FALCON ECBS TROOP (AC1)
(PMC MERCENARY TROOP UNIT – STANDARD ISSUE KIT WITH FALCON ECBS

(STATS without ECBS suit)

SPEED	FREE WEIGHT	JUMP	ATTRIBUTES ABILITIES
18	23	NO	MERCENARY TROOP UNIT COMBAT LOADING

(STATS with ECBS suit)

SPEED	FREE WEIGHT	JUMP	ATTRIBUTES ABILITIES
22	50	YES	MERCENARY TROOP UNIT ECBS Suit COMBAT LOADING INFILTRATION SYSTEM ECBS SHIELD SYSTEM SEER SYSTEM

Buildout Specific items	Type	Uses	ITEM WEIGHT KIT USES 20 of 50KG free weight +6 speed COMBAT LOADING (1 per 5KG)
Dynasty	Deployable Bubble Shield	Single Use	11
EAGLE EBR	Enhanced Battle Rifle	NA	9
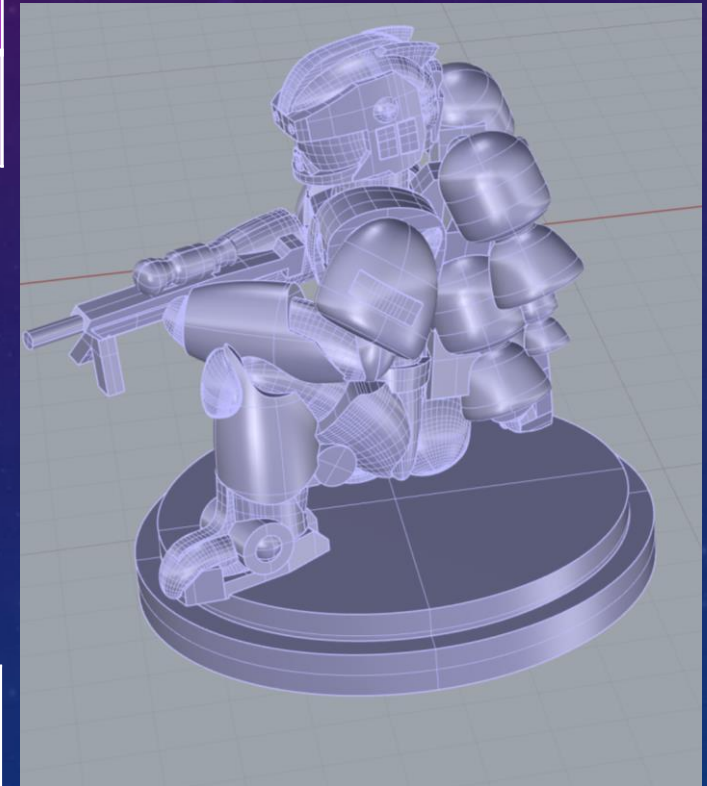
FALCON ECBS TROOP (AC1)

(PMC MERCENARY TROOP UNIT – STANDARD ISSUE KIT WITH FALCON ECBS)
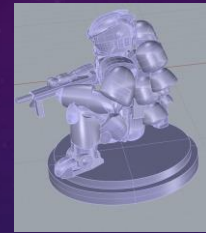
QTY	Build Type	Weapon	Type	WGT	Combat rails	OPTIC RAIL	Dual WIELD	FIRE CNTRL	MIN	OPT	DROP	SHOTS	LOS/ NLOS	DAMAGE per shot	Add. DMG for AC1 per shot	AP UP to AC	SPLASH	RND	Attributes and Abilities
1	BLD	Eagle EBR	Enhanced Battle Rifle	9		NO		2	0	34	1 per 2	4	LOS	7	D20	AP3	NA	NA	SEQUENCED FIRE INTEGRATED EBR OPTIC LASER DESIGNATOR BIPOD

Quick reference unit attributes or abilities (these are not necessarily all inclusive and some abilities are weapon specific)

BIPOD: Add +1 fire control to unit if shot is taken stationary (without any move other than possible fire and cover).

BUBBLE SHIELD: May be dropped on the ground or terrain feature adjacent to controlling unit any time unless controlling player has been offered a chance to apply defense gear and did not/declined to apply this gear. If overlapping any other DDP shield, eliminate both shields. Creates 5 radius, 2 high deployable shield cover that units can enter or leave, but in which shots targeted in or out the shield will hit DDP shield instead. Units with the shield between in and the impact point are immune from splash damage from the other side. All units within shield are revealed. Shield starts with 20 life, and recharges to 20 at end of round unless eliminated. If reduced to 0 life the shield is immediately eliminated, however, units with the shield previously intervening are not affected by damage from that particular shot or linked shots. The shield may be targeted as an AC5 size object but takes damage as a normal AC1 deployable. Units within shield cannot use antimissile systems. Once a shield is eliminated, another shield may not be dropped at, or overlapping, the eliminated shield's area for the remainder of the turn.

COMBAT LOADING: Gain 1 speed per 5KG weight capacity not used in kit.

ECBS Suit: This gear replaces the base speed, and free weight, adds jump jets, and certain other attributes to the equipped unit.

ECBS SHIELD SYSTEM: Reset life to 20 at each turn end if life is greater than 0.

INTEGRATED EBR OPTIC: Increased range already factored in. Ignores Wild Weasel system. Doubles range for scans.

LASER DESIGNATOR: May be used to mark targets or locations (laser designation). Must be able to draw an unblocked line from the laser designator to the marked spot or target. Friendly units targeting marked spot with NLOS type weapons may nullify line of sight modifiers.

TROOP MERCENARY UNIT: A Mercenary faction troop unit. Players may select one of the following for this unit:
EXTREME CONDITIONING: This unit can carry an additional 10KG with or without an ECBS suit.
MONEYSHOT: This unit receives a +2 to any shot in which that target unit has a chance of being eliminated from the attack.
BOUNTY HUNTER: This unit receives +2 to scans (stacks with scanners or other enhancements).

SEER SYSTEM: Ignores smoke for cover modifier purposes.

SEQUENCED FIRE: If a unit is targeted that is or becomes under a bubble shield the sequenced shots may attempt to eliminate the bubble shield, then hit units that were originally targeted with any remaining shots.

ANVIL (AC2)
(MOBILE HOWITZER)

SPEED	FREE WEIGHT	FREE POWER	TYPE	JUMP	Crew	Passenger capacity
12	NA	NA	Artillery	NA	2	0

Integrated Weapons and Gear:	Standard Weapons and Gear:	Attributes and Abilities:	Buildout Specific items
1X HAMMER CANNON FPAS Speed Boost Kit		INTEL SHOT PROCESSING ARTILLERY ROUNDS AUTOMATIC DIG IN	
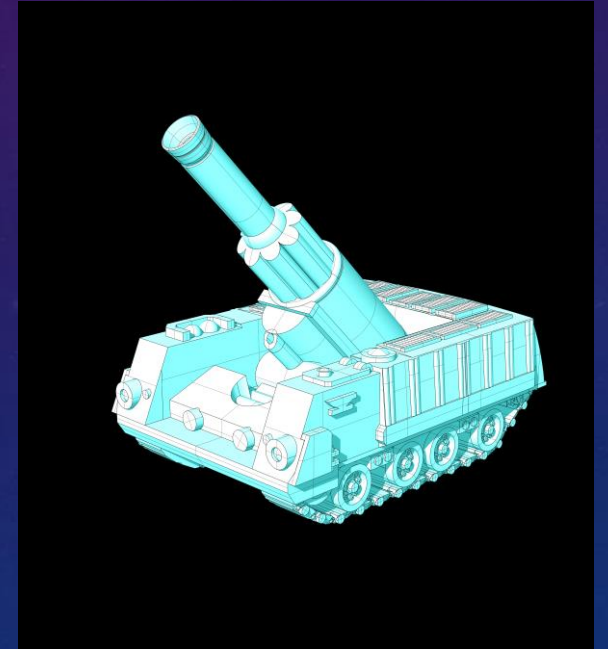
ANVIL (AC2)
(MOBILE HOWITZER)
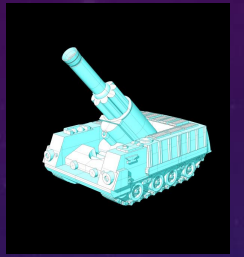
QTY	Build Type	Weapon	Type (CLASS)	WGT	PWR	FIRE CNTRL	MIN	OPT	DROP	SHOTS	LOS / NLOS	DAMAGE per shot	AP UP to AC	SPLASH	MODES	RND	LNK	Attributes and Abilities
1	STD	Hammer	Mass Cannon (UH)	6	10	0	0	30	1 per 2	1	LOS	60		6	HE	NA	2	ARCING FIRE

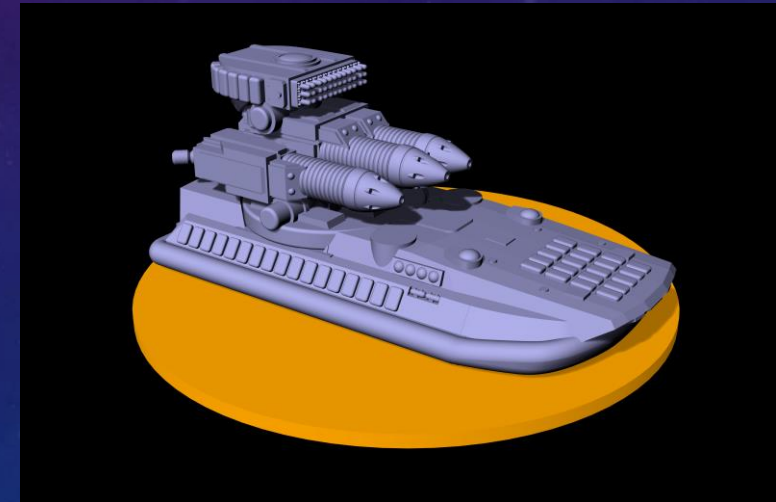| Quick reference unit attributes or abilities (these are not necessarily all inclusive and some abilities are weapon specific) |
|---|
| **ARCING FIRE:** May take NLOS shots by arcing over terrain. Assuming the target and firer are more than the height of the highest obstruction away from all objects being fired over horizontally and the shell path is not otherwise obstructed. The height difference of the target or the firer to the obstruction relative to the ground may be subtracted from the needed horizontal distance. |
| **ARTILLERY ROUNDS:** This unit's main gun has double range. This unit cannot be auto stabilized. |
| **AUTOMATIC DIG IN:** This unit is dug in whenever it is not moving. |
| **(FPAS) SPEED BOOST:** May be used at any point during movement to add 4 speed to an equipped unit. If the equipped unit is damaged at any point for the rest of the turn the FPAS the unit used is ejected to avoid overload and may not be used. A unit may carry more than one FPAS system but may only use once per movement. |
| **INTEL SHOT PROCESSING:** May ignore cover modifiers to shot(s) if any friendly unit has a clear line of sight to the target. |

BALLISTA (AC4)

(HEAVY HOVER TANK)

SPEED	FREE WEIGHT	FREE POWER	TYPE	JUMP	Crew	Passenger capacity
26	NA	NA	Heavy Hover Tank	NA	2	6

Integrated Weapons and Gear:	Standard Weapons and Gear:	Attributes and Abilities:	Buildout Specific items
4X CR Guns			
Reactive Armor			
Mako EM4C Thermal Sights		AMPHIBIOUS	
Thermal Reflective Smoke Launcher		AUTO-STABILIZED	
STARFIRE Flare Launcher		SENTRY MODE GUARDIAN	
		UNBUTTONED HATCH ARMOR	

BALLISTA (AC4)
(HEAVY HOVER TANK)

QTY	Build Type	Weapon	Type (CLASS)	WGT	PWR	FIRE CNTRL	MIN	OPT	DROP	SHOTS	LOS/ NLOS	DAMAGE per shot	AP UP to AC	SPLASH	MODES	RND	LNK	Attributes and Abilities
4	STD	CR gun	Upgraded Capacitance Rail Gun (L)	2	6	See attribs	0	30	1 per 2	1	LOS	8 per charge	AP6	NA		NA	4	UNREACTABLE / CHARGE BASED WEAPON
1	STD	Guardian	Multi Rocket Launcher pack (M)	4	3	NA	0	24	2 per 1	12	LOS	9		3	HE	NA	N	

Quick reference unit attributes or abilities (these are not necessarily all inclusive and some abilities are weapon specific)

AMPHIBIOUS: This unit is not hindered when crossing water terrain and gains + 4 free speed upon entering water. This can be used when crossing water. If the unit does not use this speed, it is lost when the unit exits water.

AUTO-STABILIZED: This unit employs gyroscopic stabilization and gains the auto stabilized battle status. (May fire at any point during movement at a minus 1 movement penalty.)

CHARGE BASED WEAPON: Up to 6 charges may be used on a shot. Each charge deals 8 damage. The number of charges must be declared before rolling to hit. Fire control for this charge-based weapon varies based on the number of charges. Up to 2 charges = +2, Up to 4 charges = +0, Up to 6 charges = -2.

(MAKO EM4C) EM IMAGING: This ignores the -6 smoke modifier for both smoke and thermal smoke to any unit other than non-ECBS crew or troops. Also grants +1 to equipped unit's attacks against units using any or any combination of the following: Aikido, Chameleon, Deinonychus stealth system, and Wild Weasel system. Note that if defending player declares an unused gear as "inactive," it is not usable by that player for the remainder of the turn.

SENTRY MODE GUARDIAN: This unit's Guardian system is capable of sentry mode (able to fire automatically at units moving within 24). See Sentry mode battle status for details.

(STARFIRE) SHOT ATTRACTION: Once per turn in response to an enemy attack against any friendly target, or in combination with any action given to the equipped unit, may be launched up to 12 from unit at any terrain feature, non-infiltrated unit, or spot on ground (no action required). Sticks to target. All hitting FPP or Missile shots with line of fire within 12 of the flare must be rerolled. Rerolled hits go to original target. Rerolled misses hit the spot where the nearest flare is, and deal splash damage to units within radius. Does not stack with other defense gear requiring a reroll or other Starfire systems and does not cancel an opponent's antimissile system. Effect lasts till end of turn.

(THERMAL REFLECTIVE SMOKE LAUNCHER) THERMAL SMOKE: Use combined with any action assigned to the controlling unit, drops a 10 diameter circle of smoke by 12 tall at any point adjacent along movement path. Thermal reflective smoke may not be negated by the Seer system and provides the same -6 modifier to shots as regular smoke.

(REACTIVE ARMOR): THREAT ADAPTIVE: Once per attack, defending player may roll a D20 (rolling is considered a use). On 12 or less, reduce 2 x AC life taken from an attack. May not be stacked with other armor enhancements (other armor may be added to unit but only applies if this armor does not).

UNBUTTONED HATCH ARMOR: Passenger standing in hatch gets 75% cover.

UNREACTABLE: This weapon ignores Phalanx and Dissonance systems and Reactive armor.

BEAST (AC4)
BUILD LOADOUT: "PROME'S THUNDER" (MISSILE ARTILLERY)

SPEED	FREE WEIGHT	FREE POWER	TYPE	JUMP	Crew	Passenger capacity
16	14	32	MSV	NA	2	0

Integrated Weapons and Gear:	Standard Weapons and Gear:	Attributes and Abilities:	Buildout Specific items
REDUCTIVE ARMOR, SMOKE LAUNCHER	PROMETHEUS Missile Pack	MISSILE ARTILLERY MODE	2X PROMETHEUS MISSILE LAUNCHERS (additional) 2X APEX SINGLE USE LAUNCHERS

BEAST (AC4)
BUILD LOADOUT: "PROME'S THUNDER" (MISSILE ARTILLERY)

QTY	Build Type	Weapon	Type (CLASS)	WGT	PWR	FIRE CNTRL	MIN	OPT	DROP	SHOTS	LOS / NLOS	DAMAGE per shot	AP UP to AC	SPLASH	MODES	RND	LNK	Attributes and Abilities
3	BLD STD	Prometheus	Missile System (UH)	6	8	2	12	36	1 per 1	2	NLOS	30	AP3	3		6	2	PROPELLANT ACCELERATED
2	BLD	Apex (single launcher)	Smart Missile Single (UL)	1	0	3	12	48	1 per 4	1	NLOS	24	AP10	3		1	4	PROPELLANT ACCELERATED /ADVANCED RETARGETING

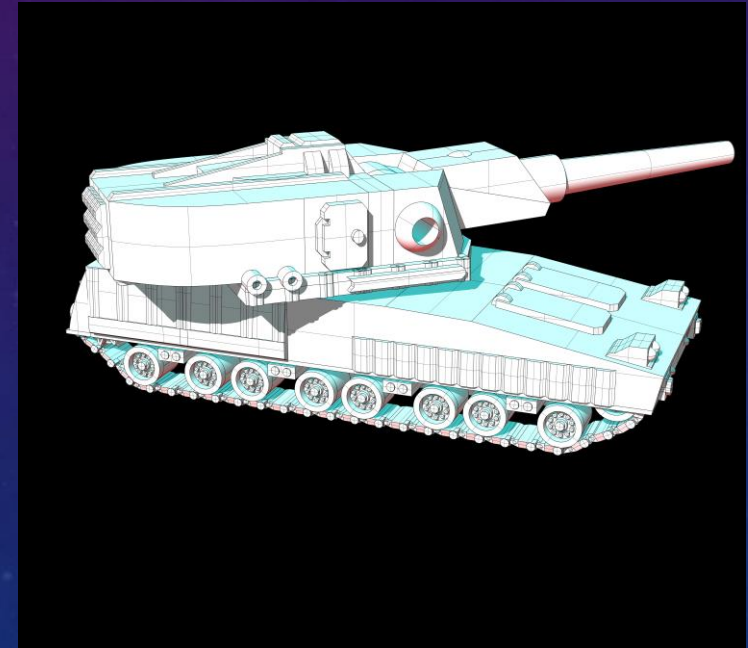| Quick reference unit attributes or abilities (these are not necessarily all inclusive and some abilities are weapon specific) |
|---|
| **ADVANCED RETARGETING:** If facing defensive gear that requires a reroll, may ignore the first failed reroll and attempt the reroll one more time. Can be split to target two units if linked. |
| **MISSILE ARTILLERY MODE:** To use this ability this unit must not move this action. The standard, over cockpit PROMETHEUS missile system may be used twice (as separate actions), gets a double optimum range, and ignores non-line-of-sight modifiers on its shots from this weapon. It may be linked to another PROMETHEUS launcher, but the second launcher does not get the abilities. |
| **PROPELLANT ACCELERATED:** Double splash range for shots within opt range. |
| **(REDUCTIVE ARMOR) LIGHT PLATE ARMOR:** Reduces 4 life (4xAC of unit damage) from life taken from attack. May not be stacked with other armor enhancements. |
| **(SMOKE LAUNCHER) BASIC SMOKE:** Use combined with any action assigned to the controlling unit, drops a 10 diameter circle of smoke by 12 tall at any point adjacent along movement path. |

BULLDOG (AC3)
(COORDINATED STRIKE TANKS)

SPEED	FREE WEIGHT	FREE POWER	TYPE	JUMP	Crew	Passenger capacity
22	NA	NA	Light Tank	NA	2	0

Integrated Weapons and Gear:	Standard Weapons and Gear:	Attributes and Abilities:	Buildout Specific items
1X ADJUDICATOR Howitzer HARDENED ARMOR SEER Thermal Imaging HYPERSCANNER Scan Processor	ANGEL Anti-missile System DRAGONSIGHT Laser Designator	AUTO-STABILIZED WATCH MODE DAEDALUS FIRE SUPPORT DAEDALUS MECHANIZED SPEED LOADER	

BULLDOG (AC3)
(HEAVY DEFENSE AND POSITION CONTROL)

QTY	Build Type	Weapon	Type (CLASS)	WGT	PWR	FIRE CNTRL	MIN	OPT	DROP	SHOTS	LOS/ NLOS	DAMAGE per shot	AP UP to AC	SPLASH	MODES	RND	LNK	Attributes and Abilities
1	STD	Adjudicator	Howitzer (UH)	7	10	1	6	30	1 per 4	1	LOS	80	AP6	3		NA	2	ARCING FIRE

Quick reference unit attributes or abilities (these are not necessarily all inclusive and some abilities are weapon specific)

(ANGEL GEAR) AMS: Any hitting missile rounds must be rerolled with a -3 to the shot. Ignore any original hits that miss the second roll. Does not stack with other defense gear requiring a reroll. Takes priority over any STARFIRE flares in play.

ARCING FIRE: May take NLOS shots by arcing over terrain. Assuming the target and firer are more than the height of the highest obstruction away from all objects being fired over horizontally and the shell path is not otherwise obstructed. The height difference of the target or the firer to the obstruction relative to the ground may be subtracted from the needed horizontal distance.

AUTO-STABILIZED: This unit employs gyroscopic stabilization and gains the auto stabilized battle status. (May fire at any point during movement at a minus 1 movement penalty.)

DAEDALUS FIRE SUPPORT: A friendly unit with a laser designator may, as its action, call fire support (1 shot from main gun) from this unit to any target within line of sight of the laser designator. Normal line of sight and other modifiers apply to fire support shots and shots can be at anything that causes the target to take damage. Fire support shots do not require the supporting unit to take an action. This unit may call fire support from another Daedalus equipped unit with an available shot as part of an any attack action against the same target.

DAEDALUS MECHANIZED SPEED LOADER: This unit's Adjudicator can be fired twice per turn (but not per action).

(DRAGONSIGHT) LASER DESIGNATOR: May be used to mark targets or locations (laser designation). Must be able to draw an unblocked line from the laser designator to the marked spot or target. Friendly units targeting marked spot with NLOS type weapons may nullify line of sight modifiers. Additionally, the laser designator can be used to reduce smoke modifiers (any type) on shots (for any ranged weapon) to -3.

(HARDENED ARMOR) COMPOSITE ARMOR COAT: Reduces 6 LIFE (6xAC of unit damage) from life taken from attack. May not be stacked with other armor enhancements.

(HYPERSCANNER) ENHANCED RANGE SCANNING: 36 range scanner, +4 to scanning.

WATCH MODE: This unit gains the ability to scan once for free with its hyper scanner immediately prior to any action being taken by the controlling player.

CROSSBOW (AC4)

(HEAVY HOVER TANK)

SPEED	FREE WEIGHT	FREE POWER	TYPE	JUMP	Crew	Passenger capacity
22	NA	NA	Heavy Hover Tank	NA	2	6

Integrated Weapons and Gear:	Standard Weapons and Gear:	Attributes and Abilities:	Buildout Specific items
2X Relativity E99 Reactive Armor Mako EM4C Thermal Sights Thermal Reflective Smoke Launcher STARFIRE Flare Launcher		AMPHIBIOUS AUTO-STABILIZED SENTRY MODE GUARDIAN UNBUTTONED HATCH ARMOR	
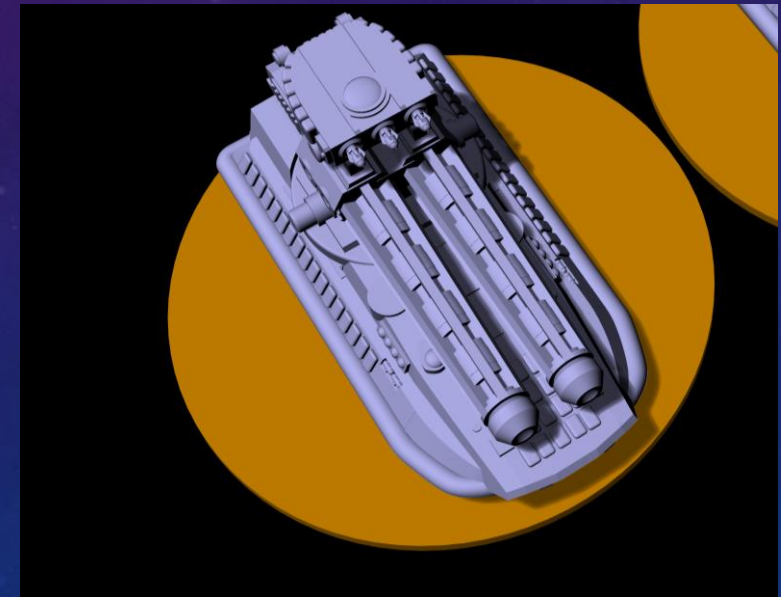
CROSSBOW (AC4)
(HEAVY HOVER TANK)
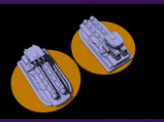
QTY	Build Type	Weapon	Type (CLASS)	WGT	PWR	FIRE CNTRL	MIN	OPT	DROP	SHOTS	LOS/NLOS	DAMAGE per shot	AP UP to AC	SPLASH	MODES	RND	LNK	Attributes and Abilities
2	STD	Relativity E99	Heavy Rail Gun (UH)	6	12	2	0	40	1 per 2	2	LOS	40	AP6			NA	2	UNREACTABLE/ SEQUENCED FIRE
1	STD	Ravage	Smart Missile System (M)	4	5	3	0	24	3 per 1	3	NLOS	24		2		6	NA	PROPELLANT ACCELERATED

Quick reference unit attributes or abilities (these are not necessarily all inclusive and some abilities are weapon specific)

AMPHIBIOUS: This unit is not hindered when crossing water terrain and gains + 4 free speed upon entering water. This can be used when crossing water. If the unit does not use this speed, it is lost when the unit exits water.

AUTO-STABILIZED: This unit employs gyroscopic stabilization and gains the auto stabilized battle status. (May fire at any point during movement at a minus 1 movement penalty.)

(MAKO EM4C) EM IMAGING: This ignores the -6 smoke modifier for both smoke and thermal smoke to any unit other than non-ECBS crew or troops. Also grants +1 to equipped unit's attacks against units using any or any combination of the following: Aikido, Chameleon, Deinonychus stealth system, and Wild Weasel system. Note that if defending player declares a unused gear as "inactive," it is not usable by that player for the remainder of the turn.

SENTRY MODE RAVAGE: This unit's Ravage missile system is capable of sentry mode (able to fire automatically at units moving within 24). See Sentry mode battle status for details.

SEQUENCED FIRE: If a unit is targeted that is or becomes under a bubble shield, the sequenced shots may attempt to eliminate the bubble shield then hit units that were originally targeted with any remaining shots.

(STARFIRE) SHOT ATTRACTION: Once per turn in response to an enemy attack against any friendly target, or in combination with any action given to the equipped unit, may be launched up to 12 from unit at any terrain feature, non-infiltrated unit, or spot on ground (no action required). Sticks to target. All hitting FPP or Missile shots with line of fire within 12 of the flare must be rerolled. Rerolled hits go to original target. Rerolled misses hit the spot where the nearest flare is, and deal splash damage to units within radius. Does not stack with other defense gear requiring a reroll or other Starfire systems and does not cancel an opponent's antimissile system. Effect lasts till end of turn.

(THERMAL REFLECTIVE SMOKE LAUNCHER) THERMAL SMOKE: Use combined with any action assigned to the controlling unit, drops a 10 diameter circle of smoke by 12 tall at any point adjacent along movement path. Thermal reflective smoke may not be negated by the Seer system and provides the same -6 modifier to shots as regular smoke.

(REACTIVE ARMOR): THREAT ADAPTIVE: Once per attack, defending player may roll a D20 (rolling is considered a use). On 12 or less, reduce 2 x AC life taken from an attack. May not be stacked with other armor enhancements (other armor may be added to unit but only applies if this armor does not).

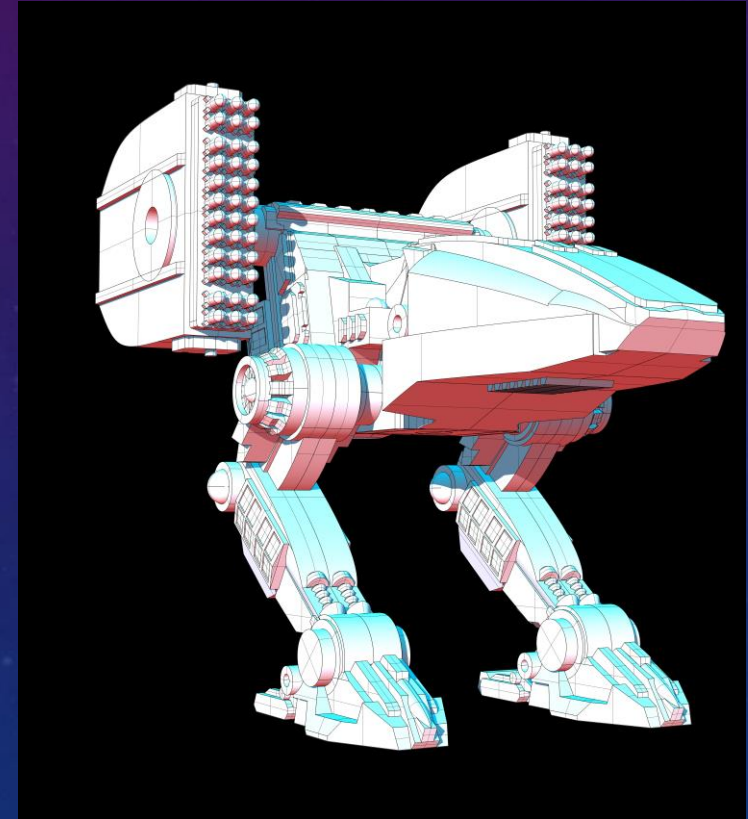**UNBUTTONED HATCH ARMOR:** Passenger standing in hatch gets 75% cover.

UNREACTABLE: This weapon ignores Phalanx and Dissonance systems and Reactive armor.

DEINONYCHUS (AC3)
BUILD LOADOUT: "SCOUT GUARDIAN" (STEALTH RECON)

SPEED	FREE WEIGHT	FREE POWER	TYPE	JUMP	Crew	Passenger capacity
20	15	30	MSV	YES	2	0

Integrated Weapons and Gear:	Standard Weapons and Gear:	Attributes and Abilities:	Buildout Specific items
FPAS Speed Boost System		STEALTH SYSTEM STEALTH SYSTEM WEAPON COMPENSATION LEAP ATTACK	2X GUARDIAN Rocket Packs

QTY	Build Type	Weapon	Type (CLASS)	WGT	PWR	FIRE CNTRL	MIN	OPT	DROP	SHOTS	LOS/ NLOS	DAMAGE per shot	AP UP to AC	SPLASH	MODES	RND	LNK	Attributes and Abilities
2	BLD	Guardian	Multi Rocket Launcher pack (M)	4	3	NA	0	24	2 per 1	12	LOS	9		3	HE	NA	N	

Quick reference unit attributes or abilities (these are not necessarily all inclusive and some abilities are weapon specific)

(ANGEL GEAR) AMS: Any hitting missile rounds must be rerolled with a -3 to the shot. Ignore any original hits that miss the second roll. Does not stack with other defense gear requiring a reroll. Takes priority over any STARFIRE flares in play.

