

Unlock Options

EMP Weapons

Unlock Price: 500 ⌚

EMP Charge: 75 ⌚
 [1] [2] [3] [4] [5] [6] [7] [8] [9] [10] [11] [12] [13] [14] [15] [16] [17] [18] [19] [20]

EMP Missiles: 125 ⌚
 [1] [2] [3] [4] [5] [6] [7] [8] [9] [10] [11] [12] [13] [14] [15] [16] [17] [18] [19] [20]

Laser Weapons

Unlock Price: 800 ⌚

High Energy Laser: 400 ⌚
 [1] [2] [3] [4] [5] [6] [7] [8] [9] [10] [11] [12] [13] [14] [15] [16] [17] [18] [19] [20]

Pulse Laser: 250 ⌚
 [1] [2] [3] [4] [5] [6] [7] [8] [9] [10] [11] [12] [13] [14] [15] [16] [17] [18] [19] [20]

Advanced Missiles

Unlock Price: 500 ⌚

Swarmer Micro Missiles: 200 ⌚
 [1] [2] [3] [4] [5] [6] [7] [8] [9] [10] [11] [12] [13] [14] [15] [16] [17] [18] [19] [20]

Longbow Missiles: 150 ⌚
 [1] [2] [3] [4] [5] [6] [7] [8] [9] [10] [11] [12] [13] [14] [15] [16] [17] [18] [19] [20]

Howitzers

Unlock Price: 500 ⌚

Light Howitzer: 100 ⌚
 [1] [2] [3] [4] [5] [6] [7] [8] [9] [10] [11] [12] [13] [14] [15] [16] [17] [18] [19] [20]

Howitzer: 350 ⌚
 [1] [2] [3] [4] [5] [6] [7] [8] [9] [10] [11] [12] [13] [14] [15] [16] [17] [18] [19] [20]

Heavy Launchers

Unlock Price: 500 ⌚

Hunter-Killer Missile: 200 ⌚
 [1] [2] [3] [4] [5] [6] [7] [8] [9] [10] [11] [12] [13] [14] [15] [16] [17] [18] [19] [20]

Hammer Rockets: 150 ⌚
 [1] [2] [3] [4] [5] [6] [7] [8] [9] [10] [11] [12] [13] [14] [15] [16] [17] [18] [19] [20]

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.

Advanced Counter Measures

Unlock Price: 500 ⌚

Chaff Launcher: 100 ⌚
 [1] [2] [3] [4] [5] [6] [7] [8] [9] [10] [11] [12] [13] [14] [15] [16] [17] [18] [19] [20]

Active Defence System: 150/300 ⌚
 [1] [2] [3] [4] [5] [6] [7] [8] [9] [10] [11] [12] [13] [14] [15] [16] [17] [18] [19] [20]

Specialist FCS

Unlock Price: 400 ⌚

Main Gun FCS: 75 ⌚
 [1] [2] [3] [4] [5] [6] [7] [8] [9] [10] [11] [12] [13] [14] [15] [16] [17] [18] [19] [20]

Artillery FCS: 75 ⌚
 [1] [2] [3] [4] [5] [6] [7] [8] [9] [10] [11] [12] [13] [14] [15] [16] [17] [18] [19] [20]

Rapid Fire FCS: 75 ⌚
 [1] [2] [3] [4] [5] [6] [7] [8] [9] [10] [11] [12] [13] [14] [15] [16] [17] [18] [19] [20]

Specialist Armour

Unlock Price: 400 ⌚

ED Armour: 75/150 ⌚
 [1] [2] [3] [4] [5] [6] [7] [8] [9] [10] [11] [12] [13] [14] [15] [16] [17] [18] [19] [20]

Blast Plating: 75/150 ⌚
 [1] [2] [3] [4] [5] [6] [7] [8] [9] [10] [11] [12] [13] [14] [15] [16] [17] [18] [19] [20]

