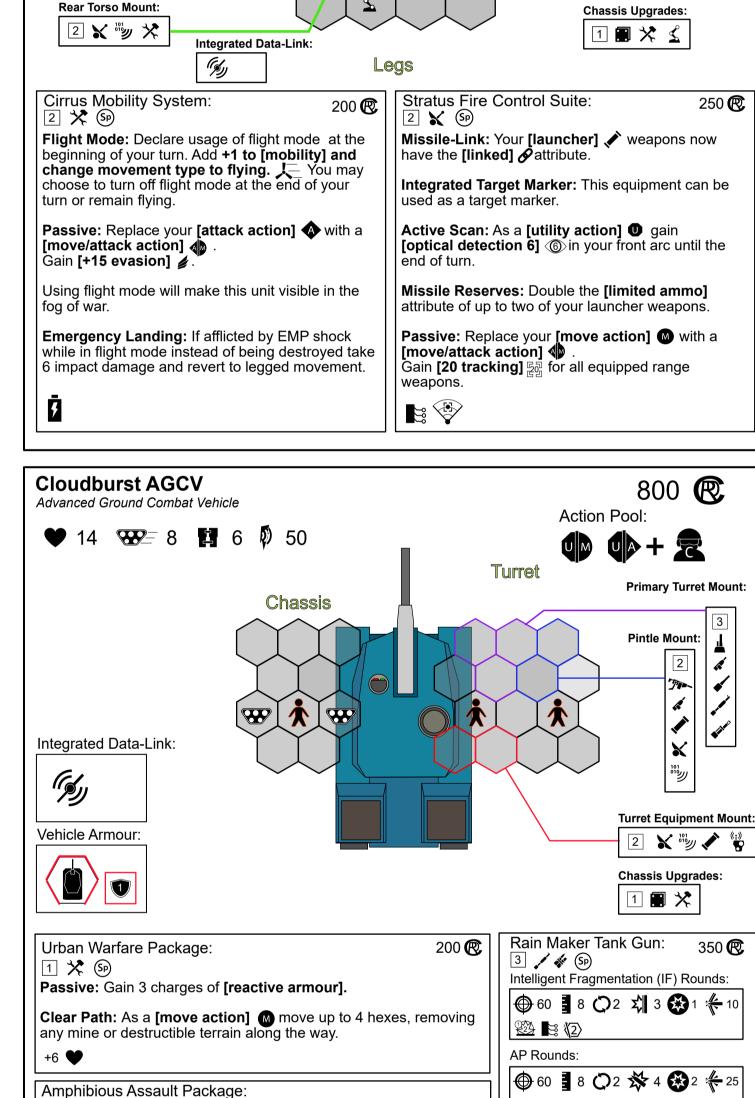
1 🗐 💢 💃

Centre Torso Mount:

2 🗙 🖐 🛠

Unlocks the following for purchase:





200 🔞

200 🔞

Torso

Self Forging Top Attack Munition (SFTAM):

🕀 20 🚦 8 🗘 1 🕉 8 🚱 2 🟀 20

Integrated FCS: This weapon has [tracking 30] [3] provided the

vehicle is not hacked or suffering

Intelligent Fragmentation: IF

rounds do not damage friendly

Action Pool:

R.ARM

800 🔞

Right Arm Mount:

800 🔞

Right Arm Mount:

Action Pool:

R.ARM

from EMP shock.

units.

Passive: This unit may move across water terrain hexes without

Passive: Increase the top armour value and front long arc armour

Up Armour Package:

1 💢 🗐

values by 1.

