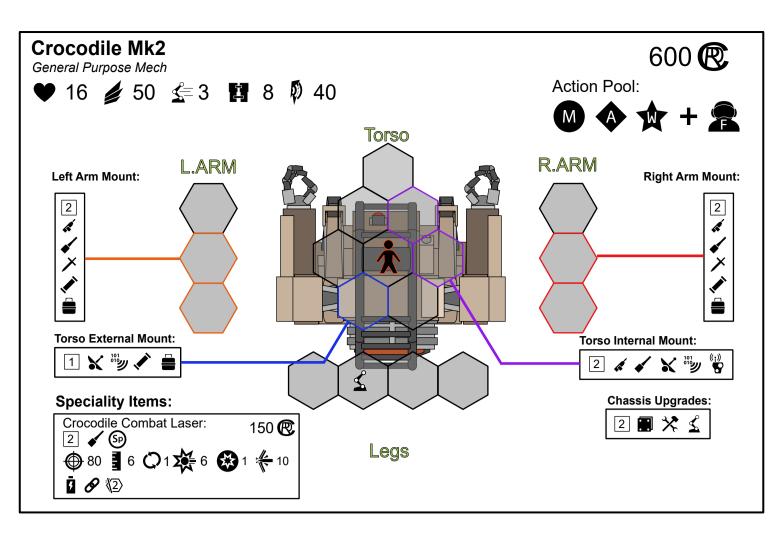
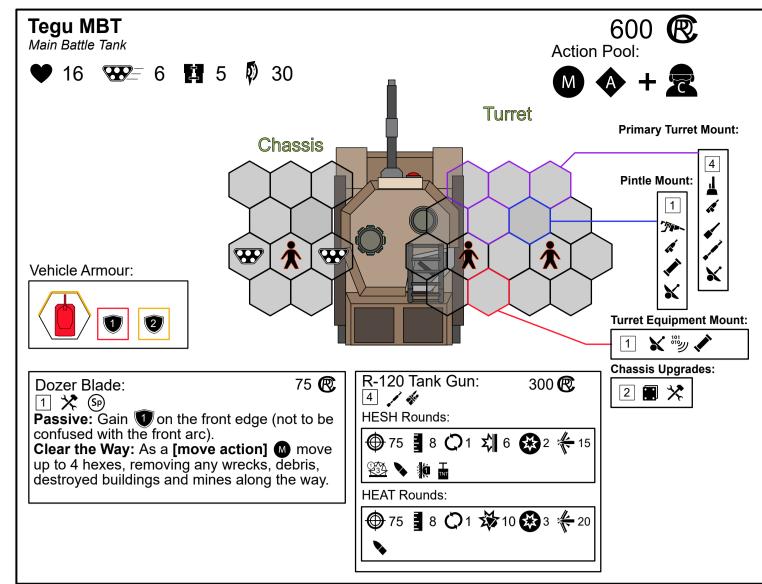
Make Your Unit

You have 1000 🕲 (credits) to spend on your starting unit. Buy one of the chassis types below and spend your remaining credits on outfitting it with weapons and equipment.

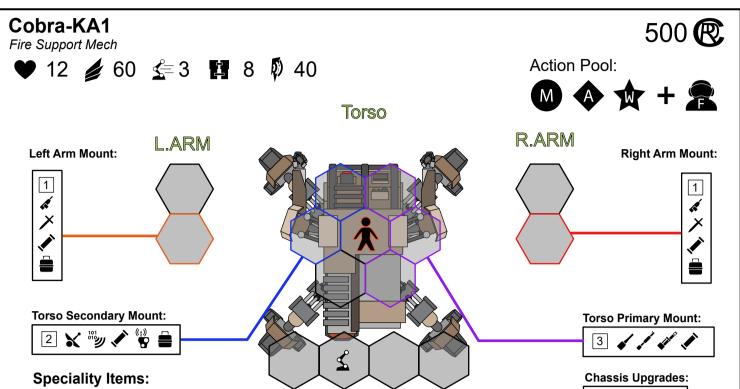
Bi-Ped Mecha:

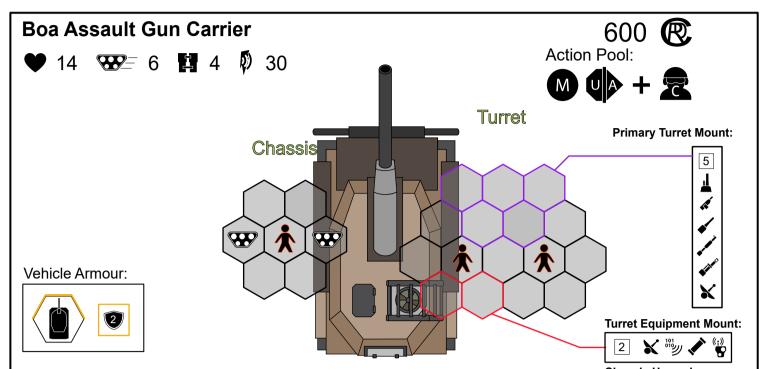


Tanks:



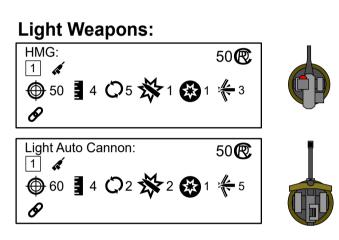
Quadruped Mecha:



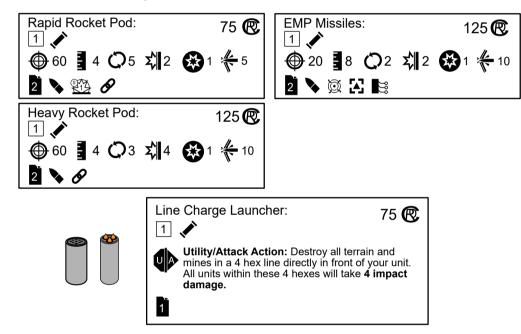


_ I		\sim \sim \sim				Chassis Upgrades:
	Cobra Fang ESDP: 250 🔞	Legs	2 🔳 🛠 ≰	Dozer Blade: 75 🔞	Constrictor Howitzer: 300 🔞	
	3 ✓ SP ⊕ 65 ∎ 10 ◯ 1 🔆 6 🚱 2 🛠 35			1 🛠 🔊		
				Passive: Gain 🚺 on the front edge (not to be	HE Rounds:	1
				confused with the front arc). Clear the Way: As a [move action] M move	🕀 70 🚦 10 📿 1 🗐 6 🚱 2 🟀 10	
l				up to 4 hexes, removing any wrecks, debris,	1 No. 1	
				destroyed buildings and mines along the way.		
					White Phosphorous Rounds:	
					1 🕀 70 🚦 10 🗘 1 🔆 1 🍪 1 🖑 30	
					Place a cloud of smoke with the given blast radius, still subject to	
					scatter. AoE damage can inflict penetrating hits.	

Equipment List:

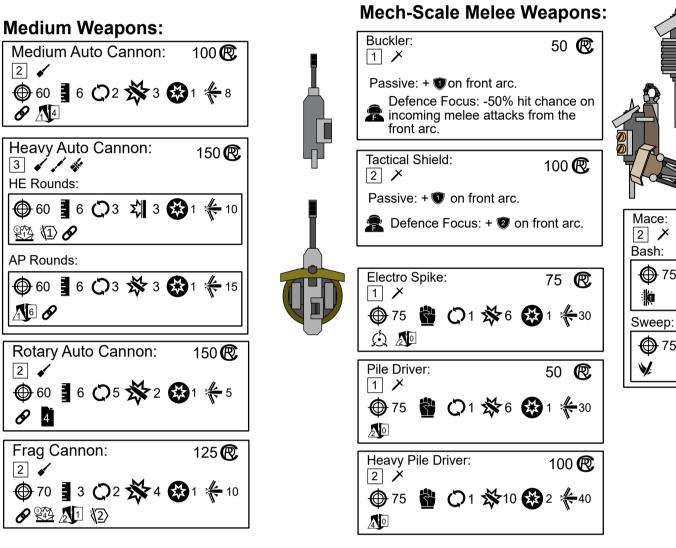


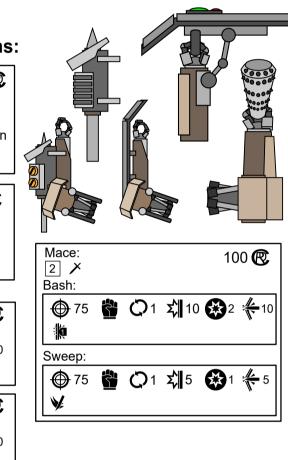
Launcher Weapons:



Gun-Launchers:

Type D Gun-Launcher: 300 🕲	Type R Gun-Launcher: 300 🕲
HESH Rounds:	Canister Rounds:
🕀 60 📱 5 🗘 1 式 10 🐼 3 🏀 15	⊕ 75 ∎3 ۞1 🔆 8 🚱2 桊 20
► 🕸 🗰 📥	A 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1
ESD Rounds:	ATGM:
🕀 60 📱 5 🗘 1 🖏 2 🚱 1 桊 15	⊕ 20 ∎ 8 ♥ 1 № 8 ⊕ 2 € 15
▶ ∅ <u>८७</u>	
HEAT Rounds:	HESH Rounds:
🕀 60 🚦 5 🗘 1 🕉 12 🐼 3 🏀 20	⊕ 60 🚦 5 ◯1 🖍 6 🚱 2 🌾 15





Indirect Fire:

300 🔞

Light Mortar: 100 🕲	Light Howitzer: 100 🔞
2 🖌 🎶	3 🛹 🙀
HE Round:	HE Round:
⊕ 60] 6 ○ 1 ☆ 4 ↔ 1 ← 10	⊕ 60 🚦 10 📿 1 🖾 6 🚱 2 桊 10
▶ <u>1</u> 3 ∰ Ø	
Smoke Rounds:	Smoke Rounds:
 ⊕ 60 ■ 6 ↓ 1 Place a cloud of smoke with the given blast radius. Does no damage and still 	 ♦ 60 ■ 10 ○ 1 Place a cloud of smoke with the given blast radius. Does no damage and still

	Lancer Cannon: nds:	250 🕅
	∎10 () 1 🔆 6 🕻	2 🔆 40
HE Rou	nds:	
(70	∎ 10 🗘 1 式 4 📢	1 🏀 15
<u>8</u> 24	•	·

🕀 65 🚦 8 🗘 1 🔆 8 🚱 2 🏀 35

🕀 65 🚦 8 🗘 1 式 6 🚱 2 🏀 15

Large Cannons:

SB-120 Tank Gun:

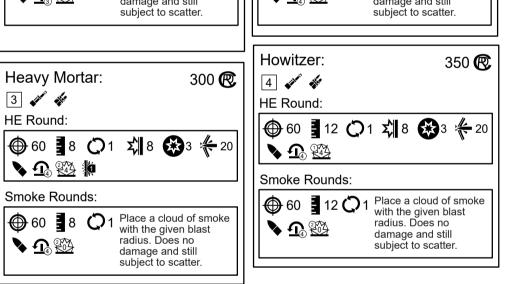
4

2 8 4 6

HE Rounds:

<u>83</u>

APDS Rounds:





Electronic Warfare Equipment:

ECM Suite: Network Support Module: 150 🔞 75 🔞 لو™ 1 سالا 1 Passive: +10 [e-war rating] Passive: +20 [e-war rating] V 🗟 B **T** Advanced ECCM Module: E-War Module: 200 🔞 75 🔞 سالا 1 ₩ 1 Passive: +10 [e-war rating] Passive: +20 [e-war rating] **%** 🛤 🕅 🛤 💞

Mech Scale Throwables:

Demolition Charge: 75 🔞	EMP Charge: 75 🔞
	🕀 70 🛯 3 📿 1 🎝 4 🚱 1 🖑 20
1 > 1, 2 2 2 4	1 > 1, 2, 2, 2, 4



Basic FCS Extension:

1 🗙

H 🗄

1 🗙

H 🗄

1 🗙

M 🗄

1 🗙

M 😫

O

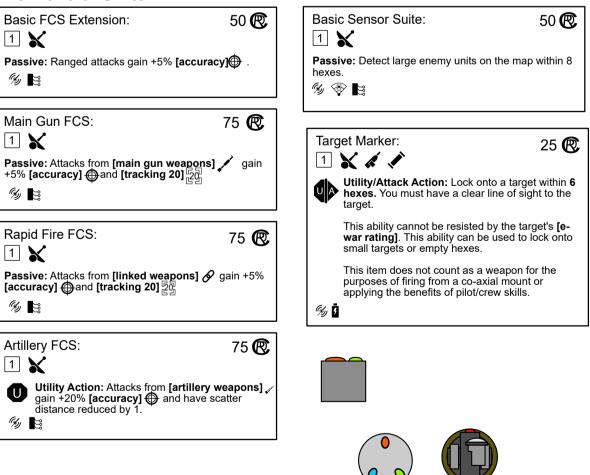
Artillery FCS:

distance reduced by

Main Gun FCS:

Rapid Fire FCS:

Sensors:



Defensive Utilities:

Internal Reinforcement:	100 🤁
Reduce internal damage taken by 7	1.
+ 8 🎔	
Core System Shielding:	100 🧲
Your action pool is not reduced whe	en affected by EMP
shock.	·····, _···
shock. + 8 ♥	,
+ 8 ♥	
+ 8 ♥ Smoke Launcher:	50 🔞
+ 8 🎔	adjacent to you with e blocks like of sight accuracy to direct e smoke. The smoke

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], tot +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: 1 / 2 ■ + 8 ♥ / +16 ♥	50/100 🕲
Reactive Armour:	150/200 🔞
+ ⑧ ∨s 竣 ಭ	+ ⑧ ∨S 浚 斗
+ ⑥ ∨s 竣	+ ⑥ ∨S 浚
+ ② VS 奏楽】	+② VS 蔡晓
3	5

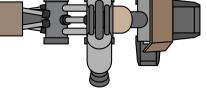
Mech Mobility Enhancement:

This ability is visible in the fog of war.

Jump jets: 1 ≰	150 🕲	Skate System:	150 😰	

As part of a move action, ignore impassable and rough terrain. The move must end on a hex the mech could occupy.

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] W**=. Does not stack with jump jets



Drones:

Dro	one Controller:	50 🕅
2		
Pas	ssive: Enables drone command. Can command one active	drone per controller.
Can	n have one small drone docked .	