Electronic Warfare Equipment

Unlock Price: 500 ⌚

ECM Suite: 75 ⌚
 [1] [2] [3] [4] [5] [6] [7] [8] [9] [10] [11] [12] [13] [14] [15] [16] [17] [18] [19] [20]

Network Support Module: 150 ⌚
 [1] [2] [3] [4] [5] [6] [7] [8] [9] [10] [11] [12] [13] [14] [15] [16] [17] [18] [19] [20]

E-War Module: 75 ⌚
 [1] [2] [3] [4] [5] [6] [7] [8] [9] [10] [11] [12] [13] [14] [15] [16] [17] [18] [19] [20]

Advanced ECM Module: 200 ⌚
 [1] [2] [3] [4] [5] [6] [7] [8] [9] [10] [11] [12] [13] [14] [15] [16] [17] [18] [19] [20]

Explosive Utilities

Unlock Price: 500 ⌚

Demolition Charge: 75 ⌚
 [1] [2] [3] [4] [5] [6] [7] [8] [9] [10] [11] [12] [13] [14] [15] [16] [17] [18] [19] [20]

Line Charge Launcher: 75 ⌚
 [1] [2] [3] [4] [5] [6] [7] [8] [9] [10] [11] [12] [13] [14] [15] [16] [17] [18] [19] [20]

Reactive Armour: 150/200 ⌚
 [1] [2] [3] [4] [5] [6] [7] [8] [9] [10] [11] [12] [13] [14] [15] [16] [17] [18] [19] [20]

Advanced Sensor Equipment

Unlock Price: 400 ⌚

Hi-Res Optical Scanner: 75 ⌚
 [1] [2] [3] [4] [5] [6] [7] [8] [9] [10] [11] [12] [13] [14] [15] [16] [17] [18] [19] [20]

Soliton Radar: 125 ⌚
 [1] [2] [3] [4] [5] [6] [7] [8] [9] [10] [11] [12] [13] [14] [15] [16] [17] [18] [19] [20]

Advanced Sensor Suite: 125 ⌚
 [1] [2] [3] [4] [5] [6] [7] [8] [9] [10] [11] [12] [13] [14] [15] [16] [17] [18] [19] [20]

Large Support Drones

Unlock Price: 1000 ⌚

Repair Drone
 A Literal Heal Bot

♥ 6
 ⚡ 6
 🛡️ 4
 ⚙️ 40

Drone Armour: 500 ⌚
 [1] [2] [3] [4] [5] [6] [7] [8] [9] [10] [11] [12] [13] [14] [15] [16] [17] [18] [19] [20]

Integrated Electronics:
 [1] [2] [3] [4] [5] [6] [7] [8] [9] [10] [11] [12] [13] [14] [15] [16] [17] [18] [19] [20]

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:
 [1] [2] [3] [4] [5] [6] [7] [8] [9] [10] [11] [12] [13] [14] [15] [16] [17] [18] [19] [20]

Drone Armour: 500 ⌚
 [1] [2] [3] [4] [5] [6] [7] [8] [9] [10] [11] [12] [13] [14] [15] [16] [17] [18] [19] [20]

CRAM Turret:
 [1] [2] [3] [4] [5] [6] [7] [8] [9] [10] [11] [12] [13] [14] [15] [16] [17] [18] [19] [20]

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 ⌚
 [1] [2] [3] [4] [5] [6] [7] [8] [9] [10] [11] [12] [13] [14] [15] [16] [17] [18] [19] [20]

Cirrus Mk2

High Performance Rapid Strike Mech
 800 ⌚
 ♥ 16 ⚡ 60 🛡️ 4 🛡️ 8 ⚙️ 50

Left Arm Mount: [1] [2] [3] [4] [5] [6] [7] [8] [9] [10] [11] [12] [13] [14] [15] [16] [17] [18] [19] [20]

Torso: [1] [2] [3] [4] [5] [6] [7] [8] [9] [10] [11] [12] [13] [14] [15] [16] [17] [18] [19] [20]

Right Arm Mount: [1] [2] [3] [4] [5] [6] [7] [8] [9] [10] [11] [12] [13] [14] [15] [16] [17] [18] [19] [20]