Errant Mk2

Low Detection Strike Mech

Left Arm Mount:

Ŕ

Big Guve

CQC Assault Mech

Left Arm Mount:

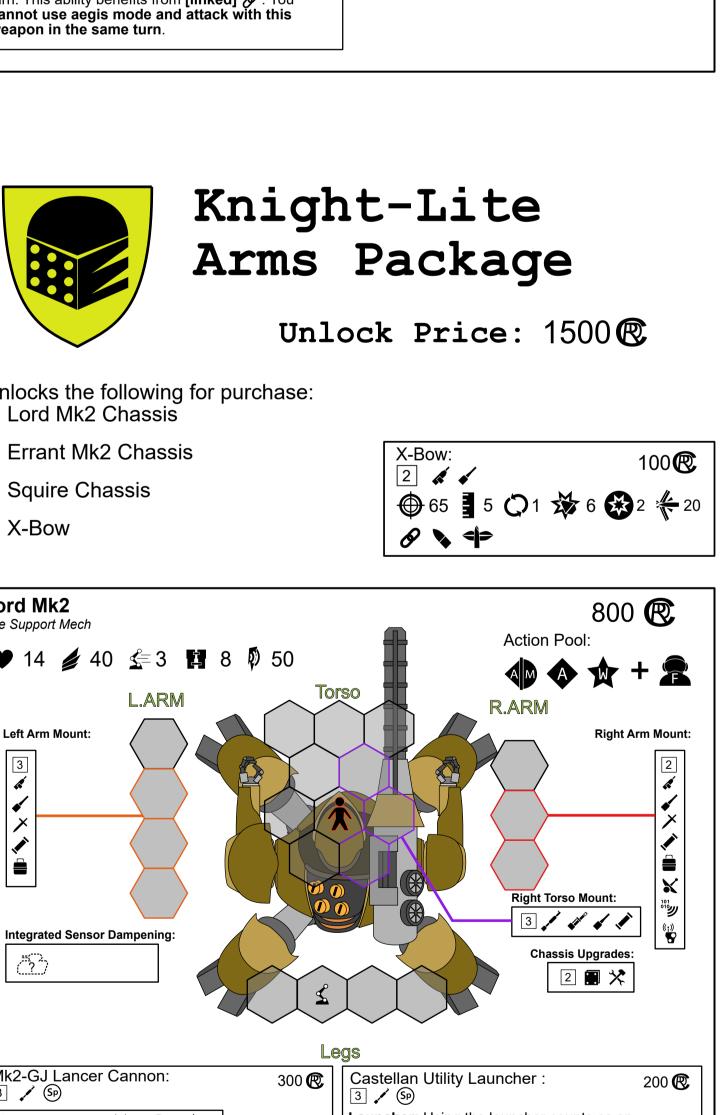
🕨 18 🥖 40 套 4 🚦 8 👂 20

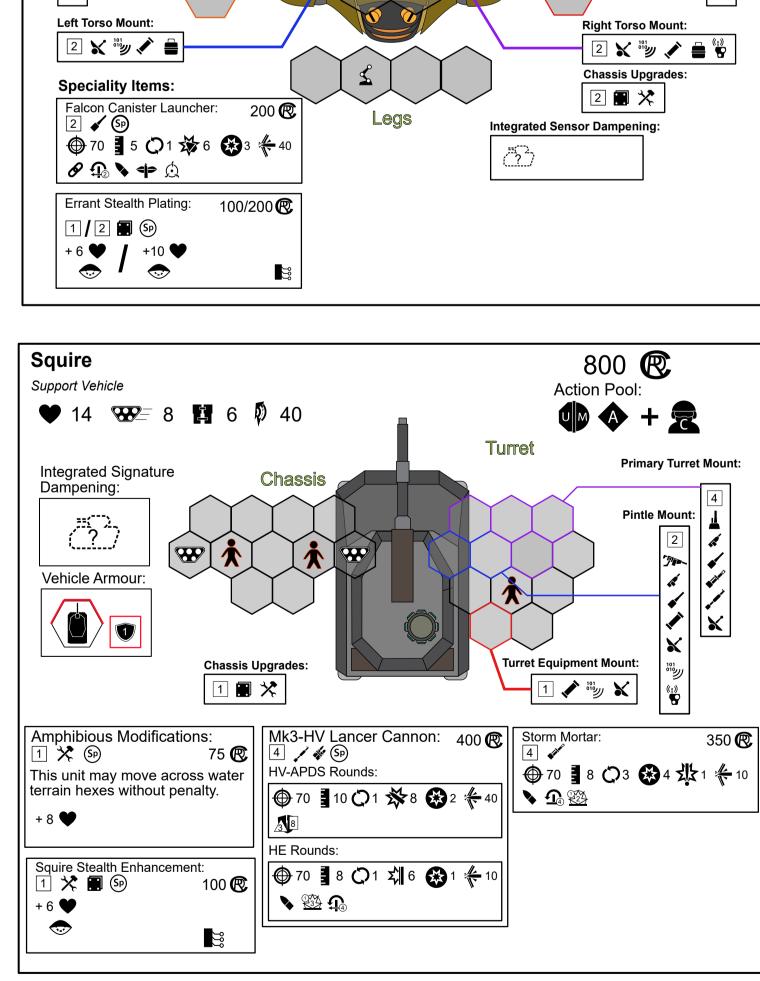
L.ARM

16 **/** 50 **/**≡4 **□** 8

L.ARM

+ 10







Units caught in the blast

20

Chassis

Chassis Upgrades:

3 🗐 💢

Clear the Way: Once per turn as part of a [move action] M