(FPAS) SPEED BOOST: May be used at any point during movement to add 4 speed to an equipped unit. If the equipped unit is damaged at any point for the rest of the turn the FPAS the unit used is ejected to avoid overload and may not be used. A unit may carry more than one FPAS system but may only use once per movement.

LEAP ATTACK: If this unit has LOS to an opposing unit or units within its speed range, it may make a jump assisted leap attack ending adjacent with its feet facing the towards opposing unit(s). Make an attack roll for each adjacent unit in front of the feet. Unless countered by defensive gear, this unit receives +2 fire control for the attack(s) and move modifiers apply. On successful leap attack(s) the unit deals 24 + 5D20 damage for each successfully attacked target unit. If the leap attack was against a single AC3 or larger target deal an additional 24 damage to the target on hit. Damage does NOT ignore armor reduction.

(PHALANX *Mk1 Spartan edition*) HIGH SPEED DEFENSIVE MATRIX: Defense System (not armor). Equipped unit may roll a D6 after the attack roll(s) if a shot or shots using ranged, non-energy munitions is fired at it or at a unit, point, or target adjacent to it. If multiple PHALANX systems would apply, only one system may be used. Attacker reduces damage to each shot qualified as above by the die roll. This reduction is NOT affected by weapons that armor pierce or ignore reduction. If other armor defense systems are in play on target, consider these after the PHALANX has taken effect.

STEALTH SYSTEM: The controlling player may make stealth roll whenever this unit is targeted. On a stealth roll of 12 or less, the unit targeting this unit must take a minus 6. If armor is installed on this unit, the stealth system will not operate. Additionally, this minus 6 does not stack with any smoke modifier in play. (Defender may use stealth or smoke modifier but not both at the same time.)

STEALTH SYSTEM WEAPON COMPENSATION: Due to tuning for the stealth system this unit may not mount more than 1 weapons system type, and no more than 1 linked system group.

(WILD WEASEL) ECM: All weapons targeting this unit ignore fire control for ranged combat (not close combat) shots.

DEINONYCHUS (AC3)

BUILD LOADOUT: "PAUL'S SNIPEY DINO" (HEAVY SINGLE ACTION, SNIPER OFFENSE)

SPEED	FREE WEIGHT	FREE POWER	TYPE	JUMP	Crew	Passenger capacity
20	15	30	MSV	YES	2	0

Integrated Weapons and Gear:	Standard Weapons and Gear:	Attributes and Abilities:	Buildout Specific items
FPAS Speed Boost System		STEALTH SYSTEM STEALTH SYSTEM WEAPON COMPENSATION LEAP ATTACK	2X Relativity E99 Rail Guns Ghost Runner Stealth Gear

QTY	Build Type	Weapon	Type (CLASS)	WGT	PWR	FIRE CNTRL	MIN	OPT	DROP	SHOTS	LOS/ NLOS	DAMAGE per shot	AP UP to AC	SPLASH	MODES	RND	LNK	Attributes and Abilities
2	BLD	Relativity E99	Heavy Rail Gun (UH)	6	12	2	0	40	1 per 2	2	LOS	40	AP6			NA	2	UNREACTABLE / SEQUENCED FIRE

Quick reference unit attributes or abilities (these are not necessarily all inclusive and some abilities are weapon specific)

(FPAS) SPEED BOOST: May be used at any point during movement to add 4 speed to an equipped unit. If the equipped unit is damaged at any point for the rest of the turn the FPAS the unit used is ejected to avoid overload and may not be used. A unit may carry more than one FPAS system but may only use once per movement.

(GHOSTRUNNER) PROFILE REDUCTION: Reduces the AC size plus granted to attackers targeting this unit with ranged shots. Factor -1 to AC if unit has at least partial cover, -1 if the unit has not yet acted this turn, -1 if there are no opposing units within 12 of this unit, -1 if there is smoke in play on the battlefield, and -2 if attacker is using a NLOS shot. All these modifiers stack. The total benefit from this gear cannot be greater than the AC of the unit.

LEAP ATTACK: If this unit has LOS to an opposing unit or units within its speed range, it may make a jump assisted leap attack ending adjacent with its feet facing the towards opposing unit(s). Make an attack roll for each adjacent unit in front of the feet. Unless countered by defensive gear, this unit receives +2 fire control for the attack(s) and move modifiers apply. On successful leap attack(s) the unit deals 24 + 5D20 damage for each successfully attacked target unit. If the leap attack was against a single AC3 or larger target deal an additional 24 damage to the target on hit. Damage does NOT ignore armor reduction.

SEQUENCED FIRE: If a unit is targeted that is or becomes under a bubble shield, the sequenced shots may attempt to eliminate the bubble shield then hit units that were originally targeted with any remaining shots.

STEALTH SYSTEM: The controlling player may make stealth roll whenever this unit is targeted. On a stealth roll of 12 or less, the unit targeting this unit must take a minus 6. If armor is installed on this unit, the stealth system will not operate. Additionally, this minus 6 does not stack with any smoke modifier in play. (Defender may use stealth or smoke modifier but not both at the same time.)

STEALTH SYSTEM WEAPON COMPENSATION: Due to tuning for the stealth system this unit may not mount more than 1 weapons system type, and no more than 1 linked system group.

UNREACTABLE: This weapon ignores Phalanx and Dissonance systems and Reactive armor.

DREADSKATE (AC2)
(CLOSE QUARTERS DEMOLITION SPECIALIST)

SPEED	FREE WEIGHT	FREE POWER	TYPE	JUMP	Crew	Passenger capacity
26	NA	NA	Ray Class Tank	NA	1	1

Integrated Weapons and Gear:	Standard Weapons and Gear:	Attributes and Abilities:	Buildout Specific items
2X GRINDER Saws HARDENED ARMOR PHALANX MK2 UNLIMITED Defense Grid SMOKE LAUNCHER		AUTO-STABILIZED AMPHIBIOUS DREAD OVERKILL INDEPENDENT TRACTION FAST SPIN SYSTEM UNBUTTONED HATCH ARMOR	
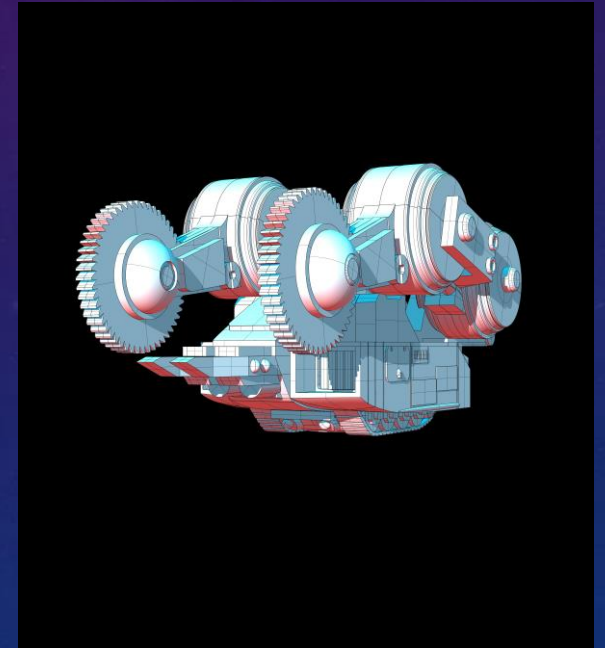
DREADSKATE (AC2)
(CLOSE QUARTERS DEMOLITION SPECIALIST)
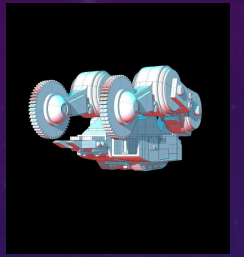
QTY	Build Type	Weapon	Type (CLASS)	WGT	PWR	FIRE CNTRL	MIN	OPT	DROP	SHOTS	LOS / NLOS	DAMAGE per shot	AP UP to AC	SPLASH	MODES	RND	LNK	Attributes and Abilities
2	INT	Grinder	Saw (L)	3	7	2	CC	CC	NA	1	LOS	40 + 2D20		NA		NA	2	QUICK CYCLE:

Quick reference unit attributes or abilities (these are not necessarily all inclusive and some abilities are weapon specific)

AMPHIBIOUS: This unit is not hindered when crossing water terrain and gains + 4 free speed upon entering water. This can be used when crossing water. If the unit does not use this speed, it is lost when the unit exits water.

AUTO-STABILIZED: This unit employs gyroscopic stabilization and gains the auto stabilized battle status. (May fire at any point during movement at a minus 1 movement penalty.)

DREAD OVERKILL: If this unit ends its action with a legal target adjacent to the unit front, it may apply 2D20 damage to the target in addition to any other damage that was generated by the action.

(HARDENED ARMOR) COMPOSITE ARMOR COAT: Reduces 6 LIFE (6xAC of unit damage) from life taken from attack. May not be stacked with other armor enhancements.

INDEPENDENT TRACTION FAST SPIN SYSTEM: May spin to take a shot then resume movement along original path for a cost of - 2 to speed.

(PHALANX UNLIMITED) HIGH SPEED DEFENSIVE MATRIX: Defense System (not armor). Equipped unit may roll a D6 after the attack roll(s) if a shot or shots using ranged, non-energy munitions is fired at it or at a unit, point, or target adjacent to it. If multiple PHALANX systems would apply, only one system may be used. Attacker reduces damage to each shot qualified as above by the die roll. This reduction is NOT affected by weapons that armor pierce or ignore reduction. If other armor defense systems are in play on target, consider these after the PHALANX has taken effect.

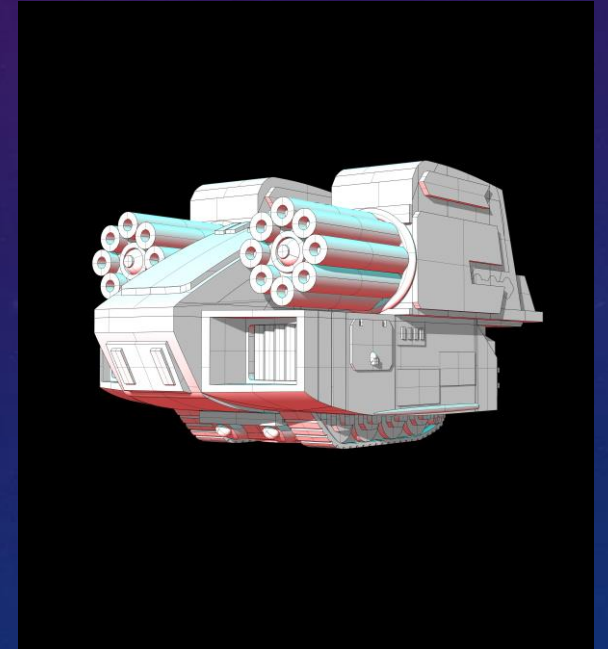**QUICK CYCLE:** This weapon can be used twice per turn on a MSV unit.

UNBUTTONED HATCH ARMOR: Passenger standing in hatch gets 75% cover.

DYNARAY (AC2)
(HEAVY ROTARY WEAPONS SPECIALIST)

SPEED	FREE WEIGHT	FREE POWER	TYPE	JUMP	Crew	Passenger capacity
26	NA	NA	Ray Class Tank	NA	1	1

Integrated Weapons and Gear:	Standard Weapons and Gear:	Attributes and Abilities:	Buildout Specific items
2X DEVASTATOR Rotary Cannons PHALANX MK2 UNLIMITED Defense Grid SEER Thermal Imaging SMOKE LAUNCHER		AUTO-STABILIZED AMPHIBIOUS GHOST INDEPENDENT TRACTION FAST SPIN SYSTEM UNBUTTONED HATCH ARMOR	

QTY	Build Type	Weapon	Type (CLASS)	WGT	PWR	FIRE CNTRL	MIN	OPT	DROP	SHOTS	LOS/ NLOS	DAMAGE per shot	AP UP to AC	SPLASH	MODES	RND	LNK	Attributes and Abilities
2	INT	Devastator	Rotary Gun (H)	5	10	1	0	24	1 per 1	3	LOS	25				NA	2	FOCUS FIRE/ SEQUENCED FIRE/ SPRAY and PRAY

Quick reference unit attributes or abilities (these are not necessarily all inclusive and some abilities are weapon specific)

AMPHIBIOUS: This unit is not hindered when crossing water terrain and gains + 4 free speed upon entering water. This can be used when crossing water. If the unit does not use this speed, it is lost when the unit exits water.

AUTO-STABILIZED: This unit employs gyroscopic stabilization and gains the auto stabilized battle status. (May fire at any point during movement at a minus 1 movement penalty.)

FOCUS FIRE: If all shots are at the same target add a D20 for each gun that registers hit(s).

GHOST: If this unit is targeted by any non-rail gun ranged weapon, it may roll a D6. On a 4, 5, or 6 it may move up to 12 to find better cover.

INDEPENDENT TRACTION FAST SPIN SYSTEM: May spin to take a shot then resume movement along original path for a cost of - 2 to speed.

(PHALANX UNLIMITED) HIGH SPEED DEFENSIVE MATRIX: Defense System (not armor). Equipped unit may roll a D6 after the attack roll(s) if a shot or shots using ranged, non-energy munitions is fired at it or at a unit, point, or target adjacent to it. If multiple PHALANX systems would apply, only one system may be used. Attacker reduces damage to each shot qualified as above by the die roll. This reduction is NOT affected by weapons that armor pierce or ignore reduction. If other armor defense systems are in play on target, consider these after the PHALANX has taken effect.

(SEER SYSTEM) BASIC SMOKE OPTICAL FILTERING: Ignores non thermal smoke modifiers on attacks from this unit.

SEQUENCED FIRE: If a unit is targeted that is or becomes under a bubble shield, the sequenced shots may attempt to eliminate the bubble shield then hit units that were originally targeted with any remaining shots.

(SMOKE LAUNCHER) BASIC SMOKE: Use combined with any action assigned to the controlling unit, drops a 10 diameter circle of smoke by 12 tall at any point adjacent along movement path.

SPRAY and PRAY: May be used to attempt to damage infiltrated units. Target an area where an infiltrated unit is located with all shots at 6 or less + fire control. Take the base damage per shot and divide by the total number of units and terrain features within 6 of the chosen infiltrated unit. If there are no other units or features that qualify, divide shot damage by 2. Deal this modified damage for each hitting shot to the chosen infiltrated unit and each unit or terrain feature previously counted.
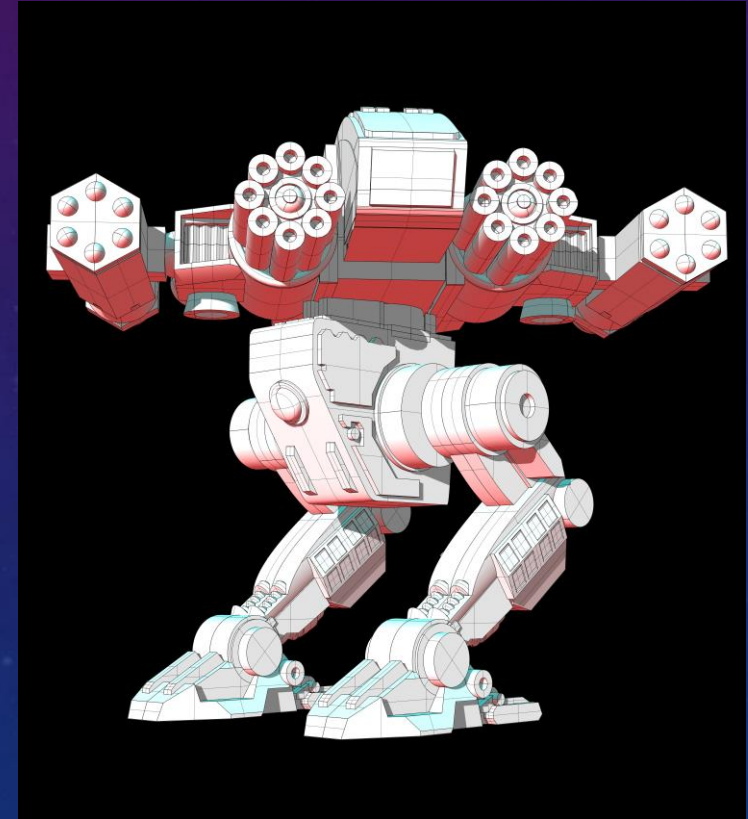
UNBUTTONED HATCH ARMOR: Passenger standing in hatch gets 75% cover.

DWARF (AC3)

BUILD LOADOUT: "MISSILE DWARF" (INDIRECT AND URBAN WARFARE)

SPEED	FREE WEIGHT	FREE POWER	TYPE	JUMP	Crew	Passenger capacity
20	7	16	MSV	YES	2	0

Integrated Weapons and Gear:	Standard Weapons and Gear:	Attributes and Abilities:	Buildout Specific items
2x DEVASTATOR Rotary Cannons	HARDENED ARMOR HYPERSCANNER STARFIRE Flare Launcher EJECTION SEATS MK2	WET WIRE JACKS TARGET PACKAGE RETROFIT MISSILE CORRECTIVE OVERRIDE	2X FIRESHRIKE MISSILE LAUNCHERS DRAGONSIGHT Laser Designator

DWARF (AC3)
BUILD LOADOUT: "MISSILE DWARF" (INDIRECT AND URBAN WARFARE)

QTY	Build Type	Weapon	Type (CLASS)	WGT	PWR	FIRE CNTRL	MIN	OPT	DROP	SHOTS	LOS/ NLOS	DAMAGE per shot	AP UP to AC	SPLASH	MODES	RND	LNK	Attributes and Abilities
2	BLD	Fireshrike	Missile System (L)	3	4	2	0	24	1 per 1	6	NLOS	8	AP2	1		6	2	PROPELLANT ACCELERATED
2	INT	Devastator	Rotary Gun (H)	5	10	1	0	24	1 per 1	3	LOS	25				NA	2	FOCUS FIRE/ SEQUENCED FIRE/ SPRAY and PRAY

Quick reference unit attributes or abilities (these are not necessarily all inclusive and some abilities are weapon specific)

(EJECTION SEATS) MK2 SEATS: +6 to survival rolls. Each seat has 1 REGULA and 1 PSS PERSONNEL SHIELD SYSTEM. Gives equipped crew that does not otherwise have an ECBS suit a shield system like that carried by a standard troop unit. stored in back of seat. Gear survives if crew survives; eliminated if crew fails survival roll. Surviving unit "ejects." Eject allows unit to deploy up to 12+2D20 away from hatch. Crew may disembark using this seat. After ejection, unit may not be recrewed for missing seats.

FOCUS FIRE: If all shots are at the same target add a D20 for each gun that registers hit(s).

(HARDENED ARMOR) COMPOSITE ARMOR COAT: Reduces 6 LIFE (6xAC of unit damage) from life taken from attack. May not be stacked with other armor enhancements.

(HYPERSCANNER) ENHANCED RANGE SCANNING: 36 range scanner, +4 to scanning.

MISSILE CORRECTIVE OVERRIDE: This unit ignores increased difficulty for rerolls generated by anti-missile systems.

PROPELLANT ACCELERATED: Double splash range for shots within opt range.

SEQUENCED FIRE: If a unit is targeted that is or becomes under a bubble shield, the sequenced shots may attempt to eliminate the bubble shield then hit units that were originally targeted with any remaining shots.

SPRAY and PRAY: May be used to attempt to damage infiltrated units. Target an area where an infiltrated unit is located with all shots at 6 or less + fire control. Take the base damage per shot and divide by the total number of units and terrain features within 6 of the chosen infiltrated unit. If there are no other units or features that qualify, divide shot damage by 2. Deal this modified damage for each hitting shot to the chosen infiltrated unit and each unit or terrain feature previously counted.

(STARFIRE) SHOT ATTRACTION: Once per turn in response to an enemy attack against any friendly target, or in combination with any action given to the equipped unit, may be launched up to 12 from unit at any terrain feature, non-infiltrated unit, or spot on ground (no action required). Sticks to target. All hitting FPP or Missile shots with line of fire within 12 of the flare must be rerolled. Rerolled hits go to original target. Rerolled misses hit the spot where the nearest flare is, and deal splash damage to units within radius. Does not stack with other defense gear requiring a reroll or other Starfire systems and does not cancel an opponent's antimissile system. Effect lasts till end of turn.

TARGET PACKAGE RETROFIT: This unit ignores Wild Weasel if there are no smoke modifiers affecting the shot to the target.

WET WIRE JACKS: This unit receives +1 to fire control on any weapon with a Fire Control of less than 3.

DWARF (AC3)

BUILD LOADOUT: "SNEAKY TACK HAMMER" (ANTI DEFENSIVE THREATS AND URBAN WARFARE)

SPEED	FREE WEIGHT	FREE POWER	TYPE	JUMP	Crew	Passenger capacity
20	7	16	MSV	YES	2	0

Integrated Weapons and Gear:	Standard Weapons and Gear:	Attributes and Abilities:	Buildout Specific items
2x DEVASTATOR Rotary Cannons	HARDENED ARMOR HYPERSCANNER STARFIRE Flare Launcher EJECTION SEATS MK2	WET WIRE JACKS TARGET PACKAGE RETROFIT MISSILE CORRECTIVE OVERRIDE	2X SABER Rail Guns CHAMELEON Stealth Coating

QTY	Build Type	Weapon	Type (CLASS)	WGT	PWR	FIRE CNTRL	MIN	OPT	DROP	SHOTS	LOS/ NLOS	DAMAGE per shot	AP UP to AC	SPLASH	MODES	RND	LNK	Attributes and Abilities
2	BLD	Saber	Multishot Rail Gun (L)	3	4	2	0	30	1 per 2	3	LOS	14	AP6	NA		NA	4	UNREACTABLE/ SEQUENCED FIRE
2	INT	Devastator	Rotary Gun (H)	5	10	1	0	24	1 per 1	3	LOS	25				NA	2	FOCUS FIRE/ SEQUENCED FIRE/ SPRAY and PRAY

Quick reference unit attributes or abilities (these are not necessarily all inclusive and some abilities are weapon specific)

(CHAMELEON) BLEND: Roll a D6 when targeted by a ranged attack. On a 1 the coating has no effect. On a 2-5 it adds a -2 modifier to the attack. On a roll of 6 it adds a -6 modifier to the attack. MAY NOT BE used on the DEINONYCHUS unit or combined with other Chameleon gear.

(EJECTION SEATS) MK2 SEATS: +6 to survival rolls. Each seat has 1 REGULA and 1 PSS PERSONNEL SHIELD SYSTEM. Gives equipped crew that does not otherwise have an ECBS suit a shield system like that carried by a standard troop unit. stored in back of seat. Gear survives if crew survives; eliminated if crew fails survival roll. Surviving unit "ejects." Eject allows unit to deploy up to 12+2D20 away from hatch. Crew may disembark using this seat. After ejection, unit may not be recrewed for missing seats.

FOCUS FIRE: If all shots are at the same target add a D20 for each gun that registers hit(s).

(HARDENED ARMOR) COMPOSITE ARMOR COAT: Reduces 6 LIFE (6xAC of unit damage) from life taken from attack. May not be stacked with other armor enhancements.

(HYPERSCANNER) ENHANCED RANGE SCANNING: 36 range scanner, +4 to scanning.

MISSILE CORRECTIVE OVERRIDE: This unit ignores increased difficulty for rerolls generated by antimissile systems.

SEQUENCED FIRE: If a unit is targeted that is or becomes under a bubble shield, the sequenced shots may attempt to eliminate the bubble shield then hit units that were originally targeted with any remaining shots.

SPRAY and PRAY: May be used to attempt to damage infiltrated units. Target an area where an infiltrated unit is located with all shots at 6 or less + fire control. Take the base damage per shot and divide by the total number of units and terrain features within 6 of the chosen infiltrated unit. If there are no other units or features that qualify, divide shot damage by 2. Deal this modified damage for each hitting shot to the chosen infiltrated unit and each unit or terrain feature previously counted.

(STARFIRE) SHOT ATTRACTION: Once per turn in response to an enemy attack against any friendly target, or in combination with any action given to the equipped unit, may be launched up to 12 from unit at any terrain feature, non-infiltrated unit, or spot on ground (no action required). Sticks to target. All hitting FPP or Missile shots with line of fire within 12 of the flare must be rerolled. Rerolled hits go to original target. Rerolled misses hit the spot where the nearest flare is, and deal splash damage to units within radius. Does not stack with other defense gear requiring a reroll or other Starfire systems and does not cancel an opponent's antimissile system. Effect lasts till end of turn.

TARGET PACKAGE RETROFIT: This unit ignores Wild Weasel if there are no smoke modifiers affecting the shot to the target.

WET WIRE JACKS: This unit receives +1 to fire control on any weapon with a Fire Control of less than 3.
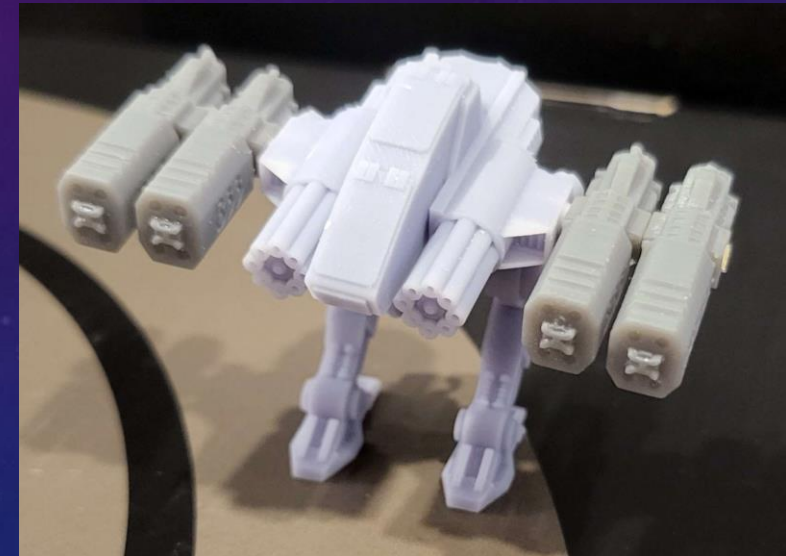
UNREACTABLE: This weapon ignores Phalanx and Dissonance systems and Reactive armor.

DWARF (AC3)
BUILD LOADOUT: "SWARM DWARF" (URBAN WARFARE)

SPEED	FREE WEIGHT	FREE POWER	TYPE	JUMP	Crew	Passenger capacity
20	7	16	MSV	YES	2	0

Integrated Weapons and Gear:	Standard Weapons and Gear:	Attributes and Abilities:	Buildout Specific items
2x DEVASTATOR Rotary Cannons	HARDENED ARMOR HYPERSCANNER STARFIRE Flare Launcher EJECTION SEATS MK2	WET WIRE JACKS TARGET PACKAGE RETROFIT MISSILE CORRECTIVE OVERRIDE	4X B33 Rockets CHAMELEON Stealth Coating Mako EM4C Thermal Scope

QTY	Build Type	Weapon	Type (CLASS)	WGT	PWR	FIRE CNTRL	MIN	OPT	DROP	SHOTS	LOS/ NLOS	DAMAGE per shot	AP UP to AC	SPLASH	MODES	RND	LNK	Attributes and Abilities
4	BLD	B33 (Bee)	Multi Rocket Launcher pack (UL)	1	1	NA	0	36	4 per 1	4	LOS	5		2	HE	NA	4	SEQUENCED FIRE
2	INT	Devastator	Rotary Gun (H)	5	10	1	0	24	1 per 1	3	LOS	25				NA	2	FOCUS FIRE/ SEQUENCED FIRE/ SPRAY and PRAY

Quick reference unit attributes or abilities (these are not necessarily all inclusive and some abilities are weapon specific)

(CHAMELEON) BLEND: Roll a D6 when targeted by a ranged attack. On a 1 the coating has no effect. On a 2-5 it adds a -2 modifier to the attack. On a roll of 6 it adds a -6 modifier to the attack. MAY NOT BE used on the DEINONYCHUS unit or combined with other Chameleon gear.

(EJECTION SEATS) MK2 SEATS: +6 to survival rolls. Each seat has 1 REGULA and 1 PSS PERSONNEL SHIELD SYSTEM. Gives equipped crew that does not otherwise have an ECBS suit a shield system like that carried by a standard troop unit. stored in back of seat. Gear survives if crew survives; eliminated if crew fails survival roll. Surviving unit "ejects." Eject allows unit to deploy up to 12+2D20 away from hatch. Crew may disembark using this seat. After ejection, unit may not be recrewed for missing seats.

FOCUS FIRE: If all shots are at the same target add a D20 for each gun that registers hit(s).

(HARDENED ARMOR) COMPOSITE ARMOR COAT: Reduces 6 LIFE (6xAC of unit damage) from life taken from attack. May not be stacked with other armor enhancements.

(HYPERSCANNER) ENHANCED RANGE SCANNING: 36 range scanner, +4 to scanning.

(MAKO EM4C) EM IMAGING: This ignores the -6 smoke modifier for both smoke and thermal smoke to any unit other than non-ECBS crew or troops. Also grants +1 to equipped unit's attacks against units using any or any combination of the following: Aikido, Chameleon, Deinonychus stealth system, and Wild Weasel system. Note that if defending player declares a unused gear as "inactive," it is not usable by that player for the remainder of the turn.

MISSILE CORRECTIVE OVERRIDE: This unit ignores increased difficulty for rerolls generated by antimissile systems.

SEQUENCED FIRE: If a unit is targeted that is or becomes under a bubble shield, the sequenced shots may attempt to eliminate the bubble shield then hit units that were originally targeted with any remaining shots.

SPRAY and PRAY: May be used to attempt to damage infiltrated units. Target an area where an infiltrated unit is located with all shots at 6 or less + fire control. Take the base damage per shot and divide by the total number of units and terrain features within 6 of the chosen infiltrated unit. If there are no other units or features that qualify, divide shot damage by 2. Deal this modified damage for each hitting shot to the chosen infiltrated unit and each unit or terrain feature previously counted.

(STARFIRE) SHOT ATTRACTION: Once per turn in response to an enemy attack against any friendly target, or in combination with any action given to the equipped unit, may be launched up to 12 from unit at any terrain feature, non-infiltrated unit, or spot on ground (no action required). Sticks to target. All hitting FPP or Missile shots with line of fire within 12 of the flare must be rerolled. Rerolled hits go to original target. Rerolled misses hit the spot where the nearest flare is, and deal splash damage to units within radius. Does not stack with other defense gear requiring a reroll or other Starfire systems and does not cancel an opponent's antimissile system. Effect lasts till end of turn.

TARGET PACKAGE RETROFIT: This unit ignores Wild weasel if there are no smoke modifiers affecting the shot to the target.

WET WIRE JACKS: This unit receives +1 to fire control on any weapon with a Fire Control of less than 3.