Front Torso Mount: [1] [2] [3] [4] [5] [6] [7] [8] [9] [10] [11] [12] [13] [14] [15] [16] [17] [18] [19] [20]

Rear Torso Mount: [1] [2] [3] [4] [5] [6] [7] [8] [9] [10] [11] [12] [13] [14] [15] [16] [17] [18] [19] [20]

Chassis Upgrades: [1] [2] [3] [4] [5] [6] [7] [8] [9] [10] [11] [12] [13] [14] [15] [16] [17] [18] [19] [20]

Integrated Data-Link: [1] [2] [3] [4] [5] [6] [7] [8] [9] [10] [11] [12] [13] [14] [15] [16] [17] [18] [19] [20]

Legs: [1] [2] [3] [4] [5] [6] [7] [8] [9] [10] [11] [12] [13] [14] [15] [16] [17] [18] [19] [20]

Cirrus Mobility System: 200 ⌚
 [1] [2] [3] [4] [5] [6] [7] [8] [9] [10] [11] [12] [13] [14] [15] [16] [17] [18] [19] [20]

Stratus Fire Control Suite: 250 ⌚
 [1] [2] [3] [4] [5] [6] [7] [8] [9] [10] [11] [12] [13] [14] [15] [16] [17] [18] [19] [20]

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
 800 ⌚
 ♥ 12 ⚡ 40 🛡️ 3 🛡️ 8 ⚙️ 60

Left Arm Mount: [1] [2] [3] [4] [5] [6] [7] [8] [9] [10] [11] [12] [13] [14] [15] [16] [17] [18] [19] [20]

Torso: [1] [2] [3] [4] [5] [6] [7] [8] [9] [10] [11] [12] [13] [14] [15] [16] [17] [18] [19] [20]

Right Arm Mount: [1] [2] [3] [4] [5] [6] [7] [8] [9] [10] [11] [12] [13] [14] [15] [16] [17] [18] [19] [20]

Left Torso Mount: [1] [2] [3] [4] [5] [6] [7] [8] [9] [10] [11] [12] [13] [14] [15] [16] [17] [18] [19] [20]

Right Torso Mount: [1] [2] [3] [4] [5] [6] [7] [8] [9] [10] [11] [12] [13] [14] [15] [16] [17] [18] [19] [20]

Centre Torso Mount: [1] [2] [3] [4] [5] [6] [7] [8] [9] [10] [11] [12] [13] [14] [15] [16] [17] [18] [19] [20]

Chassis Upgrades: [1] [2] [3] [4] [5] [6] [7] [8] [9] [10] [11] [12] [13] [14] [15] [16] [17] [18] [19] [20]

Integrated Data-Link: [1] [2] [3] [4] [5] [6] [7] [8] [9] [10] [11] [12] [13] [14] [15] [16] [17] [18] [19] [20]

Legs: [1] [2] [3] [4] [5] [6] [7] [8] [9] [10] [11] [12] [13] [14] [15] [16] [17] [18] [19] [20]

Cumulus Sensor System: 200 ⌚
 [1] [2] [3] [4] [5] [6] [7] [8] [9] [10] [11] [12] [13] [14] [15] [16] [17] [18] [19] [20]

Nimbus ECM System: 200 ⌚
 [1] [2] [3] [4] [5] [6] [7] [8] [9] [10] [11] [12] [13] [14] [15] [16] [17] [18] [19] [20]

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 ⌚
 [1] [2] [3] [4] [5] [6] [7] [8] [9] [10] [11] [12] [13] [14] [15] [16] [17] [18] [19] [20]

Aegis Mode: As a [utility action] gain [26 Impact] 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
 800 ⌚
 ♥ 14 ⚡ 8 🛡️ 6 🛡️ 6 ⚙️ 50

Chassis: [1] [2] [3] [4] [5] [6] [7] [8] [9] [10] [11] [12] [13] [14] [15] [16] [17] [18] [19] [20]

