Unlock Options

EMP Weapons
Unlock Price: 500

Laser Weapons
Unlock Price: 800

Advanced Missiles
Unlock Price: 500

Howitzers
Unlock Price: 500

Heavy Launchers
Unlock Price: 500

Multi-Function Detonators
Unlock Price: 200

Expanded Melee Arsenal
Unlock Price: 800

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 or remote detonation settings the attacker may plant the 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 onset 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.

Advanced Counter Measures
Unlock Price: 500

Specialist FCS
Unlock Price: 400

Electronic Warfare Equipment
Unlock Price: 500

Specialist Armour
Unlock Price: 400

Explosive Utilities
Unlock Price: 500

Advanced Sensor Equipment
Unlock Price: ~~500~~ 400

Large Support Drones
Unlock Price: 1000

Repair Drone
A Literal Heal Bot

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

Repair Test: During the aftermath phase this drone will repair up to 8HP 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

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

Cirrus Mk2
High Performance Rapid Strike Mech — 800

Cumulus
Domestic Support Mech — 800

Cloudburst AGCV
Advanced Ground Combat Vehicle — 800

Knight-Lite Arms Package
Unlock Price: ~~1500~~ 1000

Unlocks the following for purchase:
- Lord Mk2 Chassis
- Errant Mk2 Chassis
- Squire Chassis
- X-Bow

X-Bow 100

Lord Mk2
Fire Support Mech — 800

Errant Mk2
Low Profile Strike Mech — 800

Squire
Support Vehicle — 800

Guye Co. Arms Package
Unlock Price: ~~1500~~ 1400

Unlocks the following for purchase:
- Big Guye Chassis
- Little Dude Chassis
- Fat Mann Chassis
- Bullet Hose
- Canisterate

Bullet Hose 300

Canisterate 50

Big Guye
CQC Assault Mech — 800

Little Dude
Large Range Melee Assault Mech? — 800

Fat Mann
Heavy Assault Tank — 1000