DWARF (AC3)

BUILD LOADOUT: "KONG" (CLOSE QUARTERS BRAWLER)

SPEED	FREE WEIGHT	FREE POWER	TYPE	JUMP	Crew	Passenger capacity
20	7	16	MSV	YES	2	0

Integrated Weapons and Gear:	Standard Weapons and Gear:	Attributes and Abilities:	Buildout Specific items
2x DEVASTATOR Rotary Cannons	HARDENED ARMOR HYPERSCANNER, STARFIRE Flare Launcher EJECTION SEATS MK2	WET WIRE JACKS TARGET PACKAGE RETROFIT MISSILE CORRECTIVE OVERRIDE	2X GRINDER Saws

QTY	Build Type	Weapon	Type (CLASS)	WGT	PWR	FIRE CNTRL	MIN	OPT	DROP	SHOTS	LOS / NLOS	DAMAGE per shot	AP UP to AC	SPLASH	MODES	RND	LNK	Attributes and Abilities
2	BLD	Grinder	Saw (L)	3	7	2	CC	CC	NA	1	LOS	40 + 2D20		NA		NA	2	QUICK CYCLE:
2	INT	Devastator	Rotary gun (H)	5	10	1	0	24	1 per 1	3	LOS	25				NA	2	FOCUS FIRE/ SEQUENCED FIRE/ SPRAY and PRAY

Quick reference unit attributes or abilities (these are not necessarily all inclusive and some abilities are weapon specific)

(EJECTION SEATS) MK2 SEATS: +6 to survival rolls. Each seat has 1 REGULA and 1 PSS PERSONNEL SHIELD SYSTEM. Gives equipped crew that does not otherwise have an ECBS suit a shield system like that carried by a standard troop unit. stored in back of seat. Gear survives if crew survives; eliminated if crew fails survival roll. Surviving unit "ejects." Eject allows unit to deploy up to 12+2D20 away from hatch. Crew may disembark using this seat. After ejection, unit may not be recrewed for missing seats.

FOCUS FIRE: If all shots are at the same target add a D20 for each gun that registers hit(s).

(HARDENED ARMOR) COMPOSITE ARMOR COAT: Reduces 6 LIFE (6xAC of unit damage) from life taken from attack. May not be stacked with other armor enhancements.

(HYPERSCANNER) ENHANCED RANGE SCANNING: 36 range scanner, +4 to scanning.

MISSILE CORRECTIVE OVERRIDE: This unit ignores increased difficulty for rerolls generated by antimissile systems.

QUICK CYCLE: This weapon can be used twice per turn on a MSV unit.

SEQUENCED FIRE: If a unit is targeted that is or becomes under a bubble shield, the sequenced shots may attempt to eliminate the bubble shield then hit units that were originally targeted with any remaining shots.

SPRAY and PRAY: May be used to attempt to damage infiltrated units. Target an area where an infiltrated unit is located with all shots at 6 or less + fire control. Take the base damage per shot and divide by the total number of units and terrain features within 6 of the chosen infiltrated unit. If there are no other units or features that qualify, divide shot damage by 2. Deal this modified damage for each hitting shot to the chosen infiltrated unit and each unit or terrain feature previously counted.

(STARFIRE) SHOT ATTRACTION: Once per turn in response to an enemy attack against any friendly target, or in combination with any action given to the equipped unit, may be launched up to 12 from unit at any terrain feature, non-infiltrated unit, or spot on ground (no action required). Sticks to target. All hitting FPP or Missile shots with line of fire within 12 of the flare must be rerolled. Rerolled hits go to original target. Rerolled misses hit the spot where the nearest flare is, and deal splash damage to units within radius. Does not stack with other defense gear requiring a reroll or other Starfire systems and does not cancel an opponent's antimissile system. Effect lasts till end of turn.

TARGET PACKAGE RETROFIT: This unit ignores Wild Weasel if there are no smoke modifiers affecting the shot to the target.
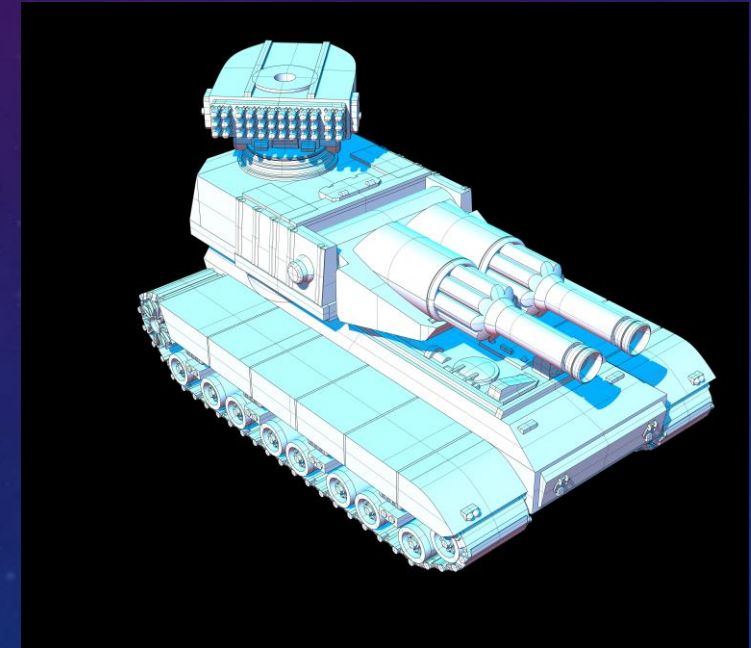
WET WIRE JACKS: This unit receives +1 to fire control on any weapon with a Fire Control of less than 3.

ELEPHANT MK3 (AC4)
(HEAVY DEFENSE AND POSITION CONTROL)

SPEED	FREE WEIGHT	FREE POWER	TYPE	JUMP	Crew	Passenger capacity
20	NA	NA	Heavy Tank	NA	3	3

Integrated Weapons and Gear:	Standard Weapons and Gear:	Attributes and Abilities:	Buildout Specific items
2X HAMMER Mass Cannons GUARDIAN Antipersonnel System HARDENED ARMOR PHALANX Active Defense Grid Smoke Launcher		AUTO-STABILIZED COMMAND X2 SUPERCONDUCTIVE ANTI RECOIL UNBUTTONED HATCH ARMOR SENTRY MODE GUARDIAN	

QTY	Build Type	Weapon	Type (CLASS)	WGT	PWR	FIRE CNTRL	MIN	OPT	DROP	SHOTS	LOS/ NLOS	DAMAGE per shot	AP UP to AC	SPLASH	MODES	RND	LNK	Attributes and Abilities
2	STD	Hammer	Mass Cannon (UH)	6	10	0	0	30	1 per 2	1	LOS	60		6	HE	NA	2	ARCING FIRE
1	STD	Guardian	Multi Rocket Launcher Pack (M)	4	3	NA	0	24	2 per 1	12	LOS	9		3	HE	NA	N	

Quick reference unit attributes or abilities (these are not necessarily all inclusive and some abilities are weapon specific)

ARCING FIRE: May take NLOS shots by arcing over terrain. Assuming the target and firer are more than the height of the highest obstruction away from all objects being fired over horizontally and the shell path is not otherwise obstructed. The height difference of the target or the firer to the obstruction relative to the ground may be subtracted from the needed horizontal distance.

AUTO-STABILIZED: This unit employs gyroscopic stabilization and gains the auto stabilized battle status. (May fire at any point during movement at a minus 1 movement penalty.)

COMMAND X2: This unit has an upgraded command station to add 2 actions to the controlling player's force.

(HARDENED ARMOR) COMPOSITE ARMOR COAT: Reduces 6 LIFE (6xAC of unit damage) from life taken from attack. May not be stacked with other armor enhancements.

(PHALANX both versions) HIGH SPEED DEFENSIVE MATRIX: Defense System (not armor). Equipped unit may roll a D6 after the attack roll(s) if a shot or shots using ranged, non-energy munitions is fired at it or at a unit, point, or target adjacent to it. If multiple PHALANX systems would apply, only one system may be used. Attacker reduces damage to each shot qualified as above by the die roll. This reduction is NOT affected by weapons that armor pierce or ignore reduction. If other armor defense systems are in play on target, consider these after the PHALANX has taken effect.

PROPELLANT ACCELERATED: Double splash range for shots within opt range.

SENTRY MODE GUARDIAN: This unit's Guardian system is capable of sentry mode (able to fire automatically at units moving within 24). See Sentry mode battle status for details.

(SMOKE LAUNCHER) BASIC SMOKE: Use combined with any action assigned to the controlling unit, drops a 10 diameter circle of smoke by 12 tall at any point adjacent along movement path.

(STARFIRE) SHOT ATTRACTION: Once per turn in response to an enemy attack against any friendly target, or in combination with any action given to the equipped unit, may be launched up to 12 from unit at any terrain feature, non-infiltrated unit, or spot on ground (no action required). Sticks to target. All hitting FPP or Missile shots with line of fire within 12 of the flare must be rerolled. Rerolled hits go to original target. Rerolled misses hit the spot where the nearest flare is, and deal splash damage to units within radius. Does not stack with other defense gear requiring a reroll or other Starfire systems and does not cancel an opponent's antimissile system. Effects lasts till end of turn.

SUPERCONDUCTIVE ANTI RECOIL: This unit receives a +1 to fire control for the main (not Guardian) gun(s) if the unit does not move as part of the action.

UNBUTTONED HATCH ARMOR: Passenger standing in hatch gets 75% cover.

FIXER (AC2)
(COMBAT REPAIR TANK)

SPEED	FREE WEIGHT	FREE POWER	TYPE	JUMP	Crew	Passenger capacity
28	NA	NA	Ray Class Tank	NA	2	0

Integrated Weapons and Gear:	Standard Weapons and Gear:	Attributes and Abilities:	Buildout Specific items
2X SABER Rail Guns HARDENED ARMOR WILD WEASEL Defense System SMOKE LAUNCHER		AUTO-STABILIZED AMPHIBIOUS REPAIR ARM INDEPENDENT TRACTION FAST SPIN SYSTEM	
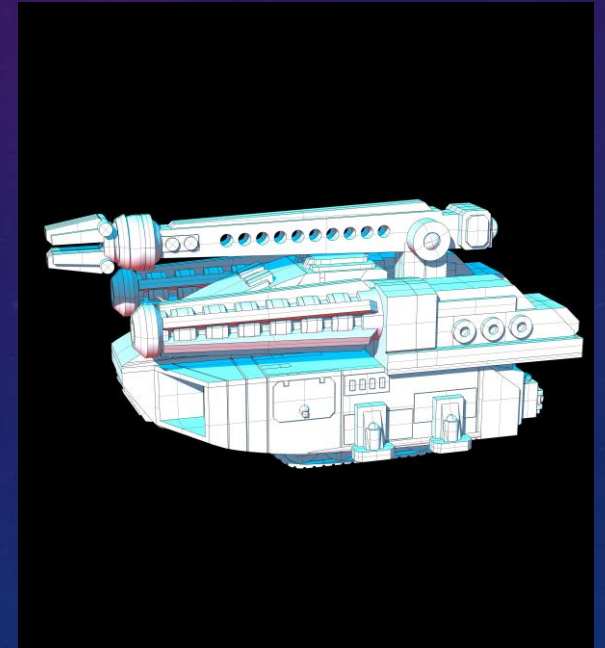
BUILDOUT FIXER (AC2)
(COMBAT REPAIR TANK)
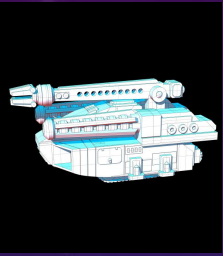
QTY	Build Type	Weapon	Type (CLASS)	WGT	PWR	FIRE CNTRL	MIN	OPT	DROP	SHOTS	LOS / NLOS	DAMAGE per shot	AP UP to AC	SPLASH	MODES	RND	LNK	Attributes and Abilities
2	INT	Saber	Multishot Rail Gun (L)	3	4	2	0	30	1 per 2	3	LOS	14	AP6	NA		NA	4	UNREACTABLE/ SEQUENCED FIRE

Quick reference unit attributes or abilities (these are not necessarily all inclusive and some abilities are weapon specific)

AMPHIBIOUS: This unit is not hindered when crossing water terrain and gains + 4 free speed upon entering water. This can be used when crossing water. If the unit does not use this speed, it is lost when the unit exits water.

AUTO-STABILIZED: This unit employs gyroscopic stabilization and gains the auto stabilized battle status. (May fire at any point during movement at a minus 1 movement penalty.)

(HARDENED ARMOR) COMPOSITE ARMOR COAT: Reduces 6 LIFE (6xAC of unit damage) from life taken from attack. May not be stacked with other armor enhancements.

INDEPENDENT TRACTION FAST SPIN SYSTEM: May spin to take a shot then resume movement along original path for a cost of - 2 to speed.

REPAIR ARM: Roll an attack roll to repair. If applicable, factor move modifiers into the repair "attack" as well as a -4 if the target unit is at 0 life. On success, the target unit may be repaired life/structure points in the amount of a D6 roll plus the difference between the needed attack roll and the actual roll. This unit must stop moving to attempt repair.

SEQUENCED FIRE: If a unit is targeted that is or becomes under a bubble shield, the sequenced shots may attempt to eliminate the bubble shield then hit units that were originally targeted with any remaining shots.

(SMOKE LAUNCHER) BASIC SMOKE: Use combined with any action assigned to the controlling unit, drops a 10 diameter circle of smoke by 12 tall at any point adjacent along movement path.

UNBUTTONED HATCH ARMOR: Passenger standing in hatch gets 75% cover.

UNREACTABLE: This weapon ignores Phalanx and Dissonance systems and Reactive armor.
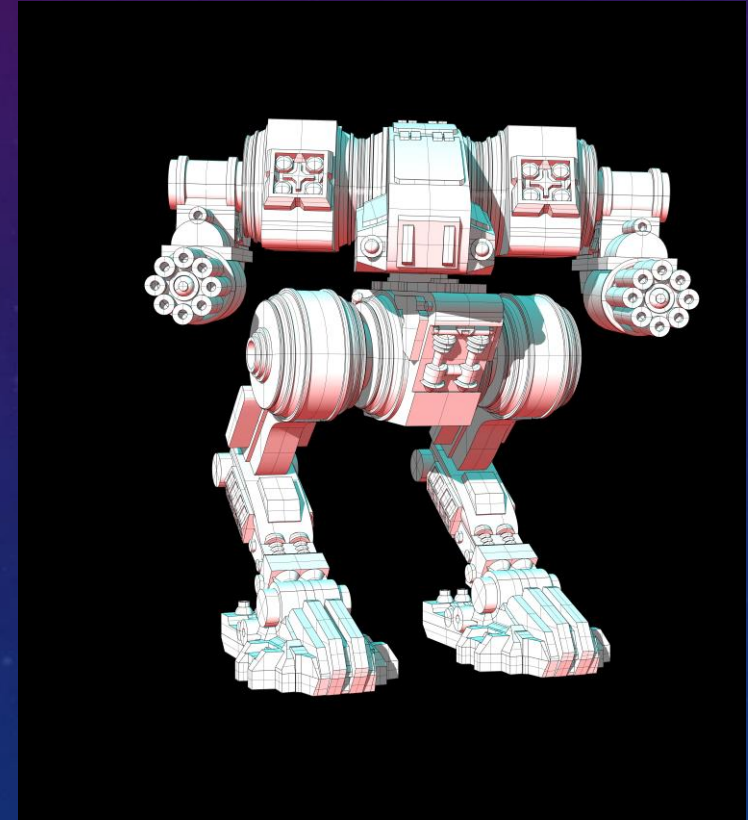
(WILD WEASEL) ECM: All weapons targeting this unit ignore fire control for ranged combat (not close combat) shots.

GLADIATOR (AC4)

BUILD LOADOUT: "THE GAT" (OFFENSIVE)

SPEED	FREE WEIGHT	FREE POWER	TYPE	JUMP	Crew	Passenger capacity
22	10	24	MSV	NA	2	0

Integrated Weapons and Gear:	Standard Weapons and Gear:	Attributes and Abilities:	Buildout Specific items
ANGEL Anti-missile System REACTIVE ARMOR WILD WEASEL Defense System	2X PIGEON Missile Launchers	ECM ENHANCEMENT	2x DEVASTATOR Rotary Cannons

GLADIATOR (AC4)

BUILD LOADOUT: "THE GAT" (OFFENSIVE)

QTY	Build Type	Weapon	Type (CLASS)	WGT	PWR	FIRE CNTRL	MIN	OPT	DROP	SHOTS	LOS/ NLOS	DAMAGE per shot	AP UP to AC	SPLASH	MODES	RND	LNK	Attributes and Abilities
2	BLD	Devastator	Rotary gun (H)	5	10	1	0	24	1 per 1	3	LOS	25				NA	2	FOCUS FIRE/ SEQUENCED FIRE/ SPRAY and PRAY
2	STD	Pigeon	Missile System (H)	5	8	2	6	30	1 per 1	4	NLOS	15	AP3	2		6	2	PROPELLANT ACCELERATED

Quick reference unit attributes or abilities (these are not necessarily all inclusive and some abilities are weapon specific)

AMS: (Angel gear ability) Any hitting missile rounds must be rerolled with a -3 to the shot. Ignore any original hits that miss the second roll. Does not stack with other defense gear requiring a reroll. Takes priority over any STARFIRE flares in play.

ECM ENHANCEMENT: Angel AMS rerolls are at a -4 instead of -3 on this unit. This unit's Wild Weasel system cannot be negated by special ability.

FOCUS FIRE: If all shots are at the same target add a D20 for each gun that registers hit(s).

PROPELLANT ACCELERATED: Double splash range for shots within opt range.

REACTIVE ARMOR: (Armor ability) Once per attack, defending player may roll a D20 (rolling is considered a use). On 12 or less, reduce 2 x AC life taken from an attack. May not be stacked with other armor enhancements (other armor may be added to unit but only applies if this armor does not).

SEQUENCED FIRE: If a unit is targeted that is or becomes under a bubble shield, the sequenced shots may attempt to eliminate the bubble shield then hit units that were originally targeted with any remaining shots.

SPRAY and PRAY: May be used to attempt to damage infiltrated units. Target an area where an infiltrated unit is located with all shots at 6 or less + fire control. Take the base damage per shot and divide by the total number of units and terrain features within 6 of the chosen infiltrated unit. If there are no other units or features that qualify, divide shot damage by 2. Deal this modified damage for each hitting shot to the chosen infiltrated unit and each unit or terrain feature previously counted.

WILD WEASEL: All weapons targeting this unit ignore fire control for ranged combat (not close combat) shots.

GLADIATOR (AC4)

BUILD LOADOUT: "THE POWER SNIPE" (RANGED OFFENSIVE)

SPEED	FREE WEIGHT	FREE POWER	TYPE	JUMP	Crew	Passenger capacity
22	10	24	MSV	NA	2	0

Integrated Weapons and Gear:	Standard Weapons and Gear:	Attributes and Abilities:	Buildout Specific items
ANGEL Anti-missile System REACTIVE ARMOR WILD WEASEL Defense System	2X PIGEON Missile Launchers	ECM ENHANCEMENT	2x TRUSHOT Rifles

GLADIATOR (AC4)
BUILD LOADOUT: "THE POWER SNIPE" (RANGED OFFENSIVE)

QTY	Build Type	Weapon	Type (CLASS)	WGT	PWR	FIRE CNTRL	MIN	OPT	DROP	SHOTS	LOS/ NLOS	DAMAGE per shot	AP UP to AC	SPLASH	MODES	RND	LNK	Attributes and Abilities
2	BLD	Trushot	Rifle (H)	5	10	3	6	36	1 per 4	2	LOS	30	AP6 (if AP)	3 (if HE)	AP/HE	NA	2	SEQUENCED FIRE
2	STD	Pigeon	Missile System (H)	5	8	2	6	30	1 per 1	4	NLOS	15	AP3	2		6	2	PROPELLANT ACCELERATED

Quick reference unit attributes or abilities (these are not necessarily all inclusive and some abilities are weapon specific)
AMS: (Angel gear ability) Any hitting missile rounds must be rerolled with a -3 to the shot. Ignore any original hits that miss the second roll. Does not stack with other defense gear requiring a reroll. Takes priority over any STARFIRE flares in play.
ECM ENHANCEMENT: Angel AMS rerolls are at a -4 instead of -3 on this unit. This unit's Wild Weasel system cannot be negated by special ability.
PROPELLANT ACCELERATED: Double splash range for shots within opt range.
REACTIVE ARMOR: (Armor ability) Once per attack, defending player may roll a D20 (rolling is considered a use). On 12 or less, reduce 2 x AC life taken from an attack. May not be stacked with other armor enhancements (other armor may be added to unit but only applies if this armor does not).
SEQUENCED FIRE: If a unit is targeted that is or becomes under a bubble shield, the sequenced shots may attempt to eliminate the bubble shield then hit units that were originally targeted with any remaining shots.
WILD WEASEL: All weapons targeting this unit ignore fire control for ranged combat (not close combat) shots.

GLADIATOR (AC4)

BUILD LOADOUT: "MADMAN" (CLOSE QUARTERS OFFENSIVE)

SPEED	FREE WEIGHT	FREE POWER	TYPE	JUMP	Crew	Passenger capacity
22	10	24	MSV	NA	2	0

Integrated Weapons and Gear:	Standard Weapons and Gear:	Attributes and Abilities:	Buildout Specific items
ANGEL Anti-missile System REACTIVE ARMOR WILD WEASEL Defense System	2X PIGEON Missile Launchers	ECM ENHANCEMENT	2x GRINDER Saws 1x HADES Rocket CHAMELEON Radar Absorbent Coating

GLADIATOR (AC4)
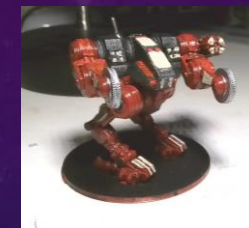
BUILD LOADOUT: "MADMAN" (CLOSE QUARTERS OFFENSIVE)

QTY	Build Type	Weapon	Type (CLASS)	WGT	PWR	FIRE CNTRL	MIN	OPT	DROP	SHOTS	LOS/ NLOS	DAMAGE per shot	AP UP to AC	SPLASH	MODES	RND	LNK	Attributes and Abilities
2	BLD	Grinder	Saw (L)	3	7	2	CC	CC	NA	1	LOS	40+2D20		NA		NA	2	QUICK CYCLE:
1	BLD	HADES	Multi Rocket Launcher Pack (L)	3	1	NA	0	30	2 per 1	4	LOS	24	AP2	4	HE	NA	N	
2	STD	Pigeon	Missile System (H)	5	8	2	6	30	1 per 1	4	NLOS	15	AP3	2		6	2	PROPELLANT ACCELERATED

| Quick reference unit attributes or abilities (these are not necessarily all inclusive and some abilities are weapon specific) |
|---|
| **AMS: (Angel gear ability)** Any hitting missile rounds must be rerolled with a -3 to the shot. Ignore any original hits that miss the second roll. Does not stack with other defense gear requiring a reroll. Takes priority over any STARFIRE flares in play. |
| **BLEND: (Chameleon gear ability)** Roll a D6 when targeted by a ranged attack. On a 1 the coating has no effect. On a 2-5 it adds a -2 modifier to the attack. On a roll of 6 it adds a -6 modifier to the attack. MAY NOT BE used on the DEINONYCHUS unit or combined with Chameleon gear. |
| **ECM ENHANCEMENT:** Angel AMS rerolls are at a -4 instead of -3 on this unit. This unit's Wild Weasel system cannot be negated by special ability. |
| **PROPELLANT ACCELERATED:** Double splash range for shots within opt range. |
| **QUICK CYCLE:** This weapon can be used twice per turn on a MSV unit. |
| **REACTIVE ARMOR: (Armor ability)** Once per attack, defending player may roll a D20 (rolling is considered a use). On 12 or less, reduce 2 x AC life taken from an attack. May not be stacked with other armor enhancements (other armor may be added to unit but only applies if this armor does not). |
| **WILD WEASEL:** All weapons targeting this unit ignore fire control for ranged combat (not close combat) shots. |

HUNTER IV (ADJUDICATOR) (AC3)

(OFFENSIVE COMMAND LAV)

SPEED	FREE WEIGHT	FREE POWER	TYPE	JUMP	Crew	Passenger capacity
22	NA	NA	LAV	NA	3	6

Integrated Weapons and Gear:	Standard Weapons and Gear:	Attributes and Abilities:	Buildout Specific items
1X ADJUDICATOR Howitzer SEER Thermal Imaging SMOKE LAUNCHER STARFIRE Flare Launcher HARDENED ARMOR		AUTO-STABILIZED COMMAND X1 SENTRY MICROWAVE DEFENSE	
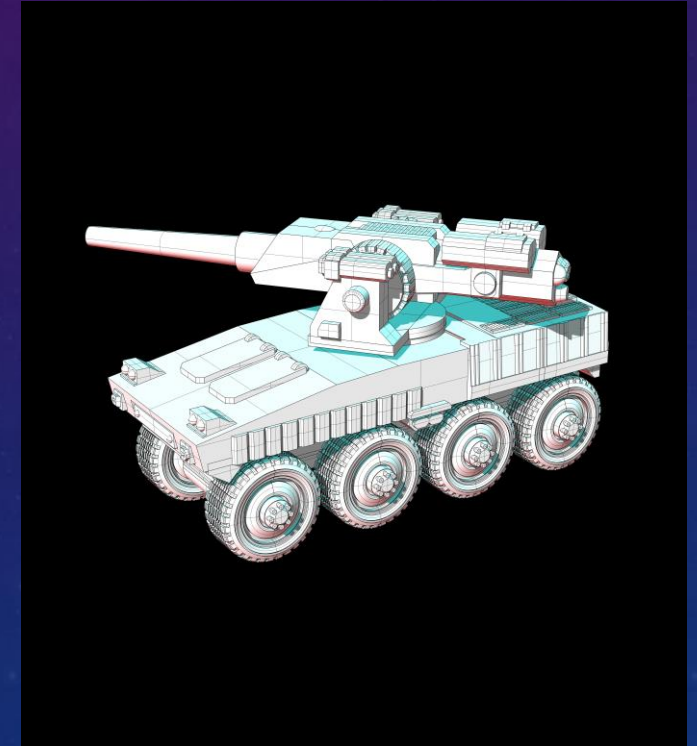
HUNTER IV (ADJUDICATOR) (AC3)
(OFFENSIVE COMMAND LAV)
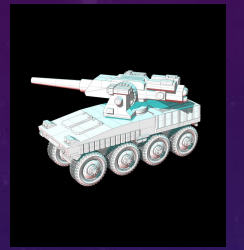
QTY	Build Type	Weapon	Type (CLASS)	WGT	PWR	FIRE CNTRL	MIN	OPT	DROP	SHOTS	LOS/ NLOS	DAMAGE per shot	AP UP to AC	SPLASH	MODES	RND	LNK	Attributes and Abilities
1	INT	Adjudicator	Howitzer (UH)	7	10	1	6	30	1 per 4	1	LOS	80	AP6	3		INA	2	ARCING FIRE

Quick reference unit attributes or abilities (these are not necessarily all inclusive and some abilities are weapon specific)

ARCING FIRE: May take NLOS shots by arcing over terrain. Assuming the target and firer are more than the height of the highest obstruction away from all objects being fired over horizontally and the shell path is not otherwise obstructed. The height difference of the target or the firer to the obstruction relative to the ground may be subtracted from the needed horizontal distance.

AUTO-STABILIZED: This unit employs gyroscopic stabilization and gains the auto stabilized battle status. (May fire at any point during movement at a minus 1 movement penalty.)

COMMAND X1: This unit has a command station to add 1 action to the controlling player's force.

HARDENED ARMOR) COMPOSITE ARMOR COAT: Reduces 6 LIFE (6xAC of unit damage) from life taken from attack. May not be stacked with other armor enhancements.

(SEER SYSTEM) BASIC SMOKE OPTICAL FILTERING: Ignores non thermal smoke modifiers on attacks from this unit.

SENTRY MICROWAVE DEFENSE: If any opposing crew/troop unit(s) that are not serving as unit crew or passenger that is within, or moves within, 24 of this vehicle, the player may roll a D6. On anything but a 1 the opposing unit may immediately move up to their speed to a position outside of 24 of this vehicle and make a stealth roll if infiltrated. If they cannot or do not move out of 24, deal D20 damage and that unit is revealed. A unit may only be affected by this ability once per action.

(SMOKE LAUNCHER) BASIC SMOKE: Use combined with any action assigned to the controlling unit, drops a 10 diameter circle of smoke by 12 tall at any point adjacent along movement path.

(STARFIRE) SHOT ATTRACTION: Once per turn in response to an enemy attack against any friendly target, or in combination with any action given to the equipped unit, may be launched up to 12 from unit at any terrain feature, non-infiltrated unit, or spot on ground (no action required). Sticks to target. All hitting FPP or Missile shots with line of fire within 12 of the flare must be rerolled. Rerolled hits go to original target. Rerolled misses hit the spot where the nearest flare is, and deal splash damage to units within radius. Does not stack with other defense gear requiring a reroll or other Starfire systems and does not cancel an opponent's antimissile system. Effect lasts till end of turn.

HUNTER IV (SIEGEMASTER) (AC3)
(BACKLINE SUPPORT COMMAND LAV)

SPEED	FREE WEIGHT	FREE POWER	TYPE	JUMP	Crew	Passenger capacity
22	NA	NA	LAV	NA	3	6

Integrated Weapons and Gear:	Standard Weapons and Gear:	Attributes and Abilities:	Buildout Specific items
1X SIEGEMASTER A1 SMOKE LAUNCHER STARFIRE Flare Launcher HARDENED ARMOR		AUTO-STABILIZED COMMAND X1 SENTRY MICROWAVE DEFENSE	

HUNTER IV (SIEGMASTER) (AC3)
(BACKLINE SUPPORT COMMAND LAV)

QTY	Build Type	Weapon	Type (CLASS)	WGT	PWR	FIRE CNTRL	MIN	OPT	DROP	SHOTS	LOS / NLOS	DAMAGE per shot	AP UP to AC	SPLASH	MODES	RND	LNK	Attributes and Abilities
1	INT	Siegemaster A1	Mortar Launcher (UH)	6	5	NA	NA	NA	NA	2	NLOS	24		3	1	NA	NA	GPS TARGETED ROUNDS

Quick reference unit attributes or abilities (these are not necessarily all inclusive and some abilities are weapon specific)

AUTO-STABILIZED: This unit employs gyroscopic stabilization and gains the auto stabilized battle status. (May fire at any point during movement at a minus 1 movement penalty.)

COMMAND X1: This unit has a command station to add 1 action to the controlling player's force.

HARDENED ARMOR) COMPOSITE ARMOR COAT: Reduces 6 LIFE (6xAC of unit damage) from life taken from attack. May not be stacked with other armor enhancements.

SENTRY MICROWAVE DEFENSE: If any opposing crew/troop unit(s) that are not serving as unit crew or passenger that is within, or moves within, 24 of this vehicle, the player may roll a D6. On anything but a 1 the opposing unit may immediately move up to their speed to a position outside of 24 of this vehicle and make a stealth roll if infiltrated. If they cannot or do not move out of 24, deal D20 damage and that unit is revealed. A unit may only be affected by this ability once per action.