Turret: [1] [2] [3] [4] [5] [6] [7] [8] [9] [10] [11] [12] [13] [14] [15] [16] [17] [18] [19] [20]

Primary Turret Mount: [1] [2] [3] [4] [5] [6] [7] [8] [9] [10] [11] [12] [13] [14] [15] [16] [17] [18] [19] [20]

Pintle Mount: [1] [2] [3] [4] [5] [6] [7] [8] [9] [10] [11] [12] [13] [14] [15] [16] [17] [18] [19] [20]

Turret Equipment Mount: [1] [2] [3] [4] [5] [6] [7] [8] [9] [10] [11] [12] [13] [14] [15] [16] [17] [18] [19] [20]

Chassis Upgrades: [1] [2] [3] [4] [5] [6] [7] [8] [9] [10] [11] [12] [13] [14] [15] [16] [17] [18] [19] [20]

Integrated Data-Link: [1] [2] [3] [4] [5] [6] [7] [8] [9] [10] [11] [12] [13] [14] [15] [16] [17] [18] [19] [20]

Vehicle Armour: [1] [2] [3] [4] [5] [6] [7] [8] [9] [10] [11] [12] [13] [14] [15] [16] [17] [18] [19] [20]

Urban Warfare Package: 200 ⌚
 [1] [2] [3] [4] [5] [6] [7] [8] [9] [10] [11] [12] [13] [14] [15] [16] [17] [18] [19] [20]

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 ⌚
 [1] [2] [3] [4] [5] [6] [7] [8] [9] [10] [11] [12] [13] [14] [15] [16] [17] [18] [19] [20]

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

Up Armour Package: 200 ⌚
 [1] [2] [3] [4] [5] [6] [7] [8] [9] [10] [11] [12] [13] [14] [15] [16] [17] [18] [19] [20]

Passive: Increase the top armour value and front long arc armour values by 1.

Rain Maker Tank Gun: 350 ⌚
 [1] [2] [3] [4] [5] [6] [7] [8] [9] [10] [11] [12] [13] [14] [15] [16] [17] [18] [19] [20]

Intelligent Fragmentation (IF): Rounds [1] [2] [3] [4] [5] [6] [7] [8] [9] [10] [11] [12] [13] [14] [15] [16] [17] [18] [19] [20]

Self Forging Top Attack Munition (SFTAM): [1] [2] [3] [4] [5] [6] [7] [8] [9] [10] [11] [12] [13] [14] [15] [16] [17] [18] [19] [20]

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

Intelligent Fragmentation: IF rounds do not damage friendly units.

Knight-Lite Arms Package

Unlock Price: 1000 ⌚

Unlocks the following for purchase:

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

X-Bow: 100 ⌚
 [1] [2] [3] [4] [5] [6] [7] [8] [9] [10] [11] [12] [13] [14] [15] [16] [17] [18] [19] [20]

Lord Mk2

Fire Support Mech
 800 ⌚
 ♥ 14 ⚡ 40 🛡️ 3 🛡️ 8 ⚙️ 50

Left Arm Mount: [1] [2] [3] [4] [5] [6] [7] [8] [9] [10] [11] [12] [13] [14] [15] [16] [17] [18] [19] [20]

Torso: [1] [2] [3] [4] [5] [6] [7] [8] [9] [10] [11] [12] [13] [14] [15] [16] [17] [18] [19] [20]

Right Arm Mount: [1] [2] [3] [4] [5] [6] [7] [8] [9] [10] [11] [12] [13] [14] [15] [16] [17] [18] [19] [20]

Right Torso Mount: [1] [2] [3] [4] [5] [6] [7] [8] [9] [10] [11] [12] [13] [14] [15] [16] [17] [18] [19] [20]

Chassis Upgrades: [1] [2] [3] [4] [5] [6] [7] [8] [9] [10] [11] [12] [13] [14] [15] [16] [17] [18] [19] [20]