ignore any terrain movement penalties and clear any mines in

front arc). Double ramming damage to target.

permanently have [beacon].-

Fat Mann

Heavy Assault Tank

Vehicle Armour:

Juggernaut Plow:

Special Rules:

it moves over.

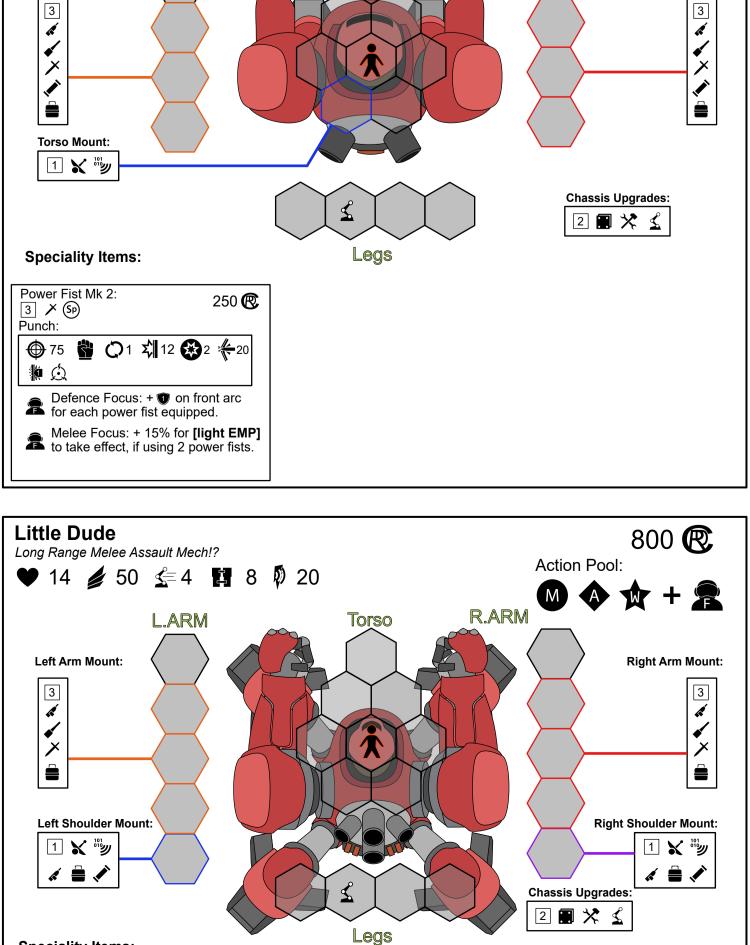
with the rear arc).

power] attribute.

1 **※** ⑤

your path.

20 **2**0 **2**0 **4**



Torso