(SMOKE LAUNCHER) BASIC SMOKE: Use combined with any action assigned to the controlling unit, drops a 10 diameter circle of smoke by 12 tall at any point adjacent along movement path.

(STARFIRE) SHOT ATTRACTION: Once per turn in response to an enemy attack against any friendly target, or in combination with any action given to the equipped unit, may be launched up to 12 from unit at any terrain feature, non-infiltrated unit, or spot on ground (no action required). Sticks to target. All hitting FPP or Missile shots with line of fire within 12 of the flare must be rerolled. Rerolled hits go to original target. Rerolled misses hit the spot where the nearest flare is, and deal splash damage to units within radius. Does not stack with other defense gear requiring a reroll or other Starfire systems and does not cancel an opponent's antimissile system. Effect lasts till end of turn.

JAZZ (AC4)

BUILD LOADOUT: "JENNIFER'S BLOCK2 BUILD" (BALANCED)

SPEED	FREE WEIGHT	FREE POWER	TYPE	JUMP	Crew	Passenger capacity
18	8	16	MSV	YES	2	0

Integrated Weapons and Gear:	Standard Weapons and Gear:	Attributes and Abilities:	Buildout Specific items
DRAGONSIGHT Laser Designator

STARFIRE Flare Launcher

SEER Thermal Imaging

WILD WEASEL Defense System | 2X AVENGER Tesla Guns

REDUCTIVE ARMOR | S7-B VLF-IR LASER DEPLOYMENT SYSTEM

COMMAND X2 | 2x ENHANCED SPITTERS Mk3

SMOKE LAUNCHER

CHAMELEON Radar Absorbent Coating |

QTY	Build Type	Weapon	Type (CLASS)	WGT	PWR	FIRE CNTRL	MIN	OPT	DROP	SHOTS	LOS/ NLOS	DAMAGE per shot	AP UP to AC	SPLASH	MODES	RND	LNK	Attributes and Abilities
2	BLD	Enhanced Spitter (Mk3)	Rechambered Rotary Machine Gun (L)	3	1	2	0	24	1 per 1	4	LOS	10	AP4	NA		NA	2	FOCUS FIRE/ SEQUENCED FIRE/ SPRAY and PRAY
2	STD	Avenger	Tesla Gun (M)	4	12	NA	0	30	NA	1	NA	20				NA	2	ARC CANNON

Quick reference unit attributes or abilities (these are not necessarily all inclusive and some abilities are weapon specific)

ARC CANNON: Cannot target buildings or terrain features. Pick up to 4 targets within OPT range. Each target must be within LOS and 18 of the firing unit or another target. At least one target must have LOS to the firing unit. Starting from the weapon, draw the path of least resistance through all targets. Target each unit in order of the path. Roll one attack roll for each shot (include linked) for each target in sequence. For each hit take the listed damage to the target unit and every unit previous in the sequence/path. If a miss is rolled, the rest of the rolls for that shot are ignored and only the previous damage is scored. All attack rolls are part of one attack. If less than 4 targets are selected, the last target in the chain may be targeted multiple times for the remainder of unused targets. A unit targeted more than once in this manner may not receive "previous unit in path" damage. Movement modifiers of the firing unit apply to all attack rolls. Cover modifiers apply only to each leg of the target path.

(CHAMELEON) BLEND: Roll a D6 when targeted by a ranged attack. On a 1 the coating has no effect. On a 2-5 it adds a -2 modifier to the attack. On a roll of 6 it adds a -6 modifier to the attack. MAY NOT BE used on the DEINONYCHUS unit or combined with Chameleon gear.

COMMAND X2: This unit has a upgraded command station to add 2 actions to the controlling player's force.

FOCUS FIRE: If all shots are at the same target add a D20 for each gun that registers hit(s).

(REDUCTIVE ARMOR) LIGHT PLATE ARMOR: Reduces 4 life (4xAC of unit damage) from life taken from attack. May not be stacked with other armor enhancements.

SEQUENCED FIRE: If a unit is targeted that is or becomes under a bubble shield, the sequenced shots may attempt to eliminate the bubble shield then hit units that were originally targeted with any remaining shots.

(SMOKE LAUNCHER) BASIC SMOKE: Use combined with any action assigned to the controlling unit, drops a 10 diameter circle of smoke by 12 tall at any point adjacent along movement path.

SPRAY and PRAY: May be used to attempt to damage infiltrated units. Target an area where an infiltrated unit is located with all shots at 6 or less + fire control. Take the base damage per shot and divide by the total number of units and terrain features within 6 of the chosen infiltrated unit. If there are no other units or features that qualify, divide shot damage by 2. Deal this modified damage for each hitting shot to the chosen infiltrated unit and each unit or terrain feature previously counted.

S7-B VLF-IR-LASER DEPLOYMENT SYSTEM: This unit may, as a free move, laser designate any spot with a clear line of sight to this unit as a spawn for unit being brought in to reinforce this unit.

JAZZ (AC4)

BUILD LOADOUT: "SABER COMMANDER" (ANTI-DEFENSIVE)

SPEED	FREE WEIGHT	FREE POWER	TYPE	JUMP	Crew	Passenger capacity
18	8	16	MSV	YES	2	0

Integrated Weapons and Gear:	Standard Weapons and Gear:	Attributes and Abilities:	Buildout Specific items
DRAGONSIGHT Laser Designator STARFIRE Flare Launcher SEER Thermal Imaging WILD WEASEL Defense System	2X AVENGER Tesla Guns REDUCTIVE ARMOR	S7-B VLF-IR LASER DEPLOYMENT SYSTEM COMMAND X2	2x SABER Multi-shot Rail Guns CHAFF LAUNCHER

QTY	Build Type	Weapon	Type (CLASS)	WGT	PWR	FIRE CNTRL	MIN	OPT	DROP	SHOTS	LOS / NLOS	DAMAGE per shot	AP UP to AC	SPLASH	MODES	RND	LNK	Attributes and Abilities
2	BLD	Saber	Multi-shot Rail Gun (L)	3	4	2	0	30	1 per 2	3	LOS	14	AP6	NA		NA	4	UNREACTABLE/ SEQUENCED FIRE
2	STD	Avenger	Tesla gun (M)	4	12	NA	0	30	NA	1	NA	20				NA	2	ARC CANNON

Quick reference unit attributes or abilities (these are not necessarily all inclusive and some abilities are weapon specific)

ARC CANNON: Cannot target buildings or terrain features. Pick up to 4 targets within OPT range. Each target must be within LOS and 18 of the firing unit or another target. At least one target must have LOS to the firing unit. Starting from the weapon, draw the path of least resistance through all targets. Target each unit in order of the path. Roll one attack roll for each shot (include linked) for each target in sequence. For each hit take the listed damage to the target unit and every unit previous in the sequence/path. If a miss is rolled, the rest of the rolls for that shot are ignored and only the previous damage is scored. All attack rolls are part of one attack. If less than 4 targets are selected, the last target in the chain may be targeted multiple times for the remainder of unused targets. A unit targeted more than once in this manner may not receive "previous unit in path" damage. Movement modifiers of the firing unit apply to all attack rolls. Cover modifiers apply only to each leg of the target path.

(CHAFF LAUNCHER) CHAFF TARGET ILLUMINATION: May also spend a use to deploy adjacent to the unit as part of any action to cause stealth illumination of any unit (including the deploying unit) within 6 of the deploy point. Additionally, if the related action involves a ranged combat attack factor a -4 to the shot(s).

COMMAND X2: This unit has a upgraded command station to add 2 actions to the controlling player's force.

(REDUCTIVE ARMOR) LIGHT PLATE ARMOR: Reduces 4 life (4xAC of unit damage) from life taken from attack. May not be stacked with other armor enhancements.

S7-B VLF-IR-LASER DEPLOYMENT SYSTEM: This unit may, as a free move, laser designate any spot with a clear line of sight to this unit as a spawn for unit being brought in to reinforce this unit.

SEQUENCED FIRE: If a unit is targeted that is or becomes under a bubble shield, the sequenced shots may attempt to eliminate the bubble shield then hit units that were originally targeted with any remaining shots.

UNREACTABLE: This weapon ignores Phalanx and Dissonance systems and Reactive armor.

LIGHTRAY (AC2)
(LASER EQUIPPED COMMAND TANK)

SPEED	FREE WEIGHT	FREE POWER	TYPE	JUMP	Crew	Passenger capacity
28	NA	NA	Ray Class Tank	NA	1	1

Integrated Weapons and Gear:	Standard Weapons and Gear:	Attributes and Abilities:	Buildout Specific items
2X NOVA MK2 Lasers SMOKE LAUNCHER DRAGONSIGHT Laser Designator		AUTO-STABILIZED AMPHIBIOUS COMMAND X1 INDEPENDENT TRACTION FAST SPIN SYSTEM S7-B VLF-IR-LASER DEPLOYMENT SYSTEM UNBUTTONED HATCH ARMOR	
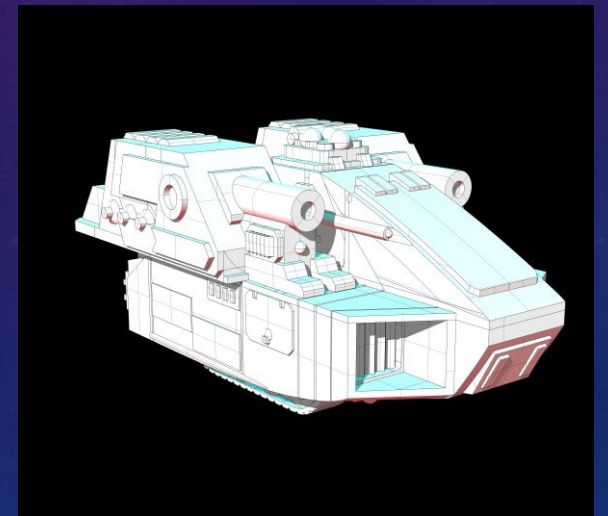
BUILDOUT LIGHTRAY (AC2)
(LASER EQUIPPED COMMAND TANK)

QTY	Build Type	Weapon	Type (CLASS)	WGT	PWR	FIRE CNTRL	MIN	OPT	DROP	SHOTS	LOS/ NLOS	DAMAGE per shot	AP UP to AC	SPLASH	MODES	RND	LNK	Attributes and Abilities
2	INT	Nova	Laser (M)	4	12	2	0	30	1 per 5	1	LOS	50	AP6	NA		INA	2	CRITICAL OVERLOAD

Quick reference unit attributes or abilities (these are not necessarily all inclusive and some abilities are weapon specific)

AMPHIBIOUS: This unit is not hindered when crossing water terrain and gains + 4 free speed upon entering water. This can be used when crossing water. If the unit does not use this speed, it is lost when the unit exits water.

AUTO-STABILIZED: This unit employs gyroscopic stabilization and gains the auto stabilized battle status. (May fire at any point during movement at a minus 1 movement penalty.)

COMMAND X1: This unit has a command station to add 1 action to the controlling player's force.

CRITICAL OVERLOAD: Before taking the shot, player may opt to overload the lasers for an attack with this weapon. The equipped unit may take 1 life (total for the attack) to add the unit's AC worth in damage to each installed laser involved in the attack.

(DRAGONSIGHT) LASER DESIGNATOR: May be used to mark targets or locations (laser designation). Must be able to draw an unblocked line from the laser designator to the marked spot or target. Friendly units targeting marked spot with NLOS type weapons may nullify line of sight modifiers. Additionally, the laser designator can be used to reduce smoke modifiers (any type) on shots (for any ranged weapon) to -3.

INDEPENDENT TRACTION FAST SPIN SYSTEM: May spin to take a shot then resume movement along original path for a cost of -2 to speed.

S7-B VLF-IR-LASER DEPLOYMENT SYSTEM: This unit may, as a free move, laser designate any spot with a clear line of sight to this unit as a spawn for unit being brought in to reinforce this unit.

(SMOKE LAUNCHER) BASIC SMOKE: Use combined with any action assigned to the controlling unit, drops a 10 diameter circle of smoke by 12 tall at any point adjacent along movement path.

UNBUTTONED HATCH ARMOR: Passenger standing in hatch gets 75% cover.

LONGRAY (AC2)
(SNIPER TANK)

SPEED	FREE WEIGHT	FREE POWER	TYPE	JUMP	Crew	Passenger capacity
28	NA	NA	Ray Class Tank	NA	1	1

Integrated Weapons and Gear:	Standard Weapons and Gear:	Attributes and Abilities:	Buildout Specific items
2X LONGBOW MK2 Rifles WILD WEASEL Defense System SMOKE LAUNCHER		AUTO-STABILIZED AMPHIBIOUS INDEPENDENT TRACTION FAST SPIN SYSTEM WEAPONS CACHE UNBUTTONED HATCH ARMOR	

BUILDOUT LONGRAY (AC2)
(SNIPER TANK)

BUILDOUT WEAPONS EQUIPPED

QTY	Build Type	Weapon	Type (CLASS)	WGT	PWR	FIRE CNTRL	MIN	OPT	DROP	SHOTS	LOS/ NLOS	DAMAGE per shot	AP UP to AC	SPLASH	MODES	RND	LNK	Attributes and Abilities
2	INT	Longbow	Rifle (L)	3	7	3	6	30	1 per 4	3	LOS	18	AP4 (if AP)	2 (if HE)	AP/HE	NA	2	SEQUENCED FIRE

Quick reference unit attributes or abilities (these are not necessarily all inclusive and some abilities are weapon specific)

AMPHIBIOUS: This unit is not hindered when crossing water terrain and gains + 4 free speed upon entering water. This can be used when crossing water. If the unit does not use this speed, it is lost when the unit exits water.

AUTO-STABILIZED: This unit employs gyroscopic stabilization and gains the auto stabilized battle status. (May fire at any point during movement at a minus 1 movement penalty.)

INDEPENDENT TRACTION FAST SPIN SYSTEM: May spin to take a shot then resume movement along original path for a cost of -2 to speed.

SEQUENCED FIRE: If a unit is targeted that is or becomes under a bubble shield, the sequenced shots may attempt to eliminate the bubble shield then hit units that were originally targeted with any remaining shots.

(SMOKE LAUNCHER) BASIC SMOKE: Use combined with any action assigned to the controlling unit, drops a 10 diameter circle of smoke by 12 tall at any point adjacent along movement path.

UNBUTTONED HATCH ARMOR: Passenger standing in hatch gets 75% cover.

WEAPONS CACHE: 1 each of the following is stored aboard: OSCAR, PIRANHA, EAGLE, VISION, DYNASTY, SKEETSHOOTER, ODIN. Passengers and crew can equip/unequip this gear at will while aboard the vehicle. If gear leaves the vehicle or is expended, it is not replaced unless the unit is reprovisioned.
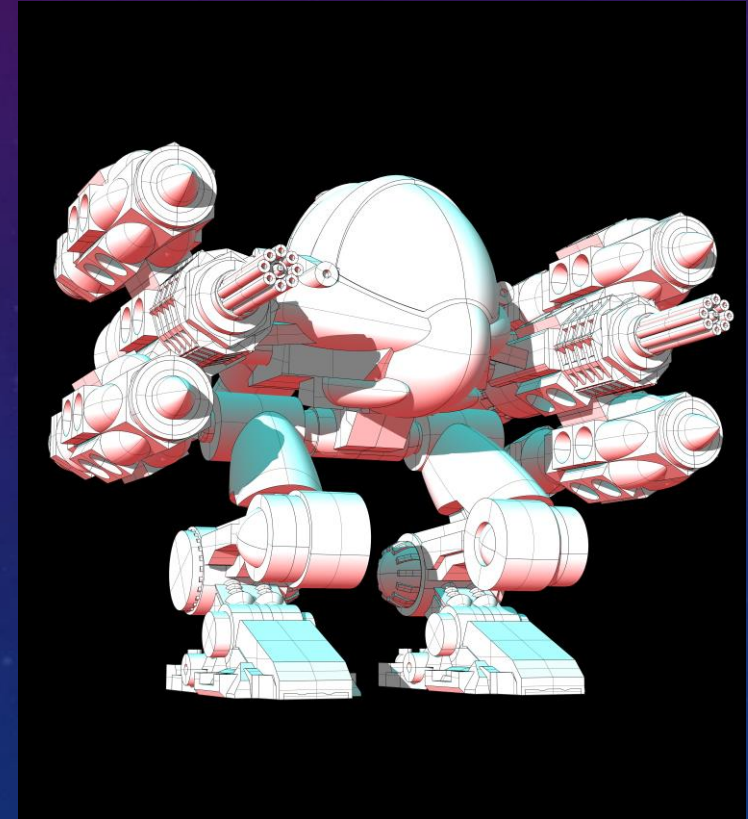
(WILD WEASEL) ECM: All weapons targeting this unit ignore fire control for ranged combat (not close combat) shots.

MAKOFURY (AC3)

BUILD LOADOUT: "MISSILE FURY" (INDIRECT AND URBAN WARFARE)
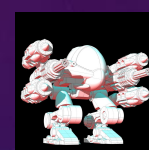
SPEED	FREE WEIGHT	FREE POWER	TYPE	JUMP	Crew	Passenger capacity
22	8	11	MSV	YES	2	0

Integrated Weapons and Gear:	Standard Weapons and Gear:	Attributes and Abilities:	Buildout Specific items
2X Mk2 HYPERSPITTER Rotary Guns Hyperscanner Hardened Armor	CHAFF LAUNCHER Defensive System DISSONANCE Defensive Gear FPAS Speed Boost System EM HARDENING Retrofit	SEEK AND DESTROY DIRECT PORT HIGH GAIN JUMP JET SYSTEM	4x STORMBOLT Missile Launcher

QTY	Build Type	Weapon	Type (CLASS)	WGT	PWR	FIRE CNTRL	MIN	OPT	DROP	SHOTS	LOS/ NLOS	DAMAGE per shot	AP UP to AC	SPLASH	MODES	RND	LNK	Attributes and Abilities
4	BLD	Stormbolt	Smart Missile System (L)	2	2	2	6	24	2 per 1	1	NLOS	20	AP6	3	AP/HE	6	6	PROPELLANT ACCELERATED
2	INT	Hyperspitter (Mk2)	Hyper-cooled Machine Gun(H)	5	3	2	0	24	1 per 1	6	LOS	10	AP4	NA		NA	4	FOCUS FIRE/SEQUENCED FIRE/ SPRAY and PRAY

Quick reference unit attributes or abilities (these are not necessarily all inclusive and some abilities are weapon specific)

(CHAFF LAUNCHER) CHAFF TARGET ILLUMINATION: May also spend a use to deploy adjacent to the unit as part of any action to cause stealth illumination of any unit (including the deploying unit) within 6 of the deploy point. Additionally, if the related action involves a ranged combat attack factor a -4 to the shot(s). **REFLEXIVE CHAFF BURST:** May spend a use to deploy defensively if any point within 6 of this unit is targeted for ranged attack. The Angel, Starfire, Wild Weasel, and or the Deinonychus stealth systems cannot be used when this gear is used. Roll a D6: on a 1 there is no effect, on a 2-5 the targeting unit must take a -4 to the shot(s), on a 6 the targeting unit takes a -6 to the shot(s). Stealth Illumination of all units within 6 including the deployer occurs upon use. **STEALTH ILLUMINATION:** Effect occurs if chaff is deployed within 6 of any infiltrated or stealth unit(s). Effect reveals infiltrated units. Effect also negates the stealth modifiers for the remainder of the turn.

DIRECT PORT HIGH GAIN JUMP JET SYSTEM: This unit may double its vertical jump speed (horizontal speed remains unchanged).

AI MULTIPHASE DIRECTIONAL SHIELD: Reacts via AI to block/deflect/overload ballistic attacks with varying energy beams/shields that pop up as the threat is detected. It is assumed the AI has a bit of lag and will not always be 100 percent effective. Only shots that would otherwise hit can be blocked, and the system makes 1 attempt per shot. Blocked shots do not deal damage. To block a hitting shot, roll a D20 per shot as follows based on attacker's range: Range Under 10: Roll 5 or less. Range 10-20: Roll 8 or less. Range over 20: Roll 12 or less.

(EM HARDENING) HARDENED: Equipped unit ignores EMP ability/effects. **(HARDENED ARMOR) COMPOSITE ARMOR COAT:** Reduces 6 LIFE (6xAC of unit damage) from life taken from attack. May not be stacked with other armor enhancements.

FOCUS FIRE: If all shots are at the same target add a D20 for each gun that registers hit(s).

(FPAS) SPEED BOOST: May be used at any point during movement to add 4 speed to an equipped unit. If the equipped unit is damaged at any point for the rest of the turn the FPAS the unit used is ejected to avoid overload and may not be used. A unit may carry more than one FPAS system but may only use once per movement.

PROPELLANT ACCELERATED: Double splash range for shots within opt range.

SEEK AND DESTROY: This unit may scan for free prior to acting. Once the scan roll is made this unit must act or may consider the scan to be its action.

SEQUENCED FIRE: If a unit is targeted that is or becomes under a bubble shield, the sequenced shots may attempt to eliminate the bubble shield then hit units that were originally targeted with any remaining shots.

SPRAY and PRAY: May be used to attempt to damage infiltrated units. Target an area where an infiltrated unit is located with all shots at 6 or less + fire control. Take the base damage per shot and divide by the total number of units and terrain features within 6 of the chosen infiltrated unit. If there are no other units or features that qualify, divide shot damage by 2. Deal this modified damage for each hitting shot to the chosen infiltrated unit and each unit or terrain feature previously counted.

MAKOFURY (AC3)

BUILD LOADOUT: "STINGER FURY" (ANTI-INFANTRY / URBAN WARFARE)

SPEED	FREE WEIGHT	FREE POWER	TYPE	JUMP	Crew	Passenger capacity
22	8	11	MSV	YES	2	0

Integrated Weapons and Gear:	Standard Weapons and Gear:	Attributes and Abilities:	Buildout Specific items
2X Mk2 HYPERSPITTER Rotary Guns Hyperscanner Hardened Armor	CHAFF LAUNCHER Defensive System Defensive Gear FPAS Speed Boost System EM HARDENING Retrofit	SEEK AND DESTROY DIRECT PORT HIGH GAIN JUMP JET SYSTEM	4x B33 (BEE) Rocket Launchers 2X SIDESWIPE Munitions Launchers

MAKOFURY (AC3)
BUILD LOADOUT: "STINGER FURY" (ANTI-INFANTRY / URBAN WARFARE)

QTY	Build Type	Weapon	Type (CLASS)	WGT	PWR	FIRE CNTRL	MIN	OPT	DROP	SHOTS	LOS/ NLOS	DAMAGE per shot	AP UP to AC	SPLASH	MODES	RND	LNK	Attributes and Abilities
4	BLD	B33 (Bee)	Multi Rocket Launcher Pack (UL)	1	1	NA	0	36	4 per 1	4	LOS	5		2	HE	NA	4	SEQUENCED FIRE
2	BLD	Sideswipe	Rapid Munitions Launcher (L)	2	1	2	0	24	2 per 1	4	See attribs	10	AP3	3	AP/HE/GPS	NA	2	BLOOPER GUN/ GPS MICROCHIPPED ROUNDS
2	INT	Hyperspitter (mk2)	Hyper-cooled Machine Gun(H)	5	3	2	0	24	1 per 1	6	LOS	10	AP4	NA		NA	4	FOCUS FIRE/ SEQUENCED FIRE/ SPRAY and PRAY

Quick reference unit attributes or abilities (these are not necessarily all inclusive and some abilities are weapon specific)

BLOOPER GUN: If both attacker and target have overhead clearance, and any obstructions are less than optimum range in height this weapon can be used NLOS but will not armor pierce.

(CHAFF LAUNCHER) CHAFF TARGET ILLUMINATION: May also spend a use to deploy adjacent to the unit as part of any action to cause stealth illumination of any unit (including the deploying unit) within 6 of the deploy point. Additionally, if the related action involves a ranged combat attack factor a -4 to the shot(s). **REFLEXIVE CHAFF BURST:** May spend a use to deploy defensively if any point within 6 of this unit is targeted for ranged attack. The Angel, Starfire, Wild Weasel, and or the Deinonychus stealth systems cannot be used when this gear is used. Roll a D6: on a 1 there is no effect, on a 2-5 the targeting unit must take a -4 to the shot(s), on a 6 the targeting unit takes a -6 to the shot(s). Stealth Illumination of all units within 6 including the deployer occurs upon use. **STEALTH ILLUMINATION:** Effect occurs if chaff is deployed within 6 of any infiltrated or stealth unit(s). Effect reveals infiltrated units. Effect also negates the stealth modifiers for the remainder of the turn.

DIRECT PORT HIGH GAIN JUMP JET SYSTEM: This unit may double its vertical jump speed (horizontal speed remains unchanged).

(DISSONANCE) AI MULTIPHASE DIRECTIONAL SHIELD: Reacts via AI to block/deflect/overload ballistic attacks with varying energy beams/shields that pop up as the threat is detected. It is assumed the AI has a bit of lag and will not always be 100 percent effective. Only shots that would otherwise hit can be blocked, and the system makes 1 attempt per shot. Blocked shots do not deal damage. To block a hitting shot, roll a D20 per shot as follows based on attacker's range: Range Under 10: Roll 5 or less. Range 10-20: Roll 8 or less. Range over 20: Roll 12 or less.

(EM HARDENING) HARDENED: Equipped unit ignores EMP ability/effects. **(HARDENED ARMOR) COMPOSITE ARMOR COAT:** Reduces 6 LIFE (6xAC of unit damage) from life taken from attack. May not be stacked with other armor enhancements.

FOCUS FIRE: If all shots are at the same target add a D20 for each gun that registers hit(s).

(FPAS) SPEED BOOST: May be used at any point during movement to add 4 speed to an equipped unit. If the equipped unit is damaged at any point for the rest of the turn the FPAS the unit used is ejected to avoid overload and may not be used. A unit may carry more than one FPAS system but may only use once per movement.

GPS MICROCHIPPED ROUNDS: May fire via GPS mode to target any coordinate within LOS. Ignore fire control and normal range modifiers. For roll to hit, start with 18 or less to hit, then -1 per 3 inches to coordinate or spot. Ignore armor pierce in this mode.

PROPELLANT ACCELERATED: Double splash range for shots within opt range.

SEEK AND DESTROY: This unit may scan for free prior to acting. Once the scan roll is made this unit must act or may consider the scan to be its action.

SEQUENCED FIRE: If a unit is targeted that is or becomes under a bubble shield, the sequenced shots may attempt to eliminate the bubble shield then hit units that were originally targeted with any remaining shots.

SPRAY and PRAY: May be used to attempt to damage infiltrated units. Target an area where an infiltrated unit is located with all shots at 6 or less + fire control. Take the base damage per shot and divide by the total number of units and terrain features within 6 of the chosen infiltrated unit. If there are no other units or features that qualify, divide shot damage by 2. Deal this modified damage for each hitting shot to the chosen infiltrated unit and each unit or terrain feature previously counted.

MAKOFURY (AC3)

BUILD LOADOUT: "SPITTER FURY" (HUNTER KILLER / URBAN WARFARE)

SPEED	FREE WEIGHT	FREE POWER	TYPE	JUMP	Crew	Passenger capacity
22	8	11	MSV	YES	2	0

Integrated Weapons and Gear:	Standard Weapons and Gear:	Attributes and Abilities:	Buildout Specific items
2X Mk2 HYPERSPITTER Rotary Guns Hyperscanner Hardened Armor	CHAFF LAUNCHER Defensive System DISSONANCE Defensive Gear FPAS Speed Boost System EM HARDENING Retrofit	SEEK AND DESTROY DIRECT PORT HIGH GAIN JUMP JET SYSTEM	2x SPITTER Mk2 Rotary Machine Guns 2X SIDESWIPE Munitions Launchers

MAKOFURY (AC3)
BUILD LOADOUT: "SPITTER FURY" (HUNTER KILLER / URBAN WARFARE)

QTY	Build Type	Weapon	Type (CLASS)	WGT	PWR	FIRE CNTRL	MIN	OPT	DROP	SHOTS	LOS/ NLOS	DAMAGE per shot	AP UP to AC	SPLASH	MODES	RND	LNK	Attributes and Abilities
2	BLD	Spitter (Mk2)	Rotary machine gun (L)	2	1	2	0	20	1 per 1	4	LOS	8	AP6	NA		NA	2	FOCUS FIRE/ SEQUENCED FIRE/ SPRAY and PRAY
2	BLD	Sideswipe	Rapid Munitions Launcher (L)	2	1	2	0	24	2 per 1	4	See attribs	10	AP3	3	AP/HE/GPS	NA	2	BLOOPER GUN/ GPS MICROCHIPPED ROUNDS
2	INT	Hyperspitter (Mk2)	Hyper-cooled Machine Gun(H)	5	3	2	0	24	1 per 1	6	LOS	10	AP4	NA		NA	4	FOCUS FIRE/ SEQUENCED FIRE/ SPRAY and PRAY

Quick reference unit attributes or abilities (these are not necessarily all inclusive and some abilities are weapon specific)

BLOOPER GUN: If both attacker and target have overhead clearance, and any obstructions are less than optimum range in height this weapon can be used NLOS but will not armor pierce.

(CHAFF LAUNCHER) CHAFF TARGET ILLUMINATION: May also spend a use to deploy adjacent to the unit as part of any action to cause stealth illumination of any unit (including the deploying unit) within 6 of the deploy point. Additionally, if the related action involves a ranged combat attack factor a -4 to the shot(s). **REFLEXIVE CHAFF BURST:** May spend a use to deploy defensively if any point within 6 of this unit is targeted for ranged attack. The Angel, Starfire, Wild Weasel, and or the Deinonychus stealth systems cannot be used when this gear is used. Roll a D6: on a 1 there is no effect, on a 2-5 the targeting unit must take a -4 to the shot(s), on a 6 the targeting unit takes a -6 to the shot(s). Stealth Illumination of all units within 6 including the deployer occurs upon use. **STEALTH ILLUMINATION:** Effect occurs if chaff is deployed within 6 of any infiltrated or stealth unit(s). Effect reveals infiltrated units. Effect also negates the stealth modifiers for the remainder of the turn.

DIRECT PORT HIGH GAIN JUMP JET SYSTEM: This unit may double its vertical jump speed (horizontal speed remains unchanged).

(DISSONANCE) AI MULTIPHASE DIRECTIONAL SHIELD: Reacts via AI to block/deflect/overload ballistic attacks with varying energy beams/shields that pop up as the threat is detected. It is assumed the AI has a bit of lag and will not always be 100 percent effective. Only shots that would otherwise hit can be blocked, and the system makes 1 attempt per shot. Blocked shots do not deal damage. To block a hitting shot, roll a D20 per shot as follows based on attacker's range: Range Under 10: Roll 5 or less. Range 10-20: Roll 8 or less. Range over 20: Roll 12 or less.