Integrated Sensor Dampening: [1] [2] [3] [4] [5] [6] [7] [8] [9] [10] [11] [12] [13] [14] [15] [16] [17] [18] [19] [20]

Legs: [1] [2] [3] [4] [5] [6] [7] [8] [9] [10] [11] [12] [13] [14] [15] [16] [17] [18] [19] [20]

Mk2-GJ Lancer Cannon: 300 ⌚
 [1] [2] [3] [4] [5] [6] [7] [8] [9] [10] [11] [12] [13] [14] [15] [16] [17] [18] [19] [20]

Castellan Utility Launcher: 200 ⌚
 [1] [2] [3] [4] [5] [6] [7] [8] [9] [10] [11] [12] [13] [14] [15] [16] [17] [18] [19] [20]

Launcher: Using the launcher counts as an [indirect] [tack action] with the [silent] attribute. When firing you can choose to launch either smoke rounds or mines within 6 hexes. You must use a [utility action] to switch between round types before firing a different one.

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.

Lord Stealth Plating: 100/200 ⌚
 [1] [2] [3] [4] [5] [6] [7] [8] [9] [10] [11] [12] [13] [14] [15] [16] [17] [18] [19] [20]

+6 🛡️ +10 🛡️

Errant Mk2

Low Detection Strike Mech
 800 ⌚
 ♥ 16 ⚡ 50 🛡️ 4 🛡️ 8 ⚙️ 40

Left Arm Mount: [1] [2] [3] [4] [5] [6] [7] [8] [9] [10] [11] [12] [13] [14] [15] [16] [17] [18] [19] [20]

Torso: [1] [2] [3] [4] [5] [6] [7] [8] [9] [10] [11] [12] [13] [14] [15] [16] [17] [18] [19] [20]

Right Arm Mount: [1] [2] [3] [4] [5] [6] [7] [8] [9] [10] [11] [12] [13] [14] [15] [16] [17] [18] [19] [20]

Right Torso Mount: [1] [2] [3] [4] [5] [6] [7] [8] [9] [10] [11] [12] [13] [14] [15] [16] [17] [18] [19] [20]

Chassis Upgrades: [1] [2] [3] [4] [5] [6] [7] [8] [9] [10] [11] [12] [13] [14] [15] [16] [17] [18] [19] [20]

Integrated Sensor Dampening: [1] [2] [3] [4] [5] [6] [7] [8] [9] [10] [11] [12] [13] [14] [15] [16] [17] [18] [19] [20]

Legs: [1] [2] [3] [4] [5] [6] [7] [8] [9] [10] [11] [12] [13] [14] [15] [16] [17] [18] [19] [20]

Falcon Counter Launcher: 200 ⌚
 [1] [2] [3] [4] [5] [6] [7] [8] [9] [10] [11] [12] [13] [14] [15] [16] [17] [18] [19] [20]

Errant Stealth Plating: 100/200 ⌚
 [1] [2] [3] [4] [5] [6] [7] [8] [9] [10] [11] [12] [13] [14] [15] [16] [17] [18] [19] [20]

+6 🛡️ +10 🛡️

Squire

Support Vehicle
 800 ⌚
 ♥ 14 ⚡ 8 🛡️ 6 🛡️ 6 ⚙️ 40

Chassis: [1] [2] [3] [4] [5] [6] [7] [8] [9] [10] [11] [12] [13] [14] [15] [16] [17] [18] [19] [20]

Turret: [1] [2] [3] [4] [5] [6] [7] [8] [9] [10] [11] [12] [13] [14] [15] [16] [17] [18] [19] [20]

Primary Turret Mount: [1] [2] [3] [4] [5] [6] [7] [8] [9] [10] [11] [12] [13] [14] [15] [16] [17] [18] [19] [20]

Pintle Mount: [1] [2] [3] [4] [5] [6] [7] [8] [9] [10] [11] [12] [13] [14] [15] [16] [17] [18] [19] [20]

Turret Equipment Mount: [1] [2] [3] [4] [5] [6] [7] [8] [9] [10] [11] [12] [13] [1