

# 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:

**Crocodile Mk2**  
General Purpose Mech

♥ 16 ♣ 50 ⚡ 3 🛡 8 🌀 40

600 (credits)

Action Pool: M A ★ + 🛡

**Speciality Items:**

- Crocodile Combat Laser: 150 (credits)
- 80 🛡 6 🌀 1 ⚡ 6 🛡 1 🌀 10

**Chassis Upgrades:**

- 2 🛡 🌀 🌀

## Tanks:

**Tegu MBT**  
Main Battle Tank

♥ 16 🛡 6 🛡 5 🌀 30

600 (credits)

Action Pool: M A + 🛡

**Vehicle Armour:**

- Dozer Blade: 75 (credits)
- Passive: Gain 🛡 on the front edge (not to be confused with the front arc).
- Clear the Way: As a [move action] 🌀 move up to 4 hexes, removing any wrecks, debris, destroyed buildings and mines along the way.

**Chassis Upgrades:**

- 2 🛡 🌀 🌀

## Quadruped Mecha:

**Cobra-KA1**  
Fire Support Mech

♥ 12 ♣ 60 ⚡ 3 🛡 8 🌀 40

500 (credits)

Action Pool: M A ★ + 🛡

**Speciality Items:**

- Cobra Fang ESDP: 250 (credits)
- 65 🛡 10 🌀 1 ⚡ 6 🛡 2 🌀 35

**Chassis Upgrades:**

- 2 🛡 🌀 🌀

## Boa Assault Gun Carrier

♥ 14 🛡 6 🛡 4 🌀 30

600 (credits)

Action Pool: M U A + 🛡

**Vehicle Armour:**

- Dozer Blade: 75 (credits)
- Passive: Gain 🛡 on the front edge (not to be confused with the front arc).
- Clear the Way: As a [move action] 🌀 move up to 4 hexes, removing any wrecks, debris, destroyed buildings and mines along the way.

**Chassis Upgrades:**

- 1 🛡 🌀

## Equipment List:

### Light Weapons:

**HMG:** 50 (credits)

1 🛡 🌀 50 🛡 4 🌀 5 🛡 1 🌀 1 🌀 3

**Light Auto Cannon:** 50 (credits)

1 🛡 🌀 60 🛡 4 🌀 2 🛡 2 🌀 1 🌀 5

### Launcher Weapons:

**Rapid Rocket Pod:** 75 (credits)

1 🛡 🌀 60 🛡 4 🌀 5 🛡 2 🌀 1 🌀 5

**EMP Missiles:** 125 (credits)

1 🛡 🌀 20 🛡 8 🌀 2 🛡 2 🌀 1 🌀 10

**Heavy Rocket Pod:** 125 (credits)

1 🛡 🌀 60 🛡 4 🌀 3 🛡 4 🌀 1 🌀 10

**Line Charge Launcher:** 75 (credits)

1 🛡 🌀

**Utility/Attack Action:** Destroy all terrain and mines in a 4-hex line directly in front of your unit. All units within these 4 hexes will take 4 impact damage.

### Gun-Launchers:

**Type D Gun-Launcher:** 300 (credits)

4 🛡 🌀

**HESH Rounds:**

60 🛡 5 🌀 1 🌀 10 🛡 3 🌀 15

**ESD Rounds:**

60 🛡 5 🌀 1 🌀 2 🛡 1 🌀 15

**HEAT Rounds:**

60 🛡 5 🌀 1 🌀 12 🛡 3 🌀 20

**Type R Gun-Launcher:** 300 (credits)

3 🛡 🌀

**Canister Rounds:**

75 🛡 3 🌀 1 🌀 8 🛡 2 🌀 20

**ATGM:**

20 🛡 8 🌀 1 🌀 8 🛡 2 🌀 15

**HESH Rounds:**

60 🛡 5 🌀 1 🌀 6 🛡 2 🌀 15

### Mech Scale Throwables:

**Demolition Charge:** 75 (credits)

1 🛡 🌀 70 🛡 3 🌀 1 🌀 12 🛡 3 🌀 20

**EMP Charge:** 75 (credits)

1 🛡 🌀 70 🛡 3 🌀 1 🌀 4 🛡 1 🌀 20

### Fire Control Units:

**Basic FCS Extension:** 50 (credits)

1 🛡 🌀

Passive: Ranged attacks gain +5% [accuracy].

**Main Gun FCS:** 75 (credits)

1 🛡 🌀

Passive: Attacks from [main gun weapons] gain +5% [accuracy] and [tracking 20].

**Rapid Fire FCS:** 75 (credits)

1 🛡 🌀

Passive: Attacks from [linked weapons] gain +5% [accuracy] and [tracking 20].

**Artillery FCS:** 75 (credits)

1 🛡 🌀

Utility Action: Attacks from [artillery weapons] gain +20% [accuracy] and have scatter distance reduced by 1.

### Sensors:

**Basic Sensor Suite:** 50 (credits)

1 🛡 🌀

Passive: Detect large enemy units on the map within 8 hexes.

**Target Marker:** 25 (credits)

1 🛡 🌀

Utility/Attack Action: Lock onto a target within 6 hexes. You must have a clear line of sight to the target.

This ability cannot be resisted by the target's [e-war rating]. This ability can be used to lock onto small targets or empty hexes.

This item does not count as a weapon for the purposes of firing from a coaxial mount or applying the benefits of pilot/crew skills.

### Defensive Utilities:

**Internal Reinforcement:** 100 (credits)

1 🛡 🌀

Reduce internal damage taken by 1.

+8 ♥

**Core System Shielding:** 100 (credits)

1 🛡 🌀

Your action pool is not reduced when affected by EMP shock.

+8 ♥

**Smoke Launcher:** 50 (credits)

1 🛡 🌀

Utility Action: Fill all hexes adjacent to you with dense smoke. Dense smoke blocks line of sight through it and grants ~30% accuracy to direct attacks against targets in the smoke. The smoke lasts until the beginning of the next player phase.

### 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 (credits)

1 / 2 🌀

+8 ♥ / +16 ♥

**Reactive Armour:** 150/200 (credits)

1 / 2 🌀

+6 VS 🌀 / +6 VS 🌀

+6 VS 🌀 / +6 VS 🌀

+6 VS 🌀 / +6 VS 🌀

### Mech Mobility Enhancement:

**Jump jets:** 150 (credits)

1 🛡 🌀

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

This ability is visible in the fog of war.

**Skate System:** 150 (credits)

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].

Does not stack with jump jets.

### Drones:

**Drone Controller:** 50 (credits)

2 🌀

Passive: Enables drone command. Can command one active drone per controller.

Can have one small drone docked.

### Recon Drone

*Eye in the sky*

4 🌀

6 🌀

10 🌀

40 🌀

30 🌀

**Integrated Electronics:**

🌀 4 🌀 🛡 🌀 🌀

**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] 🌀.

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

**Flyer:** Cannot be targeted by melee attacks.

**Modes:** This drone will be to:

- Loiter Mode:** 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.