(EM HARDENING) HARDENED: Equipped unit ignores EMP ability/effects. **(HARDENED ARMOR) COMPOSITE ARMOR COAT:** Reduces 6 LIFE (6xAC of unit damage) from life taken from attack. May not be stacked with other armor enhancements.

FOCUS FIRE: If all shots are at the same target add a D20 for each gun that registers hit(s).

(FPAS) SPEED BOOST: May be used at any point during movement to add 4 speed to an equipped unit. If the equipped unit is damaged at any point for the rest of the turn the FPAS the unit used is ejected to avoid overload and may not be used. A unit may carry more than one FPAS system but may only use once per movement.

GPS MICROCHIPPED ROUNDS: May fire via GPS mode to target any coordinate within LOS. Ignore fire control and normal range modifiers. For roll to hit, start with 18 or less to hit, then -1 per 3 inches to coordinate or spot. Ignore armor pierce in this mode.

SEEK AND DESTROY: This unit may scan for free prior to acting. Once the scan roll is made this unit must act or may consider the scan to be its action.

SEQUENCED FIRE: If a unit is targeted that is or becomes under a bubble shield, the sequenced shots may attempt to eliminate the bubble shield then hit units that were originally targeted with any remaining shots.

SPRAY and PRAY: May be used to attempt to damage infiltrated units. Target an area where an infiltrated unit is located with all shots at 6 or less + fire control. Take the base damage per shot and divide by the total number of units and terrain features within 6 of the chosen infiltrated unit. If there are no other units or features that qualify, divide shot damage by 2. Deal this modified damage for each hitting shot to the chosen infiltrated unit and each unit or terrain feature previously counted.

MAMMOTH MK2 (AC4)

(HEAVY SQUAD SUPPORT)

SPEED	FREE WEIGHT	FREE POWER	TYPE	JUMP	Crew	Passenger capacity
24	NA	NA	Heavy Tank	NA	3	3

Integrated Weapons and Gear:	Standard Weapons and Gear:	Attributes and Abilities:	Buildout Specific items
1X ADJUDICATOR Howitzer		AUTO-STABILIZED	
RAVAGE Missile System	STARFIRE Flare System	COMMAND X2	
HARDENED ARMOR	SEER Thermal Enhanced Sights	SUPERCONDUCTIVE ANTI RECOIL	
SMOKE LAUNCHER		UNBUTTONED HATCH ARMOR	
		SENTRY MODE RAVAGE	

MAMMOTH MK2 (AC4)
(HEAVY DEFENSE AND POSITION CONTROL)

BUILDOUT WEAPONS EQUIPPED

QTY	Build Type	Weapon	Type (CLASS)	WGT	PWR	FIRE CNTRL	MIN	OPT	DROP	SHOTS	LOS/ NLOS	DAMAGE per shot	AP UP to AC	SPLASH	MODES	RNDS	LNK	Attributes and Abilities
1	STD	Adjudicator	Howitzer (UH)	7	10	1	6	30	1 per 4	1	LOS	80	AP6	3		NA	2	ARCING FIRE
1	STD	Ravage	Smart Missile System (M)	4	5	3	0	24	3 per 1	3	NLOS	24		2		6	NA	PROPELLANT ACCELERATED

Quick reference unit attributes or abilities (these are not necessarily all inclusive and some abilities are weapon specific)

ARCING FIRE: May take NLOS shots by arcing over terrain. Assuming the target and firer are more than the height of the highest obstruction away from all objects being fired over horizontally and the shell path is not otherwise obstructed. The height difference of the target or the firer to the obstruction relative to the ground may be subtracted from the needed horizontal distance.

AUTO-STABILIZED: This unit employs gyroscopic stabilization and gains the auto stabilized battle status. (May fire at any point during movement at a minus 1 movement penalty.)

COMMAND X2: This unit has an upgraded command station to add 2 actions to the controlling player's force.

(HARDENED ARMOR) COMPOSITE ARMOR COAT: Reduces 6 LIFE (6xAC of unit damage) from life taken from attack. May not be stacked with other armor enhancements.

PROPELLANT ACCELERATED: Double splash range for shots within opt range.

SENTRY MODE RAVAGE: This unit's Ravage missile system is capable of sentry mode (able to fire automatically at units moving within 24). See Sentry mode battle status for details.

(SMOKE LAUNCHER) BASIC SMOKE: Use combined with any action assigned to the controlling unit, drops a 10 diameter circle of smoke by 12 tall at any point adjacent along movement path.

(STARFIRE) SHOT ATTRACTION: Once per turn in response to an enemy attack against any friendly target, or in combination with any action given to the equipped unit, may be launched up to 12 from unit at any terrain feature, non-infiltrated unit, or spot on ground (no action required). Sticks to target. All hitting FPP or Missile shots with line of fire within 12 of the flare must be rerolled. Rerolled hits go to original target. Rerolled misses hit the spot where the nearest flare is, and deal splash damage to units within radius. Does not stack with other defense gear requiring a reroll or other Starfire systems and does not cancel an opponent's antimissile system. Effects lasts till end of turn.

SUPERCONDUCTIVE ANTI RECOIL: This unit receives a +1 to fire control for the main (not Guardian) gun(s) if the unit does not move as part of the action.

UNBUTTONED HATCH ARMOR: Passenger standing in hatch gets 75% cover.

NIGHTWATCH (AC4)

BUILD LOADOUT: "TRUE WATCH" (DEFENSIVE)

SPEED	FREE WEIGHT	FREE POWER	TYPE	JUMP	Crew	Passenger capacity
18	12	25	MSV	NA	2	0

Integrated Weapons and Gear:	Standard Weapons and Gear:	Attributes and Abilities:	Buildout Specific items
CHAMELEON Defense System REDUCTIVE ARMOR 2X DEVASTATOR Rotary Cannons	Mako EM4C 1x SIEGEMASTER Mortar System	MORTAR ENHANCEMENT	2X TRUSHOT Rifles DISSONANCE Defensive Gear
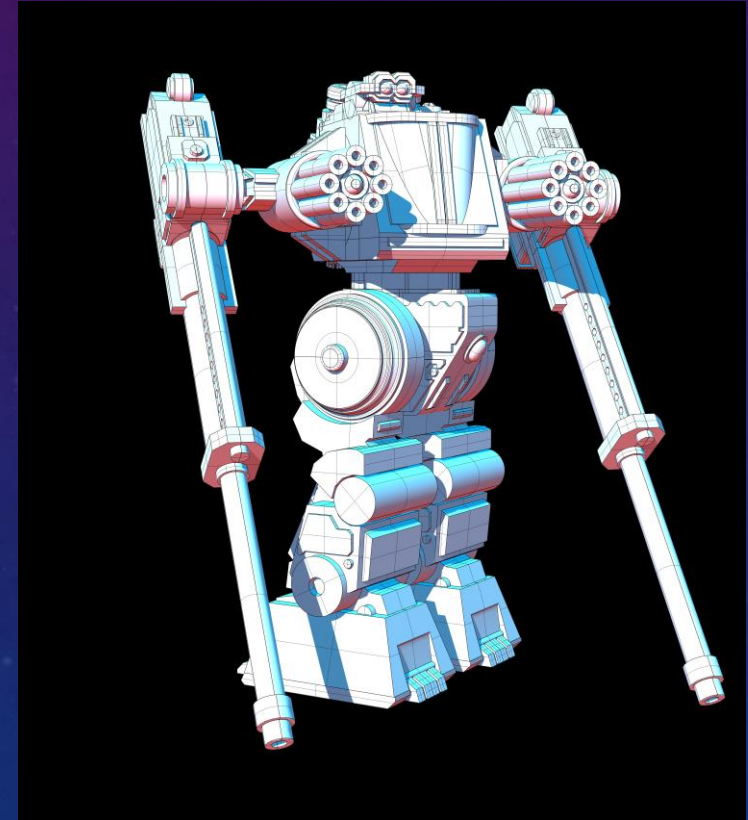
NIGHTWATCH (AC4)
BUILD LOADOUT: "TRUE WATCH" (DEFENSIVE)

BUILDOUT WEAPONS EQUIPPED

QTY	Build Type	Weapon	Type (CLASS)	WGT	PWR	FIRE CNTRL	MIN	OPT	DROP	SHOTS	LOS/ NLOS	DAMAGE per shot	AP UP to AC	SPLASH	MODES	RND	LNK	Attributes and Abilities
2	INT	Devastator	Rotary Gun (H)	5	10	1	0	24	1 per 1	3	LOS	25				NA	2	FOCUS FIRE/ SEQUENCED FIRE/ SPRAY and PRAY
1	STD	Siegemaster A1	Mortar System (UH)	6	5	NA	NA	NA	NA	2	NLOS	24		3		NA	NA	GPS TARGETED ROUNDS
2	BLD	Trushot	Rifle (H)	5	10	3	6	36	1 per 4	2	LOS	30	AP6 (if AP)	3 (if HE)	AP/HE	NA	2	SEQUENCED FIRE

Quick reference unit attributes or abilities (these are not necessarily all inclusive and some abilities are weapon specific)

(CHAMELEON) BLEND: Roll a D6 when targeted by a ranged attack. On a 1 the coating has no effect. On a 2-5 it adds a -2 modifier to the attack. On a roll of 6 it adds a -6 modifier to the attack. MAY NOT BE used on the DEINONYCHUS unit or combined with Chameleon gear.

(DISSONANCE) AI MULTIPHASE DIRECTIONAL SHIELD: Reacts via AI to block/deflect/overload ballistic attacks with varying energy beams/shields that pop up as the threat is detected. It is assumed the AI has a bit of lag and will not always be 100 percent effective. Only shots that would otherwise hit can be blocked, and the system makes 1 attempt per shot. Blocked shots do not deal damage. To block a hitting shot, roll a D20 per shot as follows based on attacker's range: Range Under 10: Roll 5 or less. Range 10-20: Roll 8 or less. Range over 20: Roll 12 or less.

FOCUS FIRE: If all shots are at the same target add a D20 for each gun that registers hit(s).

GPS TARGETED ROUNDS: Fires via GPS. May target any coordinate If both attacking unit and target coordinates have full overhead clearance. Ignore fire control and normal range modifiers. For roll to hit, start with 10 or less to hit, If there is no smoke in play gain +1 to hit, a friendly unit can laser designate the coordinates gain +3 to the attack. This weapon may have one or both shots called as support fire from a Daedalus Fire Support system, or Vision Spotter equipped unit, but any shot(s) used in support are unavailable for further support shots.

MORTAR ENHANCEMENT: The integrated SIEGEMASTER weapon may be used twice per turn as separate actions.

SEQUENCED FIRE: If a unit is targeted that is or becomes under a bubble shield, the sequenced shots may attempt to eliminate the bubble shield then hit units that were originally targeted with any remaining shots.

SPRAY and PRAY: May be used to attempt to damage infiltrated units. Target an area where an infiltrated unit is located with all shots at 6 or less + fire control. Take the base damage per shot and divide by the total number of units and terrain features within 6 of the chosen infiltrated unit. If there are no other units or features that qualify, divide shot damage by 2. Deal this modified damage for each hitting shot to the chosen infiltrated unit and each unit or terrain feature previously counted.

(REDUCTIVE ARMOR) LIGHT PLATE ARMOR: Reduces 4 life (4xAC of unit damage) from life taken from attack. May not be stacked with other armor enhancements.

NIGHTWATCH (AC4)

BUILD LOADOUT: "RAIL WATCH" (DEFENSIVE)

SPEED	FREE WEIGHT	FREE POWER	TYPE	JUMP	Crew	Passenger capacity
18	12	25	MSV	NA	2	0

Integrated Weapons and Gear:	Standard Weapons and Gear:	Attributes and Abilities:	Buildout Specific items
CHAMELEON Defense System REDUCTIVE ARMOR 2X DEVASTATOR Rotary Cannons	Mako EM4C 1x SIEGEMASTER Mortar System	MORTAR ENHANCEMENT	2X RELATIVITY E99 Rail Guns

NIGHTWATCH (AC4)
BUILD LOADOUT: "RAIL WATCH" (DEFENSIVE)

QTY	Build Type	Weapon	Attributes Type (CLASS)	W GT	PWR	FIRE CNTRL	MIN	OPT	DROP	SHOTS	LOS/ NLOS	DAMAGE per shot	AP UP to AC	SPLASH	MODES	RND	LNK	Attributes and Abilities
2	INT	Devastator	Rotary Gun (H)	5	10	1	0	24	1 per 1	3	LOS	25				NA	2	FOCUS FIRE/ SEQUENCED FIRE/ SPRAY and PRAY
1	STD	Siegemaster A1	Mortar System (UH)	6	5	NA	NA	NA	NA	2	NLOS	24		3		NA	NA	GPS TARGETED ROUNDS
2	BLD	Relativity E99	Heavy Rail Gun (UH)	6	12	2	0	40	1 per 2	2	LOS	40	AP6			NA	2	UNREACTABLE/ SEQUENCED FIRE

Quick reference unit attributes or abilities (these are not necessarily all inclusive and some abilities are weapon specific)

(CHAMELEON) BLEND: Roll a D6 when targeted by a ranged attack. On a 1 the coating has no effect. On a 2-5 it adds a -2 modifier to the attack. On a roll of 6 it adds a -6 modifier to the attack. MAY NOT BE used on the DEINONYCHUS unit or combined with Chameleon gear.

FOCUS FIRE: If all shots are at the same target add a D20 for each gun that registers hit(s).

GPS TARGETED ROUNDS: Fires via GPS. May target any coordinate If both attacking unit and target coordinates have full overhead clearance. Ignore fire control and normal range modifiers. For roll to hit, start with 10 or less to hit, If there is no smoke in play gain +1 to hit, a friendly unit can laser designate the coordinates gain +3 to the attack. This weapon may have one or both shots called as support fire from a Daedalus Fire Support system, or Vision Spotter equipped unit, but any shot(s) used in support are unavailable for further support shots.

MORTAR ENHANCEMENT: The integrated SIEGEMASTER weapon may be used twice per turn as separate actions.

SEQUENCED FIRE: If a unit is targeted that is or becomes under a bubble shield, the sequenced shots may attempt to eliminate the bubble shield then hit units that were originally targeted with any remaining shots.

SPRAY and PRAY: May be used to attempt to damage infiltrated units. Target an area where an infiltrated unit is located with all shots at 6 or less + fire control. Take the base damage per shot and divide by the total number of units and terrain features within 6 of the chosen infiltrated unit. If there are no other units or features that qualify, divide shot damage by 2. Deal this modified damage for each hitting shot to the chosen infiltrated unit and each unit or terrain feature previously counted.

(REDUCTIVE ARMOR) LIGHT PLATE ARMOR: Reduces 4 life (4xAC of unit damage) from life taken from attack. May not be stacked with other armor enhancements.

UNREACTABLE: This weapon ignores Phalanx and Dissonance systems and Reactive armor.

PALADIN (AC6)
BUILD LOADOUT: "SANDSHARK" (DEFENSIVE)

SPEED	FREE WEIGHT	FREE POWER	TYPE	JUMP	Crew	Passenger capacity
14	18	50	MSV	NA	2	2

Integrated Weapons and Gear:	Standard Weapons and Gear:	Attributes and Abilities:	Buildout Specific items
1X BLACKOUT FPP HARDENED ARMOR	2X PALADIN APEX Launchers HYPERSCANNER MK2	STRIKE DEPLOYMENT PODS COMMAND X2	2X DEVASTATOR ROTARY GUNS DISSONANCE DEFENSIVE GEAR MAKO EM4C THERMAL SCOPE AIKIDO ENERGY GRID
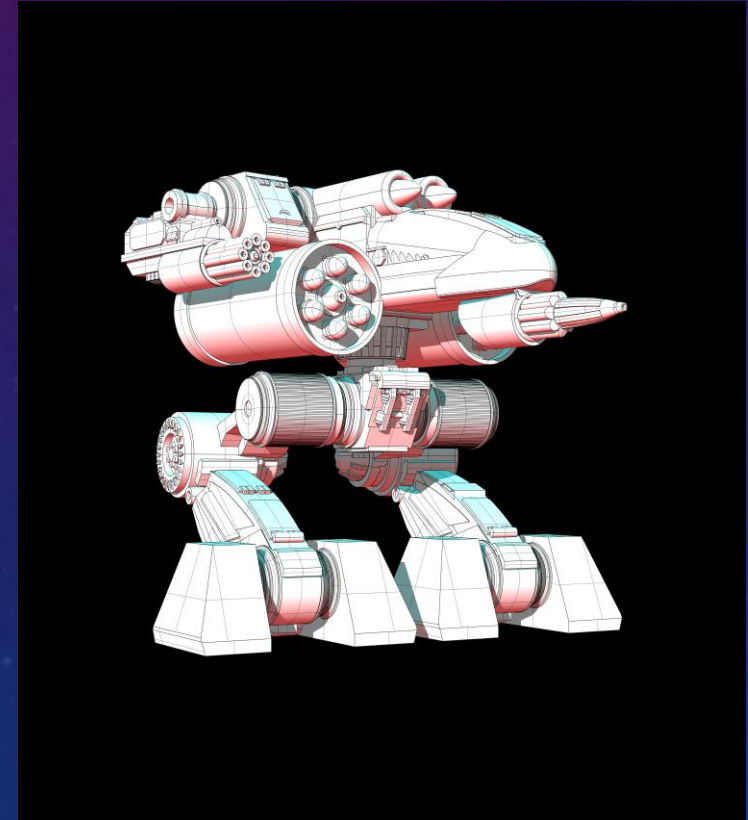
PALADIN (AC6)
BUILD LOADOUT: "SANDSHARK" (DEFENSIVE)

BUILDOUT
WEAPONS
EQUIPPED

QTY	Build Type	Weapon	Type (CLASS)	W GT	PWR	FIRE CNTRL	MIN	OPT	DROP	SHOTS	LOS/ NLOS	DAMAGE per shot	AP UP to AC	SPLASH	MODES	RND	LNK	Attributes and Abilities
2	INT	Paladin Apex Launcher	Smart Missile System (UH)	6	0	3	12	48	1 per 4	2	NLOS	24	AP10	3		6	2	PROPELLANT ACCELERATED/ ADVANCED RETARGETING
1	INT	Blackout FPP	Forced Plasma Projector (UH)	5	12	2	0	30	2 per 1	1	LOS	48		3		NA	2	POWER SHUNT
2	BLD	Devastator	Rotary Gun (H)	5	10	1	0	24	1 per 1	3	LOS	25				NA	2	FOCUS FIRE/ SEQUENCED FIRE/ SPRAY and PRAY

Quick reference unit attributes or abilities (these are not necessarily all inclusive and some abilities are weapon specific)

ADVANCED RETARGETING: If facing defensive gear that requires a reroll, may ignore the first failed reroll and attempt the reroll one more time. Can be split to target two units if linked.

COMMAND X2: This unit has an upgraded command station to add 2 actions to the controlling player's force.

FOCUS FIRE: If all shots are at the same target add a D20 for each gun that registers hit(s).

PROPELLANT ACCELERATED: Double splash range for shots within opt range.

SEQUENCED FIRE: If a unit is targeted that is or becomes under a bubble shield, the sequenced shots may attempt to eliminate the bubble shield then hit units that were originally targeted with any remaining shots.

SPRAY and PRAY: May be used to attempt to damage infiltrated units. Target an area where an infiltrated unit is located with all shots at 6 or less + fire control. Take the base damage per shot and divide by the total number of units and terrain features within 6 of the chosen infiltrated unit. If there are no other units or features that qualify, divide shot damage by 2. Deal this modified damage for each hitting shot to the chosen infiltrated unit and each unit or terrain feature previously counted.

STRIKE DEPLOYMENT PODS: May eject attached passengers up to 12+ 2D20 away from the hatch. Ejected units may make a stealth roll to stay infiltrated or are otherwise revealed. Attached units can be ejected as any time an opponent is not taking an action.

HARDENED ARMOR: (armor ability) Reduces 6 LIFE (6xAC of unit damage) from life taken from attack. May not be stacked with other armor enhancements.

PALADIN (AC6)

BUILD LOADOUT: "SLUGGER" (SNIPER)

SPEED	FREE WEIGHT	FREE POWER	TYPE	JUMP	Crew	Passenger capacity
14	18	50	MSV	NA	2	2

Integrated Weapons and Gear:	Standard Weapons and Gear:	Attributes and Abilities:	Buildout Specific items
1X BLACKOUT FPP HARDENED ARMOR	2X PALADIN APEX Launchers HYPERSCANNER MK2	STRIKE DEPLOYMENT PODS COMMAND X2	2X RELATIVITY E99 Rail Guns (Free 6/26)

PALADIN (AC6)
BUILD LOADOUT: "SLUGGER" (SNIPER)

QTY	Build Type	Weapon	Type (CLASS)	W GT	PWR	FIRE CNTRL	MIN	OPT	DROP	SHOTS	LOS / NLOS	DAMAGE per shot	AP UP to AC	SPLASH	MODES	RND	LNK	Attributes and Abilities
2	INT	Paladin Apex Launcher	Smart Missile System (UH)	6	0	3	12	48	1 per 4	2	NLOS	24	AP10	3		6	2	PROPELLANT ACCELERATED/ ADVANCED RETARGETING
1	INT	Blackout FPP	Forced Plasma Projector (UH)	5	12	2	0	30	2 per 1	1	LOS	48		3		NA	2	POWER SHUNT
2	BLD	Relativity E99	Heavy Rail Gun (UH)	6	12	2	0	40	1 per 2	2	LOS	40	AP6			NA	2	UNREACTABLE /SEQUENCED FIRE

Quick reference unit attributes or abilities (these are not necessarily all inclusive and some abilities are weapon specific)

ADVANCED RETARGETING: If facing defensive gear that requires a reroll, may ignore the first failed reroll and attempt the reroll one more time. Can be split to target two units if linked.

COMMAND X2: This unit has an upgraded command station to add 2 actions to the controlling player's force.

PROPELLANT ACCELERATED: Double splash range for shots within opt range.

SEQUENCED FIRE: If a unit is targeted that is or becomes under a bubble shield, the sequenced shots may attempt to eliminate the bubble shield then hit units that were originally targeted with any remaining shots.

STRIKE DEPLOYMENT PODS: May eject attached passengers up to 12+ 2D20 away from the hatch. Ejected units may make a stealth roll to stay infiltrated or are otherwise revealed. Attached units can be ejected as any time an opponent is not taking an action.

HARDENED ARMOR: (armor ability) Reduces 6 LIFE (6xAC of unit damage) from life taken from attack. May not be stacked with other armor enhancements

UNREACTABLE: This weapon ignores Phalanx and Dissonance systems and Reactive armor.

PIGEONHAWK (AC3)
BUILD LOADOUT: "SNIPER HAWK" (RANGED OFFENSE)

| SPEED	FREE WEIGHT	FREE POWER	TYPE	JUMP	Crew	Passenger capacity
20	10	15	MSV	YES	2	0

Integrated Weapons and Gear:	Standard Weapons and Gear:	Attributes and Abilities:	Buildout Specific items
2X PIGEON Missile Launchers	ANGEL Anti-Missile System WILD WEASEL Defense System SMOKE LAUNCHER		2X LONGBOW Rifles PHALANX MK1 SPARTAN EDITION Defense Grid Ejection Seats MK2
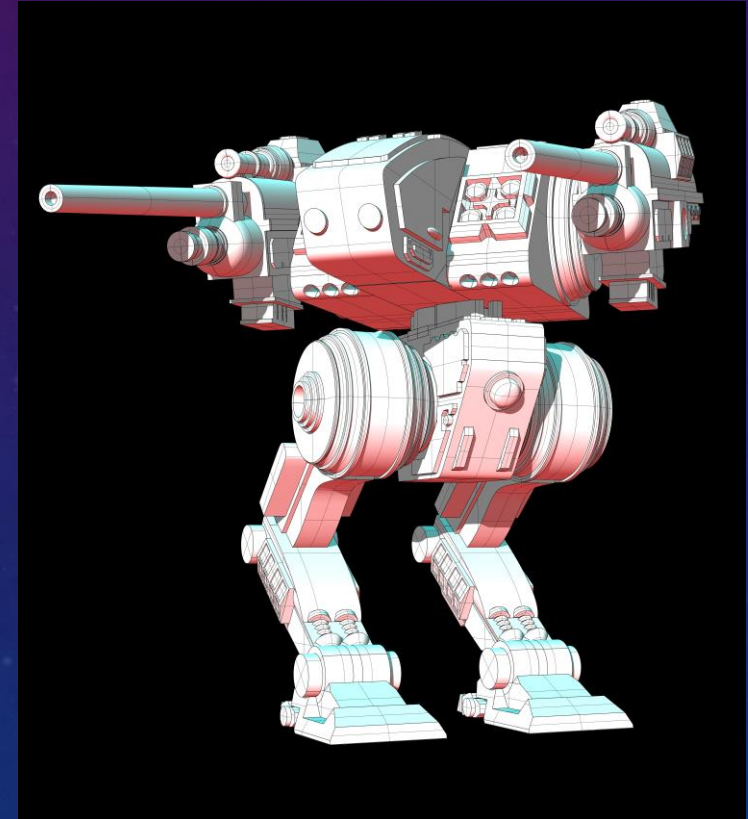
PIGEONHAWK (AC3)
BUILD LOADOUT: "SNIPER HAWK" (LONG RANGED OFFENCE)
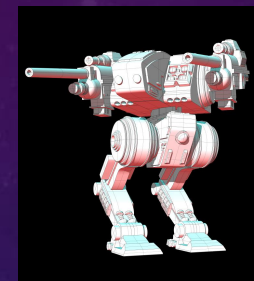
QTY	Build Type	Weapon	Type (CLASS)	WGT	PWR	FIRE CNTRL	MIN	OPT	DROP	SHOTS	LOS/ NLOS	DAMAGE per shot	AP UP to AC	SPLASH	MODES	RND	LNK	Attributes and Abilities
2	BLD	Longbow	Rifle (L)	3	7	3	6	30	1 per 4	3	LOS	18	AP4 (if AP)	2 (if HE)	AP/HE	NA	2	SEQUENCED FIRE
2	INT	Pigeon	Missile System (H)	5	8	2	6	30	1 per 1	4	NLOS	15	AP3	2		6	2	PROPELLANT ACCELERATED

Quick reference unit attributes or abilities (these are not necessarily all inclusive and some abilities are weapon specific)

(ANGEL) AMS: Any hitting missile rounds must be rerolled with a -3 to the shot. Ignore any original hits that miss the second roll. Does not stack with other defense gear requiring a reroll. Takes priority over any STARFIRE flares in play.

(EJECTION SEATS) MK2 SEATS: +6 to survival rolls. Each seat has 1 REGULA and 1 PSS PERSONNEL SHIELD SYSTEM. Gives equipped crew that does not otherwise have an ECBS suit a shield system like that carried by a standard troop unit. stored in back of seat. Gear survives if crew survives; eliminated if crew fails survival roll. Surviving unit "ejects." Eject allows unit to deploy up to 12+2D20 away from hatch. Crew may disembark using this seat. After ejection, unit may not be recrewed for missing seats.

(PHALANX MK1 SPARTAN EDITION) PHALANX: Defense System (not armor). Equipped unit may roll a D6 after the attack roll(s) if a shot or shots using ranged, non-energy munitions is fired at it or at a unit, point, or target adjacent to it. If multiple PHALANX systems would apply, only one system may be used. Attacker reduces damage to each shot qualified as above by the die roll. This reduction is NOT affected by weapons that armor pierce or ignore reduction. If other armor defense systems are in play on target, consider these after the PHALANX has taken effect.

PROPELLANT ACCELERATED: Double splash range for shots within opt range.

SEQUENCED FIRE: If a unit is targeted that is or becomes under a bubble shield, the sequenced shots may attempt to eliminate the bubble shield then hit units that were originally targeted with any remaining shots.

(WILD WEASEL) ECM: All weapons targeting this unit ignore fire control for ranged combat (not close combat) shots.

RAIDER (AC5)
BUILD LOADOUT: "REAPER RAIDER" (ASSAULT)

SPEED	FREE WEIGHT	FREE POWER	TYPE	JUMP	Crew	Passenger capacity
18	25	50	MSV	n/a	2	0

Integrated Weapons and Gear:	Standard Weapons and Gear:	Attributes and Abilities:	Buildout Specific items
2X SABER Multi-shot Rail Guns (Mk2) FPAS Speed Boost System REDUCTIVE ARMOR		SABER BUBBLE SHIELD SUPPRESSION	2X DEVASTATOR Rotary Guns 2X RELATIVITY E99 Rail Guns GHOSTRUNNER Stealth Gear

RAIDER (AC5)
BUILD LOADOUT: "REAPER RAIDER" (ASSAULT)

QTY	Build Type	Weapon	Type (CLASS)	WGT	PWR	FIRE CNTRL	MIN	OPT	DROP	SHOTS	LOS/ NLOS	DAMAGE per shot	AP UP to AC	SPLASH	MODES	RND	LNK	Attributes and Abilities
2	BLD	Devastator	Rotary Gun (H)	5	10	1	0	24	1 per 1	3	LOS	25				NA	2	FOCUS FIRE/ SEQUENCED FIRE/ SPRAY and PRAY
2	BLD	Relativity E99	Heavy Rail Gun (UH)	6	12	2	0	40	1 per 2	2	LOS	40	AP6			NA	2	UNREACTABLE/ SEQUENCED FIRE
2	INT	Saber	Multi-shot Rail Gun (L)	3	4	2	0	30	1 per 2	3	LOS	14	AP6	NA		NA	4	UNREACTABLE/ SEQUENCED FIRE

Quick reference unit attributes or abilities (these are not necessarily all inclusive and some abilities are weapon specific)

FOCUS FIRE: If all shots are at the same target add a D20 for each gun that registers hit(s).

(FPAS) SPEED BOOST: May be used at any point during movement to add 4 speed to an equipped unit. If the equipped unit is damaged at any point for the rest of the turn the FPAS the unit used is ejected to avoid overload and may not be used. A unit may carry more than one FPAS system but may only use once per movement.

(GHOSTRUNNER) PROFILE REDUCTION: Reduces the AC size plus granted to attackers targeting this unit with ranged shots. Factor -1 to AC if unit has at least partial cover, -1 if the unit has not yet acted this turn, -1 if there are no opposing units within 12 of this unit, -1 if there is smoke in play on the battlefield, and -2 if attacker is using a NLOS shot. All these modifiers stack. The total benefit from this gear cannot be greater than the AC of the unit.

(REDUCTIVE ARMOR) LIGHT PLATE ARMOR: Reduces 4 life (4xAC of unit damage) from life taken from attack. May not be stacked with other armor enhancements.

SABER BUBBLE SHIELD SUPPRESSION: If a bubble shield is deployed, or if this unit moves to cause a bubble shield to come within unobstructed line of sight that has not previously been targeted, this system may make an immediate free attack against the bubble shield using the saber twin ball turret. At the beginning of the controlling player's first action of any turn it may fire at any bubble shields still within line of sight that were previously targeted but still standing. The turret's weapon may still be used during a regular action (not considered to have fired regardless of the bubble shield suppression). This ability may not use sequenced fire.

SEQUENCED FIRE: If a unit is targeted that is or becomes under a bubble shield, the sequenced shots may attempt to eliminate the bubble shield then hit units that were originally targeted with any remaining shots.

SPRAY and PRAY: May be used to attempt to damage infiltrated units. Target an area where an infiltrated unit is located with all shots at 6 or less + fire control. Take the base damage per shot and divide by the total number of units and terrain features within 6 of the chosen infiltrated unit. If there are no other units or features that qualify, divide shot damage by 2. Deal this modified damage for each hitting shot to the chosen infiltrated unit and each unit or terrain feature previously counted.

UNREACTABLE: This weapon ignores Phalanx and Dissonance systems and Reactive armor.

RAIDER (AC5)

BUILD LOADOUT: "RED BEARD'S SPECIAL" (BRING THE PAIN)

SPEED	FREE WEIGHT	FREE POWER	TYPE	JUMP	Crew	Passenger capacity
18	25	50	MSV	n/a	2	0

Integrated Weapons and Gear:	Standard Weapons and Gear:	Attributes and Abilities:	Buildout Specific items
2X SABER Multi-shot Rail Guns (Mk2) FPAS Speed Boost System REDUCTIVE ARMOR		SABER BUBBLE SHIELD SUPPRESSION	2X ADJUDICATOR Howitzers 2X SABER Multi-shot Rail Guns (Mk2) DISSONANCE AI Multiphase Directional Shield ECHO Drone Launcher MAKO (EM4C) Thermal Sight

RAIDER (AC5)
BUILD LOADOUT: "RED BEARD'S SPECIAL" (BRING THE PAIN)

QTY	Build Type	Weapon	Type (CLASS)	WGT	PWR	FIRE CNTRL	MIN	OPT	DROP	SHOTS	LOS/ NLOS	DAMAGE per shot	AP UP to AC	SPLASH	MODES	RND	LNK	Attributes and Abilities
2	BLD	Adjudicator	Howitzer (UH)	7	10	1	6	30	1 per 4	1	LOS	80	AP6	3		NA	2	ARCING FIRE
4	INT/ BLD	Saber	Multi-shot Rail Gun (L)	3	4	2	0	30	1 per 2	3	LOS	14	AP6	NA		NA	4	UNREACTABLE/ SEQUENCED FIRE

Quick reference unit attributes or abilities (these are not necessarily all inclusive and some abilities are weapon specific)

ARCING FIRE: May take NLOS shots by arcing over terrain. Assuming the target and firer are more than the height of the highest obstruction away from all objects being fired over horizontally and the shell path is not otherwise obstructed. The height difference of the target or the firer to the obstruction relative to the ground may be subtracted from the needed horizontal distance.

(DISSONANCE) AI MULTIPHASE DIRECTIONAL SHIELD: Reacts via AI to block/deflect/overload ballistic attacks with varying energy beams/shields that pops up as the threat is detected. It is assumed the AI has a bit of lag and will not always be 100 percent effective. Only shots that would otherwise hit can be blocked, and system make 1 attempt per shot. Blocked shots do not deal damage. To block a hitting shot, roll a D20 per shot as follows based on attacker's range: Range Under 10: Roll 5 or less. Range 10-20: Roll 8 or less. Range over 20: Roll 12 or less.

(ECHO) DRONE CONTROLLER: The controlling unit may start play with the drone deployed or deploy as an action. Once deployed, this drone must expend a use at the beginning of the round to gain one of the following for the rest of the round:

1. Hover over the unit and give it dug in status if it is not moving
2. Lasers designate from a position 24 over the unit
3. Scan once per round for free to a range of 12 from the unit with infiltrated units revealed on a 12 or less.

This deployable may be targeted as a Wild Weasel equipped AC0 with 10 life and any unit which destroys a drone gains one point (no kills or deaths) for the controlling player in a deathmatch. In a skirmish if the drone is eliminated the player may get an action returned/added to remaining total. Once eliminated or all uses expended, may be replenished by any RHINO MRAP, Fixer, or dropship for an action to the replenishing unit. A unit may also recover all uses by recovering the drone as an action, and relaunching on a future turn.

(FPAS) SPEED BOOST: May be used at any point during movement to add 4 speed to an equipped unit. If the equipped unit is damaged at any point for the rest of the turn the FPAS the unit used is ejected to avoid overload and may not be used. A unit may carry more than one FPAS system but may only use once per movement.

(MAKO EM4C) EM IMAGING: This ignores the -6 smoke modifier for both smoke and thermal smoke to any unit other than non-ECBS crew or troops. Also grants +1 to equipped unit's attacks against units using any or any combination of the following: Aikido, Chameleon, Deinonychus stealth system, and Wild Weasel system. Note that if defending player declares an unused gear as "inactive," it is not usable by that player for the remainder of the turn.

(REDUCTIVE ARMOR) LIGHT PLATE ARMOR: Reduces 4 life (4xAC of unit damage) from life taken from attack. May not be stacked with other armor enhancements.

SABER BUBBLE SHIELD SUPPRESSION: If a bubble shield is deployed, or if this unit moves to cause a bubble shield to come within unobstructed line of sight that has not previously been targeted, this system may make an immediate free attack against the bubble shield using the saber twin ball turret. At the beginning of the controlling player's first action of any turn it may fire at any bubble shields still within line of sight that were previously targeted but still standing. The turret's weapon may still be used during a regular action (not considered to have fired regardless of the bubble shield suppression). This ability may not use sequenced fire.

SEQUENCED FIRE: If a unit is targeted that is or becomes under a bubble shield, the sequenced shots may attempt to eliminate the bubble shield then hit units that were originally targeted with any remaining shots.

UNREACTABLE: This weapon ignores Phalanx and Dissonance systems and Reactive armor.

RAIDER (AC5)
BUILD LOADOUT: "SNIPER" (LONG RANGE)

SPEED	FREE WEIGHT	FREE POWER	TYPE	JUMP	Crew	Passenger capacity
18	25	50	MSV	n/a	2	0

Integrated Weapons and Gear:	Standard Weapons and Gear:	Attributes and Abilities:	Buildout Specific items
2X SABER Multi-shot Rail Guns (Mk2) FPAS Speed Boost System REDUCTIVE ARMOR		SABER BUBBLE SHIELD SUPPRESSION	2X LONGBOW Rifles 2X MARKSMAN 99 Rifles MAKO EM4C THERMAL SCOPE CHAMELEON Defense System

RAIDER (AC5)
BUILD LOADOUT: "SNIPER" (LONG RANGE)

QTY	Build Type	Weapon	Type (CLASS)	WGT	PWR	FIRE CNTRL	MIN	OPT	DROP	SHOTS	LOS/ NLOS	DAMAGE per shot	AP UP to AC	SPLASH	MODES	RND	LNK	Attributes and Abilities
2	BLD	Longbow	Rifle (L)	3	7	3	6	30	1 per 4	3	LOS	18	AP4 (if AP)	2 (if HE)	AP/HE	NA	2	SEQUENCED FIRE
2	BLD	Marksman 99	Rifle (UH)	8	12	3	6	48	1 per 4	2	LOS	40	AP6 (if AP)	3 (if HE)	AP/HE	NA	2	SEQUENCED FIRE
2	INT	Saber	Multi-shot Rail Gun (L)	3	4	2	0	30	1 per 2	3	LOS	14	AP6	NA		NA	4	UNREACTABLE/ SEQUENCED FIRE

Quick reference unit attributes or abilities (these are not necessarily all inclusive and some abilities are weapon specific)

(CHAMELEON) BLEND: Roll a D6 when targeted by a ranged attack. On a 1 the coating has no effect. On a 2-5 it adds a -2 modifier to the attack. On a roll of 6 it adds a -6 modifier to the attack. MAY NOT BE used on the DEINONYCHUS unit or combined with Chameleon gear.

(FPAS) SPEED BOOST: May be used at any point during movement to add 4 speed to an equipped unit. If the equipped unit is damaged at any point for the rest of the turn the FPAS the unit used is ejected to avoid overload and may not be used. A unit may carry more than one FPAS system but may only use once per movement.

MAKO EM4C) EM IMAGING: This ignores the -6 smoke modifier for both smoke and thermal smoke to any unit other than non-ECBS crew or troops. Also grants +1 to equipped unit's attacks against units using any or any combination of the following: Aikido, Chameleon, Deinonychus stealth system, and Wild Weasel system. Note that if defending player declares a unused gear as "inactive," it is not usable by that player for the remainder of the turn.

(REDUCTIVE ARMOR) LIGHT PLATE ARMOR: Reduces 4 life (4xAC of unit damage) from life taken from attack. May not be stacked with other armor enhancements.

SABER BUBBLE SHIELD SUPPRESSION: If a bubble shield is deployed, or if this unit moves to cause a bubble shield to come within unobstructed line of sight that has not previously been targeted, this system may make an immediate free attack against the bubble shield using the saber twin ball turret. At the beginning of the controlling player's first action of any turn it may fire at any bubble shields still within line of sight that were previously targeted but still standing. The turret's weapon may still be used during a regular action (not considered to have fired regardless of the bubble shield suppression). This ability may not use sequenced fire.

SEQUENCED FIRE: If a unit is targeted that is or becomes under a bubble shield, the sequenced shots may attempt to eliminate the bubble shield then hit units that were originally targeted with any remaining shots.
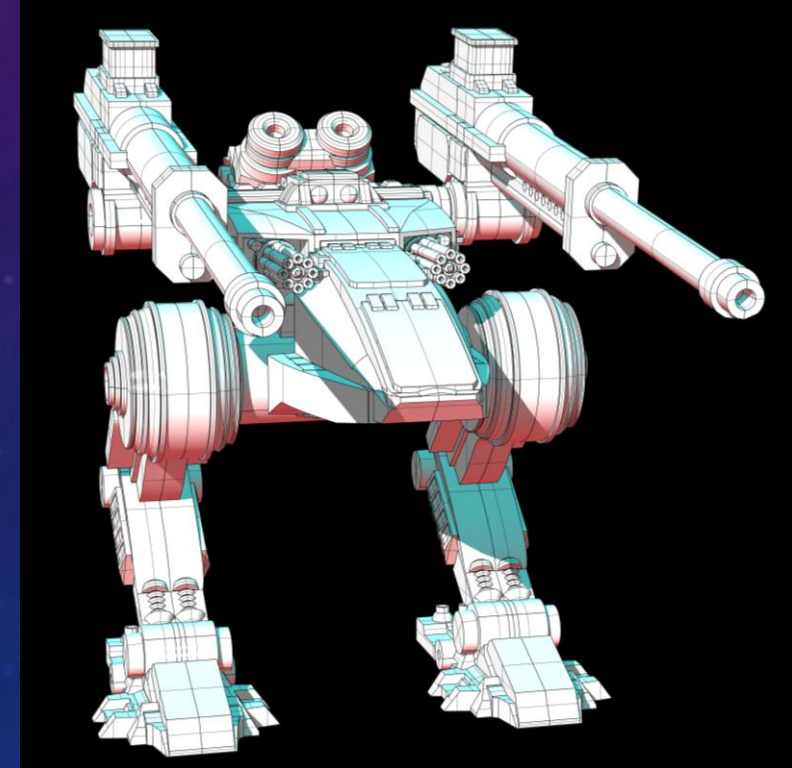
UNREACTABLE: This weapon ignores Phalanx and Dissonance systems and Reactive armor.

RANGER (AC4)

BUILD LOADOUT: "CAVALRY SCOUT" (RECON FLANKER)

SPEED	FREE WEIGHT	FREE POWER	TYPE	JUMP	Crew	Passenger capacity
26	10	20	MSV	NA	2	0

Integrated Weapons and Gear:	Standard Weapons and Gear:	Attributes and Abilities:	Buildout Specific items
2X SPITTER (see ability) Rotary Machine Guns 1X SIEGEMASTER A1 Mortar Launcher THERMAL REFLECTIVE SMOKE LAUNCHER MAKO EM4C Spectral EM Scope	2X CHAFF LAUNCHER EM HARDENING EJECTION SEATS MK2 FPAS STARFIRE Flare Launcher DRAGONSIGHT Laser Designator	ADVANCED SPEED WEIGHT REDUCTION DUAL DRUM SELECT ROUND MAGAZINE	2x TRUSHOT Rifles

RANGER (AC4)
BUILD LOADOUT: "CAVALRY SCOUT" (RECON FLANKER)

QTY	Build Type	Weapon	Type (CLASS)	WGT	PWR	FIRE CNTRL	MIN	OPT	DROP	SHOTS	LOS/ NLOS	DAMAGE per shot	AP UP to AC	SPLASH	MODES	RND	LNK	Attributes and Abilities
2	BLD	Trushot	Rifle (H)	5	10	3	6	36	1 per 4	2	LOS	30	AP6 (if AP)	3 (if HE)	AP/HE	NA	2	SEQUENCED FIRE
1	INT	Siegemaster A1	Mortar Launcher (UH)	6	5	NA	NA	NA	NA	2	NLOS	24		3		NA	NA	GPS TARGETED ROUNDS
SEE ability	INT	Enhanced Spitter (Mk3)	Rechambered Rotary Machine Gun (L)	3	1	2	0	24	1 per 1	4	LOS	10	AP4	NA		NA	2	FOCUS FIRE/ SEQUENCED FIRE/ SPRAY and PRAY
SEE ability	INT	Spitter (Mk2)	Rotary Machine Gun (L)	2	1	2	0	20	1 per 1	4	LOS	8	AP6	NA		NA	2	FOCUS FIRE/ SEQUENCED FIRE / SPRAY and PRAY

Quick reference unit attributes or abilities (these are not necessarily all inclusive and some abilities are weapon specific)

(CHAFF LAUNCHER) CHAFF TARGET ILLUMINATION: May also spend a use to deploy adjacent to the unit as part of any action to cause stealth illumination of any unit (including the deploying unit) within 6 of the deploy point. Additionally, if the related action involves a ranged combat attack factor a -4 to the shot(s). **(CHAFF LAUNCHER) REFLEXIVE CHAFF BURST:** May spend a use to deploy defensively if any point within 6 of this unit is targeted for ranged attack. The Angel, Starfire, Wild Weasel, and or the Deinonychus stealth systems cannot be used when this gear is used. Roll a D6: on a 1 there is no effect, on a 2-5 the targeting unit must take a -4 to the shot(s), on a 6 the targeting unit takes a -6 to the shot(s). Stealth Illumination of all units within 6 including the deployer occurs upon use.

(DRAGONSIGHT) LASER DESIGNATOR: May be used to mark targets or locations (laser designation). Must be able to draw an unblocked line from the laser designator to the marked spot or target. Friendly units targeting marked spot with NLOS type weapons may nullify line of sight modifiers. Additionally, the laser designator can be used to reduce smoke modifiers (any type) on shots (for any ranged weapon) to -3.

DUAL DRUM SELECT ROUND MAGAZINE: The integrated Spitter system can chamber/fire either spitter or enhanced spitter ammo types. Use the related weapon's ranges and stats accordingly. Round type must be declared prior to firing, or it defaults to standard spitter type.

(EJECTION SEATS) MK2 SEATS: +6 to survival rolls. Each seat has 1 REGULA and 1 PSS PERSONNEL SHIELD SYSTEM. Gives equipped crew that does not otherwise have an ECBS suit a shield system like that carried by a standard troop unit. stored in back of seat. Gear survives if crew survives; eliminated if crew fails survival roll. Surviving unit "ejects." Eject allows unit to deploy up to 12+2D20 away from hatch. Crew may disembark using this seat. After ejection, unit may not be recrewed for missing seats.

(EM HARDENING) HARDENED: Equipped unit ignores EMP ability/effects.

(FPAS) SPEED BOOST: May be used at any point during movement to add 4 speed to an equipped unit. If the equipped unit is damaged at any point for the rest of the turn the FPAS the unit used is ejected to avoid overload and may not be used. A unit may carry more than one FPAS system but may only use once per movement.

FOCUS FIRE: If all shots are at the same target add a D20 for each gun that registers hit(s).

GPS TARGETED ROUNDS: Fires via GPS. May target any coordinate If both attacking unit and target coordinates have full overhead clearance. Ignore fire control and normal range modifiers. For roll to hit, start with 10 or less to hit, If there is no smoke in play gain +1 to hit, a friendly unit can laser designate the coordinates gain +3 to the attack. This weapon may have one or both shots called as support fire from a Daedalus Fire Support system, or Vision Spotter equipped unit, but any shot(s) used in support are unavailable for further support shots.

(MAKO EM4C) EM IMAGING: This ignores the -6 smoke modifier for both smoke and thermal smoke to any unit other than non-ECBS crew or troops. Also grants +1 to equipped unit's attacks against units using any or any combination of the following: Aikido, Chameleon, Deinonychus stealth system, and Wild Weasel system. Note that if defending player declares a unused gear as "inactive," it is not usable by that player for the remainder of the turn.

(THERMAL REFLECTIVE SMOKE LAUNCHER) THERMAL SMOKE: Use combined with any action assigned to the controlling unit, drops a 10 diameter circle of smoke by 12 tall at any point adjacent along movement path. Thermal reflective smoke may not be negated by the Seer system and provides the same -6 modifier to shots as regular smoke.

SEQUENCED FIRE: If a unit is targeted that is or becomes under a bubble shield, the sequenced shots may attempt to eliminate the bubble shield then hit units that were originally targeted with any remaining shots.

(SMOKE LAUNCHER) BASIC SMOKE: Use combined with any action assigned to the controlling unit, drops a 10 diameter circle of smoke 12 tall at any point adjacent along movement path.

SPRAY and PRAY: May be used to attempt to damage infiltrated units. Target an area where an infiltrated unit is located with all shots at 6 or less + fire control. Take the base damage per shot and divide by the total number of units and terrain features within 6 of the chosen infiltrated unit. If there are no other units or features that qualify, divide shot damage by 2. Deal this modified damage for each hitting shot to the chosen infiltrated unit and each unit or terrain feature previously counted.
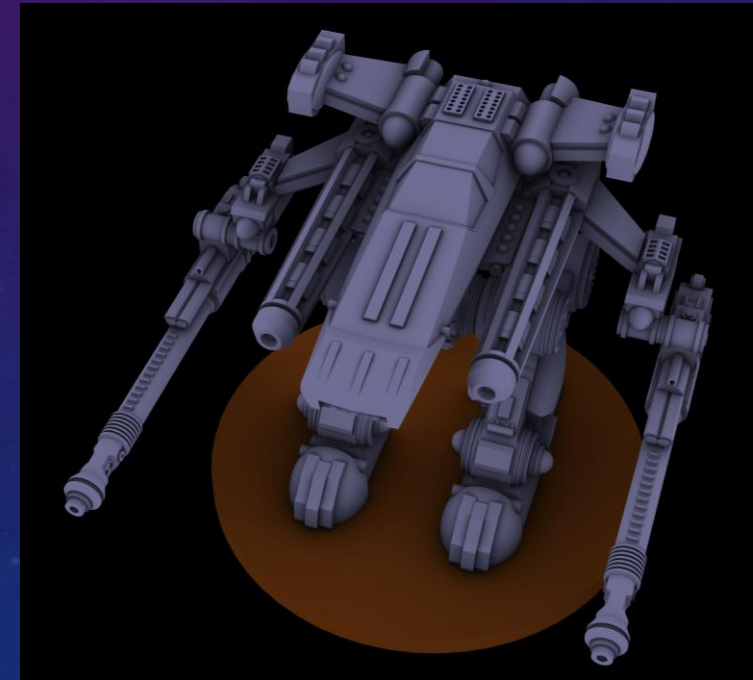
(STARFIRE) SHOT ATTRACTION: Once per turn in response to an enemy attack against any friendly target, or in combination with any action given to the equipped unit, may be launched up to 12 from unit at any terrain feature, non-infiltrated unit, or spot on ground (no action required). Sticks to target. All hitting FPP or Missile shots with line of fire within 12 of the flare must be rerolled. Rerolled hits go to original target. Rerolled misses hit the spot where the nearest flare is, and deal splash damage to units within radius. Does not stack with other defense gear requiring a reroll or other Starfire systems and does not cancel an opponent's antimissile system. Effect lasts till end of turn.

REAPER (AC 6)

BUILD LOADOUT: "THE GUNNER" (RANGED OFFENSE)

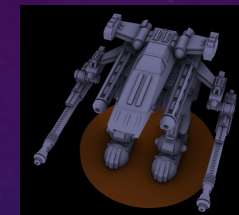| SPEED	FREE WEIGHT	FREE POWER	TYPE	JUMP	Crew	Passenger capacity
18	19	41	MSV	NO	2	0

Integrated Weapons and Gear:	Standard Weapons and Gear:	Attributes and Abilities:	Buildout Specific items
2X Relativity E99 Rail Guns Hardened Armor	Reactive Armor Mako EM4C Thermal Sights THERMAL SMOKE LAUNCHER	Micro Drone Charging Micro Drone Launcher	2x Marksman 99 Rifles

QTY	Build Type	Weapon	Type (CLASS)	WGT	PWR	FIRE CNTRL	MIN	OPT	DROP	SHOTS	LOS/ NLOS	DAMAGE per shot	AP UP to AC	SPLASH	MODES	RND	LNK	Attributes and Abilities
2	INT	Relativity E99	Heavy Rail Gun (UH)	6	12	2	0	40	1 per 2	2	LOS	40	AP6			NA	2	UNREACTABLE/ SEQUENCED FIRE
2	BLD	Marksman 99	Rifle (UH)	8	12	3	6	48	1 per 4	2	LOS	40	AP6 (if AP)	3 (if HE)	AP/HE	NA	2	SEQUENCED FIRE

Quick reference unit attributes or abilities (these are not necessarily all inclusive and some abilities are weapon specific)

(HARDENED ARMOR) COMPOSITE ARMOR COAT: Reduces 6 LIFE (6xAC of unit damage) from life taken from attack. May not be stacked with other armor enhancements.

(MAKO EM4C) EM IMAGING: This ignores the -6 smoke modifier for both smoke and thermal smoke to any unit other than non-ECBS crew or troops. Also grants +1 to equipped unit's attacks against units using any or any combination of the following: Aikido, Chameleon, Deinonychus stealth system, and Wild Weasel system. Note that if defending player declares a unused gear as "inactive," it is not usable by that player for the remainder of the turn.

MICRO DRONE CHARGING: Unit starts deployment with unit pool of 10 micro drones with a cap of 36 micro drones available via charging ability. At the beginning of each round of actions, this unit charges and programs 6 additional micro drones to add to unit's pool to a max of 36 total micro drones.

MICRO DRONE LAUNCHER: Unit may select a target enemy unit within 100 and launch all micro drones in the unit's pool as an attack. Drones ignore/fly around obstacles and take many paths based on AI guidance from this unit. If the target or target-friendly units within 30 of the direct line to target have either sequenced-fire weapons or sentry systems, those units may defend against these drones. Defenders target drones as AC0 with range to the direct line as range. No action or weapons use is generated for the defenders. Any hitting shots eliminate 1 drone per shot. Any remaining drones deal 6 damage per drone (no AP) with splash dealt to ANY adjacent (based) unit to the target. Equipped unit cannot mount Dissonance, or Wild Weasel systems.

(REACTIVE ARMOR): THREAT ADAPTIVE: Once per attack, defending player may roll a D20 (rolling is considered a use). On 12 or less, reduce 2 x AC life taken from an attack. May not be stacked with other armor enhancements (other armor may be added to unit but only applies if this armor does not).

SEQUENCED FIRE: If a unit is targeted that is or becomes under a bubble shield, the sequenced shots may attempt to eliminate the bubble shield then hit units that were originally targeted with any remaining shots.

UNREACTABLE: This weapon ignores Phalanx and Dissonance systems and Reactive armor.

ROUGHRIDER (AC2)

(FAST COMMAND VEHICLE)

SPEED	FREE WEIGHT	FREE POWER	TYPE	JUMP	Crew	Passenger capacity
30	NA	NA	FAST COMMAND VEHICLE (FCV)	NA	2	1

Integrated Weapons and Gear:	Standard Weapons and Gear:	Attributes and Abilities:	Buildout Specific items
GUARDIAN Rocket Launcher FPAS Speed Boost System WILD WEASEL Countermeasures		AUTO-STABILIZED COMMAND X1	
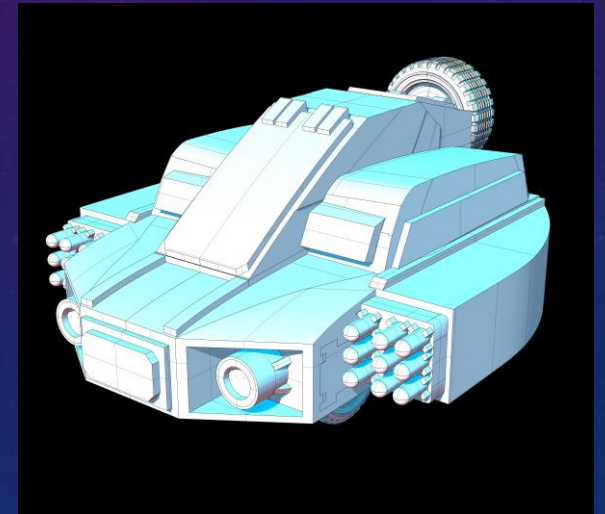
ROUGHRIDER (AC2)
(FAST COMMAND VEHICLE)
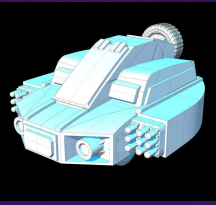
QTY	Build Type	Weapon	Type (CLASS)	WGT	PWR	FIRE CNTRL	MIN	OPT	DROP	SHOTS	LOS/ NLOS	DAMAGE per shot	AP UP to AC	SPLASH	MODES	RND	LNK	Attributes and Abilities
2	INT	Guardian	Multi Rocket Launcher pack (M)	4	3	NA	0	24	2 per 1	12	LOS	9		3	HE	NA	N	

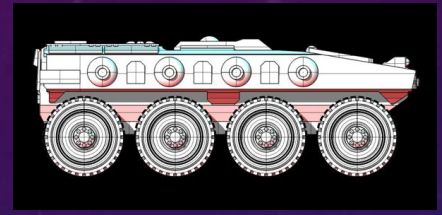| Quick reference unit attributes or abilities (these are not necessarily all inclusive and some abilities are weapon specific) |
|---|
| **AUTO-STABILIZED:** This unit employs gyroscopic stabilization and gains the auto stabilized battle status. (May fire at any point during movement at a minus 1 movement penalty.) |
| **COMMAND X1:** This unit has a command station to add 1 action to the controlling player's force. |
| **(FPAS) SPEED BOOST:** May be used at any point during movement to add 4 speed to an equipped unit. If the equipped unit is damaged at any point for the rest of the turn the FPAS the unit used is ejected to avoid overload and may not be used. A unit may carry more than one FPAS system but may only use once per movement. |
| **(WILD WEASEL) ECM:** All weapons targeting this unit ignore fire control for ranged combat (not close combat) shots. |

RHINO MK2 (AC4)
(MRAP MOBILE COMMAND CENTER)

Quick reference unit attributes or abilities (these are not necessarily all inclusive and some abilities are weapon specific)

(ANGEL GEAR) AMS: Any hitting missile rounds must be rerolled with a -3 to the shot. Ignore any original hits that miss the second roll. Does not stack with other defense gear requiring a reroll. Takes priority over any STARFIRE flares in play.

ARMED CREW: Each of the crew may carry one weapon legal for ported APC or hatch abilities. If player has not specified a weapon for crew use, the default is the Zeus laser.

COMMAND X3: This unit has upgraded command stations to add 3 actions to the controlling player's force.

(HARDENED ARMOR) COMPOSITE ARMOR COAT: Reduces 6 LIFE (6xAC of unit damage) from life taken from attack. May not be stacked with other armor enhancements.

MEDIC BAY: If this unit is not eliminated, crew or troop units are immediately healed to full life upon becoming passengers.

MOBILE RALLY POINT-SPAWN: This unit may be used as a mobile deployment zone. It may be hot dropped first, and other units may deploy within 12 of this unit. In death match games, a player with this unit active on the field may use this unit as a spawn point as opposed to the regularly selected spawn for some or all incoming reinforcements.

MRAP: This unit takes no splash damage (splash weapons must directly hit to damage). Additionally, this unit may not be damaged by rams (with the MRAP as attacker or target), overruns, or death from above attacks.

(PHALANX *both versions*) HIGH SPEED DEFENSIVE MATRIX: Defense System (not armor). Equipped unit may roll a D6 after the attack roll(s) if a shot or shots using ranged, non-energy munitions is fired at it or at a unit, point, or target adjacent to it. If multiple PHALANX systems would apply, only one system may be used. Attacker reduces damage to each shot qualified as above by the die roll. This reduction is NOT affected by weapons that armor pierce or ignore reduction. If other armor defense systems are in play on target, consider these after the PHALANX has taken effect.

PORTED APC: Crew or attached passengers may fire non-close combat, non-missile weapons though ports from within the unit at outside targets. This may be done as part of the action given to the APC subject to move modifiers based on the speed of the APC. Passengers may participate in such fire for free (not considered to have acted). Line of sight is figured from the port. Each port (8 total) gets one crew or passenger use per action.

RALLY LINK: MRAP/SCV/ATV's may move as part of a rally group.

(SATCOM VU) REQUEST FIRE SUPPORT: If equipped by a command capable vehicle or MSV, a player with units with this ability may, as an action, make a call for air support. This support consists of a pair of APEX missiles fired from an off field (non-player controlled friendly) UAV. A player may only call two vehicle/MSV based Apex strikes per turn (as separate actions).

(WILD WEASEL) ECM: All weapons targeting this unit ignore fire control for ranged combat (not close combat) shots.

RHINO MK2 (AC4)

(MRAP MOBILE COMMAND CENTER)

SPEED	FREE WEIGHT	FREE POWER	TYPE	JUMP	Crew	Passenger capacity
20	NA	NA	MRAP	NA	4	8

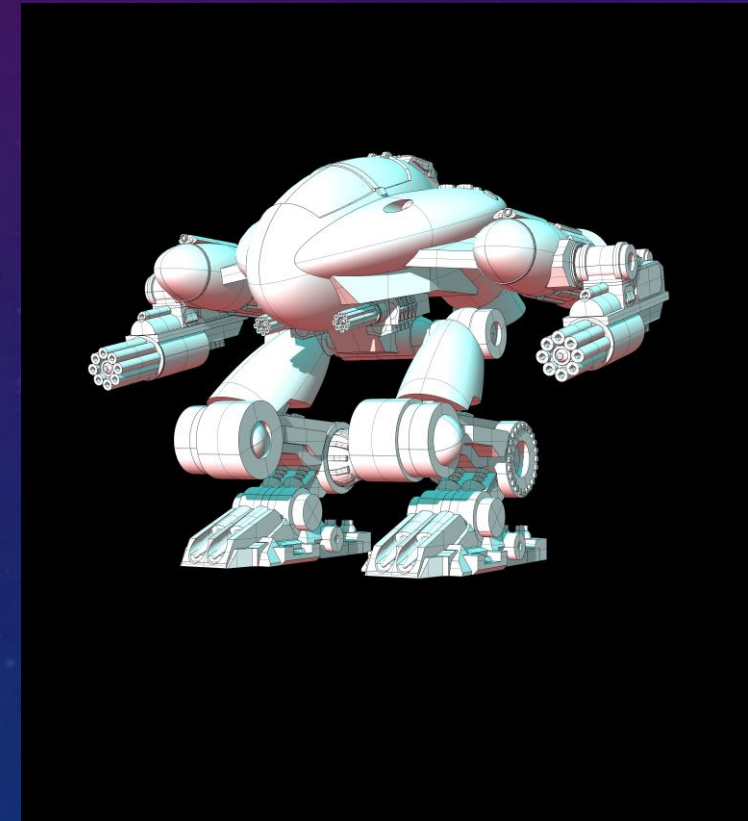| Integrated Weapons and Gear:	Standard Weapons and Gear:	Attributes and Abilities:	Buildout Specific items
HARDENED ARMOR WILD WEASEL SYSTEM ANGEL Anti-missile System PHALANX MK2 Active Defensive Grid Satcom-VU		COMMAND X3 MRAP ARMED CREW PORTED APC MEDIC BAY MOBILE RALLY POINT-SPAWN RALLY LINK	
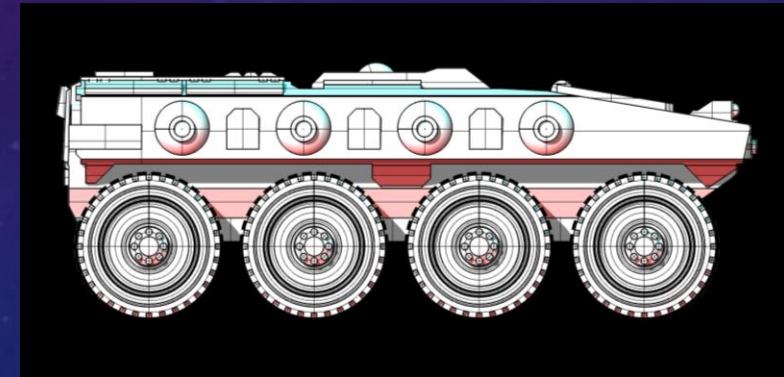
SHADOWCLAW (AC5)
BUILD LOADOUT: "GAT CLAW" (ASSAULT)

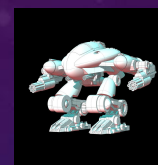| SPEED	FREE WEIGHT	FREE POWER	TYPE	JUMP	Crew	Passenger capacity
18	15	24	MSV	YES	2	0

Integrated Weapons and Gear:	Standard Weapons and Gear:	Attributes and Abilities:	Buildout Specific items
2X Enhanced SPITTERS (Mk3) CLOSE ATTACK AGILITY Martial Arts Mecha Upgrades and Software LASER DESIGNATOR X2 (left and right)	DISSONANCE Defensive Gear FPAS Speed Boost System Reactive Armor EM HARDENING Retrofit	SPITTER HYPERLINKER COMBAT LOAD DISTRIBUTION LEAP ATTACK	2X DEVASTATOR ROTARY GUNS SEER THERMAL IMAGING AIKIDO ENERGY GRID

SHADOWCLAW (AC5)
BUILD LOADOUT: "GAT CLAW" (ASSAULT)

QTY	Build Type	Weapon	Type (CLASS)	WGT	PWR	FIRE CNTRL	MIN	OPT	DROP	SHOTS	LOS/ NLOS	DAMAGE per shot	AP UP to AC	SPLASH	MODES	RND	LNK	Attributes and Abilities
2	BLD	Devastator	Rotary Gun (H)	5	10	1	0	24	1 per 1	3	LOS	25				NA	2	FOCUS FIRE/ SEQUENCED FIRE/ SPRAY and PRAY
2	INT	Enhanced Spitter (Mk3)	Rechambered Rotary Machine Gun (L)	3	1	2	0	24	1 per 1	4	LOS	10	AP4	NA		NA	2	FOCUS FIRE/ SEQUENCED FIRE/ SPRAY and PRAY

Quick reference unit attributes or abilities (these are not necessarily all inclusive and some abilities are weapon specific)

(CLOSE COMBAT AGILITY) CLOSE COMBAT AGILE: If unit is attacked via close combat, the controlling player may opt to forgo any further movement for the unit for the remainder of the turn to roll a D6 for each successful DFA/Ram attack or for each shot. On a roll of 1, this gear has no effect. On a 2-5 the shot (or attack if DFA or ram) deals half damage rounded up. On a 6 the shot (or attack if DFA or ram) deals no damage.

COMBAT LOAD DISTRIBUTION: Adds 2 speed for every 5 tons of free weight not used in the unit's build load out.

(DISSONANCE) AI MULTIPHASE DIRECTIONAL SHIELD: Reacts via AI to block/deflect/overload ballistic attacks with varying energy beams/shields that pop up as the threat is detected. It is assumed the AI has a bit of lag and will not always be 100 percent effective. Only shots that would otherwise hit can be blocked, and the system makes 1 attempt per shot. Blocked shots do not deal damage. To block a hitting shot, roll a D20 per shot as follows based on attacker's range: Range under 10: Roll 5 or less. Range 10-20: Roll 8 or less. Range over 20: Roll 12 or less.

(DRAGONSIGHT) LASER DESIGNATOR: May be used to mark targets or locations (laser designation). Must be able to draw an unblocked line from the laser designator to the marked spot or target. Friendly units targeting marked spot with NLOS type weapons may nullify line of sight modifiers. Additionally, the laser designator can be used to reduce smoke modifiers (any type) on shots (for any ranged weapon) to -3.

(EJECTION SEATS) MK2 SEATS: +6 to survival rolls. Each seat has 1 REGULA and 1 PSS PERSONNEL SHIELD SYSTEM. Gives equipped crew that does not otherwise have an ECBS suit a shield system like that carried by a standard troop unit. stored in back of seat. Gear survives if crew survives; eliminated if crew fails survival roll. Surviving unit "ejects." Eject allows unit to deploy up to 12+2D20 away from hatch. Crew may disembark using this seat. After ejection, unit may not be recrewed for missing seats.

(EM HARDENING) HARDENED: Equipped unit ignores EMP ability/effects.

FOCUS FIRE: If all shots are at the same target add a D20 for each gun that registers hit(s).

LEAP ATTACK: If this unit has LOS to an opposing unit or units within its speed range, it may make a jump assisted leap attack ending adjacent with its feet facing the towards opposing unit(s). Make an attack roll for each adjacent unit in front of the feet. Unless countered by defensive gear, this unit receives +2 fire control for the attack(s) and move modifiers apply. On successful leap attack(s) the unit deals 24 + 5D20 damage for each successfully attacked target unit. If the leap attack was against a single AC3 or larger target deal an additional 24 damage to the target on hit. Damage does NOT ignore armor reduction.

(REACTIVE ARMOR): THREAT ADAPTIVE: Once per attack, defending player may roll a D20 (rolling is considered a use). On 12 or less, reduce 2 x AC life taken from an attack. May not be stacked with other armor enhancements (other armor may be added to unit but only applies if this armor does not).

SEQUENCED FIRE: If a unit is targeted that is or becomes under a bubble shield, the sequenced shots may attempt to eliminate the bubble shield then hit units that were originally targeted with any remaining shots.

SPITTER HYPERLINKER: The integrated spitters on this unit can be linked to any two additional spitters (overrides link limits).

SPRAY and PRAY: May be used to attempt to damage infiltrated units. Target an area where an infiltrated unit is located with all shots at 6 or less + fire control. Take the base damage per shot and divide by the total number of units and terrain features within 6 of the chosen infiltrated unit. If there are no other units or features that qualify, divide shot damage by 2. Deal this modified damage for each hitting shot to the chosen infiltrated unit and each unit or terrain feature previously counted.

UNREACTABLE: This weapon ignores Phalanx and Dissonance systems and Reactive armor.

SHADOWCLAW (AC5)

BUILD LOADOUT: "RAIL CLAW" (RANGED ASSAULT)

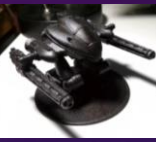| SPEED	FREE WEIGHT	FREE POWER	TYPE	JUMP	Crew	Passenger capacity
18	15	24	MSV	YES	2	0

Integrated Weapons and Gear:	Standard Weapons and Gear:	Attributes and Abilities:	Buildout Specific items
2X Enhanced SPITTERS (Mk3)	DISSONANCE Defensive Gear	SPITTER HYPERLINKER	2X Relativity E99
CLOSE ATTACK AGILITY	FPAS Speed Boost System	COMBAT LOAD DISTRIBUTION	Mk2 Ejection Seat
Martial Arts Mecha Upgrades and Software	Reactive Armor	LEAP ATTACK	
LASER DESIGNATOR X2 (left and right)	EM HARDENING Retrofit		

SHADOWCLAW (AC5)
BUILD LOADOUT: "RAIL CLAW" (RANGED ASSAULT)

QTY	Build Type	Weapon	Type (CLASS)	WGT	PWR	FIRE CNTRL	MIN	OPT	DROP	SHOTS	LOS/ NLOS	DAMAGE per shot	AP UP to AC	SPLASH	MODES	RND	LNK	Attributes and Abilities
2	BLD	Relativity E99	Heavy Rail Gun (UH)	6	12	2	0	40	1 per 2	2	LOS	40	AP6			NA	2	UNREACTABLE /SEQUENCED FIRE
2	INT	Enhanced Spitter (Mk3)	Rechambered Rotary Machine Gun (L)	3	1	2	0	24	1 per 1	4	LOS	10	AP4	NA		NA	2	FOCUS FIRE/ SEQUENCED FIRE/SPRAY and PRAY

Quick reference unit attributes or abilities (these are not necessarily all inclusive and some abilities are weapon specific)

(CLOSE COMBAT AGILITY) CLOSE COMBAT AGILE: If unit is attacked via close combat, the controlling player may opt to forgo any further movement for the unit for the remainder of the turn to roll a D6 for each successful DFA/Ram attack or for each shot. On the roll of 1, this gear has no effect. On a 2-5 the shot (or attack if DFA or ram) deals half damage rounded up. On a 6 the shot (or attack if DFA or ram) deals no damage.

COMBAT LOAD DISTRIBUTION: Adds 2 speed for every 5 tons of free weight not used in the unit's build load out.

(DISSONANCE) AI MULTIPHASE DIRECTIONAL SHIELD: Reacts via AI to block/deflect/overload ballistic attacks with varying energy beams/shields that pop up as the threat is detected. It is assumed the AI has a bit of lag and will not always be 100 percent effective. Only shots that would otherwise hit can be blocked, and the system makes 1 attempt per shot. Blocked shots do not deal damage. To block a hitting shot, roll a D20 per shot as follows based on attacker's range: Range under 10: Roll 5 or less. Range 10-20: Roll 8 or less. Range over 20: Roll 12 or less.

(DRAGONSIGHT) LASER DESIGNATOR: May be used to mark targets or locations (laser designation). Must be able to draw an unblocked line from the laser designator to the marked spot or target. Friendly units targeting marked spot with NLOS type weapons may nullify line of sight modifiers. Additionally, the laser designator can be used to reduce smoke modifiers (any type) on shots (for any ranged weapon) to -3.

(EJECTION SEATS) MK2 SEATS: +6 to survival rolls. Each seat has 1 REGULA and 1 PSS PERSONNEL SHIELD SYSTEM. Gives equipped crew that does not otherwise have an ECBS suit a shield system like that carried by a standard troop unit. stored in back of seat. Gear survives if crew survives; eliminated if crew fails survival roll. Surviving unit "ejects." Eject allows unit to deploy up to 12+2D20 away from hatch. Crew may disembark using this seat. After ejection, unit may not be recrewed for missing seats.

(EM HARDENING) HARDENED: Equipped unit ignores EMP ability/effects.

FOCUS FIRE: If all shots are at the same target add a D20 for each gun that registers hit(s).

LEAP ATTACK: If this unit has LOS to an opposing unit or units within its speed range, it may make a jump assisted leap attack ending adjacent with its feet facing the towards opposing unit(s). Make an attack roll for each adjacent unit in front of the feet. Unless countered by defensive gear, this unit receives +2 fire control for the attack(s) and move modifiers apply. On successful leap attack(s) the unit deals 24 + 5D20 damage for each successfully attacked target unit. If the leap attack was against a single AC3 or larger target deal an additional 24 damage to the target on hit. Damage does NOT ignore armor reduction.

(REACTIVE ARMOR): THREAT ADAPTIVE: Once per attack, defending player may roll a D20 (rolling is considered a use). On 12 or less, reduce 2 x AC life taken from an attack. May not be stacked with other armor enhancements (other armor may be added to unit but only applies if this armor does not).

SEQUENCED FIRE: If a unit is targeted that is or becomes under a bubble shield, the sequenced shots may attempt to eliminate the bubble shield then hit units that were originally targeted with any remaining shots.

SPITTER HYPERLINKER: The integrated spitters on this unit can be linked to any two additional spitters (overrides link limits).

SPRAY and PRAY: May be used to attempt to damage infiltrated units. Target an area where an infiltrated unit is located with all shots at 6 or less + fire control. Take the base damage per shot and divide by the total number of units and terrain features within 6 of the chosen infiltrated unit. If there are no other units or features that qualify, divide shot damage by 2. Deal this modified damage for each hitting shot to the chosen infiltrated unit and each unit or terrain feature previously counted.

UNREACTABLE: This weapon ignores Phalanx and Dissonance systems and Reactive armor.

SLEDGE (AC3)

BUILD LOADOUT: "SCOUT HAMMER" (ASSAULT SCOUT)

| SPEED	FREE WEIGHT	FREE POWER	TYPE	JUMP	Crew	Passenger capacity
22	6	10	MSV	YES	2	0

Integrated Weapons and Gear:	Standard Weapons and Gear:	Attributes and Abilities:	Buildout Specific items
2X HAMMER Mass Cannons	CHAMELEON Defensive Coating DRAGONSIGHT Laser Designator STARFIRE Flare Launcher REDUCTIVE ARMOR PHALANX MK1 Defense Grid HYPERSCANNER MK2	FORWARD MISSILE / ROCKET SUPPORT	2X FIRESHRIKE Missile Launchers

SLEDGE (AC3)

BUILD LOADOUT: "SCOUT HAMMER" (ASSAULT SCOUT)
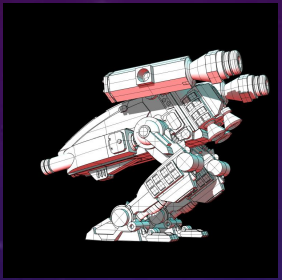
QTY	Build Type	Weapon	Type (CLASS)	WGT	PWR	FIRE CNTRL	MIN	OPT	DROP	SHOTS	LOS/ NLOS	DAMAGE per shot	AP UP to AC	SPLASH	MODES	RND	LNK	Attributes and Abilities
2	BLD	Fireshrike	Missile System (L)	3	4	2	0	24	1 per 1	6	NLOS	8	AP2	1		6	2	PROPELLANT ACCELERATED
2	INT	Hammer	Mass Cannon (UH)	6	10	0	0	30	1 per 2	1	LOS	60		6	HE	NA	2	ARCING FIRE

Quick reference unit attributes or abilities (these are not necessarily all inclusive and some abilities are weapon specific)

ARCING FIRE: May take NLOS shots by arcing over terrain. Assuming the target and firer are more than the height of the highest obstruction away from all objects being fired over horizontally and the shell path is not otherwise obstructed. The height difference of the target or the firer to the obstruction relative to the ground may be subtracted from the needed horizontal distance.

(CHAMELEON) BLEND: Roll a D6 when targeted by a ranged attack. On a 1 the coating has no effect. On a 2-5 it adds a -2 modifier to the attack. On a roll of 6 it adds a -6 modifier to the attack. MAY NOT BE used on the DEINONYCHUS unit or combined with Chameleon gear.

(DRAGONSIGHT) LASER DESIGNATOR: May be used to mark targets or locations (laser designation). Must be able to draw an unblocked line from the laser designator to the marked spot or target. Friendly units targeting marked spot with NLOS type weapons may nullify line of sight modifiers. Additionally, the laser designator can be used to reduce smoke modifiers (any type) on shots (for any ranged weapon) to -3.

FORWARD MISSILE / ROCKET SUPPORT: If this unit equips Fireshrike missiles, B33 or HADES rockets, the optimum range of those weapons is doubled.

(PHALANX _both versions_) HIGH SPEED DEFENSIVE MATRIX: Defense System (not armor). Equipped unit may roll a D6 after the attack roll(s) if a shot or shots using ranged, non-energy munitions is fired at it or at a unit, point, or target adjacent to it. If multiple PHALANX systems would apply, only one system may be used. Attacker reduces damage to each shot qualified as above by the die roll. This reduction is NOT affected by weapons that armor pierce or ignore reduction. If other armor defense systems are in play on target, consider these after the PHALANX has taken effect.

PROPELLANT ACCELERATED: Double splash range for shots within opt range.

(REDUCTIVE ARMOR) LIGHT PLATE ARMOR: Reduces 4 life (4xAC of unit damage) from life taken from attack. May not be stacked with other armor enhancements.

(STARFIRE) SHOT ATTRACTION: Once per turn in response to an enemy attack against any friendly target, or in combination with any action given to the equipped unit, may be launched up to 12 from unit at any terrain feature, non-infiltrated unit, or spot on ground (no action required). Sticks to target. All hitting FPP or Missile shots with line of fire within 12 of the flare must be rerolled. Rerolled hits go to original target. Rerolled misses hit the spot where the nearest flare is, and deal splash damage to units within radius. Does not stack with other defense gear requiring a reroll or other Starfire systems and does not cancel an opponent's antimissile system. Effect lasts till end of turn.

SLEDGE (AC3)

BUILD LOADOUT: "REAPER SLEDGE" (ANTI INFANTRY AND LIGHT TANKS / SCOUT)

SPEED	FREE WEIGHT	FREE POWER	TYPE	JUMP	Crew	Passenger capacity
22	6	10	MSV	YES	2	0

Integrated Weapons and Gear:	Standard Weapons and Gear:	Attributes and Abilities:	Buildout Specific items
2X HAMMER Mass Cannons	CHAMELEON Defensive Coating DRAGONSIGHT Laser Designator STARFIRE Flare Launcher REDUCTIVE ARMOR PHALANX MK1 Defense Grid HYPERSCANNER MK2	FORWARD MISSILE / ROCKET SUPPORT	2X HADES Rocket Packs

SLEDGE (AC3)
BUILD LOADOUT: "REAPER SLEDGE" (ANTI INFANTRY AND LIGHT TANKS / SCOUT)

QTY	Build Type	Weapon	Type (CLASS)	WGT	PWR	FIRE CNTRL	MIN	OPT	DROP	SHOTS	LOS/ NLOS	DAMAGE per shot	AP UP to AC	SPLASH	MODES	RND	LNK	Attributes and Abilities
2	BLD	HADES	Multi Rocket Launcher Pack (L)	3	1	NA	0	30	2 per 1	4	LOS	24	AP2	4	HE	NA	N	
2	INT	Hammer	Mass Cannon (UH)	6	10	0	0	30	1 per 2	1	LOS	60		6	HE	NA	2	ARCING FIRE

Quick reference unit attributes or abilities (these are not necessarily all inclusive and some abilities are weapon specific)

ARCING FIRE: May take NLOS shots by arcing over terrain. Assuming the target and firer are more than the height of the highest obstruction away from all objects being fired over horizontally and the shell path is not otherwise obstructed. The height difference of the target or the firer to the obstruction relative to the ground may be subtracted from the needed horizontal distance.

(CHAMELEON) BLEND: Roll a D6 when targeted by a ranged attack. On a 1 the coating has no effect. On a 2-5 it adds a -2 modifier to the attack. On a roll of 6 it adds a -6 modifier to the attack. MAY NOT BE used on the DEINONYCHUS unit or combined with Chameleon gear.

(DRAGONSIGHT) LASER DESIGNATOR: May be used to mark targets or locations (laser designation). Must be able to draw an unblocked line from the laser designator to the marked spot or target. Friendly units targeting marked spot with NLOS type weapons may nullify line of sight modifiers. Additionally, the laser designator can be used to reduce smoke modifiers (any type) on shots (for any ranged weapon) to -3.

FORWARD MISSILE / ROCKET SUPPORT: If this unit equips Fireshrike missiles, B33 or HADES rockets, the optimum range of those weapons is doubled.

(PHALANX *both versions***) HIGH SPEED DEFENSIVE MATRIX:** Defense System (not armor). Equipped unit may roll a D6 after the attack roll(s) if a shot or shots using ranged, non-energy munitions is fired at it or at a unit, point, or target adjacent to it. If multiple PHALANX systems would apply, only one system may be used. Attacker reduces damage to each shot qualified as above by the die roll. This reduction is NOT affected by weapons that armor pierce or ignore reduction. If other armor defense systems are in play on target, consider these after the PHALANX has taken effect.

(REDUCTIVE ARMOR) LIGHT PLATE ARMOR: Reduces 4 life (4xAC of unit damage) from life taken from attack. May not be stacked with other armor enhancements.

(STARFIRE) SHOT ATTRACTION: Once per turn in response to an enemy attack against any friendly target, or in combination with any action given to the equipped unit, may be launched up to 12 from unit at any terrain feature, non-infiltrated unit, or spot on ground (no action required). Sticks to target. All hitting FPP or Missile shots with line of fire within 12 of the flare must be rerolled. Rerolled hits go to original target. Rerolled misses hit the spot where the nearest flare is, and deal splash damage to units within radius. Does not stack with other defense gear requiring a reroll or other Starfire systems and does not cancel an opponent's antimissile system. Effect lasts till end of turn.

SLEDGE (AC3)

BUILD LOADOUT: "STINGER SLEDGE" (LONG RANGE SCOUT)

SPEED	FREE WEIGHT	FREE POWER	TYPE	JUMP	Crew	Passenger capacity
22	6	10	MSV	YES	2	0

Integrated Weapons and Gear:	Standard Weapons and Gear:	Attributes and Abilities:	Buildout Specific items
2X HAMMER Mass Cannons	CHAMELEON Defensive Coating DRAGONSIGHT Laser Designator STARFIRE Flare Launcher REDUCTIVE ARMOR PHALANX MK1 Defense Grid HYPERSCANNER MK2	FORWARD MISSILE / ROCKET SUPPORT	2X APEX Single Missiles 4X B33 Rocket Launchers

SLEDGE (AC3)
BUILD LOADOUT: "STINGER SLEDGE" (LONG RANGE SCOUT)

QTY	Build Type	Weapon	Type (CLASS)	WGT	PWR	FIRE CNTRL	MIN	OPT	DROP	SHOTS	LOS/ NLOS	DAMAGE per shot	AP UP to AC	SPLASH	MODES	RND	LNK	Attributes and Abilities
2	BLD	Apex (single launcher)	Smart Missile Single (UL)	1	0	3	12	48	1 per 4	1	NLOS	24	AP10	3		1	4	PROPELLANT ACCELERATED/ ADVANCED RETARGETING
4	BLD	B33 (Bee)	Multi Rocket Launcher Pack (UL)	1	1	NA	0	36	4 per 1	4	LOS	5		2	HE	NA	4	SEQUENCED FIRE
2	INT	Hammer	Mass Cannon (UH)	6	10	0	0	30	1 per 2	1	LOS	60		6	HE	NA	2	ARCING FIRE

Quick reference unit attributes or abilities (these are not necessarily all inclusive and some abilities are weapon specific)

ADVANCED RETARGETING: If facing defensive gear that requires a reroll, may ignore the first failed reroll and attempt the reroll one more time. Can be split to target two units if linked.

ARCING FIRE: May take NLOS shots by arcing over terrain. Assuming the target and firer are more than the height of the highest obstruction away from all objects being fired over horizontally and the shell path is not otherwise obstructed. The height difference of the target or the firer to the obstruction relative to the ground may be subtracted from the needed horizontal distance.

(CHAMELEON) BLEND: Roll a D6 when targeted by a ranged attack. On a 1 the coating has no effect. On a 2-5 it adds a -2 modifier to the attack. On a roll of 6 it adds a -6 modifier to the attack. MAY NOT BE used on the DEINONYCHUS unit or combined with Chameleon gear.

(DRAGONSIGHT) LASER DESIGNATOR: May be used to mark targets or locations (laser designation). Must be able to draw an unblocked line from the laser designator to the marked spot or target. Friendly units targeting marked spot with NLOS type weapons may nullify line of sight modifiers. Additionally, the laser designator can be used to reduce smoke modifiers (any type) on shots (for any ranged weapon) to -3.

FORWARD MISSILE / ROCKET SUPPORT: If this unit equips Fireshrike missiles, B33 or HADES rockets, the optimum range of those weapons is doubled.

(PHALANX _both versions_) HIGH SPEED DEFENSIVE MATRIX: Defense System (not armor). Equipped unit may roll a D6 after the attack roll(s) if a shot or shots using ranged, non-energy munitions is fired at it or at a unit, point, or target adjacent to it. If multiple PHALANX systems would apply, only one system may be used. Attacker reduces damage to each shot qualified as above by the die roll. This reduction is NOT affected by weapons that armor pierce or ignore reduction. If other armor defense systems are in play on target, consider these after the PHALANX has taken effect.

(REDUCTIVE ARMOR) LIGHT PLATE ARMOR: Reduces 4 life (4xAC of unit damage) from life taken from attack. May not be stacked with other armor enhancements.

SEQUENCED FIRE: If a unit is targeted that is or becomes under a bubble shield, the sequenced shots may attempt to eliminate the bubble shield then hit units that were originally targeted with any remaining shots.
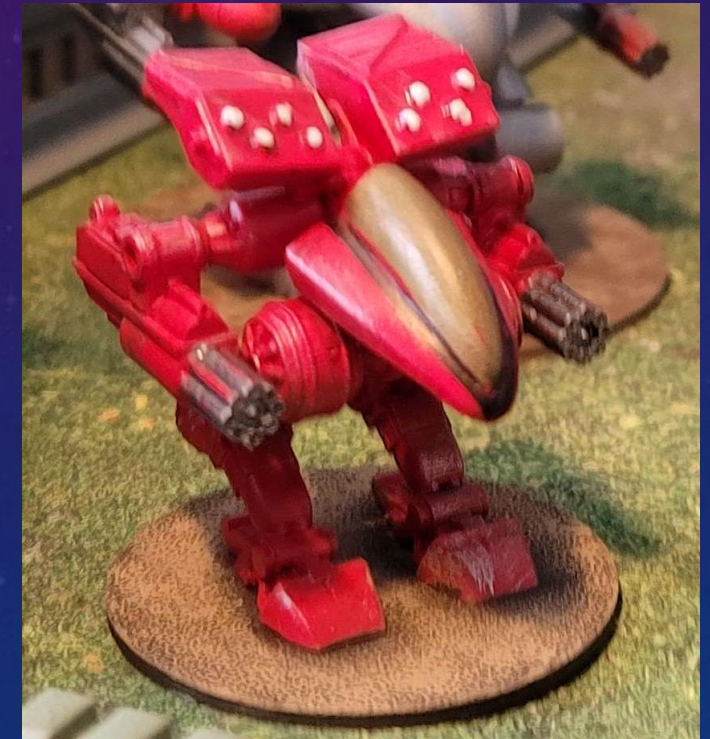
(STARFIRE) SHOT ATTRACTION: Once per turn in response to an enemy attack against any friendly target, or in combination with any action given to the equipped unit, may be launched up to 12 from unit at any terrain feature, non-infiltrated unit, or spot on ground (no action required). Sticks to target. All hitting FPP or Missile shots with line of fire within 12 of the flare must be rerolled. Rerolled hits go to original target. Rerolled misses hit the spot where the nearest flare is, and deal splash damage to units within radius. Does not stack with other defense gear requiring a reroll or other Starfire systems and does not cancel an opponent's antimissile system. Effect lasts till end of turn.

SPARROWHAWK (AC4)

BUILD LOADOUT: "KINGPIN" (OFFENSIVE)

SPEED	FREE WEIGHT	FREE POWER	TYPE	JUMP	Crew	Passenger capacity
20	12	22	MSV	YES	2	0

Integrated Weapons and Gear:	Standard Weapons and Gear:	Attributes and Abilities:	Buildout Specific items
2X PIGEON Missile Launchers ECHO Drone Launcher	DISSONANCE AI Multiphase Directional Shield AIKIDO Energy Defense Mako EM4C Thermal Sight	DRONE GENERATION	2x DEVASTATOR Rotary Cannons

QTY	Build Type	Weapon	Type (CLASS)	WGT	PWR	FIRE CNTRL	MIN	OPT	DROP	SHOTS	LOS/ NLOS	DAMAGE per shot	AP UP to AC	SPLASH	MODES	RND	LNK	Attributes and Abilities
2	BLD	Devastator	Rotary Gun (H)	5	10	1	0	24	1 per 1	3	LOS	25				NA	2	FOCUS FIRE/ SEQUENCED FIRE/ SPRAY and PRAY
2	STD	Pigeon	Missile System (H)	5	8	2	6	30	1 per 1	4	NLOS	15	AP3	2		6	2	PROPELLANT ACCELERATED

Quick reference unit attributes or abilities (these are not necessarily all inclusive and some abilities are weapon specific)

(AIKIDO GEAR) DEFLECTION: Every time the unit equipped with this system is to take damage from a Tesla ARC or laser-based weapon, the defending player may roll a D20 and direct that D20 value of damage energy back to the attacker. The reflected damage is also added to any links in the target chain between the defender and the attacker. Reflected damage may not be reflected by this system. Player gets to reflect every attack that deals damage as well as "previous unit in path" damage as separate rolls. This system cannot deflect more damage than it is dealt thus if the roll for deflection exceeds the damage received, the feedback is limited to what was to be dealt to the defender. You may not equip more than one Aikido system, and you may not equip this gear on a unit equipped with a Tesla based weapon. Attacker takes all reflected damage upon completion of current action.

(DISSONANCE) AI MULTIPHASE DIRECTIONAL SHIELD: Reacts via AI to block/deflect/overload ballistic attacks with varying energy beams/shields that pops up as the threat is detected. It is assumed the AI has a bit of lag and will not always be 100 percent effective. Only shots that would otherwise hit can be blocked, and system make 1 attempt per shot. Blocked shots do not deal damage. To block a hitting shot, roll a D20 per shot as follows based on attacker's range: Range Under 10: Roll 5 or less. Range 10-20: Roll 8 or less. Range over 20: Roll 12 or less.

DRONE GENERATION: 3D prints a replacement drone every 6 actions including those from other players. May only deploy one at a time. May store up to 6 drones. May also transfer a drone to another unit that needs it within base contact (adjacent) at the beginning of any turn. This does not cause an action.

(ECHO) DRONE CONTROLLER: The controlling unit may start play with the drone deployed or deploy as an action. Once deployed, this drone must expend a use at the beginning of the round to gain one of the following for the rest of the round:

1. Hover over the unit and give it dug in status if it is not moving
2. Lasers designate from a position 24 over the unit
3. Scan once per round for free to a range of 12 from the unit with infiltrated units revealed on a 12 or less.

This deployable may be targeted as a Wild Weasel equipped AC0 with 10 life and any unit which destroys a drone gains one point (no kills or deaths) for the controlling player in a deathmatch. In a skirmish if the drone is eliminated the player may get an action returned/added to remaining total. Once eliminated or all uses expended, may be replenished by any RHINO MRAP, Fixer, or dropship for an action to the replenishing unit. A unit may also recover all uses by recovering the drone as an action, and relaunching on a future turn.

FOCUS FIRE: If all shots are at the same target add a D20 for each gun that registers hit(s).

(MAKO EM4C) EM IMAGING: This ignores the -6 smoke modifier for both smoke and thermal smoke to any unit other than non-ECBS crew or troops. Also grants +1 to equipped unit's attacks against units using any or any combination of the following: Aikido, Chameleon, Deinonychus stealth system, and Wild Weasel system. Note that if defending player declares an unused gear as "inactive," it is not usable by that player for the remainder of the turn.

PROPELLANT ACCELERATED: Double splash range for shots within opt range.

SEQUENCED FIRE: If a unit is targeted that is or becomes under a bubble shield, the sequenced shots may attempt to eliminate the bubble shield then hit units that were originally targeted with any remaining shots.

SPRAY and PRAY: May be used to attempt to damage infiltrated units. Target an area where an infiltrated unit is located with all shots at 6 or less + fire control. Take the base damage per shot and divide by the total number of units and terrain features within 6 of the chosen infiltrated unit. If there are no other units or features that qualify, divide shot damage by 2. Deal this modified damage for each hitting shot to the chosen infiltrated unit and each unit or terrain feature previously counted.

SPARROWHAWK (AC4)

BUILD LOADOUT: "MARKSMAN" (RANGED)

SPEED	FREE WEIGHT	FREE POWER	TYPE	JUMP	Crew	Passenger capacity
20	12	22	MSV	YES	2	0

Integrated Weapons and Gear:	Standard Weapons and Gear:	Attributes and Abilities:	Buildout Specific items
2X PIGEON Missile Launchers ECHO Drone Launcher	DISSONANCE AI Multiphase Directional Shield AIKIDO Energy Defense Mako EM4C Thermal Sight	DRONE GENERATION	2x TRUSHOT Rifles
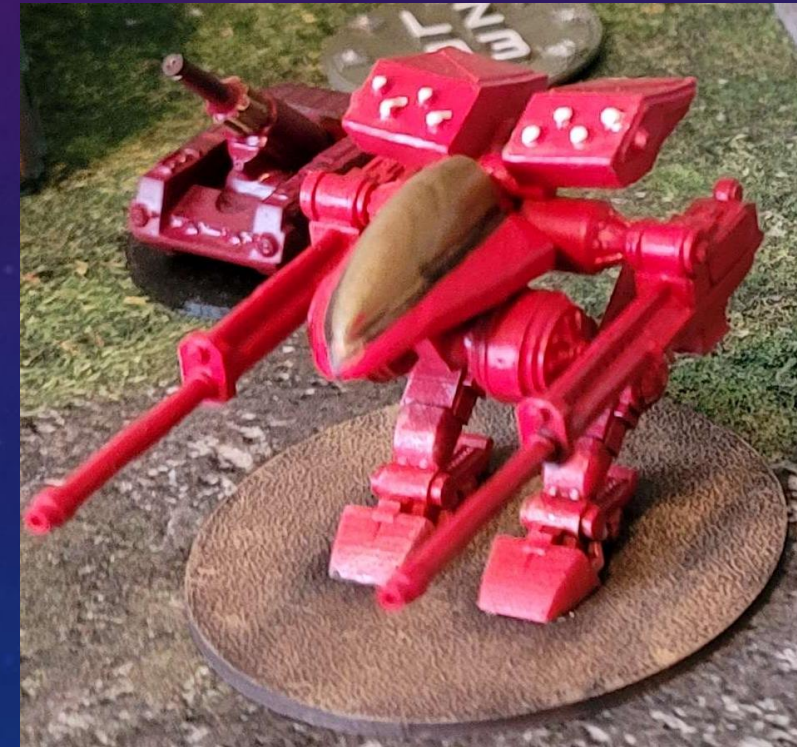
SPARROWHAWK (AC4)
BUILD LOADOUT: "MARKSMAN" (RANGED)

BUILDOUT WEAPONS EQUIPPED

QTY	Build Type	Weapon	Type (CLASS)	WGT	PWR	FIRE CNTRL	MIN	OPT	DROP	SHOTS	LOS/NLOS	DAMAGE per shot	AP UP to AC	SPLASH	MODES	RND	LNK	Attributes and Abilities
2	BLD	Trushot	Rifle (H)	5	10	3	6	36	1 per 4	2	LOS	30	AP6 (if AP)	3 (if HE)	AP/HE	NA	2	SEQUENCED FIRE
2	STD	Pigeon	Missile System (H)	5	8	2	6	30	1 per 1	4	NLOS	15	AP3	2		6	2	PROPELLANT ACCELERATED

Quick reference unit attributes or abilities (these are not necessarily all inclusive and some abilities are weapon specific)

(AIKIDO GEAR) DEFLECTION: Every time the unit equipped with this system is to take damage from a Tesla ARC or laser-based weapon, the defending player may roll a D20 and direct that D20 value of damage energy back to the attacker. The reflected damage is also added to any links in the target chain between the defender and the attacker. Reflected damage may not be reflected by this system. Player gets to reflect every attack that deals damage as well as "previous unit in path" damage as separate rolls. This system cannot deflect more damage than it is dealt thus if the roll for deflection exceeds the damage received, the feedback is limited to what was to be dealt to the defender. You may not equip more than one Aikido system, and you may not equip this gear on a unit equipped with a Tesla based weapon. Attacker takes all reflected damage upon completion of current action.

(DISSONANCE) AI MULTIPHASE DIRECTIONAL SHIELD: Reacts via AI to block/deflect/overload ballistic attacks with varying energy beams/shields that pops up as the threat is detected. It is assumed the AI has a bit of lag and will not always be 100 percent effective. Only shots that would otherwise hit can be blocked, and system make 1 attempt per shot. Blocked shots do not deal damage. To block a hitting shot, roll a D20 per shot as follows based on attacker's range: Range Under 10: Roll 5 or less. Range 10-20: Roll 8 or less. Range over 20: Roll 12 or less.

DRONE GENERATION: 3D prints a replacement drone every 6 actions including those from other players. May only deploy one at a time. May store up to 6 drones. May also transfer a drone to another unit that needs it within base contact (adjacent) at the beginning of any turn. This does not cause an action.

(ECHO) DRONE CONTROLLER: The controlling unit may start play with the drone deployed or deploy as an action. Once deployed, this drone must expend a use at the beginning of the round to gain one of the following for the rest of the round:

1. Hover over the unit and give it dug in status if it is not moving
2. Lasers designate from a position 24 over the unit
3. Scan once per round for free to a range of 12 from the unit with infiltrated units revealed on a 12 or less.

This deployable may be targeted as a Wild Weasel equipped AC0 with 10 life and any unit which destroys a drone gains one point (no kills or deaths) for the controlling player in a deathmatch. In a skirmish if the drone is eliminated the player may get an action returned/added to remaining total. Once eliminated or all uses expended, may be replenished by any RHINO MRAP, Fixer, or dropship for an action to the replenishing unit. A unit may also recover all uses by recovering the drone as an action, and relaunching on a future turn.

(MAKO EM4C) EM IMAGING: This ignores the -6 smoke modifier for both smoke and thermal smoke to any unit other than non-ECBS crew or troops. Also grants +1 to equipped unit's attacks against units using any or any combination of the following: Aikido, Chameleon, Deinonychus stealth system, and Wild Weasel system. Note that if defending player declares an unused gear as "inactive," it is not usable by that player for the remainder of the turn.

PROPELLANT ACCELERATED: Double splash range for shots within opt range.

SEQUENCED FIRE: If a unit is targeted that is or becomes under a bubble shield, the sequenced shots may attempt to eliminate the bubble shield then hit units that were originally targeted with any remaining shots.

SPARROWHAWK (AC4)

BUILD LOADOUT: "FLYING SABERS" (RAIL JUMP ASSAULT UNIT)

SPEED	FREE WEIGHT	FREE POWER	TYPE	JUMP	Crew	Passenger capacity
20	12	22	MSV	YES	2	0

Integrated Weapons and Gear:	Standard Weapons and Gear:	Attributes and Abilities:	Buildout Specific items
2X PIGEON Missile Launchers ECHO Drone Launcher	DISSONANCE AI Multiphase Directional Shield AIKIDO Energy Defense Mako EM4C Thermal Sight	DRONE GENERATION	4x SABER Multi-shot Rail Guns

QTY	Build Type	Weapon	Type (CLASS)	WGT	PWR	FIRE CNTRL	MIN	OPT	DROP	SHOTS	LOS/ NLOS	DAMAGE per shot	AP UP to AC	SPLASH	MODES	RND	LNK	Attributes and Abilities
4	BLD	Saber	Multishot Rail Gun (L)	3	4	2	0	30	1 per 2	3	LOS	14	AP6	NA		NA	4	UNREACTABLE /SEQUENCED FIRE
2	STD	Pigeon	Missile System (H)	5	8	2	6	30	1 per 1	4	NLOS	15	AP3	2		6	2	PROPELLANT ACCELERATED

Quick reference unit attributes or abilities (these are not necessarily all inclusive and some abilities are weapon specific)

(AIKIDO GEAR) DEFLECTION: Every time the unit equipped with this system is to take damage from a Tesla ARC or laser-based weapon, the defending player may roll a D20 and direct that D20 value of damage energy back to the attacker. The reflected damage is also added to any links in the target chain between the defender and the attacker. Reflected damage may not be reflected by this system. Player gets to reflect every attack that deals damage as well as "previous unit in path" damage as separate rolls. This system cannot deflect more damage than it is dealt thus if the roll for deflection exceeds the damage received, the feedback is limited to what was to be dealt to the defender. You may not equip more than one Aikido system, and you may not equip this gear on a unit equipped with a Tesla based weapon. Attacker takes all reflected damage upon completion of current action.

(DISSONANCE) AI MULTIPHASE DIRECTIONAL SHIELD: Reacts via AI to block/deflect/overload ballistic attacks with varying energy beams/shields that pops up as the threat is detected. It is assumed the AI has a bit of lag and will not always be 100 percent effective. Only shots that would otherwise hit can be blocked, and system make 1 attempt per shot. Blocked shots do not deal damage. To block a hitting shot, roll a D20 per shot as follows based on attacker's range: Range Under 10: Roll 5 or less. Range 10-20: Roll 8 or less. Range over 20: Roll 12 or less.

DRONE GENERATION: 3D prints a replacement drone every 6 actions including those from other players. May only deploy one at a time. May store up to 6 drones. May also transfer a drone to another unit that needs it within base contact (adjacent) at the beginning of any turn. This does not cause an action.

(ECHO) DRONE CONTROLLER: The controlling unit may start play with the drone deployed or deploy as an action. Once deployed, this drone must expend a use at the beginning of the round to gain one of the following for the rest of the round:

1. Hover over the unit and give it dug in status if it is not moving
2. Lasers designate from a position 24 over the unit
3. Scan once per round for free to a range of 12 from the unit with infiltrated units revealed on a 12 or less.

This deployable may be targeted as a Wild Weasel equipped AC0 with 10 life and any unit which destroys a drone gains one point (no kills or deaths) for the controlling player in a deathmatch. In a skirmish if the drone is eliminated the player may get an action returned/added to remaining total. Once eliminated or all uses expended, may be replenish by any RHINO MRAP, Fixer, or dropship for an action to the replenishing unit. A unit may also recover all uses by recovering the drone as an action, and relaunching on a future turn.

FOCUS FIRE: If all shots are at the same target add a D20 for each gun that registers hit(s).

(MAKO EM4C) EM IMAGING: This ignores the -6 smoke modifier for both smoke and thermal smoke to any unit other than non-ECBS crew or troops. Also grants +1 to equipped unit's attacks against units using any or any combination of the following: Aikido, Chameleon, Deinonychus stealth system, and Wild Weasel system. Note that if defending player declares an unused gear as "inactive," it is not usable by that player for the remainder of the turn.

PROPELLANT ACCELERATED: Double splash range for shots within opt range.

SEQUENCED FIRE: If a unit is targeted that is or becomes under a bubble shield, the sequenced shots may attempt to eliminate the bubble shield then hit units that were originally targeted with any remaining shots.

UNREACTABLE: This weapon ignores Phalanx and Dissonance systems and Reactive armor.

STINGRAY MK1 (AC2)

(PLASMA PROJECTING TANK)

SPEED	FREE WEIGHT	FREE POWER	TYPE	JUMP	Crew	Passenger capacity
28	NA	NA	Ray Class Tank	NA	1	1

Integrated Weapons and Gear:	Standard Weapons and Gear:	Attributes and Abilities:	Buildout Specific items
2X BLACKOUT MK2 Forced Plasma Projectors REDUCTIVE ARMOR SMOKE LAUNCHER		AUTO-STABILIZED AMPHIBIOUS INDEPENDENT TRACTION FAST SPIN SYSTEM UNBUTTONED HATCH ARMOR	
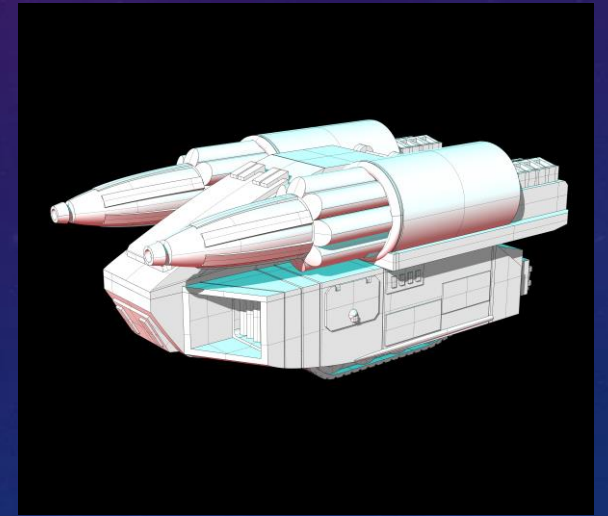
STINGRAY MK1 (AC2)
(PLASMA PROJECTING TANK)
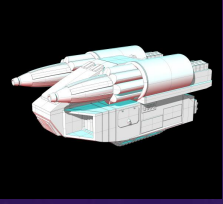
QTY	Build Type	Weapon	Type (CLASS)	WGT	PWR	FIRE CNTRL	MIN	OPT	DROP	SHOTS	LOS/ NLOS	DAMAGE per shot	AP UP to AC	SPLASH	MODES	RND	LNK	Attributes and Abilities
2	INT	Blackout FPP	Forced Plasma Projector (UH)	5	12	2	0	30	2 per 1	1	LOS	48		3		NA	2	POWER SHUNT

Quick reference unit attributes or abilities (these are not necessarily all inclusive and some abilities are weapon specific)

AMPHIBIOUS: This unit is not hindered when crossing water terrain and gains + 4 free speed upon entering water. This can be used when crossing water. If the unit does not use this speed, it is lost when the unit exits water.

AUTO-STABILIZED: This unit employs gyroscopic stabilization and gains the auto stabilized battle status. (May fire at any point during movement at a minus 1 movement penalty.)

INDEPENDENT TRACTION FAST SPIN SYSTEM: May spin to take a shot then resume movement along original path for a cost of - 2 to speed.

POWER SHUNT: Add damage base of mounting unit: AC3 +4; AC4 = +8; AC5 = +16; AC6 = +24.

(REDUCTIVE ARMOR) LIGHT PLATE ARMOR: Reduces 4 life (4xAC of unit damage) from life taken from attack. May not be stacked with other armor enhancements.

(SMOKE LAUNCHER) BASIC SMOKE: Use combined with any action assigned to the controlling unit, drops a 10 diameter circle of smoke by 12 tall at any point adjacent along movement path.

UNBUTTONED HATCH ARMOR: Passenger standing in hatch gets 75% cover.

SUPERWARRIOR (AC4)

BUILD LOADOUT: "GAT WARRIOR"

SPEED	FREE WEIGHT	FREE POWER	TYPE	JUMP	Crew	Passenger capacity
18	15	22	MSV	YES	2	0

Integrated Weapons and Gear:	Standard Weapons and Gear:	Attributes and Abilities:	Buildout Specific items
2X LONGBOW MK2 Rifles

HARDENED ARMOR | WILD WEASEL Defense System

EJECTION SEATS MK2

MAKO EM4C Spectral EM Scope | DIRECT PORT HIGH GAIN JUMP JET SYSTEM | 2X DEVASTATOR ROTARY GUNS

PHALANX MK1 DEFENSE SYSTEM

SMOKE LAUNCHER |
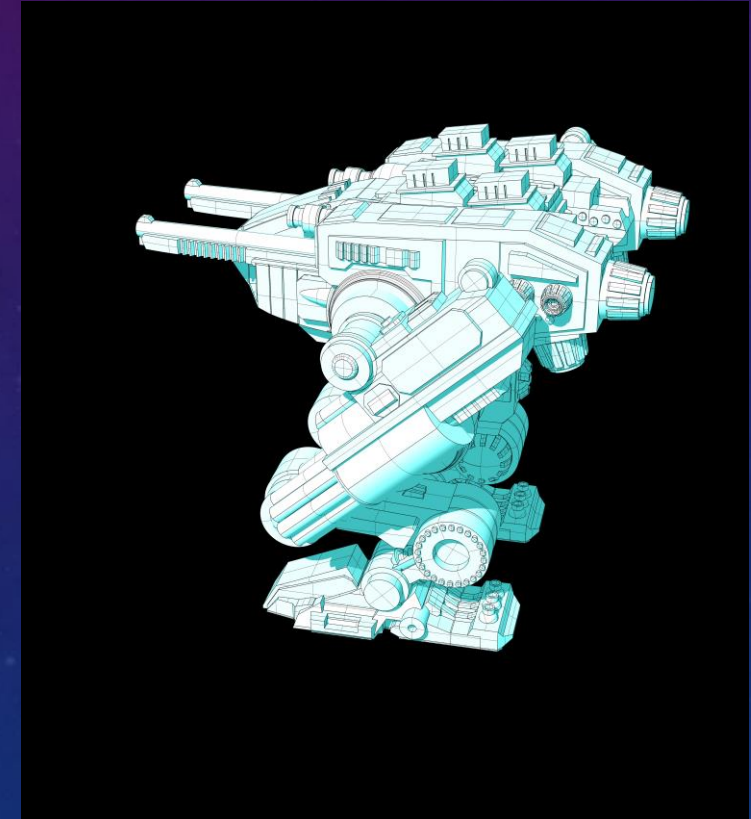
SUPERWARRIOR (AC4)
BUILD LOADOUT: "GAT WARRIOR" (ASSAULT)

QTY	Build Type	Weapon	Type (CLASS)	WGT	PWR	FIRE CNTRL	MIN	OPT	DROP	SHOTS	LOS/ NLOS	DAMAGE per shot	AP up to AC	SPLASH	MODES	RND	LNK	Attributes and Abilities
2	BLD	Devastator	Rotary Gun (H)	5	10	1	0	24	1 per 1	3	LOS	25				NA	2	FOCUS FIRE/ SEQUENCED FIRE/ SPRAY and PRAY
2	INT	Longbow	Rifle (L)	3	7	3	6	30	1 per 4	3	LOS	18	AP4 (if AP)	2 (if HE)	AP/HE	NA	2	SEQUENCED FIRE

Quick reference unit attributes or abilities (these are not necessarily all inclusive and some abilities are weapon specific)

DIRECT PORT HIGH GAIN JUMP JET SYSTEM: This unit may double its vertical jump speed (horizontal speed remains unchanged).

(EJECTION SEATS) MK2 SEATS: +6 to survival rolls. Each seat has 1 REGULA and 1 PSS PERSONNEL SHIELD SYSTEM. Gives equipped crew that does not otherwise have an ECBS suit a shield system like that carried by a standard troop unit. stored in back of seat. Gear survives if crew survives; eliminated if crew fails survival roll. Surviving unit "ejects." Eject allows unit to deploy up to 12+2D20 away from hatch. Crew may disembark using this seat. After ejection, unit may not be recrewed for missing seats.

FOCUS FIRE: If all shots are at the same target add a D20 for each gun that registers hit(s).

(HARDENED ARMOR) COMPOSITE ARMOR COAT: Reduces 6 LIFE (6xAC of unit damage) from life taken from attack. May not be stacked with other armor enhancements.

(MAKO EM4C) EM IMAGING: This ignores the -6 smoke modifier for both smoke and thermal smoke to any unit other than non-ECBS crew or troops. Also grants +1 to equipped unit's attacks against units using any or any combination of the following: Aikido, Chameleon, Deinonychus stealth system, and Wild Weasel system. Note that if defending player declares an unused gear as "inactive," it is not usable by that player for the remainder of the turn.

(PHALANX *mk1*) HIGH SPEED DEFENSIVE MATRIX: Defense System (not armor). Equipped unit may roll a D6 after the attack roll(s) if a shot or shots using ranged, non-energy munitions is fired at it or at a unit, point, or target adjacent to it. If multiple PHALANX systems would apply, only one system may be used. Attacker reduces damage to each shot qualified as above by the die roll. This reduction is NOT affected by weapons that armor pierce or ignore reduction. If other armor defense systems are in play on target, consider these after the PHALANX has taken effect.

SEQUENCED FIRE: If a unit is targeted that is or becomes under a bubble shield, the sequenced shots may attempt to eliminate the bubble shield then hit units that were originally targeted with any remaining shots.

(SMOKE LAUNCHER) BASIC SMOKE: Use combined with any action assigned to the controlling unit, drops a 10 diameter circle of smoke by 12 tall at any point adjacent along movement path.

SPRAY and PRAY: May be used to attempt to damage infiltrated units. Target an area where an infiltrated unit is located with all shots at 6 or less + fire control. Take the base damage per shot and divide by the total number of units and terrain features within 6 of the chosen infiltrated unit. If there are no other units or features that qualify, divide shot damage by 2. Deal this modified damage for each hitting shot to the chosen infiltrated unit and each unit or terrain feature previously counted.

(WILD WEASEL) ECM: All weapons targeting this unit ignore fire control for ranged combat (not close combat) shots.

SUPERWARRIOR (AC4)

BUILD LOADOUT: "JUDGE WARRIOR" (HEAVY RANGED ASSAULT)

SPEED	FREE WEIGHT	FREE POWER	TYPE	JUMP	Crew	Passenger capacity
18	15	22	MSV	YES	2	0

Integrated Weapons and Gear:	Standard Weapons and Gear:	Attributes and Abilities:	Buildout Specific items
2X LONGBOW MK2 Rifles HARDENED ARMOR	WILD WEASEL Defense System EJECTION SEATS MK2 MAKO EM4C Spectral EM Scope	DIRECT PORT HIGH GAIN JUMP JET SYSTEM	2X ADJUDICATOR HOWITZERS CHAMELEON Defense Coating

SUPERWARRIOR (AC4)
BUILD LOADOUT: "JUDGE WARRIOR" (HEAVY RANGED ASSAULT)

QTY	Build Type	Weapon	Type (CLASS)	WGT	PWR	FIRE CNTRL	MIN	OPT	DROP	SHOTS	LOS/ NLOS	DAMAGE per shot	AP up to AC	SPLASH	MODES	RND	LNK	Attributes and Abilities
2	BLD	Adjudicator	Howitzer (UH)	7	10	1	6	30	1 per 4	1	LOS	80	AP6	3		NA	2	ARCING FIRE
2	INT	Longbow	Rifle (L)	3	7	3	6	30	1 per 4	3	LOS	18	AP4 (if AP)	2 (if HE)	AP/HE	NA	2	SEQUENCED FIRE

Quick reference unit attributes or abilities (these are not necessarily all inclusive and some abilities are weapon specific)

ARCING FIRE: May take NLOS shots by arcing over terrain. Assuming the target and firer are more than the height of the highest obstruction away from all objects being fired over horizontally and the shell path is not otherwise obstructed. The height difference of the target or the firer to the obstruction relative to the ground may be subtracted from the needed horizontal distance.

(CHAMELEON) BLEND: Roll a D6 when targeted by a ranged attack. On a 1 the coating has no effect. On a 2-5 it adds a -2 modifier to the attack. On a roll of 6 it adds a -6 modifier to the attack. MAY NOT BE used on the DEINONYCHUS unit or combined with Chameleon gear.

DIRECT PORT HIGH GAIN JUMP JET SYSTEM: This unit may double its vertical jump speed (horizontal speed remains unchanged).

(EJECTION SEATS) MK2 SEATS: +6 to survival rolls. Each seat has 1 REGULA and 1 PSS PERSONNEL SHIELD SYSTEM. Gives equipped crew that does not otherwise have an ECBS suit a shield system like that carried by a standard troop unit. stored in back of seat. Gear survives if crew survives; eliminated if crew fails survival roll. Surviving unit "ejects." Eject allows unit to deploy up to 12+2D20 away from hatch. Crew may disembark using this seat. After ejection, unit may not be recrewed for missing seats.

(HARDENED ARMOR) COMPOSITE ARMOR COAT: Reduces 6 LIFE (6xAC of unit damage) from life taken from attack. May not be stacked with other armor enhancements.

(MAKO EM4C) EM IMAGING: This ignores the -6 smoke modifier for both smoke and thermal smoke to any unit other than non-ECBS crew or troops. Also grants +1 to equipped unit's attacks against units using any or any combination of the following: Aikido, Chameleon, Deinonychus stealth system, and Wild Weasel system. Note that if defending player declares an unused gear as "inactive," it is not usable by that player for the remainder of the turn.

SEQUENCED FIRE: If a unit is targeted that is or becomes under a bubble shield, the sequenced shots may attempt to eliminate the bubble shield then hit units that were originally targeted with any remaining shots.

(WILD WEASEL) ECM: All weapons targeting this unit ignore fire control for ranged combat (not close combat) shots.

THUNDER-RAY MK2 (AC2)

(MISSILE TANK)

SPEED	FREE WEIGHT	FREE POWER	TYPE	JUMP	Crew	Passenger capacity
26	NA	NA	Ray Class Tank	NA	1	1

Integrated Weapons and Gear:	Standard Weapons and Gear:	Attributes and Abilities:	Buildout Specific items
2X PIGEON Missile System			
AKIDO Energy Defense		AUTO-STABILIZED	
ANGEL Anti-missile System		AMPHIBIOUS	
WILD WEASEL Countermeasures		INDEPENDENT TRACTION FAST SPIN SYSTEM	
SMOKE LAUNCHER		UNBUTTONED HATCH ARMOR	
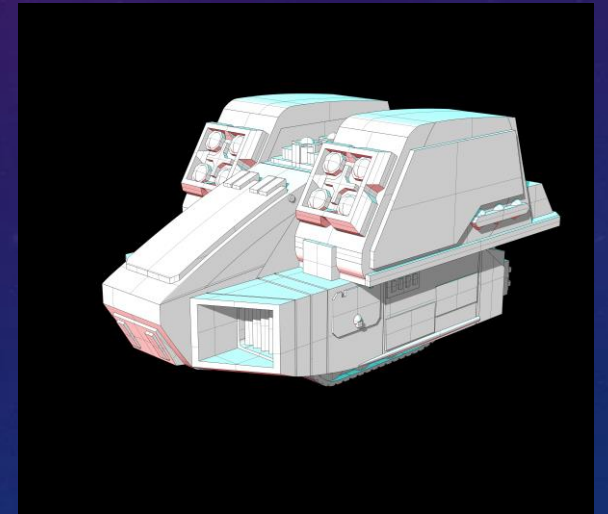
THUNDER-RAY MK2 (AC2)
(PLASMA PROJECTING TANK)

BUILDOUT WEAPONS EQUIPPED
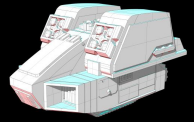
QTY	Build Type	Weapon	Type (CLASS)	WGT	PWR	FIRE CNTRL	MIN	OPT	DROP	SHOTS	LOS/ NLOS	DAMAGE per shot	AP UP to AC	SPLASH	MODES	RND	LNK	Attributes and Abilities
2	INT	Pigeon	Missile System (H)	5	8	2	6	30	1 per 1	4	NLOS	15	AP3	2		6	2	PROPELLANT ACCELERATED

Quick reference unit attributes or abilities (these are not necessarily all inclusive and some abilities are weapon specific)

(AIKIDO GEAR) DEFLECTION: Every time the unit equipped with this system is to take damage from a Tesla ARC or laser-based weapon, the defending player may roll a D20 and direct that D20 value of damage energy back to the attacker. The reflected damage is also added to any links in the target chain between the defender and the attacker. Reflected damage may not be reflected by this system. Player gets to reflect every attack that deals damage as well as "previous unit in path" damage as separate rolls. This system cannot deflect more damage than it is dealt thus if the roll for deflection exceeds the damage received, the feedback is limited to what was to be dealt to the defender. You may not equip more than one of this system, and you may not equip this gear on a unit equipped with a Tesla based weapon. Attacker takes all reflected damage upon completion of current action.

AMPHIBIOUS: This unit is not hindered when crossing water terrain and gains + 4 free speed upon entering water. This can be used when crossing water. If the unit does not use this speed, it is lost when the unit exits water.

(ANGEL GEAR) AMS: Any hitting missile rounds must be rerolled with a -3 to the shot. Ignore any original hits that miss the second roll. Does not stack with other defense gear requiring a reroll. Takes priority over any STARFIRE flares in play.

AUTO-STABILIZED: This unit employs gyroscopic stabilization and gains the auto stabilized battle status. (May fire at any point during movement at a minus 1 movement penalty.)

INDEPENDENT TRACTION FAST SPIN SYSTEM: May spin to take a shot then resume movement along original path for a cost of - 2 to speed.

PROPELLANT ACCELERATED: Double splash range for shots within opt range.

(REDUCTIVE ARMOR) LIGHT PLATE ARMOR: Reduces 4 life (4xAC of unit damage) from life taken from attack. May not be stacked with other armor enhancements.

(SMOKE LAUNCHER) BASIC SMOKE: Use combined with any action assigned to the controlling unit, drops a 10 diameter circle of smoke by 12 tall at any point adjacent along movement path.

UNBUTTONED HATCH ARMOR: Passenger standing in hatch gets 75% cover.

(WILD WEASEL) ECM: All weapons targeting this unit ignore fire control for ranged combat (not close combat) shots.